

BACK FROM THE DEAD

Death got you down? Has your Leader, Champion or favourite gang member caught a bolt round to the skull, a chainsaw to the neck or fallen from an extreme height? Are they in dire need of technological, alien or supernatural intervention? Well, if so, then read on ...



Life is cheap on Necromunda, and death is always waiting just around the corner – usually with a renderizer in its meaty fists. But occasionally, dead isn't dead, and when a ganger buys it, sometimes, just sometimes, they come back. For whatever reason, be it unfinished business, alien tech or warp sorcery, the ganger has clawed their way out of the grave and returned to their gang. Of course, no one comes back from the beyond without paying the price, and no one comes back quite the same as before.

RESURRECTION PROTOCOLS INITIATED

Resurrection Packages are a set of optional campaign rules for Arbitrators to introduce into their campaigns should they wish. They give players an opportunity to bring valued fighters back from the dead and return them to the ranks of their gang – but at a cost. They're a way to give

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fighters a second chance – especially if they have died ignominiously, perhaps even in their first battle. Resurrection Packages are also great storytelling tools for the Arbitrator, and with a little bit of work, entire campaigns can be built around them.

Over the next few pages, you'll find eight Resurrection Packages to pick from (kind of like holiday packages, but with less sun, sea and sand and more dubious pacts). Will you choose the technological wonder that is the Archeo-rebirth package? Perhaps you'd prefer a Xenos-resurrection? Maybe your leader had a pact with a darker power and has come back to life possessed by a Daemon. You could even roll randomly to see what pact you receive, or the campaign Arbitrator could pick it for you as part of an ongoing story for your gang. Just remember, though – you only live twice ...

NEGROMUNDA RESURRECTION PACKAGES

Resurrection Packages are a tool for the Arbitrator and can be used whenever a fighter is killed (i.e. they roll a Memorable Death result on the Lasting Injuries table, or die because of an untreated Critical Injury). As a general rule, Resurrection Packages should be reserved for important fighters, like gang Leaders and Champions. After all, why bring a Juve back from the dead? There's always plenty more where they came from! When the chosen Leader or Champion dies, the player can ask the Arbitrator if they can use a Resurrection Package, or the Arbitrator can offer the player a chance to bring them back. Either the Arbitrator or player then chooses what kind of resurrection has taken place, and its effects are applied to the fighter. In all cases, the fighter is then restored to life and returned to the player's gang roster ready for the next battle, just as if they had rolled an Out Cold result on the Lasting Injury table.

Unless the Arbitrator has a particular kind of campaign in mind, it is recommended that each player only ever have one fighter with a Resurrection Package at a time, and fighters only use the option once. If one player in the campaign has access to Resurrection Packages, then all players can use them.

Coming back from the dead, of course, is not without its consequences, and each Resurrection Package includes three special rules: the Benefits, the Price, and the End Game.

BENEFITS

Returning to a gang resurrected by alien technology, warp energy or the neuron plague has its benefits. While the fighter might be changed in some irrevocable way, it does mean they are probably tougher, more frightening or gifted with new and potent abilities. Each Resurrection Package bestows upon the fighter one or more Benefits, and they will be listed in this section.

PRICE

Returning from the grave always comes at a cost. The fighter might owe a powerful organisation a debt that can only be repaid with blood, or perhaps their body is no longer their own, its flesh slowly being consumed by ancient archeotech or warp entities. Each Resurrection Package comes with a Price that must be paid, and this will be listed in this section.

END GAME

Resurrection is, at best, a temporary method of staving off the cold embrace of death. A fighter who comes back from the dead does so for a reason, and it is a reason that cannot be ignored. Whether it is getting revenge on their killer, spreading a zombie virus or sacrificing captives to the Dark Gods, each Resurrection Package has its own End Game, and this will be listed in this section.

ARCHEO-REBIRTH

There are secrets that are best left in the past, secrets of iron and the turning wheel that belong to a long-past Dark Age. Once there were machines that could ape the thoughts of man, devices that could unravel matter and even halt the rotation of life into death. Such secrets exist now in only the most shunned scraps of techno-mythos. But down in the depths of Necromunda, where the past still dreams in the underworld, it is said that the machine spectres of bio-ferrum infusion, nerve tendril merger and Sarcosan wave generators can still be found.

Benefits: A living piece of abominable technology has affixed itself to the fighter's body, burrowing mecha-tendrils deep inside their flesh. If the wearer suffers a Lasting Injury result of Humiliated, Head Injury, Eye Injury, Hand Injury, Hobbled, Spinal Injury or Enfeebled, they count the result as Out Cold instead. Each time the fighter avoids a Lasting Injury in this way, make a note of it.

Price: Whatever dark technology is keeping the fighter alive has also burrowed its way into their brain. Whenever the fighter activates, they must roll a D6. If the result is equal to or less than the total number of times they have avoided a Lasting Injury (see Benefits) they gain the Insane Condition.

End Game: Eventually the fighter will become more machine than human. If the fighter has ever avoided 6 Lasting Injuries since taking this Resurrection Package (see Benefits), they vanish into the underhive never to be seen again, and the player must remove them from their gang roster.

A DEBT OF BLOOD

There are few things that create loyalty like the gift of unexpected life. The moment when souls believe they will plunge into the abyss but then find themselves still hanging by a thread is a moment that the powerful can use to create servants who will be loyal for the rest of their lives. For some it is a gunshot that they thought would end their lives but instead saw their killers dead at the hands of an angel with a smile and an offer. No matter what, a debt of blood is a path back to a life lived still at the end of a string.

Benefits: When this Resurrection Package is chosen, the Arbitrator or the player must choose a Criminal, Guild or Noble ally. The fighter's gang immediately enters into an alliance with the chosen faction, forsaking all other allies. While the resurrected fighter is alive, the gang will always be allied to the chosen faction. In addition, extra fighters gained from the allies (i.e. Guild representatives or Criminal allies, etc.) ignore the Band Apart rules, and so count as part of the fighter's gang, can gain experience (using the gang's skill tables for skill advances) and suffer Lasting Injuries.

Price: The fighter's gang must change their alignment to match that of their new allies (i.e. if they were a Law Abiding gang and a Criminal alliance was made, they must become an Outlaw gang). In addition, the fighter's gang can never voluntarily Test the Alliance with their new allies.

End Game: The cost levied by the allies is always a hefty one. After each battle the fighter's gang wins, the fighter must either hand themselves over to their allies, or give up a gang member (not including hired guns or fighters gained through their allies). The chosen fighter is removed from the gang roster. This continues until the fighter surrenders to their allies.

DAEMONIC POSSESSION

Beyond the veil of reality, Daemons swim in the great ocean of emotion and nightmare that is the warp. Ever hungry for souls and the promise of reality, they seek for ways into the world of the living. Drawn to the living like insects to a candle flame, the Daemon can use the moment of death to slide into a body, consuming the last shreds of soul as it does, like a hatchling feeding on the yoke of its egg. Such a possession cannot last, for the Daemon's grip on dead flesh is weak, but while it does last, they may walk in the realm of the living and sate their hunger for suffering and death.

Benefits: There is a supernatural horror that emanates from the fighter, infecting all around them. The fighter gains the Fearsome skill if they do not have it, and enemy fighters must pass a Cool check to target them with ranged weapons. In addition, they gain the Unsanctioned Psyker special rule and may generate a random psychic power from the Helot Chaos Cult psychic powers list.

Price: The Daemon within the fighter demands souls if it is to get stronger. During the post-battle sequence of every battle (whether the fighter was part of the player's crew or not) they will lose a point of Toughness, unless they performed a Coup de Grace action during the battle or the player sacrifices one of their other fighters (a sacrificed fighter is killed just as if they had rolled a Memorable Death result on the Lasting Injury table). If the fighter's Toughness ever reaches 0, they are dead for good.

End Game: Once the Daemon has consumed its fill, it will no longer need the fighter, breaking free of the weak mortal vessel. Each time the fighter takes a soul (i.e. performs a Coup de Grace action or a friendly fighter is sacrificed) make a note. In the post-battle sequence, before deciding whether or not to sacrifice a friendly fighter (see Price) roll 2D6. If the result is equal to or lower than the number of souls the fighter has consumed, they are immediately killed as the Daemon breaks free.

DARK PACT

There are things that listen to the dreams and fears of mortals, things that live beyond the shadow line that separates reality from that which lies beyond. Some call these things gods, others call them Daemons. In the depths of Hive Primus there are those that whisper of the Seven Pale Spinners, the Burning Ones, the Lord of Skin and Sinew and the Horned Darkness. No matter their name, or why mortals call to them, there is one truth to them: they listen. And should a lost soul desire to live beyond their allotted span, the Daemons and gods can grant that last wish ... for a price.

Benefits: The fighter may perform a Dark Ritual during the post-battle sequence, just as if they were part of a Helot Chaos Cult gang. If the fighter is already part of a Helot Chaos Cult gang then they may add 2 to the dice roll when performing Dark Rituals. In addition, they gain the Unsanctioned Psyker special rule and may generate a random psychic power from the Helot Chaos Cult psychic powers list.

Price: The fighter's gang cannot sell Captives to the Guild, and must instead sacrifice them to the Dark Gods, just as if they were a Helot Chaos Cult. If they are already part of a Helot Chaos Cult then this rule has no effects. In addition, the dark reputation of the fighter has gotten around, and the gang immediately become Outlaws.

End Game: It is the will of the Dark Gods to bestow terrible gifts upon their servant. Once the fighter's gang has sacrificed three Captives to the Ruinous Powers, the fighter is transformed into a Chaos Spawn, and may be retained by the gang, whether or not the gang is a Helot Chaos Cult.

CANNIBAL CORPSE

The dead do not rest easy in the underhives of Necromunda. Zombie plagues have spread and multiplied. From the Widow Walkers of Hive Primus and Hive Quartus and the Rattle Shrouds of the wastes to the Pox Walkers that have all but overwhelmed Hive Mortis, all are hungering undead driven to spread their curse to others. Such fate is only to be feared, but a few desperate fighters might even seek to taint the flesh of a dying comrade so that they may walk again.

Benefits: The fighter cannot be pinned, ignores Flesh Wounds and automatically passes any Cool checks they are required to take. In addition, while weapons with the Blaze trait can set them on fire, whilst subject to the Blaze condition, the fighter may act normally during their activation, rather than acting as described by the Blaze trait.

Price: The fighter can only ever perform a single action in each of their activations, suffers a -4 hit with all weapons that do not have the Melee or Versatile trait, and must perform the Charge or Coup de Grace actions if able. They also cannot perform Group Activations with fighters who are not also zombies (see End Game).

End Game: The fighter is inexorably driven to create more zombies. After each battle, one randomly determined fighter in the player's gang becomes a zombie (see Price). Once a fighter is a zombie, they cannot be deleted from the gang roster during the post-battle sequence. Once every fighter in the gang is a zombie, it is disbanded, as they wander off into the underhive looking for fresh meat ...

REVENANT

Revenge is a power that can deny the dead the peace of the grave. Driven by immortal hate, the revenant is a figure who lives again to perform one deed alone: to pull those that wronged them into death with them.

Benefits: When this Resurrection Package is chosen, make a note of the enemy fighter responsible for the resurrected fighter's death. If the fighter wasn't killed by an enemy fighter (i.e. they fell to their death, etc.), then choose the Leader of the enemy gang the resurrected fighter was facing when they died. Whenever the resurrected fighter faces this chosen enemy, they may re-roll failed hit and wound rolls, as well as the Injury dice, when making attacks against them.

Price: The fighter must try to kill their killer. Each time their gang doesn't face the enemy's gang in a battle (whether or not the chosen enemy is part of their opponent's crew), they must roll a D6. On a 4+ they lose a point of Strength. If they are reduced to 0 Strength, they die and are removed from the gang roster.

End Game: If the fighter ever kills their enemy (rolls a Memorable Death result on the Lasting Injury table or sends them to the Doc and they are not saved), then the fighter retires and is removed the gang roster. If their enemy is killed by someone else, or retires, they must choose a new fighter from the enemy fighter's gang - this new fighter becomes their chosen enemy.

XENOS-RESURRECTION

There are creatures who walked the stars when Mankind was less than a dream in the eye of ancient gods. To such beings, death is a puzzle long solved and a gift that now tempts humanity. From the Halo Devices brought from Calixis and Mandragora to the flesh mastery of the Drukhari Haemonculi and the metallic Solar Worms found in the black sands of dead worlds, there are ways back from death open to those who are willing to leave their humanity behind.

Benefits: The fighter is not entirely human anymore. Each time the fighter suffers a Lasting Injury, the fighter counts the effect as Out Cold unless a Memorable Death or a Critical Injury was generated. When the fighter avoids a Lasting Injury in this way, however, the player must make a note.

Price: Each time the fighter avoids a Lasting Injury, they permanently become more alien. All effects are cumulative. If they have survived 1 Lasting Injury, they cannot use or benefit from the Leading by Example rule. If they have survived 2 Lasting Injuries, they cannot make or take part in Group Activations. If they have survived 3 Lasting Injuries, they cannot be the target of friendly Gang Tactics. Finally, if they have survived 4 or more Lasting Injuries, then friendly fighters may never voluntarily be deployed or move within 3" of the fighter.

End Game: Eventually the fighter's humanity is consumed by the alien within, and they become something else entirely. Once the fighter has survived 4 or more Lasting Injuries since taking the Resurrection Package, each time they suffer a new Lasting Injury they must roll 2D6. If the result of the dice roll is equal to or lower than the current number of Lasting Injuries they have survived, they immediately transform into a Beast's Lair (or creature chosen by the Arbitrator) and will always attack the nearest fighters (friend or foe) on their activation (or move towards the nearest fighter if they are a creature). After the battle, permanently remove the fighter from the gang roster.

SKIN-DEEP DOPPELGANGER

The faces of the dead are masks that can be worn by the living. Remorphic aliens, witch-bred assassins, neuro-mimic cultists and other shape-changers may take the death of an individual as an opportunity to slip into the space left by the departed, wearing their face and life like a set of clothes while they pursue their own ends.

Benefits: The fighter is not quite the same. When they are resurrected, the fighter may alter any skill advances they have received – effectively gaining back any spent experience points on skills and spending them again on new skills. When choosing skills, including their starting skill for being a Leader or Champion, they may choose from any skill category and not just those available to their gang.

Price: Other members of the gang are a little unnerved by the Doppelganger. The fighter cannot make or participate in Group Activations, nor can they use or benefit from the Leading by Example rule.

End Game: The fighter is following their own secret agenda. At the end of each battle the fighter takes part in, roll 3D6. If a double is rolled, the fighter disappears for a battle (effectively going into Recovery), while if a triple is rolled they vanish entirely and are removed from the gang's roster.

