

NEW WEAPONS

PIT SLAVE WEAPONS

Pit slave weapons are used, unsurprisingly, by pit slaves. These are a new type of Hired Gun, detailed later.

ROCK DRILL

Mining slaves are commonly modified to carry a massive drill for boring through slag and rock. The rock drill makes a fearsome weapon in hand-to-hand combat. If the pit slave inflicts 2 or more hits in combat then he exchanges all the hits for a single hit with increased strength and damage as he drills through his opponent's body. The bonus equals +1 Strength and +1 damage for each hit after the first, so you exchange 2 hits for a single S5 hit causing 2 wounds, 3 hits for a single S6 hit causing 3 wounds and so on.

	Short Range		Long Range		To Hit		Str	Dam	Save	Ammo
	Short	Long	Short	Long	Short	Long				
Close combat only					4	1		3		

Special: See above

CLAW

A claw or big grabber is used in a variety of mining and loading roles. A pit slave armed with a claw may pick up and hurl his opponent if he wins a round of combat, in addition to hitting him. A hurled opponent is thrown D6" in a direction chosen by the player. The hurled model suffers a hit at a Strength equal to half the distance thrown (round up). If it strikes a wall or other obstruction it will stop there. If it hits another model both models take a hit with a Strength equal to half the distance rolled. If the model is pitched off a building use the Falling rules to work out damage.

	Short Range		Long Range		To Hit		Str	Dam	Save	Ammo
	Short	Long	Short	Long	Short	Long				
Close combat only					4	1		-1		-

Special: See above

SHEARS

Huge shears are fitted to pit slaves for harvesting fungus groves and scrap sheet metal. The sharp blades of the shears are quite capable of snipping bits off a human as well. If the pit slave hits an opponent in hand-to-hand combat, re-roll any dice which roll 6 to wound. If the second roll is also a 6 the victim's head is snipped clean off unless it can make its armour saving throw (or dodge).

Any models that suffer this fate are automatically dead and don't roll on the Serious Injury Table. Note that the model can't be revived with medic skills, medi-packs, etc.

	Short Range		Long Range		To Hit		Str	Dam	Save	Ammo
	Short	Long	Short	Long	Short	Long				
Close combat only					4	1		-1		

Special: See above



BUZZ SAW

Buzz saws are fitted to scrap slaves and particularly unsubtle pit fighters. A whirling disk of toothed steel, the buzz saw can part steel or flesh just as easily with a single scything swing.

	Short Range		Long Range		To Hit		Str	Dam	Save	Ammo
	Short	Long	Short	Long	Short	Long				
Close combat only					5	1		2		-

Special: None

CHAINSAW

Chainsaws are a popular choice of weapon for pit fighters, their most well-known advocate being the slave leader Bull Gorg. A chainsaw is usually mounted on the stump of a wrist or in place of a forearm, but the infamous pit fighter Harkan Vore actually had a chainsaw which replaced his lower jaw! Because a chainsaw is long, edged and comparatively easy to wield the user may use it to parry in close combat.

	Short Range		Long Range		To Hit		Str	Dam	Save	Ammo
	Short	Long	Short	Long	Short	Long				
Close combat only					4	1		-1		

Special: Parry

HAMMER

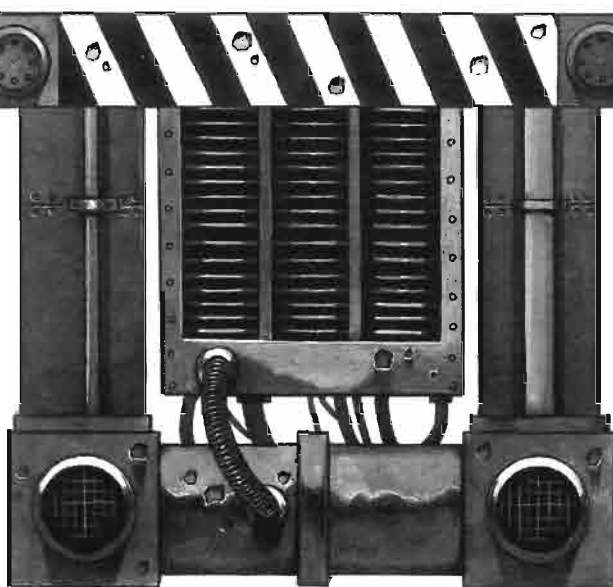
Giant hammers are fitted to mining and foundry slaves. The pile driver force of a pneumatically-driven hammer is so great that opponents in hand-to-hand combat may be knocked senseless and beaten to their knees before they have a chance to fight back.

Any opponent in hand-to-hand combat with a hammer-armed pit slave has its Weapon Skill halved (rounding fractions down) unless it can roll under its Initiative on a D6.

	Short Range		Long Range		Str	Dam	Save	Ammo
	Short	Long	Short	Long				

Close combat only					4	1	-1	-
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Special: None



CLOSE COMBAT WEAPONS

EVISCERATOR

The Eviscerator is a huge double-handed chainsaw favoured by the fanatics and zealots of the Redemption. An Eviscerator's double set of contra-rotating teeth can rip through even the toughest mutant hide and bone, tearing an enemy to pieces with a single two-handed cut. The size and weight of the weapon mean it can only be wielded with both hands and even then the operator is limited to making wide swings and heavy, overhead cuts with it.

Special Rules

The Eviscerator is so heavy and dangerous that it is impossible to parry. However, the Eviscerator does not encourage a very elegant fighting style so in the case of a draw the model with the Eviscerator will automatically lose and suffer 1 hit regardless of the two combatants' Initiative scores.

	Short Range		Long Range		Str	Dam	Save	Ammo
	Short	Long	Short	Long				

Close combat only					As user	3	D3	-3	-
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Special: May not be parried

BASIC WEAPONS

EXTERMINATOR

Only the fanatics of the Redemption use Exterminators, particularly for their Novice Brethren whose shooting skills are more enthusiastic than accurate. An Exterminator isn't really a weapon as such, it's more like a flamer nozzle attached to a small canister of fuel. This is strapped under a real basic weapon like an autogun or a shotgun to give the fighter carrying it a single-shot flamer to use at close quarters.

Special Rules

An Exterminator can be attached to a basic, special or close combat weapon (in the latter case the nozzle is usually attached to the weapon and fed from a canister which is carried separately). An Exterminator cannot be attached to a pistol weapon.

During the shooting phase a model can fire its Exterminator instead of the weapon it's fitted to. The effects of an Exterminator are identical to a shot from a normal flamer.

The Exterminator attachment fires a burst of flaming chemical, an unstable sticky material that ignites upon contact with air. Used at short distances it is almost impossible to miss and several victims can be claimed with a single shot.

SPECIAL RULES

One Shot Weapon. The Exterminator only carries enough fuel for a single shot, so once the Exterminator has been fired it is out of ammo for the rest of the game.

Template. The flamer's shot is represented by the larger teardrop-shaped flamer template. Place the template so the pointy end touches the firing model and the rest of it covers one or more target models. Any models wholly under the template are hit automatically, while those partially beneath are hit on the D6 roll of a 4, 5 or 6.

Catching Fire. If a model is hit by a flamer and goes down then the target has absorbed the full brunt of the blast and the flames go out with no further effect. If the model goes out of action then remove the model as normal. If a model

is hit but does not go down or out of action, then make an immediate test to determine whether the target catches fire. Roll a D6. On a 1-3 the target does not ignite and there is no further effect. On the score of a 4-6 the target ignites.

A burning target will continue to burn until the flames are extinguished. Test for this at the start of the fighter's own turn. Roll a D6.

D6 Result

- 1-5 The model continues to burn and automatically sustains a further Strength 4 hit. If a model goes down or out of action whilst on fire the flames automatically go out with no further effect. Whilst burning the fighter's nerve is automatically broken, though the model moves 2D6" in a random direction rather than towards cover (a random direction can be established using the Scatter dice). A burning model will not engage in hand-to-hand fighting and other models automatically move out of his way.
- 6 The flames go out with no further effect.

If there are any models within 1" of the burning fighter during their movement phase then they may attempt to beat out the flames. If they do this they cannot shoot in the shooting phase. Roll a D6 and add a +1 for each extra model attempting to beat out the flames (eg, 2 models +1). If the total is 6 or more the flames are beaten out with no further effect.

Frenzied target. A frenzied fighter who catches fire will ignore the flames and continue to move, shoot and fight despite burning up. He will, however, continue to take damage as described above.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
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Special: Rules 4 1 2 Auto

Special: Uses Flamer template

BLUNDERBUSS/SCATTER GUN

Scavvies use blunderbusses and scatter guns in great numbers, though these weapons are also occasionally made and used by Ratskins. A blunderbuss or scatter gun is a simple weapon made out of one or more short tubular barrels (sometimes with flaring muzzles) strapped onto a crude stock of some description. An explosive charge is loaded into each barrel before metal fragments, stones and other pieces of shrapnel are packed down on top. When the weapon is fired it belches out this mass of shards, hopefully into the general vicinity of the target.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
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0-6 6-9 +3 1 3 1 Special 6

Special: None

HANDBOW

A handbow is a compact crossbow or speargun made using scavenged springs or torsion twisted gut to supply its strength. Ratskins particularly favour handbows because they are silent and fire ammunition that can be collected and reused.

The handbow fires a short, heavy arrow that is best turned out of steel or iron and barbed so it sinks into the flesh. The handbow can be fired one-handed but it is too cumbersome to use like a pistol in close combat. A handbow can't be reloaded on the move.

Special Rule

While the heavy arrow of a handbow can pierce flesh easily it lacks the momentum to punch through thick, rigid armour. Any target with an armour saving throw of 4+ or better has its armour save increased to 2+ when hit by a handbow arrow.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
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0-8 8-16 - -1 4 1 Special 6

Special: Move or fire

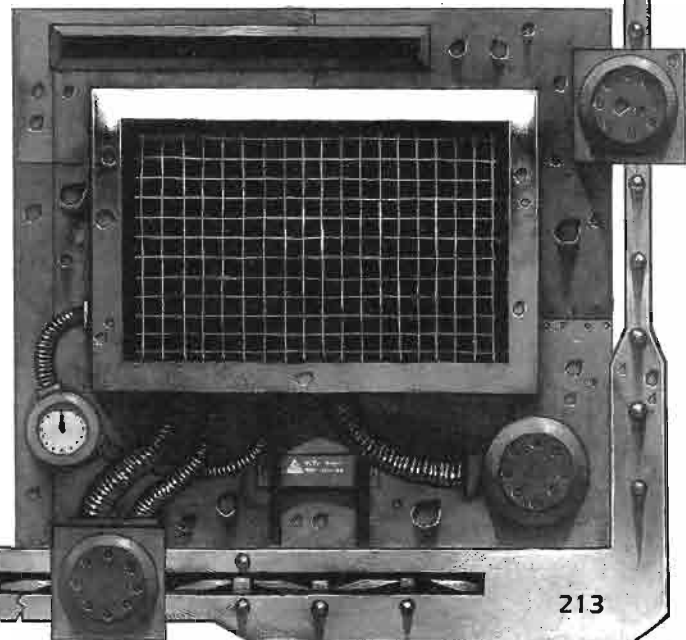
MUSKET

Muskets are primitive weapons which comprise a long, narrow barrel strapped to a stock. A small amount of explosive packed into the barrel fires a solid slug or ball of metal. Muskets are easy to construct and maintain, though they are inaccurate at long range in comparison to more modern weapons. The loading process for a musket is time-consuming so the firer must remain stationary to fire. Muskets are very common among Ratskins and Scavvies but they are generally keen to scavenge a better weapon from elsewhere.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
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0-12 12-24 - -1 3 1 -1 6

Special: Move or fire



GRENADES

TOX BOMB

Strength	Damage	Save Mod.	Ammo Roll	Special
4	1	0	Auto	See below

A Tox bomb is basically a sealed pot or flask containing some truly noxious (and lethal) toxic waste collected by Scavvies out in the wastes. When a Tox bomb is thrown it cracks open and the deadly pollutant inside splatters across

the target area, forming puddles of corrosive slime and noisome poisonous gas.

The standard Grenade rules apply for throwing a Tox bomb. Place a Tox marker where the bomb lands. Any models within 2" of the marker will be hit on a D6 roll of 4 or more, 6 if they are wearing a respirator (filter plugs alone don't help). Leave the Tox marker in place for the rest of the game. Anyone who subsequently moves within 2" may be hit as above.

SCALY WEAPONS

These weapons may only be used by models with Strength 5 or more.

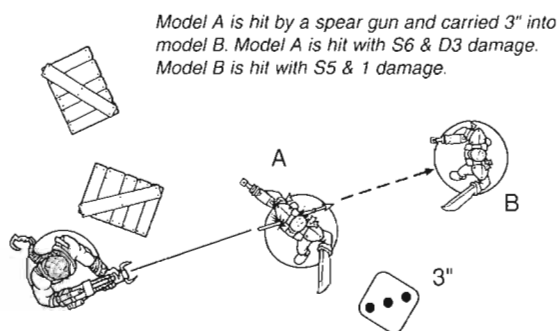


SPEAR GUN

Scaly spear guns are big, brutal weapons built around several hefty springs scavenged from ancient machines in the badzones. The gun is loaded by the Scaly using brute strength to compress the springs as it fits a short hafted spear or harpoon into the barrel. The gun fires the spear with tremendous power, enough force for it to go straight through one body and into another even at long range.

If a model is wounded by a spear gun roll a D6 to see how many inches the model is hurled by the force of the hit. If the model hits another one en route, the second model is also skewered and suffers a Strength 5 hit causing 1 wound with a -2 save modifier. The second target is then carried the remaining distance. If by mischance a third model is hit by this flying kebab he will suffer a Strength 4 hit causing 1 wound with a -1 save modifier and so on.

Suffice to say that any models knocked off high ledges by a



spear gun suffer normal falling damage.

Place a counter next to the model using a spear gun once he fires, as a reminder. The spear gun is unloaded and may not be fired until the model misses its shooting phase to reload it. Note that the model may not run, charge or set Overwatch and reload the spear gun, nor may it fight in hand-to-hand combat.

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
0-12	12-24	-	-1	6	D3	-3	6

Special: See above

SCATTER CANNON

A Scatter cannon is simply an enlarged version of a blunderbuss or Scatter gun with a heavy barrel and a fist-sized bore. The greater weight of shrapnel and explosive charge used in a Scatter cannon increase its range and make it a lot more deadly in the confined conditions of the Underhive. The recoil of a Scatter cannon is so ferocious that only a creature with the massive strength of a Scaly can fire it.

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
0-8	8-16	+3	-1	4	1	-1	6+

Special: 2" Blast marker

DISCUS/THROWING AXE

Scalies sometimes carry huge jagged throwing axes or discus of razor-edged metal. Driven by the powerful muscles of a Scaly these primitive missiles are quite lethal, easily capable of lopping limbs or heads off anyone unfortunate enough to be in their path.

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
0-6	6-12	-	-	5	1	-1	6+

Special: None

SPYRER WEAPONS

Note: Spyrer weapons damaged by the Disarm skill, or anything else for that matter, will automatically repair themselves at the end of the game.

ORRUS BOLT LAUNCHERS

The bolt launchers on an Orrus suit are racks of small rockets mounted on the back of its crusher fists. The power boosts of an Orrus hunting rig can extend the power and burn duration of the rocket's tiny engines, giving them a greater range. They can also increase the power of the warheads and improve the fire control so that salvoes of bolts can be fired.

Special Rules

The Orrus bolt launchers are linked to fire together so they must be fired at the same target and only a single dice is rolled to hit. However, if a hit is scored make two separate rolls to wound.

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
0-8	8-16	+1	0	4	1	-1	2..

MALCADON WEB SPINNER

The spinarets of a Malcadon's web spinner spew out silky threads of gossamer which harden with the strength of steel wires. A victim of the web is left hopelessly ensnared and at the mercy of the Malcadon's ripping claws. The Malcadon can also use its spinner to create threads which it uses to climb vertical surfaces or lower itself down sheer drops.

Special Rules

If a Malcadon hits a model with its web spinner the opposing player must roll a D6 while the Spyrer player rolls two D6 and picks the highest. Both players then add the Strength of their respective models to the score. If the Malcadon's score is lower than the victim's the model is merely pinned by the attack and can attempt to escape pinning as normal if a friendly model is nearby.

If the scores are equal or the Malcadon beats the target's score the model is entangled and effectively goes down. All the normal rules for being down apply, so the model can wriggle 2" in its movement phase and is rolled for in each recovery phase, representing the model having a chance of breaking free or suffering serious injuries from the steely

threads. If a model breaks free it still has its full complement of wounds but it suffers the -1 to BS and WS penalty for taking a flesh wound.

If the Malcadon is running, charging or simply not firing in its turn it can use its threads to help it move. This means it can move up or down walkways and platforms even if there is no ladder or lift available. The distance moved up or down is counted against the Malcadon's total movement for the turn and the Malcadon must end its movement on a flat surface, not dangling between two platforms.

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
0-4	4-10	+1	+1	special - see above			2..

YELD LASER GAUNTLETS

The Yeld hunting rig is fitted with heavy gauntlets mounting multiple laser tubes. The gauntlets fire a storm of laser bolts from the Yeld's fists, a deadly attack which has the longest range of any of the Spyrer hunting suits. The power boosts for the Yeld rig make its lasers even more potent, feeding more power to them so they can fire in a sustained mode and increasing their penetrating power.

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
0-10	10-20	+1	-	3	1	-1	2+

JAKARA MONOMOLECULAR SWORD

The monomolecular sword carried by the Jakara is a marvel of molecular engineering. The blade is a living crystalline structure which constantly renews its edge as it is blunted. The sword's edge is only one molecule thick and can slice through any but the densest of matter. As the Jakara's power boosts kick in the sword's edge renews itself more regularly and evenly to make it sharper still.

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				

Close combat only - - As user +1 1 -1 -

Special: User may parry

BLADE VENOM

Many of the mutant fungi strains found at the hive bottom are deadly poisonous, such as Widowmaker, Scarlet Feng and Grey Lattice. Some, like the notorious Black Death, have even developed coatings which are lethal to the touch, and can kill creatures that brush against them. The Black Death grows over the victims of its deadly toxins, supplying itself with a ready source of nutrition and a lure for other organisms hunting for carrion.

Blade venom is brewed from a variety of natural poisons to produce a viscous purple substance which will kill a man in seconds. Ratskins are experts in the use of blade venom, but they normally will only use it to kill large and dangerous mutants or other beasts which are almost immune to normal weapons. Other Outlaws are rather less moralistic and will cheerfully coat swords and knives with venom if they think it will give them an edge in combat. The only problem is that a clumsy fighter with a poisoned weapon is as great a danger to himself as anyone else.

Special Rules

Doses of blade venom are kept in the gang's stash and distributed before the start of a game to fighters who will use them. A dose of blade venom will envenom one weapon for one game, after which the venom loses its potency. Blade venom can only be usefully applied to normal swords and knives, not for example, to chainswords or massive swords. Blade venom has two effects:

- 1 Any hits inflicted with the weapon cause D3 wounds instead of 1.
- 2 The model using the envenomed weapon suffers a S1 hit for every 1 (fumble) it rolls on its Attack dice.

BOTTLE OF WILD SNAKE

Wild Snake is a rare and potent liquor brewed out in the badzones where it commands a price to match. If they can find some it's not uncommon for an Outlaw gang to get tanked up on Wild Snake before a fight – "Snake Courage" as it's called.

Special Rules

If you send any gangers to look for rare items for trade and you roll a bottle of Wild Snake then you have to buy it, the gangers just can't resist good (or bad) liquor. Fortunately a cunning leader can still use the Wild Snake to instil a bit of "Snake Courage" into their gang by giving it to them to drink before a game. The



bottle of Wild Snake is used up and the whole gang's Leadership is increased by +1, up to a maximum of 9. Sadly their inebriation also reduces their Initiative characteristic by -2 as well. Once the game is over the gang's characteristics are returned to normal with accompanying blistering headaches.

ICROTIC SLIME

Icrotic slime is a rare and dangerous Underhive organism – a living transparent blob about the size of a man's fist. A mature slime seeks out a living creature and positions itself on top of the creature's head where it is slowly absorbed through the flesh into the host's brain. As slimes aren't very fast or agile they rely on catching their victims asleep. Whilst they invade their host they protect themselves by releasing psycho-chemical stimulants which seriously affect the host's mind and body. So euphoric is the effect, and so great the sense of power, that the victim makes no attempt to remove the slime.

Once inside the host's brain the slime encysts and reproduces in the manner of common amoebic parasites. As the amoeba divides it becomes millions of tiny babies, which break out from their shells and begin to consume the host's brain from which they derive vital psychic as well as physical nutrition. Soon the host turns into a gibbering wreck as his brain is consumed from within. Within a couple of hours the pressure of the feeding, growing baby slimes is so great that the victim's skull cracks open and millions of tiny Icrotic Slimes slither out. These are only a millimetre or so across, but they grow quickly by enveloping and digesting increasingly large creatures.

So great is the physical and mental enhancement and general sense of euphoria induced by Icrotic slime that some people use it as a drug. They avoid death either by ensuring there is somebody ready to scrape off the slime at the last minute, or by use of anti-parasite drugs that kill the Icrotic slime before it has a chance to encyst. Once encysted the tough outer shell makes the slime immune to all but physical removal involving major surgery.

The risks of using Icrotic slime are considerable, even using drugs. The efficacy and potency of antidotes vary tremendously, especially in the dangerous, sleazy environments where these are often used. Amongst the wealthy decadent elite who indulge in this practice the risks are less because they can afford good quality antidotes, but even so success is not certain. There are even strains of Icrotic slime that have become immune to the anti-parasite drugs.

Special Rules

Effect. Icrotic slime has a potent effect on the user: the chemicals it releases make him stronger, more agile, improve his reflexes and nullify the effects of shock and trauma so that he can fight on and survive terrible wounds. It is thought these effects are produced in the host to ensure it survives long enough for the slime to reproduce successfully.

At the start of the game roll a D6 on the table below for each of the user's characteristics except Wounds and Leadership.

D6 Roll Result

- | D6 Roll | Result |
|---------|--|
| 6 | Increase the characteristic by +3 points for the duration of the game. |
| 4-5 | Increase the characteristic by +2 points for the duration of the game. |
| 2-3 | Increase the characteristic by +1 point for the duration of the game. |
| 1 | The characteristic is unaffected. |

The model's Wounds and Leadership characteristics are both doubled up, to a maximum of 10 each. In addition, the character is so deranged by the slime that he is not pinned by shooting attacks.

Duration. Ictotic slime has an effect for the whole game, after which it must be removed or the recipient will die. The slime is destroyed by removal so it may only be used once.

Side-effects. Roll 2D6 at the end of the game. If the roll is a 2 the Ictotic slime encysted before the fighter's comrades could remove it and he dies screaming in agony. On a 3-11 the slime is successfully removed. On a 12 the slime is removed plus the fighter gained some benefit from his slime time and has all of his serious injuries removed (including the good ones like scars). If he had no injuries the fighter gets a free roll on the Advance Table instead.

KALMA

The 'Kalma' result on the Outlaw Trade Table indicates you have contacted an individual who can supply you with Kalma whenever you trade from now on. This means that even though Kalma is listed as a rare item on the price chart you treat it as 'common' once you have rolled it on the Trade Chart.

Kalma is the hive name for a general group of euphoric sedatives which lower the state of consciousness and induce a state of well being. Such drugs are often ground up and used in small quantities in food. A tablet of Kalma renders the individual docile and compliant. A Kalmed character can be led about and will remain passive while unattended. Kalma is sometimes used to sedate captives and hostages so that they can be led away quickly and easily from the battle zone.

Special Rules

Effect. The only time Kalma is likely to be used in a game is if the *Rescue* scenario is being played. In this case the defender can choose to feed Kalma to the prisoners, in which case they are treated in the same way as a 'down' model throughout the scenario (ie, they are placed face down and can only move 2" per turn), though they don't make recovery rolls.

Duration. Roll 2D6 in each recovery phase and add the model's Toughness characteristic to the result. If the total is greater than 12 the model recovers from its stupor and may act normally; if the total is 12 or less the model is still affected and grinning beatifically.

Side-effects. There are no long-term side-effects to Kalma.

RAD COUNTER

A rad counter is a piece of technology often found in the form of an amulet or bracelet. It warns of dangerous emissions of radiation which would normally be invisible and undetectable with a change of colour or a loud clicking noise. A fighter equipped with a rad counter can move around the Underhive in greater safety and explore its more heavily contaminated areas by using the rad counter to warn him of the radioactive hot spots.

Special Rules

A fighter equipped with a rad counter can roll 2D6 instead of 1D6 when foraging in the wastes. If a ganger with a rad counter is used to work a Rad Zone territory he can re-roll the dice for the amount of income he collects and will only suffer radiation poisoning on a roll of double 1.

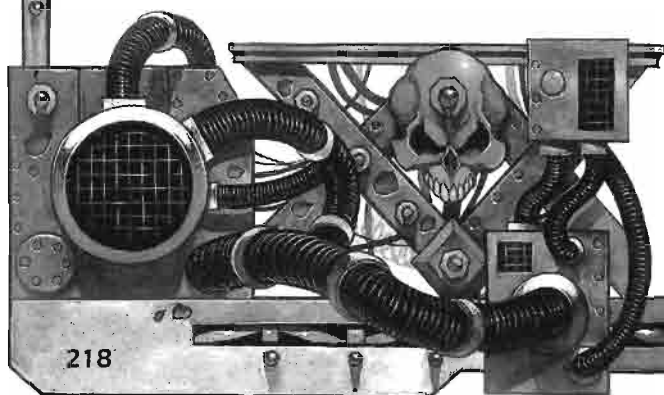
'SLAUGHT

Like Kalma, the 'Slaughter' result on the Outlaw Trade Table indicates you have contacted an individual who can usually supply you with 'Slaughter' whenever you trade from now on. Roll a D6 in each trading session: on a 2-6 'Slaughter' is available and on a 1 it isn't.

'Slaughter' is officially known as Onslaught and it is a crude combat drug made from a dangerous combination of mutant rat glands and a number of synthetic adrenalin compounds. 'Slaughter' enhances an individual's fighting abilities: increasing alertness and speed, apparently slowing down the world by increasing a person's mental awareness. If it weren't for its unfortunate side-effects it would be an ideal combat drug.

Special Rules

Effect. A model may take a dose of 'Slaughter' before the start of a game. 'Slaughter' increases the user's Initiative and Weapon Skill by D3 points each; Ballistic Skill isn't affected. When the effects wear off, fighting abilities return to normal.



Duration. Roll 2D6 in each recovery phase and add the model's Toughness characteristic to the result. If the total is 12 or less the model is still affected by the dose. If the total is greater than 12 the dose wears off, the model collapses in a heap, counting as being pinned, and is no longer under the influence of 'Slaughter. Only a single dose of 'Slaughter may be taken in a game or the cumulative effects would kill the user.

Side-effects. There are dangers associated with long-term use of 'Slaughter. Each time the 2D6 roll is made for duration there is a chance that the model will become addicted. On a roll of 3-12 the drug has no long-term effects (though it may have worn off as noted above), but on a roll of 2 the model has become dependent upon it. A dependent character no longer derives any benefit from the drug but must continue taking it in the future or he will suffer detrimental effects.

If denied access to the drug a dependent character loses -D3 points from his Initiative and from his Weapon Skill until he receives his next dose. If either characteristic is reduced to 0 the model cannot fight. Long-term users of 'Slaughter are called 'Slaughters. As 'Slaughters get older they become 'Slaughtered, and gradually lose mental coherency if the drug is denied them. These drooling, jerky-limbed madmen roam the Underhive, no longer able to tell friend from foe or man from monster.

SPOOK

Spook is extracted from certain decayed synthidiet deposits or 'raw Spook'. The decayed synthidiet was dumped many thousands of years ago and stashes are sometimes discovered in the Underhive or ash wastes by Scavvies and Ratskins. The original synthidiet was probably recycled from the bodies of dead hivers in times of food shortages and so may act as a medium for carrying race-memories locked in chemical form or DNA.

Over the millennia the decaying synthidiet was acted upon by the mutant fungi spores that made up an important component of it, turning the stuff into a potent and dangerous powdery green scum. This is drunk in a frothing liquid form by those foolish enough to use it. A tiny glass phial contains a standard dose.

Spook enhances any latent psychic awareness in the human mind. Most Spook-induced Wyrds will be devoid of any inherent mental strength (otherwise latent Wyrd powers would have developed and manifested themselves naturally). They are psychically vulnerable and consequently prone to daemonic attack in all its forms, as indeed are many Wyrds.

Special Rules

Effect. A dose of Spook will temporarily give a model a minor Wyrd power. Generate the power by rolling D66 on the Wyrd Minor Powers Table at the start of the game. This may result in a power which is useless on its own, or indeed no power at all – taking Spook is not what you'd call an exact science. Even if the same model takes Spook twice in a row it will not get the same power.



Duration. A single dose of Spook lasts for the duration of the game.

Side-effects. Daemonic attack! See the Wyrd rules for more details of the perils of the warp. Daemonic attack can occur during the game whenever the Spooker uses their power and rolls a 2 or 12 for their Leadership test.

SPUR

Like 'Slaughter and Kalma, the 'Spur' result on the Outlaw Trade Table indicates you have contacted an individual who can occasionally supply you with Spur whenever you trade from now on. Roll a D6 in each trading session: on a 4-6 Spur is available and on a 1-3 it isn't.

The name Spur is given to a number of similar stimulants. Spur has some unusual side-effects which discourage most individuals from using it. Taking Spur involves extra risks because not all Spur is the same, and so the potency of any side-effect cannot be judged accurately. All types stimulate the nervous system, improving the senses, muscle reaction and speed of thought. However, an old, adulterated or badly made batch may be ineffective.

Special Rules

Effect. A model may take a dose of Spur before the start of a game. Roll a D6 on the table below to determine its effects.

D6 Roll

- | | |
|-----|--|
| 6 | Increases the character's Initiative and Weapon Skill by +D6 points each, Ballistic Skill and Movement by +D3 points each. As a result of the character's hyperactive nervous condition, he goes down for one whole turn as soon as the drug wears off, after which he recovers automatically. |
| 4-5 | Increases Movement and Initiative by +3 points, but sensitises the character's nervous system so that a sudden physical shock may render him unconscious. To represent this the model's Toughness is reduced by -1 point as long as the Spur lasts. |
| 2-3 | Increases Movement and Initiative by +D3 points. |
| 1 | Ineffective – the batch is old or bad. |

Duration. Roll 2D6 in each recovery phase and add the model's Toughness characteristic to the result. If the total is 12 or less the model is still affected by the dose. If the total is greater than 12 the dose wears off and the model is no longer under the drug's influence. Only a single dose of Spur may be taken in a game or the cumulative effects would kill the user.

Side-effects. There are no long-term side-effects to Spur.

STINGER MOULD

Stinger mould is a rare and precious fungi that grows in isolated patches out in the badzones. Stinger mould can only be found in areas where radioactive waste mixes with organic sewage at a certain temperature. The mould blooms in a matter of hours, swells and then explodes to scatter its dangerous poison spores (the stingers it takes its name from) into the air currents. The mould then shrivels and dies.

If the mould is harvested before it matures, its spores can be rendered into a curative paste or compress which vastly stimulates the body's own healing process. The recuperative effects of Stinger mould are renowned amongst surgeons and doctors, and it is heavily harvested in some areas for use in the hive, the Spire and even offworld.

Special Rules

A Stinger mould patch can be used to either:

- 1 Cure an existing serious injury on a fighter.
- 2 Re-roll a result on the Serious Injury Table apart from 'Dead', 'Captured' or 'Multiple Injury' results.

The Stinger mould is good for one use only.

SPYRER EQUIPMENT

JAKARA MIRROR SHIELD

The Jakara mirror shield is a complex device that contains an unusual force field generator. The generator sets up a resonant energy vortex across the shield which bleeds off the power it absorbs into one of several containment devices which stud the shield's surface. In turn this stored energy can be channelled back to its source as a brilliant bolt of heat and light.

Special Rules

The shield allows the user to parry in hand-to-hand combat. If the mirror shield saves against a shooting attack which is energy based (laser, plasma or melta) the Jakara can fire it back immediately. Roll to hit using the Jakara's BS: if the blast hits resolve it with the original weapon's profile.

The mirror shield gives the Jakara an additional saving throw of 4, 5 or 6 on a D6 against attacks originating in the forward 90° arc of the user. The shield saving throw is not subject to saving throw modifiers so it will always save on a roll of 4 or more.

YELD WINGS

A Yeld's wings are made out of hundreds of individual plates of metal connected together by micro fibre bundles on an articulated frame. The fibre bundles are activated by brainwaves read directly from the wearer's cortex through a series of conductive filaments. With a little training the wearer can make the wings move and flap at will, enabling him to glide exceptionally well or climb upward somewhat more laboriously. Each of the metal plates is wired with crystalline circuitry so that they can change colour and meld into the wearer's surroundings as part of the Yeld's defences.

Special Rules

The Yeld's wings allow its user to *fly* up to his normal Movement characteristic in a turn, or double that if he charges or runs (flaps). Since the Yeld's wings allow it to glide well rather than truly fly the Yeld must land at the end of his move. Flying upwards counts as 2" for every 1" moved; flying downwards counts as ½" for every 1" moved.

The chameleonic effect of its wings allows a Yeld to hide even if it is not behind cover, the Yeld simply remains stationary long enough for its outline to disappear completely. In addition to this, the chameleonic effect of the wings makes a Yeld difficult to track at long range.

Any shooting attack against a Yeld suffers an additional -1 to hit penalty if the weapon firing is at long range.

