

NECROMUNDA



THE BOOK OF PERIL

BRUTAL GANG WARFARE
IN THE 41ST MILLENNIUM



NECROMUNDA[®]

ENTROPY GNAWS LIKE A SUMPTOWN RAT AT THE FOUNDATIONS OF NECROMUNDA, EACH TINY BITE ANOTHER CRACK IN A WORLD WRAPPED IN A LATTICEWORK OF FRACTURES.

HIVE CITIES WERE NOT BUILT TO ENDURE FOREVER. THINGS OF FERRITE, PLASTEEL AND PROGRESS, THEY REACHED FOR THE STARS EVEN AS THE ENTROPIC VOID DRAGGED THEM BACK TO THE GROUND. LIKE DEAD ROTTING TEETH POKING FROM INFECTED GUMS, WHOLE REGIONS OF THE HIVE CITIES HAVE PERISHED, DESCENDING INTO DECAY AND DISUSE, GOOD ONLY FOR THE RAT, THE MUTANT OR THE RENEGADE. THESE BADZONES FESTER BENEATH THE STREETS OF HIVE CITY, REMINDING ITS CITIZENS THAT ALL WHICH ENDURES IN THE LIGHT WILL ONE DAY BE CLAIMED BY THE DARK. OTHERS TAKE A MORE PRAGMATIC VIEW, SINKING DOWN INTO THE DEPTHS OF THE BADZONES AND ACCEPTING THAT A LONG RUSTING NIGHT IS COMING TO NECROMUNDA, AND ONLY THOSE WHO EMBRACE IT WILL SURVIVE.

WITH EACH CYCLE, THE BADZONES CREEP CLOSER TO THE GATES OF HIVE CITY; AND EACH CYCLE THE BALANCE BETWEEN ENTROPY AND PROGRESS TIPS TOWARDS OBLIVION.



CONTENTS

Welcome to the Badzones	4	Badzones Trading Post	42
		- Special Ammunition	42
		- Wargear	43
The Great Web of Necromunda	6	Badzones Battlefields	46
- The Merchants Guild	7	- Generating Events	50
- Mercator Pyros	7	Badzones Terrain	64
- Mercator Nautica	7	- Industrial Terrain	66
- Mercator Pallidus	8	- Hive Ruins	71
- Mercator Sanguis	8	- Carnivorous Plants	74
- Mercator Gelt	9	Badzones Scenarios	77
- Mercator Lux	9	- Escape the Badzone	78
- Mercator Temperium	9	- Manufactorum Raid	80
- Mercator Munda	9	- The Conveyer	82
'Venator' Bounty Hunter Gangs	10	- Fungal Horror	84
- Gang composition	13	- Toll Bridge	86
- Venators in Campaigns	14	Badzones Weapons Reference Chart	89
- 'Venator' Bounty Hunter Gangs	17	Wargear	90
Alliances	22	Weapon Traits	96
Making an Alliance	23	Dramatis Personae	
- Guild Allies	24	- Kal Jericho	18
- Water Guild	25	- Scabs	20
- Promethium Guild	26	- Freikstorn Strix	31
- Corpse Guild	27	- Shadows of Catallus	40
- Slave Guild	28	- Mortanna Shroud	44
- Guild of Coin	29	- Apollus Kage	49
- Iron Guild	30	- Thaetos 23-2	62
Guild Representatives	33	- Rex Spires	76
- Nautican Syphoning Delegation	34	- Vorgen 'Gunner' Mortz	88
- Pyromantic Conclave	35		
- Corpse Harvesting Party	36		
- Slaver Entourage	38		
- Toll Collectors	39		

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- + + + +
- >>> Subject: Event log shift 127 of the year of Him of Terra 994.M41.
 - >>> Conduit Necro-vox HHK430.
 - >>> Thought for the Day: A mutated body hides a mutated soul.

Subjects of Lord Helmawr heed now the voice of Necromunda!

- + + Hive City sub-level collapse. The Imperial House mourns the loss of the Mana-14 Hab-town, its manufacturums, and its thousands of loyal citizens. May the blessings of the God-Emperor grant them peace.
 - + + Mana Badzones open for exploration! The Imperial House rejoices in the opening up of a new region of the underhive, and urges the Merchants Guild and any willing Clan Houses, prospector concerns or other interested parties to exploit these new riches for the glory of Hive Primus and Necromunda!
 - + + Sector Gamma-Indigo records rat population increase of +544.8%.
 - + + Bounty Claims +71.1% – the Merchants Guild commends the diligent work of Venators in bringing Necromunda's most wanted to heel.
 - + + Average authorised gang violence quotient +6.3%. Guilder sanctioned trade conflicts (cf Dust Falls Trail Wars).
 - + + Average unauthorised gang violence quotient +17% (cf Badzone Raiders).
- >>> [Additional] Sector Delta 12 has been declared Sanctus Verotus by the Toll Wardens of the Merchants Guild. Only sanctioned individuals are permitted to traverse this sector until further notice. This warning is for your own safety and the Imperial House will not tolerate its citizens unnecessarily endangering themselves (cf Green Hiver Tox River Incident). Citizens who are discovered to have safely traversed Sector Delta 12 will be shot.
- >>> [Additional] The Merchants Guild declares the enacting of a Water Reclamation upon Sub-dome AK19. Citizens of AK19 are advised Water Harvesters will be visiting them shortly to reclaim the additional rations given to them by mistake. The Merchants Guild apologises for the clerical error, and wishes the survivors well.

WELCOME TO THE BADZONES

"Travel from one underhive settlement to another is never easy. You can always take the shortest route, but there is a reason they call it the beaten path – because if you use it then you are likely to take a beating!"

Gavel Wall-eye, Dust Falls Road Warden

4

Hive City dominates the bulk of Hive Primus, and is the collective term for thousands of districts, domes and manufactorums; a chaotic press of billions of souls all working ceaselessly for the nobles above. As hellish as life on the streets of Hive City is, however, transit within it remains relatively safe and easy, the millions of industrial helots going about their daily labours heedless of the horrors that beset those who live below the Wall. Not so in the underhive. Among the ruined foundations of the hive settlements are beacons of light and relative safety among collapsed domes, abandoned industries and rubble-choked wastelands. Beyond their walls, starving predators prowl the shadows and ancient machines rumble like dying gods in the dark. These are the Badzones. Travellers crossing these regions keep to well-used routes watchful for bandits and monsters, or else take backways and risk sludge rivers, toxic pits and carnivorous fungi. Only Guilder caravans can cross the Badzones with any degree of certainty, hiring local gangs or itinerant Bounty Hunters to ensure the trade roads are kept open. Settlements rely upon these trade routes and the Guilders for their survival, each one a gossamer thread across the wastes and lifeline to the inhabitants of the underhive.

Necromunda: The Book of Peril explores the perilous wastes between the more established zones of the underhive. While gangs might fight for the fate of settlements, or become masters of prosperous holesteads and scrapyards, sometimes their constant turf wars take them into the desolate Badzones.

Within *Necromunda: The Book of Peril*, players will find a wealth of additional content for their games of *Necromunda*, allowing them to add hazardous environmental effects to their games, fight battles over toxic jungles and sludge seas, or have rat swarms and Mutie raiders complicate their encounters.

Necromunda: The Book of Peril also introduces rules for making alliances with the Merchants Guild, giving gangs access to unique warriors and equipment, but at a price. Included are a collection of new Dramatis Personae Bounty Hunters for gangs to hire, along with new Badzones-specific equipment to further expand the Trading Post. Finally, this book includes a collection of five new scenarios which plunge gangs into the most hazardous areas of the underhive.

DESIGNER'S NOTE: USING NECROMUNDA: THE BOOK OF PERIL

Necromunda is a detailed skirmish game with lots of options and actions for players to explore – and *Necromunda: The Book of Peril* adds even more! As an introduction to the Badzones, players might like to start by playing the Badzones scenarios as these have been designed to work with both the Badzones Environments and Events, and the Underhive Badzones terrain rules. Once they have become familiar with the way these new rules work, they can then apply them to existing scenarios – perhaps hunting Guilder caravans through fungal jungles or laying a deadly ambush on the gantries suspended above a toxic sump sea!



HEXTUS FLAVIUX,
PYROCAEN LORD,
MERCATOR PYROS



THE GREAT WEB OF NECROMUNDA

Necromunda is a world forever balanced on the edge of anarchy. Only the strength of the Imperial House and the holy writ of the Imperium it wields holds the hives and their warring factions together. In the shadow of Lord Helmawr's rule, the Great Houses prosper even as they vie for position among themselves, often fighting proxy wars through the Clan Houses, who in turn are in constant competition for the attentions of their betters. Such a state of conflict without regulation could (and has, at various points across the millennia) tear the peace of Necromunda apart, leading to a complete collapse of the system, the death of hive cities, and, worst of all, a failure to meet the Imperial Tithe.

To understand how order on Necromunda is maintained, one must first understand the nature of the relationships between the Houses, or as it is often known – the Great Web. If it can be imagined, all of Necromunda is a spider's web, connecting every hive, House and powerful lord, with the Imperial House sitting at its centre. Like a great spider, Lord Helmawr dwells at the heart of the web, connected to the world by a thousand, thousand strands, each one a noose wrapped around the throats of his people. It is a position he and his long line of ancestors have commanded for almost seven millennia, and one that the House of Helmawr shows no signs of relinquishing.

Surrounding the centre of the web are the strands that make up the Great Houses. The Great Houses are the hereditary rulers of Necromunda and owners of its industries and people. At the close of the 41st Millennium seven noble houses stand within this circle, notably Helmawr, Ran Lo, Ko'iron, Ulanti, Catallus, Greim and Ty. Of course, over the centuries, noble houses have come and gone, and this number has grown or diminished as the fortunes of the hives have waxed and waned, though few can believe that there was ever a time when Helmawr did not hold the title of Imperial House.

Just as the Great Houses cluster close to heart of the web, perhaps dreaming of the day when one of them will claim the title of Imperial House, the Clan Houses are its outer strands, forever reaching, fighting and expanding. The Clan Houses are the feudal vassals to the noble houses, paying a tithe for the right to mine regions, use hive factorums or travel the ash roads owned by one of the Great Houses. All of Necromunda's production comes from their toil, with each of the six major Houses: Escher, Goliath, Van Saar, Delaque, Cawdor and Orlock – working the countless manufactorums and mines of the world to meet Lord Helmawr's punishing quotas. Because the clans are constantly at war, fighting for new territories and industries, they rarely deal directly with each other, unless it is over the barrel of a gun.

And then there is the Merchants Guild.



"One coin in ten for the Merchants Guild.' That's what it says on their seal, but have you ever seen a Guilder take just one?"

*Ethin Squib
Ash Town Trapper*

THE MERCHANTS GUILD

The Guild makes up the thin strands that hold the Houses of Necromunda together. Within the Great Web, they are the connections along which all trade flows, and all oaths of coin are made. Unlike the clans and noble houses, the Merchants Guild did not seize their power through hereditary right or force of arms – in fact they did not seize power at all. Over the centuries, they have laid claim to the spaces left between the Great Houses and their vassals, brokering deals between clans who will not speak with each other, or ensuring trade flows smoothly even when open gang war is tearing a hive apart. In time, as the power of the Merchants Guild grew, Lord Helmwarr recognised their importance to Necromunda and ratified their claims to power, granting charters to certain families. This authority to handle the vital resources of the hive does not extend to ownership of land, and Merchants Guild families rarely have permanent territories, instead constantly travelling between settlements as nomadic traders.

Though the inhabitants of Necromunda might occasionally refer to the Merchants Guild as a single entity, it is in fact made up of dozens of sub-factions, many of which are powerful bodies in their own right. To the citizens of the hive they are the Water Guild, the Corpse Farmers or any of the many other names that the individual arms of the Merchants Guild go by. Often these factions are simply referred to as Guilders, a term synonymous with trade. Officially, each aspect of the Merchants Guild is known as a 'Mercator', the High Gothic word for a mercantile conclave. This is combined with the High Gothic term for their area of dominion. For instance, the Corpse Guild, which oversees the processing of Necromunda's dead and the creation of corpse-starch, is known officially as the 'Mercator Pallidus'.

The power of the individual Guilds varies from hive to hive, often depending on local resources. In the shadow of the spoil, the Iron Guild regulates miners and prospectors. On the Sulphurous Sea it is the Guild of Salts, while in the suffocating depths of Big Hole, Air Guild Zephermen ply their trade. In Hive Primus, there are thousands of Guilder families and dozens of Guilds, though eight hold the greatest measure of the Merchants Guild's power. These are the Promethium Guild, the Water Guild, the Corpse Guild, the Slave Guild, the Guild of Coin, the Electro Guild, the Iron Guild and the Air Guild. Collectively, they are known in the Palantine Cluster as the Great Guilds and little business is done within the walls of Hive Primus without their knowledge.

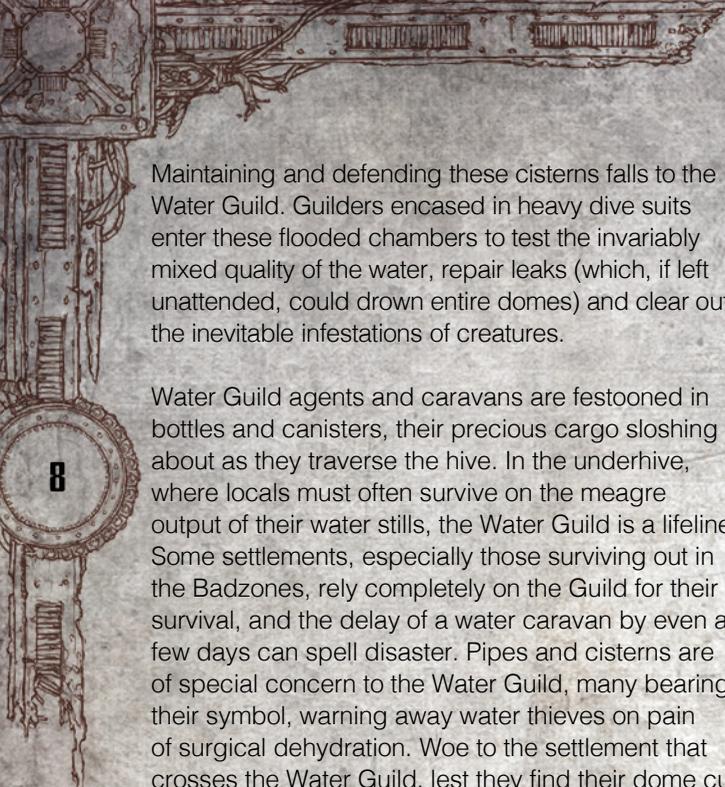
MERCATOR PYROS (PROMETHIUM GUILD)

The Promethium Guild, sometimes known as the Torch Bearers, the Pyre Makers or the Guild of Flame, controls the light and power of Hive Primus. They deal primarily in promethium, a catch-all term in the Imperium for a liquid fuel, and the principal fuel for Hive City and the settlements of the underhive. The Guild lays claim to all burnable liquids and fuels. This they measure out to the Clan Houses and hive settlements, their pipes and caravans a lifeline for hivers against the prospect of eternal darkness. Promethium is extracted from pockets of industrial effluvium refined over the millennia beneath the Ash Wastes, and it is a potent source of power and one of the elements of life for those who hope to survive in the cold darkness of the deep hive. In some hives, the agents of the Promethium Guild are almost a religious Order, worshipping the eternal flame as an aspect of the Emperor. This flame is kept alight, sometimes by the same family for generations, and carried with them on their nomadic journey. When such a flame is brought into a settlement, it is a great occasion for the inhabitants, it being a great honour to light furnaces or engines from its perpetual fire.

The major rivals of the Promethium Guild are the Electro Guilds, who control electricity, geo-thermal heat and even sunlight. Within each hive one or the other of these Guilds will usually be in ascendancy, determining whether the inhabitants use electricity or liquid fuel to keep their domes alight. Within Hive Primus, the Promethium Guild long ago ousted the other power Guilds by restricting the use of other kinds of energy to the Great Houses and specific manufactoria sectors. This, combined with the abundance of promethium within the Palantine Cluster, has ensured their dominance for decades.

MERCATOR NAUTICA (WATER GUILD)

Water is an incredibly valuable commodity on Necromunda, from the imported quantum-spun ice water sipped by the nobles to the vast quantities of sluice run-off that are essential to many of the bulk industrial processes. In between this is the recycled water that most of the populace survive on, and no one wants to think too long on where that comes from. The Water Guild, known colloquially as the Guild of Thirst or Nauticans, controls every drop of drinkable liquid to drip down the hive beneath the spire. It also falls to the Guild to maintain the great cisterns of Hive Primus. These vast tanks are filled with billions of litres of water to slake the thirst of the hive, and meet the cooling and cleaning needs of the manufactoria.



Maintaining and defending these cisterns falls to the Water Guild. Guilders encased in heavy dive suits enter these flooded chambers to test the invariably mixed quality of the water, repair leaks (which, if left unattended, could drown entire domes) and clear out the inevitable infestations of creatures.

Water Guild agents and caravans are festooned in bottles and canisters, their precious cargo sloshing about as they traverse the hive. In the underhive, where locals must often survive on the meagre output of their water stills, the Water Guild is a lifeline. Some settlements, especially those surviving out in the Badzones, rely completely on the Guild for their survival, and the delay of a water caravan by even a few days can spell disaster. Pipes and cisterns are of special concern to the Water Guild, many bearing their symbol, warning away water thieves on pain of surgical dehydration. Woe to the settlement that crosses the Water Guild, lest they find their dome cut off to die in a desert of rust and ash.

MERCATOR PALLIDUS (CORPSE GUILD)

The Corpse Guild regulates the trade and production of corpse-starch. This is one of the most important roles of all the Great Guilds, as millions of people are born and die each day on Necromunda. Without the orderly disposal of corpses, plague and disease would run rampant. Without the food source that these corpses provide when rendered down in the great corpse grinder plants that dominate entire sectors in every hive, the populace would starve.

The Corpse Guild gathers up thousands of dead each cycle, filling their mortuary caravans with piled bodies, or rendering them down in mobile grinding automata. Few other Guilds have ever challenged the power of the Corpse Guild, for the power of death hangs heavy upon them and humans, even on a world such as Necromunda, cling to its ancient superstitions. Some believe it is bad luck to even look upon the face of a

Corpse Guilder, and when word reaches a settlement of their approach, the Guild often arrives to find every door and window shut tight with only bodies laid out neatly on the streets to greet them.

MERCATOR SANGUIS (SLAVE GUILD)

Within the brutal hierarchy of the hive there are those who are not fortunate enough to be born into servitude to one of the Clan Houses. These people are little more than serfs, resources with no more rights than a servitor. They are bought and sold by the million, claimed as the spoils of war, ownership of them sometimes changing without them even realizing. The Slave Guild oversees all such transactions, from the selling of individual chained-gangs, enslaved gangers who do only their master's bidding, to trading ownership of entire manufactorys – which come with their workers included!

The rattle of chains and cages heralds the arrival of the Slave Guild, its agents always carrying hefty lengths of chain or complex shackle webs with which to transport their goods. When a ganger is sold to the Guilders it is to the Slavers they go, the Guild specialising in finding the right buyer for such merchandise – whether it is working the forge, fighting in the pits or sold to an uphiver as a curiosity.

The Slave Guild also holds dominion over much of the hive's gambling and gladiatorial combat. Some Houses, most notably House Goliath, have heavy stakes in such enterprises, but even they must deal with the Slavers if they want to see their champions reach the arena. Pit slaves are a highly valuable commodity in most hives, each one augmented with cyber-weaponry, psycho-conditioning and extensive combat training.

Most hive settlements have an arena or fighting pit, ranging from the gleaming gladatoriums of the upper hive to actual pits lined with rusting spikes in the depths of the underhive. These locations make for the focal points of a community, people gathering to watch executions and bloody pit fights. And the Guild is always there to take their cut.



MERCATOR GELT (GUILD OF COIN)

Few individuals may travel a hive freely, most citizens destined to spend their lives bound to the levels in which they were born. One of the ancient rights given to the Merchants Guild is the freedom to traverse Necromunda in the execution of their business, and extract coin from other travellers. The Guild of Coin are the gatekeepers of the hives and the roads between them, overseeing the transportation of all terrestrial cargo and even a portion of the goods sent out through the Eye of Selene to the greater Necromunda solar cluster.

Masters of Coin forge keys for the Clan House convoys, each token a powerful seal allowing passage past the many waystations, ash gates and hive fortresses through which a convoy must pass. The key is a potent symbol of the Guild of Coin, and each Master carries with them staves, rings and shackles hung with keys of all shapes and sizes; each one cast from the steel of a different hive or stone of a different road, and granting rites of passage for the Guilders who bears it.

MERCATOR LUX (ELECTRO GUILD)

The Electro Guild, often simply referred to as the Grid, regulates and brokers power in all its forms, from geo-thermal heat to sunlight. The Guilders measure out kilojoules and lumens, ensuring the efficient transmission of power and light from source to destination. Every sparking joule of power must be accounted for so that the appropriate fees can be exacted for all who draw power from the hive's thermal core. Agents clad in luminous garb and carrying flickering electro-lanterns are the heralds of the Grid, their entourages lighting up the underhive like stars traversing the night sky. If a settlement, factorum or hab block wants to keep the lights on and their people warm, then it is to the Electro Guild they must go.

The main rival of the Electro Guild is the Promethium Guild, the two often waging bitter trade wars, with different gangs and factions backing each one in different parts of Hive Primus or different regions of Necromunda. The Imperial House does not officially back either Guild, but benefits greatly from their endless conflicts and continued struggle over Necromunda's limited energy resources.

MERCATOR TEMPERIUM (AIR GUILD)

The Air Guild controls the flow of breathable air through the hives of Necromunda. Within the iron mountains of the hives, where air pools and stagnates in domes, passages and caverns, and the air beyond the skin of the hive, threaded as it is with toxins and pollutants, the Guild holds the threads of life itself. Every turbine and ventilation shaft, air refiner and smoke vent is controlled by the Guild, either directly, or by the cut they take from those that run them. By their command entire sectors of the hives can choke, freeze, or die slowly from breathing tainted air.

Agents of the Air Guild often carry small, many-mouthed beasts known as Zephs with them. These vicious little creatures are drawn to fresh air, squeaking and growling when they find a pure vein of oxygen. When a Zeph finds a good source of air it grows in size, the air sacs in its muscles swelling until it becomes a floating monstrosity. The Air Guild enjoys the irony of having air thieves torn apart by packs of Zephs, the creatures growing massive on stolen oxygen.

MERCATOR MUNDA (IRON GUILD)

The natural resources that established Necromunda as one of the most productive worlds in the Imperium are long played out, and so the planet's industries are fed by the recycling of the encrusted wastes of countless previous generations. It is the Iron Guild that brokers deals between the mines and the forge, ensuring that a constant supply of reclaimed ores and extracted minerals reach the hives. They are the middlemen between the great mining settlements of House Orlock and the mega-forges of House Goliath among others, so the Houses might never have to deal directly with each other, but may still profit from their labours and meet their quotas.

Much of the resources overseen by the Guild come from ruined hives and the continent-spanning mountain range known as the Spoil. Clad in hazard suits, the Guilders lead groups of prospectors and accompany Clan House expeditions into perilous regions. If it is hauled out from the Ash Wastes or dredged up from the underhive and sold on the iron markets, the Guild gets a cut, though they prefer to get there first and make the claim themselves. Writs are then sold for the right to work a ruin or a region, and all finds are molecular-branded, so that not a single lump of ferrite finds its way to the hives without the Guild's knowledge.



'VENATOR' BOUNTY HUNTER GANGS

The underhive is infested with criminals, killers, deviants and worse – making it a rich hunting ground for the so-called Venator bands – temporary coalitions of normally solitary Bounty Hunters.

All across Necromunda, from the drudging halls of manufactorums and precinct blockhouse walls, to the rusting gates of downhive settlements and cross-tunnel gibbets, images of the faces of wanted individuals flutter in the stale breeze of the carbon scrubbers. A group of talented murderers can make a healthy living collecting the bounties of these criminals, killers and deviants.

The motley bands of hired guns who go after these bounties are commonly known as Venators, after the ancient High Gothic name for a hunting party; a temporary coalition of Bounty Hunters out for blood and coin. With the promise of shared rewards and extra firepower, Venators form into gangs and

pursue Merchants Guild patronage and the stability that comes from regular contracts. Drawn from every Clan or House on Necromunda, Venators come in all shapes and sizes – mixing ex-Goliath heavies and nimble Escher assassins, alongside disgraced watchmen or embittered outcast nobles. Most of them are sanctioned by the Guilders or the Imperial House itself, and carry a hunter's oath-token as proof of their patronage. However, many are not, though the Guilders often pay for the gang's captives and kills all the same. In the underhive, lawmen don't ask too many questions if a masked killer dumps the corpse of a wanted ganger at their feet – they hand over the scrip and sleep a little sounder with one less criminal at large.

Venator bands are not limited to Necromundans, some even come from off-world. Mutants, abhumans and xenos are all believed to make a living on the hive world by taking on the guise of the Venator. Infamous Bounty Hunters such as Gor Halfhorn, Yar Umbra and Grendl Grendlsen, among others, have at one time or another led their own gangs or taken up employment as part of a Venator crew, finding a home among their peers even on a world that might not be their own.

Some of the most infamous Venators are drawn from the ancient and much feared Executioner Families, entire bloodlines which are founded on meting out the justice of Lord Helmawr. These are the highest pedigree of murderers, spawned from a single legendary assassin or hunter. Gangs such as the Wu-Kang are a splinter bloodline of Ran Lo, founded by Wu the Fist and made up of his many sons and daughters. Covered in exotic coiling tattoos, Wu-Kang Venators are masters of close combat, taking great pride in the intimacy of inflicting death and adding fresh kill markings to their bodies. Then there are families such as the Jarlgar Headhunters, Ash Wasters granted sanctuary within the hive in exchange for a constant supply of bounties. Jarlgar Venators are scrap-clad savages, who, like the silt-sharks of the Worldsump Ocean, must constantly keep moving if they are to survive. Some Executioner Families are not even families in the true sense, such as the Janus Clan. A clone collective, vat-grown by contract with House Escher, each member of the gang being physically identical and bearing the name of their progenitor.

Guild and Imperial sanctioning for Venator gangs can come in many forms. In addition to the oath-tokens which are bought, sold and traded between Merchants Guilds and hunters, the Guilders maintain their own cadres of Venators. Adjurators, such as Baertrum Arturos III hunt down oath-breakers, including other Bounty Hunters, while shacklemen track escaped slaves for the Guild's pit bosses. Sometimes Guilders might turn to ex-members of their caste or talented individuals who share their qualities for specialised tasks. For instance, the Water Harvesters of Hive Primus have long called upon the abilities of Eyros Slagmyst. The not-quite-human hunter has led bands of Water Harvesters in missions to bring water thieves to justice or liquidate settlements in the name of the Merchants Guild.

Psykers and psyker hunters can also be found in Venator gangs. The most lucrative, and indeed dangerous to hunt, are those who have spontaneously come into psychic powers. So dangerous are these 'rogue psykers' that the Imperial House has issued an open contract on all their kind. Only the most experienced Venator band would pursue such a foe, for they are wont to inadvertently unleash the power of the Warp itself when cornered, but those who do – the Venator Witch Hunters – are among the most feared warriors of the hive cities. Some of these gangs put their faith in anti-psy tech such as psyk-out grenades and neural inhibitors to make their own minds more defensible, then there are those who turn to belief to steel their souls. Venators dedicated to the Cult of the Redemption are not unknown, such as the Red Brothers or the Hammer of Psykers, whose singular purpose is the killing of witches and mutants. Rumours even hint at actual members of the Ministorum and the Adepta Sororitas leading Venator bands, bringing their own special set of skills to the underhive.

Of course, the best defence against a psyker is to have one on your own side. Sanctioned psyhunters, such as Ortruum 8-8, hire out their services or are hired out by their masters to aid Venators, while others, such as the Psylock Cabals, provide more permanent services if their unusual demands can be met. There is even tell of entire psyker gangs, for example the Wyrd Brethren, who have special dispensation from the Imperial House to operate below the Wall, provided that they submit to obedience implants.

Clan and noble house Venators are perhaps the most 'common' kind of Venators – if any Venator gangs could ever truly bear that moniker. Belladonna Familus Umathurn De'Escher, daughter of Matriarch Majoris Orlena Deytheros Escher, is perhaps one of the Palatine Cluster's most well-known noble Bounty Hunters. While she mostly works alone, or hitches on to gangs that might know something about the assassin she is pursuing, more than once she has fallen in with a group of Venators. It was Belladonna and the Broken Blades, a group of outcast nobles, second sons and disgraced daughters, that held the tide-lock beneath Dust Falls when a neurone plague outbreak unleashed a horde of living dead against the settlement. Famously, Belladonna negotiated a better price from the Guilders even as the zombies battered at the gates, threatening to walk away and leave Dustfalls to its fate, saying *"If I'm getting zombie guts on my armour, you can be damn sure I'm getting paid extra!"*

MODELLING YOUR GANG

The Venators gang roster allows players to assemble a gang using a mix of Forge World's Bounty Hunters, individual models from the various plastic gangs, as well as conversions of their own creation. The Venator gang is by far the most customisable of all of the gangs, as it treats the Trading Post as its House Equipment List, meaning that there are practically no limitations when it comes to making the gang your own!

THE RITES OF THE HUNT

Necromundan Bounty Hunters are a hugely varied class of individuals, ranging from desperadoes and gunslingers who hunt because they know no other way to earn the money they need to buy their next bottle of Wildsnake, to witch-hunters motivated as much by religious fervour as by wealth. Some border on being classified as death cults and are only allowed to exist so long as their murderous instincts serve the Imperial House.

For many Bounty Hunters, the act of coming together into a Venator band is a high-religious experience and one often accompanied by much ritual. The oldest traditions still extant in the hives of Necromunda require the Bounty Hunters to set aside their individual identities for the duration of the hunt, donning hoods, snarling masks and occasionally the executioner's noose used as a symbol of faith across the hive world. When such Venators appear in a settlement, death is never far behind.

DESIGNER'S NOTES

Venator bands present an opportunity to let your gaming imagination run wild – a chance to use the Forge World Bounty Hunters in conjunction with a wide variety of models from the plastic gang sets to create a gang with a character all of its own. The gang list presents a variety of profiles for each character type available, together with unprecedented access to a wide range of equipment thanks to them using almost the entire Trading Post as their Equipment List. The options are almost limitless.

This is deliberate. Venators come from not only all corners of Necromunda, but from all corners of the Imperium and beyond. They are bands of Bounty Hunters thrown together by the knowledge that working in a group is far safer and more profitable in the long run than working alone. Former gang members, deserter Guardsmen, abhumans, even aliens, all can be brought together within this unique gang and over time, just like any other gang it can become more diverse and colourful through the addition of Hangers-on in the form of supporting staff, Exotic Beasts, and so forth.

We would suggest that stat lines be chosen based on the character of the individual model you want to include, something which should also be considered when arming and equipping your fighters. Ask yourself how the stat line and weapons chosen work together, and does the stat line suit the character you'd imagine the model having?

When it comes to selecting the skill sets available to your Venators gang, consider the overall character of the fighters. What is it that brings them together and what makes them work well as a team, what makes their leader a strong character that other ruthless cutthroats will follow? For all the individuals that make up the gang might be wildly different, the gang will function and feel better if careful consideration is given to skills. This is the area in which the group's identity really shines through.

GANG COMPOSITION

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

- There must be one Hunt Leader.
- The total number of Hunters in the gang must always be equal to, or higher than, the total number of other fighters (Hunt Leader and Hunt Champions) in the gang, not counting Hangers-on.
- 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, all gangs continue to follow the above rules as new fighters are added to the gang. Additionally, the following rules apply:

- A gang founded for a campaign can contain no more than two Hunt Champions. Additional Hunt Champions may be added to the gang during the course of the campaign.
- 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 Trading Post or as a result of Territory Boons. 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.
 - Hunters cannot be given a new weapon if it would take them above the limit of three weapons carried.
 - A Hunt Leader or Hunt Champion can be given more than three weapons as they can have multiple Fighter cards, each representing a different 'set' of equipment, as described on page 95 of the *Necromunda Rulebook*.
 - A fighter may discard any Wargear carried when given new Wargear. Discarded Wargear is placed in the gang's Stash.

HIERARCHY OF THE HUNT

Unless specified otherwise, a Venator Hunt Leader follows all of the rules for a Leader, and Hunt Champions follow all of the rules for Champions. For example, either one can lead a Group Activation – a Hunt Leader would be able to lead a group of two other fighters, while a Hunt Champion would be able to lead one other fighter. Should the Hunt Leader be killed, follow the rules for a Leader's death (see page 93 of the *Necromunda Rulebook*).

'Those in the upper hive think the gangs are the worst part of the underhive. They ain't been to the Badzones. Those places are, well, bad!'

*Bolan Nih,
Scrap Merchant*

'Necromunda is beautiful. Scrip for chasing down scum and a whole playground to hunt them in. Couldn't dream of a better home.'

*Jynet Oporal,
Hunt Leader of the
Sump Snakes*

VENATORS IN CAMPAIGNS

In a Dominion Campaign, Venator gangs are treated just like any other. They begin the campaign with a Settlement Territory, which they cannot lose, which represents their base of operations, they can take control of unoccupied Territories during the Occupation phase and they can seize control of Territories from other gangs during the Takeover phase.

They claim Territory Boons just like any other gang. However, the way in which a Venator gang deals with Enhanced Boons will depend upon the gang Leader. If the gang Leader has a House Origin, then the gang may claim Enhanced Boons as if they were a gang of that House. If the gang Leader does not have a House Origin then the Venators gang may not claim any Enhanced Boons.

GAINING EXPERIENCE

Venators gain Experience Points (XP) in the same way as any normal House gang. Hunt Leaders and Hunt Champions can have their XP spent on Advancements, in the same way as a Leader or Champion. Hunters advance in the same way as Gangers, and can become Specialists if a 2 or 12 is rolled for their Advancement.

CAPTURED FIGHTERS

A Venators gang will earn additional income for every enemy fighter Captured and not rescued, which they will automatically sell to the Guilders, or for any enemy fighters killed. When the Venators sell Captives to the Guilders, they earn the full value of each fighter in credits rather than the usual half. When an opponent the Venators have just fought deletes a dead fighter from their roster during the Update Roster step of the post-battle sequence, the Venators immediately claim half of that fighter's value rounded up to the nearest 5 credits as bounty.

POST-BATTLE ACTIONS

The Hunt Leader and any Hunt Champions in the gang can make one post-battle action, in the same way as a Leader or Champion respectively.

SKILL ACCESS

When creating a Venator gang, pick any four skill sets apart from Leadership. Rank them from 1 to 4 – 1 being the skill set that most embodies the way you envisage the band operates as a team. Each fighter's access to the skill sets is then determined by looking at the table below – this should be noted down separately.

	Primary	Secondary
Hunt Leader	1 & 2 plus Leadership	3 & 4
Hunt Champion	1 & 2	3 & 4 plus Leadership
Specialist	1 & 2	3 & 4

For example, Sarah is creating a Venators gang. She decides that their four skill sets, ranked in order, are: 1) Savvy, 2) Shooting, 3) Combat and 4) Agility. Her Hunt Leader's Primary skill sets are Savvy, Shooting and Leadership, and their Secondary skill sets are Combat and Agility. Her Hunt Champion's Primary skill sets are Savvy and Shooting, and their Secondary skill sets are Combat, Agility and Leadership.

HANGERS-ON, HIRED GUNS AND DRAMATIS PERSONAE

Venator bands may hire Dramatis Personae and Hive Scum in the same way as other gangs, however they may not hire Bounty Hunters apart from Dramatis Personae ones (such as Grendel Grendelson). This is because they are already a tightly knit group of Bounty Hunters themselves and are very reluctant to split profits with outsiders, but they will make use of local expertise where it suits their ends, and both Dramatis Personae and Hive Scum represent exactly this.

Dramatis Personae Bounty Hunters joining a Venators gang are subject to the Dead, Not Alive, Claiming Bounties and “We’ll Get Our Bit...” special rules.

Additionally, Venator bands may hire Hangers-on, but they use the following table:

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

YOLANDA SKORN,
BOUNTY HUNTER



*'VENTURING INTO
THE BADZONES?
SEEKING GUIDES
AND PROTECTION?
LOOK NO
FURTHER THAN
TRIVAERS
EXPEDITION
GUIDES!
GUARANTEED
TO SURVIVE
YOUR JOURNEY
OR YOUR
MONEY BACK!'*

*Advertisement for
Trivaers Expedition
Guides*

HOUSE LEGACY 30 CREDITS (GOLIATH, ESCHER, CAWDOR, ORLOCK, VAN SAAR, DELAQUE)

Bounty Hunters may be drawn to a hunt from all over Necromunda and even beyond, and many exotic and outlandish countenances and accents are present in Venator gangs. By far the most common Bounty Hunters on Necromunda are former gang members – a ganger may become a Bounty Hunter for many reasons; some are cast out by their House for some unforgivable indiscretion, others tire of taking orders from hated under-bosses, whilst still others desire more from life and break away from the confines of gang hierarchy in search of greater wealth and adventure.

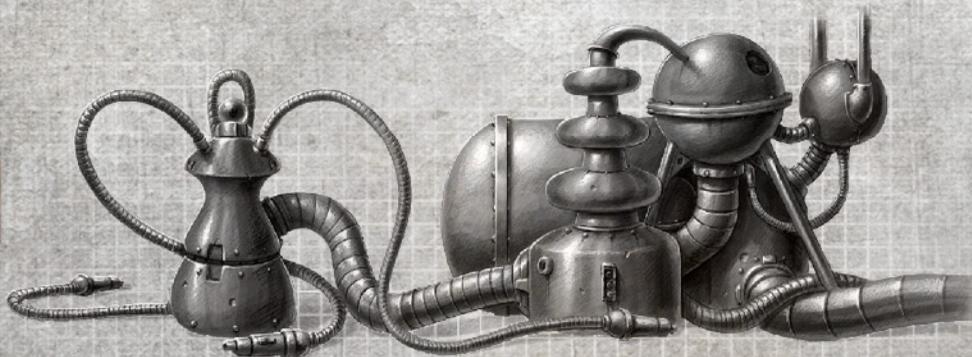
Whatever the reason, such individuals will often cling to the trappings of their House identity, using weapons and armour commonly associated with their former House even as they rub shoulders with comrades who they once would have considered mortal enemies. Many even maintain close ties with former gang mates, keeping open valuable channels through which they retain access to specialist equipment and tap into insider information.

Any fighter in a Venator gang may be given a single House Legacy for 30 credits. A fighter with a House Legacy may choose equipment from the Escher, Goliath, Van Saar, Delaque, Cawdor or Orlock House Equipment Lists. For example, a Hunt Champion with the Goliath House Legacy may take furnace plate armour and a 'krumper' rivet cannon should they wish, or any other item from the House Goliath Equipment List, Exclusive, Rare or otherwise, at the cost shown there.

A Hunt Leader or Hunt Champion may purchase Status Items or Exotic Beasts associated with their House Legacy. For example, a Hunt Leader with a House Goliath Legacy may purchase a Sumpkroc.

Finally, and regardless of House Legacies within the gang, a Venator gang may hire Hangers-on and Brutes, but may not hire any Hangers-on or Brutes associated with a specific House. For example, a Venators gang may hire a Jotunn H-Grade Servitor Ogryn, but may not hire a Brute only available to a specific House, such as a Goliath 'Zerker.

There is no restriction on differing House Legacies within a gang – a Venators gang may contain as many or as few as you wish. However, each fighter may only originate from one House!



FIGHTERS

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

HUNT LEADER 110 CREDITS

Select one of the following profiles to use when recruiting your Hunt Leader.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	3+	2	7+	6+	6+	6+
3"	3+	4+	3	4	2	5+	2	6+	6+	5+	5+
4"	3+	5+	4	4	2	4+	2	7+	5+	8+	9+
4"	4+	2+	3	3	2	3+	1	5+	5+	6+	5+

EQUIPMENT

A Venator Hunt Leader has no equipment. When hired they may choose Common equipment, and Rare equipment with a Rarity value up to and including 11, from the Trading Post. They have no equipment restrictions.

STARTING SKILL

Venator Hunt Leaders start with one skill chosen from their Primary skill sets.

HUNT CHAMPION 85 CREDITS

Select one of the following profiles to use when recruiting a Hunt Champion.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	2	4+	2	7+	6+	7+	7+
3"	4+	4+	3	4	2	5+	2	6+	6+	6+	5+
4"	3+	5+	4	4	2	5+	2	7+	5+	8+	8+
4"	5+	2+	3	3	2	4+	1	6+	6+	6+	6+

EQUIPMENT

A Venator Hunt Champion has no equipment. When hired they may choose Common equipment, and Rare equipment with a Rarity value up to and including 10, from the Trading Post. They have no equipment restrictions.

STARTING SKILL

Venator Hunt Champions start with one skill chosen from their Primary skill sets.

HUNTERS 50 CREDITS

Select one of the following profiles to use when recruiting a Hunter.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	4+	1	7+	6+	7+	7+
3"	4+	4+	3	4	1	5+	1	6+	6+	7+	6+
4"	3+	4+	3	4	1	5+	1	7+	6+	8+	9+
4"	5+	3+	3	3	1	4+	1	6+	6+	6+	7+

EQUIPMENT

A Venator Hunter has no equipment. When hired they may choose Common equipment, and Rare equipment with a Rarity value up to and including 8, from the Trading Post. They can be equipped with Basic Weapons, Close Combat Weapons, Grenades, Pistols and Wargear.



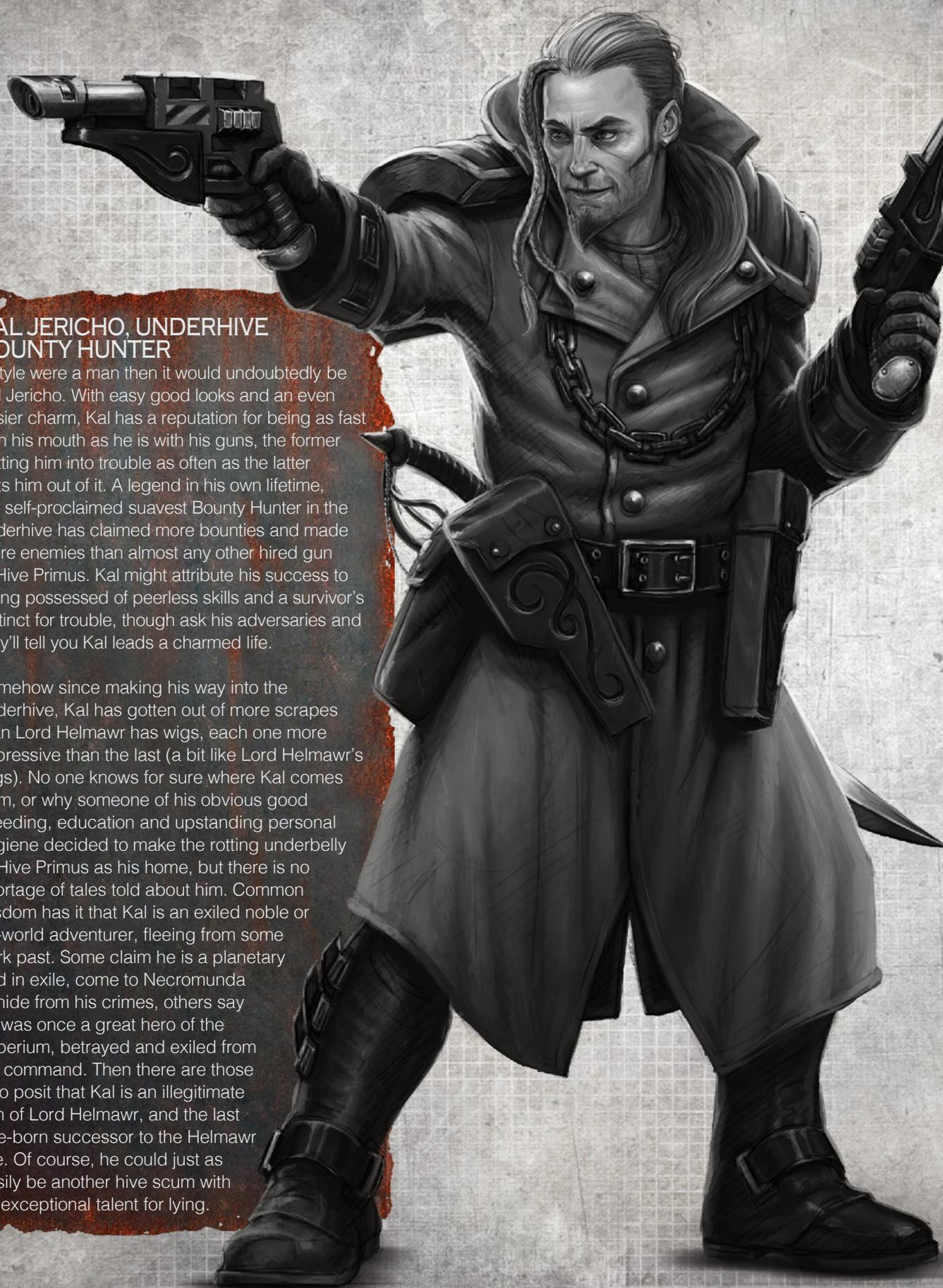
'We broke through a reinforced door and found a jungle full of strange plants. Couldn't help but stop and stare at the strangeness of it all. That stopped when a giant plant made a meal outta Mika.'

*Trix the Stitch,
Toxic Alleycats,
House Escher*

KAL JERICO, UNDERHIVE BOUNTY HUNTER

If style were a man then it would undoubtedly be Kal Jericho. With easy good looks and an even easier charm, Kal has a reputation for being as fast with his mouth as he is with his guns, the former getting him into trouble as often as the latter gets him out of it. A legend in his own lifetime, the self-proclaimed suavest Bounty Hunter in the underhive has claimed more bounties and made more enemies than almost any other hired gun in Hive Primus. Kal might attribute his success to being possessed of peerless skills and a survivor's instinct for trouble, though ask his adversaries and they'll tell you Kal leads a charmed life.

Somehow since making his way into the underhive, Kal has gotten out of more scrapes than Lord Helmawr has wigs, each one more impressive than the last (a bit like Lord Helmawr's wigs). No one knows for sure where Kal comes from, or why someone of his obvious good breeding, education and upstanding personal hygiene decided to make the rotting underbelly of Hive Primus as his home, but there is no shortage of tales told about him. Common wisdom has it that Kal is an exiled noble or off-world adventurer, fleeing from some dark past. Some claim he is a planetary lord in exile, come to Necromunda to hide from his crimes, others say he was once a great hero of the Imperium, betrayed and exiled from his command. Then there are those who posit that Kal is an illegitimate son of Lord Helmawr, and the last true-born successor to the Helmawr line. Of course, he could just as easily be another hive scum with an exceptional talent for lying.



What isn't in dispute is that Kal has no shortage of powerful enemies. From the psychopathic ex-pit slave, Vandal Feg; the fanatical Redemptionist, Cardinal Crimson; or the shadowy spymaster, Nemo the Faceless, there is a long line of Necromunda's baddest and meanest looking to claim the Bounty Hunter's head. Of course, Kal is not without his friends, like his trusty half-Ratskin sidekick Scabs or robotic mastiff, Wotan. Then there are those like the rogue noblewoman-turned-outlaw, Yolanda Catallus, who enjoys an off-again on-again relationship with Kal, sometimes fighting at his side, other times trying to put a bullet between his eyes. All of these reasons are doubtless why Kal prefers the lawless settlements and shadowy Badzones of the underhive, where there is always coin to be made and he can stay one step ahead of his adversaries.

SPECIAL RULES

A Charmed Life: The incredible luck and good fortune of Kal Jericho enables him to somehow avoid all but the most deadly of attacks. This tremendous luck grants Kal a 3+ save roll, which cannot be modified by Armour Piercing.

Additionally, Kal may avoid being caught by a Blast marker or Flame template. If Kal is caught under a Blast marker or Flame template, the attacker should roll a D6. On a 4-6, Kal is hit by the attack. On a 1-3, Kal is somehow not troubled by the attack and it misses him completely.

Bounty Hunter: As a Bounty Hunter, Kal is subject to the Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules (see page 63 of *Necromunda: Gangs of the Underhive*).

"Come Along Scabs!": As Kal's loyal sidekick, Scabs (see pages 20-21) may be hired alongside him for 100 credits rather than the usual 200 credits.

Additionally, due to the notoriety Scabs has earned through his association with Kal, he follows the Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules as if he were a Bounty Hunter, rather than Hive Scum. If a gang has hired both Dramatis Personae together, roll a single D6 for both together if "We'll Get Our Bit..." requires a D6 to be rolled.

'We had him dead to rights, then he just flashed that smug little smile, made a dash for the door and the whole building came down. Saw him swagger away untouched. Still want to gut him but you gotta respect the style.'

'Seared' Jax, Downtown Runners, House Orlock, on Kal Jericho

KAL JERICO, UNDERHIVE BOUNTY HUNTER

340
CREDITS

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

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
2x Master-crafted hotshot laspistols	8"	12"	+1	-	4	-1	1	2+	Plentiful, Sidearm
Duelling sabre	-	E	-	+1	S	-2	1	-	Melee, Parry

SKILLS: Counter-attack, Gunfighter, Inspirational, Spring Up, Step Aside

WARGEAR: Filter plugs, flak armour, strip kit



SCABS, HIVE SCUM

Life is hard in the underhive, and even more so for Houseless drifters like Scabs. A product of two worlds, Scabs carries his Ratskin heritage both as a blessing and a curse. Most 'civilised' underhivers view the boil-covered scum as a Badzones savage and an outlander, never fully accepting him into their settlements and holesteads. This is probably why Scabs turned to a violent life as a hired gun and wastelands guide to make creds, and also why when he fell in with Kal Jericho he returned the Bounty Hunter's easy acceptance with unfailing loyalty. Kal saw in Scabs something the scum had never seen in himself; a talented scout with a keen eye for danger and a good heart. Over the years, Scabs has proven his worth to Kal time and time again, the scum's level-headed pragmatism tempering his master's bon vivant attitude with a healthy dose of caution, often saving the pair from sump-spawned horrors and humourless gangers among countless other perilous situations.

Of course, as Scabs' own reputation has grown, he has had many of his own adventures – especially during those periods when Kal mysteriously disappears uphive or even further afield for weeks or months at a time. Either alone or in the company of other gangs or hired guns, Scabs has proven he can hold his own. Scabs' Ratskin blood might make him an outcast in most underhivers' eyes but it gives him a connection to the hive he has used to his advantage numerous times – his 'nose' finding paths through seemingly impassable Badzones or tracking foes across the shifting wastes of hive bottom. And when Kal isn't around, Scabs sometimes even teams up with Yolanda Catallus, perhaps because she feels sorry for the half-Ratskin, or maybe she is just looking for an in with Kal – or another chance to put a blade between his ribs!

SCABS, HIVE SCUM

200
CREDITS

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

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Plasma gun									
- low	12"	24"	+2	-	5	-1	2	5+	Rapid Fire (1), Scarce
- maximal	12"	24"	+1	-	7	-2	3	5+	Scarce, Unstable
Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm

SKILLS: Clamber, Escape Artist, Infiltrate

WARGEAR: Filter plugs, flak armour

21

*'Plants don't move,
you sump-brain!'*

*Last words of
'Twinkletoes'
Dayron, Dustroad
Runners*

SPECIAL RULES

"Come Along Scabs!": As Kal's loyal sidekick, Scabs may be hired alongside him for 100 credits rather than the usual 200 credits.

Additionally, due to the notoriety Scabs has earned through his association with Kal, he follows the Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules as if he were a Bounty Hunter rather than Hive Scum. If a gang has hired both Dramatis Personae together, roll a single D6 for both together if "We'll Get Our Bit..." requires a D6 to be rolled.

Gifted Forager: Well dressed (comparatively speaking) and better equipped than his low station in life would seem to suggest, Scabs clearly has a great ability to find rare goods at a fair price in the bazaars and markets of the underhive. In the post-battle sequence of any battle Scabs took part in, the gang he fought for adds +1 to the dice rolled to Seek Rare Equipment when visiting the Trading Post.

"So what do you do when you've made a deal with a Daemon and it comes to collect? Simple. Find yourself a bigger Daemon."

*Castor Sorrows,
Mayor of Ash Hills*

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 are a new set of rules players can use in their games of Necromunda. They represent a short-term alliance between a player's gang and an organisation such as the Merchants Guild. The benefits of having an Alliance depends 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 the allies taking a cut of the rewards from a scenario, gangs being forced to play certain scenarios favourable to their allies, or their opponents getting help from the 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.

Use the following steps to make 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, 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.

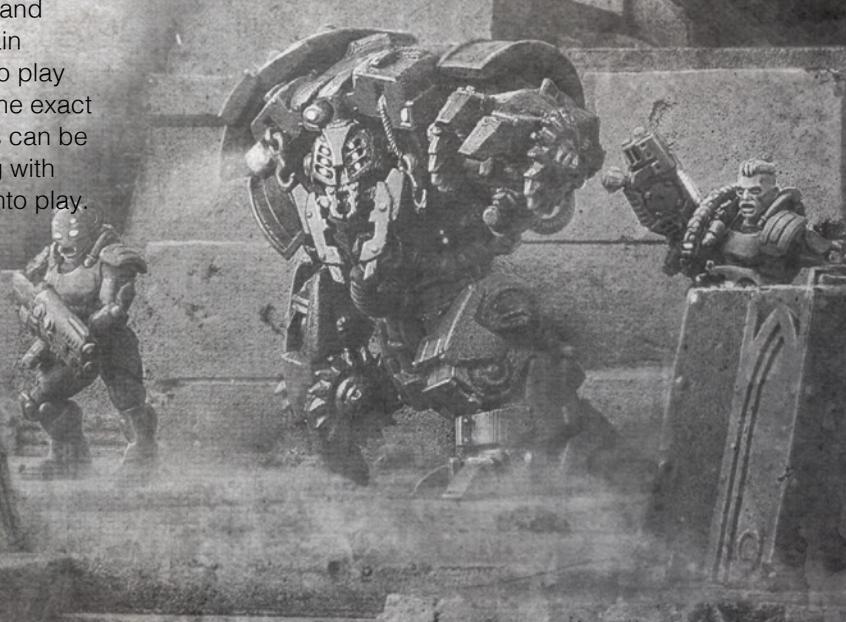
TESTING THE ALLIANCE

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 this Cycle.

TESTING THE ALLIANCE TABLE

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 Cycle.



*'There's little point
in chasing
gangers into the
Badzones.
If starvation
doesn't get them
first, the wildlife
sure will.'*

*Orlan Mahlix,
Overhang Gate
Warden*

GUILD ALLIES

The Merchants Guild, often known simply as the Guilders, makes extensive use of gangs to further its own agendas. Gangs might find themselves recruited as watchmen, dome wardens or caravan guards in the pay of the Guilders. Just as likely a gang might offer their services to the Guilders in exchange for cheaper goods or rare items. Of course, the Merchants Guild is a huge sprawling organisation made up of tens of thousands of Guilder families, each with their individual specialisations and influences, and an alliance with one is not an alliance with them all.

Information on how to include Guild allies in your crew can be found [on page 33](#).

When choosing the Merchants Guild as an ally, a gang must select from one of the following categories:

**ASTUS FLOVIOUM,
MASTER NAUTICAN,
MERCATOR NAUTICA**



WATER GUILD

Water, one of the great resources of a hive, and it falls to the Water Guild to procure it, divide it and profit from it – not necessarily in that order.

BENEFITS

Pure Water Supply: While the gang is allied with the Water Guild, they gain a free Slopper Hanger-on, representing an agent of the Guild (see page 86 of *Necromunda: Gangs of the Underhive*). If the gang already has a Slopper in its employ then their fighters will come out of Recovery on a dice roll of 5 or 6 instead of just 6.

Nautican Syphoning Delegation: While the gang is allied with the Water Guild, in the pre-battle sequence, the gang may attempt to add Guild Representatives (see page 33) in the form of a Nautican Syphoning Delegation (see page 34) to their gang for the battle ahead:

- Roll a D6 and add the gang's current Reputation:
 - If the total is 10 or below, the Nautican Syphoning Delegation deigns to aid their allies on the battlefield.
 - If the total is 11 or more, the Guilders decide that the gang can cope alone.
- This group of fighters does not cost a gang allied to the Water Guild any credits to hire, but if chosen, they must be included in the gang's crew, even if crew selection is normally random.

If, however, the gang is playing the Looters, Smash and Grab, Caravan Heist or Escort Mission scenario and is the defender (see Guard Duty below) then a Nautican Syphoning Delegation must be included. Roll a D6 and add the gang's current Reputation:

- If the total is 10 or below, the gang is glad of this aid.
- If the total is 11 or more, the gang is unhappy about this forced interference and they must Test the Alliance.

DRAWBACKS

Guard Duty: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played, roll a D6. On a 1, 2 or 3, the gang must choose Looters, Smash and Grab, Caravan Heist or Escort Mission, and take on the role of the defender. On a 4+, they can choose any scenario as normal. Alternatively, instead of making this roll the gang can choose to play any scenario, but if they do they must Test the Alliance.

Water Levies: During the post-battle sequence, if the gang gained any credits as a scenario reward, the gang must give up a portion of this to their Guild allies:

- The gang must give D3x10 credits to the Guild. If the amount rolled is greater than the amount gained, the gang must give the full amount gained to their allies and the Alliance is automatically tested.
- Alternatively, the gang can choose to keep all of its rewards, but if they do, they must Test the Alliance.



*Graffiti seen in
Dust Town*

PROMETHIUM GUILD

Power in all its forms, whether created by burning promethium or tapping into a hive's great heat sink is controlled by the Pyrocaen Lords of the Promethium Guild.

BENEFITS

Helmawr's Radiance: While the gang is allied with the Promethium Guild, any plasma or flame weapons (i.e., plasma pistol, plasma gun, plasma cannon or any combi-weapon with a plasma component, or any weapon with the Blaze trait) owned by the gang lose the Scarce Trait, or, if they did not have the Scarce Trait, gain the Plentiful Trait.



LAZIRUS, PYROMAGIR,
MERCATOR PYROS

Pyromantic Conclave: While the gang is allied with the Promethium Guild, in the pre-battle sequence the gang may attempt to add Guild Representatives (see page 33) in the form of a Pyromantic Conclave (see page 35) to their gang for the battle ahead:

- Roll a D6 and add the gang's current Reputation:
 - If the total is 11 or below, the Pyromantic Conclave deigns to aid their allies on the battlefield.
 - If the total is 12 or more, the Guilders decide the gang can cope alone.
- This group of fighters does not cost a gang allied to the Torch Bearers any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

If, however, the gang is playing the Looters, Smash and Grab, Caravan Heist or Escort Mission scenario and is the defender (see Guard Duty below) then a Pyromantic Conclave must be included. Roll a D6 and add the gang's current Reputation:

- If the total is 11 or below, the gang is glad of this aid.
- If the total is 12 or more, the gang is unhappy about this forced interference and they must Test the Alliance.

DRAWBACKS

Guard Duty: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played, roll a D6. On a 1, 2 or 3, the gang must choose Looters, Smash and Grab, Caravan Heist or Escort Mission, and take on the role of the defender. On a 4+, they can choose any scenario as normal. Alternatively, instead of making this roll, the gang can choose to play any scenario, but if they do they must Test the Alliance.

Power Tap: During the post-battle sequence, if the gang gained any credits as a scenario reward, the gang must give up a portion of this to their Guild allies:

- The gang must give D3x10 credits to the Guild. If the amount rolled is greater than the amount gained, the gang must give the full amount gained to their allies and the Alliance is automatically tested.
- Alternatively, the gang can choose to keep all of its rewards, but if they do they must Test the Alliance.

CORPSE GUILD

Without the recycled flesh of the dead provided by the Corpse Guild, and processed by the Corpse Grinders, Necromunda would starve to death in a matter of weeks.

BENEFITS

Extra Corpse-starch Rations: When a fighter in the gang must roll on the Lasting Injuries table (see page 87 of the *Necromunda Rulebook*), they may re-roll the result, though they must abide by their second roll even if it is worse.

Corpse Harvesting Party: While the gang is allied with the Corpse Guild, in the pre-battle sequence the gang may attempt to add Guild Representatives (see page 33) in the form of a Corpse Harvesting Party (see page 36) to their gang for the battle ahead:

- Roll a D6 and add the gang's current Reputation:
 - If the total is 9 or below, the Corpse Harvesting Party deigns to aid their allies on the battlefield.
 - If the total is 10 or more, the Guilders decide the gang can cope alone.
- This group of fighters does not cost a gang allied to the Corpse Guild any credits to hire, but if chosen, they must be included in the gang's crew, even if crew selection is normally random.

If, however, the gang is playing the Looters, Smash and Grab, Caravan Heist or Escort Mission scenario and is the defender (see Guard Duty as follows) then a Corpse Harvesting Party must be included. Roll a D6 and add the gang's current Reputation:

- If the total is 9 or below, the gang is glad of this aid.
- If the total is 10 or more, the gang is unhappy about this forced interference and they must Test the Alliance.

PALMAEL,
BONE SCRIVENER,
MERCATOR PALLIDUS

DRAWBACKS

Guard Duty: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played, roll a D6. On a 1, 2 or 3, the gang must choose Looters, Smash and Grab, Caravan Heist or Escort Mission, and take on the role of the defender. On a 4+, they can choose any scenario as normal. Alternatively, instead of making this roll, the gang can choose to play any scenario, but if they do they must Test the Alliance.

Meat for the Grinders: At the start of step 5 of the post-battle sequence, before making any Medical Escort actions, one randomly determined fighter in the gang who has suffered a Critical Injury (61-65 on the Lasting Injuries table) is removed from the gang's roster just as if they had died. Alternatively, the gang may choose to take a Medical Escort and take the fighter to the Doc, but if they do they must Test the Alliance.



SLAVE GUILD

Slaves and pit fighting are both entertainment and profit for a hive city, and both are controlled by the members of the Slave Guild.

BENEFITS

Weapon Training: While the gang is allied with the Slave Guild, in the pre-battle sequence they can choose any one of their gang's Champions, or their gang's Leader, provided the fighter chosen is available for the upcoming battle, as a candidate for extra training. For the duration of the battle, the chosen fighter counts as having one extra skill (chosen by the controlling player) from their Primary Skill list.

Slaver Entourage: While the gang is allied with the Slave Guild, in the pre-battle sequence the gang may attempt to add Guild Representatives (see page 33) in the form of a Slaver Entourage (see page 38) to their gang for the battle ahead:

- Roll a D6 and add the gang's current Reputation:
 - If the total is 10 or below, the Slaver Entourage deign to aid their allies on the battlefield.
 - If the total is 11 or more, the Guilders decide the gang can cope alone.
- This group of fighters does not cost a gang allied to the Slave Guild any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

If, however, the gang is playing the Looters, Smash and Grab, Caravan Heist or Escort Mission scenario and is the defender (see Guard Duty below) then a Slaver Entourage must be included. Roll a D6 and add the gang's current Reputation:

- If the total is 10 or below, the gang is glad of this aid.
- If the total is 11 or more, the gang is unhappy about this forced interference and they must Test the Alliance.

DRAWBACKS

Guard Duty: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played, roll a D6. On a 1, 2 or 3, the gang must choose Looters, Smash and Grab, Caravan Heist or Escort Mission, and take on the role of the defender. On a 4+, they can choose any scenario as normal. Alternatively, instead of making this roll, the gang can choose to play any scenario, but if they do, they must Test the Alliance.

Slaves for the Pit: During the post-game sequence, if the gang has any Captured fighters, these must be given immediately to the Slave Guild. The gang can instead choose to keep their Captives or sell them to the Guilders for credits as normal, but if they do they must Test the Alliance. Alternatively, and instead of allowing the Captive's gang to attempt a Rescue Mission, the gang may accept a ransom of half the Captive's value, rounded up to the nearest 5 credits, but if they do, then the Alliance is immediately broken.

GRAM IRONHAND,
SHAKLEMAN,
MERCATOR SANGUIS



GUILD OF COIN

Travel is restricted on Necromunda, and those rare few who may freely traverse the hives and wastes of the world, Guilders among them, are controlled by the Guild of Coin.

BENEFITS

Tollways: While the gang is allied with the Guild of Coin, whenever they would gain credits as a reward for playing a scenario roll one more D6 than normal (i.e., if the scenario reward is D6x10 credits then a gang allied to the Guild of Coin would roll 2D6x10 credits).

Toll Collectors: While the gang is allied with the Guild of Coin, in the pre-battle sequence the gang may attempt to add Guild Representatives (see page 33) in the form of Toll Collectors (see page 39) to their gang for the battle ahead:

- Roll a D6 and add the gang's current Reputation:
 - If the total is 11 or below, the Guild of Coin deigns to aid their allies on the battlefield.
 - If the total is 12 or more, the Guilders decide the gang can cope alone.
- This group of fighters does not cost a gang allied to the Guild of Coin any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

If, however, the gang is playing the Looters, Smash and Grab, Caravan Heist or Escort Mission scenario and is the defender (see Guard Duty as follows) then Toll Collectors must be included. Roll a D6 and add the gang's current Reputation:

- If the total is 11 or below, the gang is glad of this aid.
- If the total is 12 or more, the gang is unhappy about this forced interference and they must Test the Alliance.

**POLTOROX QUISTOROS,
MASTER OF COIN,
MERCATOR GELT**

DRAWBACKS

Guard Duty: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played, roll a D6. On a 1, 2 or 3, the gang must choose Looters, Smash and Grab, Caravan Heist or Escort Mission, and take on the role of the defender. On a 4+, they can choose any scenario as normal. Alternatively, instead of making this roll, the gang can choose to play any scenario, but if they do they must Test the Alliance.

Collecting Tolls: During the post-battle sequence, if the gang gained any credits as a scenario reward, the gang must give up a portion of this to their Guild allies:

The gang must give D3x10 credits to the Guild. If the amount rolled is greater than the amount gained, the gang must give the full amount gained to their allies and the Alliance is automatically tested.

Alternatively, the gang can choose to keep all of its rewards, but if they do, they must Test the Alliance.



IRON GUILD

The Iron Guild deal in the raw materials of Necromunda, whether that is the ore dug from beneath the Spoil or the huge surplus of weapons and ordnance that circulate the hives.

BENEFITS

Guns, Guns, Guns: While the gang is allied with the Iron Guild, reduce the Rarity of all Trading Post ranged weapons by 2. In addition, the cost of Trading Post ranged weapons is reduced by $D3 \times 10$ credits to a minimum of 5 credits. If the gang wish, they can roll to Test the Alliance and reduce the cost of Trading Post ranged weapons by $D3 \times 20$ credits to a minimum of 5 credits.

Wandering Scum: While the gang is allied with the Iron Guild, in the pre-battle sequence the gang may attempt to add $D3+2$ Hive Scum (see page 61 of the *Necromunda: Gangs of the Underhive*) to their gang for the battle ahead:

- Roll a D6 and add the gang's current Reputation:
 - If the total is 9 or below, the Iron Guild deign to aid their allies on the battlefield.
 - If the total is 10 or more, the Guilders decide the gang can cope alone.
- This group of Hive Scum does not cost a gang allied to the Iron Guild any credits to hire, but if chosen, they must be included in the gang's crew, even if crew selection is normally random.

If, however, the gang is playing the Looters, Smash and Grab, Caravan Heist or Escort Mission scenario and is the defender (see Guard Duty below) then Iron Guild Hive Scum must be included. Roll a D6 and add the gang's current Reputation:

- If the total is 9 or below, the gang is glad of this aid.
- If the total is 10 or more, the gang is unhappy about this forced interference and they must Test the Alliance.

DRAWBACKS

Guard Duty: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played, roll a D6. On a 1, 2 or 3, the gang must choose Looters, Smash and Grab, Caravan Heist or Escort Mission, and take on the role of the defender. On a 4+, they can choose any scenario as normal. Alternatively, instead of making this roll, the gang can choose to play any scenario, but if they do they must Test the Alliance.

Militia Surplus: During the post-battle sequence, when updating the gang's roster, any weapons or Wargear carried by dead fighters (i.e., those who have died in the game or as a result of a Critical Injury) must be given to the Iron Guild. The gang can choose not to give up the dead fighter's weapons or Wargear, but if they do they must roll to Test the Alliance.

**THADBIUS XRINAX, IRON
BROKER, MERCATOR MUNDA**



FREIKSTORN STRIX, BOUNTY HUNTER

Freikstorn Strix is an exile of House Van Saar and former Clan Archetek. Ancient by the standards of his House at the age of 47 Terran solar cycles, Strix has converted his bodysuit into an armoured life-support cradle, and replaced his limbs with powerful cybernetics. Many of his body modifications are of Strix's own invention, mixing the Van Saar's STC technologies with the more common tech of the Imperium. Strix must routinely prey upon enemies for the parts to keep himself alive, sometimes throwing his lot in with gangs if there is the promise of technology or a hefty score of creds.

Strix's jet pack assembly, the Strixian harness and ornithoptical combat kit or S.H.O.C.K. wing, allows him to soar across the battlefield, leaping high over the reach of his foes as he assails them with his pneumatic-claw gun. Perhaps Strix's greatest weapon though is the fear he engenders in his foes, and many believe he is not human at all, but some mechanical hunting horror unleashed by the noble houses for their own dark amusement.

SPECIAL RULES

Bounty Hunter: As a Bounty Hunter, Freikstorn is subject to the Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules (see page 63 of *Necromunda: Gangs of the Underhive*).



FREIKSTORN STRIX

290
CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
6"	5+	4+	3	3	2	4+	2	8+	7+	8+	10+

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Harpoon launcher	6"	18"	+2	-	5	-3	1	5+	Drag, Impale, Scarce
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee

SKILLS: Catfall, Clamber, Mighty Leap, Sprint

WARGEAR: Armoured bodyglove, flak armour, S.H.O.C.K wing (combines the rules for a drop rig, a grapnel launcher and a grav chute)

SYTHANIA IMPERITANCE,
PALE CONSORT,
MERCATOR PALLIDUS



GUILD REPRESENTATIVES

Representatives of the Merchants Guild can be found in all levels of the hive, doing the Guild's work and furthering its agendas. In the Badzones, Guild Representatives will often ally themselves with gangs of various Houses, both for their own protection and to make use of the muscle such gangs provide. Guilders will also often hire their services to gangs on a temporary basis; the opportunity to further their Guild's ends and at the same time accrue some credits for their personal coffers proving an irresistible lure.

Each Guild Representative's entry details three or four Hired Guns; the Guild Procurator, their attendant and one or two accompanying bodyguards. These Hired Guns are always fielded together and must always operate together, meaning that a crew must contain all or none. However, when selecting the crew for a battle, the Guild Representatives count as only one fighter, effectively allowing the crew to include two or three more fighters than the crew size may allow.

SPECIAL RULES

A Band Apart: The Guild Representatives remain separate and aloof from the gang they are working beside. In many ways, the Guild Representatives will behave as if they are a sub-gang within the gang they are allied with:

- The Guild Procurator is the Leader of this sub-gang and the Guild Factotum is a Champion. The Bodyguards are fighters.
- When the Guild Procurator or the Guild Factotum is activated, they may perform a Group Activation with other Guild Representative fighters belonging to their delegation (see page 57 of the *Necromunda Rulebook*).
- Neither the Guild Procurator, the Guild Factotum or the Bodyguards may participate in a group activation led by another Leader or Champion.
- Additionally, with regards to the Leading by Example rule (page 73 of the *Necromunda Rulebook*), the Guild Procurator counts as a Leader and the Guild Factotum counts as a Champion for other friendly Guild fighters.
- If a Guild Representative 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 Guild Representatives are treated as part of the gang they are allied with in every other respect (hence why some fighters may possess Wargear or skills that will have an effect in the post-battle sequence).

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

Indentured Fighters: If both the Guild Procurator and Guild Factotum are removed from play for any reason, any Bodyguards, without guidance, will automatically behave as if the crew they are part of has failed a Bottle test, regardless of how many fighters in total have been removed from play.



'We were lost and near death but the Emperor protects. His visage beckoned from beneath a ruined shrine, calling us to rebuild His temple and cleanse every trace of filth. This is His land and we are His pioneers.'

*Matthias Cowl,
The Trodden,
House Cawdor*



NAUTICAN SYPHONING DELEGATION

On *Necromunda*, water is squeezed from every available source, the precious liquid gathered, refined and traded by the Merchants Guild. Master Nauticans are the representatives of the Water Guild when it comes to the procurement of drinkable water, their entourages travelling the hive bedecked in piped harnesses, sloshing tanks and esoteric exsanguination devices. Invigorated by a concentration of clean water and purifying chems, the eyes of a Master Nautican burn with drug-induced purpose, while their muscles twitch underneath a forest of tubes, each one connected to a tank or bottle.

While a Water Harvester might enlist the aid of a gang for protection (and as a ready supply of recyclable fluids), they are seldom seen without their own personal attendants. These include Syphonites who carry bladed exsanguination staves to bleed water from their victims or the hulking Subnautican Behemoths in armoured diving suits. Syphonites both oversee the harvesting and refining of water, speaking the litanies of the Guild to bless the water in the name of the God-Emperor by invoking the names of the 'Ancient Sees', believed to have been things once looked upon by the Emperor. The Subnauticans are the divers that keep the cisterns and reservoirs of Hive Primus functioning, but also double as able and heavily armoured bodyguards for the Master Nautican should the need arise.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Master Nautican (Guild Procurator)	4"	4+	4+	3	3	2	4+	1	7+	7+	6+	6+
Syphonite (Guild Factotum)	4"	5+	4+	2	3	1	4+	1	8+	8+	6+	6+
Subnautican (Bodyguard)	4"	3+	5+	5	5	3	4+	2	8+	6+	7+	7+

EQUIPMENT

The Master Nautican is armed with a needle pistol and stiletto knife, and is equipped with mesh armour, a bio-booster and a stim-slug stash.

The Syphonite is armed with a needle rifle and stiletto knife, and is equipped with mesh armour and a cult icon.

The Subnautican is armed with Open Fists (the same as a Goliath 'Zerker – see page 98 of *Necromunda: Gangs of the Underhive*). The Subnautican is equipped with a hazard suit and an armoured undersuit.

SKILLS

The Master Nautican has the Step Aside and the Overseer skills. They may however only use the Overseer skill to Order another member of the Nautican Syphoning Delegation.

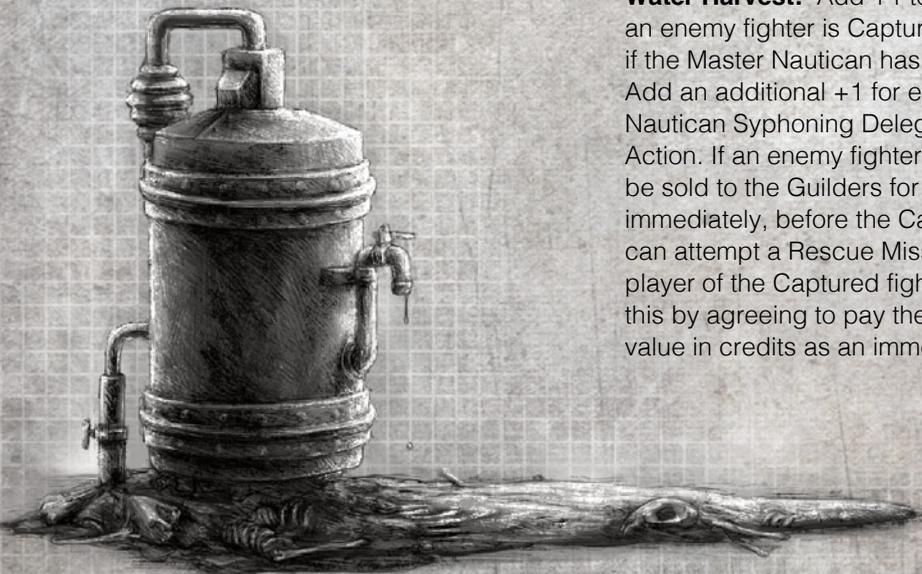
The Syphonite has the Dodge skill.

The Subnautican has the Berserker skill.

SPECIAL RULES

In addition to the Guild Representatives rules on [page 33](#), the Nautican Syphoning Delegation is subject to the following special rule:

Water Harvest: Add +1 to the roll to determine if an enemy fighter is Captured at the end of a battle if the Master Nautican has not gone Out of Action. Add an additional +1 for each other member of the Nautican Syphoning Delegation not gone Out of Action. If an enemy fighter is Captured, they may be sold to the Guilders for their full value in credits immediately, before the Captured fighter's gang can attempt a Rescue Mission. The controlling player of the Captured fighter's gang may prevent this by agreeing to pay the Captured fighter's full value in credits as an immediate ransom.



PYROMANTIC CONCLAVE

By flickering flame or glowing orb, the Pyrocaen Lord moves through the darkness of the underhive. Power in all its forms is controlled by the Promethium Guild in the underhive, with severe punishments dispensed upon those who presume to steal promethium. Pyrocaen Lords are both merchants and murderers, offering settlements trade in the form of burnable fuel or sanctioned thermal taps, but also holding executions by flame and electrocution for those who have been taking more than their due. With excessive promethium at their fingertips, Pyrocaen Lords favour ostentatious flame weapons, overpowered examples of common hive ordnance, designed not just to destroy but also to intimidate. These powerful individuals are also often held aloft on roaring flame and jet-driven palanquins, never setting foot on the soiled ground of the underhive as they have the fuel to waste for both their comfort and protection.

Alongside the Pyrocaen Lords are the Pyromagir and Cynders. The former are the bearers of the eternal flames, which they carry on their backs in huge burning cauldrons of promethium. It is from this flame that symbolic fires are lit or that the lord dispenses the gift of heat and light to the less fortunate. Then there are the Cynders, surgically altered bodyguards who cast fire in the path of the Pyrocaen Lord, heralding their coming or immolating their enemies.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Pyrocaen Lord (Guild Procurator)	4"	3+	4+	3	3	2	4+	1	7+	7+	7+	6+
Pyromagir (Guild Factotum)	4"	4+	5+	3	3	1	4+	1	7+	8+	7+	7+
Cynder (Bodyguard)	4"	4+	5+	3	3	1	4+	1	8+	8+	7+	7+

EQUIPMENT

The Pyrocaen Lord is armed with a shock stave and laspistol, and is equipped with a refractor field.

The Pyromagir is armed with a flamer and stub gun, and is equipped with a refractor field and a cult icon.

A Cynder is armed with either a laspistol and an axe or a laspistol and a maul (club). Both Cynders must be armed in the same way.

All three are equipped with photon flash grenades.

SKILLS

The Pyrocaen Lord has the Evade and the Overseer skills. They may, however, only use the Overseer skill to Order another member of the Pyromantic Conclave.

The Pyromagir has the Nerves of Steel skill.

Both Cynders have the Spring Up skill.

SPECIAL RULES

In addition to the Guild Representatives rules on [page 33](#), the Pyromantic Conclave is subject to the following special rule:

Light In Dark Places: If the player controlling the Pyromantic Conclave chooses, they may announce during the pre-battle sequence, after crews have been chosen but before deployment, that the battle will be fought using the Pitch Black rules. Additionally, they may choose during any End phase that these rules will no longer apply. Finally, if any member of the Pyromantic Conclave is removed from play, immediately before removing the fighter, resolve a photon flash grenade attack centred on the fighter.



CORPSE HARVESTING PARTY

Recycled meat is vital to the existence of Necromunda, and the Merchants Guild is continually acquiring fresh sources for the Corpse Grinders. Pale Consorts and Bone Scriveners are corpse prospectors, continually scouring the hives looking for new and plentiful veins of dead meat to be turned into the next batch of corpse-starch rations. Hidden behind macabre masks, often with ornamental rebreathers to block out the stench of their work, Pale Consorts and their Bone Scriveners use a collection of ancient surgical tools to determine the worth of their catch. Often, they will be seen exploring the aftermath of battles between gangs, or stalking the streets of a settlement savaged by outlanders, stooping over the dead.

Pale Consorts might be prospectors of fallow flesh, but when they find a likely specimen, they are not the ones to mine it. Following in the Pale Consort's footsteps are the hulking shadows of Corpse Grinders, representing the interests of their organisation, which stands as the principal beneficiary of the Merchants Guild's efforts. Unlike the Pale Consorts and Scriveners, each Corpse Grinder is a muscular butcher, their arms grown strong in the execution of their grim work. Armed with saws and serrated blades, these brutes either haul the corpses whole into their body carts or hack away the best pieces for the ration factories to refine. Should a Pale Consort be threatened, Corpse Grinders also make for able bodyguards, their razor-toothed tools as proficient against the living as the dead.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Pale Consort (Guild Procurator)	4"	5+	4+	3	3	1	4+	1	7+	8+	7+	6+
Bone Scrivener (Guild Factotum)	4"	5+	4+	3	3	1	5+	1	7+	8+	8+	7+
Corpse Grinders (Bodyguard)	4"	3+	5+	4	3	2	4+	2	8+	7+	8+	8+



EQUIPMENT

The Pale Consort is armed with a laspistol and fighting knife, and is equipped with a medi skull, respirator and mesh armour.

The Bone Scrivener is armed with a stiletto knife, and is equipped with a gun skull, respirator and a cult icon.

Both Corpse Grinders are armed with a chain glaive and are equipped with flak armour.

SKILLS

The Pale Consort has the Fearsome and Overseer skills. They may, however, only use the Overseer skill to Order another member of the Corpse Harvesting Party.

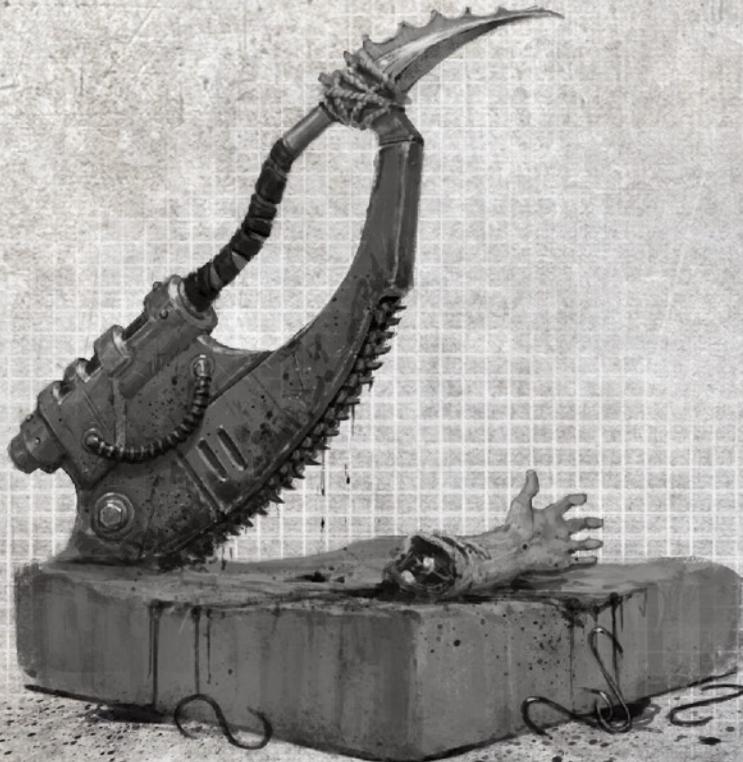
The Bone Scrivener has the Fearsome skill.

Both Corpse Grinders have the Crushing Blow skill.

SPECIAL RULES

In addition to the Guild Representatives rules [on page 33](#), the Corpse Harvesting Party is subject to the following special rule:

“This One’s still Moving”: During the Wrap-up step of the post-battle sequence, roll a D6 for any fighter, friend or enemy, that went Out of Action during the battle and suffered a Critical Injury (61-65 on the Lasting Injuries table). On a 6, change the Lasting Injury result to a Memorable Death (66 on the Lasting Injuries table). The fighter has suddenly stopped moving and is claimed by the Corpse Grinders, but any weapons and Wargear (including armour) they were equipped with is granted to the gang that the Corpse Harvesting Party fought for, who may immediately add it to their Stash.



'You can hide anything here, what with all the crawl spaces, vents and hidey holes. Findin' it again is the real trick!'

Brando 'Optic' Gruzor, Dome Runner

SLAVER ENTOURAGE

Slavery is so common on Necromunda as to be utterly banal to its inhabitants – after all, for those born into the servitude of the Clan Houses, what sympathy is there for those who must live their lives in chains? Chain Lords and their Shaklemen are the bloated fight masters and slave drivers of the Merchants Guild, readily dealing in both human flesh and human misery. The greatest Chain Lords trade in entire domes, settlements or manufactorums of slaves, sealing the fate of thousands with a single sweep of their hand. For most though, they bring their merchandise with them, dragging lines of bent-backed men and women to market. Chain Lords are often huge and idle souls, who have never had to lift a finger for their own comfort, their needs constantly seen to by a gaggle of servants, while their Shaklemen enact their will. Hung with chains and trinkets, Chain Lords are nonetheless dangerous adversaries, their wealth affording them many hidden weapons and fiendish augmentations.

Of course, it is rare a Chain Lord would ever need to defend themselves. Principal among the Chain Lords' charges are pit slaves, often heavily augmented so that they might better entertain the crowds of the arenas. These warriors, often psycho-conditioned for maximum aggression and loyalty, are as hounds upon the leash, ready to be loosed should a word be spoken or gesture be made. Other slaves also act as personal attendants to the Chain Lord, and more than a few captured gangers have found themselves reluctantly serving at the side of a Chain Lord with a compliance collar around their neck.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Chain Lord (Guild Procurator)	4"	3+	6+	4	4	2	4+	2	7+	6+	7+	9+
Shakleman (Guild Factotum)	4"	4+	5+	3	3	2	4+	1	8+	7+	7+	8+
Pit Fighter (Bodyguard)	5"	4+	6+	3	3	1	4+	2	8+	7+	8+	10+

EQUIPMENT

The Chain Lord is armed with either a chain glaive or a shock whip and chain axe, and is equipped with light carapace armour, a bio-booster and a stim-slug stash.

The Shakleman is armed with a shock stave and a harpoon launcher, and is equipped with flak armour and a cult icon.

A Pit Fighter is armed with a chain glaive. Both Pit Fighters are equipped with flak armour and a stim-slug stash.

SKILLS

The Chain Lord has the Hurl and Overseer skills. They may, however, only use the Overseer skill to Order another member of the Slaver Entourage.

The Shakleman has the Disarm skill.

Both Pit Fighters have the Rain of Blows skill.

SPECIAL RULES

In addition to the Guild Representatives rules [on page 33](#), the Slaver Entourage is subject to the following special rule:

A Promising Fighter: During the Wrap-up step of the post-battle sequence, roll a D6 for one randomly determined Ganger or Juve in the gang that the Slaver Entourage fought for that took an enemy fighter Out of Action with either a close combat attack or a Coup de Grace. On a 1, the Chain Lord is impressed by what has been seen and claims that fighter for a career in the fighting pits. The fighter and all of their weapons and Wargear are immediately deleted from the gang roster. On a 6, the Chain Lord rewards that fighter for their entertaining display of fighting prowess. The gang immediately adds D3x10 credits to its Stash. On any other result, nothing happens.



TOLL COLLECTORS

On Necromunda, every road, byway, tunnel and gate are owned by the Imperial House. These are the arteries of its trade and much of its power, and as a result, each one is carefully controlled. The Guild of Coin taxes and controls these pathways for Lord Helmawr, and act as guardians to the many trails and tunnels that link the levels of a hive together, or link hive clusters across the toxic wastes. Clad in glittering cloaks of keys, with staves graven with passwords and hung with tokens of their long journeys, each Master of Coin is a keeper of the ways. While these agents of the Guild often oversee the comings and goings of prospectors, Clan House work crews and ash waste expeditions, ensuring that the Imperial House gets its due, many ply the Badzones, keeping the connections between the settlements alive. Masters of Coin regularly recruit gangs for underhive expeditions, for what the keepers find, they can trade, and if they are fortunate enough to forge a new route through the Badlands then they can claim taxes on all who use it.

Masters of Coin are almost always accompanied by Skinflints, miserly coin counters who test and tally the creds gathered by their masters before stowing them in the Master's armoured trade-coffers. These coffers are carried by the master's Grovellers, indentured oath-breakers. Some Grovellers even have this precious knowledge carved, branded or tattooed onto their flesh, acting as living documents for the master to refer to – or should the need arise, flay off to give to an expedition leader.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Master of Coin (Guild Procurator)	5"	4+	4+	3	3	2	3+	1	6+	5+	7+	5+
Skinflint (Guild Factotum)	5"	4+	4+	3	3	1	4+	1	7+	6+	7+	6+
Groveller (Bodyguard)	5"	5+	4+	3	3	1	4+	1	8+	6+	8+	7+

EQUIPMENT

The Master of Coin is armed with a laspistol and a power knife, and equipped with a displacer field and a gun skull.

The Skinflint is armed with a plasma pistol and fighting knife, and equipped with mesh armour and a cult icon.

A Groveller is armed with either a long rifle and a fighting knife or a shotgun (with solid and scatter ammunition) and a fighting knife. Each Groveller may be armed differently.

SKILLS

The Master of Coin has the Escape Artist and the Overseer skills. They may, however, only use the Overseer skill to Order another member of the Toll Collectors.

The Skinflint has the Lie Low skill.

Both Grovellers have the Lie Low skill.

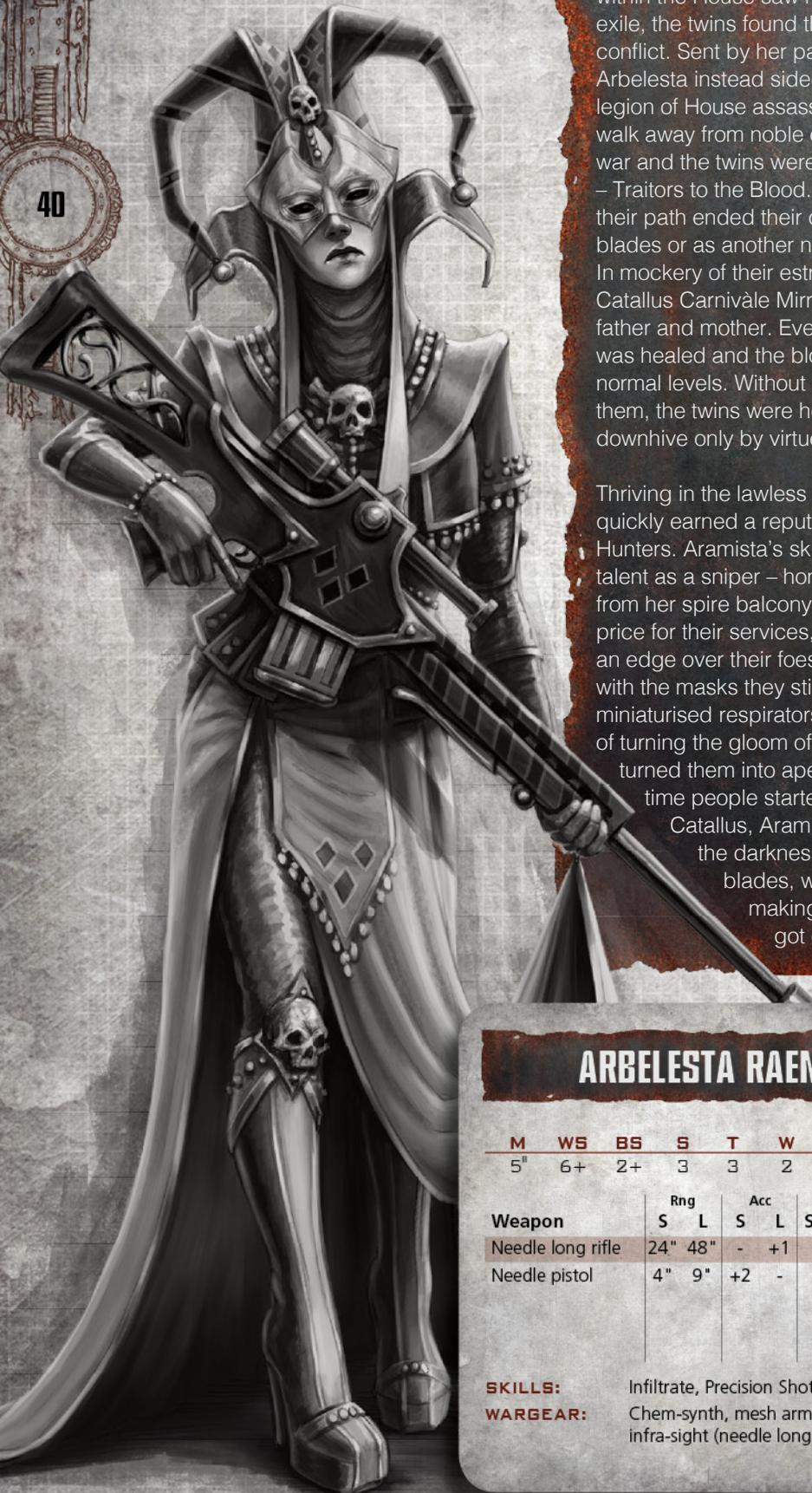
SPECIAL RULES

In addition to the Guild Representatives rules on [page 33](#), Toll Collectors are subject to the following special rule:

Highways and Byways: If the gang that the Toll Collectors are fighting for is the defender in any scenario, they may attempt to steal the initiative from the enemy. After step 2 but before step 3 of the pre-battle sequence, make a Leadership check for the Master of Coin. If the check is failed, the battle progresses as normal with the other player continuing as the attacker and choosing the scenario. If the check is passed, the Master of Coin has successfully led their gang into position to ambush their attackers. Play either the Ambush scenario or the Trap scenario with the Master of Coin's gang as the attacker.

This does not have any effect on the Territory at stake or any other outcomes of the battle within a campaign.





SHADOWS OF CATALLUS

Arbelesta Raen Catallus and Aramista Dae Catallus are twin siblings of the Great House Catallus. When a schism within the House saw hundreds murdered or driven into exile, the twins found themselves on opposite sides of the conflict. Sent by her parents to kill her brother Aramista, Arbelesta instead sided with him, the two taking on a legion of House assassins. Of course, one does not simply walk away from noble obligations, especially during a civil war and the twins were branded *Transgratia de Sanquine* – Traitors to the Blood. Every would-be assassin to cross their path ended their days on the end of one of Aramista's blades or as another notch on Arbelesta's gunstock. In mockery of their estranged parents, the pair donned Catallus Carnivale Mirror Masks depicting the faces of their father and mother. Eventually, the division within Catallus was healed and the bloodshed within its halls returned to normal levels. Without the chaos of open conflict to hide them, the twins were hounded out of the spire, escaping downhive only by virtue of their murderous talents.

Thriving in the lawless wilds of the underhive, the pair quickly earned a reputation as effective and pitiless Bounty Hunters. Aramista's skills as a duellist and Arbelesta's talent as a sniper – honed picking off hive repair crews from her spire balcony – allowed them to command a high price for their services, while their spire-tech gave them an edge over their foes. Their masterwork weapons, along with the masks they still wore – each one incorporating miniaturised respirators and photonic enhancers capable of turning the gloom of the underhive into stark day – turned them into apex predators of the Badzones. In time people started calling them the Shadows of Catallus, Aramista appearing like a phantom from the darkness to challenge enemies with his blades, while Arbelesta remained hidden, making sure her brother's opponents never got close to laying a blade upon him.

ARBELESTA RAEN CATALLUS

250
CREDITS

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

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Needle long rifle	24"	48"	-	+1	-	-2	-	6+	Scarce, Silent, Toxin
Needle pistol	4"	9"	+2	-	-	-1	-	6+	Scarce, Sidearm, Silent, Toxin

SKILLS: Infiltrate, Precision Shot, Trick Shot

WARGEAR: Chem-synth, mesh armour, photo goggles, respirator, infra-sight (needle long rifle)

SPECIAL RULES – ARAMISTA

Unique Partnership: Aramista Dae Catallus may be hired alongside Arbelesta Raen Catallus, allowing a gang to field two Bounty Hunters rather than the usual one.

Bounty Hunter: As a Bounty Hunter, Aramista is subject to the Dead, Not Alive, Claiming Bounties and “We’ll Get Our Bit...” special rules (see page 63 of *Necromunda: Gangs of the Underhive*).

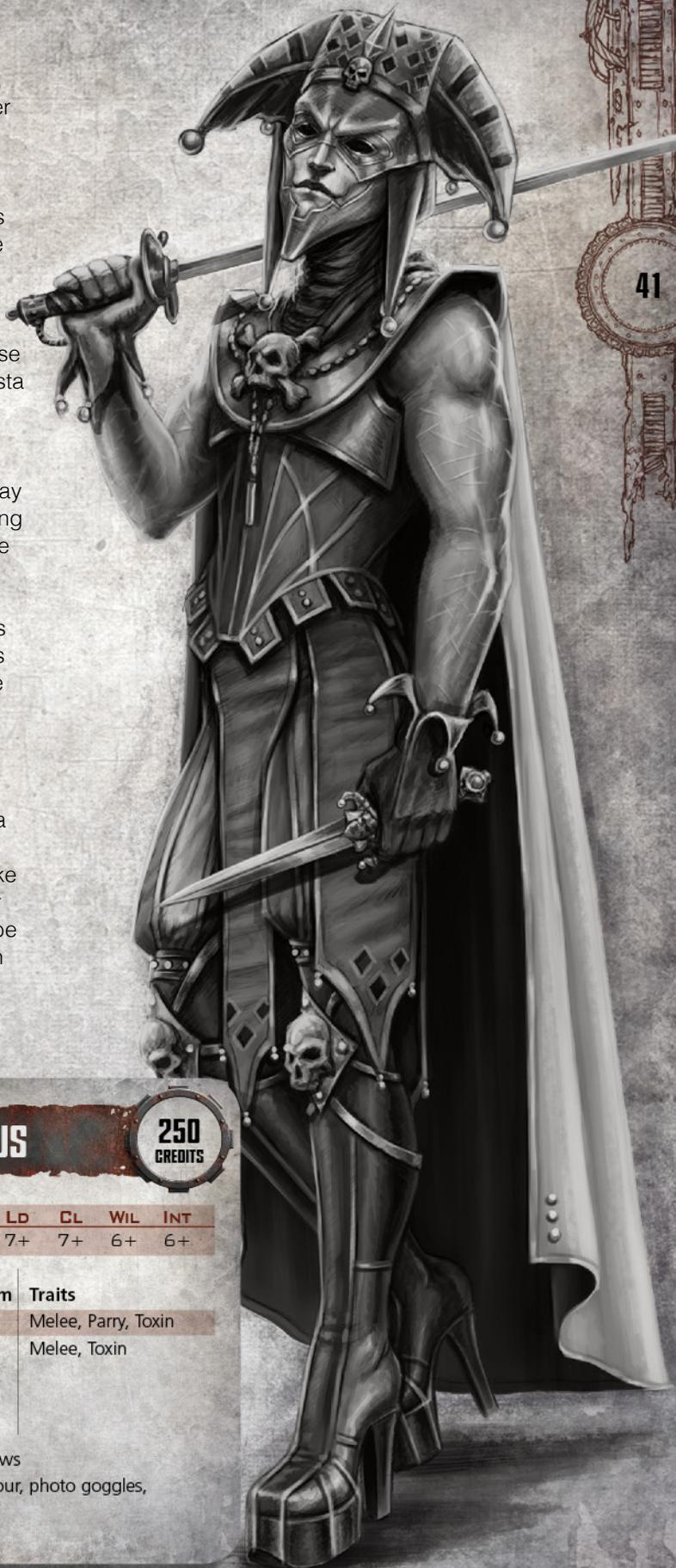
Bodyguard: If Arbelesta Raen Catallus is hit by a ranged attack, the controlling player may choose to transfer the hit and all of its effects onto Aramista Dae Catallus if he is within 2" of Arbelesta.

SPECIAL RULES – ARBELESTA

Unique Partnership: Arbelesta Raen Catallus may be hired alongside Aramista Dae Catallus, allowing a gang to field two Bounty Hunters rather than the usual one.

Bounty Hunter: As a Bounty Hunter, Arbelesta is subject to the Dead, Not Alive, Claiming Bounties and “We’ll Get Our Bit...” special rules (see page 63 of *Necromunda: Gangs of the Underhive*).

Slotted: If Aramista Dae Catallus is hit and wounded as the result of a Fight (Basic) action made by an enemy fighter that is within Arbelesta Raen Catallus’ vision arc and line of sight, and if she is not Prone, Arbelesta may immediately make a single Shoot (Basic) action targeting the fighter that inflicted the hit. Arbelesta does not need to be Ready to make this action and making this action will not cause her to lose her Ready marker.



ARAMISTA DAE CATALLUS

250 CREDITS

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

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

SKILLS: Counter-attack, Impetuous, Rain of Blows
WARGEAR: Chem-synth, displacer field, mesh armour, photo goggles, respirator

BADZONES TRADING POST

Smart gangers know that when exploring the Badzones, a sturdy grapple line or a sniffer rat is often more valuable than the sidearm on your hip. The section that follows presents a collection of additional weapons and Wargear for players to add to their gang. These items can be purchased in the post-battle sequence from the Trading Post, or if players are building gangs for a Skirmish game, they may agree to allow their gangs access to some or all of the equipment that follows.

SPECIAL AMMUNITION AUTO-WEAPON AMMUNITION

The following types of ammunition can be purchased for use in any autogun or autopistol (reclaimed or otherwise), a heavy stubber, or any combi-weapon that includes an auto-weapon component.

Item	Price	Rarity
Plantbuster rounds	15 credits	Rare (9)
Phosphor rounds	10 credits	Rare (8)
Rad rounds	20 credits	Rare (9)

SHOTGUN AMMUNITION

The following types of ammunition can be purchased for use in any shotgun, combat shotgun or sawn-off shotgun.

Item	Price	Rarity
Plantbuster shells	15 credits	Rare (9)
Phosphor shells	10 credits	Rare (8)
Rad shells	25 credits	Rare (9)

Plantbuster Ammunition: Dipping rounds in defoliation compounds, often taken from anti-plant grenades, gives even the humble autogun teeth against a Carnivorous Plant. An added bonus is that plantbuster rounds have also proved effective against Brainleaf Zombies.

Phosphor Ammunition: Adding a phosphorescent coating to rounds is a common practise in the underhive, where sometimes it can be handy to know where your bullets are going; phosphor rounds have the added benefit of tagging anything they hit with glowing dots.

Rad Ammunition: Only slightly less reckless than building a plasma grenade is the process of making rad rounds. Heavily irradiated ammo might inflict horrific wounds upon an enemy, but with little more than a lead-lined clip for protection, they can cause as much damage to the user as their intended target!

BOLT WEAPON AMMUNITION

The following types of ammunition can be purchased for use in any boltgun, bolt pistol, heavy bolter, or any combi-weapon that includes a bolt-weapon component.

Item	Price	Rarity
Gunk bolts	15 credits	Common

Gunk Bolts: Getting hold of old bolt shells is much easier than finding fresh ones. Apart from paperweights and Wild Snake shot glasses, the other use for these cast-off casings is the creation of gunk bolts. They might not hit as hard, but they make a mess when they do.

GRENADE LAUNCHER

The following types of ammunition can be purchased for any grenade launcher. Ammunition marked with an asterisk (*) may also be used in the grenade launcher component of a combi-weapon but gains the Single Shot Weapon Trait.

Item	Price	Rarity
Anti-plant grenades*	40 credits	Rare (7)
Flares*	30 credits	Common
Plasma grenades	100 credits	Rare (12)

DESIGNER'S NOTE: GRENADES AND GRENADE LAUNCHERS

While it might seem logical that a fighter armed with grenades can either fire them from a launcher or hurl them by hand, the reality is that these pieces of wargear are used in very different ways. For example, flares for grenade launchers are harder to come by than their handheld cousins as they require a stable casing and reliable propellant. Most grenade launcher flares are liberated from Palanite Enforcer stores, and still bear the Spider crest of the Imperial House. Equally, plasma grenades are not often fired from grenade launchers – the act of shoving an already unstable explosive into a small tube and then setting off a controlled detonation to propel it often ending badly!

WARGEAR GRENADES

Item	Price	Rarity
Anti-plant grenades	30 credits	Rare (7)
Flares	20 credits	Common
Gunk bombs	40 credits	Common
Plasma grenades	90 credits	Rare (10)

Anti-plant Grenades: Anti-plant grenades contain powerful defoliant chems designed to rob an enemy of cover. When detonated they release a cloud of gas that, while unpleasant, is largely harmless to humans, but will rot away plant matter in moments. While the gangs of the underhive don't have a lot in the way of vegetation to hide behind, they do have to contend with man-eating plants, and so anti-plant grenades have found their way into circulation.

Flares: Areas of complete darkness are common in the underhive, and even more so in the Badzones where powerlines are broken or don't reach. For this reason, having a way to quickly illuminate a large area is handy, and so many gangers carry flares. These range from lumps of magnesium dug out of old factorums and dipped in promethium, to Palanite phosphor rounds that will burn underwater, but all serve the same purpose: bringing light to a place where once there was only darkness.

Gunk Bombs: The underhive is home to myriad kinds of goos, slimes and sludges, most of which are highly poisonous if ingested and unspeakably unpleasant if stepped in. These foul substances are generally known by the catch-all term 'Gunk', and fighters sometimes fashion homemade weapons out of it. Using old grenade casings, corpse-starch tins or even the skulls of small critters, a Gunk bomb combines a little bit of explosive and a lot of sludge to shower its intended targets in filth.

Plasma Grenades: Imperial plasma grenades lack the sophistication of their xenos counterparts, and are often little more than the scavenged innards of a broken plasma gun wrapped in wire and set to overload. Despite the perils of using plasma grenades there are few explosives as satisfyingly destructive, the white hot ball of plasma searing everything it touches and often leaving little behind except for scorched steel and blackened corpses.

PERSONAL EQUIPMENT

Item	Price	Rarity
Archaeotech device	120 credits	Rare (13)
Blind Snake pouch	60 credits	Rare (12)
Guilder cartograph	70 credits	Rare (11)
Mung vase	2D6x10 credits	Rare (12)
Necromunda giant rat	50 credits	Common
Industrial respirator	30 credits	Rare (7)
Isotropic fuel rod	60 credits	Rare (10)
Radcounter	50 credits	Rare (9)
Ratskin map	100 credits	Rare (9)
Second Best	15 credits	Common
Suspensor harness	40 credits	Rare (9)
Wild Snake	30 credits	Common



'BOMBER' JENN,
DEAD EYES,
HOUSE ESCHER

MORTANNA SHROUD, SANCTIONED PSYKER

The daughter of a Guilder, Mortanna Shroud was sold to Helmawr's Psykanarium when upon her coming of age her family discovered her emergent psychic 'talents' and handed her over for a handsome reward. Classified a 'Lambda' level psyker, and thus of little interest to the Adeptus Astra Telepathica, the wardens of the Psykanarium worked to increase her abilities and ensure her obedience. Implanted with a neuro-reliquary, a collar made of the bones and skulls of dead psykers, Mortanna found a host of new abilities at her command, from conjuring flame from nothing to wrapping herself in a shield of superheated air. Unfortunately for Shroud, the neuro-reliquary resonates to the psychic frequencies used by the wardens, and can be used to inflict pain or even death upon her should she disobey them. When the skulls of the reliquary begin to chatter, Mortanna knows that her unseen masters disapprove of her actions, and she should desist immediately or face the consequences.

Despite the psychic chain coiled around her neck, Mortanna takes great pleasure in her work. She enjoys the fearful way hivers look at her or the nervous glances of Helmawr's hunters and Enforcers when she works alongside them. Most of all though, Mortanna enjoys burning things, seeing in the screaming faces of her enemies those of her parents. Perhaps most worrying of all is that Mortanna has begun to talk to the skulls of her neuro-reliquary, the ancient dead psykers promising her freedom if she only just listens to their whispered advice...

MORTANNA SHROUD, SANCTIONED PSYKER

330
CREDITS

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

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

SKILLS: Escape Artist, Sanctioned Psyker
WARGEAR: Flak armour, refractor field
SPECIAL RULES: Claiming Bounties; Dead, Not Alive; Fearsome; "We'll Get Our Bit..."

WYRD POWERS

PYROMANCY: Scouring (Basic)
TELEKINESIS: Assail (Basic)
BIOMANCY: Hammerhand (Basic), Continuous Effect

WYRD POWERS

PYROMANCY

Scouring (Basic): Coruscating balefire erupts from Mortanna's eyes or outstretched hands, engulfing the enemy. For as long as this Wyrd Power is maintained, Mortanna counts as being armed with the following weapon:

	Range Accuracy				Str	AP	D	Am	Traits
	S	L	S	L					
Scouring	-	T	-	-	2	-	1	-	Blaze, Template

TELEKINESIS

Assail (Basic): Mortanna uses the force of her 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.

BIOMANCY

Hammerhand (Basic), Continuous Effect: Focussing the raw power of the Warp, Mortanna augments her strength to a point that a single blow can crush bone. For as long as this Wyrd Power is maintained, Mortanna counts as being armed with the following weapon:

	Range Accuracy				Str	AP	D	Am	Traits
	S	L	S	L					
Hammerhand	-	E	-	-	S+2	-1	2	-	Melee, Pulverise

SPECIAL RULES

Bounty Hunter: As a Bounty Hunter, Mortanna is subject to the Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules (see page 63 of *Necromunda: Gangs of the Underhive*).

Psychic Chains: If Mortanna is taken Out of Action, immediately before her model is removed from play, all enemy fighters within D6" of her suffer a Strength 1 automatic hit, as if from a weapon with the Seismic trait.



++ Monitors report increased presence of deviant vegetation located close to Barrelden Falls. Local air purifiers unable to eradicate all spores. Scans show 13% of Barrelden's population are infested with spores. Recommend purging of Barrelden and its population. ++

Extract from Magos Biologis Veltranx report on biological samples gathered from Hive Primus

BADZONES BATTLEFIELDS

46

As if dodging fire from an enemy gang or trading blows with psychotic killers wasn't bad enough, sometimes, the environment is out to kill you too! Most times, if two gangs square off against each other, it is in a section of the hive no better or worse than any other, the feeble lighting, stale air and rusting walkways just a part of the background. Delving deeper into the wastes between settlements, however, gangs are more likely to come across hostile environments and regions abandoned by all but the desperate. These Badzones, as they are commonly known, are filled with collapsed domes, tangled fungi jungles, sludge seas and much worse. Of course, along with the peril comes forgotten riches and perhaps even archaeotech hidden among the rubble.

If players agree, they can choose to have their gangs fight it out in one of these Badzones, adding an extra challenge and more fun to their game. Badzones are compatible with most scenarios, either adding 'invisible' environmental effects or providing guidelines for how to set up the battlefield. Badzones also provide players with lots of exciting modelling opportunities, and they can convert their own terrain pieces or even build entire boards to

represent these perilous depths of the underhive. In Zone Mortalis scenarios, players can use tiles from the Badzone Delta-7 tile set to represent some of these environments, while Badzones Terrain provides guidelines for the kinds of Citadel scenery pieces appropriate to a Badzone.

GENERATING AN ENVIRONMENT

If players decide to have their scenario set in a Badzone, the first step is to generate an Environment. This should be done after the scenario has been chosen but before any terrain is placed on the battlefield or, in the case of a Zone Mortalis game, before any tiles have been set up. Roll a D6 to determine the Environment:

BADZONES ENVIRONMENTS

D6	Environment
1	Ancient Manufactorum
2	Stygian Depths
3	Sump Sea
4	Dome Jungle
5	Warp-tainted
6	Unstable Dome



ANCIENT MANUFACTORUM

A forest of rusting smoke stacks rises above a maze of ancient abandoned machinery, the rumble of dormant forges audible from somewhere far below.

EFFECTS

When setting up the battlefield, try to include at least six pieces of Industrial Terrain as detailed in the Industrial Terrain section of Badzones Terrain ([see page 66](#)).

For the duration of the battle, effects from Industrial Terrain (see Badzones Terrain) will be triggered on a 4+ rather than a 6.

When generating credit rewards for the scenario, players may roll the results twice and choose the higher total. If the scenario has no credit rewards then the victor gains D6x10 credits instead.

STYGIAN DEPTHS

Cracks run through the very foundation of the hives creating vast yawning chasms between domes, the black criss-crossed with a web of rusting gantries.

EFFECTS

If playing a Zone Mortalis game, discard this Environment and draw another. When setting up the battlefield, try to set up as many walkways and raised sections as possible, and allow for a path from one side of the battlefield to the other.

The ground level is an abyss and fighters must remain on the upper levels or if at ground level (i.e., level with the abyss) must remain on pieces of terrain. If a fighter falls into the abyss, make an Initiative check for them. If they fail, they go Out of Action. If they pass, they become a Reinforcement (see page 119 of the *Necromunda Rulebook*) and may return to the battlefield in the following round.

SUMP SEA

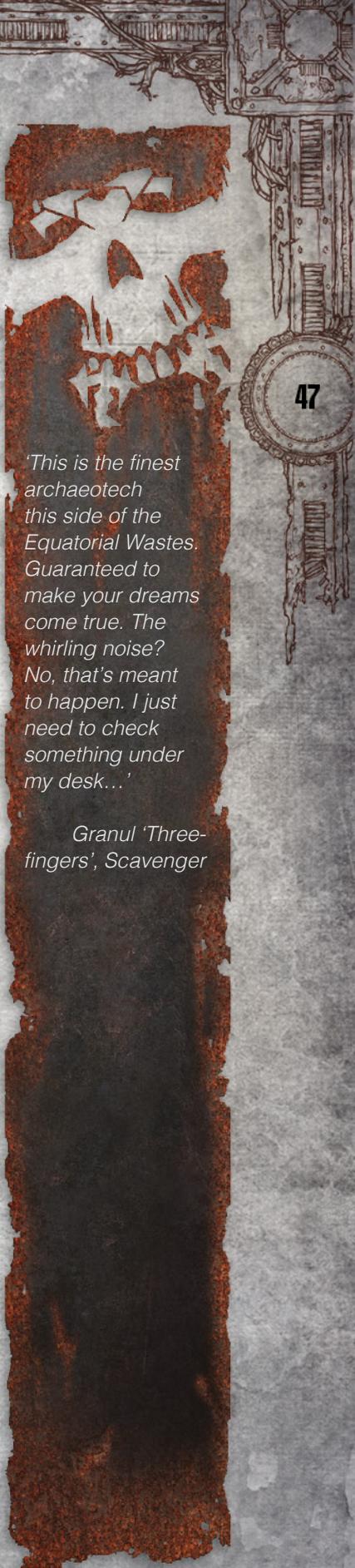
A bubbling morass of toxic goo, the sump boils up from below, flooding entire levels with an ocean of waste and forcing fighters to take to boats or bridges to cross it.

EFFECTS

If playing a Zone Mortalis game, discard this Environment and draw another. When setting up the battlefield, try to set up as many walkways and raised sections as possible, and allow for a path from one side of the battlefield to the other.

The ground level is a Sump Sea and fighters must remain on the upper levels or, if at ground level (i.e., level with the sea), must remain on pieces of terrain. If a fighter falls into the Sump Sea, place them where they have fallen – falling into the Sump Sea doesn't cause any damage.

Fighters in the Sump Sea may take no actions activated. When a fighter in the Sump Sea activates, make a Strength check for them. If they fail, they go Out of Action. If they pass, they can swim up to their Movement characteristic. If they reach a ladder or terrain piece, they may climb to safety. Place the fighter on the edge closest to where they left the Sump Sea.



'This is the finest archaeotech this side of the Equatorial Wastes. Guaranteed to make your dreams come true. The whirling noise? No, that's meant to happen. I just need to check something under my desk...'

Granul 'Three-fingers', Scavenger

'Promethium pipes make for good hauls. Plasma pipes are a road to a quick death. Learn the difference.'

Crassus Crow, Waste Warriors, House Orlock, briefing new recruits before a trip to the Badzones

DOME JUNGLE

Local flora and fungi has claimed the dome for their own, the crumbling remains of habitation completely overgrown by twisting creepers and deadly Carnivorous Plants.

EFFECTS

When setting up the battlefield, try to include at least six large areas of Carnivorous Plants terrain, as detailed in the Carnivorous Plants section of Badzones Terrain.

For the duration of the battle, the Strength of Carnivorous Plants is increased by 1 and the range of their attacks is increased by 3" (see Badzones Terrain). In addition, if players are using the rules for destroying Carnivorous Plants then all wounded plants heal 1 Damage point in the End phase.

The thick foliage and drifting spores limit vision. Shooting attacks made at Long range suffer an additional -1 to hit in addition to any other modifiers.

WARP-TAINTED

Something terrible happened here once and the veil between reality and the Warp has worn thin, its malign energies still bleeding into the hive from the beyond.

EFFECTS

When a fighter fails a Willpower check or a Cool check, they gain an Insanity marker (and become subject to Insanity as detailed on page 51 of the *Necromunda Rulebook*) in addition to any other effects for failing the check.

When a fighter rolls on the Lasting Injuries table as a result of being taken Out of Action while Engaged or with a Coup de Grace action, roll twice and choose the higher result.

A fighter who takes an enemy fighter Out of Action with a Melee weapon or a Coup De Grace action gains 1 extra Experience point in addition to any Experience gained from taking an enemy fighter Out of Action.

UNSTABLE DOME

An ancient war, forgotten quake or simply the march of centuries has rendered the dome unstable and ready to collapse given the slightest hint of violence.

EFFECTS

When a Blast marker is placed, but before working out its effects, roll a D6. On a 5 or 6, place another Blast marker of the same size in contact with the first at a point determined by the Scatter dice. Now work out the attack's effects against fighters under both Blast markers.

Fighters who become Prone on a raised platform or other piece of raised terrain must make an Initiative check to see if they fall, even if they are not within ½" of the edge.

Doors and other structures with Toughness and Wounds characteristics count their Toughness as 2 lower than normal, to a minimum of 1.

APOLLUS KAGE, BOUNTY HUNTER

Bounty Hunters come to their profession by many routes. Some are drawn to the life by the promise of creds or cracking skulls, others are driven to it by exile, debts or a thirst for revenge. Then there are men like Apollus Kage, who were destined for it from the moment of their birth. Coming up through the ranks of House Orlock, Apollus was a Sump Dogs prospect with a talent for mayhem. Out on the Spider Points of the Palantine Cluster, the young Orlock made a name for himself taking convoys and seeing off scavies – often only with his fists. Apollus might have had a future with the Orlocks if he could have learned to follow orders, but it was not to be. After a failed leadership challenge against Roky for control of the Sump Dogs, Apollus decided it was time to go freelance.

Apollus Kage is a real hard case, who can take a beating and keep on coming. More than a few marks have thought that they had Apollus dead to rights, only to find the big man's bolter pressed against their temple moments later. It is this reputation that makes him popular with the Guilders, especially when it comes to executing troublesome contracts out in the Badzones. Apollus doesn't scare easy and will take jobs many other Bounty Hunters won't. Of course, despite the creds he's made working for the Guilders and gangs, or the fun he's had along the way, Apollus still holds a grudge against the Sump Dogs and House Orlock. It's a grudge that won't go away, probably until he gets his chance for a rematch with his old gang leader.



SPECIAL RULES

Bounty Hunter: As a Bounty Hunter, Apollus is subject to the Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules (see page 63 of *Necromunda: Gangs of the Underhive*).

APOLLUS KAGE, BOUNTY HUNTER

305
CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	4+	3+	3	3	3	2+	2	7+	7+	6+	7+
Weapon	Rng		Acc		Str	AP	D	Am	Traits		
	S	L	S	L							
Boltgun	12"	24"	+1	-	4	-1	2	4+	Rapid Fire (1)		
Shotgun											
- solid ammo	8"	16"	+1	-	4	-	2	4+	Knockback		
- scatter ammo	4"	8"	+2	-	2	-	1	4+	Scattershot		
- executioner ammo	4"	16"	-1	+1	4	-2	2	6+	Knockback, Limited		
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee		

SKILLS: Hip Shooting, True Grit

WARGEAR: Frag grenades, mesh armour, photo goggles, respirator

GENERATING EVENTS

Once the Environment has been generated, the battlefield can be set up, following any additional guidelines in the Environment's description. Both players should familiarise themselves with the effects of the Environment, as it will generally affect the entire battlefield and can significantly change things, such as movement or interacting with terrain.

The other component of a Badzone is Events. These are effects that will last for one or more rounds, adding additional perils to the battlefield, and over the course of a game it is likely that there will be several of these.

At the start of the first round, randomly generate an Event, either by rolling D66 on the table that follows, or using the Badzone Environments Events cards. The Event's effects are applied for that round. Note that some Events may have secondary effects, as indicated later, depending on the Environment. In the End phase, the players roll a D6 against the Event's Discard Trigger. If it is equal to or higher than this number, discard the Event and generate a new Event, placing it immediately into play.

If players are using dice to generate their Events and the same Event is generated twice in a row, the Event will instead either be a Shutdown (if the first dice of the D66 roll was an odd number), or a Hive Quake (if the first dice of the D66 roll was an even number). If an Event has been in play for three full rounds then there is no need to roll against its Discard Trigger, it is automatically discarded and replaced. When an Event is discarded, remove all of its effects from the board, such as markers, terrain or creatures it might have generated.

BADZONE EVENTS TABLE

D66	Event
Odd – Repeat Event	Shutdown
11-12	Critter Swarm
13-14	Howling Winds
15-16	Choking Clouds
21-22	Toxic Downpour
23-24	Spore Clouds
25-26	Brainleaf Outbreak
31-32	Bad Air
33-34	Sludge Jellies
35-36	Giant Rats
41-42	Lair of the Beast
43-44	Things in the Dark
45-46	Gunk Tank
51-52	Labyrinth
53-54	Old Cache
55-56	Static Storm
61-62	I've got a Bad Feeling about this...
63-64	Witch's Lair
65-66	Mutie Tribe
Even – Repeat Event	Dome Collapse

DESIGNER'S NOTE: MIRACULOUS ESCAPES

Yawning chasms, bottomless sump seas and dome collapses are all potentially fatal perils that can befall a fighter. In a Skirmish game, it can be imagined that combatants who plummet to their death or vanish beneath the toxic surface of a gunk tank are gone for good – another victim of the underhive. In a campaign, however, it can be frustrating if that newly-minted Leader and their expensive gun gets knocked off a ledge and must be stricken from the gang roster. As a general rule, unless both players agree otherwise, any Environmental Effect or Event that takes a fighter Out of Action only results in a single roll on the Lasting Injury table. We can assume that they were saved at the last minute from the sump, or only fell onto an outcrop rather than down all the way into the depths of the hive.

SHUTDOWN

Perhaps triggered by the battle, ancient failsafes kick in and the entire dome goes into shutdown – doors lock tight, lights go out and all machinery grinds to a halt.

EFFECTS

The battlefield becomes subject to the Pitch Black rules, see page 120 of the *Necromunda Rulebook*.

All terrain pieces become inert and generate no additional effects beyond those laid out in the core rules (i.e., counting as impassible, blocking line of sight, being climbable, etc).

All doors seal and cannot be opened normally (see page 52 of the *Necromunda Rulebook*), but may still be forced.

Additional Effects: This Event has no additional effects.

Discard on a 4+.

CRITTER SWARM

A swarm of hive critters – rats, roaches, spiders or similar – burst from vents and grates, creating a crawling and biting carpet beneath the fighter's feet.

EFFECTS

In the End phase of each round, each player rolls a D6 for each of their fighters. On the roll of a 1, these fighters are attacked by Critter Swarms and must make a Strength check. If they fail, they become Prone. If the fighter was Prone already and they fail the Strength check, they must make a save roll or suffer a Flesh Wound, or if they are Seriously Injured must make a save roll or be taken Out of Action.

Additional Effects: If the Environment is a Dome Jungle, fighters are attacked on the roll of a 1 or 2.

If the Environment is Warp-tainted, a fighter attacked by a Critter Swarm must also make a Willpower check or gain an Insanity marker.

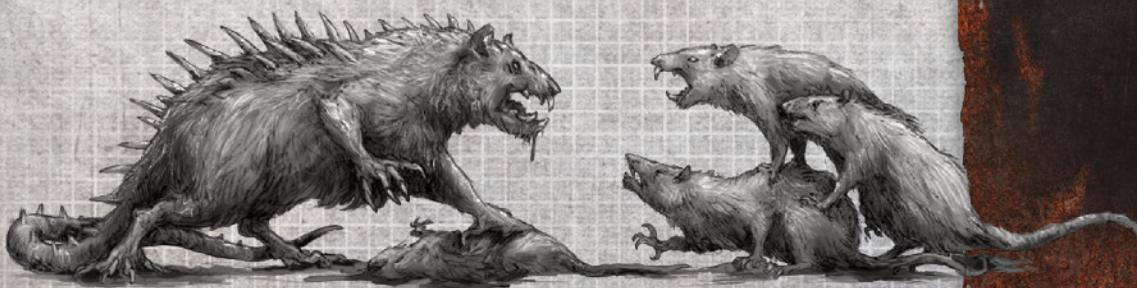
If the Environment is an Ancient Manufactorum, when a piece of Industrial terrain activates, or is activated, a Critter Swarm will attack all fighters within 1" of the terrain piece.

Discard on a 5+.



'He heard tell of an abandoned manufactorum that was virtually untouched. Drew him out of hiding with thought of riches. Gakkin' Delaque gangers played him good.'

*Bladefist,
Girder Grinders,
House Goliath*



'Plantbuster and phosphor grenades for the local foliage. Respirators and drop rigs to traverse any hazards. Brainleaf pheromone lures to make it look like an accident.'

*Needle,
Barrelden Stalkers,
House Delaque*

HOWLING WINDS

A huge ventilation fan hangs above the dome blasting its inhabitants with a storm gale, fighters battling the winds to keep their footing and find their targets.

EFFECTS

Shots taken at Long range suffer a -1 to hit in addition to any other modifiers, and Blast markers will always scatter even if a hit is scored.

Hits from weapons with the Gas or Smoke traits have no effect on a roll of 4+. Roll after firing but before working out their effects.

Fighters who go Prone within ½" of the edge of a platform or level must re-roll successful Initiative checks to see if they fall.

Additional Effects: If the Environment is Stygian Depths, Long range shots suffer a -2 to hit, and Gas or Smoke weapons have no effect on a 3+.

If the Environment is a Dome Jungle, plants can make attacks from an additional 6" away rather than 3".

If the Environment is an Unstable Dome, place two additional Blast markers when placing a Blast marker, rather than just one.

Discard on a 5+.

CHOKING CLOUDS

Ash from the wastes or toxic fog from hive bottom fill the battlefield, making visibility more difficult and covering fighters in a layer of grimy dust.

EFFECTS

Shooting attacks made at Short range are at -1 to hit, while shooting attacks at Long range are at -2 to hit. Blast markers will always scatter even if a hit is scored.

Stray Shots potentially hit fighters within 2" of the line between attacker and target, rather than just 1".

Additional Effects: If the Environment is Stygian Depths, fighters on the highest level of terrain ignore the effects of the Choking Clouds unless they are making attacks at targets on a lower level.

If the Environment is a Sump Sea, fighters either in the sea or level with it ignore the effects of the Choking Clouds unless they are making attacks at targets on a higher level.

If the Environment is an Ancient Manufactorum, when a piece of industrial terrain activates, until the end of the round, the area on it and within 3" of it ceases to be subject to the Choking Clouds effects.

Discard on a 5+.

TOXIC DOWNPOUR

Foul liquid rains down from above, perhaps released from some waste facility or run-off from one of the water reclamation facilities filled with pollutants.

EFFECTS

Toxic liquid rains down from overhead. Roll a D6 to see what kind of rain it is:

- 1-2 Chem Rain** – Fighters count their save as 1 worse while this Event is in effect (note that Field Armours are not affected by Chem Rain).
- 3-4 Irradiated Coolant** – Fighters lower their Toughness by 1 when making Toughness checks or for the purposes of Wound rolls. Fighters count as having Revealed markers on them if the Pitch Black rules are in effect.
- 5-6 Waste Run-off** – Fighters with a Blaze marker add 2 to the dice result if attempting to put out the flames. Otherwise, the rain is not harmful... just unpleasant.

Additional Effects: If the Environment is Warp-tainted, in addition to the effects above Willpower checks are at +2 penalty.

If the Environment is a Sump Sea, the sea rises when this Event comes into play. Remove any terrain level with the sea. Fighters who were on this terrain are now in the sea.

If the Environment is a Dome Jungle, in the End phase (before removing this Event), Carnivorous Plants heal all damage dealt to them.

Discard on a 3+.

SPORE CLOUDS

Virulent spores fill the dome, drifting on the hive winds and making the air dangerous to breathe as they seek out new hosts for their parent plant.

EFFECTS

After a fighter completes their activation, their controlling player must roll a D6. On a 1, they have attracted a swarm of spores. Roll a D6 to see what effects the spores have:

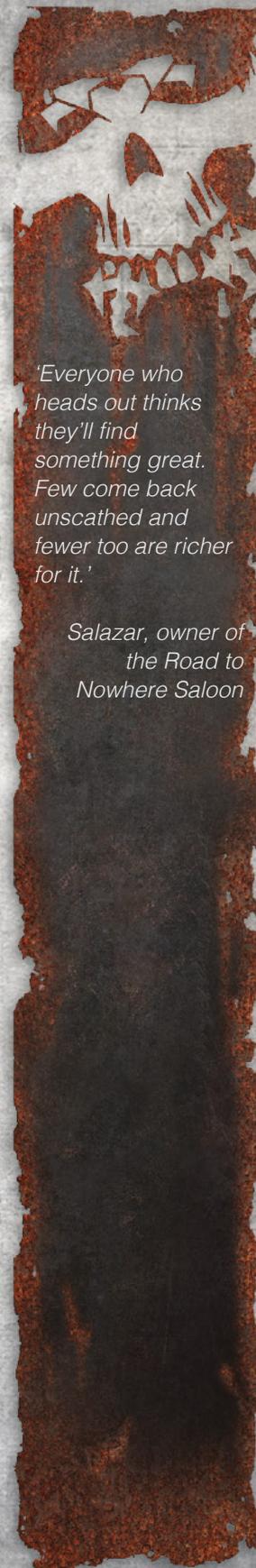
- 1-2** Centre a choke grenade on the fighter and work out its effects.
- 3-4** Centre a scare grenade on the fighter and work out its effects.
- 5-6** Centre a smoke grenade on the fighter and work out its effects.

Additional Effects: If the Environment is a Dome Jungle, use 5" Blast markers for the grenade's effects rather than 3" Blast markers, and count the radius of the smoke grenade as 2" larger.

If the Environment is an Ancient Manufactorum, whenever an industrial piece of terrain activates, or is activated, roll a D6. On a 1, all fighters on or within 1" of the terrain piece are affected by a random grenade effect.

If the Environment is Stygian Depths, the grenade's effects do not use Blast markers and will only affect the fighter who triggered the spores, while the radius of the smoke grenade is 1.5", rather than 2.5".

Discard on a 4+.



'Everyone who heads out thinks they'll find something great. Few come back unscathed and fewer too are richer for it.'

Salazar, owner of the Road to Nowhere Saloon

BRAINLEAF OUTBREAK

The dome is home to Brainleaf growths, their questing fronds seeking out victims to dominate into doing their bidding.

EFFECTS

When making Recovery tests for Seriously Injured fighters (see page 73 of the *Necromunda Rulebook*), if a Seriously Injured or Out of Action result is rolled, the fighter becomes a Brainleaf Zombie (see below). At the end of the game, fighters who became Brainleaf Zombies automatically go into Recovery, though suffer no other adverse effects.

Additional Effects: If the Environment is a Dome Jungle, in addition to the risk to Seriously Injured fighters when making Recovery tests, when a fighter is taken Out of Action, rather than removing them from the battlefield, they instead immediately become a Brainleaf Zombie.

If the Environment is an Unstable Dome, roll a D6 after a weapon with the Blast trait is used but before removing the Blast marker from the board. On a 4+, the fighter who used the Blast weapon places D3 Brainleaf Zombies in contact with the Blast marker.

If the Environment is an Ancient Manufactorum, hatches and vents might conceal Brainleaf Zombies. If a fighter uses either a hatch, vent or ductway, roll a D6 when they would emerge from the hatch or ductway. On a 5 or 6, place the fighter as normal – however, they are now a Brainleaf Zombie.

Discard on a 4+.

BRAINLEAF ZOMBIES IN ARBITRATED SCENARIOS

There are many strange and disturbing things lurking down in the depths of the hive, from brainleaf thralls and sump virus victims, to spider venom madmen and plague zombies. Any of these can be used to represent a zombie horde controlled by the Arbitrator.

BRAINLEAF ZOMBIES

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
2D6"	5+	6+	3	3	1	6+	1	12+	4+	6+	12+

Weapons: Clubs (or guns used as clubs) or fists and teeth (count as unarmed attacks).

Brainleaf Zombies cannot be Pinned, automatically pass any Cool checks they are required to take and ignore all Injury dice results except Out of Action. A Brainleaf Zombie that has been taken Out of Action is not removed from the board and instead counts as having suffered a Seriously Injured result. In the Recovery phase, Seriously Injured Brainleaf Zombies stand back up, recovering from their injuries but taking no other action. The only way to remove a Brainleaf Zombie from the battlefield is by making a Coup de Grace action against it while it is Seriously Injured.

- Brainleaf Zombies subject to the Blaze condition are not automatically Broken and cannot attempt to put out the fire. Brainleaf Zombies can only take a single action each activation, and move 2D6" when taking a Move action. However, should their movement take them into base contact with an enemy, they are considered to have made a Charge action and immediately make an attack.

Enemies taken Out of Action by a Brainleaf Zombie are replaced with a Brainleaf Zombie in the End phase.

BAD AIR

The huge machines that regulate the hive's air have failed in this region and the atmosphere is stale and thin, like a tomb sealed away from the world for centuries.

EFFECTS

Fighters cannot make two Move actions in their turn unless they are equipped with a respirator.

Weapons with the Blaze trait reduce their Strength characteristic by 1, to a minimum of 1, and fighters hit by weapons with the Blaze trait do not become subject to the Blaze condition.

Additional Effects: If the Environment is Stygian Depths, fighters level with the abyss or within 1/2" of the edge of a platform or level with it ignore the effects of the Bad Air.

If the Environment is a Dome Jungle, the plants are less aggressive and can only make attacks from 1" away.

If the Environment is an Ancient Manufactorum, when a piece of Industrial Terrain activates, the area on it and within 3" of it ceases to be subject to the Bad Air effects until the end of the round.

Discard on a 4+.

SLUDGE JELLIES

Vile predatory sludges hide within the vents, drains and ducts of the battlefield, waiting to envelop and consume the unwary.

EFFECTS

Any liquid terrain such as pools, puddles or toxic spills might hide a Sludge Jelly. Vents, ductways and hatches might also hide these horrors. When a fighter ends a Move action within 1" of a piece of liquid terrain or uses a ductway, vent or hatch, roll a D6. On a 1, they have been attacked by a Sludge Jelly.

A fighter attacked by a Sludge Jelly must make a Toughness check. If they pass, they have made a narrow escape and finish their turn or can use the ductway, vent or hatch normally. If they fail, they have become paralysed and will soon be consumed by the Sludge Jelly.

If another fighter does not assist them (see page 73 of the *Necromunda Rulebook*) before the following End phase, the paralysed fighter goes Out of Action. If they are assisted, they become Seriously Injured instead.

Additional Effects: If the Environment is a Sump Sea, there are Sludge Jellies in the sea and fighters who fall in it will be attacked automatically.

If the Environment is a Dome Jungle, Carnivorous Plants count as liquid terrain for determining when Sludge Jellies might attack.

If the Environment is Warp-tainted, a fighter attacked by a Sludge Jelly that passes their Toughness check must then make a Willpower check or gain an Insanity marker.

Discard on a 4+.



'DON'T OPEN!
GRAPPLE
WEED INSIDE!
WILL FOLLOW
YOU HOME!'

Badzones graffiti

'Guilders don't show their anger like normal people. They just up and leave. Then you find your home on fire and your rivals have doubled their old promethium stash.'

*Helza 'Slickblade',
Tunnel Harridans,
House Escher*

GIANT RATS

A nest of giant Necromunda rats has claimed the dome as its own, and will viciously defend it against interlopers.

EFFECTS

When this Event comes into play, players, starting with the player with Priority, take turns placing D3+3 Giant Rats ([see page 93](#)) on the battlefield. These rats may be placed anywhere, provided that they are at least 1" away from another fighter and not within either players' deployment area.

In the End phase (before checking to remove this Event), each Giant Rat will charge any fighter within 8", otherwise they will move 2D6" in a direction indicated by the Scatter dice, stopping if they come into contact with impassable terrain but otherwise moving up and down terrain without restriction. Once all the Giant Rats have been moved, players add another D3 Giant Rats to the board as above.

Cawdor fighters using Bomb Delivery Rats suffer a -3 to their Intelligence check to direct their Bomb Rat if there is a Giant Rat within 12" of them.

If an Exotic Beast is within 6" of a Giant Rat when their owner activates then the Exotic Beast must attempt to charge it.

Additional Effects: If the Environment is an Unstable Dome, roll a D6 after a weapon with the Blast trait is used. On a 4+, the fighter who used the Blast weapon places D3 Giant Rats in contact with the Blast marker.

If the Environment is an Ancient Manufactorum, when a piece of Industrial Terrain activates or is activated, the players place D3 Giant Rats in contact with the terrain piece, taking turns placing them as above.

If the Environment is a Sump Sea, when a fighter falls into the sea, place D3 Giant Rats in the sea at least 6" away from them – players taking turns placing them as above. Giant Rats can move without restriction in the sea.

Discard on a 5+.



LAIR OF THE BEAST

A massive hive beast lairs within this dome, slumbering beneath the battlefield, its tentacles questing in its sleep until it finds a prey worthy of its appetite.

EFFECTS

After both crews have deployed but before the first fighter activates, add three Beast's Lair markers to the battlefield (see page 121 of the *Necromunda Rulebook*). Players take turns placing these, starting with the player who has Priority. Beast's Lair markers must be placed at least 12" from each other or a deployed fighter, and may not be placed in either players' deployment area.

If a Beast's Lair marker is destroyed, the player who destroyed it may place a new Beast's Lair marker on the battlefield following the guidelines above.

Additional Effects: If the Environment is an Ancient Manufactorum, when a piece of Industrial Terrain activates or is activated, any of its hatches count as Beast's Lair markers until the end of the round.

If the Environment is Stygian Depths, Beast's Lair markers can be placed in the abyss and will attack fighters who pass above them. Count fighters passing over a Beast's Lair marker as being 6" from the marker, regardless of their actual distance, unless it would be closer.

If the Environment is an Unstable Dome, after making an attack using a weapon with the Blast Trait roll a D6. On a 5 or 6, place a Beast's Lair marker centred on one of the Blast markers generated by the attack.

Discard on a 5+.

THINGS IN THE DARK

Darkness and shadows rule the underhive, though here they grow especially thick, and within their blackness foul creatures stalk, preying upon all who walk there.

EFFECTS

While this Event is in play, use the Horrors in the Dark rule from page 139 of the *Necromunda Rulebook*.

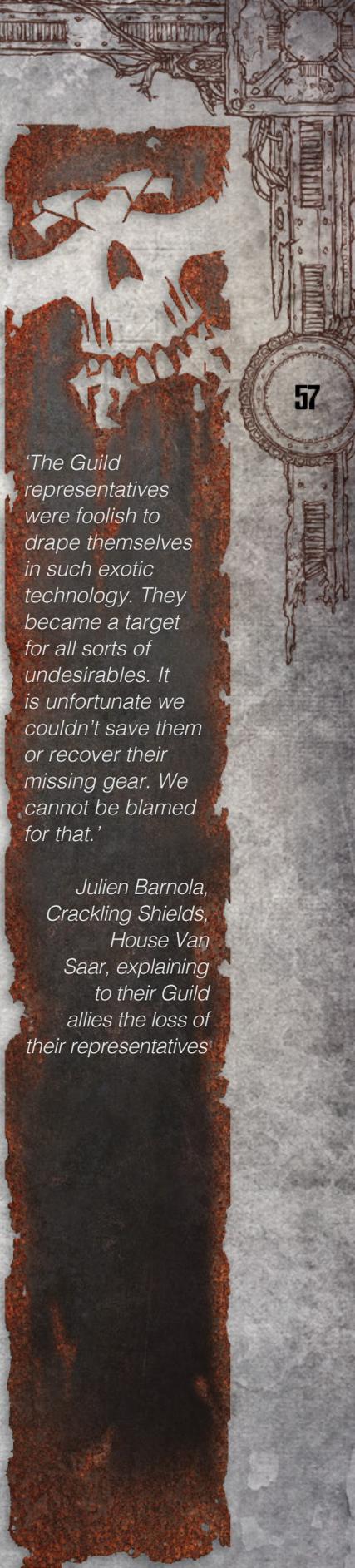
Shooting attacks made at Long range suffer a -1 to hit in addition to any other modifiers, unless a fighter is equipped with photo goggles or a thermal sight.

Additional Effects: If the Environment is a Dome Jungle, when testing for Horrors in the Dark, fighters will be attacked unless they are within 8" of two other fighters rather than one.

If the Environment is Warp-tainted, when rolling on the Horrors in the Dark table, a fighter must roll two D6 and choose the lower result.

If the Environment is a Sump Sea, fighters in the sea must roll on the Horrors in the Dark table when they activate.

Discard on a 5+.



'The Guild representatives were foolish to drape themselves in such exotic technology. They became a target for all sorts of undesirables. It is unfortunate we couldn't save them or recover their missing gear. We cannot be blamed for that.'

*Julien Barnola,
Crackling Shields,
House Van Saar, explaining to their Guild allies the loss of their representatives*

'Turn right thirteen steps past the dented furnace. Climb the ladder across from the conduit. Third vent on the left of the corridor.'

Scrawled instructions for a Badzones loot stash

GUNK TANK

Sludge and waste spurt periodically into the dome, pumped down from uphive and potentially showering fighters in disgusting goo.

EFFECTS

In the Priority phase, before rolling for Priority, each player rolls a D6 for each of their fighters. On a 1, the fighter gains the Gunked condition.

Gunked fighters reduce their Movement characteristic by 1 (to a minimum of 1) and don't add D3" to their movement when making a Charge action. In addition, their Initiative characteristic is reduced by 1 (i.e., Initiative 3+ becomes Initiative 4+, etc).

Gunked fighters are more flammable and catch fire on a 2+, rather than a 4+, when hit by a weapon with the Blaze trait.

Additional Effects: If the Environment is an Ancient Manufacturum, when a piece of Industrial Terrain activates or is activated, all fighters within 1" of the piece of terrain must test to see if they get Gunked.

If the Environment is a Sump Sea then fighters who fall in the sea are automatically Gunked.

If the Environment is an Unstable Dome, fighters touched by Blast markers must also test to see if they get Gunked.

Discard on a 3+.

LABYRINTH

At the best of times the underhive is a maze, though here it is especially tangled, and fighters might find themselves easily separated from their allies and all alone.

EFFECTS

When a fighter that is without line of sight to another fighter (either friend or foe) activates, they must make an Intelligence check.

Fighters who fail this check become lost and are placed anywhere on the battlefield within 12" of their current position by their opponent. They may not be placed in impassable terrain or within 1" of another fighter.

Additional Effects: If the Environment is Warp-tainted, fighters who become lost gain an Insanity marker.

If the Environment is a Dome Jungle, lost fighters who become lost within 6" of a Carnivorous Plant may be placed anywhere on the battlefield provided it is within 6" of a Carnivorous Plant.

If the Environment is Stygian Depths, fighters who fall into the abyss become lost, rather than going Out of Action.

Discard on a 4+.

OLD CACHE

Forgotten militia armouries, abandoned settler storehouses and lost gang caches are hidden throughout the underhive for those with the wit to find them.

EFFECTS

Fighters can take the Scavenge (Double) action to search for loot. Roll a D6, adding 1 to the result for each other friendly fighter within 6". On a 6+, place a loot casket in base contact with the fighter.

For the duration of the battle, fighters may re-roll failed Ammo checks.

Grenades do not automatically run Out of Ammo for the rest of the game if they fail an Ammo check, and may be reloaded in the same way as other weapons.

Additional Effects: If the Environment is an Ancient Manufactorum, fighters will find loot caskets on a 4+, rather than a 6+.

If the Environment is Warp-tainted, fighters who make the Scavenge action and fail to find a loot casket must make a Willpower check or gain an Insanity marker.

If the Environment is an Unstable Dome, an attack with a grenade misfires if a Hit is rolled on the Scatter dice regardless of the result of the D6 roll.

Discard on a 3+.

STATIC STORM

Vast superconductors power entire levels of the hive, their constant motion periodically unleashing static storms into the underhive amid crackling blue lightning.

EFFECTS

Energy weapons (plasma, melta, las weapons, etc.) gain the Unstable trait if they did not already have it. If the weapon already has the Unstable trait, it automatically overloads if the Ammo symbol is rolled on the Firepower dice.

When a fighter moves into base contact with another fighter, both fighters suffer a Strength 1 Damage 1 hit. Work out these hits before completing any other actions, such as the attacks that are part of a Charge action.

In a scenario using the Pitch Black rules, any fighter who moves during their activation gains a Revealed marker.

Additional Effects: If the Environment is an Ancient Manufactorum, when a piece of Industrial Terrain activates, or is activated, all fighters within 1" of the terrain suffer a Strength 1 Damage 1 hit.

If the Environment is a Dome Jungle, attacks against fighters made by Carnivorous Plants inflict D3 Strength 1 Damage 1 hits in addition to any other effects.

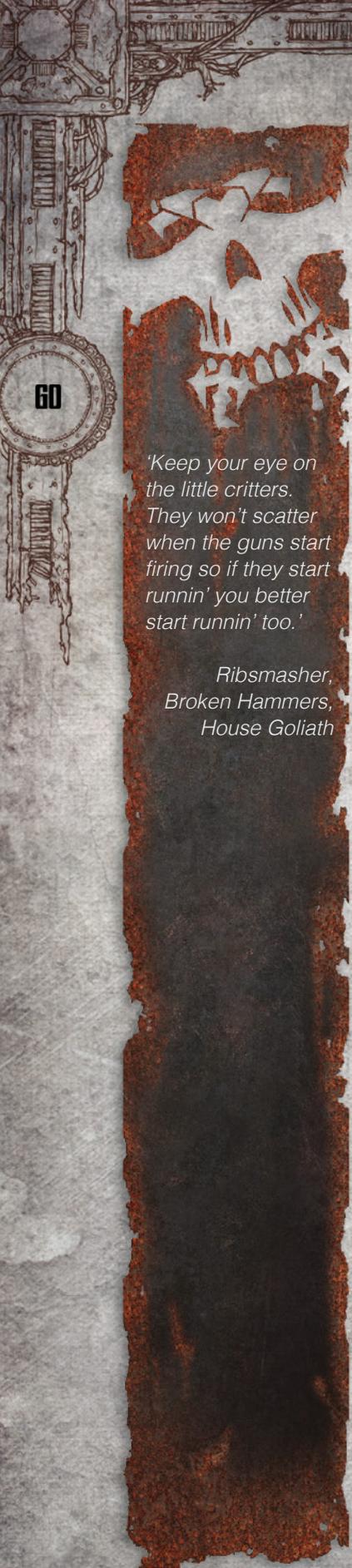
If the Environment is Stygian Depths, fighters suffer D3 hits rather than 1 hit when moving into base contact with another fighter.

Discard on a 3+.



'Genuine Ratskin map. No, drawn by the Ratskins you idiot!'

*Gunther Polart,
Underhive trader*



'Keep your eye on the little critters. They won't scatter when the guns start firing so if they start runnin' you better start runnin' too.'

*Ribsmasher,
Broken Hammers,
House Goliath*

I'VE GOT A BAD FEELING ABOUT THIS...

The grind of machinery falls silent and even the local wildlife scuttle back into their holes, as if the underhive is holding its collective breath – waiting for something terrible to happen.

EFFECTS

Fighters suffer a +2 penalty to any Nerve tests they are required to take.

Hired Guns and Hangers-on who become Broken are removed from the battlefield and count as having gone Out of Action, though need not make a roll on the Lasting Injuries table.

Additional Effects: If the Environment is Warp-tainted, fighters who fail a Nerve test gain an Insanity marker in addition to any other effects.

If the Environment is a Dome Jungle, fighters who begin or end their activation within 3" of a Carnivorous Plant must make a Nerve test.

If the Environment is Stygian Depths, fighters who fail a Nerve test while within ½" of the edge of a platform or level may jump. Make a Willpower check for the fighter. If they fail, they jump into the abyss.

Discard on a 5+.

WITCH'S LAIR

A Wyrd has taken up residence in the area, and is none too pleased that fighters have disturbed their solitude, bringing both violence and the chance of discovery.

EFFECTS

In the End phase, each player randomly selects one of their fighters who is Standing. This fighter is the target of the Wyrd's attack.

Make a Willpower test for the chosen fighter. If they fail, they must immediately make an attack against the nearest fighter. If they are Engaged, randomly choose one of their Melee weapons to make the attack with. If they are Active, randomly choose one of their ranged weapons instead.

Additional Effects: If the Environment is Warp-tainted, randomly choose two fighters to be attacked by the Wyrd rather than one. Work out their attacks in the order they were chosen.

If the Environment is a Sump Sea, fighters attacked by the Wyrd will attempt to jump into the sea rather than make attacks. If they cannot jump into the sea, move them as close to the sea as possible.

If the Environment is Stygian Depths, fighters attacked by the Wyrd will attempt to jump into the abyss rather than make attacks. If they cannot jump into the abyss, move them as close to the abyss as possible.

Discard on a 4+.

MUTIE TRIBE

A feral tribe of Muties has claimed this region as theirs and want to drive off the invaders, doubtless completely unaware of the vast world beyond their dome.

EFFECTS

In the Priority phase of each round, each player rolls a D6 for each of their fighters that is Standing and Active. On the roll of a 1, that fighter is attacked by Muties armed with mutie bows (see below). Make shooting attacks against these fighters. These attacks are considered to be made at Long range, with a BS of 5+. Fighters do not benefit from cover against Mutie attacks.

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Mutie bow	9"	18"	-	-1	2	+1	1	-	-

When a fighter is attacked by Muties, they can choose to discard their Ready marker for this round and roll the Firepower dice for one of their ranged weapons (making an Ammo check if it comes up with the Ammo symbol). If they do so then ignore the effects of the Mutie attack for them and any other fighters within 6" of them.

Additional Effects: If the Environment is a Dome Jungle, fighters are attacked on the roll of a 1 or 2.

If the Environment is Warp-tainted, the first fighter selected is attacked by a Wyrd rather than a normal Mutie. Make a Willpower check for the fighter. If they fail, they take a Strength 5 Damage 2 hit. If they pass, they gain an Insanity marker instead.

If the Environment is an Ancient Manufactorum, Mutie attacks are made with reclaimed autoguns (see page 124 of *Necromunda: Gangs of the Underhive*) rather than mutie bows.

Discard on a 5+.

DOMES COLLAPSE

The mighty hive shifts on its foundations, domes crashing into each other, sludge seas draining, chasms closing or opening, and entire levels falling down into the regions below.

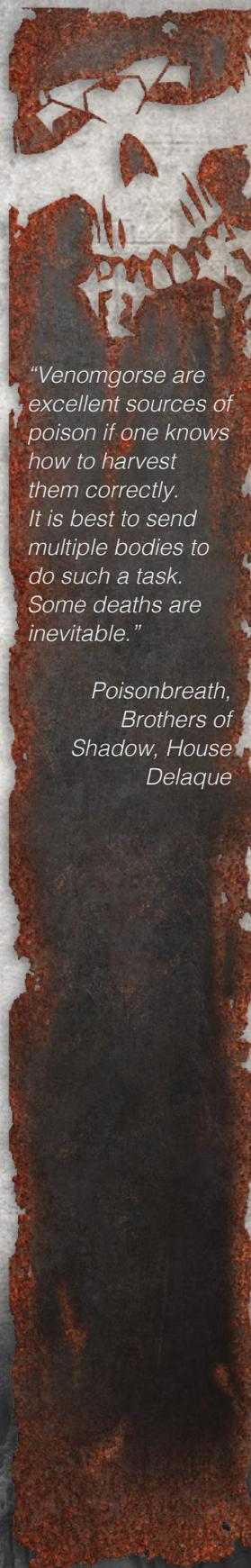
EFFECTS

Every fighter on the battlefield becomes Pinned. Note that this may cause fighters within ½" of the edge of a level or platform to fall.

Discard the current Environment and generate a new one. The effects of the new Environment come into play immediately.

Additional Effects: This Event has no additional effects.

Discard Immediately.



"Venomgorse are excellent sources of poison if one knows how to harvest them correctly. It is best to send multiple bodies to do such a task. Some deaths are inevitable."

*Poisonbreath,
Brothers of
Shadow, House
Delaque*

THAETOS 23-2, PSYKANARIUM WYRDLOCK

Thaetos, Imperial designation 23-2, was a Mutie wyrdling recovered from the depths of Bighole. While in transit to the Edge Lord's offal foundries, Thaetos exhibited a spontaneous display of psychic power, bursting the brains of a dozen other prisoners and three guards. This outburst would have earned Thaetos a swift bullet to the brain had not a Guild Slaver been witness to it. Locking the babbling Wyrd into a null-collar and then shoving him in a stasis casket for good measure, the Guildler took Thaetos back to Hive Primus, where he was sold to the Psykanarium. After a number of purification surgeries, Thaetos was deemed close enough to 'norm' standards to begin his indoctrination.

Fitted with a surgically attached respirator and motive-inhibitor, Thaetos is constantly fed a cocktail of mind-scrubbing chems to keep him locked in a docile state. Psykanarium keepers can alter Thaetos' moods with these chems, and trigger his telepathic abilities to dispatch Lord Helmawr's enemies. Before being sent on a mission for the Psykanarium, the Wyrd undergoes extensive cognitive conditioning, so that he will act out the will of his keepers or an allied gang without conscience or hesitation.

THAETOS 23-2, WYRDLOCK BOUNTY HUNTER

285
CREDITS

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

SKILLS: Fearsome, Unsanctioned Psyker

WARGEAR: Respirator

SPECIAL RULES: Claiming Bounties; Dead, Not Alive; Fearsome; Team Work; "We'll Get Our Bit..."

WYRD POWERS

PYROMANCY: Scouring (Basic)

TELEPATHY: Maddening Visions (Basic)

TELEKINESIS: Levitation (Basic), Continuous Effect

Unbeknownst to the Psykanarium, Thaetos had been developing a resistance to the drugs, and fragments of his past life began filtering back into his mind, eroding the control the keepers had over him. Thaetos experienced waking dreams of a time when he was a high priest of an underground cult. He remembered the warped creatures that crawled at his feet hissing their adoration, and the dozen underground tribes who paid him fealty lest he loose his mind-beast upon them. But his dreams were always cut short by the memory of the light-siders who came with their guns and slave beasts, and who slew his followers and bound him in chains. He relived this event again and again in his head, until one day the mind-beast awoke and cast off the chains of his oppressors. On that day Thaetos vanished into the underhive, leaving behind the withered corpses of his keepers.

WYRD POWERS

PYROMANCY

Scouring (Basic): Coruscating balefire erupts from the psyker's eyes or outstretched hands, engulfing the enemy. For as long as this Wyrd Power is maintained, the psyker counts as being armed with the following weapon:

	Range		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 Thaetos 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 Thaetos. 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

Levitation (Basic), Continuous Effect: Thaetos rises upon invisible aetheric updrafts, floating just above ground level as they are held aloft by a writhing curtain of warp energy. For as long as this Wyrd Power is maintained, Thaetos' Movement is increased by 3" and they ignore all terrain, may move freely between levels without restriction, and can never fall. They may not however ignore impassable terrain or walls, and may not end their movement with their base overlapping an obstacle or another fighter's base. Furthermore, they cannot be Pinned. As Thaetos is only levitated a few inches above the ground, this ability does not affect lines of sight or the use of cover.

SPECIAL RULES

Bounty Hunter: As a Bounty Hunter, Thaetos 23-2 is subject to the Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules (see page 63 of *Necromunda: Gangs of the Underhive*).

Team Work: Thaetos 23-2 may be hired alongside other Bounty Hunters, allowing a gang to field two Bounty Hunters rather than the usual one.

'Those Water Guilders are some crazy folks. Hired us for protection then go ahead and drain half the other gang of water. Not sure whether I should be impressed or terrified.'

*Estker
Diamondblade,
Blistering Blades,
House Escher*

BADZONES TERRAIN

64

Hive cities are ecosystems unto themselves, with a huge variety of environments and inhabitants. In the upper body of the city, hab zones rub shoulders with industrial sectors, the drone of engines a constant companion. Here, regions are dominated by forests of ancient machines, their endless labours providing the wealth of Necromunda's industrial output. Further downhive, manufactorums give way to abandoned domes and ruined workshops, the inhabitants living in the remains of once-prosperous settlements. Closer to hive bottom, true wilderness takes hold. Here, weird wildlife and carnivorous plants turn the plasteel corridors and chambers into deadly jungles – their depths hiding entire forgotten worlds.

Games of Necromunda can be played on almost any kind of terrain, the diversity of the hive world and its environments offering players a huge range of options. The core rules cover interacting with most standard kinds of terrain. However, if players choose, they can add additional rules allowing fighters to interact with the terrain to a greater degree, or to make terrain more dangerous or interesting. This section provides additional rules for using Citadel Sector Mechanicus, Death World and Warhammer 40,000 Objectives in games of Necromunda.





DESIGNER'S NOTE: CREATING YOUR OWN BATTLEFIELDS

While the rules in the section are intended to work with Citadel terrain, they can very easily be adapted to any kind of industrial worlds or death world scenery pieces. Players are encouraged to experiment when creating their own battlefields, mixing different kinds of terrain together to make interesting boards to fight over. Perhaps the battle is taking place on gantries above a hostile jungle-filled dome, the ground level of the board covered in carnivorous plants, forcing fighters to do battle across the elevated walkways. Alternatively, players could create functioning manufacturums, with production lines and active machinery, perhaps even adding partially constructed Warhammer 40,000 vehicles like a Lemman Russ Battle Tank or Chimera Armoured Transport for the gangers to fight around.

INDUSTRIAL TERRAIN

Like thousands of worlds within the Imperium, Necromundan hives are built using ancient designs and technologies, the secrets of which are lost to humanity. Machines and industrial structures are common to the depths of the underhive, all cast from the Standard Construction Templates of the Adeptus Mechanicus. The function of most of these structures has been long forgotten, and many more have ceased to work in any meaningful way. Even so, gangs fight over them, sometimes utilising their ancient systems to gain an advantage against their rivals.

Industrial Terrain introduces additional rules for using Sector Mechanicus terrain in games of Necromunda. These rules can be applied to almost any battlefield, and given the range and diversity of Sector Mechanicus terrain, as well as the kinds of terrain players might create for themselves, have been designed to be used with a wide variety of scenery pieces.

DESIGNER'S NOTE: USING INDUSTRIAL TERRAIN

Industrial Terrain is a catch-all term for the highly industrialised scenery common to the hives of Necromunda, and encompasses the majority of the Citadel Sector Mechanicus terrain, but can equally represent terrain from players' own collections. When choosing a scenario, if both players agree, these rules will apply to their games. If playing an Arbitrated game then the Arbitrator can decide if they wish to use the rules for Industrial Terrain.

In any game where Industrial Terrain is being used, players should make sure that they are clear on which rules apply to which structures. In most cases this will be obvious, with hatches, hooks and smokestacks all easily identifiable. For some terrain, such as promethium pipes, the players might agree that only certain pipes are filled with promethium, or that all pipes are promethium pipes. The important thing, however, is that both players are aware what each piece of terrain represents before beginning the game.

SERVICE HATCHES

Doors, hatches and covers stud the walls and floors of domes, providing access to the ancient machinery thrumming within. Gangs can use these to move about the battlefield, but the tunnels they connect to are twisting, and getting lost is a real danger.

Crawlways: A fighter can use a hatch to traverse the battlefield. If a fighter ends a Move (Simple) within 1" of a hatch, they can be removed from the battlefield. In the End phase of the following round, make an Intelligence check for the fighter. If they are successful, their controlling player must place them standing within 1" of any other hatch anywhere on the battlefield, provided that they can be set up so that they are not within 1" of an enemy fighter and so that their base does not overlap that of another friendly fighter or an obstacle. If they fail then the controlling player's opponent may place the fighter within 1" of any hatch on the battlefield or choose to leave them off the battlefield – in which case the fighter must make an Intelligence check in the next End phase and if successful can be placed, as explained above.

Improvised Cover: Fighters in contact with a hatch can use it as cover, angling it between them and their attackers. A fighter within 1" of a hatch can make a Cover (Simple) action to give themselves partial cover. Should they move, voluntarily or otherwise, the benefits of this cover are lost.

Hiding Place: Fighters can hide within hatches. If a fighter ends their movement within 1" of a hatch, they can be removed from the battlefield. Place a marker next to the hatch to show that the fighter is hiding in it. While a fighter is hiding, they cannot take actions or be targeted by ranged attacks from more than 3" away. Fighters may Engage and attack a fighter in hiding by moving or charging into base contact with their hiding place. In this case, place the hiding fighter on the battlefield in base contact with the fighter who Engaged them and conduct combat as normal. In any End phase, the fighter may re-emerge from the hatch, provided that they can be set up so that they are not within 1" of an enemy fighter and so that their base does not overlap that of another friendly fighter or an obstacle.

SMOKESTACKS

Whilst most of the most toxic by-products of hive industry are expelled into the wastes, some by necessity or simply for ease are pumped into the domes of the underhive. Smokestacks provide outlets for furnaces, refineries and forges, casting their noxious fumes into the air.

Belching Smoke: In each End phase, roll a D6 for each Smokestack on the battlefield to see if it activates. On a 6, it activates and belches smoke and fumes. Until the End phase of the following round, the area within 6" of the Smokestack counts as line of sight blocking terrain.

Foul Air: A Smokestack that is active creates an area of foul air. While within 6" of the Smokestack, a fighter may not take more than a single Move (Simple) action in their turn, unless they are equipped with a respirator.

Flammable Fumes: A Smokestack that is active, creates an area of flammable fumes around itself. Hits from weapons with the Blaze trait against fighters within 6" of the Smokestack count their Strength as 1 higher.



INDUSTRIAL CLAWS AND HOOKS

Industrial structures are often hung with lifting claws or hooks for the moving of heavy goods. In the forgotten places of the underhive, fighters use these ancient mechanisms to climb crumbling structures, lift caskets and wounded comrades to safety or even as improvised weapons.

Quick Climbing: Draw an invisible vertical line from the Claw itself, or from where the Claw connects to the structure, down to ground level. A fighter within 3" of this line can make the Climb (Simple) action to ascend or descend, as described on page 63 of the *Necromunda Rulebook*.

Death From Above: A fighter within 3" of a Claw can make a Trigger Claw (Basic) action to drop the Claw on an enemy fighter who is within 3" of the invisible vertical line (as described above) and on a lower level than the attacker. The fighter being attacked must make an Initiative check to avoid the Claw, otherwise they take a Strength 5 hit that deals 1 Damage.

Hauling Cargo: A fighter within 3" of a claw can make a Hook Cargo (Simple) action to lift either a Seriously Injured fighter or loot casket (or similar item that can be carried) up or down to any point within 3" of the Claw, provided that there is space to place the model.



DANGEROUS INDUSTRIAL TERRAIN

Some kinds of Industrial Terrain are considered dangerous, usually because they might explode if hit by a stray round. Dangerous Industrial Terrain, as indicated in its description, can be targeted with attacks and might be hit with Stray Shots. A fighter can purposefully attack a piece of Dangerous Industrial Terrain with either a ranged or a Melee weapon, counting the terrain as if it were an enemy fighter and choosing a point on the terrain as their target. If a ranged attack against an enemy fighter using a piece of Dangerous Industrial Terrain as cover misses, roll to see if the terrain is hit using the rules for Stray Shots, just as if the terrain were another fighter. If a piece of terrain is hit by a Stray Shot, the point hit will be the area of the terrain closest to the original target.

If Dangerous Industrial Terrain is hit, don't make any saves or roll to wound, instead refer to the terrain's description to see what the effects are.

PLASMA PIPES AND GENERATORS

White-hot plasma courses through the hives like arterial blood, its motive heat powering countless ancient systems and devices. Where this plasma interacts with machinery, it can be either a useful tool or deadly peril for fighting gangs. Plasma pipes and generators are Dangerous Industrial Terrain.

High Pressure Plasma: If a Plasma Pipe or Generator is hit by a ranged or melee attack, roll a D6 and add the attacking weapon's Strength. If the result is a 9 or higher, the machine's iron skin has been pierced, unleashing a spray of burning plasma. Centre the 5" Blast marker on the point that was hit. Any fighter touched by the marker must pass an Initiative check or suffer a hit from a plasma grenade (see page 89).

Harsh Glow: In scenarios using the Pitch Black rules, Plasma Pipes and Generators illuminate everything within a 6" radius of themselves. In addition, in any battle, not just those that use the Pitch Black rules, infravisions and photo goggles provide no benefit when targeting fighters within 3" of a Plasma Pipe or Generator.

Plasma Canisters: These count as ammo caches, but only for plasma weapons (i.e., plasma pistol, plasma gun, plasma cannon and combi-weapons with a plasma component), and fighters may move them in the same way as loot caskets. Plasma Canisters may be used as improvised weapons by any fighter in base contact with them – count them as plasma grenades that incur a -2 penalty on hit rolls. Once a canister has been used as an improvised weapon, remove it from the battlefield.



PROMETHIUM PIPES AND RESERVOIRS

Volatile promethium pipes and reservoirs can be found throughout the underhive. Gangs regularly tap into these lines to steal fuel from the Guilders or create makeshift flame weapons, though this is not without its peril. In a firefight, stray rounds and grenades can rupture these pipes or crack open the side of a reservoir – at best creating oily slicks, at worst sparking flaming explosions. Promethium pipes and reservoirs are Dangerous Industrial Terrain.

High Pressure Gas: If a Promethium Pipe or Reservoir is hit by a ranged or melee attack, roll a D6 and add the attacking weapon's Strength. If the result is a 9 or higher, the machine's iron casing has been pierced and unleashes a jet of fuel. Centre the 5" Blast marker on the point that was hit. Any fighter touched by the marker must pass an Initiative check or become subject to the Blind condition just as if they were hit by a weapon with the Flash trait. If the weapon that hit the pipe or reservoir has the Blaze Trait, any fighter touched by the marker must pass an Initiative check or suffer a hit from a flamer instead.

Weapon	Range		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Flamer	-	T	-	-	4	-1	1	5+	Blaze, Template

Fuel Slicks: In a system as ancient as a hive city, things are constantly falling apart. In the End phase, roll a D6 for each length of Promethium Pipe or each Reservoir on the battlefield to see if they activate. On a 6, fuel leaks from the pipe or reservoir and any Move (Simple) or Charge (Double) actions that take a fighter within 3" of the terrain piece require an Initiative check after the move is completed. Fighters that fail this check become Prone and Pinned. If the fighter was performing a Charge (Double) action, they must end their movement 1" away from any enemy fighters and therefore are not Engaged.

Free Fuel: Weapons with both the Blaze and Scarce Traits lose the Scarce Trait whilst the fighter is within 3" of a Promethium Pipe or Reservoir. If the weapon doesn't have the Scarce Trait then it gains the Plentiful Trait instead while within this range.



'The House protects you but the hunt makes you rich. If you're strong, you can rise far faster outside their grasp.'

*'Kilo' Grendel,
Bounty Hunter,
Ex-House Orlock*

CONTROL PANELS

Control Panels exist on some pieces of Sector Mechanicus terrain, or might be freestanding pieces of scenery placed next to a piece of Industrial Terrain, such as the door terminals from *Necromunda: Underhive*. Players should agree beforehand what constitutes a Control Panel, and a Control Panel should be clearly identifiable. A fighter within 1" of a Control Panel can make an Access Terminal (Basic) action. Make an Intelligence check with a -2 modifier for the fighter. If successful, they can immediately activate one of the terrain piece's effects, such as Fuel Slicks, Belching Smoke or Death from Above. Alternatively, the fighter can shut the terrain's mechanisms down until the following round's End phase, or if already shutdown, re-activate it. While a piece of terrain is shutdown, it has no additional rules associated with it – i.e., pipes cannot be ruptured, Smokestacks won't belch smoke, Claws can't be used for quick climbing, etc.



HIVE RUINS

For every area of a hive that echoes to the sound of workers and machines, there is another that has become a silent graveyard. In these forlorn domes and forgotten chambers, the detritus of the millennia gather. Many of these lost treasures can be looted, reason enough for gangs to go after them, and some can even be turned against a gang's enemies.

Hive Ruins introduces rules for a variety of Citadel terrain pieces, including the Honoured Imperium set, Galvanic Servo Haulers, Munitorium Armoured Containers and the Sector Imperialis Objectives. These rules have also been designed to work with terrain players might make themselves, or that they might already have as a part of their collection.

ANCIENT IMPERIUM

Thousands of years of human habitation have left strange relics scattered throughout the underhive. These rare objects can inspire or aid gangs, or make for valuable objectives to fight for – and then sell for creds later.

Holy Imperialis: Forgotten statues of Space Marines, fallen Aquila and stained glass windows depicting Imperial Saints are some of the powerful icons of the Imperium that might be found in the underhive. Fighters within 6" of a Holy Imperialis draw courage from the presence of such relics and the knowledge that the distant Emperor watches over them, adding 2 to the result of any Willpower checks they must make. Fighters opposed to the Imperium, such as Chaos or Genestealer Cultists, find such edifices deeply intimidating, and so while within 6" of them subtract 2 from dice rolls when making Willpower checks.

Mechanicus Arcana: Strange devices are often abandoned in the underhive, long forgotten by their previous owners. At the end of the battle, if a gang has at least one fighter within 1" of a piece of Mechanicus Arcana and their opponent does not, they gain an additional D6x10 credits in addition to any other scenario rewards.

Ancient Terminal: Arcane control systems left behind by the hive's builders can be found throughout the underhive, most are dead and broken, though some flicker with the last vestiges of life. A fighter within 1" of an Ancient Terminal may make an Access Terminal (Double) action. Make an Intelligence check for the fighter with a -2 modifier to the roll. If successful, the fighter has acquired some useful secrets from the ancient machine and should roll a D6. On a 1 or 2, their gang gains D6 Reputation. On a 3 or 4, their gang gains D6x10 credits. On a 5 or 6, the fighter gains D6 Experience points. If the Intelligence check was both successful and a double, they gain 2D6x10 credits in addition to any other rewards. Once an Ancient Terminal has been interacted with, it becomes inert and has no further effect on the game.



ABANDONED HARDWARE

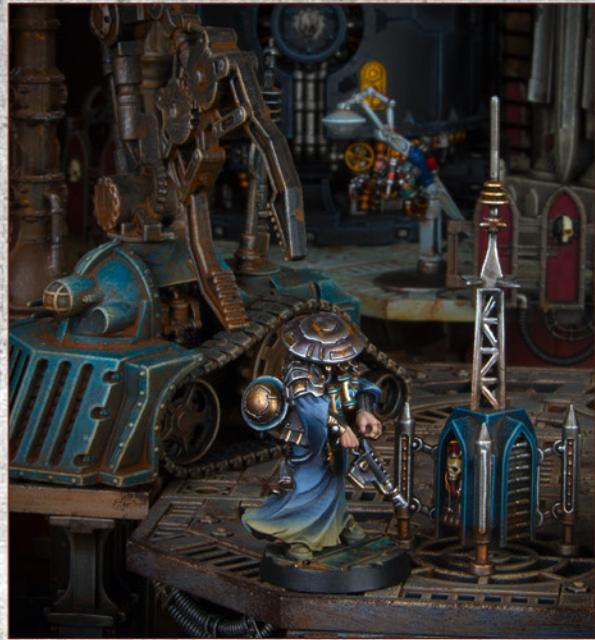
Heavy machinery litters the hives, the remains of periods of expansion or construction. Fighters that know how can coax their ancient systems to life and use them as makeshift weapons or to aid their fellow gangers.

Cranes and Servohaulers: Abandoned industrial cranes and haulers can sometimes be hacked by enterprising fighters. A fighter in base contact with a Crane or Hauler can make a Jury Rig (Double) action. Make an Intelligence check for the fighter. If it is successful, the fighter can move the terrain piece up to 10" (moving with it if they wish). Haulers cannot climb ladders but can go up ramps or be driven off ledges (suffering and inflicting damage just as if they were a falling fighter). Alternatively, the fighter can use the Hauler or Crane's claw (if it has one) using the rules for Industrial Claws and Hooks previously.

Medicae Station: Auto-chirurgeons are rare and valuable artefacts, sometimes found hidden away in the ruins of abandoned medicae centres or hab structures. In the End phase, a Seriously Injured fighter within 3" of a Medicae Station can make an Intelligence check instead of making a Recovery test as normal. If successful, count their Recovery test as if they had rolled a Flesh Wound. If they fail, instead count the result as Out of Action.

Vox Relay: Forgotten sections of the hive's extensive comms network can still be found in the underhive – and some of it even still works! A fighter within 3" of a Vox Relay can be included in a group activation performed by a Leader or Champion regardless of range. This does not increase the number of fighters that may participate in the group activation, only the range.

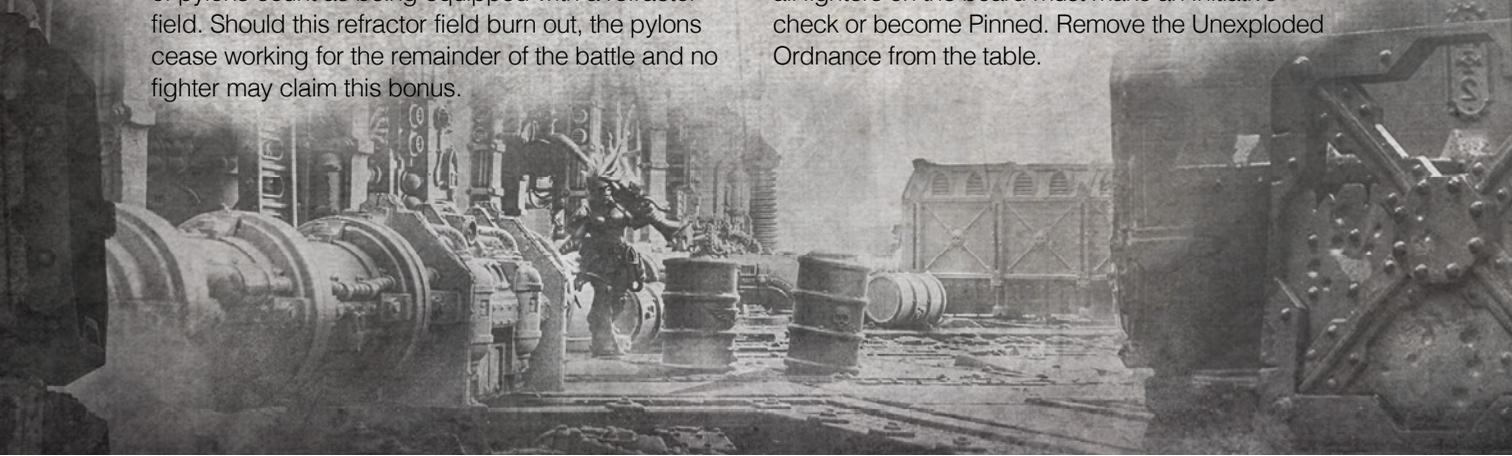
Force Barriers: Force barriers are remnants of restricted zones or heavy industry. Sometimes, gangs manage to get these ancient pieces of tech working to defend their turf. Each Force Barrier consists of two pylons, usually placed on either side of a corridor or doorway. Fighters hit by ranged attacks through a pair of pylons count as being equipped with a refractor field. Should this refractor field burn out, the pylons cease working for the remainder of the battle and no fighter may claim this bonus.



FORGOTTEN ORDNANCE

Promethium barrels and ammo crates fill halls and domes across the underhive. Some of these have been stored for centuries or even longer, their contents long-since perished, others however hold useful – if dangerous – bounty for an enterprising gang.

Unexploded Ordnance: Sometimes, a large unexploded bomb remains lodged in the depths of the hive. Unexploded ordnance should be limited to one or two pieces of terrain and should be placed within 12" of the centre of the battlefield. In the End phase of each round after the first, place a token next to the unexploded ordnance. An Active fighter within 3" of the unexploded ordnance can make a Disarm (Double) action. If they do, and then pass an Intelligence or Cool check, remove a token from the bomb. In the End phase of the third round and each round thereafter, after adding a token to the bomb, roll a D6. If the result is less than the number of tokens next to the bomb, it explodes! When the bomb explodes, all fighters within 6" have an Injury dice rolled against them and suffer the result. Armour rolls may not be made. In addition, all fighters on the board must make an Initiative check or become Pinned. Remove the Unexploded Ordnance from the table.



Fuel Drums and Ammo Crates: Drums and crates make for good cover, if potentially dangerous cover. Treat Fuel Barrels and Ammo Crates as Dangerous Industrial Terrain (see page 68). If a fuel barrel or ammo crate is hit by a ranged or Melee weapon attack, roll a D6 and add the Strength of the weapon. If the result is a 7 or higher, it explodes as if it were a frag grenade and is then removed from the board.

Munitorum Containers: Abandoned containers can contain either loot or hidden dangers, or both! Treat Munitorum Containers as loot caskets with the exception that they cannot be moved, but once opened, may be looted once each turn. Roll once on the Loot Casket table each time a Munitorum container is looted.

Treasure Casket: The fighters have chanced upon an ornate chest of uphive pedigree, perhaps stashed by thieves intending to return later. The Treasure Casket is treated as a Loot Casket, but when opened roll on the following table instead of the one presented in the *Necromunda Rulebook*.

D6	Result
1	Click! The casket is fitted with a fiendishly clever needle-trap. The fighter that opened the crate must roll an Injury dice and apply the result, with no save possible.
2-3	Fancy Threads: The fighter that looted the casket immediately gains the Uphive Raiments Status Item.
4-6	A Noble's Ransom: The fighter that looted the casket immediately gains one item from the Personal Equipment section of the Trading Post, chosen by the controlling player.



DESIGNER'S NOTE: HIGH VALUE TARGETS

Sometimes, an especially valuable object or individual will find its way into the underhive, with scores of gangs scrambling to be the first to claim them. Players can, if they choose, nominate a piece of terrain as representing a High Value Target. This will add a valuable bonus objective to the scenario that both gangs can claim. High Value Targets should be placed in the centre of the board or equidistant from both gangs' deployment areas. This can be anything from a downed escape pod to a lost servitor. Fighters may drag a High Value Target as if it was a loot casket. If a gang can get the target back to their own deployment area, they can claim it in the End phase, adding D6 Reputation and 2D6x10 credits to their gang. High Value Targets are also especially suitable to some scenarios such as Escort or Fighter Down, the piece of terrain replacing the uphive agent or downed fighter respectively.



CARNIVOROUS PLANTS

Horrific strains of plant life thrive in certain parts of the underhive, spiny forests spawned from alien seeds or grown from chemical soup. Hivers learn from an early age to avoid these kinds of deadly vegetation, though underhivers sometimes have no choice, and gangers actively lure their enemies into such hazardous environments.

Carnivorous Plants introduces a collection of dangerous plant life to games of Necromunda. These rules have been designed to work with the Barbed Venomgorse, Shardwrack Spines and Grapple Weed Citadel terrain pieces, though they can be applied to any appropriate terrain that players might have in their collection.

BARBED VENOMGORSE

Barbed Venomgorse grows in the ruined depths of the hive, where its venomous barbs snare scavengers and predators alive. Those unfortunate enough to get stung find their strength leaving them, until they can barely stand, let alone fend off the plant's throttling vines.

Barbed Snares: If any part of a fighter's movement takes them within 3" of a Barbed Venomgorse (measuring this distance from the plant's branches), once the fighter has completed their movement, they must make an Initiative check. If they fail, they take a Strength 3 hit that causes 1 Damage and has the Web Trait. Unmodified Armour rolls may be made against this hit as normal.

Wasting Toxin: In the End phase, a fighter who has taken at least one hit from a Barbed Venomgorse must make a Strength check or reduce their Strength characteristic by 1. If the fighter's Strength reaches 0, they count as having been taken Out of Action and are removed from the battlefield.



SHARDWRACK SPINES

Shardwrack Spines are groves of diamond-hard blades able to carve through flesh and bone as easily as a power sword. Worse still, the plant can shoot its spines at nearby creatures, its spine bursts triggered by movement or gunfire, with each deadly missile able to punch through flesh with ease.

Walls of Spines: If a fighter's movement takes them within 3" of any Shardwrack Spines (measuring this distance from the plant's branches), once the fighter has completed their movement, they must make an Initiative check. If they fail, they take a Strength 2 hit with an AP of -3 that causes 1 Damage.

Spitting Spines: In the End phase of each round, roll a D6 for each grove of Shardwrack Spines. On a 4+, it shoots spines at the closest fighter within 12". Count this attack as being from an autopistol (see page 125 of *Necromunda: Gangs of the Underhive*) with a BS of 4+. If the attack scores more than one hit, it must spread these out to as many models as possible. This attack cannot run out of ammo.



GRAPPLE WEED

Known to underhive settlers as the 'crawling horror', Grapple Weed can uproot itself to seek out its prey. More than one gang and Guilder caravan has awoken to find their camp surrounded by a forest of Grapple Weed, the quivering fronds of the plants eagerly awaiting their next meal.

Crawling Horror: In the End phase of each round, each section of Grapple Weed moves 2D6" towards the nearest fighter, whether they are visible or not. During this movement, the Grapple Weed must avoid impassable terrain but is otherwise unimpeded by terrain. It must stop its movement if it comes within 1" of another model.

Viscous Tongues: In the End phase of each round, after it has moved, each grove of Grapple Weed will make a single attack against any models within 3" of it (measuring this distance from the plant's branches). Count this attack as a Flail (see page 128 of *Necromunda: Gangs of the Underhive*) with a Strength of 4 and a WS of 3+. Models attacked by Grapple Weed do not count as being Engaged by it.



DESIGNER'S NOTE: DESTROYING CARNIVOROUS PLANTS

For simplicity, Carnivorous Plants are treated like other pieces of terrain and so cannot be destroyed. However, if players wish, they can allow fighters to clear areas of plant life and remove them from the battlefield. Most weapons are pretty ineffective against vegetation, bullets and blasts doing little more than breaking a few branches. Melee attacks are equally futile, the time required to hack apart a Barbed Venomgorse is quite considerable – not to mention the fact that the plant will be fighting back! Only attacks using flames or caustic chemicals can hope to cause any lasting damage.

Only Template weapons with the Blaze or Gas traits can damage Carnivorous Plants. If a plant takes a hit from one of these weapons, roll a D6. On a 1 or 2, the attack has had no significant effect. On a 3, 4 or 5, place a Damage token next to the plant. On a 6, place two Damage tokens next to the plant. Once the plant has five Damage tokens, it is destroyed and should be removed from the battlefield.

REX SPIRES, BOUNTY HUNTER

Rex's bounty hunting career started in the scrapheaps of the underhive, pilfering anything valuable in a desperate search for credits to break free of his drudgery. His freedom was delivered in the form of a nearby manufactorum explosion tearing through the hive dome. It took three days for Rex to claw his way from the rubble. Ranting about the epiphany granted in the moment of the explosion, he scavenged materials to fashion crude explosives with and set off to recapture that feeling.

Realising that claiming bounties was the most reliable way to maintain a steady supply of his precious explosives, Rex became the first choice for anyone needing an enemy to be eliminated in a dramatic fashion. Few, if any, of his targets come back in one piece, and none can deny that Rex's methods are efficient, enemies and allies alike scattering when his explosives start flying.

SPECIAL RULES

Unique Partnership: Rex Spires may be hired alongside Vorgen Mortz, allowing a gang to field two Bounty Hunters rather than the usual one.

Demolitions: During the pre-battle sequence, Rex may place up to three booby traps, as described on page 135 of *Necromunda: Gangs of the Underhive*. The booby traps Rex can place may be any combination of those detailed on his Fighter card.

Bounty Hunter: As a Bounty Hunter, Rex is subject to the Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules (see page 63 of *Necromunda: Gangs of the Underhive*).

REX SPIRES

315
CREDITS

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

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Frag trap	-	-	-	-	3	-	1	-	Blast (5"), Knockback, Single Shot
Melta trap	-	-	-	-	8	-4	3	-	Blast (5"), Melta, Single Shot
Blasting charge	-	Sx2	-	-	5	-1	2	5+	Blast (5"), Grenade, Knockback
Demo charge	-	Sx2	-	-	6	-3	3	*	Blast (5"), Grenade, Single Shot
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee

SKILLS: Evade, Lie Low

WARGEAR: Blasting charges, booby traps (frag and melta), demo charges, flak armour

BADZONES SCENARIOS

“Action! Adventure! Creds! All await you in the Guilder Caravan Corps! Become a Watchman today and discover a new life of excitement and opportunity out in the Badzones!”

Guilder Recruiting Poster – Girdertown

Fighting in the wilds of the Badzones brings its own perils and only the toughest gangs regularly traverse them looking for trouble. However, despite the dangers, there are plenty of rewards to be claimed for a bold gang, such as delving into the heart of an overgrown fungal wilderness, riding an ancient conveyer down into the abyss to find lost riches or claiming a tollway between two settlements and shaking down travellers for coin. Wherever a gang goes looking for creds, they'd better be prepared to accept that their rivals might be ready to fight them for anything they find.

The following scenarios incorporate the themes of the Badzones, such as carnivorous plantlife, roving bands of zombies, toxic rivers and lost domes. They can be used with or without the Badzones Environments and Events tables, though most are well suited to the kinds of hazardous elements these introduce. Some of the scenarios, such as the Manufactorum Raid especially, are intended to showcase the additional terrain rules for Industrial Terrain detailed [on page 66](#).

DESIGNER'S NOTE: BADZONES ENVIRONMENTS

Many of the Badzones Environments, such as the Sump Sea or the Stygian Depths, can have a big impact on how a scenario plays out. Sometimes, this will mean a little bit of planning on the part of the players to decide how the hazardous environment fits in with the scenario and how they set up the battlefield. For instance, when playing the Toll Bridge scenario over a Sump Sea, the bridge is most likely a central gantry between two structures and the 'river' below it represents an especially deep part of the sea or an especially toxic one. In scenarios which use specific terrain or markers, such as the Manufactorum Raid or Fungal Horror, if an area of the board is impassable or hazardous, such as the ground in Stygian Depths, then the terrain or markers should be put in places where the fighters can reach and interact with them.



ESCAPE THE BADZONE

Two crews must escape the Badzone.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described on page 117 of the *Necromunda Rulebook*. Additional guidelines might apply depending on the kind of Badzone Environment that the gangs are traversing. After setting up terrain, players take turns placing four loot caskets anywhere on the battlefield at least 8" from any board edge.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 118 of the *Necromunda Rulebook*. Both players use the Custom Selection (10) method to choose their crews.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 119 of the *Necromunda Rulebook*.

A PATH TO SAFETY

Both gangs are attempting to find a path through the Badzone, while stopping the other from doing the same. Use the Badzones Events table (see page 50) or Badzones Environments Events cards to determine the Environment that the scenario is taking place in and adjust the battlefield depending on the guidelines. Each gang must get its fighters off the board edge closest to their opponent's deployment area.

If in the End phase a fighter is within 1" of their opponent's board edge and not Engaged, they may be removed from the battlefield and count as having escaped the Badzone. Fighters within 1" of a loot casket may choose to take the casket with them when they leave the board. Fighters removed in this way are ignored for the purposes of making Bottle tests (i.e., they do not count as part of the crew size but also do not count as having been taken Out of Action).

DANGEROUS GROUND

The battle is taking place in an especially hostile Badzone. For the duration of the game, Badzone Events are discarded after they have been in play for one round even if their Discard Trigger is not rolled (see page 50).



'IRONBREATH' JEK,
GRIP OF IRON,
HOUSE GOLIATH

ARBITRATING THE SCENARIO

If this is an Arbitrated scenario, the Arbitrator can take control of the Environment and Events. The Arbitrator begins by choosing an Environment they want the game to take place in and setting up the board to match. This could mean creating a broken gantry network over a Sump Sea or a Carnivorous Plant-choked tunnel network with only a few safe paths from one side to the other. Then, as the game progresses, the Arbitrator chooses Events to introduce, rather than them being chosen at random. This allows the Arbitrator to swing the battle from one side to the other or foil both players' plans by having toxic fogs descend, swarms of rats appear or sudden shutdowns locking doors and putting out the lights, just when the gangs think they might be on the verge of victory.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

If either player has no fighters on the board at the end of a round, the game ends. If one player's gang bottles out and flees the battlefield and their opponent gang's does not then any of their opponent's remaining fighters count as having escaped the Badzone.

VICTORY

The gang with the most fighters who escaped the Badzone is victorious. If both gangs had an equal amount of fighters escape the Badzone then the game is a draw.

REWARDS (CAMPAIGNS ONLY) CREDITS

Each loot casket a gang carries off the board adds 2D6x10 credits to their Stash.

EXPERIENCE

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

Any fighter who escapes the Badzone earns 1 XP.

REPUTATION

If at least half of a gang's crew escaped the Badzone, they gain D3 Reputation.

If either gang bottled out, they lose 1 Reputation.



MANUFACTORUM RAID

A raid against a rival House's manufactorum.

ATTACKER AND DEFENDER

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

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described on page 117 of the *Necromunda Rulebook*, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 118 of the *Necromunda Rulebook*. The attacker uses the Custom Selection method to choose their crew. The defender uses the Random Selection (D3+5) method to choose their crew. Any defending fighters not on the board at the start form the defender's Reinforcements.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 119 of the *Necromunda Rulebook*.

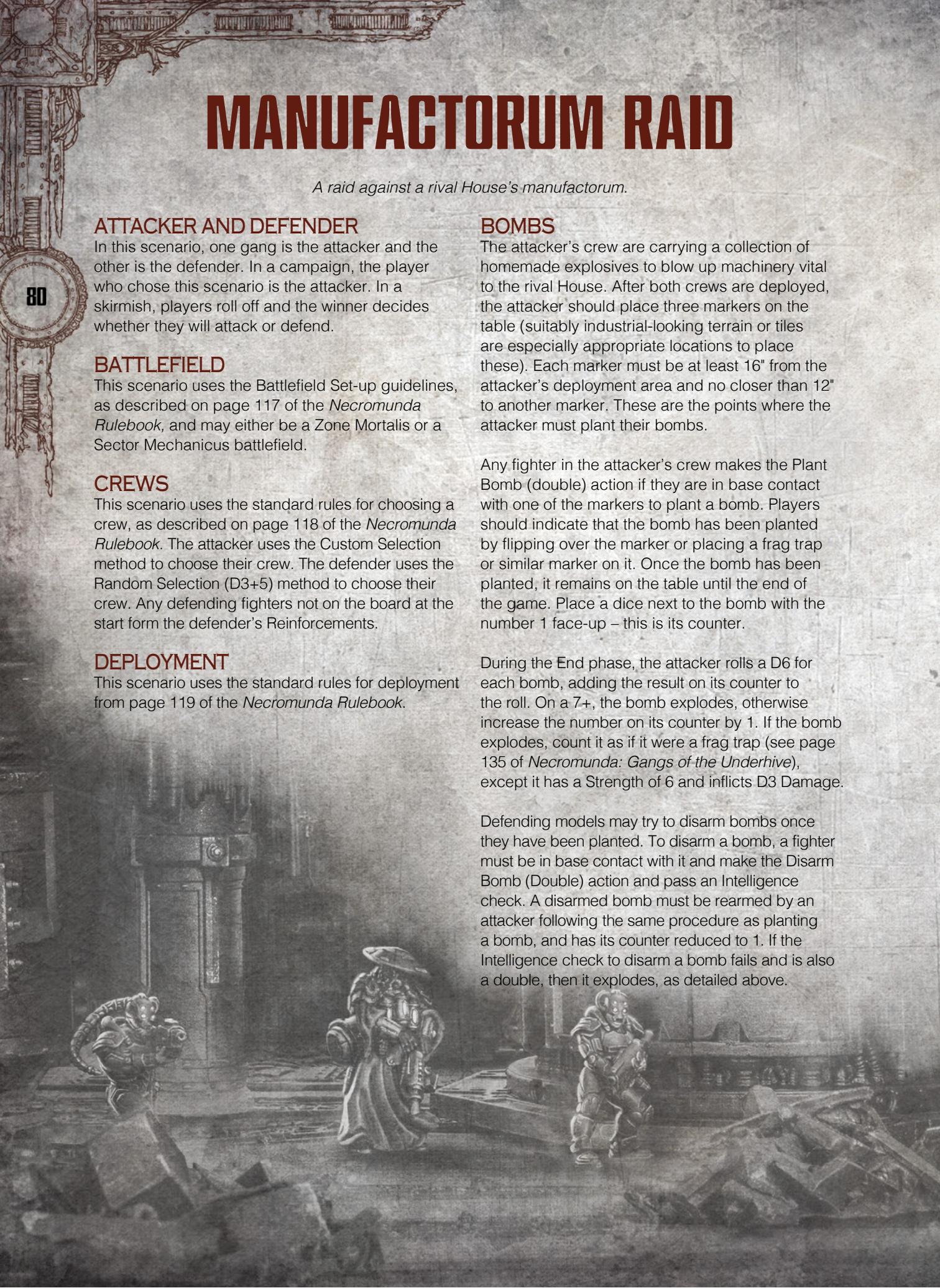
BOMBS

The attacker's crew are carrying a collection of homemade explosives to blow up machinery vital to the rival House. After both crews are deployed, the attacker should place three markers on the table (suitably industrial-looking terrain or tiles are especially appropriate locations to place these). Each marker must be at least 16" from the attacker's deployment area and no closer than 12" to another marker. These are the points where the attacker must plant their bombs.

Any fighter in the attacker's crew makes the Plant Bomb (double) action if they are in base contact with one of the markers to plant a bomb. Players should indicate that the bomb has been planted by flipping over the marker or placing a frag trap or similar marker on it. Once the bomb has been planted, it remains on the table until the end of the game. Place a dice next to the bomb with the number 1 face-up – this is its counter.

During the End phase, the attacker rolls a D6 for each bomb, adding the result on its counter to the roll. On a 7+, the bomb explodes, otherwise increase the number on its counter by 1. If the bomb explodes, count it as if it were a frag trap (see page 135 of *Necromunda: Gangs of the Underhive*), except it has a Strength of 6 and inflicts D3 Damage.

Defending models may try to disarm bombs once they have been planted. To disarm a bomb, a fighter must be in base contact with it and make the Disarm Bomb (Double) action and pass an Intelligence check. A disarmed bomb must be rearmed by an attacker following the same procedure as planting a bomb, and has its counter reduced to 1. If the Intelligence check to disarm a bomb fails and is also a double, then it explodes, as detailed above.



FUNCTIONING MANUFACTORUM

The Industrial Terrain in this scenario is fully functioning. When seeing if a piece of Industrial Terrain activates, or is activated, this occurs on a 3+ rather than a 6 (see **Smokestacks**, page 67).

REINFORCEMENTS

The defender use Reinforcements (see page 119 of the *Necromunda Rulebook*). At the end of the second round, and each round thereafter, D3 random fighters will arrive in the End phase.

ARBITRATING THE SCENARIO

Manufactorums are often heavily fortified as they are the lifeblood of a House's wealth. In this scenario, the Arbitrator can take on the role of the defender, creating a factory militia to defend the machinery. Militias can be created using the guidelines for Watchmen gangs found in the *Necromunda Rulebook*.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

If either player has no fighters on the board at the end of a round, the game ends. The game also ends if all three bombs explode.

VICTORY

If the bombs all go off, the attacker is the winner, otherwise the defender is victorious.

REWARDS (CAMPAIGNS ONLY) CREDITS

If the defender wins, they get paid for the successful defence and they can add 2D6x10 credits to their Stash.

EXPERIENCE

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

Any attacking fighter that successfully plants or rearms a bomb earns 1 XP.

Any defending fighter that successfully disarms a bomb earns D3 XP.

REPUTATION

If all of the bombs go off then the attacker earns D3 Reputation.

If none of the bombs explode then the defender gains D6 Reputation. If only one or two of the bombs explode, the defender earns D3 Reputation instead.

If either gang bottled out, they lose 1 Reputation.

GREDA SWARMBROTHER,
DAMNED NOOSES,
HOUSE CAWDOR



THE CONVEYER

A battle between gangs as they descend through the hive.

ATTACKER AND DEFENDER

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

BATTLEFIELD

This may either be played as a Zone Mortalis or a Sector Mechanicus game. When setting up the board, the defender begins by placing a tile of their choice or a piece of terrain roughly 12" in diameter in the centre of the table. This tile or piece of terrain is the platform. The attacker then sets up the rest of the board around the platform. After setting up the terrain, the attacker places four loot caskets or markers on the battlefield within 12" of the edges of the platform.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 118 of the *Necromunda Rulebook*. Players use the Custom Selection (10) method to choose their crew.

DEPLOYMENT

The defender deploys all of their fighters on the platform. The attacker deploys their crew anywhere on the table at least 16" from the platform.

THE PLATFORM

In each End phase, the defender rolls a dice to see if the platform moves. Roll a D6, adding a cumulative +1 to the result for each turn the platform has remained stationary. On a 6+, the platform moves. When the platform moves, remove any tiles or terrain from the board with the exception of the platform. Fighters not on the platform are removed from the board and any conditions on them are removed, though they do not count as having gone Out of Action. The attacker now sets up the table around the platform in any configuration they choose, placing four new loot caskets or markers (as detailed in the Battlefield section of this scenario) and deploys any of their fighters (with the exception of any on the platform and any that have been taken Out of Action) within 12" of the platform.

CHANGING ENVIRONMENTS

If players are using the Badzones Environments and Events, each time the platform moves, randomly choose a new Environment for the battlefield. If the Dome Collapse Event is generated, the Platform immediately moves (as detailed above). Conversely, while the Shutdown Event is in play, do not test to see if the platform moves.

ARBITRATING THE SCENARIO

In this scenario, the Arbitrator could take on the role of the attacker creating a gang of watchmen, cultists or similar foes to oppose the defender – perhaps the platform is passing through a region controlled by a Genestealer Cult, or an area infested with sump spiders, the creatures drawn to the prey slowly descending through their lair. The Arbitrator, either as the attacker or Arbitrating a game between players could also control the environments that the platform passes through, designing specific battlefields beforehand to create the most interesting or challenging levels possible. These can be based on the Badzones Environments or of the Arbitrator's own devising.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends if either there are no defenders left on the board, or the players have played nine complete rounds.

VICTORY

If the defender has no fighters on the board at the end of a round, the attacker is the winner. If the players play all nine rounds, the defender is victorious.

REWARDS (CAMPAIGNS ONLY)

CREDITS

If the defender wins, each loot casket or marker on the platform at the end of the game adds D6x10 credits to their gang's Stash.

EXPERIENCE

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

Any attacking fighter that is on the platform when it moves earns 1 XP.

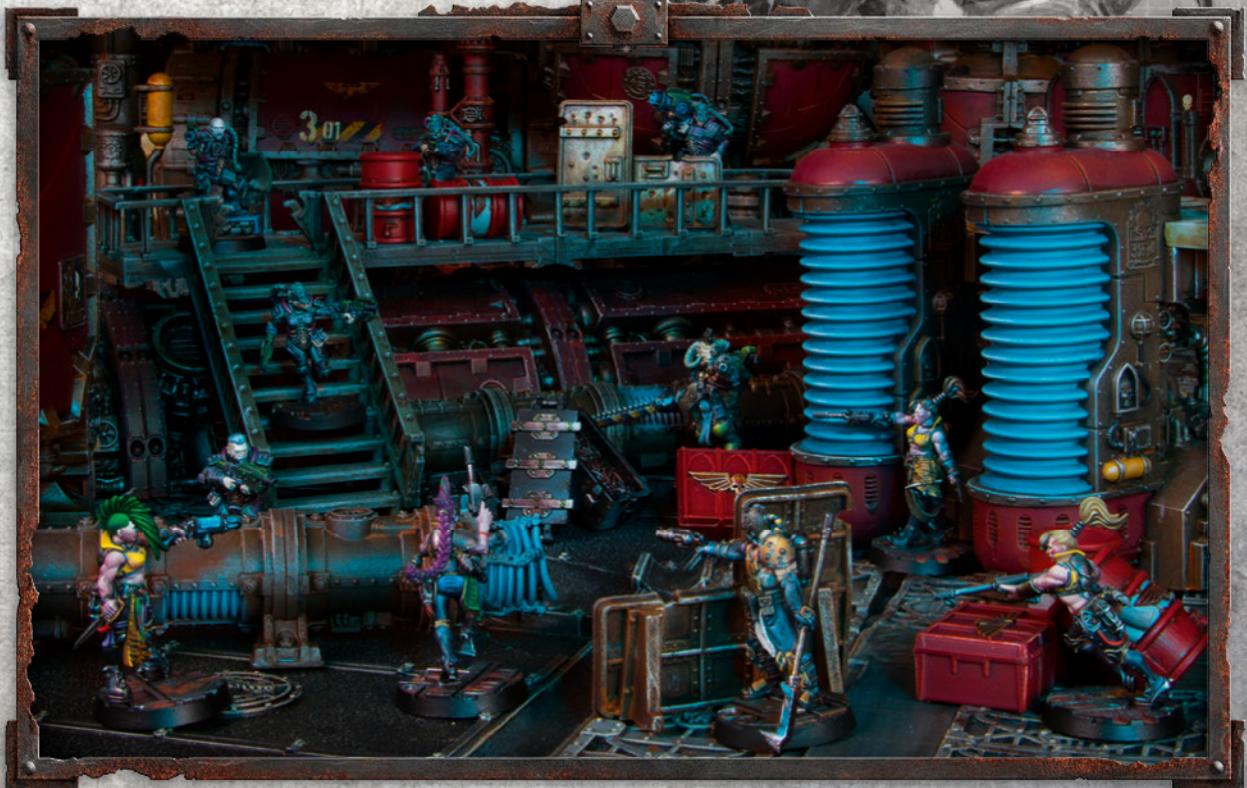
Any defending fighter still on the platform at the end of the game gains 1 XP.

REPUTATION

The attacker gains D3 Reputation if the game ends before round nine.

The defender earns D3 Reputation if all nine rounds are played.

'NIX' ASTERIA, DOME RUNNER,
BADZONE EPSILON-12 ('RAD REACH')



FUNGAL HORROR

Gangs fight to survive a rapidly growing jungle.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described on page 117 of the *Necromunda Rulebook* and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 118 of the *Necromunda Rulebook*. Players use the Custom Selection (10) method to choose their crew.

DEPLOYMENT

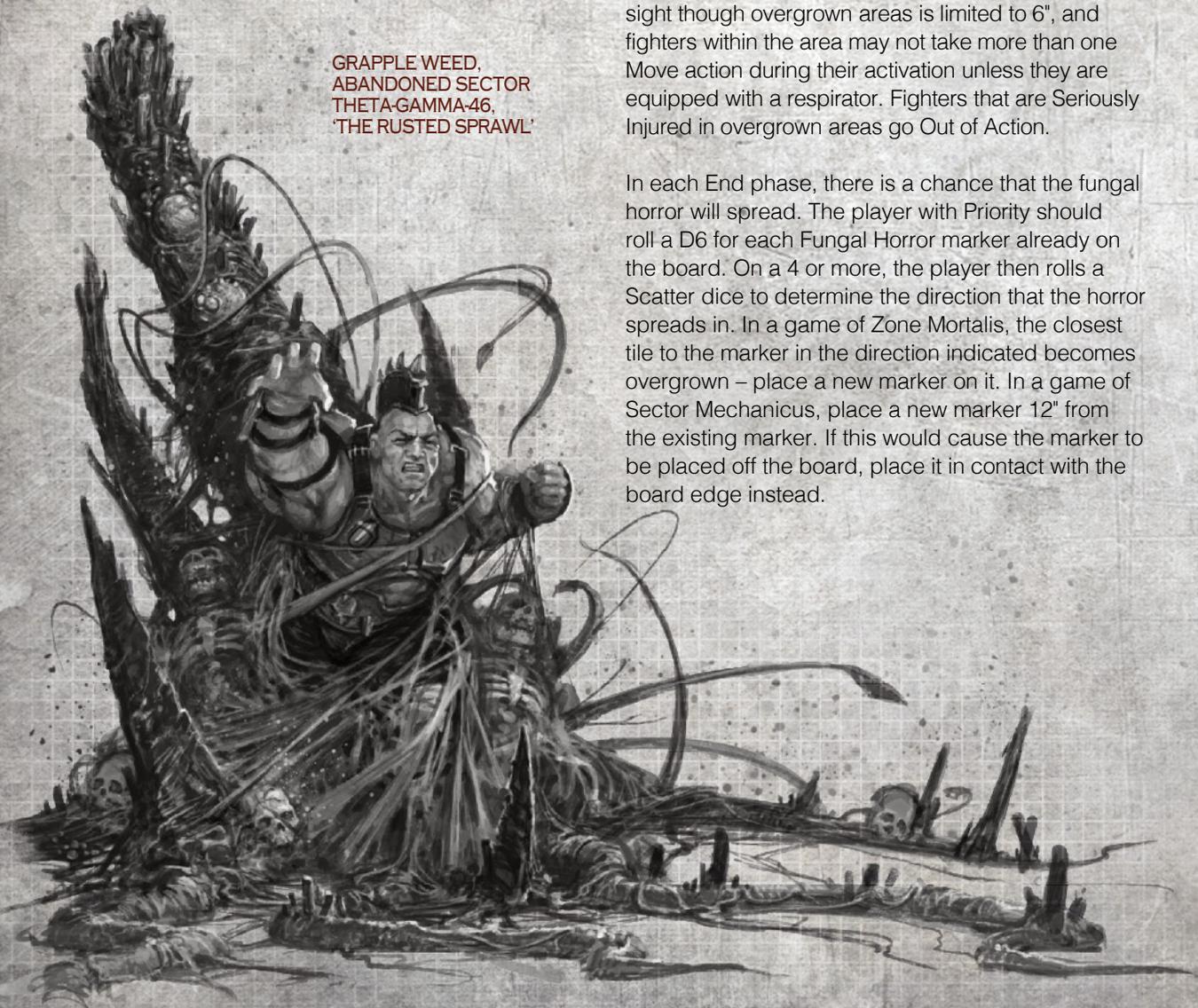
This scenario uses the standard rules for deployment from page 119 of the *Necromunda Rulebook*.

**GRAPPLE WEED,
ABANDONED SECTOR
THETA-GAMMA-46,
'THE RUSTED SPRAWL'**

GROWING HORROR

The battlefield is rapidly becoming overgrown by a fungal horror, and with each round, the Carnivorous Plant spreads. At the beginning of the game, place a marker in the centre of the board – if playing a Zone Mortalis game, choose the central-most tile. This marker represents the fungal horror and can be a token, piece of themed terrain or anything else appropriate. The marked tile, or the area within 12" of the marker, is overgrown with writhing questing vines, and any fighters either beginning or ending their activations in it risk being coated in flesh-eating spores – treat this the same as catching on fire just as if they had been hit by a weapon with the Blaze Trait. In addition, due to clouds of spores, line of sight though overgrown areas is limited to 6", and fighters within the area may not take more than one Move action during their activation unless they are equipped with a respirator. Fighters that are Seriously Injured in overgrown areas go Out of Action.

In each End phase, there is a chance that the fungal horror will spread. The player with Priority should roll a D6 for each Fungal Horror marker already on the board. On a 4 or more, the player then rolls a Scatter dice to determine the direction that the horror spreads in. In a game of Zone Mortalis, the closest tile to the marker in the direction indicated becomes overgrown – place a new marker on it. In a game of Sector Mechanicus, place a new marker 12" from the existing marker. If this would cause the marker to be placed off the board, place it in contact with the board edge instead.



ARBITRATING THE SCENARIO

In an Arbitrated scenario, the Arbitrator can take on the role of the fungal horror as it tries to spread throughout a dome, facing off against one or more players and their gangs. Use the rules [on page 84](#) for the spread of the fungal horror, but instead of markers representing the centre of overgrown area, use Carnivorous Plants instead ([see page 74](#)), thus when the fungal horror spreads to a new area, fresh Carnivorous Plants will spring up. The players must attempt to contain the spreading horror, destroying the plants ([see page 75](#)) before they overwhelm the board. For an additional challenge, when each new Carnivorous Plant is placed, set up D6 carrion-eaters within 6" of it (profiles for carrion-eaters can be found on page 176 of the *Necromunda Rulebook*). These beasts will then attack the gangs as they desperately try to escape the spreading fungal horror.

TACTICS CARDS

Each player may choose two random Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

If either player has no fighters on the board at the end of a round, the game ends. The game also ends if there are nine or more Fungal Horror markers on the board at the start of the End phase.

VICTORY

If one gang has fighters on the board at the end of the game, they are the winner. Otherwise, the game is a draw.

REWARDS (CAMPAIGNS ONLY) EXPERIENCE

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

REPUTATION

If one gang has fighters on the board at the end of the game, they earn D3 Reputation.

If either gang bottled out, they lose 1 Reputation.



TOLL BRIDGE

Gangs fight over a vital bridge in the underhive.

BATTLEFIELD

This scenario uses the Battlefield set-up guidelines, as described on page 117 of the *Necromunda Rulebook* and may either be a Zone Mortalis or a Sector Mechanicus battlefield. When creating the battlefield, players should leave a 12" wide corridor with no terrain or tiles down the middle of the board – this is the toxic river. The river can be represented either by a gap, or a suitable piece of scenery. Only a single bridge crosses the river, which can be represented by a gantry or similar piece of narrow long terrain – this is the toll bridge.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 118 of the *Necromunda Rulebook*. Players use the Custom Selection (10) method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 119 of the *Necromunda Rulebook*. Crews must start the game on opposite sides of the river.

THE TOXIC RIVER

The two gangs are fighting to control a valuable toll bridge spanning a toxic river. Fighters cannot voluntarily enter the river, and its sludgy waters are so dangerous that those who fall into the river are immediately taken Out of Action. If both players choose, they can add flotsam and jetsam to the river, represented by barrels, face-down barricades, loot caskets or even ramshackle boats if they have these in their terrain collection. These pieces of debris can be spread out across the river within a few inches of each other or collected along the edges of the river.

Fighters can use debris to cross the river, leaping from one to the other, or as a makeshift boat, standing on the piece of debris and moving it up to their Strength in inches as a Row (Double) action. In both cases, at the end of their activation, they must make an Initiative check to see if the debris they are standing on capsizes or sinks. If they fail, they fall into the river. Fighters who become Pinned or Prone while standing on debris must also make an Initiative check to see if they fall into the river.



ARBITRATING THE SCENARIO

In a game that pits the Arbitrator against one or more players, the Arbitrator can take on the role of the defender of the bridge. The bridge itself might be fortified with barricades, or perhaps even a powerful brute or monster acting as its guardian. Meanwhile, a gang of Guilder Watchmen (see page 149 of the *Necromunda Rulebook*) might be covering the river from the far bank, protecting the Guild of Coin's interests. In this kind of scenario, the players are attempting to get across the river at all costs, either clearing the bridge or using crude boats to brave its toxic depths, and every fighter who reaches the far side can escape off the enemy board edge to earn their gang D6x10 credits.

THE BRIDGE

The bridge over the toxic river uses an ancient mechanism to swing open or closed. At the beginning of the battle, its ends are connected to the shore and it spans the river. In the End phase of the third round, and each round thereafter, roll a D6. On a 5, the bridge pivots 90 degrees to the right, while on a 6 it pivots 90 degrees to the left. On any other result, the bridge remains stationary.

When the bridge pivots, fighters within 1" of its ends must make an Initiative check or fall from the bridge – if the ends were touching the shore before it moved, fighters fall onto the shore and become Prone, otherwise they fall into the river and are taken Out of Action.

If their gang has failed a Bottle test, fighters on the bridge do not need to make Cool tests to see if they flee the battlefield – provided that the bridge is not connected to the shore, they have nowhere to go! However, as soon as the bridge connects to the shore, they must make tests as normal.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

If either player has no fighters on the board at the end of a round, the game ends. The game also ends if, after the end of the third round, one gang has at least one fighter within 12" of the centre of the bridge and their opponent does not.

VICTORY

If only one gang has fighters on the board at the end of the game or they are the only gang with fighters within 12" of the centre of the bridge, they are the winner – otherwise the game is a draw.

REWARDS (CAMPAIGNS ONLY) CREDITS

The gang who won the scenario, and thus claimed the bridge, adds 3D6x10 credits to their Stash.

EXPERIENCE

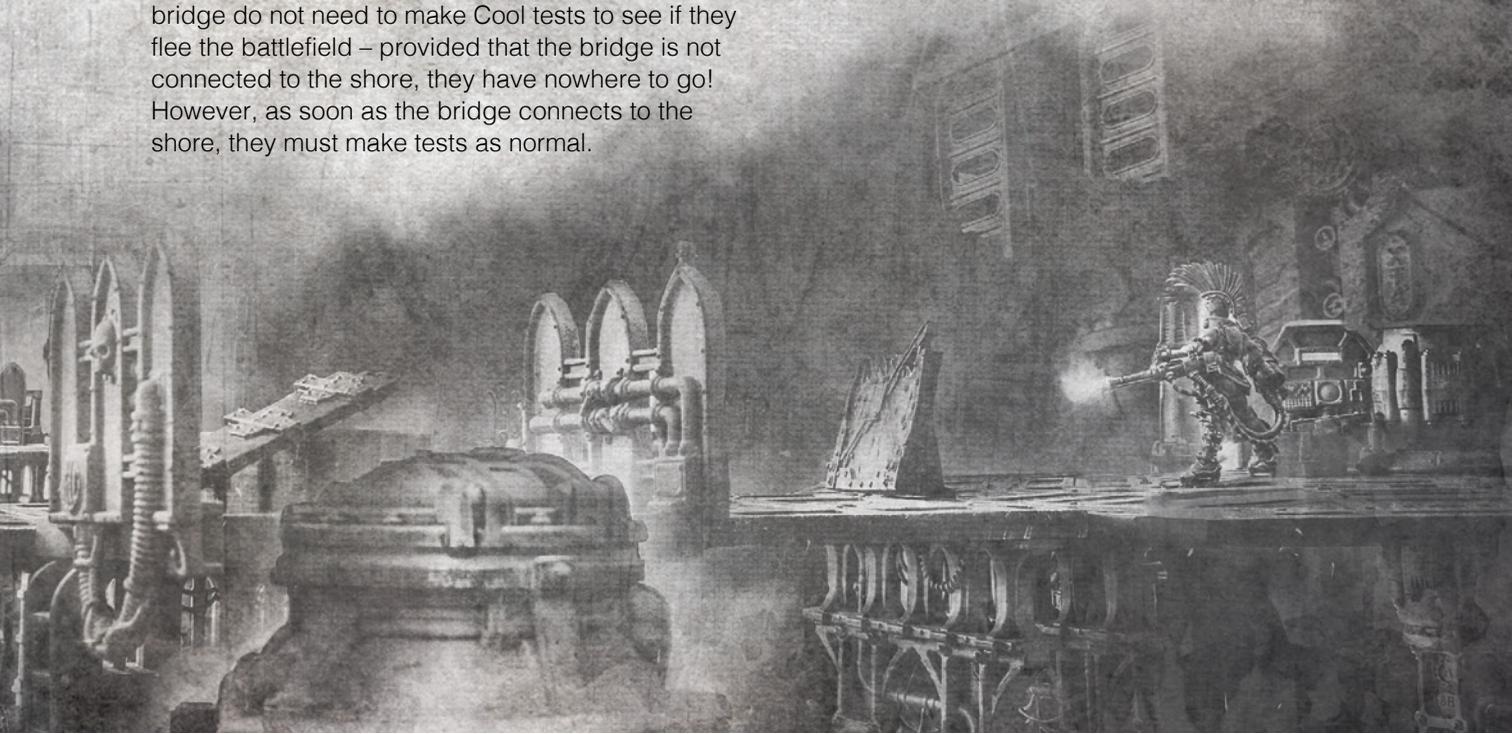
Each fighter that took part in the battle earns 1 XP.

Any fighter that crossed the river earns D3 XP.

REPUTATION

Each gang gains 1 Reputation for taking part in the battle.

The gang who won the scenario earns an additional D3 Reputation.



VORGEN 'GUNNER' MORTZ, BOUNTY HUNTER

Clad in flak armour decorated with the insignia of the Necromundan 8th, it is clear that Vorgen used to have some affiliation to the legendary regiment. Though his exact origins are unknown, most tales paint him as a man who sampled the delights of the underhive and found them preferable to military life. Deserting his post and taking up the life of a Bounty Hunter, Vorgen plies his deadly trade with his trademark Echon pattern Mark III assault stubber, affectionately named 'Holy Terror'. Sporting a modified backpack ammo pack that easily feeds Vorgen a seemingly endless supply of bullets, and is able to quickly load new types at a moment's notice, he can maintain a steady stream of firepower. When not seeking out a particular individual, Vorgen hires himself out to Guilder caravans and gang holdings, defending them from any assailants; amongst his most notable actions was his single-handed defence of an Orlock ore mine against an assault by the Furnace Kroks.

Recently, Vorgen has formed a partnership with Rex Spires, both having a preference for unsubtle methods. The partnership works because neither has any agenda other than credits and mayhem, two languages spoken throughout the underhive.

SPECIAL RULES

Unique Partnership: Vorgen Mortz may be hired alongside Rex Spires, allowing a gang to field two Bounty Hunters rather than the usual one.

Bounty Hunter: As a Bounty Hunter, Vorgen is subject to the Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules (see page 63 of *Necromunda: Gangs of the Underhive*).

VORGEN 'GUNNER' MORTZ

305
CREDITS

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

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Assault stubber									
- standard ammo	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy
- tracer ammo	20"	40"	-	-2	4	-2	2	5+	Rapid Fire (2), Unstable, Unwieldy
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee

SKILLS: Marksman, Regroup

WARGEAR: Flak armour, servo harness – partial (*modified by servo harness)

BADZONES WEAPONS REFERENCE CHART

This section contains rules for the ammunition and equipment available to gangs and fighters in the Badzones Trading Post. It is a supplement to the Weapon Reference chart in *Necromunda: Gangs of the Underhive*.

SPECIAL AMMUNITION

Weapon	Range		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Plantbuster rounds for:									
- autogun	8"	24"	+1	-	3	-	1	4+	Defoliate, Rapid Fire (1), Scarce
- reclaimed autogun	8"	24"	+1	-	3	-	1	5+	Defoliate, Rapid Fire (1), Scarce
- autopistol	4"	12"	+1	-	3	-	1	4+	Defoliate, Rapid Fire (1), Scarce, Sidearm
- reclaimed autopistol	4"	12"	+1	-	3	-	1	5+	Defoliate, Rapid Fire (1), Scarce, Sidearm
- combi-weapon autogun	8"	24"	+1	-	3	-	1	4+	Combi, Defoliate, Rapid Fire (1), Scarce
- heavy stubber	20"	40"	-	-1	4	-1	1	4+	Defoliate, Limited, Rapid Fire (2), Unwieldy
- combat shotgun	-	T	-	-	2	-	1	4+	Defoliate, Scarce, Scattershot, Template
- sawn-off shotgun	4"	8"	+2	-	3	-	1	2+	Defoliate, Scarce, Scattershot
- shotgun	4"	8"	+2	-	2	-	1	4+	Defoliate, Scarce, Scattershot
Phosphor rounds for:									
- autogun	8"	24"	+1	-	3	-	1	4+	Flare, Rapid Fire (1), Scarce
- reclaimed autogun	8"	24"	+1	-	3	-	1	5+	Flare, Rapid Fire (1), Scarce
- autopistol	4"	12"	+1	-	3	-	1	4+	Flare, Rapid Fire (1), Scarce, Sidearm
- reclaimed autopistol	4"	12"	+1	-	3	-	1	5+	Flare, Rapid Fire (1), Scarce, Sidearm
- combi-weapon autogun	8"	24"	+1	-	3	-	1	4+	Combi, Flare, Rapid Fire (1), Scarce
- heavy stubber	20"	40"	-	-1	4	-1	1	4+	Flare, Limited, Rapid Fire (2), Unwieldy
- combat shotgun	-	T	-	-	2	-	1	4+	Flare, Scarce, Scattershot, Template
- sawn-off shotgun	4"	8"	+2	-	3	-	1	2+	Flare, Scarce, Scattershot
- shotgun	4"	8"	+2	-	2	-	1	4+	Flare, Scarce, Scattershot
Rad rounds for:									
- autogun	8"	24"	-	-	3	-	1	4+	Rad-phage, Rapid Fire (1), Scarce
- reclaimed autogun	8"	24"	-	-	3	-	1	5+	Rad-phage, Rapid Fire (1), Scarce
- autopistol	4"	12"	-	-	3	-	1	4+	Rad-phage, Rapid Fire (1), Scarce, Sidearm
- reclaimed autopistol	4"	12"	-	-	3	-	1	5+	Rad-phage, Rapid Fire (1), Scarce, Sidearm
- combi-weapon autogun	8"	24"	-	-	3	-	1	4+	Combi, Rad-phage, Rapid Fire (1), Scarce
- heavy stubber	20"	40"	-	-1	4	-1	1	4+	Limited, Rad-phage, Rapid Fire (2), Unwieldy
- combat shotgun	-	T	-	-	2	-	1	4+	Scattershot, Rad-phage, Scarce, Template
- sawn-off shotgun	4"	8"	+1	-	3	-	1	2+	Rad-phage, Scarce, Scattershot
- shotgun	4"	8"	+1	-	2	-	1	4+	Rad-phage, Scarce, Scattershot
Gunk bolts for:									
- boltgun	12"	24"	-	-1	4	-	1	5+	Gunk, Limited
- bolt pistol	6"	12"	-	-	4	-1	2	6+	Gunk, Sidearm
- boltgun	12"	24"	-	-1	4	-	1	5+	Gunk, Limited
- combi-weapon									
bolt pistol	6"	12"	-	-	4	-1	2	6+	Combi, Gunk, Sidearm
- heavy bolter	18"	36"	-	-1	5	-2	2	6+	Gunk, Rapid Fire (2), Unwieldy
Grenade launcher with:									
- anti-plant	6"	24"	-1	-	-	-	-	4+	Grenade, Blast (3"), Defoliate
- flare	6"	24"	-1	-	-	-	-	4+	Grenade, Blast (3"), Flare
- plasma	6"	24"	-1	-	5	-1	2	6+	Blast (3"), Unstable

GRENADES

Weapon	Range		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Anti-plant grenade	-	Sx3	-	-	-	-	-	4+	Grenade, Blast (3"), Defoliate
Flare	-	Sx3	-	-	-	-	-	4+	Grenade, Blast (5"), Flare
Gunk bomb	-	Sx2	-	-	2	-	-	5+	Grenade, Blast (3"), Gunk
Plasma grenade	-	Sx3	-	-	5	-1	2	4+	Grenade, Blast (3"), Unstable

WARGEAR

This section contains a full list of new Wargear rules and full descriptions for new Weapon Traits available in the Badzones of Necromunda.

ARCHAEOTECH DEVICE

The underhive is filled with ancient treasures, strange objects from previous ages and wondrous technological devices Mankind has long since lost the ability to create. Of course, these rare pieces of archaeotech, as they are known, are hidden beneath thousands of years of debris and waste, and even should a fighter be fortunate enough to find a genuine archaeotech device, they still need to figure out how it works.

When a player buys an Archaeotech Device from the Trading Post, they won't know what it does. They must allocate it to one of their fighters and roll on the Archaeotech Device table to determine its type. If an Archaeotech Device is 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.

ARCHAEOTECH DEVICE TABLE

D6 Type	Effect
1 Dangerous	The fighter accidentally triggers the device as they're messing about with it. They immediately suffer D6 Str 2 Damage 1 hits and the archaeotech is reduced to a pile of worthless molten slag.
2 Viewer	The fighter can use the device to view different places, shifting their perspective to almost any point, even if it's beyond closed doors and solid walls. A fighter with this device can make the Scan (Simple) action to place a Revealed marker on an enemy fighter within 18". If the fighter is selected to be a sentry, when they are activated, roll a D6 for them. On a 6, they automatically raise the alarm as they spot the enemy sneaking around.
3 Cutting Beam	The device can be used to focus a cutting beam of great power on a stationary object. Unfortunately, it's useless as a weapon because both the target and the fighter have to be perfectly still for the beam to focus, but it makes for a good can opener! A fighter with this device can make the Laser Cut (Double) action if they are within 1" of a door, loot casket or other damageable piece of terrain. This action inflicts a single automatic hit against the chosen target, resolved with Strength 8 and Damage 3.
4 Lifter	The device is a sophisticated form of suspensor which can negate or lessen gravity for its bearer, allowing them to float up or down for a limited period. When making a Move or Charge action, the fighter ignores all terrain, may move freely between levels without restriction, and can never fall. They may not, however, ignore impassable terrain or walls, and may not end their movement with their base overlapping an obstacle or another fighter's base.
5 Holo Projector	The device functions as a holo projector and can be used to make the fighter appear a short distance away from where they really are. This gives the fighter a saving throw of 4, 5 or 6 on a D6 against any hits from shooting, which is not affected by Armour Penetration. As soon as the saving throw is failed, the projector stops working for the rest of the game. Also note that the holo projector is useless against close combat attacks and weapons with the Template or Blast Traits.
6 Weapon	The device is a powerful and compact weapon. It is only pistol-sized but it is as effective as a much larger piece of ordnance. Roll a D6 to find out what it is: 1-2 – boltgun, 3 – flamer, 4 – meltagun, 5 – plasma gun, 6 – grenade launcher with frag grenades. The weapon has the standard profile for a weapon of its type but with the addition of the Sidearm Trait. Because the weapon is compact and self-maintaining it can be used by anyone, not just Specialists, Champions or Leaders.

BLIND SNAKE POUCH

Ratskin shamans are strange underhive mystics believed to be able to commune with the spirits of the hive. Whether or not this is true, the fetishes they make are highly sought after and reputed to be able to protect a fighter from harm.

A fighter with a Blind Snake Pouch gains the Dodge skill. If they already have the Dodge skill then they will successfully dodge attacks on a D6 roll of 5 or 6 rather than just a roll of 6. In addition, when making a dodge against an attack made by a fighter using the Overwatch skill, the dodge will succeed on a D6 roll of 4, 5 or 6.

GUILDER CARTOGRAPH

Guilder cartographs are detailed maps of the trails between settlements, showing local hazards as well as safe campsites. Up-to-date cartographs are much sought after by travellers, as they mean the difference between reaching their destination alive or ending up as one more corpse in the underhive.

While a gang is in possession of a Guilder Cartograph, they may alter the Environment when using the Badzones Environments Events Cards or chart ([on page 50](#)). After determining the Environment at the beginning of the game, the gang with the Cartograph may immediately discard it and generate a new Environment. If both players have a Cartograph, they should roll off to see who gets to use theirs for this scenario.

In addition to changing the Environment, Cartographs often show the location of Guilder supply caches. During deployment, a gang with a Cartograph can place four loot caskets anywhere on the battlefield.

Of course, the underhive is changing, and maps can become outdated. After each game in which a gang used their Guilder Cartograph, their player should roll a D6. On a 4+, the information it contains is still good, otherwise it is of no further use and should be deleted from the gang roster.



NIXOREM VYLKUR,
COLD FIRE CABAL,
HOUSE VAN SAAR



'Treat Rex like one of his explosives. Wind him up, send him on his way and then stand far back.'

*'Slippery' Yonda,
Manacled
Mavericks, House
Escher*

'Psykers give me the creeps. Sanctioned or not, should put a bullet in all of 'em.'

*Markus Hered,
Jaws of the
Emperor, Venator
Bounty Hunter*

MUNG VASE

Mung vases are extraordinarily rare collectors objects. Few hivers know where the exquisite vases originate, only that they can be worth astronomical sums of money to the right people. This knowledge is widespread enough that over the centuries, Necromunda has become flooded with millions of fake Mung vases, ranging from crudely fashioned knock-offs that wouldn't fool a blind sump-farmer, to exceptional facsimiles that are works of art in their own right.

A Mung Vase is a type of Status Item. However unlike other Status Items, rather than being given to a Leader or Champion to carry, the Mung Vase is kept in the gang's Stash. When a gang in possession of a Mung Vase recruits a Hired Gun, they can reduce the Hire Gun's cost by D6x10 credits, to a minimum of 10 credits. The vase is shown off as an example of the gang's wealth and success, and the Hired Gun believes that agreeing to a reduced fee now will earn them favour with this potentially prosperous employer. There is, however, a chance the Hired Gun will simply try to steal the vase when they leave! After a game in which a Mung Vase was used to reduce the hiring cost of a Hired Gun, roll a D6. On a 1, both the Hired Gun and the vase disappear, never to be seen again.

In the post-battle sequence of any battle, a gang can sell the vase. If they do, roll a D6 on the Mung Vase table to see what it is worth (players should resist the temptation to roll on this table unless their gang is attempting to sell a Mung Vase – you don't need to know your vase is a fake, ignorance is bliss!).

MUNG VASE TABLE

D6 Type	Effect
1 Dismal Fake	<i>A truly sad knock-off.</i> The vase nets the gang D3x5 credits.
2-3 Passable Fake	<i>A nice conversation piece.</i> The vase nets the gang D6x10 credits.
4-5 Impressive Fake	<i>A fine example of the counterfeiters' art.</i> The vase nets the gang D6x20 credits.
6 Outstanding Fake?	Make an Intelligence check for the gang Leader. If they fail, count this result as an Impressive Fake. If they pass, they realise what they have just in time – add D6x50 to the gang's Stash.

Finally, if the gang Leader is killed and removed from the gang roster, the vase is lost too – no one else in the gang knows where the vase has been kept hidden!



INDUSTRIAL RESPIRATOR

Respirators are a common sight in the underhive, offering some measure of protection against airborne hazards. Most are ancient things, their filters clogged with years of filth and barely functioning. Sometimes gangers might get their hands on a batch of newly minted respirators, and even some of the rare heavy industrial breathing apparatus reserved for Helmwarr's personal guard or outerhive work crews.

An Industrial Respirator adds 3 to a fighter's Toughness, or 4 if combined with a Hazard Suit, against attacks from weapons with the Gas trait. In addition, an Industrial Respirator contains a limited air supply. Once per game, when a fighter with an Industrial Respirator is activated, they can declare they are using its air supply. Until the fighter is activated again, they gain immunity to Gas attacks, can act normally while on fire (though they may still take damage) and may ignore effects keyed to breathing or air quality.

NECROMUNDA GIANT RAT

The fighter is accompanied by a Necromunda Giant Rat. These are common hive critters, highly intelligent and show a great ability to learn and surprising loyalty.

The Necromunda Giant Rat is an Exotic Beast available to all gangs as described on page 104 of *Necromunda: Gangs of the Underhive* and has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	-	3	3	1	3+	1	10+	8+	10+	9+

Weapon	Range		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Jaws	-	E	-	-	3	-	1	-	Melee, Backstab

SPECIAL RULES

Small Target: Necromunda Giant Rats are quick, making them difficult to target in the perpetual gloom of the underhive. Ranged attacks against Necromunda Giant Rats are at -1 to hit. In addition, a Necromunda Giant Rat is never a potential target when working out the effects of a Stray Shot.

Nimble: Necromunda Giant Rats have almost preternatural reflexes, seemingly sensing danger before they strike. A Necromunda Giant Rat has a save of 4+, which is never modified by Armour Penetration.

Rat Cunning: Rats are among the most resilient organisms on Necromunda, and they have a sixth sense when it comes to their environment. A canny fighter learns how to read the mood of their rats and react to danger accordingly. A fighter with at least one Necromunda Giant Rat gains a special 5+ save against damage from environmental effects. Take this save before any other kind of save. Alternatively, a fighter may sacrifice one of their rats to completely ignore damage from an environmental effect. The Necromunda Giant Rat is then removed from the gang's roster.

SKILL ACCESS

A Necromunda Giant Rat has access to the following skill sets:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Necromunda Giant Rat	Secondary	-	-	Primary	-	-	-	-

ISOTROPIC FUEL ROD

Power is life down in the underhive, keeping the lights on, running water-stills and allowing for the cultivation of edible slimes. A fully charged fuel rod can turn a rad-washed waste into a fertile settlement, and the foundation for a burgeoning community.

A gang with an Isotropic Fuel Rod can use it to turn any Territory into a Settlement Territory. Doing so uses up the Isotropic Fuel Rod, so it should be deleted from the gang roster, and permanently changes the Territory.

'You know you've made it when the Venators are coming for you, cos you've got a whole band of angry fellows after your guts. Course, you'll probably be seein' those guts soon enough.'

*Metalfang,
Foundry Born,
House Goliath*

RADCOUNTER

Radiation is a common hazard in the underhive. While a few hard rads are just part of life in and among the Badzones, when your hair starts falling out and your skin starts to glow, odds are you've wandered too far into the wilds. Underhivers use a variety of means to detect radiation, from homemade auspexes to sniffer slugs, collectively referred to as radcounters.

A fighter equipped with a radcounter can never be the random target of an Event ([see page 50](#)) unless there are no other fighters to choose from.

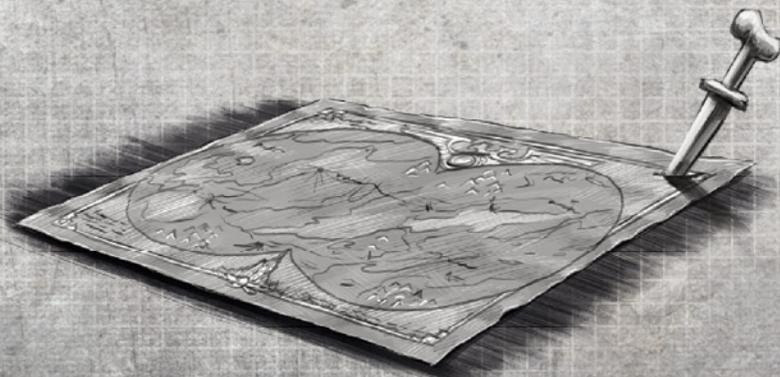
RATSKIN MAP

Ratskins have a well-earned reputation as trackers and scouts, their familiarity with the underhive verging on the supernatural. Maps made by Ratskin tribes are rare and valuable artefacts, sometimes leading to great treasures or secret pathways to lost domes. Of course, first a fighter must decipher the Ratskin's strange scrawl-like language, not to mention the fact that for every authentic Ratskin map, there are at least a dozen fakes.

Before a gang with a Ratskin Map rolls to determine the scenario as part of the pre-game sequence, they can declare they are using their Ratskin Map. If both gangs have a Ratskin Map, they should roll off to see whose gang gets to use theirs for this game – capitalising on the map's information before their opponent can. The player then rolls on the Ratskin Map table to see how valuable the information on it is. Note, once the type of map is determined, it remains the same, and provided it is worth something, a gang may use it again in the pre-game sequence of subsequent games.

RATSKIN MAP TABLE

D6 Type	Effect
1 Fake	Instead of rolling for the scenario as normal, your opponent chooses the scenario for this game. Remove the Ratskin Map from your gang roster.
2 Worn and Incomplete	After making the roll to determine the scenario, you may add or subtract 1 from the result.
3 Treasure Map	Roll another D6. On a 1-5, the map is a Fake (see above). On a 6, it is a genuine treasure map. If your gang wins the scenario, they can add D6x20 credits to their Stash in addition to any other rewards.
4 Ancient and Faded	After making the roll to determine the scenario, you may add or subtract 2 from the result.
5 Secret Pathways	D3 Fighters in your gang gain the Infiltrate skill for the duration of this scenario.
6 Recent and Accurate	After making the roll to determine the scenario, you may add or subtract up to 3 from the result.



SECOND BEST

Second Best, as the name suggests, is what you drink when you don't have the creds for anything better. The exact contents of a bottle of Second Best vary from settlement to settlement, but are usually a cocktail of drinking-hole dregs, fermented fungi and gun oil (to make it go down smooth!). A few swigs of Second Best will bolster a fighter's courage, but too much can lead to blindness, unconsciousness and even death.

A fighter with a bottle of Second Best can make the Take a Swig (Simple) action. After they take this action, roll a D6. On a 1, 2 or 3, the bottle is empty; remove it from the fighter's card. Every time a fighter makes this action, place an Intoxicated marker on their card and remove one of their Flesh Wounds (if they have any). Intoxicated markers remain until the end of the game. The effects of the booze are dependent on how many markers they have on their card.

SECOND BEST INTOXICATION TABLE

Markers	Effect
1	Feeling Good: -1 to ranged attack hit rolls, +1 to the result of Cool checks.
2	Getting Unsteady: -2 to ranged attack hit rolls, +2 to the result of Cool checks. If the fighter makes two Move actions in a row, they must pass an Initiative check after completing the second action or become Prone.
3+	Blind Drunk: -3 to ranged attack hit rolls and -1 to melee attack hit rolls, +3 to the result of Cool checks. When the fighter makes a Move action, instead of using the fighter's Movement characteristic, move the fighter D6" in a direction determined by the Scatter dice.



SUSPENSOR HARNESS

Underhivers are nothing if not resourceful when it comes to repurposing gear for their needs. The suspensor harness is such a device, a collection of belts and components from a heavy weapon suspensor array allowing the wearer to carry excessive amounts of equipment. While Guilder slaves and Badzones prospectors might use them to carry heavy loads, gangers mainly use them to sling extra weapons on their back.

A fighter equipped with a suspensor harness may carry four weapons rather than three, while a Hired Gun Bounty Hunter with a suspensor harness may carry six weapons rather than five. As usual, weapons marked on the Equipment List with (*) take up the space of two weapons.

WILD SNAKE

About the 'finest' booze around, Wild Snake is the go-to drink for underhivers with creds in their pocket and an iron liver. Each bottle contains the skinned and pickled remains of a 'snake', giving the liquor both its name and a sharp bitter taste on account of the snake venom. Gangs prize bottles of Wild Snake both because it is a quick and easy path to inebriation, but also because of the fabled 'Snake Courage' it can imbue!

A fighter with a bottle of Wild Snake can make the Take a Swig (Simple) action. After they make this action, roll a D6. On a 1 or 2, the bottle is empty; remove it from the fighter's card. Every time a fighter makes this action, place an Intoxicated marker on their card and remove one of their Flesh Wounds (if they have any). Intoxicated markers remain until the end of the game. The effects of the booze are dependent on how many markers they have on their card.

WILD SNAKE INTOXICATION TABLE

Markers	Effect
1	A Good Buzz: -1 to ranged attack hit rolls, +2 to the result of Cool checks.
2	Seeing Double: -1 to ranged attack hit rolls, +3 to the result of Cool checks. When making ranged attack hit rolls after choosing a target, randomise the actual target of the attack between the intended target and any model (friend or foe) within 6" of them.
3+	Snake Courage! -2 to ranged attack hit rolls, automatically pass any Cool checks.

WEAPON TRAITS

Presented here are the new Weapon Traits introduced within this supplement.

DEFOLIATE

Carnivorous Plants hit by a weapon with the Defoliat Trait immediately take D3 Damage. Brainleaf Zombies hit by a weapon with the Defoliat Trait lose a wound and are removed from the battlefield if they suffer an Out of Action result on the Injury dice.

GUNK

A fighter hit by a weapon with the Gunk Trait becomes subject to the Gunked condition. Gunked fighters reduce their Movement characteristic by 1 to a minimum of 1 and don't add D3" to their movement when making a Charge action. In addition, they subtract 1 from the dice roll when making an Initiative check. Gunked fighters are also more flammable and catch fire on a 2+, rather than a 4+, when hit by a weapon with the Blaze trait.

The Gunked condition lasts until the End phase or until the fighter catches fire after being hit by a weapon with the Blaze Trait.

FLARE

A fighter who takes a hit from a weapon with the Flare Trait, or who is touched by a Blast marker fired from a weapon with the Flare Trait, is Revealed if the battlefield is in darkness (see Pitch Black from page 120 of the *Necromunda Rulebook*). If a weapon has both the Flare Trait and the Blast Trait after determining where the Blast marker ends up, leave it in place. In the End phase, roll a D6. On a 4 or more, the flare goes out and the marker is removed, otherwise it remains in play. While the Blast marker is on the board, all models at least touched by it are illuminated as if they had a Blaze marker or a Revealed marker.



HIRED GUNS



EYROS SLAGMYST



KRIA 'THE HUNTRESS' KYTORO



ORTRUUM 8-8



GOR HALF-HORN



KAL JERICO



SCABS



HIRED GUNS



THAEOS 23-2



SLATE MERDENA AND MACULA



BELLADONNA



GRENDEL GRENDLSEN



BAERTRUM ARTUROS III



MAD DOG MONO

