



## SUMP DOGS, HOUSE ORLOCK GANG (1,500 CREDITS)

Roky and his boys have a reputation as some of the meanest runners to ride the ash roads of the Palatine Spider Points. Silt storms, cannibal scavvies or rogue dusters are just another day on the roll for the Sump Dogs. Of course, the gang spend most of their time running the maelstrom-locks around Ash Gate 17 and making sure none of the other Houses get any ideas of muscling in on Orlock territory.

Each member of the Sumpdogs present at the Sumptown Showdown has been given a profile, starting skills, wargear and equipment so they can go toe-to-toe against the Carrion Queens or the Iron Lords, whose details can be found on the Fighter cards provided in Necromunda: Underhive. These details can be copied onto blank Fighter cards if you wish.

### LEADER, ROKY..... 310 CREDITS

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

**WEAPONS:** Sawn-off shotgun, servo claw  
**STARTING SKILL:** Commanding Presence  
**WARGEAR:** Blasting charges, frag grenades, krak grenades, photo goggles

### GRIMM..... 145 CREDITS

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

**WEAPONS:** Combat shotgun with salvo and shredder rounds  
**WARGEAR:** Respirator

### CHAMPION, ZED 'HACKJAW'..... 215 CREDITS

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

**WEAPONS:** Harpoon launcher  
**STARTING SKILL:** Nerves of Steel  
**WARGEAR:** Frag grenades

### 'GUNNER' SKI..... 115 CREDITS

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

**WEAPONS:** Autogun  
**WARGEAR:** Blasting charges

### CHAMPION, ZEKE..... 120 CREDITS

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

**WEAPONS:** Autopistol, stub gun  
**STARTING SKILL:** Ballistics Expert  
**WARGEAR:** Frag grenades

### MO TWO-FIST..... 110 CREDITS

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

**WEAPONS:** Two stub guns  
**WARGEAR:** Krak grenades

### LANDER..... 125 CREDITS

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

**WEAPONS:** Autopistol, fighting knife  
**WARGEAR:** Krak grenades

### JOH KROW.....85 CREDITS

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

**WEAPONS:** Autopistol, fighting knife  
**WARGEAR:** Frag grenades

### NARKOS..... 115 CREDITS

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

**WEAPONS:** Fighting knife, stub gun  
**WARGEAR:** Photo goggles, respirator

### JACKSON..... 160 CREDITS

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

**WEAPONS:** Combat shotgun with salvo and shredder rounds  
**WARGEAR:** Blasting charges

## WEAPON PROFILES

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Sawn-off shotgun	4"	8"	+2	-	3	-	1	6+	Plentiful, Scattershot
Servo claw	-	E	-	-	+2	-	2	-	Melee
Harpoon launcher	6"	18"	+2	-	5	-3	1	5+	Drag, Impale, Scarce
Autopistol	4"	12"	+1	-	3	-	1	4+	Pistol, Rapid Fire (1)
Stub gun	6"	12"	+2	-	3	-	1	4+	Pistol, Plentiful
Autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Combat shotgun									
- salvo	4"	12"	+1	-	4	-	2	4+	Knockback, Rapid Fire(1)
- shredder	-	T	-	-	2	-	1	4+	Scattershot, Template