

NECROMUNDA™

COMPILATION I



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RULE BOOK & OUTLANDERS**

JOHNSON
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NECROMUNDA™

COMPILATION I



NOTE FROM THE EDITOR

Hello again, and welcome to Necromunda: Compilation I. This is a compilation of articles and additional rules published in the Citadel Journal, Gang War and Necromunda Magazine, all originally written for use with the original boxed set of Necromunda.

Please excuse some of the formatting - many of these articles are only available as image file scans, which makes capturing much of the text impossible - and all of those different source publications have wildly different house styles. I've confined myself to making sure the text is roughly the same size throughout and the image policy is consistent!

Note that later articles, intended for use with Necromunda: Underhive and the Livign Rule Book, are not included here, and are available in Necromunda: Compilation II.

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Lachlan is another chap from 'Down-under' and bails from a peculiar sounding place - Yarralumla Act (the Aussies just get all of the groovy-sounding place names). He is another Necromunda obsessive, a game which seems incredibly popular in Oz. Maybe it's living in such a vast and beautiful land that makes them feel the need for claustrophobic settings!

Lachlan is presently working up a few new Hired Guns, one of which is the Crazy Doc, although he is having trouble trying to fix a head-mirror to his model conversion

But what we want to know is, who exactly is this 'Hive Ken' geezer and is there a 'Hive Barbie'?

Hive Ken Skills represent gangers who develop professions in the Underhive. If any ganger rolls the 'select any skills table' result on the advance table he may select to

Hive Ken Skill Table

2D6	Result
2	Wildsnake Hunter
3	Gigantic Spider Hunter
4	Stinger Mould Harvester
5	Orb Spider Handler
6	Rumour Monger
7	Scavenger
8	Explorer
9	Giant Rat Herder
10	Carrion Bat Handler
12-11	Player's choice

Hive Ken Skills

New skills and professions in the Underhive

By Lachlan Abrahams

roll on any one of these tables. Models learning skills from these tables must miss the next fight whilst they are finding a tutor to teach them the skill. Redemptionists and Spyrers may not select these skills. To use any Hive Ken skills the model may not forage, collect income from territories or search for rare items during the turn that they elect to use their skill.

The Wildsnake Hunter

A ganger with this skill can hunt Wildsnake after each game. If the Wildsnake Hunter successfully passes a leadership test on 2D6 his hunt has been successful and he may roll on the Wildsnake hunting table to see how many snakes he has found (*see end of article*). If the Wildsnake Hunter is successful he may sell any Bottles of Wildsnake he brews for 10 credits each and sell Wildsnake skins for 5 credits each. The ganger may

give any bottles of Wildsnake to their gang leader to issue to his gang instead of selling them.

The Wildsnake hunter is given a Wildsnake Catchpole when he gets this skill and is his badge of acceptance amongst the Wildsnake hunting parties.

Spider Hunter

A model with this skill can try and hunt for Gigantic Spiders after each game. If he successfully passes a Leadership test on 2D6 his hunt has been successful and he may roll on the Gigantic Spider hunting table (*see end of article*).

A Gigantic Spider Hunter must buy a Gigantic Spider Harpoon Gun when he gets this skill, the Harpoon gun costs 50 credits and is his badge of acceptance amongst the Gigantic Spider hunting Parties. If a model rolls this skill and his gang is not willing to pay for his Harpoon

Wildsnake Catchpole

Type	Strength	Damage	Save Modifier
Close Combat	User +1	1	-1

Special Rules: Requires two hands to use.

If the model using the weapon hits an opponent in hand-to-hand combat, re-roll any dice which roll 6's to wound. If the second roll is also a 6 the victim's neck is snapped, unless they can make an Armour Saving Throw, or Dodge.

Any models that suffer this fate are automatically dead and don't roll on the Serious Injuries Table.

Note, that a model with a broken neck can't be revived with medic skills, medipacks etc.

Gun, the model must reroll his advancement on another table of his choice, however he may not re-roll on the Hive Ken Table.

Orb Spiders are sometimes reared from hatchlings and raised within settlements to gather their web silk and venom. Sometimes an Orb Spider will prepare a nest for

structure on the board. If the Orb Spider is killed the handler must spend the next turn seeking a new one. He cannot collect income or roll on the Orb Spider Harvesting Table. The turn after the handler may start harvesting from his new Spider.

Gigantic Spider Harpoon Gun

Range		To Hit		Strength	Damage	Save	Ammo
Short	Long	Short	Long				
0-12	12-24	.	-1	6	D3	-3	6+

Special Rules: As Scaly Spear Gun (see page 54 of Outlanders). Counts as a Heavy Weapon.

The Gigantic Spider Hunter is able to use this weapon, which unlike the Scaly Spear Gun he would not be able to use unless his Strength was 5 or more, as the Harpoon Gun has a motor winch to help the model load the massive harpoons. The Harpoon Gun may not be used by any other model unless they also have the Raft Spider Hunter Skill.

Stinger Mould Harvester

A model with this skill can search for patches of Stinger Mould after each game. If the Stinger Mould Harvester successfully passes a leadership test on 2D6 his hunt has been successful and he may roll on the Stinger Mould Patch table to see how many patches he found (see end of article). If the model is successful he may either sell Patches of Stinger Mould for 15 credits for each patch or give them to his gang instead.

Orb Spider Handler

The model with this skill can milk venom and weave silk thread from a domesticated Orb Spider. He may even try to harvest the rare steel web used to make cables of incredible strength. If the Orb Spider Handler successfully passes a leadership test on 2D6 he may roll on the Orb Spider Harvesting Table (*Yup, you guessed it! See end*).

its eggs out of a special type of web called 'Steel Web', this is collected and made into rare *Web Grenades*. The Orb Spider will not attack its Orb Spider Handler in her lair but anything else in or within 2" of her lair she will see as an intruder and charge them.

Note: The Orb Spider Handler may give doses of Blade venom to their gang instead of selling them.

Having this skill means that when the Orb Spider Handler's gang is fighting in their own territory there will be a site allocated for the Orb Spider Grove which the Orb Spider Handler and Harvester maintains. The gang may position the 4" x 2" Orb Spider Grove in any corner of any

Web Grenades

Web Grenades are usually used to attract young Orb Spiders for capture and farming, as such they may only be used by the Orb Spider Handler in combat. When he first creates a supply of *Web Grenades* the orb Spider Handler will have to take an Ammo test every time he rolls a 4+ (and then his supply for the game will run out) every further time he manages to make *Web Grenades* he may -1 from his roll to make an Ammo check. i.e. The Handler has managed to create *Web Grenades* twice, therefore he must make an ammo check whenever he rolls a 5+. Once the Handler has reduced his ammo check to 6 then every time he rolls a 6 on the Orb Spider Harvesting table count the result as a 5 instead.

Rumour Monger

The Rumour Monger is an expert at finding out or fabricating information or evidence. This may lead to some calling them a spy. They are also usually adept at forgery and mimicry. After each game if the Rumour Monger successfully passes a

Orb Spider

M	WS	BS	S	T	W	I	A	LD
3	3	0	3	3	1	1	1	5

Special Rules: As a normal Orb Spider.

Web Grenade

Strength	Damage	Save Modifier	Area effect
Special	Special	Special	2"

Special Rules: Once a *Web Grenade* has hit its target the victim is automatically enmeshed – there is no roll for wounds or injuries and no saving roll is allowed for armour. A webbed target may do nothing other than attempt to struggle free – roll a D6 and add the model's Strength. If the total is 9 or more the victim frees himself from the web and may continue normally. If the total is less than 9 then the victim suffers 1 wound immediately, though an armour save may be attempted if the victim has armour.

Freeing webbed models: Surprisingly enough, Blade Venom dissolves *Web Grenades*, any model with Blade Venom may automatically free a webbed model at the start of the turn if he is within 1".

However, a model can never free itself from a web using Blade Venom, as the strands are far too tight to allow the fighter to reach his en-venomed weapon.

leadership test on 2D6 he may roll on the Rumour Monger Table.

Instead of rolling on the above table the Rumour Monger may alternatively apply his knowledge and information (or mis-information) to draw up a Ratskin Map (you don't honestly believe they're all drawn by Ratskins!) which he may sell for 1D3 x 5 Credits. In order to draw the map he must still successfully pass a leadership test on 2D6 to make it look believable. Note: The Rumour Monger's gang can't use his maps to give them greater insight into the hive – they just don't trust him

Scavenger

The Scavenger is adept at exploring the Hive's Body Dumps, the piles of corpses which either fuel the Hive's furnaces or are reconstituted into food by the Long Pig processing plants. A model with this skill may choose to search for any loot or

serviceable parts on the corpses. If he successfully passes a Leadership test on 2D6 his hunt has been successful and he may roll on the Body Scavenger Table to see how his search went.

Explorer

The Explorer is adept at exploring the Hive, knowing ways and means to get places that ordinary Underhivers wouldn't dream of. Then again, ordinary Underhivers know better than to take short cuts through Rad Zones and Acid Bogs. If the Explorer successfully passes a leadership test on 2D6 his exploration has turned something up and he may roll on the Explorer Table to see what happened.

If the Explorer's gang takes a piece of territory from another gang, they may choose which territory they capture, instead of deciding it randomly, as the Explorer leads them to the usurped gang's prime sites.

Giant Rat Herder

The model has been trained to catch and herd Giant Rats. A gang who has a member with this skill can lower their upkeep as they have a herd of rats to keep them fed. Non Outlaw gangs may add two credits per ganger to their stash after working out their upkeep. Outlaw gang members only cost 1 credit each to feed per turn.

When the Giant Rat Herder's gang is fighting in their own territory they may position a Giant Rat Pen anywhere on the board. The Pen contains D6+2 captured Giant Rats, the pen has a Toughness of 4 and has 1 wound. If released Giant Rats will head towards the closest table edge or attack the closest model within double their Initiative range. Rats may be released by either destroying the pen or if a model opens it by spending a full turn doing nothing else.

If the Giant Rats are released, the gang which benefited from them, loses their food bonus after the game, the Giant Rat Herder has to go and round up some more Giant Rats to replenish his herd. Next turn, his gang regains the bonus. Giant Rat Herders will never be

Giant Rat

M	WS	BS	S	T	W	I	A	LD
6	4	0	3	2	1	1	3	4

Special Rules: *Dodge* as normal Giant Rat.

attacked by Giant Rats, they will ignore him instead.

Carrion Bat Handler

The model has managed to catch, tame and train Carrion Bats. Domesticated Carrion Bats are useful for delivering messages between the gang's territories and assisting their Handler in combat.

The model with the Carrion Bat handling skill can be accompanied by three Carrion Bats. Even if some are killed in a game, it is assumed that next game he will have caught and trained some more. These bats have been domesticated and are under the command of the Carrion Bat Handler. He maintains control over them with strange clicks and whistles.

The Bats must remain within 10" of him at all times. But, as long as they remain within 5" of him they can use his

Leadership characteristic for any Leadership roll they have to take. If they ever end a movement phase more than 10" from their controlling model or the model goes out of action, they are removed from play, as it is assumed they have fluttered off into a nearby nook or cranny. Carrion Bat Handlers will never be attacked by Carrion Bats, they will ignore him instead.

A gang who has a member with this skill may add +2 to any dice rolls which determine how many gang members they are allowed to field in a fight. This represents the Carrion Bat Handler sending messages to gangers via 'courier bat'

('courier bat'? Whatever next? Pet Zombies? - Ed.)

At the end of each game. Roll 1D6 to see whether the scratches the Carrion Bat Handler receives from his bats have any effect on him.

Carrion Bat Handlers keep their bats clean and feed them clean food, thus their bats have a lesser chance of giving the Zombie Plague to models they bite (1-2 on 1D6). Carrion Bats belonging to a Scabbie Carrion Bat Handler are not as cared for, as in other gangs, so they have the same chance of giving a model the Zombie Plague as Wild Carrion Bats (1-3 on 1D6).

Carrion Bat

M	WS	BS	S	T	W	I	A	LD
8	3	0	2	2	1	3	3	4

Special Rules: Fly (as normal Carrion Bat), Plague (as normal Carrion Bat).

Carrion Bat Plague Table

1D6	Result
1	Test the Carrion Bat Handler for the Zombie Plague. (The model applies -2 to the dice roll due to him only having received a scratch.)
2-5	Nothing happens.
6	The Carrion Bat Handler is now immune to the Zombie Plague and never needs to roll on this table or the Zombie Plague table again.

Wildsnake Hunting Table

1D6	Result
1	The Wildsnake Hunter finds a huge snake and is wounded in the savage battle. The model must miss the next fight. No income may be generated by the model.
2-4	The Wildsnake Hunter kills one snake. The snake yields 1 Bottle of Wildsnake and its hide is worth 5 credits
5	The Wildsnake Hunter kills D3 snakes. Each snake yields 1 Bottle of Wildsnake and 1 snake hide.
6	The Wildsnake Hunter finds a huge snake, the struggle is long and vicious but eventually the hunter wins the battle. The snake yields 3 Bottles of Wildsnake and its hide is worth 5 + 1D6 credits.

Spider Hunting Table

1D6	Result
1	The Hunter takes on more than he can handle. Roll on the serious wounds table – <i>Captured</i> and <i>Survives Against The Odds</i> counts as <i>Full Recovery</i> , whilst <i>Head Injury</i> and <i>Multiple Wounds</i> count as Death. If he lives, he gains 1D6 experience points from the ordeal.
2	The Hunter is wounded in a savage battle. The model must miss the next fight while he recovers.
3	The Hunter suffers a Flesh Wound in a savage battle. He suffers -1 to his Weapon Skill and Ballistic Skill in the next battle only.
4	The Hunter brings down a Gigantic Spider. He can sell 1D6 x 10 credits worth of the spider's meat and venom.
5	The hunt takes place near the sump lake. Roll a further D6: 1-3 The Hunter brings down a Gigantic Spider. He can sell 1D6 x 10 credits worth of the spider's meat and venom. 4-6 The Hunter brings down a Gigantic Raft Spider. He may pluck out several eyes before the body sinks below the surface of the sump and sell them for 1D6 x 5 credits each. Roll another D6: 1 The Hunter managed to get one eye but loses his knife (he must immediately buy a new knife for 5 credits). 2 The Hunter managed to get 2 eyes. 3 The Hunter managed to get 3 eyes. 4 The Hunter managed to get 4 eyes. 5 The Hunter managed to get 5 eyes. 6 The Hunter managed to get all 8 eyes.
6	The Hunter brings down a rare type of Gigantic spider. Roll a further D6: 1 The Hunter has killed a rare Tank Spider. As well as collecting income for the spider's meat and venom he may also make armour out of the Spider's hide. Chitin Armour has a Save of 5. Chitin armour may be worn by the hunter, given to any other member of his gang or sold for 10 credits. He can sell 1D6 x 10 credits worth of the spider's meat and venom. 2 The Hunter has killed a rare Chameleon Spider. The model may be able to make a chameleon cloak out of the Spider's hide. Anyone shooting at a model wearing the chameleon cloak suffers a -1 to hit. A chameleon cloak may be worn by the hunter, given to any other member of his gang or sold for 15 credits. He can sell 1D6 x 10 credits worth of the spider's meat and venom. 3 The Hunter has killed a rare Stiletto Spider. It does not have enough meat on it to collect, but its venom sacs, whilst small, contain incredibly potent venom. Two fangs may be collected and made into daggers. These Venom daggers act as normal daggers but have the additions of an extra -1 Save and inflict 1D3 wounds. A venom dagger may be wielded by the Hunter, given to any other member of his gang or sold for 10 credits each. He can sell 1D6 x 10 credits worth of the spider's venom. 4 The Hunter brings down a very old Gigantic Spider whose flesh and venom are hardly worth anything but, slitting open its abdomen reveals several pieces of equipment. The model may roll 1D6 random pieces of equipment from the trading list. (Roll a further D6 for each item -1-3 roll on the normal Trading List 4-6 roll on the Outlaw Trading List).

(Cont over the page)

Spider Hunting Table (cont)

1D6	Result
5	The Hunter fights against the largest Gigantic Spider he has ever come across and barely makes it out alive. Due to the horror he was exposed to the Hunter is now immune to all <i>Fear</i> and <i>Terror</i> . He manages to tear out one of the spider's eyes which he may sell for 1D6 x10 credits. If the Hunter has already had this result on a prior hunt, he must roll again on the rare type of Gigantic spider table - he doesn't believe in tempting fate twice!
6	The Hunter kills a Giant Albino Raft Spider mare. The Raft Spider's eyes are worth 8D6 x 10. The fame that this kill brings the Hunter makes other gangers <i>Fear</i> him. He gains 10 experience points and now causes <i>Fear</i> in his opponents. If the Hunter has already had this result on a prior hunt, he must roll again on the rare type of Gigantic spider table - he doesn't believe in tempting fate twice.

Rumour Table

1D6	Result
1	The Rumour Monger's information was completely and unconvincingly fabricated. The opponent of the Rumour Monger's gang chooses the next scenario. The Rumour Monger's enemy will always be the attacker in this instance.
2	Next time the Rumour Monger's gang rolls on the scenario table they may apply +1 or -1 to the dice roll.
3	Next time the Rumour Monger's gang rolls on the scenario table they may re-roll the dice if you wish.
4	The Rumour Monger's gang may choose the next scenario they fight in from any list. They will always be the attackers in this instance.
5	A carefully placed word of spite reaches important ears. One gang of your choice is subject to Guild Sanctions, they may not buy anything from the Trading Post this turn. You may select the gang that the disadvantage is placed upon.
6	A carefully placed word of spite reaches important ears and culminates in an Investigation by the Adeptus Arbites. The gang in question must halve their income gained this turn. You select the gang that the disadvantage is placed upon.

Orb Spider Harvesting Table

1D6	Result
1	The Handler receives a small bite from the Orb spider which turns septic. The model must miss the next fight. Nothing is produced this turn.
2	The Handler weaves a skein of <i>Silk Thread</i> which he may sell for 5 Credits.
3	The Handler weaves 1D3 skeins of <i>Silk Thread</i> which he may sell for 5 Credits each.
4	The Handler milks a dose of <i>Blade Venom</i> from the Orb spider which he may sell for 10 Credits.
5	The Handler milks 1D3 doses of <i>Blade Venom</i> from the Orb spider which he may sell for 10 Credits each.
6	The Handler may produce a batch of <i>Steel Web</i> this turn. He may not produce any <i>Blade Venom</i> or skeins of <i>Silk Thread</i> as the special <i>Steel Web</i> , used to make <i>Web Grenades</i> , is hard to work with and harder to get away from the Orb Spider.

Explorer Table

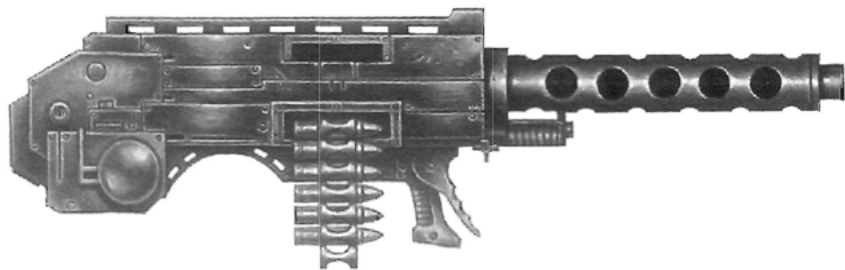
1D6	Result
1	The Explorer is attacked in the dark. Roll on the Serious Injuries table. If the result is <i>Captured</i> randomly roll the gang that captured him.
2	The Explorer is attacked in the dark. He manages to crawl back to the gang's base, but must miss the next fight while he recovers
3	The Explorer gets hopelessly lost and gets into several scrapes before he returns to his gang's base. He gains 1D6 experience points for the fact that he won't go down that tunnel again. If the Explorer fights in the next game he starts with one flesh wound.
4	The Explorer finds an interesting piece of junk which he may sell for 1D3x5 credits.
5	The Explorer finds something of interest. Roll a further D6: <ul style="list-style-type: none"> 1-2 The Explorer find a piece of Archeotech which he may either test or give to one of his gang to test or sell for 1D6x5 credits without finding out what it does. 3-4 The Explorer finds some loot which he may sell for 1D6x5 credits. 5-6 The Explorer finds a stash of 1D3 pieces of Equipment. Randomly generate these the Outlaw Trading list.
6	The Explorer finds something of interest. Roll a further D6: <ul style="list-style-type: none"> 1 The Explorer is exposed to a terrible horror in his search and is not telling anyone what he saw. The Explorer is now immune to <i>Terror</i> (and therefore <i>Fear</i> as well) If the Explorer has already had this result on a prior search hunt he must roll again, nothings going to scare him any more. 2 The Explorer rescues a Juve (or Juve equivalent) which joins the Explorer's gang for free out of gratitude. The Explorer's gang must still pay for the Juve's equipment. 3 The Explorer rescues a Hired Gun who in gratitude will fight for the Explorer's for free for the next fight only. Roll a D6: <ul style="list-style-type: none"> 1 The Explorer rescues a Bounty Hunter (Explorers who belong to outlaws who get this result will sell the Bounty Hunter as a slave and keep clear. He was probably out hunting for them anyway!). 2-3 The Explorer rescues a Scum. 4-5 The Explorer rescues a Pit Slave. 6 The Explorer rescues a Wyrd (randomly select). 4 The Explorer finds a TERRITORY which may be added to the gang's list of Territories. Roll 1D6: <ul style="list-style-type: none"> 1 Water Still. 2-3 Old Ruins. 4-5 Slag. 6 Spore Cave 5 The Explorer finds an Archeotech Hoard. Add it to his gang's list of Territories. 6 The Explorer finds a group of Green Settlers which he point in the direction of his gang. Add a Territory of your choice to the Explorer's gangs list of Territories.

Scavenger Table

1D6	Result
1	The Scavenger finds a Herd of Zombies feasting on the dead. They attack him but he manages to escape with only a flesh wound. Test for Zombie Plague, if he survives he must miss the next battle as he recovers. He does, however, receive 1D6 x 10 Food company as a spotter's (silencing) fee.
2	The Scavenger Finds a Dead Outlaw on a heap who's bounty hasn't been collected. (1D6x1 credits) On a roll of a one, the Body Scavenger's ruse has been discovered, however he may still keep the 10 credits. The gang opposing the scavenger's gang next turn may take a free bounty hunter (he's the one that should have gotten the bounty and now wants to get even).
3	The Scavenger finds some good spare body parts which he can sell for 1D3x5.
4	The Scavenger finds a corpse with lots of loot on it which he may sell for D6x5 credits.
5	The Scavenger finds one random piece of equipment from the Outlaw trading list.
6	The Scavenger finds a bionic part on a corpse. Note: If the Scavenger gives the part to his gang it cannot be fitted this turn as it has to be cleaned off and recalibrated for its new owner. Roll a further D6: 1-2. The Scavenger finds a Bionic Arm, which he may sell for 40 credits. 3-4 The Scavenger finds a Bionic Leg, which he may sell for 40 credits. 5-6. The Scavenger finds a Bionic Eye, which he may sell for 25 credits.

Stinger Mould Harvest Table

1D6	Result
1	The Stinger Mould Harvester finds a patch just as it goes to spore and is covered with a terrible rash. He must miss the next fight whilst he recovers. No patches of Stinger Mould are gathered this turn.
2-5	Stinger Mould Harvester gathers 1 patch of <i>Stinger Mould</i> which he may sell or give to his gang.
6	Stinger Mould Harvester gathers 1D3 patches of <i>Stinger Mould</i> which he may sell or give to his gang.



Striking a Deal...

Making deals, breaking deals and plain old double-crossing in the Underhive.

By Dalga Faik with fellow conspirator Nick Piachaud

Dalga, from Southgate London, describes himself and his partner in crime, Nick, as both being fine and upstanding teenagers despite being a little nuts! They've been playing Necromunda since it came out all those years ago and are self-confessed addicts. They're both a little partial to

GorkaMorka as well and practice their 'Vroom! Vroom!' sound effects until the early hours of the morning! Dalga loves westerns and gangster movies especially when they've got a central theme of conspiracy and double-cross. We, of course, would have never guessed...

In Necromunda, two gangs making deals with one another is not unheard of, in fact, it's a way of life. One gang wants to wipe out its enemies and will often enlist the help of another gang to do it.

Making a deal could occur in the post-battle sequence or in the special scenario later on in this article. If two players wish to make a deal then they can follow these special rules. If a member of either gang has a *Bitter Enmity* against a member of the other gang, then you can pretty much kiss the prospect of a deal goodbye.

Trying to strike a deal could result in several things: a double cross, a legit deal including a one scenario deal or a long term deal. The Double-Cross is outlined in the scenario that follows. Deals, however, can be made very easily, they don't require a whole game, just a simple meeting of the two leaders concerned (unless you want to utilise 'The Meet' scenario).

THE SET UP

In order to set up the deal the two Leaders must meet. These are often tense arrangements, with itchy trigger fingers and brash shows of bravado permeating the unfriendly silence. Set up a small skirmish area 16"x16" with a clear central area containing some significant terrain (crates or such like). Each gang should deploy on the edges (*Vents*, etc. may not be used) and in their movement phase the Gang Leaders should converge on the central terrain to talk. The less weapons a Leader has the better show of good faith. Details must be disclosed when they meet (prior arrangements can be made stipulating this, it is entirely at the discretion of the players).

Only D6+2 members of each gang may taken as bodyguards. Heavies may not be taken because if things go sour, the gangs aren't going to want to risk losing a heavy weapon.

By the time the two leaders meet, the players should have

in mind whether they want to make a deal or not. At any point during their move a player may attack the other gang if they wish to (but it will certainly get them a bad name to say the least!). The leaders may also join in.

If combat commences, then go straight to the Double Cross scenario. If this isn't the case then follow these rules:

STRIKING A DEAL

The two leaders must be facing each other from across the crates. The players roll a D6 and apply the result immediately.

D6 Roll	Result
1-2	The gang with the higher rating refuses to deal with the other gang because they consider them to be below them and therefore scum.
3-4	A one scenario deal has been made. At the beginning of the scenario, the player with the gang with the highest rating rolls a D6 and

writes it down hiding the result (in these circumstances it is always wise to have an impartial observer), on a 1-3 the deal sticks but on a 4-6 the deal is broken. The higher rated gang may attack or leave the gang it is supporting at any time during the scenario on a broken deal result. The deal is ended and may not be attempted again if this happens. However, if the deal goes down for the whole game another deal may be struck.

5-6 A long term deal has been made and the two gangs become friends. Roll a further D6 at the beginning of each game either gang takes part in. On a 1-4, the higher rated gang continues to honour the deal, on a 5-6, the higher rated gang leaves but on good terms. If this type of deal falls through, it can be attempted again but any results on subsequent rolls must be adhered to.

The following gangs may not make deals:

- Escher and Goliath
- Redemptionist only with Cawdor
- Spyrers and Ratskins with anybody

YOU OWE ME...

The purpose of striking a deal with another gang is simple – you get extra manpower in your up-and-coming fights. Provided that the deal was successful, the next time a gang fights they may call upon D3+2 gangers as 'allies' from the gang that they are in business with (chosen by the gang 'hiring out'). These allied ruffians are controlled by the player whose gang-fight it is and not the player whose gang they are from (unless of

course, the Gang Leader himself decides to fight). For all intents and purposes (experience, *Bottle Test*, etc.) these gangers are treated as part of the gang they are allied to.

Gangs are honour-bound to their allies and can only 'stab them in the back' if the deal was broken (see earlier). Striking a deal with another gang can be a very lucrative arrangement, albeit a risky one.

THE MEET

The two gangs in question are meeting, and you want this job to go off without a hitch. You adjust your sights and wait for them to get closer. Your leader has heard about this deal going down between the other two gangs and said it should be put to an end, so he gathered his boys and took you to the meeting place. Except, he's hidden you in the shadows above the ground and gave you a sight for your rifle. Now, you just have to wait. The two leaders are getting closer and sweat is

starting to form on your brow. You take a bead on the more reputed leader and wait. He's getting closer, another step. Bingo!

You squeeze the trigger...

Starting

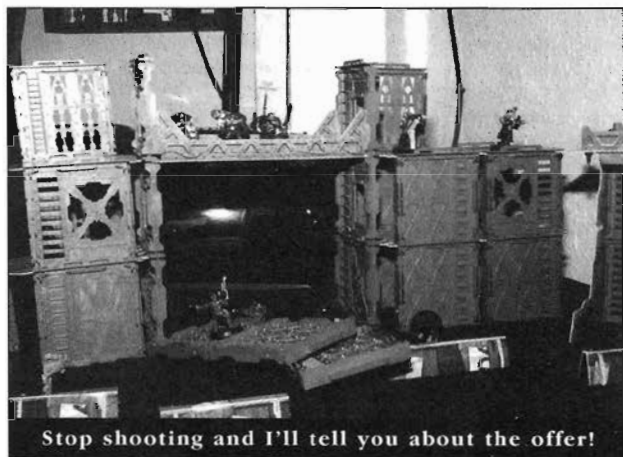
The two gangs in this scenario must have agreed to Strike a Deal and may not fire at each other unless indicated later. They may have D6+2 gang members along with their leaders. In addition, a third gang has turned up at the site to stop the deal going down. They also turn up with their leader and D6+2 gangers; no Heavies may be taken. This gang, the *Ambushers*, may set up *Hidden*...

Terrain

The terrain must be set up with buildings on either side with at least two stories to them. There should be a channel down the centre where a pile of crates or something can be set up for the meeting to take place (as in the Set Up). Treacherous Conditions can be rolled, any conditions that



The gaming familiarity of most Dads!



mean the table top cannot be used do not count (e.g. the *Pit of Despair* result should not be applied because the table top is needed for the game). It is a neutral place so territory cannot be lost.

Setup

The two gangs attempting to Strike a Deal set up on opposite sides of the table, four inches in from the table edge facing each other down the central valley. The third gang however, will be *Hidden* in the upper levels of the surrounding buildings or in the shadows of the gantries. As soon as they fire, however, they will break from being *Hidden*.

Special Rules

As the two Leaders approach within four inches of each other, the ambushing gang may fire upon the either Leader in their turn. The fire will of course cause the other two gangs to panic and so they must adhere to the *Panic Fire* rules below. The leaders, however, may not be so easily fooled, providing both are still on their feet by the end of the

firing turn. If neither are pinned or wounded, then the deal may still be struck using the rules above. If either leader is pinned or wounded, then the one left standing (if there is one) will adhere to the *Panic Fire* rules.

Itchy Trigger Finger...

The ambushing gang must take Ld tests every turn to see if they fire early. Use the leader's Ld. If the test is passed, then they hold their fire. If they fail, however, then they open fire early and are no longer considered to be *Hidden*.

Panic Fire

As soon as the ambushing gang fire, make a special *Panic-Fire* test for the leaders of each of the other two gangs. Roll 1D6: on a score of 1-4, the gang leader spots the *Ambushers* and orders his gang to fire upon them (note: obviously if the ambushing gang come into close combat they will be automatically recognised). On a roll of 5-6, the Gang Leader hasn't spotted the ambushing gang and orders his Gangers to fire upon the gang they were

making a deal with, suspecting foul play.

Not yet convinced?

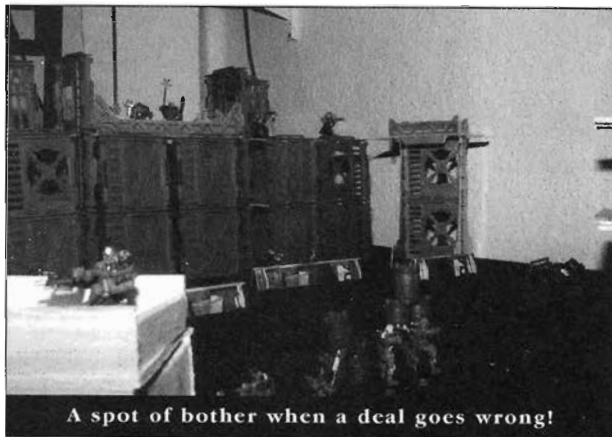
It will eventually dawn on the gangs taking part in the deal that they have been duped and are being ambushed by mutual enemies. Each turn that a gang hasn't noticed the *Ambushers* and when a gang member of the friendly gang is hit, gets pinned or anything more severe, then roll a D6. On a roll of 1-4, the gang spots the Ambushing gang and may take action accordingly. On a 5-6 result, they still haven't realised and assume that their one time business partners are all scummers and should be shot!

Agreement under Fire?

If the two gangs are still trying to strike a deal whilst the bullets are flying, it's quite obvious that the two Leaders might be a little too busy firing off shots to close the deal. If there was a 5-6 result by either party to the *Panic Fire* roll then no deal can be struck. Otherwise they can still try to negotiate over the noise of the gunfire (all the best movie dialogue happens mid-scrap!). To see if they will talk roll a D6. On a 1-3 the leaders crouch behind some cover, laugh at the irony of it all and try to strike a deal - roll on the Deal table. On a 4-6 the two leaders are far too pre-occupied firing and avoiding being shot to pay attention. If a deal is not going to be struck, then the gangs decide to get the hell out of there.

Ending the Game

As soon as a deal (if any) is struck, one of the gangs attempting to strike a deal fails



A spot of bother when a deal goes wrong!

its *Bottle Test* or the two gangs leave anyway. The game is over. If a deal is struck, the ambushing gang immediately runs having failed their mission. If the two gangs began firing upon each other due to *Panic Fire* but recover composure and still negotiate a deal, there will be a -1 modifier on the results table. If they both fired upon the ambushing gang they get a false sense of camaraderie and there will be a +1 modifier on the results table.

Experience

+10 for each Gang Leader that fulfils their mission, e.g. made the deal or broke up the deal.

+5 per wounding hit caused.

+D6 each Ganger that survives.

-1 for firing at the other friendly gang.

THE DOUBLE-CROSS

As your leader approaches, you tighten your grip on your rifle and pray he makes it there. These suckers won't

believe what hit them. He's getting real close now and the suckers are buying it. You can't believe it. Then, in a blur of motion, your comrades whip their weapons into line. Your rifle snaps up to shoulder height and your breathing deepens. Then your leader flings his trenchcoat open and grabs the two Bolt Pistols hidden there. He starts blazing...

The Double Cross is a mixture of 'Gang Fight' and my 'deal making' rules. If you wish to, then this scenario can be fought instead of 'The Meet'.

Terrain

See *The Meet*.

Set up

Both gangs deploy as in 'The Meet' facing each other. The game commences in exactly the same manner as in 'The Meet'. The gang with the lower rating however, is about to double cross the other gang in an attempt to upset the power balance and steal a little for themselves.

Special Rules

The special rules from 'The Meet' apply. In addition up to half of the gang designated to double-cross may be set up *Hidden*.

Itchy Trigger Finger...

Being dirty double-crossers, the lower rated gang must take *Id* tests each turn. If a test is failed then that particular Ganger prematurely opens fire and gives the whole game away (note: this takes everyone by surprise, even his comrades, who are too shocked by his stupidity to fire until their next turn by which time of course it may be too late). If by the time the leaders meet in the middle, nobody has failed the test, then the lower rated gang may attack in their turn.

The higher rated gang may only open fire or attack in close combat in the turn after they have been attacked themselves. From then on, the two gangs act like a Gang Fight.

Obviously, under no circumstances may a deal be struck between the two gangs.

Experience

+10 for the winning Gang Leader

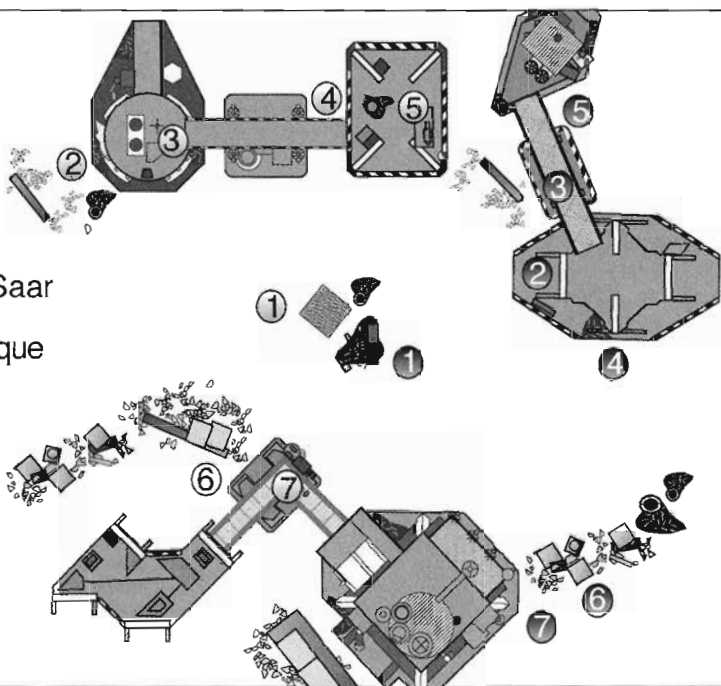
+5 per wounding hit caused.

+D6 for each Ganger that survives.

-1 for a Ganger that fires prematurely.

BATTLE REPORT

Here's a report on the game that Nick and I played when testing out these rules although you will have to forgive us for our choice of gang names!



Double Cross - Deployment

The Double Cross

Zeus, leader of the 'Olympiads' of House Delaque, had arranged a bush-bush meeting with his opposite number at Frontierstown: Wyatt Earp, (Groan... Start the cheesy western music! - Ed) leader of 'Earp's Immortals' of House Van Saar. Both had been vying for power and lucrative trading rights to be had from the Guilders. There had been several ineffectual skirmishes that had cost both gangs dear. It was time to put a stop to that. If they could work together both gangs could make a healthy sum, cease the fighting and perhaps even drive some of the other local gangs out of town.

If they could work together...

In this scenario the Delaques are the *Ambushers* following a long-held tradition of backstabbing, double-crossing, ripping-off, and selling faulty vacuum cleaners to vulnerable old ladies. All the special rules for 'Double-Cross' apply.

The Terrain was set-up according to the 'Double-cross' Scenario (see map) with a clear central area, apart from a pile of crates in the very middle (the agreed meeting place), this was surrounded by plenty of cover, towers and walkways. This gave the opportunity for both gangs to start in cover and watch the proceedings.

The Gangs:

'Earp's Immortals', House Van Saar (*Dalga*) Wyatt Earp (1 Leader), Butch Cassidy (2

Ganger), Billy the Kid (3 Juve), Johnny Ringo (4 Ganger), Sundance Kid (5 Ganger), Cisco Kid (6 Juve) and Doc Holiday (7 Ganger).

'The Olympiads', House Delaque (*Nick*) Zeus (1 Leader), Hermes (2 Juve), Hephaestus (3 Ganger), Boreas (4 Ganger), Hades (5 Ganger), Eros (6 Juve) and Asskdeepius (7 Ganger).

Turn 1: The Delaque leader approached his prospective business partner walking casually down the dank corridor leading to the meeting place. Zeus's coat billowed in the artificial breeze provided by the vent-shafts high above.

Meanwhile, hiding from prying eyes, the Delaques stayed out of sight on either side of the

clearing. Some were hiding behind old, rusty barrels at ground level whilst others were hidden in the gloom high up on the walkways. The shadows and their long coats allowing them to fade into the darkness. They clutched their weapons with growing unease, but their nerve held.

Turn 2: As the Van Saar Leader approached the designated meeting place, he noticed the Delaque Leader's eyes moving shiftily. Frowning, and clutching his Plasma Pistol just a little tighter he walked cautiously onwards and hailed him, feeling more than a little uneasy.

Zeus looked around, making sure all of his boys were out of sight and hoped that none of them would lose their nerve and start firing until the time was right. When the time was right, he would strike. Whilst in the gloom, the Delaque boys started to ease off safety catches and rack bolts. *Asskleepius* sighted along the barrel of his Autogun bringing *Wyatt Earp's* head into focus. He curled his finger around the trigger...

Turn 3: As *Wyatt Earp* reached the crates he watched *Zeus* approaching slowly. The Delaque was hunched both of his hands were hidden beneath the folds of his trench-coat.

The Delaque man appeared through the smoky gloom and nodded to *Wyatt Earp*, a slight smile creasing his lips. *Wyatt Earp* must have known that something was wrong when the Delaque Leader smiled, his suspicions were confirmed when the bald man pulled a *krak grenade* from under his coat. In one fluid motion he hurled the already primed

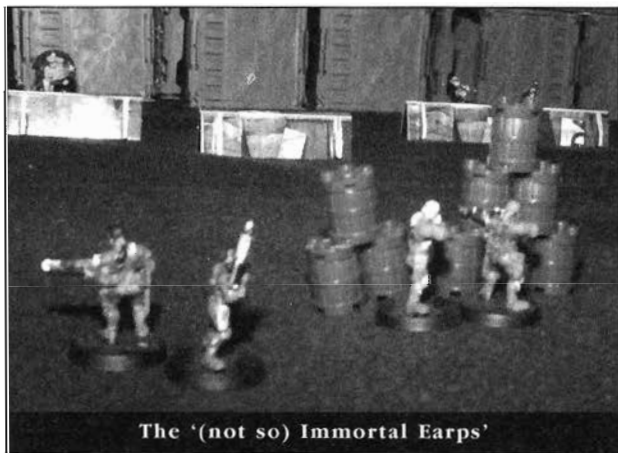
grenade at the stunned Van Saar. The contained explosion blew *Wyatt Earp* off of his feet to land in a bloody mess the other side of the clearing (Good start, one man down, and that was my Leader – *Dalga*).

Hades, hiding just to the Delaque Leader's left, pulled the trigger of his Shotgun not even bothering to aim. More by luck than skill, the shell blasted into *Billy the Kid's* stomach, hurling him backwards off of the building on which he was stood and (not surprisingly) taking him out of action as he hit the hard ceramite below.

Asskleepius pulled the trigger on his Autogun, sending a stream of bullets into *Johnny Ringo's* chest. He was slammed into the metal wall where he slid to the ground, leaving a

shouldered his Autogun and fired a torrent of 9mm caseless across crates and bulkheads. The intended target, *Zeus*, dodged the erratic spray of lead and kept his head down. Much to his annoyance, *Holiday* heard the sharp 'click' of an empty magazine. Most of the other Van Saars fared a similar fate as guns were emptied left, right and centre! (Oh arse! – *Dalga*.)

Butch Cassidy pumped the slide on his shotgun and fired a *Hotsbot Shell* into the darkness. It struck *Zeus* square in the chest causing his long trench-coat to burst into flames. However, to his shock and horror, the Delaque Leader had managed to stay on his feet and glared up at *Cassidy* snarling with rage and frustration.



The '(not so) Immortal Earps'

thick trail of crimson behind him. Despite this low-down betrayal and having three of their number down including their leader, the Van Saars stood their ground.

Turn 4: Moving to a better position, *Doc Holiday*

Turn 5: The Delaque *Juves*, *Hermes* and *Eros*, ran towards their burning leader throwing their long coats over him. Using the cloth to beat out the flames, the *Juves* extinguished the flames as the fight raged around them.

Hades spotted the ganger responsible for his leader's humiliation and fired a *Hotsbot Shell* his way. The shell caught *Cassidy* in the side and exploded into flames turning the unfortunate into a human torch! (Ouch... another one down! - Dalga.)

Holiday knew he had no chance with his leader down, *Cassidy* on fire and most of the gang out of ammunition, he screamed for the Van Saar's to retreat.

Nick: 'The Delaques have done it again!'

Dalga: 'Yeah, yeah, just keep

thinking that, buddy!'

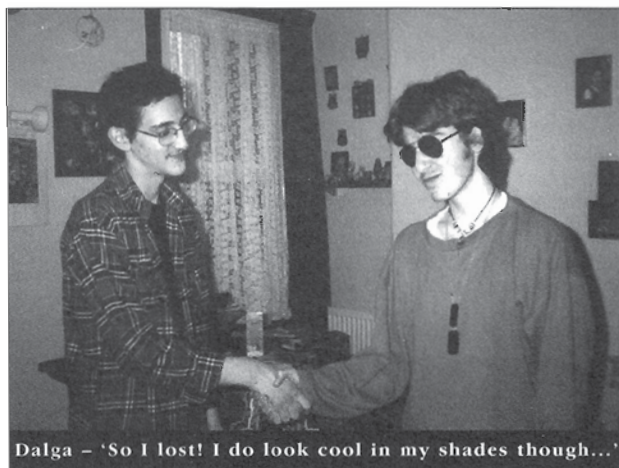
Nick: 'Okay, so how come I've won so many games then, eh, EH?'

Dalga: 'I don't want to talk about it. Look, just shut up! Honestly, beginner's luck I say.'

Nick: 'Beginner's luck?!?! I've been playing for two years! Some people just blame it all on luck, while I know for sure that they have the tactical skills of a stuffed gerbil.'

Dalga: 'Enough small talk! Anyway, you're sidetracking. What you have just read is a display of poor nerve holding by the Van Saars and pure skill by the Delaques. This battle report proves just how short these scenarios can be and how the tension can really build up not knowing when you're gonna get it!'

'Oh, and just how mad the two of us are!'



Dalga - 'So I lost! I do look cool in my shades though...'



HOUSE SPECIALITIES

An offbeat alternative to standard gang advancement

By Mark Labett

Mark's advance tables provide a tongue in cheek alternative for those of you who just can't get enough Necromunda. (*You poor, misguided fools - Ed.*) Please remember that these rules are completely unofficial and clearly suitable only for the criminally psychotic and those not yet living in the politically correct 90's.

HOUSE GOLIATH SPECIALITIES

MUSCLE BEACH

All Goliaths can roll on a different advance table, if they wish, rather than the standard advance table. This is not without some risk however.

ALTERNATIVE GOLIATH ADVANCE TABLE

- 1 The gang member injures himself while pumping too much iron, miss the next scenario and then roll again on this table.
- 2 No advance gained, roll again on this table after next scenario
- 3-4 Roll for a Strength skill
- 5 Roll again 1-4 +1 Weapon Skill
5-6 +1 Ballistic Skill
- 6 Roll again 1-3 +1 Strength
4-6 +1 Toughness

OGRYNS

Being halfway to Ogryns themselves, Goliaths really appreciate the sheer bulk and power of these massive abhumans and so will take every opportunity to provide them with gainful employment. A Goliath gang can hire up to 2 Ogryns at a cost of 180 credits each.

	M	WS	BS	S	T	W	I	A	Ld
Ogryn Slave	6	4	3	5	5	3	4	2	8
Maximum	6	7	6	6	6	5	7	4	10

An Ogryn initially has 60+d6 experience points and can earn experience points and roll on the advances table, though an Ogryn may only ever take skills from the Combat, Ferocity and Muscle tables.

Psychology - An Ogryn cause *Fear*. It is also quite dumb and so is subject to *Stupidity* unless a friendly gang member is within 2 inches at the start of its turn.

Miscellaneous - An Ogryn is a massive humanoid and so costs the same as 2 normal humanoids in upkeep. It also can always roll to escape pinning, regardless of whether friends are nearby.

Ripper Gun - (Either a common item at 60 credits, or allow a Goliath gang to purchase it at 60+3d6 credits on a roll of 5-6 each scenario). This massive automatic shotgun is capable of ripping the arm off a human user, but that does nothing to deter certain crazed Goliaths.

Range		To Hit		Strength	Damage	Save Mod.	Ammo roll	Special
Short	Long	Short	Long					
0-6	6-12	Always hits	-2	4	1	-	6+	Sustained fire - 2 Dice

Special Rules - (Could be extended to include Scaly weapons like spear gun and scatter cannon). Any creature of strength 5 or more can fire the gun as if it were basic weapon. For humans though the following rules apply:

Only a character with strength 4 can use the ripper gun, lesser beings could not even pick it off the ground!

It is treated as a special weapon. Move or Fire only, and no running is permitted either!

If a 1 is rolled on the 'To Hit' roll then the recoil has inflicted a strength 4 hit on the user. If any serious injuries occur then treat automatically as a serious arm wound.

LEADERSHIP CHALLENGE

When rolling for a Goliath leadership challenge (Outlanders rulebook), modify the dice as follows:

- 1 if challenger is stronger than Leader
- +1 if challenger is weaker than Leader
- 1 if challenger is tougher than Leader
- +1 if challenger is not as tough as Leader

This is because Goliaths value muscles over brains.

HOUSE ESCHER SPECIALITIES

AEROBICS MASTERCLASS

All Eschers can roll on a different advance table, if they wish, rather than the standard advance table. This is not without some risk however.

ALTERNATIVE ESCHER ADVANCE TABLE

- 1 The gang member injures herself while stepping out once too often, miss the next scenario and then roll again on this table.
- 2 No advance gained, roll again on this table after next scenario
- 3-4 Roll for an Agility skill
- 5 Roll again

1-2	+1 Weapon Skill
3-6	+1 Ballistic Skill
- 6 Roll again

1-2	+1 Movement (Maximum of 5)
3-6	+1 Initiative

FEMININE WILES

After each mission roll a die:

- 1-4 Nothing of note happens.
- 5 It must be Lurve! Select a ganger at random. A scummer has fallen in love with her and will offer his services for free for the next scenario. If the gang wishes to use him again in successive scenarios they must roll a die each time:
 - 1-2 The scummer becomes disillusioned and promptly leaves the gang
 - 3-5 The poor love struck fool will continue to work for nothing in the next scenario
 - 6 True Love! The pair promptly disappear off into the underhive to make a new life for themselves. Remove the gang member and her equipment from the gang.
- 6 Gang members 'persuade' a guildler into offering them a bargain. Roll on the rare items table, the gang can buy that item for half price.

RATTLING SNIPER

Escher women like their men nice and puny, so consequently they find the company of male Ratfings reassuring. An Escher gang can have up to one of these available for 60 credits.

	M	WS	BS	S	T	W	I	A	Ld
Ratling	4	2	4	2	2	1	5	1	6
Maximum	4	5	7	3	3	3	8	3	8

A Ratling initially has 20+d6 experience points and can earn experience points and roll on the advances table, however a Ratling may only ever take skills from the Stealth and Shooting tables.

A Ratling automatically has the Marksman skill for free. He can be equipped with the same weapons as a ganger.

A Ratling consumes immense quantities of food, so costs the same as 2 normal gangers in upkeep.

HOUSE CAWDOR SPECIALITIES

DIVINE INSTRUCTIONS

After each scenario roll d6, adding 1 if the gang won the battle.

1-3 Nothing happens of note.

4 **Recruiting Mission** (Optional) - This costs 25 credits, but you may roll a sustained fire dice for the number of Juvies that join your gang for free (Treat Jam as Zero!)

5 **Imperial Preacher** - Roll for every member you wish to send to listen to the preacher's sermon.

1 The gang member is overcome by zeal and joins a crusade for the next d3 scenarios. He earns d6 experience for each scenario missed but at the end he must roll a d6. If he rolls a 1 then he does not return...

2-4 The sermon is inspiring but no tangible benefit is gained.

5 The sermon fills the gang member with righteous anger. From now on he is subject to *Frenzy*. (Or becomes a zealot if desired).

6 The fighter comes away more determined than ever to die for the cause. Add 1 to his leadership characteristics (if less than his maximum)

6 **Mutant Hunt** - Any gang member not required for collecting income or finding rare items after the scenario may join a mutant hunt downhive. Each gang member taking part earns d6 experience points but must roll a d6. On a roll of 1 they have been injured and must roll on the Serious Injuries Chart. Treat a roll of captured as eaten, unless they possess a concealed blade or Escape Artist Skill.

7 A Holy Relic is available at a cost of 100+4d6 credits. If possessed by the gang all Cawdors within 12 inches of the bearer may retake any leadership based tests.

HIRED GUNS

Cawdors are renowned for their humourless and intolerant way of life. As a result many hired guns will have nothing to do with them. If a Cawdor gang wishes to use new hired guns in a scenario roll a d6, on a roll of 1-3 no new hired guns will work for them this scenario. However once a hired gun agrees to work for the gang he will continue to work for the gang regardless of the die roll.

No Cawdor gang will ever hire a Wyrld, indeed if the opposition ever have a Wyrld working for them then roll on the leader's leadership with 3d6. If the roll is less than or equal to his leadership then this gang is subject to *Hatred* for the entire scenario.

LEADERSHIP CHALLENGES

As a house dominated by Redemptionists, Cawdor gangs use an alternative Leadership Chart.

- 1 Hand to hand fight
- 2 Shoot-out
- 3-6 Fanatically loyal to the leader

HOUSE DELAQUE SPECIALITIES

NINJA RYU

Delaques may roll on a different advance table, if they wish, rather than the standard advance table. This is not without some risk however.

ALTERNATIVE DELAQUE ADVANCE TABLE

- | | |
|-----|--|
| 1 | The gang member injures himself on one of the booby traps in training, miss the next scenario and then roll again on this table. |
| 2 | No advance gained, roll again on this table after next scenario |
| 3-4 | Roll for a Stealth skill |
| 5 | Roll again 1-2 +1 Weapon Skill
3-6 +1 Ballistic Skill |
| 6 | Roll again 1-2 +1 Leadership
3-6 +1 Initiative |

INTRIGUE AND DOUBLE DEALING:

Roll a die after each scenario:

- 1-3 Nothing of interest occurs.
- 4 The gang find an informant, a colleague or relative of a rival gang. This informant costs 10 credits with every use. Roll every time you wish to use him:
- 1 The informant double-crosses the Delaques (not a very sensible move for long-term survival!) The other gang may choose whichever scenario they like without rolling on the Scenario table.
 - 2 The informant is uncovered and killed. No modifiers to the Scenario table apply.
 - 3 The data is of marginal use. Add or subtract 1 from the Scenario table.
 - 4 The data is useful. Add or subtract 2 from the Scenario table.
- 5-6 The informant reveals detailed plans. The Delaques may choose the Scenario without rolling on the Scenario table.
- An informant can be used repeatedly against the other gang, once per scenario, until the informant is killed or double-crosses the Delaques.
- 5 The gang have obtained some valuable information on a senior member of a noble house and decide to utilise it (Blackmail is such an ugly word, let's call it persuasion). The gang may either extort d6x10 credits from him or roll on the rare item table, where the item rolled is sold to the gang at half-price. However the noble might not be too happy with the gang. Roll a die and on the roll of a 1 or 2 then a Bounty Hunter will join the opposition gang's side for free in the next scenario!
- 6 The gang persuades the Arbitrator's office to issue a warrant for the arrest of a rival gang. For the next scenario the gang may employ a Bounty Hunter for free, as his costs will be met by the Arbitrator.

LEADERSHIP CHALLENGES

Delaques are not renowned for their loyalty and trusting natures and so a special table is used for Delaque Leadership Challenges:

- 1-2 Hand-to-Hand
- 3-4 Shoot-out
- 5 Assassination! Use Outlaw Scenario 1: The Hit from the Outlanders boxed supplement with each ganger siding as follows:

- 1-2 Sides with challenger
- 3-5 Stays out of it
- 6 Loyal to the leader

In addition, if there is more than 30 credits in the stash then the challenger has hired a Scummer to bump off the leader. Play as Scenario 1 until either the Challenger or Leader is taken out of action.

- 6 Fanatically Loyal (a rare event for Delaques!)

HOUSE VAN SAAR SPECIALITIES

TECHNICAL COLLEGE

All Van Saars can roll on a different advance table, if they wish, rather than the standard advance table. This is not without some risk however.

ALTERNATIVE VAN SAAR ADVANCE TABLE

- 1 The gang member electrocutes himself, miss the next scenario and then roll again on this table.
- 2 No advance gained, roll again on this table after next scenario
- 3-4 roll for a Techno skill
- 5 roll again
 - 1-2 +1 Weapon Skill
 - 3-6 +1 Ballistic Skill
- 6 roll again
 - 1-3 +1 Leadership
 - 4-6 +1 Initiative

Q BRANCH

After each scenario roll a die:

- 1-4 Nothing of note happens this turn.
- 5 A job lot of Armour is ready for testing. The gang may purchase either d6 flak jackets or one other type of armour, at the standard price.
- 6 This is ready for the field, 007! A supporter of your gang offers them the rare item of your choice at the standard price, i.e. no extra d6's are rolled.

SQUATS

A Van Saar gang may have up to 2 of these sturdy abhumans available at a base cost of 120 credits each. Van Saars find the technical skills of Squats worthy of the highest respect, while the Squats enjoy the chance to show Humans just who is the superior race.

A Squat has the following characteristics:

	M	WS	BS	S	T	W	I	A	Ld
Squat	3	4	3	3	4	1	2	1	8
Maximum	3	7	6	4	5	3	5	3	10

A Squat may be equipped with any weapon except heavy weapons and initially has 20+d6 experience points. He can gain experience points. All Squats start with the specialist skill and one other techno skill. Included in the Squats price is a brace of Las pistols and a Flak Jacket. All Squats will always carry at least 2 pistols on their person at all times.

Squats are notoriously stubborn and full of self-belief. Therefore they can always roll to escape pinning regardless of the presence of other gang members.

HOUSE ORLOCK SPECIALITIES

HOT OFF THE MACHINES:

Orlocks have only one major advantage, and that is their powerful industry. Their armouries are always full to the brim with many weird and wonderful weapons, as a result Orlocks are much more likely to be familiar with exotic weaponry. To represent this, roll after each scenario on the following table:

- 1-2 Nothing of note happens.
- 3 An ex-ganger takes one of your gangers aside and shows him how to use a special weapon. If you have a ganger who is not searching for rare items or collecting income off a territory then he may gain the Specialist skill at a cost of 10 credits.
- 4 Imperial Guard Contract. The clan has been producing many rare and wonderful weapons for the Imperial Guard recently. As a result treat any rare weapons or gunsight as common until the next scenario.
- 5 The gang does a favour for a prominent black marketeer. In return he offers you slightly soiled heavy weapon "fell off the back of a slave train!" The gang may purchase a heavy weapon of their choice for half-price. However the weapon is not in mint condition and so there is a -1 modifier on a ammo rolls with this weapon.
- 6 The gang is offered a discount by a prominent Orlock boss. The gang may purchase as many basic, pistol and close combat weapons and grenades as they like with 20% off the total price.

Orlocks can always purchase heavy and special weapons at 10% off their value, due to their vast stocks of such weapons in clan armouries.





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SETTLEMENT EVENTS

by Tom Merrigan

Tom from Sydney, Australia, is a regular contributor to Gang War, and this time he has a complete set of alternative settlement rules for fellow Necromunda players to try out.

Due to space this is only the first part of Tom's Necromunda settlement rules, the second part will feature in the next issue of Gang War. It includes rules for visiting Gambling Dens, Pit Slave fights, the Mercenary Square and some rules for new equipment. (Tom does write a lot, not that we are complaining!).

Settlements (or towns) are hives of activity where anything can and does happen. A gang may visit a settlement after a game in order to purchase new weapons, hire new fighters and conduct other business. A gang may only visit a settlement if their leader survived the last battle and was not taken out of action. In addition, any gangers who did not work territories after the battle may accompany the gang leader. Jives and heavies never accompany the gang leader, as they are too busy performing other tasks.

Each settlement has a number of special locations such as the Trading Post, Drinking Holes and Gambling Dens that the gang may visit. You may visit up to D3 locations each time your gang goes into town. Although this may seem limited, it reflects the fact that no gang leader wants to be away from his hideout for too long in case he is usurped by an ambitious ganger or the like. In addition, some settlements are particularly small and so may consist of only a few special locations. Each player may choose which special locations they wish to visit.

Before visiting any special

locations however you must roll on the Settlement Events Table below to see if a random encounter has befallen your fighters. Roll a D66 for the entire group of fighters from your gang that visit the Settlement and apply any results immediately. For the purposes of this table the gang leader and any fighters who accompany him into the settlement are referred to as the player's gang.

SETTLEMENT EVENTS TABLE Roll D66

11. THROWN OUT OF TOWN

Your gang's wild behaviour in the many saloons and markets of the settlement attract the attention of the watch and they throw your gang out of town. Your gang must head back to their hideout and prepare for the next battle.

12. UNEVENTFUL

13. PICKPOCKET

As your gang pushes through the busy streets, your leader suddenly gets a feeling that something is wrong. He reaches for his creds to find them gone, snatched by a lousy pickpocket. Count the loss of half your credits.

14. RATSKIN SCOUT

Whilst travelling along a derelict street of the settlement you stumble across a Ratskin Scout being accosted by a gang of Scum. Roll a D6 and consult the table below:

1-3 There are too many scum, and besides, you don't like Ratskins anyway. You leave the wretch to its fate and continue on your way.

4-5 You decide to help the Ratskin, and manage to save him from his fate. As thanks the Ratskin slips your leader a peace of parchment before disappearing down the street. Upon inspection you discover the parchment is a Ratskin map, which you may add to your stash.

6 Your gang charges into the Scum and manages to beat them off, saving the Ratskin who keeps on mumbling something about an honour debt to you. Roll up a Ratskin Scout from the hired guns section of the Necromunda Sourcebook. The scout will fight for free in your next battle, after which he demands the usual hire fee.

15. UNEVENTFUL

16. SLAVER

Slavers set upon Your gang intent on turning you into a quick profit. Make an Initiative test for each fighter in the gang. If the test is past then that member has escaped the slavers. If the test is failed then they are captured by slavers and hauled off to the slave markets to be sold. If any of your gang members are captured then you can chose to visit the slave markets and buy them back (minus any weapons of course). Each gang member has a total cost in creds equal to their experience divided by ten. If you do not buy captured gang members back from the slavers then they are sold off into slavery and never seen again. Visiting the slave markets counts as visiting a special location.

21. SHOOTOUT

An Underhive Scum that has an old feud with one of your gang fighters (decide randomly which one) challenges them to a Quick-Draw. The shoot-out is scheduled to take place at sundown (after your gang has visited any special locations). The fighter in question can either choose to leave town immediately (in which case the entire gang accompanies him before you have a chance to visit any special locations) or except the challenge. If you accept the challenge roll up a Scum from the hired guns section of the Necromunda Sourcebook and follow all the rules for the Shootout Scenario, but only use the two models in question. If your fighter wins the shootout you gain $D6 \times 10$ creds from the Scum's body. Should your fighter lose the shootout then his life comes to a premature

end, and you should cross him off your gang roster immediately.

22. UNEVENTFUL**23. A NICE LITTLE EARNER**

A couple of shifty looking Scum approach your gang asking for help with their smuggling operation. If you decide to help roll 1D6 and consult the table below:

1-3 You are unable to off-load the illegal contraband and make no extra credits.

4-6 You earn $D6 \times 10$ creds by selling on the merchandise. Add this amount to your stash.

24. CHEATED

A dishonest trader has fooled your leader. One item (decided randomly) that you purchase in this settlement is a fake and is useless. Discard the item in question.

25. UNEVENTFUL**26. CONSCRIPTION**

One of the fighters in your gang is conscripted into the Imperial Guard and is due to be shipped off Necromunda in the next couple of days. Decide randomly who is conscripted and then roll a D6. On a 1 he fails to get out of his predicament and is never seen again. On a 2+ he manages to escape the barracks and goes AWOL. Your gang, however, must leave the settlement immediately otherwise the conscript risks getting re-captured.

31. AN HONEST DAYS WORK

Your gang is employed by a Guildler to carry his wares around the settlement. Each gang fighter earns 2D6 creds as payment for their services.

32. UNEVENTFUL**33. RFOUOUS LIVING**

Taken with the joys of hot food and a good too many bottles of Wild Snake your leader and his men over spend on such luxuries by half the credits in your stash.

34. FIGHT

In a rundown street you are set upon by a band of Underhive Scum, who demand half of your credits as tax for passing down the street. You have a choice. Pay the Scum the creds and be on your way, or fight it out with them. If you choose to fight there are $D6 + 3$ Scum. To determine who wins the fight roll a D6 for each fighter in your gang and add the scores together. Your opponent in the last game does the same for the Scum. Whoever has the highest score wins the combat. If the scum win they steal all your credits and then disappear into the shadows. If you win you manage to claim $D6 \times 5$ creds from the Scum before they flee.

35. UNEVENTFUL**36. RIOT**

A peaceful protest by Underhivers demanding reduced taxes boils over into a riot following clashes with the watch. Roll a D6 and consult the table below;

1 Whilst trying to avoid the conflict one of the gang fighters is injured (decide randomly which one). Make a serious injury roll for that fighter. Treat captured and bitter enmity as full recovery.

2-3 Felling sympathetic for the plight of the protesters your leader orders his men into the fray. Unfortunately

the watch arrests them and the whole gang is thrown into the Stockade. By the time your gang is let go many hours have past and the gang leader decides it is unsafe to remain away from the gang's hideout for any longer period of time. Your fighters must leave the settlement immediately without the chance to visit any special locations.

4-5 The Riot is a faint noise on the other side of town and does not effect your gang in any way.

6 You manage to capture the ringleader of the protest as he flees from the watch. You duly turn him in and receive D6 x 5 creds as a reward.

41. GAMBLING

Your leader visits a local drinking hole and gets involved in a rather dubious game of dice. Roll 1D6 and consult the table below:

1 Your leader loses 3D6 creds and comes away a little wiser.

2-5 Your leader manages to break-even.

6 Your leader gambles away a fortune before lady luck smiles on him and he wins it all back with interest. Collect 3D6 creds in winnings.

42. UNEVENTFUL

43. JOIN THE WATCH

The captain of the watch marks your gang as useful looking recruits for the watch. Your gang is deputised by the Guilders and given the chance to become watchmen. If you accept you gain an additional 25 creds per game you play against outlaws and can inflict a -1 modifier on other gangs

when reporting them to the Guilders.

44. ILLNESS

A terrible illness strikes one of the fighters in your gang (decide randomly which one). That fighter must miss the next game recovering from the illness after which they are fine to continue fighting with no ill effect.

45. UNEVENTFUL

46. LUCKY FIND

Whilst wandering the streets of town one of your gang fighters stumbles across a small sack lying on the ground. Upon opening the sack you find it stuffed with creds. Claim the moneybag and 2D6 x 5 creds.

51. BEGGARS

Beggars accost your leader and, overwhelmed by their sadness he gives each of the 2D6 + 2 pitiful wretches 2 credits. If your leader can not pay he is a beggar himself, and you must roll a D6 and consult the table below;

1 Your leader is thrown out of town for begging (see Settlement Event roll of 11). The rest of your gang must leave town immediately so as not to risk the wrath of the Guilders (or their leader for that matter.

2-6 Your leader gains 2D6 creds from begging on the streets.

52. UNEVENTFUL

53. REWARD

Whilst wandering through the settlement your leader sees a poster warning that a well-known assassin is reputed to be in the area. Upon reading this, he realises that the

description given matches that of a stranger he bumped into earlier. He rushes back to the spot where he last saw the assassin and manages to apprehend him just as he drags a Guilder into a dark street. Roll a D6 and consult the table below:

1 The assassin laughs, slits the Guilder's throat, throws the knife at your leader's feet and flees shouting "Help, murder!" Your leader is soon surrounded by the watch and hauled off to the Stockade. By the time he manages to protest his innocence many hours have past and he decides it is unsafe to remain away from the gang's hideout for any longer period of time. Your gang must leave the settlement immediately without the chance to visit any special locations.

2-5 Your leader saves the Guilder's life, for which he receives D6 x 5 creds, but the assassin slips away.

6 Your leader saves the Guilder and captures the assassin, turning him over to the watch, for which he receives D6 x 5 creds. The Guilder is so thankful for your leader's help that he offers his services as a go-between for selling useful scrap or items that your gang has. Add a Guilder Contact to your territory list.

54. DONATION

Your leader is a sympathiser to the Redemption cause and makes a donation of half of the credits in the gang's stash at one of the temples in the settlement. In addition, if a Redemption gang ever captures your leader then he will automatically repent and

join them without the need of a dice roll.

55. UNEVENTFUL

56. SHORTAGES

Unexpected shortages in this settlement cause all local traders to increase their prices. For the duration of your stay in this town all weapons and equipment costs double the normal number of credits.

61. PLAGUE

A bout of the dreaded zombie plague sweeps through the settlement. Randomly select a fighter in your gang and make a roll for them on the zombie plague table as if a plague zombie had taken them out of action. Whatever the result the entire gang must leave town immediately so as to avoid further infection.

62. UNEVENTFUL

63. ILLEGAL CONTRABAND

The watch arrest a randomly determined gang fighter for possessing illegal contraband. The fighter is thrown in the Stockade to await trial (short and unfair affairs by all accounts). Roll a D6 for the fighter. On a 5-6 he manages to escape from his cell and make it back to the gang's hideout in time for the next battle. On a 1-4 he is convicted of his crime and is executed at the block. Remove the fighter from the gang roster.

64. COUNTERFEIT

As your leader attempts to buy some equipment, the trader refuses to except his creds pointing out that they are counterfeit. Looking through his stash your leader finds that indeed some of his credits are counterfeit. You must discard

half the number of credits in your stash as a consequence.

65. UNEVENTFUL

66. OUTLAWED

A rival gang who is in town accuses your gang of a number of illegal dealings. Roll a D6 and consult the table below;

1-3 You're Clean Citizen. You protest your innocence and are cleared of any wrongdoing.

4-5 Outlawed. Your gang is outlawed by the Guilders and must leave town immediately. Follow all the usual rules for becoming an outlawed gang.

THE TRADING POST

Every settlement has at least one trading post where guilders and local traders sell their goods and buy items they want. The Guilders also act as bankers, exchanging items for credit, which can be spent in any trading post in the Underhive.

SPENDING CASH.

After every game a gang can collect income from its territories as described earlier. At the trading post cash can be spent on recruiting new fighters and on new equipment for the gang.

New fighters are recruited in the same way as the original gang. Refer to the Recruiting a Gang section. New recruits may be armed with any of the weapons described in the Gang Recruitment list, but cannot be given other equipment until they have fought at least one battle. Gangs can recruit whatever type of fighter the player wishes, but the usual

RARE TRADE CHARTS

The following chart is used to determine what rare items are offered for sale to the gang leader. D3 items are offered automatically and a further +1 for each additional ganger sent to search them out. The prices are given on the price tables later.

11-14	POWER WEAPON. Roll a D6 1 Power Axe, 2 Power Fist, 3 Power Maul, 4-6 Power Sword
15	RARE WEAPON Roll a D6 1-3 Web Gun 4-5 Sniper Rifle 6 Once In A Million Weapon
16	GRENADES Roll a D6 1 Melta Bomb 2-3 Photon Flash 4 Plasma, 5-6 Smoke Bomb
21-22	GRENADES Roll a D6 1-2 Choke, 3-4 Scare 5-6 Hallucinogen
23	HOT SHOT POWER PACK
24	AMMO 1-4 Armour Piercing 5-6 Hellfire Shells
25-26	GUNSIGHTS 1-2 Red Dot Laser 3-4 Mono 5-6 Infra Red
31	COMBI-WEAPONS 1-2 Boltgun-Flamer 3-4 Boltgun-Plasma Gun 5-6 Boltgun-Meltagun
32-34	ARMOUR 1-4 Flak, 5 Carapace, 6 Mesh
35	CONCEALED BLADE
36	AUTO-REPAIRER
41	BIO BOOSTER
42	BIO-SCANNER
43	BLINDSNAKE POUCH
44	GRAV SHOOT
45	GRAPNEL
46	INFRA-GOGGLES
51	ISOTROPIC FUEL RODS
52-54	MEDI PACK
55	MUNG VASE
56	RATSKIN MAP
61	SCREAMERS
62	SKULL CHIP
63	SILENCER
64	STUMMERS
65-66	WEAPON RELOAD



restrictions apply regarding the number of leaders, heavies and so on.

If a player wants to buy new weapons or other equipment for existing gang fighters then refer to the trading charts below. The charts list all the equipment available in the Underhive; not just the common weapons included in the recruitment charts.

TRADING.

Common items may be bought quite readily in any Underhive settlement, either from a trading post or directly from a workshop. Players can purchase as many of these items as they want and can afford. The price for common items is fixed so players always pay the same for them.

Rare items are hard or even impossible to find. Only occasionally do such items turn up for sale and the price asked is often way above their true value. Players must be prepared to snap up rare items as they are offered, especially the really hard to get weapons and equipment.

To represent the scarcity of rare items each player makes a dice roll at the start of the trading session to determine

what goods are offered to him. To determine how many rare items are offered roll a D3. This is the number of items offered to the gang leader as he scours the trading post. In addition, gangers that accompanied the leader to the settlement may also search for rare items. Each ganger that accompanied the leader adds one to the dice roll. So if a gang's leader and two gangers visited a trading post they would be offered D3+2 items.

Roll a D66 for each item and consult the Rare Trade chart to determine what is on offer. The player may buy any of the items offered, but only one of each item unless the same item is rolled more than once. Note that each player rolls separately for his trading – the gangs don't necessarily hide out in the same place nor do they have the same contacts. One player cannot buy goods offered to another.

HAND-TO-HAND WEAPONS

ITEM	TYPE	COST IN CREDITS
Knife	Common	Free/5
Sword	Common	10
Clubs, Mauls or Bludgeons	Common	10
Chainsword	Common	25
Chain or Flail	Common	10
Massive Axe or Sword	Common	15
Power Sword	Rare	40 + 3D6
Power Axe	Rare	35 + 3D6
Power Maul	Rare	35 + 3D6
Power Fist	Rare	85 + 3D6

PISTOL WEAPONS

ITEM	TYPE	COST IN CREDITS
Autopistol	Common	15
Bolt Pistol	Common	20
Laspistol	Common	15
Plasma Pistol	Common	25
Stubgun	Common	10

BASIC WEAPONS

ITEM	TYPE	COST IN CREDITS
Autogun	Common	20
Boltgun	Common	35
Lasgun	Common	25
Shotgun (solid + scatter shells)	Common	20

GUN SIGHTS

ITEM	TYPE	COST IN CREDITS
Red-Dot Laser Sight	Rare	40 + 4D6
Mono Sight	Rare	40 + 4D6
Infra Red Sight	Rare	30 + 4D6

SPECIAL WEAPONS

ITEM	TYPE	COST IN CREDITS
Flamer	Common	40
Grenade Launcher(grenades extra)	Common	130
Meltagun	Common	95
Plasma Gun	Common	70
Sniper Rifle	Rare	230 + 4D6
Web Gun	Rare	220 + 4D6
Boltgun-Flamer	Rare	90 + 3D6
Boltgun-Plasma Gun	Rare	140 + 3D6
Boltgun-Meltagun	Rare	190 + 3D6

HEAVY WEAPONS

ITEM	TYPE	COST IN CREDITS
Autocannon	Common	300
Heavy Stubgun	Common	120
Heavy Bolter	Common	180
Heavy Flamer	Common	80
Lascannon	Common	400
Plasma Cannon	Common	285
Missile Launcher (missiles extra)	Common	185

GRENADES

ITEM	TYPE	COST IN CREDITS
Krak Grenade	Common	50
Frag Grenade	Common	30
Melta Bomb	Rare	40 + 3D6
Plasma	Rare	30 + 3D6
Choke Gas Grenade	Rare	15 + 3D6
Hallucinogen Gas Grenade	Rare	40 + 4D6
Photon Flash Flare	Rare	20 + 2D6
Smoke Bomb	Rare	10 + 2D6
Scare Gas Grenade	Rare	20 + 2D6

MISSILES

ITEM	TYPE	COST IN CREDITS
Krak Missile	Common	115
Frag Missile	Common	35

AMMO

ITEM	TYPE	COST IN CREDITS
Man-Stopper Shotgun Shells	Common	5
Hot-Shot Shotgun Shells	Common	5
Hotshot Laser Power Pack	Rare	15
Armour Piercing Ammo	Rare	Half cost of weapon
Hellfire Shells for Heavy Bolter	Rare	60 + 3D6

RARE TRADE CHART

The following chart is used to determine what rare items are offered for sale to the gang leader. D3 items are offered automatically and a further +1 for each ganger sent to search them out. The prices of rare items are given in the price charts.

SELLING

A player may wish to trade-in old weapons at the same time as he buys new ones. The second hand value of equipment, however, is not high due to the considerable wear and tear inflicted on it by your fighters. Gangs can automatically sell old equipment at half its listed price (half of the fixed cost component of rare items). When working out the re-sell value of an item round any fractions up. Alternatively, a gang may wish to hoard unused weapons for future use.

PRICE CHART

The following charts indicate the costs of items available for sale at the trading post. The cost of rare items is included, but such items cannot be bought unless they are offered for sale as already described. In some cases the cost of a weapon is variable, and includes a base cost plus a variable extra amount, for example 40 + 3D6 credits. In these instances the extra variable cost is the additional rarity value of the item - the premium which must be paid to own it.

ARMOUR

ITEM	TYPE	COST IN CREDITS
Flak	Rare	10 + 2D6
Carapace	Rare	70 + 3D6
Mesh	Rare	25 + 3D6

EQUIPMENT

ITEM	TYPE	COST IN CREDITS
Auto-Repairer	Rare	80 + 4D6
Bio-Booster	Rare	50 + 4D6
Bio-Scanner	Rare	50 + 3D6
Blindsnake Pouch	Rare	30 + 2D6
Clip Harness	Common	10
Concealed Blade	Rare	10 + D6
Filter Plugs	Common	10
Grav Chute	Rare	40 + 4D6
Grapnel	Rare	30 + 4D6
Infra-Goggles	Rare	30 + 3D6
Isotropic Fuel Rod	Rare	50 + 4D6
Lobo-Chip	Common	20
Medi-Pack	Rare	80 + 4D6
Mung Vase	Rare	D6 x 10
One In A Million Weapon	Rare	As Weapon x 2
Photo-Contacts	Common	15
Photo-Visor	Common	10
Ratskin Map	Rare	D6 x 10
Respirator	Common	10
Screamers (one encounter)	Rare	10 + 3D6
Silencer	Rare	10 + 2D6
Skull Chip	Rare	30 + 3D6
Stummers (one encounter)	Rare	10 + 3D6
Weapon Reload	Rare	Half Weapon Base Cost

DRINKING HOLES

Every town has at least one drinking hole, and most have more. Drinking holes are places where fighters go to swap tall stories, pick-up information, have a good time, and spend a few hard-earned creds. If you decide to visit one of the settlements local drinking holes roll 2D6 and look up the result below.

2. AS SICK AS A JUVE

The drinking Hole is having a special "Drink the Bar Dry" night. Caught up in the festivities the night whizzes away, a blur of merry making and wild snake. Morning comes around and everyone feels more than a little 'toasted'. For the duration of the next battle your leader and any gangers who accompanied him to the settlement must subtract one from their

Initiative characteristic.

3. FESTIVE NIGHT

Caught up in the festivities your leader spends a large amount of creds on bottles of wild snake and more exotic spirits. When he wakes up the next morning the gang is out of pocket by D6 x 5 credits from the excessive consumption the night before.

4. RUMOUR

Whilst drinking in a corner of the bar your leader overhears a group of off duty watchmen talking about what's going on out in the wastes and which gangs are going where and what they're looking for. You don't hear much of the conversation, but what you do hear allows you to modify your next dice roll on the scenario table by +1 or -1; the modifier is applied after both dice are rolled.

5. FIGHT

Your leader gets into an argument with a rival gang leader over which gang is "king of the heap". Before long a fight breaks out and everyone in the drinking hole has joined in. Your leader and any ganger who accompanied him to the settlement must roll equal to or less than their Toughness on a D6 otherwise they are injured during the fight. Any fighter who is injured should make a roll on the serious injury table. Count dead, captured and bitter enmity as full recovery. If a fighter manages to roll under their toughness they gain an additional D3 experience points.

6. DRINKING CONTEST

A large, barrel-chested Ogryn challenges one of your fighters

to a drinking contest. His chosen drink is the legendary black label wild snake, a fearsome drop that'll nock the boots right off your feet. Roll a D6 for your fighter and your opponent does the same for the Ogryn. Repeat this and keep a running total for both contestants as a measure of how drunk they are. The first one to reach 30 mumbles something about their mother, slumps under the table, and begins to snore loudly. If your fighter wins he wakes up the next morning with a sore head and a free bottle of wild snake, otherwise he simply wakes up with a sore head. The bottle of Wild Snake can be given to a gang before a game and increases the gang's Leadership by +1 up to a maximum of 10. 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.

7. QUIET DRINK

Your leader and any gangers who accompanied him to the settlement spend a quiet day in the drinking hole taking it easy and talking about better times.

8. TIP OFF

Whilst your leader is ordering a drink from the bar an old contact approaches him. In the ensuing discussion he alerts you to an opportunity for making some quick creds. The next time you roll on the scenario table you may re-roll the dice if you wish. If you choose to re-roll the dice you must except the second roll even if it is worse than the first.

9. ARM WRESTLING

One of your fighters (your choice) gets involved in an arm wrestling contest. Roll 1D6 and add the score to your fighters' Strength. Your opponent rolls 2D6 for the other contestant. Whoever has the highest score (re-roll any ties) wins a round of the contest. The contest is the best of three rounds. If your fighter wins the contest he claims D6 x 5 creds as his prize. If he loses he merely gains a reputation as an over sized weakling.

10. FIGHT

Your leader gets into an argument with a rival gang over which gang is "king of the heap". Before you know it a fight breaks out and everyone in the drinking hole has joined in. Your leader and any ganger who accompanied him to the settlement must roll equal to or less than their Toughness on a D6 otherwise they are injured during the fight. Any fighter who is injured should make a roll on the serious injury table. Count dead, captured and bitter enmity as full recovery. If a fighter manages to roll under their toughness they gain an additional D3 experience points.

11. INSIDE INFORMATION

Whilst drinking at the bar one of your gang members gets into a conversation with a drunken Scum. The Scum offers to sell your fighter some valuable information for the cost of 2D6 creds (enough for at least one more bottle of wild snake). If you chose to pay the Scum his creds roll 1D6 and consult the table below:

1-3 The information was fake. The next time you fight a battle your opponent may choose which scenario to play.

4-6 The information is good. The next time you fight a battle you may choose the scenario played.

12. NICE LITTLE EARNER

As your leader buys a third round of drinks for the house he is approached by a couple of shifty looking Scum asking for help with their smuggling operation. If you decide to help roll 1D6 and consult below:

1 Your leader is unable to off-load the illegal contraband and makes no extra credits.

2-6 Your leader earn 1D6x10 credits by selling on the merchandise which you may add to your stash.



SETTLEMENT EVENTS

PART 2

by Tom Merrigan

Continued from Gang War 5, this is the second part of Tom's new rules for Settlements in Necromunda. Here Tom details lots more exciting locations for Gangers to visit and get into trouble. At some later date we might bring you his rules for Outlaw Settlements, but for now give Tom's rules a try and let us know what you think.

GAMBLING DENS

Although gambling is illegal on Necromunda this is not true in the Underhive where the rules of Lord Helmawr bare little judgment. Gambling is rife in the Underhive and many a fortune has been won and lost on the toss of the dice. At heart gambling dens are intent on fleecing the unwary of all they have, so caution must be exercised at all times. If you wish to visit a gambling den to play cards, roll the dice or spin the wheel follow the rules below.

GAMBLING.

If you wish to take a chance and place a bet then roll 1D6 and refer to the table below.

DEBT RIDDEN.

Any losses are deducted directly from the gang's stash. If you are unable to pay your gambling debt out of your stash then you must sell off weapons and equipment until you can cover the

loss. If you still can't pay the debt then your leader is beaten-up by the den's Ogryn bouncers and thrown out into the street. Make a roll on the serious injury table for your leader counting bitter enmity and captured as full recovery.

WHEN TO QUIT.

After each bet roll a D6. On a roll of a 5-6 your leader decides to chance his luck one more time and you may continue to gamble. On a 1-4 your leader decides his luck has run dry and it's time to quit whilst he's ahead - you may not make any further bets. You may always choose not to continue to gamble if you like. If your leader was a 'winner' on the last bet you may add +1 to the dice roll.

PIT-FIGHTING ARENAS

Pit-fighting arenas are rough places where the toughest and meanest muthas in the Underhive fight it out. You may choose to visit the settlements pit-fighting arena and enter a fighter into one of the contests. If you elect to do this then you must select either your leader or one of the gangers who accompanied him to the settlement as the warrior who will fight. Your fighter's opponent for the contest is a randomly generated Pit Fighter (see the Hired Guns section for full details on Pit fighters). Once you have chosen your fighter and generated his opponent roll 2D6 and refer to the Pit-Fighting Arena Random Event table below

THE FIGHT.

The fight takes place in a small square pit. Roll to see which warrior charges, and fight the battle as a normal Close Combat. If your fighter is taken 'out of action' then roll for serious injuries as

GAMBLING TABLE

ROLL 1D6

1 LOSER.

Your leader is stitched up in minutes, the sharp-eyed owners taking him for all he has. Your lose 1D6 x 10 credits.

2-5 EVENS.

After playing a few of the games your leader finishes up evens. Nothing lost! Nothing gained!

6 WINNER.

Luck is with your leader, and he quickly wins D6 x 10 credits, which you may add to your gangs stash.

PIT-FIGHTING ARENA RANDOM EVENT TABLE

ROLL 2D6

2 MATCH FIXING. Before the fight is about to take place an irate Guilder comes bustling through the crowd yelling and accusing your leader of match fixing. Roll 1D6. On a 1-3 your leader manages to protest his innocence and the fight proceeds as normal. On a 4+ your leader's protests of innocence fall on deaf ears and he is thrown into the street. You must leave the pit-fighting arena immediately.

3 PICKPOCKET. Your leader reaches for his creds to place a bet on the fight and finds them gone, some Scum has stolen them from right under his nose. You look around, but there are dozens of likely candidates. Roll 1D6 and consult the table below;

1-5 You draw a blank and count the cost of losing 3D6 creds (nobody's fool enough to keep all their creds in one place).

6 you spot the culprit flinch from your gaze and grab him before he legs it out the door. You get your money back and teach the Scum some manners.

4-5 FATIGUE. Your fighter is suddenly feeling a little fatigued from all the training and preparation he has been doing. For the next fight reduce his Initiative characteristic by one.

6-8 UNEVENTFUL.

9-10 INSIDE INFORMATION. You scout around before the contest gleaming as much information as you can on your fighter's perspective opponents. For the next fight increase your fighter's Initiative characteristic by one.

11 BETTER ODDS. A loan shark offers you better odds on the next pit fight. If your fighter wins the fight you get double the amount of creds. However, before collecting any winnings roll 1D6. On a 1 the loan shark has disappeared with your money and you win nothing.

12 FORFEIT. Your fighter's opponent forfeits the match at the last minute. You automatically count as having won the fight and can collect 1D6 x 10 credits as reward.

normal counting bitter enmity and captured as full recovery. If your fighter wins he gains D6 x 10 credits and an extra D3 experience points.

LEGALIZED PIT-FIGHTING WEAPONS.

There are laws governing the use of pit-fighting weapons and as such not all weapons can be used in a pit-fight. The following weapons have been legalised for use in a pit fight. Any weapons not listed below can not be used in a pit-fight. Note that a fighter may not be given additional equipment before a pit-fight. He can only fight with the legalised weapons he carries.

Any pit slave weapon

Eviscerators

Knives

Chains/flails

Clubs/mauls

Massive axes/clubs

WHEN TO QUIT.

After a fight is over and you have collected any winnings owed to you roll 1D6. On a 5-6 your leader decides to chance his luck again. If you want you can enter another fighter (not the same one as he will be recovering from the previous fight) into a pit-fight following the rules outlined above. On a 1-4 your leader decides it's time to call it quits and you may not enter any more fighters into a pit-fight. You may always choose not to fight if you want to. If you won the last fight you may add +1 to this dice roll.



MERCENARY SQUARE

Mercenary Square is the place where individual warriors offer their fighting services to the local gangs. Hired Guns, as they are called, are mercenary adventurers who fight for money and little else. They are essentially loners who wander the Underhive selling their services at settlements like Dust Falls, Two Tunnels and Angel Town. Hired guns don't belong to the gang they fight with and they don't usually help the gang except by fighting. This means that hired guns don't count as members of the gang for purposes of collecting income or for deducting cost of living expenses. A player cannot buy extra weapons or equipment for a Hired Gun, and he cannot sell a Hired Gun's weapons or equipment. You may never use the Leadership of a Hired Gun for taking Bottle Tests. The types of Hired Guns available and their character profiles are detailed in the Hired Guns section of the Source Book.

HIRE FEE.

A gang must pay the hire fee for a Hired Gun when he is recruited and subsequently after each battle he fights in, including the first. This cost comes from the gang's stash in the same way as the cost of buying new weapons or recruiting new gang fighters. If there is insufficient credit in a gang's stash to pay a Hired Gun then the Hired Gun will leave the gang, and the gang may not recruit further Hired Guns until after their next battle. Before hiring any Hire Guns roll a D6 and refer to the table below. Count a result of 1 on the tables as 2-5 if your Gang Rating is more than 2000.

MERCENARY TABLE

ROLL 1D6

1 Your gang is seen as having no future and you are expected to be dead inside of a week. As a result no Hired Guns will offer you their services. You can not hire any new Hired Guns for the duration of your stay in this settlement.

2-5 You can hire any Hired Gun you can afford at the normal price.

6 Work is slow out in the wastes and credits are scarce. All Hired Guns will work for half the normal price for the first battle, after which they will demand the usual fee.

WORKSHOPS

Within each Settlement there are usually a number of workshops, all grouped together to form an area of business where scrap and other odds and ends are turned into useful items, and where weapons are repaired and equipment can be checked over. A gang may visit a Weaponsmith at one of the local workshops if they wish.

CUSTOM JOBS.

Necromunda is renowned for its forges, and the weapons and equipment produced within its many Spires are favoured by the Imperial guard among others. Although technological process is almost non-existent within the Imperium there are still those that are willing to experiment with new or forbidden processes and technologies. Unfortunately, on Necromunda such practitioners are shunned and driven out of the Hive proper down into the depths of the Underhive. These individuals are called Weaponsmiths. Half-crazed, but nether-the-less brilliant individuals who will try just about anything once and who love to get their hands dirty. Weaponsmiths constantly try to outdo their competitors to the extent where whatever a gang needs, there will be someone prepared to have a go.

A gang fighter that visits a Workshop may get a Weaponsmith to customize one or more of his



CUSTOM JOB

Greater Punch	+1 Strength.
Increased Range	Increase the long range of the weapon by its short range. For example, a boltgun would have a short range of 12" and a long range of 36" after it had been customized.
More Firepower	+1 Sustained Fire dice.

weapons. Any individual fighter can have as many weapons as he wants customized, but can only have each weapon customized once between games. Note as Heavies and injured fighters cannot visit Settlements it is not required for the fighter who owns the weapon to be present at the workshop. It is assumed that the fighter in question entrusted his weapon to someone else in the gang who they knew would be making the trip into town. Also, Juvies may never have their weapons customized. The cost to customize a weapon is always a substantial

CUSTOM WEAPONS EFFECT TABLE**ROLL 1D6****1-2 SLOWED FIRE**

The weapon now requires more effort to reload and so a fighter can not move and shoot with the weapon in the same turn. Weapons that are already move and fire weapons now take a full turn to reload. If you roll this result twice then re-roll a different result.

3-4 KICKS SOME

All shots with the weapon are at -1 to hit. Such penalties are cumulative.

5-6 AMMO GUZZLER

The Ammo roll for the weapon is reduced to 'automatic'. If an Ammo test is required then the gun is automatically out of ammo, and is useless for the rest of the game. If you roll this result twice then re-roll a different result.

fee, and the amount must be paid for before the Weaponsmith will perform any work on the weapon. The cost of a custom job depends on the type and size of the weapon, so will always be half the cost of the weapon in credits (rounding any fractions down).

Once you have paid the correct amount you must decide on the type of custom job you want. A Weaponsmith can customize a weapon in one of three ways. He can increase the punch of the weapon making it stronger, modify the weapon to shoot over a longer range or increase the weapons rate of fire. A weapon can only have each custom job performed on it once. This means a weapon can be customized up to a maximum of three times in total. The effects of each custom job are as follows.

A weapon can have up to one custom job without compromising its overall performance. However, if you want to customize a weapon even more then its performance will be compromised in some way. Should you customize the same weapon again then you must roll on the Customized Weapons Effect Table below to find out what happens to the weapon. Note that you must roll on this Table each time you further customize the same weapon.

REPAIRING EXPLODED WEAPONS.

Weapons that explode in battle are little more than useless pieces of scrap, and most fighters simply throw them away. Weaponsmiths however are skilled in the repairing of almost all weapons available on Necromunda. The rules detailed below replace the rules for exploded weapons automatically being repaired at the end of a

REPAIR TABLE**ROLL 1D6****1-2 SCRAP METAL**

Despite the Weaponsmiths best efforts he can not repair the weapon and it must be thrown on the scrap heap. The Weaponsmith does offer to give you 3D6 credits for the scrap however.

3-6 AS GOOD AS NEW

The Weaponsmith is able to repair the weapon and it can be used as normal from now onwards.

game. Instead, you must visit a Workshop if you'll want to be using the weapon again.

If you want a Weaponsmith to attempt to repair an exploded weapon then you'll have to part with a number of credits equal to half the base cost of the weapon (round any fractions down). You must hand over the credits first. Once you have paid the amount roll on the table below. You must subtract -1 from the dice roll if the weapon to be repaired is a rare weapon, and -2 if it was a 'Once in a Million' weapon. In addition, you may add +1 to the dice roll if a model in the gang has the Weaponsmith skill. Note as Heavies, Juvies and injured fighters cannot visit Settlements it is not required for the fighter who owns the weapon to be present at the workshop. It is assumed that the fighter in question entrusted his weapon to someone else in the gang who they knew would be making the trip into town.

GUILD OFFICE

The Guild Office is a place that most gangs visit very begrudgingly. It is where you must go if you have business with the Guilders. It is usually located in the centre of a Settlement near the Town Square, the place where deviant Scum are hung from the gallows or lose their heads at the block! A gang may visit the Guild Office for a number of reasons.

REPORTING OUTLAWS

If you wish to report an enemy gang after a game in an attempt to have them outlawed, then you'll have to visit the Guild Office. Upon visiting the Guild Office your opponent in the last game must roll 2D6 and look up the result on the table below. This dice roll is modified as shown below.

- 1 If the game you just played was an Ambush and you were the attacker.
- 1 If the game you just played was a Shoot-out and you drew second.
- 2 If the game you just played was a Shoot-out and you drew first.
- 3 If the game you just played was an Outlaw scenario and you were the attacker.
- 1 For each Wyrd, Beastmaster or Pit Slave in your gang.
- +1 If your gang is Watchmen.

+1 If your gang rating is under 1000.

-1/+1 If your gang rating is over 2000 (roll a D6 each time 1-3 = -1, 4-6 = +1).

-2/+2 If your gang rating is over 3000 (roll a D6 each time 1-3 = -2, 4-6 = +2).

-3 If you attacked any forces of the Imperium in the game you just played.

+1 If none of the modifiers given above have ever applied to your gang before.

COLLECTING PAY FOR BEING A WATCHMEN

A gang that are acting as watchmen will collect their pay of 25credits automatically as soon as they visit the Guild Office after a game. This money is now added directly to the gang's stash.

COLLECTING BOUNTY.

Outlaws are generally worth a bounty, dead or alive – that's why there are Bounty Hunters, after all. Any gang that captures or kills an Outlaw or Outlander can collect a reward on them by visiting the Guilder courts at the Guild Office in

OUTLAW REPORTING TABLE

ROLL 2D6

2 OUTLAWED

Time to get out of town. You must choose one of your territories to keep as your gang's hideout and delete all the others (which are seized by the Guilders).

3-11 CLEAN

You're clean citizen. Move along.

12 DEPUTISED

The Guilders are so impressed (or fooled) by your law abiding manner that you are given the chance to become Watchmen and help keep the peace. If you accept you gain an additional 25 credits after every game (added directly to the gangs stash) each time you play against Outlaws from now on. You'll have to visit the Guild Office of the local settlement after the game to claim the extra cash though. In addition, you can inflict a -1 modifier on any other gang that you report whilst you are Watchmen. You can decide to stop your gang being Watchmen at any time.

DOING TIME TABLE**ROLL 2D6****2 DAY IN COURT**

Your fighter is hauled before the local Judge to protest his innocence. Roll a D6 to find out whether he is found guilty or innocent. On a roll of 1-3 he is found guilty and is sentenced to death (for committing the crime and for not turning himself in). He is hung in the Town Square that afternoon as a deterrent to other criminals. Remove the fighter from the gang roster. On a roll of 4-6 he is cleared of any charges and is set free immediately.

3 DEPORTED

Your fighter is moved into a special enclosure and he gets the uneasy feeling he is to be shipped off to a distant penal colony or conscripted into the Imperial Guard. Roll 1D6. On a 1 he fails to get out of his predicament and is shipped out the following morning, never to be seen again. On a 2+ he cunningly manages to break back into his old cell and escapes this appalling fate.

4-5 BAD PORRIDGE

Your fighter is given some really bad food from which he gets horribly sick. He starts the next battle at -1 to his strength. If a fighter suffers the effects of bad porridge again cumulate the result. Any fighter reduced to 0 strength will die as a result of their tortuous time in the stockade.

6-7 FLOGGING

The guards don't seem to like the look of your fighter and drag him into the yard for a flogging with the whip. He starts the next battle at -1 to his toughness. If you roll a 6-7 (flogging) again cumulate the effects. Any fighter reduced to 0 toughness will die as a result of their tortuous time in the stockade. In addition roll 1D6. On a 4+ your fighter has some rather impressive scars to show the lads and thus gains +1 to his leadership, up to a maximum of 10. Note that a model may only ever gain a total of +1 to his Leadership characteristic.

8-11 LOCKED UP

Your fighter spends his time locked up in his cell catching up on his sleep and swapping tall stories with the other inmates.

12 RATSKIN MAP

A wiry old man with a long beard and totally bald head who gesticulates wildly and curses loudly in a foreign tongue approaches your fighter. This man hands him a crumpled piece of parchment. Roll 1D6. On a 1-5 it turns out to be nothing more than a crumpled piece of parchment with a selection of poems, songs and stories the man has written in some foreign language. On a 6 it turns out to be a Ratskin Map that you can add to your stash.

the local settlement. The standard going rate for a bounty is equal to the captured or deceased Outlaws total cost plus experience in credits. Naturally Outlaws and Outlanders can't collect bounty, as they would be shot for trying then for ethical reasons. A gang cannot claim any weapons or equipment from a fighter that is sold to the guild courts as all equipment is considered to be material evidence. Note that these rules replace the standard rules in Outlanders, so that you may only ever collect bounty on Outlaws and other scum at the Guild Office.

TIME IN THE STOCKADE.

The Stockade is not somewhere you visit by choice, although for many in the Underhive it is a home away from home. In the stockade a fighter will share a cell with cutthroats, thieves and murders, and will swap tall stories with smugglers, pirates and the like. If a gang fighter is arrested by the Guild for any reason (such as rolling a 33 or 63 on the Settlement Events Table), then they will be forced to spend some time in the Stockade, before applying the results of the Settlement event, etc. For each of your fighters who spends time in the stockade roll D3 times on the Doing Time table above.



FRIENDLY DOC

In the Underhive, visiting a Friendly Doc is fraught with uncertainty. Within hive proper the level of medical assistance available to the general population is shockingly poor, and in the Underhive it is ten times worst. Most medical practitioners in the Underhive have been driven from Hive City, suspected of real or imagined crimes, such as experimentation with animals and arcane magic. The most notorious Doc to set up practice in the Underhive is 'The Mechanic' who is wanted by the Adeptus Arbites for the murder of more than 10,000 patients. Nether-the-less, many fighters will visit a Friendly Doc in order to have a wound sustained in battle looked at and treated by the medical practitioner.

If a gang visits a Friendly Doc then any fighter with a serious injury may get the Doc to perform some surgery on them. The Doc may attempt to cure a fighter of any serious injury except old

SURGERY TABLE

ROLL 1D6

1-2 UH OH

The doc has made a mess of the operation and left your fighter in a state worse than when he came in. Roll a D6 and look up the result on the Uh Oh Table to see what has happened to the unfortunate patient.

3 WHICH ONE WAS IT ?

The Doc performs the wrong operation. If your fighter has any other serious injuries then the Doc attempts to fix one of them instead. Determine which serious injury the Doc operates on randomly and then roll on this table again. Treat further rolls of "which one was it" as "successful surgery". If your fighter doesn't have any other serious injuries then the Doc has gone a little mad and performed some kind of experimental surgery on the unsuspecting victim. Roll a D6 and look up the result on the Uh Oh Table to see what has happened to the unfortunate patient.

4-6 SUCCESSFUL SURGERY

The surgery was a success. Remove the serious injury from the fighter's profile on the Gang roster.

battle wounds. Even a fighter with a few missing fingers can be fixed up as good as new, prosthetic surgery being quite advanced in the Imperium. Each fighter, however, may only ever have one serious injury looked at between games.

To see how an operation went roll a D6 and look up the result on the Surgery table below. You may add +1 to the roll if any of the fighters in your gang have the medic skill, as they offer the Doc some friendly advice in performing the operation. Note, that although you roll for the

UH OH TABLE

ROLL 1D6

1 DEAD

The doc accidentally punctures a vital organ during the operation. He tried to save the patient but he bleeds to death on the operating table. The patient dies and should be removed from the Gang roster. On the bright side the doc offers you D6 x 5 creds for the body which will provide him with a useful supply of limbs to perform transplants with. This amount is added directly to the Gangs stash.

2 COMPLICATIONS

There are some complications with the surgery that lead to your warrior suffering further injury. Immediately make a roll for the fighter on the serious injury table (treat full recovery, bitter enmity and captured results as a roll of 5-6 (Not too Bad) below.

3-4 DUUUUHH

Some combination of anaesthetic and drugs has turned your fighter into a drooling idiot. He is now treated as if he had suffered a head wound.

5-6 NOT TOO BAD

Even though the Doc made a mess of the operation nothing too bad has happened to the patient. Your fighter survives unharmed from the surgery, but will have to miss the next game whilst he recovers from his ordeal. Note that the patient still suffers the effects of the serious injury that the Doc was meant to have operated on.

results now, a fighter who has had surgery performed on them will be laid out of action for a while, and will therefore miss the next game whilst they recover from the operation. The cost of surgery is always $D6 \times 10$ credits, which must be paid before the Doc will perform any operation. You may determine the cost of the operation first, however, before deciding to go ahead with it.

Note do not add +1 to the roll on the Uh Oh Table below if a member of the gang has the Medic skill. He has already given the Doc all the advice he was willing to take.

NEW EQUIPMENT

This section covers new equipment your warriors can buy from the Guilders and other traders in the settlements and towns of Necromunda (see Trading Posts in Settlement Events 1, GW5).

ARMOUR-PIERCING AMMO

Armour-piercing ammo is either projectiles with specially hardened tips or super charged power packs in the case of laser weapons. The ammunition is specially designed to penetrate armour, so a fighter wearing armour that is hit by armour piercing ammo receives no save. When a fighter buys armour-piercing ammo they buy it for a specific weapon which must be noted down on the gang roster. A fighter has enough armour-piercing ammo to last for one game.

COMBI-WEAPON

These are basically two weapons joined together, giving the fighter a choice of two weapons to fire instead of one. A fighter armed with a combi-weapon may choose which of the weapons he is going to use in the shooting phase. The boltgun may be fired any number of times, but the other weapon may only be fired once per game. Note that you may not choose to fire both weapons at once.

HEAVY FLAMER

Heavy flamers are treated exactly the same as flamers except that they are strength 5.

HELLFIRE SHELLS FOR HEAVY BOLTER

If a model with a heavy bolter uses hellfire shells then they only get to make one shot (no sustained fire dice). If you hit a model with a

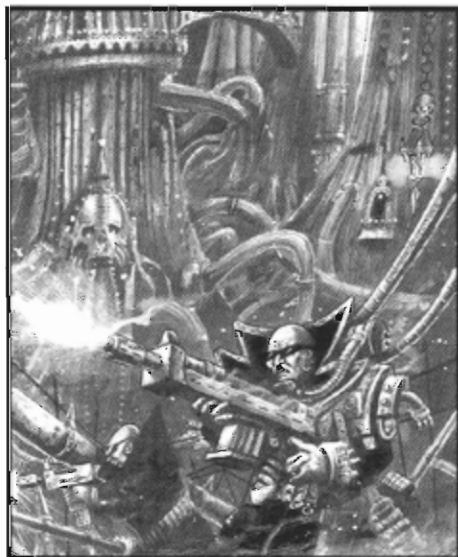
hellfire shell then place the 2" template over them. Any model under the template will be wounded on a $D6$ roll of 2+ regardless of their toughness. Hellfire shells may scatter as normal.

WEB GUN

Treat this the same as a web pistol except the weapon uses the flamer template and has an ammo roll of 4+. A model equipped with a web gun must pass an ammo roll every time they use the weapon. Due to the considerable wear and tear inflicted on it by your fighters. Gangs can automatically sell old equipment at half its listed price (half of the fixed cost component of rare items). When working out the re-sell value of an item round any fractions up. Alternatively, a gang may wish to hoard unused weapons for future use.

PRICE CHART

The following charts indicate the costs of items available for sale at the trading post. The cost of rare items is included, but such items cannot be bought unless they are offered for sale as already described. In some cases the cost of a weapon is variable, and includes a base cost plus a variable extra amount, for example $40 + 3D6$ credits. In these instances the extra variable cost is the additional rarity value of the item – the premium which must be paid to own it.



NEW WEAPON

RAPIER

by **TOUMAS (TUBE) LÄHDEOJA**

BACKGROUND

The Rapier Laser Destroyer is an archaic weapon platform widely used by the Imperial Planetary Defence Forces. It is a self propelled anti-tank gun originally designed for defending cities and fortresses, with just enough mobility to move into ambush positions in broken ground or forested areas.

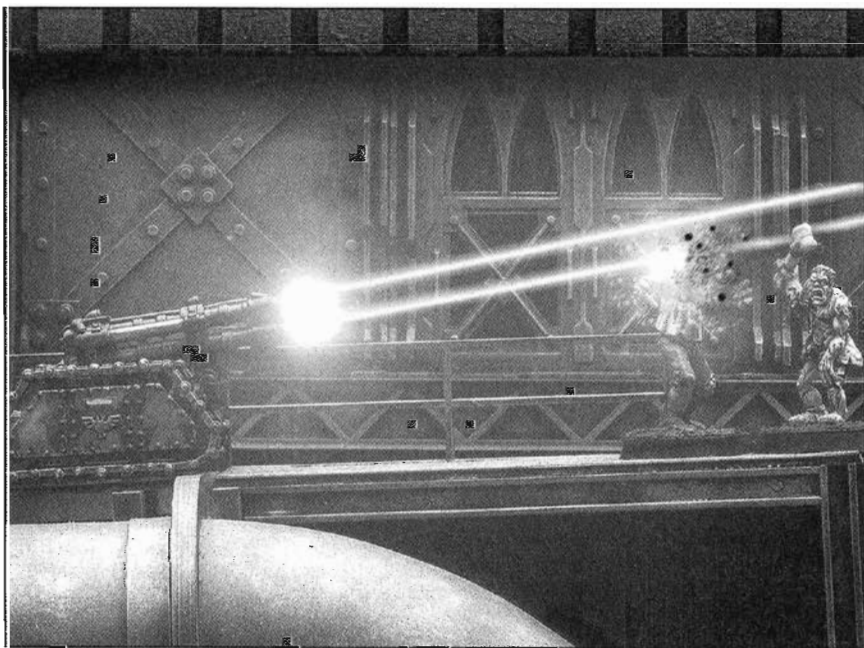
It incorporates a weak machine spirit which takes care of target acquisition and targeting, making it a semi-independent weapon needing operator only for moving and operational mode selection.

The Rapier Cannon is considerably more powerful than the standard issue Imperial Lascannon used in a multitude of functions throughout the Imperial military machine. It's multi-barrel design allows the adjustment

of the optimal armour piercing according to the range to the target. The machine spirit adjusts the convergence of the beams according to the range to focus the beams on a single spot at the target, thus achieving beam intensities simply not possible for single barrel weapons.

The price of the power is more maintenance due to the moving barrels, heat build-up due to the proximity of the multiple laser chambers, simple size due to effectively having several heavy weapons on a single platform and power requirements again due to multiple weapons.

The most widely used version is a two chambered gun. It's drawbacks are lessened due to minimal complexity, but it still has enough power to pierce a Leman Russ front armour at about one kilometer range. Alternative somewhat widespread design



The Imperial Guard generally do not make use of the Rapier, due to the unwieldiness of the weapon. The Guard Regiments, when compared to the PDFs, are offensive units with the ability to fight wide front assaults, sometimes advancing a hundred miles in a single day. While the Rapier packs slightly more punch than the lascannon favoured by the Guard, it needs more service facilities, power sources and lacks the anti-grav suspensors and compact power cells utilised by the Guard heavy weapons. All these factors relegate its use to second line formations.

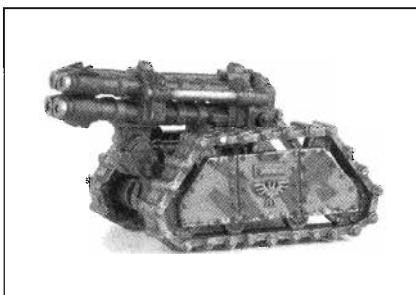
uses four convergent beams, but their maintenance is an almost lost secret and many which fail are never restored to working order again.

RAPIERS IN THE HIVE

The Rapier is a very popular weapon among the Necromunda Defence Force, as a Hive offers numerous positions to place the weapon and abundant power and coolant supply. Should the possible fighting take place inside a Hive, the narrow fire corridors and confined spaces the attacking vehicles are forced to use make the Rapier a very deadly weapon indeed.

When used against raiding ash waste nomads or more seriously, off world invaders, the standard doctrine is to drive the Rapier squadrons in prepared emplacements with power and coolant feeds. If the attackers breach the defence line, the (surviving) Rapiers are driven backwards to new positions in the second defense line. While in an emplacement, the Rapiers are set to defense mode, the machine spirit acquiring targets without a friendly IFF-transponder and firing at will. Against relatively slow targets such as main battle tanks the Rapier has a very high hit and kill probability. It is, however, of very limited use against airborne targets or pure infantry only. It can't really hit an aircraft, much less a space capable vessel. Against infantry targets it will only hit a single man at a time, even if the damage is almost always terminal.

The Rapier is controlled by a remote control device. The standard issue control device has two control sticks, one of which is used to move the platform forwards and backwards,



while the other controls turning. Other more and less sophisticated devices have also seen use, and some of the Rapiers have been reduced to being driven around. The remote control also has switches to set the weapon on various modes which vary from rapid fire to cool down. Some models also incorporate extensive programming possibilities, so that the weapon may be set to fire, change position to a new one, fire again, change position again thus making it less vulnerable to return fire.

The weapon is used in such huge numbers that one goes missing every now and then. A few of those find their way into the Underhive and into the possession of the gangs. Sometimes only the weapon system is acquired by a gang, and either mounted as a fixed emplacement or on a makeshift tracks, wheels or some more exotic carriage.

RAPIERS AND A GANG

The conditions of the Underhive are far from the ones found in the Hive City above. While power is relatively abundant, coolant lines are virtually nonexistent and the shape of warfare quite different. Instead of shooting at massed columns on an open plain at kilometer ranges, the vicious fights between the gangs take place in cramped maze of tunnels, pipelines and industrial structures and the targets are either human, or some mutated monstrosities crawling from the Hive Bottom.

Overheating and the somewhat slow targeting response of the Rapier make it of limited use in the Underhive, but a hit from a Rapier will almost without exception take a ganger down. It is an item of high prestige value, both displaying the wealth of the gang and the connections and ingenuity required to acquire such a rarity.

The Rapiers used by the gangs are seldom in pristine condition, and even more rarely have all the normal safeguards and automatic systems intact. Usually automatic heat monitoring systems are disabled, for in the Underhive often the rate of fire is more important than keeping the weapon functional.

The gangs make use of the cannon both in defending their home territory, and on offense. A village, hole or fortress defended by the laser destroyer is a fearful prospect for an attacker, as on an open ground its machine spirit is often able to find its mark. In a raid a Rapier is of less use, as it cannot move and fire at the same time. Nevertheless it is often brought to the front lines by the owners, if for nothing else but the sheer intimidation value of an anti-tank weapon!

RULES

There can only ever be one Rapier owned by a gang. A Rapier cannot be bought at the beginning of a campaign, but must be acquired over the course of a campaign. A starting gang cannot buy a Rapier.

ACQUIRING A RAPIER: In the Underhive Rapiers are uncommon but not unknown. Salvaged, surplus or stolen weapons do come up for sale on the Black Market via arms traders and the Merchant Guild. Unscrupulous Planetary Defence Force commanders are not above lining their own pockets by selling off their units equipment. Rapiers can be bought at the trading post like other heavy weapons.

Because a Rapier is a one off items they come at a premium price. They have a random price like a Rare item, but do not count as Rare.

A Rapier costs $350 + 2D6 \times 10$ credits.

AMMO ROLLS: As the Rapier does not roll to hit as such, ammo rolls are handled in a bit different way than usually. If the targets dodge roll comes up as one, the Rapier must make an ammo roll, which is passed on a $4+$.

Of the Rapier fails its ammo roll the Isotropic Fuel rod used to power it is lost (or more like used up). The Rapier cannot be used in future games until the gang acquires a new one (or digs one up from its stash).

ATTACKING THE RAPIER: The Rapier can be shot at or attacked in close combat. In close combat all attacks hit automatically, but it can be only attacked if there are no other models in base to base contact with the attacker. The Rapier has Toughness of 7, Armour Save of $4+$ and 2 wounds. After taking one wound the Rapier must roll on the Malfunction chart at the start of every of its turns.

CONTROLLER: The Rapier must be controlled by a Heavy (who has the remote control device). Alternatively a Heavy in base to base contact with the Rapier can control it. An enemy Heavy in base to base contact with the Rapier must roll $5+$ to figure out the proper controls and make the weapon do his bidding. Technically the remote control device has an unlimited range, but due to the obstacles and junk littering the Underhive, the controlling heavy must pass a Ld test to be able to move the Rapier if he does not have line of sight to it. Changing modes can be done without LOS with no difficulty. When controlling (driving, changing mode or programming) the Rapier the heavy may make a normal move, but may not do anything else (such as shoot, run or hide).

IFF TALISMANS: Members of the gang owning a Rapier are given Identify Friend or Foe Talismans, which are said to guard them from the Rapiers wrath. The existence and

Hanging down from the ceiling in the bar room of Black Rose flop house in Little Light is a spider shell. It is somewhat of an attraction, a huge monstrosity as it is. The story was that it had crawled from the Sump and somehow found it's way all the way up to the Underhive, feasting on both gangers and green bivers on the way. It had ravaged the area for weeks, even the combined efforts of the local gangs had only driven it off, not killed it. The bounty grew to proportions unheard of, but no-one could bring the beast down. Until one day a stranger, a burly Goliath by the looks, came to collect. He drove a sand crawler, and slumped on its carriage was the spider.

It is said that single hole in its side, a hole the size of a barrel lid through the foot thick chitin was made by a Rapier.

purpose of such talismans is well known in the Underhive tales, so an enemy may try to steal one of these from a downed ganger. Each time a ganger is taken Out of Action, leave a suitable marker to signify the corpse. An enemy may search the downed warrior for the Talisman, an initiative test being required to find and identify the talisman. While searching the warrior may do nothing else, but is not likely be shot at by the Rapiere as it reads the downed warriors IFF to belong to the searcher as well (see rules for shooting). Once a model has looted an IFF Talisman, it counts as being one of the gang the Rapiere belongs to for purposes of being shot at by it.

MOVEMENT

The Rapiere is driven around in much the same fashion as radio controlled toys of Ancient Terra. The platform may move 4" per turn and turn up to 45 degrees during its move. There must be enough room on the tabletop for the Rapiere model to physically fit through doors or other confined areas of the hive. The Rapiere must fit completely onto a ledge, driving it with part of the other track hanging over nothing would only invite disaster. The Rapiere cannot, obviously, climb ladders or stairs, but can be moved between levels by a lift or on a ramp.

MODUS OPERANDII

Instead of driving the Rapiere, the controller may set it on one of the following automatic modes of operation. In other words the Rapiere can either move *or* carry out one of these activities.

FIRE: If there are targets in its fire arc the Rapiere will take one shot per turn. See rules for shooting later. If the Rapiere has no eligible targets, this counts as Holding.

RAPID FIRE: As Fire, but the cannon will fire twice per round. The drawback is that the cannon will overheat in this mode without the coolant feeds available in prepared emplacements. See rules for overheating and heat points.

OVERWATCH: The Rapiere follows the usual rules for Overwatch and Fire modes. Models appearing to *or* disappearing from view get an additional +1 to the initiative test for diving out of harms way. The +1 for possible hard cover applies if the target either emerges

or disappears behind hard cover.

HOLD: The Rapiere does nothing. The purpose of this is to cool down the barrels.

PROGRAMMING

Instead of driving or shooting the Rapiere, the controller can program the Rapiere to carry out activities in a sequence. During the controller's movement phase simply write down the modes in order on a piece of paper. The Rapiere will be in the first mode for the current turn, then in the second mode written for the second turn etc. The operator can cancel the programming at the beginning of any of his turns and re-program the Rapiere if he wishes. If not programmed, or if the program ends, the Rapiere will stay on the mode last used, or in case of a program, the last mode of the program. Note that the Underhive versions of the Rapiere cannot be programmed to move, as there are far too many obstacles and dangerous falls for programmed movement.

SHOOTING

The Rapiere has a narrow 45 degree fire arc (22.5 degrees to both sides from a line directly in front of it). When on fire or rapid fire mode the machine spirit will first target the closest model in its fire arc. If the closest model wears an IFF Talisman, roll a die. On a 2+ the Rapiere will target the next closest model (or no-one, should there be no others in the fire arc). Continue rolling in this fashion until either an enemy is targeted or an IFF Talisman fails. For the purposes of fights in the cramped underhive of Necromunda the Rapiere has an unlimited range.

Once locked on the Rapiere will hit automatically. The target may, however, try to dive out of the way, as establishing the lock-on will take a while and an alert Underhiver might notice the vengeful machine aiming at him. Diving out of the way requires an initiative test - rolling equal or less than initiative on a d6. A roll of 6 always fails. Being in hard cover (but not soft, as anything classed as soft cover offers very little protection against a Rapiere) gives the model a bonus of +1 to their initiative. If the model successfully dives out of harms way it counts as being pinned just as if hit by any other weapon.

If the Rapier hits, it automatically does d6 wounds to the target with no saves for normal armour allowed. Unmodifiable saves offered by power fields or skills may be taken. Any model reduced to zero wounds by a Rapier is automatically taken Out of Action (it's NOT just a flesh wound...). In addition, the devastation caused by a hit from a dedicated anti-tank weapon is quite unnerving – any fighters testing for broken nerve due to ganger going out of action after a hit from a Rapier suffer an additional -1 to Ld.

In rapid fire mode the Rapier will target a second target if the first one was disabled (ie. taken Out of Action). If the first target successfully dives out of the way or otherwise miraculously survives, the Rapier will fire at the same target again.

Only techno skills affect the performance of a Rapier. A Rapier counts as being a heavy weapon for purposes of allocating equipment and skill effects. Due to the advanced targeting system of the Rapier and general care given to it by the owning gang stray shot rules and weapon explosions do not apply to the weapon.

Should you need normal weapon stats for the Rapier (for some scenario involving tanks or structures, for which the rules above do not apply, or very long open fire corridors) it has range of 100", strength 10, does 2d10 wounds and has -6 armour save modifier.

OVERHEATING & MALFUNCTION

As mentioned above, the Rapier on Rapid Fire builds up heat. Normally the heat build-up is controlled by thermal fuses, but in the Underhive these are usually disabled or simply broken.

Every turn used in Rapid Fire mode accumulates one heat point. Every turn spent holding removes one heat point. On normal fire mode or if moving, no heat is dissipated.

If the Rapier has one or more heat points at the start of its turn, roll a D6. If the score is equal to or less than the number of heat points, a malfunction has occurred. Roll 2D6, adding any heat points accumulated to the roll and consult the table below.

2-4 HEAT SHUTDOWN.

The machine spirit overheats, a power coupling loses conductivity or the laser

chambers lose coherence. The net effect is to render the Rapier to hold mode until all the accumulated heat points have dissipated.

5 THERMAL NOISE.

Thermal noise in the machine spirit make it work unreliably, making it confuse friend and foe. The IFF Talismans will only work on 4+ instead of 2+ for the rest of the game.

6-7 OVERHEATING

Overheating of the wide-spectrum target acquisition machine spirit eye leads to unreliable lock-ons. Instead of hitting automatically the controlling player has to roll 4+ to achieve a lock-on.

8 WARPED OPTICS

Beam coherence and convergence systems are damaged by the heat, warping the delicate machinery and magno-optics. The laser loses much of its coherence and power, but spreads to a wider area. For the rest of the game follow the normal targeting procedure for a Rapier, but instead of automatic wounds it counts as having strength 4, does one wound with save modifier of -1 and has 1.5" blast marker (which is centered on the targeted model).

9 BURNOUT!

The laser chamber is burnt out by the intense heat. The Rapier is useless for the rest of the game, but will be repaired for the next one.

10+ MELTDOWN!

The energy stored in the laser chamber and power cells is released as a critical control circuit melts. The Rapier explodes in a blast of superheated chemicals and flying shrapnel. The Rapier is destroyed (for good) and any model within 2" takes a S5 hit (with normal shooting rules applying, including pinning).

Because the Rapier is a highly prized piece of equipment and it can be dragged off the scene of an encounter by gangers or juves, different rules for the Post-Battle sequence apply. If the Heavy is killed or captured (in the serious injury chart), the Rapier is NOT lost if the owning gang won the fight. If the owning gang lost the battle, follow the normal rules for death of a ganger and captured fighters.

TREACHEROUS CONDITIONS

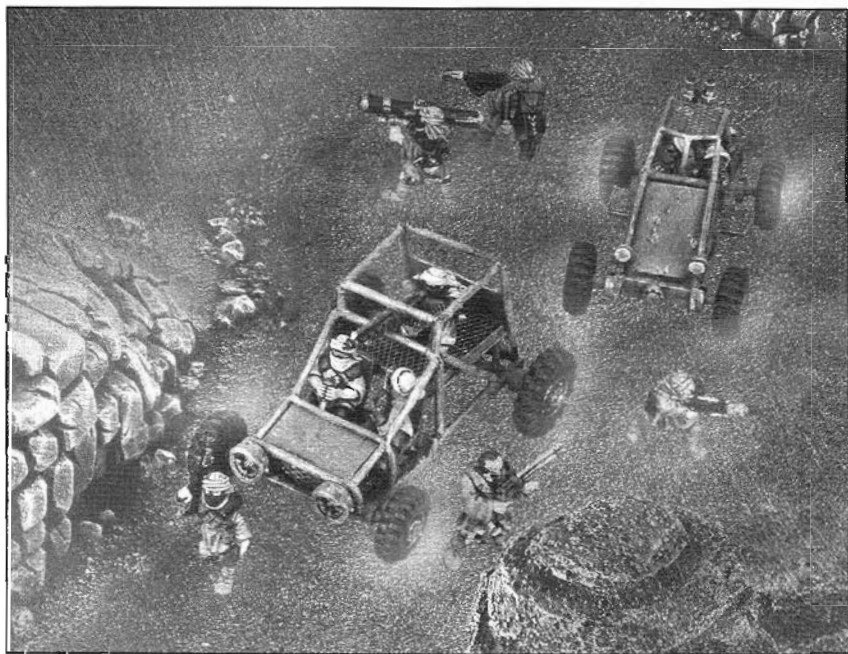
EXPERIMENTAL RULES

by Chris Ward

Outside the protection of the hive walls, life is sparse and survival hard. Even the hardiest shanty town dwellers or experienced nomad gangs can find themselves caught out by the rapidly changing conditions that are the result of Necromunda's ruined ecosystem. Massive ash dunes are interspersed with areas of completely flat ash plain miles wide. These are but the least of a gang's worries. Even the air is toxic outside the hive, any man caught without a respirator will surely die. However, it is the land and climate of the planet itself that kills many unwary outhiver. Windstorms blow up great clouds of corrosive ash that can strip a man to the bone in minutes. The temperature fluctuates wildly, freezing one minute, only to be boiling hot the next. Toxic or acid rain can pour from the skies and floods of

sludge or chemicals sweep across the land. Finally, it is the darkness of night that is singly the most terrifying thing to many gangers, for who knows what will have happened when the skies become light once more!

Should you wish, you may include a treacherous condition in your games of Necromunda: Battles in the Ash Waste. You may agree with your opponent not to have a treacherous condition, but if one player wants one you must roll for it. Treacherous conditions are rolled for after set-up, but before the game begins. Note that Ash Nomad gangs are not affected by any conditions except for the Darkness (31-36) and Dead Calm (26) conditions. To determine the condition which affects your game roll D66 and consult the table over the page.



11-16 Ash Condition

The ash surface that covers Necromunda is not always firm, level ground. The ash may be sludgy, uneven or moving in huge drifts, not to mention the pockets of Quickash, that can catch out a careless ganger!

- 11 **Sludge.** The ash is slightly sludgy and clings to the boots of gangers and tyres of vehicles. However, this does not cause any major effect. Continue as normal.
- 12 **Drifting Ash.** The ash is dry, fine and drifting fast. Besides getting into clothing and equipment it has little effect. Continue as normal.
- 13 **Thick Ash Covering.** The whole area is covered with a thick coating of fine ash like sand. This makes movement on foot very difficult; all movement by models on foot on the surface is at half rate. In addition, roll a D6 at the start of each turn for every vehicle. On a 1 the vehicle is stuck and may not move this turn. This does not affect skimmers and crawlers.
- 14 **Uneven Surface.** The ash in this area is set hard into lumps, mounds and ridges, shaking and jolting models in vehicles. Any models shooting from a moving vehicle is at an additional -1 to hit. Skimmers, crawlers and walkers are unaffected.
- 15 **Quickash.** Small pockets of quickash are dotted across the area, completely hidden from view. Roll a D6 for any model on the surface that moves (vehicles and models on foot). On a 1 they are caught in a Quickash pocket and may not move this turn as they struggle to free themselves.
- 16 **Heat-Baked Ash Pan.** The surface is baked into a hard, even surface. Ideal! Continue as normal.

21-26 Wind Condition

It is always windy in the wastes of Necromunda, constantly blowing up ash and corrosive chemicals. For the most part, the wind is just another inconvenience, but sometimes it gets really windy...

- 21 **Poison Wind.** The wind is somewhat more toxic than normal, just be thankful that everyone has a respirator. Continue as normal.
- 22 **Blustery.** The wind is blustery and corrosive. Continue as normal.
- 23 **Strong Winds.** Movement in the wind is becoming extremely difficult. All movement on foot is reduced by -1 (e.g. models with Move 4 are now Move 3)
- 24 **Ash.** The wind is blowing up great clouds of ash and dust that makes it very hard to see. Long range shooting is at an additional -1 to hit.
- 25 **Heavy Ash.** The wind is blowing especially thick clouds of ash and dust that gets into everything mechanical. All shooting is at an additional -1 to hit. In addition, the ash and dust is so thick it is clogging air intakes on vehicles. Vehicles must roll 4+ on a D6 to move, or be immobilised for the turn.
- 26 **Dead Calm.** There is no wind, a rare thing in the wastes. All Ash Nomad models are at -1 Ld as the conditions are so unnerving. This does not affect any other gangs.

31-36 Light Conditions

Outside the hive, light is not rigorously controlled by glow-globes and halogen strips. It is a murky place as much of the light of Necromunda's sun is kept out by the thick clouds of smog that drift across the sky. However, this is preferable to the light which occasionally breaks through the cloud layer, as any kind of protective ozone layer has been destroyed millennia ago. The light that does get through to the planet is burning, blinding and mutating.

- 31 **Gloomy.** It is clouded and poorly lit. But then this is only to be expected. Continue as normal.
- 32 **Bright.** The smog layer is relatively thin here. Continue as normal.
- 33 **Bad Light.** Night is approaching. Vision is reduced to 16".
- 34 **Darkness.** It is the dead of night. Vision is reduced to 8". All Ld is at -1 or use the rules for night fighting if you have them.
- 35 **Radiation.** A gap in the clouds allows deadly non-ionising UVC radiation through to the planet surface. Roll a D6 for every model at the start of the game. On a 1 that model takes a S3 hit. Any model that goes out of action due to this automatically gets the 'Horrible Scars' result on the Injury table.
- 36 **Changing.** The cloud layer is rapidly drifting. Each turn roll a D6. On a 1 roll again on this table applying the result immediately.

41-46 Temperature Condition

Vast pressure differences exist on Necromunda – the planet being alternately superheated by the sun and frozen when it is in shadow. This not only results in the winds on Necromunda but also massive temperature changes that move across the surface, freezing or cooking anything unable to protect itself.

- 41 **Cold.** The temperature is cold, but nothing that hardened gangers can't deal with. Continue as normal.
- 42 **Hot.** It is hot and clammy. Continue as normal.
- 43 **Chill Wind.** The temperature has plummeted. Ice forms on vehicles and weapons. Continue as normal.
- 44 **Heat Wave.** Boy is it hot! Continue as normal.
- 45 **Freezing.** The temperature drops so low it freezes the ash surface solid. Vehicles moving must roll a D6 each turn. On a 1 they move out of control as the vehicle slips on the ice. This does not apply to skimmers or crawlers.
- 46 **Baking Hot.** Roll a D6 for each model at the start of a player's turn. On a 1, models on foot pass out with the heat, counting as pinned. Vehicles that roll a 1 overheat and may not move this turn.



51-56 Storm Conditions

The ash storms of Necromunda are notorious across the galaxy. In full force a storm can pick up a man and drop him hundreds of miles away. Of course, by then he is little more than scoured bones. Sometimes a skirmish will occur just before or after a great storm, when gangers must fight in the harshest of conditions.

- 51 **Storm's Coming Ani! (I can feel it in my bones).** A really nasty ash storm is heading this way, blowing up ash and raining down toxins. Each player must roll a D6 at the start of his turn. On a 1 the player may not move at all this turn as the storm forces everyone into cover. Models may shoot or fight in close combat as normal.
- 52 **Cyclone.** As two gangs approach each other, a huge cyclone whips up, forcing the gangs to retreat. Players should each roll a 1d test for their gang leader. The player who passes by the most wins, and may reposition his entire gang, with the normal set-up rules for the scenario being played.
- 53 **Acid Rain.** Acid rain in the underhive is a mere trickle by comparison. Roll a D6 for all models at the start of the game. On a 1, models on foot must pass an I test (by rolling under their Initiative on a D6) or take a S3 hit. Models taken out by this automatically receive the 'Horrible Scars' serious injury; there is no need to roll for it. Vehicles that roll a 1 must roll a further D6 after the game. On another 1 they take permanent damage as though they had been crippled, as the acid eats through vital components.
- 54 **Chemical Rain.** All rain on Necromunda is made up of nasty chemicals, all water having long since been polluted. Continue as normal.
- 55 **Toxic Rain.** This comes down in thick sheets which impairs vision and sting the eyes. Vision is reduced to 24".
- 56 **Lightning Storm.** Roll 2D6 each turn. On the roll of 2 (snake eyes!), a vehicle is struck by lightning and explodes with the same effect as rolling a 6 on the Vehicle's Fuel Damage table (or engine/powerplant depending on the type of vehicle. Just apply whichever is the most damaging.) If there are no vehicles then there is no effect.

61-66 Miscellaneous Conditions

There are some strange conditions that also occur in the wastes, some of which aren't even strictly weather...

- 61 **Ash Clams.** The whole area is riddled with ash clams, hiding just underneath the ash surface. Roll a D6 for each model that moves on foot. On a 2-5 nothing happens. On a 1 the model is seized by an ash clam and may not move until rolling under his Strength on a D6 at the start of subsequent turns.
- 62 **Radiation.** The whole planet is swimming with it! Continue as normal.
- 63 **Parasites.** A recent storm has stirred up a colony of microscopic parasites. Each player must roll a D6 at the start of each turn. On a roll of a 1 a randomly determined gang fighter loses one Strength point for the rest of the game, as the parasites feed. Models reduced to S=0 are taken immediately out of action.
- 64 **Effluent Flood.** A massive effluent flood sweeps across the battlefield. Making movement a somewhat haphazard affair. Roll a D6 for every model at the start of the game (on foot and vehicles). On a 1 that model may not move in its first turn.
- 65 **Rad Zone.** The battlefield is dotted with highly concentrated radiation sources. Players must roll a D6 at the start of their turn. On a 1 a randomly determined model is affected by the radiation. Models that go out of action due to this automatically receive the 'Impressive Scars' result on the Serious Injury table; there is no need to roll for this. Models equipped with rad counters are not affected.
- 66 **Multiple Conditions!** Roll again for a further D6 treacherous conditions, re-rolling any more rolls of 66.

SPECIAL ACTIONS

by Jason Yeung

These Special Actions are new actions any model may use during their turn. A few examples of old Special Actions are Hiding, Overwatch, and Running. Hopefully these new actions will give players more flexibility during the game. So instead of saying 'this ganger is running', you can say 'this ganger is going to prime a grenade', or 'this ganger is going to give a rallying cry'. Anyhow, give them a try.

SPECIAL ACTIONS

Only one action can be taken per turn, whether it be Hiding, Running, Shooting, Charging, Aiming, Overwatch, Jumping, or Full Auto. Moving and Turning do not count as Actions. The only exception to this is when a model has a skill which allows him to do two specific actions in the same turn (ie: Dive, Ambush, Hipshoot).

BASIC ACTIONS

These Actions are Actions generally take place immediately and have no lasting effects. Some last for a certain duration ranging from instant to one full turn. After the duration expires, the model must declare that Action again. Examples of Basic Actions are shooting, running, jumping, and charging.

EVASIVE ACTION

Duration: One Full Turn

Evasive Action involves dodging, rolling, ducking, and plain avoiding the shots of the opponents. Models on Evasive Action gain an additional 6+ Dodge until his next turn (models who already have the Dodge Skill would roll 2 dice).

PRIME GRENADE

Duration: Until End of Your Next Turn

The model pulls the pin on the grenade, throws it on the ground, and runs. This action allows the model to throw a grenade or bomb without having it detonate immediately. Resolve the throwing of the grenade as normal (with -1 penalty for small target). Then place a counter where it landed. That grenade will explode at the end of your next turn. Must have grenades, bomb, or frag belt.

LEERING TAUNT

Duration: Instant

This little action involves yelling the most downright humiliating insults towards an enemy ganger followed by insulting hand gestures (usually done by very brave or very stupid juves). This Special Action can only be performed if your model is in partial cover or in clear. Your model must also be within 12" of the chosen target and the victim must have line of sight to your model. First, your model makes a Leadership Test. If you pass, then your opponent takes a Leadership test. If he fails, then his model is affected by Frenzy and must charge the model that Taunted him. If the Frenzied model cannot charge, he will run towards the model that taunted him (although he will not jump off the roof of a building and such). Taunted models can attempt to regain control during their Recovery Phase (Leadership Test).

RESCUE

Duration: Special

The ganger runs towards his fallen companion, scooping him up and carrying him on his shoulders. A model can attempt to pick up a down model or pinned friendly model whom he is in base to base contact with. This action can only be performed if you first roll equal or under your Strength on 1D6. If you pass, then you have picked him up. While carrying a fallen companion, your model suffers a -2 Ws and -1 BS penalty. He can only use pistols, grenades, and single handed close combat weapons. He also suffers -1 Initiative and his Movement Value is limited to his Strength Value. However,

attacks that hit the ganger hit the model being carried on a 4+. The ganger can put down the model during any subsequent turn without any penalties.

RALLYING CRY

Duration: Instant

This action can only be performed by a higher ranking gang member onto a lower ranking gang member (Leader - Heavy - Ganger - Juve). The model yells a series of orders, encouraging words, and insults to all those around him. All friendly subordinate models within half Leadership Value in inches are affected. If any of these friendly models are pinned or panicking, they can immediately test to get up from pinning (or recover from panic) and take their turn if they first pass a Leadership Test (assuming they didn't take their turn yet).

FLYING TACKLE

Duration: Instant

This action can only be performed if your model is within 1" of the edge of a building or platform at the start of your turn. Your ganger leaps up to D6+Strength inches towards one enemy model on a floor beneath you in line of sight. If you roll equal or under the horizontal distance to that model, then you may have hit him (otherwise you suffer full falling damage for the leap). If that model fails, then you suffer falling damage equal to half the distance fallen, and your victim suffers full falling damage equal to the vertical distance you fell. Also, both you and the victim are knocked back D3 inches.

TACKLE CHARGE

Duration: Instant

Instead of declaring a Charge during your turn, you may declare a Tackle Charge instead. The ganger runs up to his victim and throws his shoulder into his victim. Both the charger and the victim both roll 1D6 and add their Initiative. If your charging distance was less than or equal to your Movement value, then you can may re-roll your D6 roll. If your result is equal or greater than your opponent's score, then you have tackled him. He immediately suffers a single hit at your base

Strength. Also, both of you are pinned as a result and cannot make any more Hand to Hand combat attacks for the rest of the turn (although both of you are still in combat). In addition, both of you are moved D3" in the direction of the tackle as a result of this attack. During next turn, Hand to Hand Combat is fought as normal.

SLEEPER ACTIONS

These Actions are declared like Basic Actions, but their effects last until cancelled or released. Examples of Sleeper Actions are Hiding and Overwatch. Most Sleeper Actions last until the model moves, shoots, or enters close combat (although this is not always the case). Also, some Sleeper Actions can be "Layered" upon each other (ie: Hiding and then setting Overwatch). This will be stated with the specific Action.

AIMING

This Special Action can only be performed if the model does not move this turn and is not in hand to hand combat. That ganger declares one ranged weapon that he is Aiming with. The next shot that model makes with that chosen weapon gains a +1 bonus to hit. However, this bonus is lost if that model moves or turns in any way after declaring Aiming.

May be done while on Overwatch, Crouching, or Hiding.

BRACE CHARGE

This Special Action can only be performed if your model does not Move during his turn. A model that is declaring a Brace Charge Action draws his weapons and prepares for close combat. If any models charge him, the model Bracing Charge will gain a +1 WS bonus for the first round of combat. However, this bonus is lost if that model moves during his turn or any subsequent turns.

May be done while Hiding or Crouching.

CROUCHING

This Special Action can only be performed if your model does not Move during his turn. A model that is Crouching squats low on the ground so that he makes better use of cover. As a result, anyone shooting at him suffers an additional -1 penalty to hit. This Sleeper Action lasts until you Move (not turn) or enter Close Combat. NOTE: Leave your model standing the way it is (use a token to make crouching models). Models Crouching behind

Full cover do not count as having the Crouching bonus as the cover obscures enough for a -2 penalty either way. (If you wanted to really make use of cover, choose the Hiding Command instead.)

May be Layered on any other Sleeper Action.

SPECIAL FIRE-ARMS ACTIONS

These Special Fire-arms Actions were designed to create more in depth gunfights in Necromunda. These shooting actions can be taken instead of regular shots, whether on Overwatch or during your turn. None of the following Special Fire-arms Actions can be combined with the Shooting Skills of Fastshot, Blaster Master, Gunfighter, Gunslinger, Rapid-fire, or Rapid-fire Master.

FATAL SHOT

This Action represents a ganger aiming his shot to kill rather than shooting to stun or injure. This shot suffers a -1 penalty to hit. However, if your shot hits and wounds, you may re-roll the first Critical Injury Roll, although the second result must be kept.

TWO ROUND BURST

This Action represents a ganger firing two quick shots from his gun. These shots can be directed at two different targets as long as they are both within line of sight of your model. These shots are fired normally except that they both are fired at half Ballistic Skill (round up). Also, your ammo roll value is modified by -1 for both shots. However, your Ranged Weapon must be capable of Two Round Bursts (see chart).

THREE ROUND BURST

This Action represents a ganger firing three quick shots from his gun. These shots can be directed at three different targets as long as they are both within line of sight of your model. These shots are fired normally except that they all are fired at one third of your Ballistic Skill. Also, your ammo roll value is modified by -1 for both shots. However, your Ranged Weapon must be capable of Three Round Bursts (see chart).

FULL-AUTO

This Action represents a ganger holding down the trigger on a fully automatic weapon and totally emptying his clip in one turn. This attack is VERY destructive.

However, it is guaranteed that your weapon will jam, run out of ammo, or explode. Your model may shoot as many times he wants during this turn until he jams his gun. Because of the wild kickback of a Full-Auto Blast, all your shots will be fired at one third Ballistic Skill. Also, your ammo roll value is worsened to 4+ at best (despite Armorers). However, your Ranged Weapon must be capable of Full-Auto (see chart). After a Full-Auto, your gun is automatically Jammed. Models with a weapon reload can use (erase off of gang roster) their Weapon Reload to fix a gun of the same type that was jammed because of Full Auto.

EXACT TRANSLATION OF BS TO 1/3 BS:

BS	1	2	3	4	5	6	7	8	9	10
3rd BS	0	1	1	2	2	2	3	3	3	4

Weapon	2 Rnd Burst	3 Rnd Burst	Full-Auto
Stubgun	X	X	-
Stubgun w Dum-Dums	X	X	-
Auto Pistol	X	X	X
Las Pistol	X		
Bolt Pistol	X	X	-
Hand Flamer			
Gauss Pistol	X	X	X
Web Pistol	X	-	-
Needle Pistol			
Autogun	X	X	X
Las-Gun	X	X	
Boltgun	X	X	X
Shotgun	X	-	-
Flamer	-	-	-
Grenade Lncher	X	-	-
Melta-Gun	X	-	-
Needle Rifle	-	-	-
Plasma Gun	X	-	-
Hand Froster	-	-	-
Heavy Weapons	-	-	-

SPECIAL FLAMER ATTACKS

A model armed with a Hand Flamer or Flamer may opt to use one of the following attacks during his shooting phase. Note: These attacks cannot be used during Overwatch. Also, none of the following Special Flamer Attacks can be combined with the Shooting Skills of Fastshot, Blaster Master, Gunfighter, Gunslinger, Rapid-fire, or Rapid-fire Master.

CONTINUOUS FIRE

The fighter holds down the trigger of the Flamer, releasing a continuous blast of searing flame. When using Continuous Fire, resolve your flamer attack as normal, ammo roll and all. If you pass the Ammo Roll, then the Flamer (or Hand Flamer) template will stay in its position until the start of your next turn. Models staying inside the template of moving into it will suffer Flamer damage as normal during their turns. As a result of this attacks massive fuel consumption, another ammo roll is needed after using this attack (although its effects will still last to your next turn if you passed the first ammo roll).

Continuous Fire can only be used if the model does not move during his turn.



FLAME SWEEP

The fighter swings his Flamer in a 90 degree arc, creating a fan of flaming death. Place the Flamer template (or Hand Flamer Template) as normal. Then turn the model 90 degrees in any direction. Next, swing the template in the same direction until it reaches the front of the model with the Flamer. All models under the template or covered by its swing are hit on a 4+ and suffer a Strength 3 hit from the flames. However, they will each Catch Fire only on a D6 roll of a 5+.

FLAME WAVE

The fighter swings his Flamer back and forth in a 90 degree arc, creating a wall of fiery death. Place the Flamer template (or Hand Flamer Template) as normal. Then turn the model 90 degrees in any direction. Next, swing the template in the same direction until it reaches the front of the model with the Flamer. All models under the template or covered by its swing are hit and suffer regular Flamer Damage. As a result of this attacks massive fuel consumption, another ammo roll is needed after using this attack.

Flame Wave can only be used if the model does not move during his turn.

FIRE WALL

The fighter fires his flamer towards the ground, creating a trail of burning fiery napalm. Any model using this attack does not use a flamer or hand flamer template as normal. Instead, they may set fire to a small area of ground or terrain. First, that model makes an ammo roll as normal will all flamer and hand flamer attacks. Next, that model gets six 0.5 radius templates (same as Napalm Grenade templates) for a flamer and three 0.5 radius templates if he is using a hand flamer. He may then place them anywhere within 8 inches if he's using a flamer or within 4 inches if he's using a hand flamer. These templates must be placed so that each template is touching at least one other template (ie: in a line or pile). These templates stay in play and anyone touching or walking (running) over any of the templates is hit as if by a flamer: S4 hit, -2 Save, and 4+ Catch fire. Test for each template at the start of every turn. On a 6+, the template is removed from play. If a model is touching a counter at the start of his turn or moves into one, then it takes another hit.

Flame Wave can only be used if the model does not move during his turn.

TRADING SKILLS

by Mark Gunton

Many Gangers pick up various skills in their lives in the Underhive, some that are useful in battle, some that are useful before or after. Many Leaders value skilled Gangers in everyday life and Gangers that can help when he goes out looking for a bargain, doubly so. When he goes to the Trading Post, a Leader is assailed by possible bargains and by more probable cons. The Guilders swarm when they see a money belt, laden with credits and the new, green Leader can easily be swayed into buying something that he may not need or on the long run cannot afford. But if he has an experienced Ganger with him, one with knowledge of the ploys and deceptions that the Guilders use to entrap unwary gangers, then his is usually going to come off better in the long run as he continually picks at the cover stories that Guilders make up for the various items of Archeotech they dig up in the Badlands. Proficient Gangers, who have experienced many trials in the Underhive, pick up skills that involve the Trading Posts. These skills come under the generic title of Trader Skills. These skills are acquired in the same way as normal skills, as a Ganger goes up a level in experience. These skills may be taken when the Ganger rolls a 2 or 12 on the Advances table. These skills are ONLY available to Gangers, as Heavies and Juves are too busy at the gang's hideout and the Leader is far too busy dealing with the gang's finances and other important matters to go examining every single item at the Trading Post.

TRADING SKILLS. Roll a D6:

1. Barter

The Ganger is blunt and has a very inquisitive manner. Every time the Guilder shows him an item, he always has questions about it and always studies the item in detail before he even thinks about putting up any money. When the Guilder makes a bid (after the Leader rolls the dice for a variable priced item), the Ganger's skill allows him to re-roll the dice and apply that result.

Note: if the dice roll ends up worse than the original, the re-rolled total cannot be re-rolled. The Guilder can't be haggled twice.

2. Shoplift

The Ganger is very quick with his hands and is slightly crooked. Every time he goes to the Trading Post, he may attempt to steal an interesting nik-nak. Once the Rare Trades have been rolled, the Ganger can attempt to steal one of the items, if you wish. Roll a D6. On a roll of a 6, he is successful and slips the item in question under his coat, or dumps it out a window to pick up later, then legs it back to the gang hideout while the getting's good.

On a roll of a 1, however, the Ganger is spotted by one of the Guilder's staff and is arrested by the Watchmen. Surprisingly, the item stolen disappears and the Leader must pay the ganger's total cost plus weapons plus the cost of the item that was stolen. If the Leader cannot pay the bail, the Ganger must stay in prison until the bail is



paid. The gang, obviously, don't get the item that was stolen.

3. Chарmer

The Ganger has learnt the art of the 'Silver Tongue'. At the end of the game, before the gang pays any Hired Guns (Bounty Hunters, Scum, etc.), he may attempt to sweet-talk them into accepting somewhat less than their normal fee. On a roll of 6, the hireling is drawn in by the Ganger's story and accepts half his (or her) normal hiring cost. On a roll of a 1, the Ganger says the wrong thing and insults the hired gun, who then demands double their fee, or else they shoot the ganger. If the fee isn't paid, the ganger is shot by the highest Strength ranged weapon, in the normal way, except that the shot hits automatically. If he is wounded, he makes injury rolls as normal. The hired gun then leaves and refuses to be hired by the gang again (delete the hired gun from your gang roster), although you can hire other hired guns of their type, except special characters. On a 2-5, the hired gun is not convinced and takes their normal fee.

4. Outlaw Contacts

The Ganger has a friend of a friend who knows a guy, who knows the whereabouts of an Outlaw Trading Post. The Leader may choose to go to the Outlaw Post, rather than the local Guildler approved branch of ripp-offs Inc', and may do his business as normal. Roll a D6. On the roll of

a 6, the Leader is spotted by a known Watchman's informant. It will cost the Leader D6x5 Credits to secure the silence of the informant. Failure to pay the fine will result in the little scrote telling all. Next time you have to roll on the Watchman's table, add +3 to the result as the Watchmen are distrustful of the gang.

5. Keen Eyes

The Ganger has become extremely adept at spotting interesting little devices and rare items among the massed piles of trash and depravity that are heaped up outside the trading post. The ganger may add +2 to the rare trade dice roll.

6. Friendly Ear

The Ganger has a very approachable manner and can usually be found sitting outside the Trading Post, swapping tales with the aged crusties that congregate there and generally listening to any juicy gossip from around the dome. The Leader may add +1 to the Rare Trade table as usual, but the Ganger rolls a D6. On a roll of a 6, the Ganger finds a possible jewel in the stream of drivel. Roll on the table below:

- 1 - What seemed to be a break turns out to be the drunken mutterings of an ancient veteran Hiver. Nothing of any use is learnt, except the location of a cheap bar.
- 2 - The Ganger listens closely to some murmuring old blokes and learns the location of a new territory out in the Badlands. Roll on the Territory table and add the new territory to your gang's roster.
- 3 - The constant wittering from the ancient fogies gives the Ganger new insight into the movements and habits of rival gangs. The gang may choose the scenario in their next game.
- 4 - The Ganger hears of an area of catacombs that have been recently unearthed. After a short search, the Ganger finds a network of Tunnels under the dome. Add the Tunnels territory to your gang roster.
- 5 - As above, but for Vents.
- 6 - One of the old gits is so impressed with the Ganger's tales, he offers up his younger brother to the gang, so he can be taught the ways of the Underhive. Add a new Greer: Juve to your gang roster (he is armed with a knife).





EXPERIMENTAL RULES - NEW GANG GUILDERS

by **TOM MERRIGAN & WARWICK KINRADE**

Hive Primus alone is richer and more productive than most planets in the Imperium. The Hive is a manufacturing powerhouse. Goods move constantly throughout the Hive. Imports and some raw materials go downwards, other raw material come upwards from Underhive, and manufactured goods travel up into the Spire and off planet. The Merchant Guild controls all traffic between the Houses, and consequently is as populous, wealthy and as important as any of the Noble Houses themselves. The families that comprise the Merchant Guild are called Guilders. Guilders are closely bound people, intensely loyal to their own kind and insular in tradition. They are secretive about many aspects of their dealings and way of life. To other Hivers their style of dress and habits are strange and incomprehensible. Amongst themselves they speak a secret language quite unlike the common tongue of the Hive.



Not all Guilders are equally wealthy and important. The more prosperous families live in the Spire and control trading empires that shift vast cargoes between Hive City and the Noble Houses.

At the other end of the spectrum are the lone speculators who trade in the Underhive, ever hopeful of discovering some new load of iron slag or a hoard of archeotech.

These adventurous individuals are often encountered deep in the Hive accompanied by hired guides and mercenaries to protect them from outlaws and mutants. It is these same Guilders that provide Underhivers with the only secure way of storing large quantities of money. This they do by keeping money secure as Guild credit, a form of deposit account that all Guilders honour. Guilders also supply physical currency in the form of Guild bonds and Guild tokens. Bonds are large denominations, oblong chips of ceramite bearing an indelible imprint of value. Smaller token chips are carried as loose change and are used within the settlements as everyday currency. These Guild tokens are often referred to simply as credits.

Guilders gangs make an interesting alternative to the 6 house gangs. They are not Outlaws, but rely on their creds and hired help to survive. For modelers Guilders allows you to customise a gang, with so much hired help no two gang members will



be dressed or armed alike. This gives you the opportunity to make a really unique and individual gang.

SPECIAL RULES

LAW ABIDING GANG: Guilders gangs are law abiding and follow all the rules (except where noted below) given for the six standard gangs in the Necromunda Sourcebook.

TERRITORY: Guilders have no territory in

the Hive. They live wherever their business takes them, sometimes basing themselves in the domain of a single House but more often wandering from one place to another. Because of this a Guilder gang may never own any piece of territory. Instead, they base their operations out of the various settlements in the Underhive, which include all manner of warehouses and trade posts. Any territories that a Guilder gang captures must be looted. This represents the gang stripping the site of all valuable commodities that can be sold for creds. In game terms a Guilder gang has no territories, it gains it's income through other means, see below.

INCOME: As they are unable to hold any territory Guilder gangs do not generate income in the same way as other gangs. Instead, Guilders gangs gain cash from investments made by the gangs leader and from money owed to him by various trade partners and the like. The larger and more renown the gang the more contacts and investments it will have to draw on. To determine the income generated by the gang divide the gangs Gang Rating by 10, rounding any fractions down to the nearest whole number. The gang must still spend a proportion of its income on basic necessities such as food, drink, ammunition and general weapons maintenance and so this amount is cross-referenced with the number of models in the gang, using the standard table in the Necromunda Sourcebook, to determine the profit made. This profit is added to the gang's stash.

TRADING: Guilder gangs may only visit Non-Outlaw settlements. They'd be shot if they tried to enter an Outlaw settlement or town.

HATRED: Outlaw gangs hate Guilders because it is the Guilders that exiled them and stop them living free lives. Because of this all Outlaw gangs suffer the effects of Hatred when fighting against a Guilder gang.

HIRED GUNS: Guilder gangs may make use of the following hired guns: Bounty Hunters, Underhive Scum, Ogryn Bodyguards and Assassins.

SCENARIOS: Guilder gangs roll on the standard scenario table like all other non-outlaw gangs.

1 GUILDER

Cost to recruit: 140 credits.

A Guilder is the central figure of the gang. He is an official representative of the Merchants Guild, a powerful and rich man raised to this position through the byzantine inner workings of the Guild. It is he who leads his band of followers around the Underhive, bartering and trading, buying and selling, enforcing Guild law.

If anybody can be said to rule the Underhive then it is the Guild. They allow little to stand in the way of trade, business and profit. Those who break the rules are outlawed, hunted down and killed, either by the Guilders themselves or by gangs employed to do the dirty work.

Those employed by the Guild can expect good pay, and this attracts many hired guns, but should the Guild be crossed they will stop at nothing for revenge. Most Underhivers obey Guild members through fear of the consequences, but few like them.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	4	1	8

Weapons. A Guilder may be given equipment chosen from the Close Combat, Pistol, Basic, Special, and Grenade and Shotgun Shell weapon lists.

Special Rules

PINNING: A Guilder is unlike the rest of the gang in that he can fight efficiently even on his own. He always counts as having a friend within 2", regardless of whether this is the case or not. This means he can always test to avoid being pinned in place.

LEADERSHIP: Any fighters within 6" of a Guilder may use his Leadership characteristic when taking any Leadership test. This benefit applies so long as the Guilder isn't down or broken himself.

TRADER: Guilders are experts at haggling for prices and for securing the best deal for any equipment they purchase or sell. To represent this, a Guilder gang always pays the fixed cost component for rare items that they purchase and may sell second hand

weapons at their full cost (instead of half their cost as is normally the case). In addition a Guilder is always offered D6 items instead of only D3 when he visits the trading post.

DEATH: If a Guilder should die, his debts, accounts and other business arrangements pass to his successor. In this case the Guilders successor will be the fighter in the gang that has the highest total value (cost plus experience). The fighter who succeeds the Guilder will gain his Leadership abilities and his Trader abilities.

0-4 PIT SLAVES

Cost to recruit: 80 credits.

Guilders make wide use of slaves, buying and selling in Necromunda's busy slave markets. From this human livestock the Guild pick the strongest specimens to become pit slaves. Another source of pit slaves is criminals (real or innocent). Individuals can be condemned in Guilder Courts to the pit fights. Those unfortunate enough to face this sentence are surgically altered into monstrous fighting machines, half man, half machine. Those not employed in the fighting arenas serve the Guild as bodyguards and strong arm enforcers.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons. A Pit Slave may be given equipment chosen from the Pit Slave, Hand to Hand, Pistol and Grenade and Shotgun Shell weapon lists.

Equipment. A Pit Slave may be equipped with armour plates for 20 creds each.

Special Rules.

Pit Slaves often fashion armour plates for themselves from scrap debris found in the hive bottom. Whilst these give effective protection, they are heavy and cumbersome. A Pit Slave may be protected by up to a maximum of three armour plates, giving him an armour saving throw but reducing his initiative characteristic as shown below.

The initiative modifiers for armour plates will reduce a Pit Slaves initiative to a minimum value of 1.

No. Plates	Armour Save	Initiative Modification
1	6+	0
2	5+	-1
3	4+	-2

Modelling tip: You can use all sorts of industrial bits and plasti-card to represent the extra armour on your pit slave models.

0-2 HEAVIES

Cost to recruit: 60 credits

Heavies are physically fit, heavily built mercenaries, chosen for the task of lugging around heavy weapons. They provide the Guilder gang with heavy fire support against well equipped gangs and Outlaws. Like other gang heavies they will have technical skills to maintain and repair their weapons.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons. Heavies may be given equipment chosen from the Hand to Hand, Pistols, Basic, Special, Heavy Weapons and Grenades lists.



MERCENARIES

Cost to recruit: 50 credits.

Mercenaries is catch all term for the hired guns employed by the Guild. Well paid for their services they are experienced, competent men. Some are off worlders, others are former gang members, some are slaves who have proved themselves loyal over long years of service.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons. Mercenaries may be given equipment chosen from the Close Combat, Pistol, Basic and Grenade and Shotgun Shell weapon lists.

Special Rules

At least half the gang must be made up of a combination of Mercenaries or Pack Slaves.

PACK SLAVES

Cost to recruit: 25 credits.

Pack slaves are the dregs. The lowest of the low in Underhive society. They are nothing more than human cattle, bought by the Guild and used as workers. There lives are worth very little, and their existence is usually mercifully short.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Weapons. Pack Slaves may be given equipment chosen from the Close Combat and Pistol weapon lists.

Special Rules

At least half the gang must be made up of a combination of Pack Slaves or Mercenaries.

WEAPONS

Each fighter you recruit can be armed with one or more of the weapons from the standard weapons list under Gang Recruitment in the Necromunda sourcebook (page 102-103 of the hardback edition). A Heavy can carry only one heavy weapon – eg, he can carry a heavy stubgun or a lascannon, but not both.

He can have any number of other weapons. The model is always assumed to be using the weapons depicted in his hands unless the player declares otherwise. Remember, additional weapons must be identifiable on the model itself.

RECRUITMENT

A Guilder gang is recruited just like any other gang. You have 1000 Guilder creds to spend recruiting and arming your gang.



GAINING EXPERIENCE

Experience Points	Title
0-5	Slave (starting level of Pack Slaves)
6-10	Slave
11-20	Slave
21-30	Mercenary Scum (starting level of Mercenaries and Pit Slaves)
31-40	Mercenary Scum
41-50	Mercenary Scum
51-60	Mercenary Scum
61-80	Mercenary Champion (starting level of Guilders and Heavies)
81-100	Mercenary Champion
101-120	Mercenary Champion
121-140	Mercenary Champion
141-160	Mercenary Champion
161-180	Mercenary Champion
181-200	Mercenary Champion
201-240	Mercenary Hero
241-280	Mercenary Hero
281-320	Mercenary Hero
321-360	Mercenary Hero
361-400	Mercenary Hero
401+	Mighty Hero

Guilders gangs use the Advance Roll table detailed in the Necromunda Sourcebook.

EXPERIENCE

When you recruited a Guilder gang the fighters will already have some experience in how to fight. The level of experience a f he gang. The table below shows how much experience the different types of fighters have to begin with. You should record each fighters Experience Points on your gang roster.

Type	Starting Experience Points
Pack Slave0
Mercenary20 + 1D6
Pit Slave20 + 1D6
Heavy60 + 1D6
Guilders60 + 1D6

MAXIMUM STATS**FOR GUILDERS, HEAVIES, MERCENARIES AND PACK SLAVES**

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

FOR PIT FIGHTERS

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

ADVANCES

When a Guild ganger gains enough experience to get an Advance, roll on the standard gang Advance Roll Table in the Necromunda sourcebook.

GUILDERS SKILL LISTS

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Pack Slaves	Yes-	-	-	Yes	-	-	-
Mercenaries	-	Yes	Yes	-	Yes	-	-
Pit Slaves	-	Yes	Yes	Yes	-	-	-
Heavies	-	-	-	Yes	Yes	-	Yes
Guilders	Yes	Yes	Yes	-	Yes	Yes	-

NECRO MAG 1 ERRATA

GUILDER GANGS

Weapons: Pit Slaves can be armed with weapons of the standard weapons lists in the Necromunda sourcebook and from the Pit Slaves weapons list in Gang War I.

Maximum Stats: These are wrong on page 30 of Necro Mag 1. They should read:

For Guilders, Heavies, Mercenaries and Pack Slaves

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	6	3	9

For Pit Slaves

M	WS	BS	S	T	W	I	A	Ld
4	6	6	6	6	3	5	1	10

OGRYN BODYGUARDS

Wounds: The line about Ogryn not having more than 4 wounds should be removed. There is no way for an Ogryn to gain more wounds on the Advance Chart, making the line irrelevant.

INCURSION

Defence Force Costs:

The cost of the troops for the defence force is confusing. The cost is as given plus the cost of the weapons listed below. These should have been listed as

Commissar: + 80 pts for weapons

Troopers: + 25 pts for weapons

Specialists: + 130 pts for grenade launcher
+ 50 pts for comms link



Hi-Ho!

Squat Miner Gangs

By Phil Tortorici



What interesting graffiti they have around here...

I am 44 years old, and run a furniture refinishing/ antique restoring business in South Florida. Surprisingly, with my hobby as it is, I have been married for almost twenty years. We have a son who is twelve (who really likes Blood Bowl, and has 'kids luck' - the git!) and a five year old daughter. My first real gaming experience was with AD&D in 1978 and I still play now.

My first game of 40K was at a convention in 1987 where I killed the rider of an Eldar Jet bike with a shot from a militia man! I have played 40K regularly since, and own a Squat army (Space Dwarfs with really big guns and on bikes? - I had to have these!) and am struggling to learn how to play a Sisters of Battle force (nuns with guns? - I had to have these!). As I work with colours and restoration materials daily, I have adapted the large scale work that I do, to my miniatures. Over the years, I have built quite a lot of red desert scenery, and I paint my scenery and miniatures to look like they've seen a lot of action. Our gaming group now plays at my shop, on Tuesday nights and we have four to five games going at one time. (I gotta write up something on this for you. You have to see this!) *(You said it Phil - I'm waiting - Ed)*

I own a fair amount of Man O' War ships, play Eschers and Squats in Necromunda and Bloodbowl Dwarfs. I have Citadel gangers from back in the Judge Dredd days. When I get the time, I go back to my first love, (sadly neglected now) which is collecting progressive rock and psych from the late sixties/ early seventies, and from the neo-prog revival.

SQUAT MINER GANGS IN NECROMUNDA

The worlds of the Imperium are home to a bizarre and varied degree of mutations. A distinct minority have bred true, such as the diminutive Ratlings and the large brutish Ogryns and are tolerated to a certain degree, as genuine abhuman races. Another of these abhuman races that is considerably less well known are the Squats - a short, stocky, muscular and bad tempered people. Exposure to high-gravity mining planets over the millennia have mutated the original colonists into their present form and years of isolation have made these mutations permanent.

This background is known by everybody who has been playing 40K for a long time, like me. The question for me, a dedicated Squat player, is how to get them into the Necromunda universe, and make it plausible.

Allowing for the fact that the Squat concept is changing, and that the miniature line is in rework, the Squat player could come up short in the miniature department unless he turns to the Warhammer range. Looking at the fine range of Citadel miniatures for Dwarf armies, I find that the most useful are the Dwarf Miners and Adventurers, and Squat Bikers and Adventurers from

the old 40K range, for adapting to the Necromunda universe. (Dwarf Slayers are pretty cool, as well, but shall be the subject of another article.) Certain modifications may prove difficult, the more lightly armoured Squats can be armed with technological weapons. I stress 'lightly armoured'. I would stay away from the using the miniatures in armour heavier than chain mail, for the most part. It is easy enough to come up with all the tech weapons you'll need - just steal 'em from your opponents' spares, when they're not looking. Just kidding. Ork heavy weapons are appropriate here to give that patchwork look. Lash together a few techno-bits for mining gear, and you are set. Don't forget dwarf war machine components, as well!

By using the figures currently available, I have created my very own Squat Miner Gang.

BACKGROUND

In the wastelands, the slag heaps, rad zones, ruins and the like, freelance miners set up operations and scrape a living out of the unforgiving landscape, looking for that one big strike. Some Miners come to the hive world Outlands voluntarily whilst some come to hide from the unforgiving eyes of the Imperium. In this circumstance I visualise as 'The Seven Dwarfs' meet the Bogart movie 'The Treasure of the Sierra Madres'.

Aliens are not tolerated in the Imperium let alone in the hive cities but the authorities are not too concerned about the politics of the near inhospitable Ash Wastes, provided it doesn't become a nuisance.

PROSPECTOR

120 Credits

The Prospector is a freelancer by choice and the senior member of the Mining gang that all others will turn to for guidance and leadership. Not content to labour in the mines of other Lords of the Imperium, or on the payroll of a Rogue Trader, a Prospector is out on his own, for his own gain. He is looking for the 'Big Strike' the claim which will cover him in the riches he craves, if he can avoid the many hazards of the Ash Wastes in the meantime. A Prospector must be as quick with his guns as he is with his wits, or others will find his pick axe, and his bleached bones in the toxic desert...

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	1	3	1	10

Initial Experience Points:

60+D6

Weapons: A Prospector is equipped with a miner's pick. He may also be given equipment chosen from the Close Combat, Ranged and Special Weapons lists, plus the Grenades and Shotgun Shells section of the Miner lists.

SPECIAL RULES

Leadership: A Prospector's crew are loyal to their leader and toughened by his presence. This means that any Miners within 6" of the Prospector may use his Leadership when they take Leadership tests. A Prospector can always attempt to recover from being pinned even if he has no Miners within 2" of him.

Resilient: Miners are remarkably resilient to poisons because of the harsh conditions in which they work. If a Miner goes out of action due to poison, roll twice on the Serious Injuries Table and choose which result to apply.

Encumbrance: The Prospector is used to moving great loads, and working with cumbersome drilling equipment. To represent this, all Miners are considered to have the abilities of a Heavy and therefore use heavy weapons. In addition, the Miner does not have a penalty for fighting in hand-to-hand combat whilst carrying a heavy weapon and he can wear Carapace armour without the Initiative penalty.

Nerves of Steel: All Squat Miners have the *Nerves of Steel* Ferocity skill.

The main tool/weapon for these small elusive bands of Miners is the pick axe or mattock and a nasty one it is. Muskets, crossbows and various types of pistols, round out the basic arsenal. Though a few highly technological pieces of equipment and

weapons may be found amongst these enigmatic wanderers.

OUTLANDERS.

Squat Miners are considered to be Outlanders, and all of the Outlaw rules apply to them with the exceptions noted

MINERS**80 Credits**

Squat Miners are the crew a Prospector needs to work the claim stake as efficiently as possible. It also helps to have a few extra guns about. Squat Miners come from all walks of Squat society and most are reluctant to talk about it. A ganger would be advised not to talk to them about their business or he may be looking at the business end of a pick axe!

M	WS	BS	S	T	W	I	A	Ld
3	3	3	3	4	1	2	1	9

Initial Experience Points:

20+D6

Weapons: A Miner is equipped with a Miner's pick. He may also be given equipment chosen from the Close Combat, Ranged and Special Weapons lists, plus the Grenades and Shotgun Shells section of the special Miner lists.

SPECIAL RULES

Resilient: Miners are remarkably resilient to poisons because of the harsh conditions in which they work. If a Miner goes out of action due to poison, roll twice on the Serious Injuries Table and choose which result to apply.

Encumbrance: The Miner is used to moving great loads, and working with cumbersome drilling equipment. To represent this, all Miners are considered to have the abilities of a Heavy and therefore use heavy weapons. In addition, the Miner does not have a penalty for fighting in hand-to-hand combat whilst carrying a heavy weapon and he can wear Carapace armour without the Initiative penalty.

Nerves of Steel: All Squat Miners have the *Nerves of Steel* Ferocity skill.

be hideously scarred from radiation poisoning and causes *Fear* from now on; no income is collected. Miners are better at mining than regular gangers. The Miner's *Resilient* ability also applies to radiation poisoning.

**In a secret location, your gang has staked it's claim. The excavations yield carnotite gems or some other valuable ores or stones. You can collect 2d6x10 credits because of your prospecting expertise. The rules regarding captured enemy fighters working in the mines are the same.

CAPTURED TERRITORIES

Miners will only keep and work the following territories: Slag Heap, Mine Workings, Guilder Contact, Workshop, and Archeotech Hoard. If a gang owning a Mine Workings loses a territory to a Miner gang, it will automatically lose one of its Mine Workings without recourse to a random dice roll.

MINE WORKINGS

A Mine Workings captured by miners – they may work more than one – will be protected by sentries and traps, or may just be cleverly disguised as to avoid notice. Miners fighting to defend their claim stake will not bottle for any reason.

below. As Outlanders, Miners do not have a guild price and may never pay off their outlaw status.

TERRITORY

Miners start with one piece of territory generated on the Miner Territory Table. This becomes the Miner's camp in the wastes and normally they cannot hold more than one territory at a time, unless it's a Mine Workings. The Miners can decide to move their camp after any game, crossing the old territory off of their roster at the end of the post battle

sequence and generating a new camp on the Miner Territory Table immediately.

*Like the Outlaw Rad Zone, but on triples, the Miner will

MINER TERRITORY TABLE

D66	Territory	Income
21-26	Ruins	10
31-36	Rad Zone*	0/3D6
41-46	Slag Heap	20
51-56	Workshop	D6x10
61	Water Hole	10
62-66	Mine Workings**	2D6x10

INCOME

Miners collect income from their territory(s), like any other Outlaw gang.

TRADING

Miners roll on the Outlaw Trading Chart, provided in this article.

HIRE GUNS

Miners will only hire Bounty Hunters, and especially Pit Fighters, if they can afford it. Pit Slaves with Rock Drills are especially desirable and a Miner gang will pay 15 credits for a suitably equipped Hired Gun. Income generated from a Mine Workings using a Pit Slave will be 4D6x10.

The gang's rating will increase by 75, instead of 50 for hiring this type of Pit Slave.

STARVATION

Miners suffer the effects of starvation just like everybody else.

BOUNTY

Miners are often claim jumpers; roll a dice after you have formed your gang. On the result of a '1' on a D6, the Prospector has been reported to the Guilders. They then become worth a bounty equal to their cost, just like any other Outlaw.

CAPTURE

Any captured Miner will add a +4 to your D6 roll for income from Mine Workings.

SCENARIOS

Miners may choose from the following scenarios: The Hit, Loot and Pillage (defender only), The Hunters, Caravan (defender only), Scavengers, Hit and Run (defender only),

SLAGGERS

40 Credits

Slaggers are the Miner equivalent of Juvies. Squat Miners must be trained, and a Squat being hired by a Miners' Gang is in for some back-breaking work.

Slaggers are generally young Squats and do all of the scutty jobs – loading and pushing ore carts, cleaning mining equipment, and the gunk out of the bottom of the shafts. Strangely, there never seems to be a shortage of off-world Squats, willing to do this work.

M	WS	BS	S	T	W	I	A	Ld
3	2	2	3	4	1	2	1	8

Initial Experience Points:

0

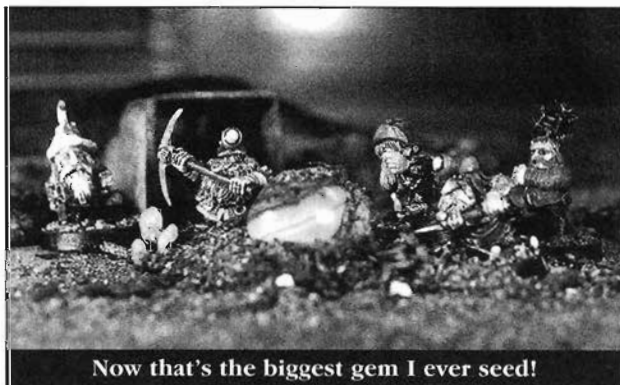
Weapons: A Slagger is equipped with a Miner's pick. He may also be given equipment chosen from the Close Combat section of the special Miner lists.

SPECIAL RULES

Resilient: Slaggers are remarkably resilient to poisons because of the harsh conditions in which they work. If a Miner goes out of action due to poison, roll twice on the Serious Injuries Table and choose which result to apply.

Encumbrance: The Slagger is used to moving great loads, and working with cumbersome drilling equipment. The Slagger does not have a penalty for fighting in hand-to-hand combat whilst carrying a heavy weapon. When a Slagger becomes a Miner, he automatically gains the abilities of a Heavy and may use heavy weapons. A Miner Gang may still only contain two heavy weapons. In addition, the Miner can wear Carapace armour without the Initiative penalty.

Nerves of Steel: All Squat Miners have the *Nerves of Steel* Ferocity skill.



Now that's the biggest gem I ever seed!

SQUAT MINER WEAPONS LIST

BASIC WEAPONS COST

Autogun	20
Shotgun (solid shot/scatter shells)	20
Lasgun	25
Blunderbuss	8
Crossbow	8
Musket	7

PISTOL WEAPONS COST

Stub Gun	10
Autopistol	15
Laspistol	15
Boltpistol	20
Plasma Pistol	25

CLOSE COMBAT WEAPONS COST

Chains	5
Clubs, Mauls and Bludgeons	5
Knife	free/5
Massive Axe or Hammer	15
Mattock, Pick or Shovel	free

EXPLOSIVES, & SHELLS COST

Man-Stopper Shotgun Shells	5
Hot Shot Shotgun Shells	5
Dum Dum bullets for Stub Gun	5
Demolition Charges	40

SPECIAL WEAPONS & EQUIPMENT COST

Flamer	40
Melta Gun	85
Lascutter (R)	95
Rock Drill (R)	55
Sonic Cleanser (R)	50

MAXIMUM CHARACTERISTICS

M	WS	BS	S	T	W	I	A	Ld
3	7	6	4	5	3	5	3	10

GAINING EXPERIENCE

Exp Points	Title	
0-5	Slagger	1.
6-10	Slagger	
11-20	Slagger	
21-30	Miner	2.
31-40	Miner	
41-50	Miner	
51-60	Miner	
61-80	Prospector	3.
81-100	Prospector	
101-120	Prospector	
121-140	Prospector	
141-160	Prospector	
161-180	Prospector	
181-200	Prospector	
201-240	Prospector	
241-280	Prospector	
281-320	Prospector	
321-360	Prospector	
361-400	Prospector	
401+	Master Prospector	

1. Starting level for Slaggers

2. Starting level for Miners

3. Starting level for Prospectors

Ambush, Raid (attacker, if opponent has Mine Workings; defender, if owning Mine Workings), and Rescue Mission.

SPECIAL EQUIPMENT LIST

Mining Demolition Charges: Sometimes the explosives used in prospecting find their way into the hives as improvised weapons. A stick of explosives is difficult to arm and throw accurately, but can be used as a booby trap at a pinch. In prospecting, the Miner sets a charge to loosen a

SQUAT ADVANCE TABLE

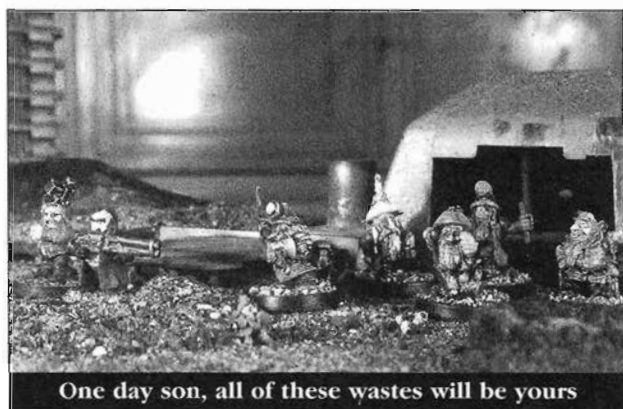
2D6 Result

- 2 New Skill (any Table)
- 3-4 New Skill
- 5 Characteristic Increase
1-4 = +1 Strength
5-6 = +1 Attacks
- 6 Characteristic Increase
1-3 = +1 WS
4-6 = +1 BS
- 7 Characteristic Increase
1-3 = +1 Initiative
4-6 = +1 Leadership
- 8 Characteristic Increase
1-3 = +1 WS
4-6 = +1 BS
- 9 Characteristic Increase
1-3 = +1 Wound
4-6 = +1 Toughness
- 10-11 New Skill
- 12 New Skill (any Table)

particularly stubborn section of rock.

Special bomb counters must be made up to use explosives. These have a number from 2 to 6 on one side, and a picture of a bomb (or a smiley face!) on the other.

To set a charge, a Miner may not move or shoot during his turn. He then places a bomb counter in the place where the trap should be set. Each

**One out! All out!****One day son, all of these wastes will be yours**

player's turn after this, the Miner player rolls a dice: if the result is equal to or greater than the number on the back of the bomb counter, the bomb does not go off. Substitute the next lowest number counter for the one in play. Repeat this procedure until the bomb explodes. A roll of '1' always means that the bomb explodes.

Note that your opponent will be aware of the trap. He just has to see if it is worth the risk...

Chainjack: Miners, working with explosives, sometimes get caught in the back blast of a misjudged detonation. For their protection, they will wear a chain mesh overjacket,

SQUAT MINER SKILL LIST

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Slagger	-	-	Y	-	-	-	Y
Miner	-	-	Y	Y	-	-	Y
Prospector	-	Y	Y	Y	Y	-	Y



There's nought here but gold-diggin' Squats

similar to chainmail worn by medieval warriors (Handy when you are converting from Warhammer Dwarf Sappers!). It is not as sophisticated as mesh armour, but in the case of blasts, it is much better than the alternative. Chainjack also offers some protection in close combat against low-tech hand-to-hand weapons, which is always a good thing.

Chainjack gives a 4+ save against blast template weapons and a 4+ save against low-tech hand-to-hand weapons (swords, clubs including Pit Slave shears, etc.) but affords no save against any other weapons. This is a fairly common item for Miners and is available to Prospectors and Miners only. Slaggers just have to be more careful. Chainjack costs 25 credits per suit.

MINING DEMOLITION CHARGES

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
User Sx2		-1	-2	5	D4	-2	6+

MATTOCK, SHOVEL AND PICK

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
		Close Combat only		As User	1	As User	-

LAS CUTTER

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
0-8	9-16	+2	-1	9	2D6	-2	+2

SONIC CLEANSER

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
		Close Combat only		*Knock Down			4+

Mattock: The Miner's mattock or pick axe is a useful tool and a fearsome weapon. The mattock must be used with two hands, so it cannot be used in conjunction with other close combat weapons.

Draws. Due to the ponderous lurching swing required to wield this weapon, any combat which ends in a draw will always be won by your opponent, regardless of Weapon Skill or Initiative level. Your opponent catches you on the upswing.

Shovel: The Miner's shovel can also be useful as a weapon. It also must be used with two hands. However a Miner, trained in the 'Art of Shovel', is able to *Parry* attacks, as if wielding a sword. The shovel is not a good weapon however, so a Miner attacks at -1 strength.

Lascutter: This is the industrial variant of the lascannon. A lascutter can be used as a ranged weapon, in a pinch. It has almost no range, and is bulky to wield, but if it hits, well, this is why it is a must have industrial tool in any mining colony or on any merchant ship. These occasionally find their way into the Outlands where they are quickly snapped up by Miners of all sorts. More than one life has been lost over this piece of equipment.

Rock Drill: This is a two handed version of the Pit Slave weapon, and cannot be used in conjunction with any other weapons except for pistols. Fortunately for Miners, this type of Rock Drill is not surgically attached. Use the weapon's profile listed in the Pit Slave Weapon section for this weapon.

SQUAT ADVANCE TABLE

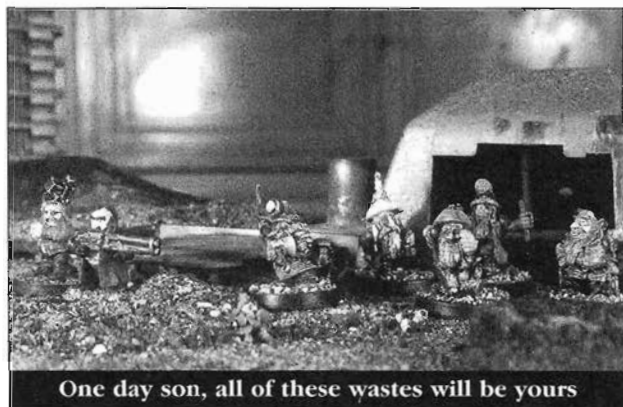
2D6 Result

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- 7 Characteristic Increase
1-3 = +1 Initiative
4-6 = +1 Leadership
- 8 Characteristic Increase
1-3 = +1 WS
4-6 = +1 BS
- 9 Characteristic Increase
1-3 = +1 Wound
4-6 = +1 Toughness
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particularly stubborn section of rock.

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player's turn after this, the Miner player rolls a dice: if the result is equal to or greater than the number on the back of the bomb counter, the bomb does not go off. Substitute the next lowest number counter for the one in play. Repeat this procedure until the bomb explodes. A roll of '1' always means that the bomb explodes.

Note that your opponent will be aware of the trap. He just has to see if it is worth the risk...

Chainjacket: Miners, working with explosives, sometimes get caught in the back blast of a misjudged detonation. For their protection, they will wear a chain mesh overjacket,

SQUAT MINER SKILL LIST

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Slagger	-	-	Y	-	-	-	Y
Miner	-	-	Y	Y	-	-	Y
Prospector	-	Y	Y	Y	Y	-	Y

OUTLAW TRADE CHART

D66 Roll	Item
11	Gamble and Lose (Special)
12-13	Robbed (Special)
14-15	Cheated (Special)
16	Gamble and win (Special)
21-22	Armour. Roll a D6 <ul style="list-style-type: none"> 1-4 - Chainjack 5 - Carapace Armour 6 - Mesh Armour
23	Explosives: Roll a d6 <ul style="list-style-type: none"> 1-3 - Enough for 1 Miner 4-5 - Enough for 2 Miners 6 - Enough for 3 Miners
24	Grenades: Roll a d6 <ul style="list-style-type: none"> 1 - Melta Bomb 2-3 - Photon Flash Grenades 4-6 - Smoke Bombs
25	Gun Sight: Roll a d6 <ul style="list-style-type: none"> 1-2 - Red Dot Laser Sight 3 - Mono Sight 4 - Telescopic Sight 5-6 - Infrared Sight
26	Archeotech Hoard
31	Bionics. Choose one of: Bionic Arm, Bionic Eye, or Bionic Leg
32	Bio-Scanner
33	Blindsnake Pouch
34	Bottle of Wild Snake
35	Icrotic Slime
36	Infra-Goggles
41	Las-Cutter
42	Kalma Fixer
43	Rad Counter
44	Ratskin Map
45	Screamers
46	Silencer
51	Sonic Cleanser
52	Stinger Mould Patch
53	Stummers
54	Weapons Reload
55-56	Inside Information (Special)
61-62	Miners's Map (see chart)
63-64	Rumour (Special)
65-66	Tip-off (Special)

cannot be used until the next battle.

Miner's Map: You have found an old Prospector's Map for sale in a secluded corner of an Outlander bazaar. This could be the ticket to get off of this hell hole planet if it pans out. There have always been rumours of secret mines hidden in the wastes that have tapped into rich veins of ores and gems, and in your experience, they have always been just that - rumours, until now.

Every ounce of wealth that you assay in town has been drenched in your and your gang's sweat and the Big Strike always seems out of reach. Well, the map seems cheap enough....

If you decide to buy the map, roll to see how accurate it is before you play your next game. If the map is accurate, it will enable you to earn (or lose) some extra credits before the next game. The map is only good for one use.

OUTLAW TRADE TABLE

This table is to be used to determine what rare trade items are offered for sale to the gang leader. D3 items are offered automatically and a further +1 for each ganger sent to search them out. The prices of rare items are given on the main trade charts and are indicated by an (R).

Well, that's about it. If you have any comments do drop me a message on:

wy-mar-re@magg.net

TERROR IN THE HIVE!

by Michael Turvey

My name is Michael Turvey, I'm fourteen and from Aldridge near Walsall. I've recently joined the North Birmingham Trollslayers, the best Warhammer club in the Midlands (all challenges welcome). I usually play Warhammer, fielding the 'good guys', High Elves, Wood Elves, Bretonnians and Empire. I also occasionally fight with Eldar in 40K. After Outlanders came out I played in an Arbitrators Scenario that included Genestealers. My Cawdor gang the Doombringers received a sound thrashing and that made me want a Genestealer gang of my own.

The following rules were playtested with my mates. They could still stand some fine-tuning and any comments from other Necromunda players would be appreciated.

GENESTEALER SECRECY

The Genestealer Cult does not start out as an Outlander gang because, on the surface, it appears to be a normal gang. When rolling on the Outlaw Table the following additional modifiers apply :

-1 for every Genestealer Purestrain or Hybrid or Magus (Wyrd) that took part in the game, if any of the opposing gang members survived.

-4 if the Genestealer Patriarch (Mentor) took part in the game and any of the opposing gang survived.

+1 per thousand or part thousand points in the Cult's rating, to represent its cultists establishing themselves in positions of authority. The Cult's power in the guild increases as the broods power increases, they can also impose an additional -1 on the outlaw table per thousand points, on enemy gangs to represent this corruption.

If a Genestealer Cult is discovered, it is not only outlawed but after each game roll a D6. On a roll of 1, a purge is declared by the Imperial authorities and the following troops will come to the aid of the next gang to fight the brood:

D3-1 Inquisitors

D3-1 Squads of Adeptus Arbitres Arbitrators

Any Cawdor gangs or Redemptionists that are taking part in a campaign may lend a hand

TERRITORY

As for a normal gang but if the cult is uncovered it then loses all its territories with the exception of guild contact, (because they will be cult members themselves). One territory may be retained as for normal Outlaw gangs.

INCOME

Only Brood Brothers and the Magus can work territories, to gain income.

TRADING

Only Brood Brothers may trade at the Trading Post. They are offered D3 items as for a normal gang leader and any additional brood brother sent along gains an extra +1 rare trade item.

Both the Magus and Brood Brothers can trade at the Outlaw Trading Post, because the outlaw traders are used to mutants and are more tolerant, whereas at the Trading Post the Magus would probably be killed or at the very least, the Cult would be exposed.

HIRED GUNS

Genestealer Cults cannot employ hired guns of any kind because non-Genestealers are likely expose the Cult. They may only gain the services of the Genestealer Patriarch.

STARVATION

Purestrains must be fed or they can become utterly uncontrollable. If a Purestrain is not fed roll on the following table:

- 1 The Purestrain leaves the cult and goes on a killing frenzy, rampaging through the hive never to be seen again by the cult!
- 2-5 The Stealer goes berserk with hunger and kills a random Brood Brother (if none are available count as 1). His weapons and equipment bar armour may be kept.
- 6 The Stealer suffers the rules for *frenzy* next game.

The rest of the cult uses the normal rules for starvation .

GENESTEALER BROOD INTELLIGENCE

The entire brood shares a Psychic link so it has no leader as such. The Magus appears to lead the Cult but receives his instructions from the Patriarch. He psychically relays these instructions to the Brood Brothers and Hybrids. To represent the brood intelligence any Hybrids or Brood Brothers on the table may re-take any Ld test at -2 on their basic value (this rule does not apply to *hatred* which is amplified by the psi-link).

BOUNTY

Brood Brothers are worth nothing unless the Cult is exposed. Hybrids and the Magus are worth their normal bounty.

CAPTURE

Genestealer Purestrains because of their inhuman ferocity cannot be captured. If any Hybrids or Magi are captured, they will avoid capture on the D6 roll of 4+ because they combine human intelligence with Genestealer instincts. If a Hybrid is successfully captured by a non-outlaw gang, the Cult is automatically discovered and is outlawed. If the Cult captures an enemy gang member it must always kill or implant him to avoid discovery. If he is rescued on a 4+ on a D6 he will uncover the cult.

SCENARIOS

The Genestealer player may choose which table to roll on until the cult is discovered.

RECRUITING FOR THE CULT

Genestealers depend on intelligent lifeforms in order to propagate their species. Human gangers are recruited into the Genestealer Cult by being implanted with a Genestealer's genetic material. Once infected the new Cultist (Brood Brother) is controlled by the Brood

Intelligence and is one hundred per cent loyal to the Cult.

The infected Cultist retains all outward appearance but its offspring will be hideous hybrids. Subsequent generations will become either hybrids (who will appear more human-looking) or else massive six-limbed Purestrains, monstrous killing-machines who are unmistakably alien.

Each time a cultist reaches a level on the Experience Table indicated with an asterisk he must roll a D6. On a 4+ he or she has been called upon to do their duty, take a roll on the appropriate Generation Table (see below). A Magus does not have to test because he cannot evolve any further. Genestealer Purestrains do not contribute to the mating game but are responsible for infecting new recruits to the Cult.. If a cultist gives birth to a new member then he or she must then take "maternity leave" and is removed from the gang roster.

Brood Brothers who leave the gang are replaced by a Hybrid. Hybrids will either be replaced by another Hybrid or a Purestrain.

The Cult may be chosen freely from the list below. New Purestrains & Hybrids cannot be recruited after the initial setup for obvious reasons but may be generated as a result of breeding (see Advance Tables).

BOTTLE ROLLS

The Genestealer Brood is so single minded in its attack it always takes bottle rolls on an unmodified leadership of 10. The Cult may still bottle out voluntarily as normal.

0-1 GENESTEALER MAGUS:

109 creds to recruit

M	WS	BS	S	T	W	I	A	Ld
4	3	3	4	3	1	5	1	8

WEAPONS: Any weapons from the close combat, pistols and grenades list.

BROOD INTELLIGENCE: Cult members may re-roll their Ld tests any where on the board, because the cult shares a psychic link with the Magus.

PSYCHIC POWERS: The Magus may have 1 Wyrd major power and 3 Wyrd minor powers.

EXPERIENCE: It begins 60 +D6 experience points.

IMPLANT: When an enemy ganger is captured both sides roll 2D6 and add their respective leaderships (the Magus and the captured model). If the Genestealer player gets the highest total the ganger is implanted and becomes part of the cult. He now suffers from *hatred* of all non-Cultists and you must add 10 creds to his value. His weapons may be kept.

GENESTEALER PURESTRAINS:

280 creds to recruit

M	WS	BS	S	T	W	I	A	Ld
6	7	0	6	4	1	7	4	10

WEAPONS: None - their razor sharp claws are enough!

PSYCHOLOGY: Genestealers are totally immune to psychology. NB: Genestealers aren't immune to Ld tests.

PINNING: Genestealers are never pinned by shooting hits because of their incredible reflexes and alien determination.

CHITINOUS ARMOUR: The Genestealers have thick Chitinous hides which give them an armour save of 5+ on a D6.

FEAR: Genestealers are frightening alien creatures which cause *fear* as described in the Necromunda rule book.

GENESTEALER NEOPHYTE HYBRIDS:

80 creds to recruit

M	WS	BS	S	T	W	I	A	Ld
4	4	2	4	3	1	5	1	8

WEAPONS: Any to be bought from the pistol and close combat section of the Genestealer cult lists.

MUTATIONS: They may have the mutations extra arm (5 creds) and claw (10 creds). Note that the points cost for Hybrids with the same mutation does not double up as it does the Scavvies because the claw and extra arm mutation are not rare in a Genestealer brood.

GENESTEALER ACOLYTE HYBRIDS

90 creds to recruit

M	WS	BS	S	T	W	I	A	Ld
4	3	3	4	3	1	5	1	8

WEAPONS: Any to be bought from the pistol and close combat and basic weapons sections of the Genestealer cult lists.

MUTATIONS: They may have the mutations extra arm (5 creds) and claw (10 creds). Note that the points cost for Hybrids with the same mutation does not double up as it does for Scavvies because the claw and extra arm mutation are not rare in a Genestealer brood.

PSYCHIC POWERS: On the roll of 5+ it has a single Wyrd minor power.

BROOD BROTHERS:

60 creds to recruit

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

WEAPONS: Brood Brothers may choose weapons from the basic, close combat, grenades and pistols grenades sections of the Genestealer cult lists and up to one may take a special weapon.

HATRED: Brood Brothers are fanatically loyal to the brood and *hate* all enemy fighters as described in the Necromunda rule book.

MAGUS ADVANCE TABLE

2D6	RESULT
2	New skill (any table)
3-4	New skill
5	Characteristic increase roll again
1-3	+1 Strength
4-6	+1 Attacks
6	Characteristic increase roll again
1-3	+1 Weapon skill
4-6	+1 Ballistic skill
7	Characteristic increase roll again
1-3	+1 Initiative
4-6	+1 Leadership
8	Characteristic increase roll again
1-3	+1 Weapon skill
4-6	+1 Ballistic skill
9	Characteristic increase roll again
1-3	+1 Wounds
4-6	+1 Toughness
10-11	New Wyrd power roll again
1-4	New minor power

5-6 New primary power

12 New skill (any table)

MAXIMUM CHARACTERISTICS

M	WS	BS	S	T	W	I	A	Ld
4	6	6	5	4	3	8	4	9

BROOD BROTHER ADVANCE TABLE

2D6	RESULT
2	New skill (any table)
3-4	New skill
5	Characteristic increase roll again
1-3	+1 Strength
4-6	+1 Attacks
6	Characteristic increase roll again
1-3	+1 Weapon skill
4-6	+1 Ballistic skill
7	Characteristic increase roll again
1-3	+1 Initiative
4-6	+1 Leadership
8	Characteristic increase roll again
1-3	+1 Weapon skill
4-6	+1 Ballistic skill
9	Characteristic increase roll again
1-3	+1 Wounds
4-6	+1 Toughness
10-11	New skill
12	New skill (any table)

MAXIMUM CHARACTERISTICS

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	6	4	9

GENESTEALER CULT WEAPONS LISTS**PISTOLS**

Autopistol	15 creds
Laspistol	15 creds
Bolt Pistol	20 creds
Plasma Pistol	25 creds
Hand Flamer	20 creds
Stub Gun	10 creds

HAND-TO-HAND WEAPONS

Sword	10 creds
Chainsword	25 creds
Club, Maul	10 creds
or Bludgeon	
Chain or Flail	10 creds
Additional Knife	5 creds
Massive Axe, Sword	15 creds
or Club	

BASIC WEAPONS

Autogun	20 creds
Shotgun	20 creds
Lasgun	25 creds
Bolter	35 creds

SPECIAL WEAPONS

Flamer	40 creds
Plasma Gun	70 creds
Melta Gun	95 creds
Grenade Launcher	130 creds
Frag grenades	30 creds
Krak grenades	50 creds
Missile Launcher	185 creds
Frag missiles	35 creds
Krak missiles	115 creds
Heavy Stubber	120 creds
Heavy Bolter	180 creds
Heavy Plasma Gun	285 creds
Autocannon	300 creds
Lascannon	400 creds

GRENADES AND AMMO

Frag	30 creds
Krak	50 creds
Hotshot	5 creds
Manstopper	5 creds
Bolt	25 creds
Dum-Dums	5 creds

GAINING EXPERIENCE

Exp. Points	Title	
0-5	New spawn	1
6-10	Spawn	
11-15	Spawn	
16-20	Spawn	
21-30	Brood Brother	2
31-40	Brood Brother	
41-50	Brood Brother	
51-60	Brood Brother	
61-80	Brood Brother	3
81-100	Brood Brother	
101-120	Brood Champion *	
121-140	Brood Champion	
141-160	Brood Champion	
161-180	Brood Champion	
181-200	Brood Champion	
201-240	Cult Master *	
241-280	Cult Master	
281-320	Cult Master	
321-360	Cult Master	
361-400	Cult Master	

401+ (no further advances) Brood Mind

1=starting level for Hybrids

2=starting level for Brood Brothers

3=starting level for Purestrains and Magus

*=new generation on 4+

GENESTEALER PURESTRAIN & NEOPHYTE HYBRID ADVANCE TABLE

2D6	Advance
2	New skill (any table)
3-4	New skill
4-5	Characteristic Increase roll again
1-3	+1 Strength
4-6	+1 Attacks
5-6	Characteristic Increase roll again
1-3	+1 Weapon skill
4-6	+1 Initiative

7-8	Characteristic Increase roll again
1-3	+1 Attacks
4-6	+1 Weapon skill
9	Characteristic Increase roll again
1-3	+1 Toughness
4-6	+1 Wounds
10-11	New Skill
12	New Skill (any table)

MAXIMUM CHARACTERISTICS**PURESTRAINS**

M	WS	BS	S	T	W	I	A	Ld
6	10	0	7	5	3	10	7	10

NEOPHYTE

M	WS	BS	S	T	W	I	A	Ld
4	7	5	5	4	3	8	4	10

GENESTEALER ACOLYTE HYBRID ADVANCE TABLE

2D6	Advance
2	New skill (any table)
3-4	New skill
5	Characteristic Increase roll again
1-3	+1 Strength
4-6	+1 Attacks
6	Characteristic Increase roll again
1-3	+1 Weapon skill
4-6	+1 Ballistic skill
7	Characteristic Increase roll again
1-3	+1 Initiative
4-6	+1 Leadership
8	Characteristic Increase roll again
1-3	+1 Weapon skill
4-6	+1 Ballistic skill
9	Characteristic Increase roll again
1-3	+1 Wounds
4-6	+1 Toughness
10-11	New Wyrd minor power
12	New skill (any table)

MAXIMUM CHARACTERISTICS

M	WS	BS	S	T	W	I	A	Ld
4	6	6	5	4	3	8	4	10

GENESTEALER CULT SKILL TABLES

Skill	B.Brother/ Neophyte		Acolyte	Pure- Strain	Magus
	Agility	Y	Y	Y	Y
Combat	Y	Y	Y	Y	
Ferocity	Y	Y	Y	Y	
Muscle	-	-	Y	-	
Shooting	Y	-	NA	-	
Stealth	Y	Y	Y	Y	
Techno	-	-	NA	-	

GENERATION TABLE

Brood Brother:	1-4	Neophyte
	5-6	Acolyte
Hybrid:	1-3	Neophyte
	4	Acolyte
	5-6	Purestrain
Magus:	Doesn't generate	
Purestrain:	1-4	Purestrain
	5	2 Purestrains
	6	Magus

The Furor peered cautiously into the dimly lit ruins. The Cawdor ganger had been lost in the underhive for several days now. His gang had been slaughtered in the night by an unseen, clawed horror. As he had laid awake that night, it seemed so long ago now, restlessly cradling his lasgun, he heard a quiet movement in the deserted hive dome where the gang had been scavenging that day.

He became alert, listening intently for another sound. He peered into the void of darkness surrounding him, but saw nothing. Then he heard another sound; a strange eerie growl. He stood up and checked the powerpack on his lasgun; it was fully charged. A chill of fear ran down his spine as he stood up.

Suddenly, from out of the still darkness, there came a chilling scream of terror and pain, that made the Furor cringe. There were shouts and the sound of a scuffle. More gunshots and terrified screams rent the air. Filled with zeal, Furor raced towards the sounds of battle, lasgun primed.

The ganger tore into the derelict building only to discover a most gruesome scene: heavily mutilated corpses littered the floor, the blood of what had been his gang had fountained up the wall and pooled on the floor. Most of the corpses were torn apart beyond recognition. Then he heard a groan from a shadowy corner of the room. The Furor rushed over to where it had come from to find the lead Doombringer clutching a huge tear in his chest with one hand, blood streaming through his fingers, and holding his prized power sword limply in the other.

"Take this," said his leader weakly, feebly holding out the sword to him, "In the Emperors name, kill the clawed scum that has killed me!" Grimly, he took the sword as the Doombringer leader groaned and died..

There was movement in the ruins. Something was scuttling about in the shadows. Then it emerged into the light streaming down through a hole in the ceiling of the ruined dome. It was a huge creature, agile and powerful. The six limbed, clawed monstrosity was awful to behold, with it's malignant, very alien features. It's small beady eyes made contact with the Furor's. As the ganger sighted down the barrel of his lasgun at the Genestealer it grinned maliciously, showing all of its bright, glistening, razor sharp canine teeth.

Suddenly he heard a noise to his left and drew his power sword to meet the threat. In an instant it was upon him, lashing out with claws and talons. The ganger tried desperately to parry the onslaught of blows but a claw sunk deep into his side ripping through his soft flesh and tearing into his internal organs; it was the other Genestealer.....



PIT SLAVES

By Andy Chambers

What follows are the rules for using the new Pit Slave gang in your games of Necromunda. This means that you can now wreak vengeance on the Guilders that incarcerated you for so many years...

Pit Slaves are gang fighters or hivers who have been captured by hive gangs or Guild-sanctioned Watchmen and sold to the Guilders. They are little more than property in

the Guilder's hands, doomed to work in the mines, fighting pits or on the pack trails for the rest of their lives. Most Pit Slaves are outlaws, thieves and renegades who have finally been brought to justice, but others are simply unlucky individuals who were captured and had nobody who would pay their ransom.

The Guilders usually 'modify' slaves for their new lives with crude implants and basic bionics – blades and saws for fighting or drills and hammers for work in mines and forges.

Plugs and connection points mark their flesh and they are pierced with steel rods and metal plates to strengthen their bodies. If a slave proves useful to the Guilders, their implants are progressively upgraded so that hardened pit fighters become inhuman caricatures of the warriors they once were.

The toughest and most determined Pit Slaves escape their incarceration. They may escape in ones or twos or in mass break-outs of dozens if a mine collapses or a caravan is attacked. The vast and chaotic wastes of the Underhive provide ample hiding places for these



A Pit Slave gang emerges from the low levels of the hive, to ambush a Delaqua gang under contract from the Guild.



desperate souls and relatively few are recaptured by the Guilders or bounty hunters; generally the Guild writes off its losses and buys up more slaves. Lone Pit Slaves commonly join up with gangs as hired guns, but groups of them band together for mutual support and run with the outlaw gangs at the edges of the badzones. They raid Guilder caravans and settlements for food, weapons and extra implants to upgrade or replace damaged parts. Closest to their hearts, of course, is causing the Guild as much trouble as possible.

Outlaws. Pit Slaves are an Outlaw gang and all of the Outlaw rules apply to them with the exceptions noted below.

Territory. Pit Slaves start with one piece of territory generated on the Outlaw Territory table. This is the slave's camp in the wastes and normally they cannot hold more than a single piece of territory at a time. The Pit Slaves can decide to move their camp after any game, crossing the old territory off their roster at the end of the post battle sequence and generating a new camp on the Outlaw Territory table immediately. If the Pit Slaves are fortunate enough to find a Power Cable Tap (a roll of 56 on the Outlaw Territory table) they can use it to recharge their implants, giving the whole gang +1 to their Initiative characteristic for the first turn of the game.

Captured Territories. Any additional territory captured from other gangs can either be taken as the Pit Slaves' new base camp (cross the old base camp off the roster) or looted and destroyed (see the Outlaw rules for details of looting).

Income. Pit Slaves collect income from their one piece of territory like any other Outlaw gang. Pit Slaves can also forage in the wastes, although they aren't very good at doing so (all those squeaky joints and clanking bionics scare off the wildlife) so Pit Slaves always deduct one from their foraging roll.



Trading. Pit Slaves roll on the Outlaw Trading chart.

Hired guns. Pit Slaves can make use of any Hired Guns that they can afford, other than bounty hunters (for obvious reasons).

Starvation. Pit Slaves suffer the effects of starvation just like anybody else, however because they are partially made of metal they need less food to survive. Each Pit Slave only needs 2 credit's worth of food to avoid starvation.

Bounty. Escaped Pit Slaves are considered extremely troublesome by the Guilders, so they are worth a bounty equal to their total cost, just like any other Outlaw.

Capture. Their experience of absconding means Pit Slaves all count as having the Escape Artist skill, so they will always evade capture after a game. Gang fighters captured by Pit

PIT SLAVE CHIEF.....130 credits

The Pit Slave Chief is a natural leader, the one who the others look to for direction and purpose. Usually the Chief is the one who led the others to freedom, who planned their escape and who has kept the Slaves together through their wanderings ever since. Pit Slave Chiefs have to work hard to keep their position amongst the cut-throats and backstabbers they lead, a favoured method being to accumulate as many bionic implants and armour upgrades as possible. A fully arrayed Chief is terrifying, his

many arms whirring and snapping insanely.

You can have one pit slave Chief in your gang.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pit Slave Chief	4	4	4	3	3	1	4	1	8

Weapons

A Pit Slave Chief may be given weapons chosen from the Pit Slave, Close Combat, Pistol and Special Weapons, plus the Grenades and Shotgun Shells sections of the special Pit Slaves lists.

Equipment

A Pit Slave Chief may be equipped with armour plates for 20 credits each.

SPECIAL RULES

Leadership. A Pit Slave Chief commands respect from his gang and they are emboldened by his presence. This means that any Pit Slaves within 6" of the Chief may use his Leadership value when they take Leadership tests. A Pit Slave Chief can always attempt to recover from being pinned even if there are no Pit Slaves within 2" of him.

Experienced. A Pit Slave Chief will already be hardened by his experiences, so he gets one roll on the Advance Roll table.

Many Arms. Pit Slave Chiefs commonly 'acquire' extra implants. Because of this a Pit Slave Chief may choose two Pit Slave weapons instead of one. A Chief with two weapons will gain an extra attack and may choose to resolve hits in close combat using either of the weapons.

Slaves can be ransomed or sold as slaves. Some Pit Slave gangs will not sell prisoners into slavery on principle, but others have no qualms about casting others into the hell they have escaped from. It is left to the player to decide whether he wishes to be a crusading freedom fighter or an embittered renegade cyborg.

Scenarios. Pit Slaves roll on the Outlaw Scenario table. If the Pit Slaves can choose which scenario to play they can pick any of the ones from the Necromunda or Outlanders rules.

Bionics. If Pit Slaves capture a gang fighter who has any bionic parts they may remove them and re-attach them to any member of their gang (though the chief usually gets first pick). The gang must include a Pit Slave Techno in order to regrant bionics in this way.

Injuries. If a Pit Slave suffers a permanent injury to a location which has been replaced with a bionic implant or Pit Slave weapon, the implant or weapon is destroyed but no further harm is done. Destroyed weapons can be replaced at the standard cost shown later. A gang which includes a Pit Slave Techno can repair damaged weapons and bionics on a D6 roll of 6. The Techno can only attempt to repair each damaged bionic or Pit Slave weapon once; if the roll is failed, the weapon or implant is damaged beyond repair.

PIT SLAVE TECHNO.....90 credits

Technos are charged with the upkeep and maintenance of Pit Slaves, whether it be as simple as oiling gears and tightening chains or as complex as transplanting new bionic limbs. Most Technos are members of House Van Saar who have been captured in the constant inter-house skirmishing and enslaved by the Guilders. When a gang of Pit Slaves makes a break for it, a wise Chief will ensure that they take a Techno with them to make repairs and keep the gang going.

You can have one Pit Slave Techno in your gang.

Profile	M	WS	BS	S	T	W	I	A	Ld
Techno	4	2	2	3	3	1	3	1	7

Weapons

A Pit Slave Techno may be given equipment chosen from the Close Combat, Pistol and Special Weapons, plus the Grenades and Shotgun Shells sections of the special Pit Slaves lists.

Equipment

A Pit Slave Techno may be equipped with armour plates for 20 credits each.

**PIT SLAVE.....60 credits**

Pit Slaves make up the rest of the gang, scarred half-men with bitter memories of the normal life they used to enjoy. Outsiders often note that the more cybernetic parts a Slave is grafted to, the more their humanity seems to be leached away. The most heavily modified Slaves can shut down for hours at a time, sitting motionless and staring into space. Nonetheless, Pit Slaves make frightening opponents in combat, hard-bitten and careless of their own wounds as they rend apart opponents with industrial-sized buzz saws or drills.

You can have any number of Pit Slaves in your gang.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pit Slave	4	3	3	3	3	1	3	1	7

Weapons

A Pit Slave may be given equipment chosen from the Pit Slave Weapons, Close Combat, Pistol plus Grenades and Shotgun Shells sections of the special Pit Slaves lists.

Equipment

A Pit Slave may be equipped with armour plates for 20 credits each.

SPECIAL RULES

Experienced Pit Slaves will have already garnered more experience than most hivers, so they get one roll on the Advance Roll table when they are recruited.

Armour Plates. Pit Slaves often fashion armour plates for themselves from scrap debris in the hive bottom. While these give effective protection, they are heavy and cumbersome. A Pit Slave may be protected by up to a maximum of three armour plates, giving him an armour saving throw but reducing his Initiative characteristic as shown below.

The Initiative modifiers for armour plates will reduce a Pit Slave to a minimum Initiative of 1.

No. Plates	Armour Saving	Initiative Throw Mod
1	6+	0
2	5+	-1
3	4+	-2

PIT SLAVE WEAPONS LIST

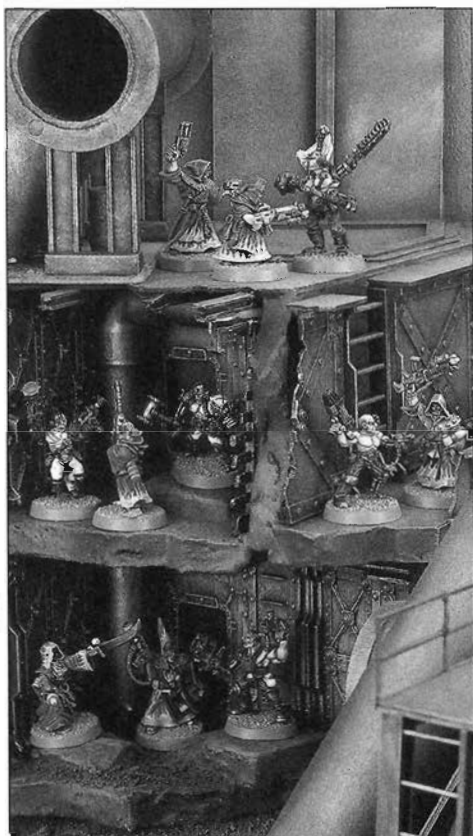
PIT SLAVE WEAPONS	COST
Rock Drill	15
Claw	15
Shears	15
Buzz Saw	25
Chainsaw	25
Hammer	20
SPECIAL WEAPONS	COST
Autogun	20
Shotgun (solid shot/scatter shells)	20
Boltgun	35
Flamer	40
Lasgun	25
Grenade Launcher (grenades extra)	130
Melta-gun	95
Plasma Gun	70
PISTOL WEAPONS	COST
Stub Gun	10
Autopistol	15
Laspistol	15
Boltpistol	20
Hand Flamer	20
Plasma Pistol	25

CLOSE COMBAT WEAPONS COST

Chains and Flails	10
Chainsword	25
Clubs, Mauls and Bludgeons	10
Knife	free/5
Sword	10

GRENADES, & SHELLS COST

Frag Grenades	30
Krak Grenades	50
Man-Stopper Shotgun Shells	5
Hot Shot Shotgun Shells	5
Bolt Shotgun Shells	15
Dum Dum bullets for Stub Gun	5



EXPERIENCE ADVANCE TABLE

Experience Points	Title	Notes
21-30	Pit Slave	1.
31-40	Pit Slave	
41-50	Pit Slave	
51-60	Pit Slave	
61-80	Pit Slave Champion	2.
81-100	Pit Slave Champion	
101-120	Pit Slave Champion	
121-140	Pit Slave Champion	
141-160	Pit Slave Champion	
161-180	Pit Slave Champion	
181-200	Pit Slave Champion	
201-240	Pit Slave Hero	
241-280	Pit Slave Hero	
281-320	Pit Slave Hero	
321-360	Pit Slave Hero	
361-400	Pit Slave Hero	
401+	Pit Slave King	3.

1. Starting level for Pit Slaves & Technos.

2. Starting for Chiefs.

3. May not improve any further.

PIT SLAVE SKILL LISTS

	Pit Slave	Techno	Chief
Agility	-	-	Y
Combat	Y	-	Y
Ferocity	Y	-	Y
Muscle	Y	-	Y
Shooting	-	Y	-
Stealth	-	Y	-
Tech	-	-	-

ADVANCE ROLL TABLE

2D6	Result
2	New Skill. (Choose any of the Skill tables and randomly generate a skill from it)
3	New Skill. (Select one of the standard Skill tables for your gang and randomly generate a skill from it)
4	New Skill. (Select one of the standard Skill tables for your gang and randomly generate a skill from it)
5	Characteristic Increase. Roll again: 1-3 = +1 Strength; 4-6 = +1 Attacks
6	Characteristic Increase. Roll again: 1-3 = +1 WS; 4-6 = +1 BS
7	Characteristic Increase. Roll again: 1-3 = +1 Initiative; 4-6 = +1 Leadership
8	Characteristic Increase. Roll again: 1-3 = +1 WS; 4-6 = +1 BS
9	Characteristic Increase. Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness
10	New Skill. (Select one of the standard Skill tables for your gang and randomly generate a skill from it)
11	New Skill. (Select one of the standard Skill tables for your gang and randomly generate a skill from it)
12	New Skill. (Choose any of the Skill tables and randomly generate a skill from it)

MAXIMUM VALUE TABLE

Note that the various implants and cybernetics fitted to a Pit Slave mean their maximum characteristics are higher than those of a normal human.

Profile	M	WS	BS	S	T	W	I	A	L
Pit Slave	4	6	6	6	6	3	5	1	10

Get Yer Motor Runnin'

Biker Gangs in Necromunda

by Isaac Tobin

(With a little help from Tjeepke Heerinja, Edwin Voskamp's Internet Mailing list and those kind enough to give some some feedback.)

Isaac, who's a regular contributor to the Journal, is a seventeen year old High School Senior in Honolulu, Hawaii (*GIT! - Ed*) and has been playing games since he was nine. He's a fanatical Warhammer 40,000 player with sizeable armies of Space Marines, Tyranids and Imperial Guard and also fields Redemptionists in Necromunda, the 'Pasty Boyz' in GorkaMorka and Imperial Space Marines in Epic 40K.

A while ago, Isaac was sitting watching the ultra-cool Japanese, Manga action-animation, Akira, when in a blinding moment of clarity it came to him - he needed some popcorn to go with the movie! A short while later, when it had all sunk in, he was inspired to write and playtest an article for bad-ass outlaw bikers in Necromunda (*God help us if he watches anything like 'Wicked City' then! - Ed*)

OVERVIEW

The Underhive is a very strange place, with a bizarre mix of extremely advanced technology, primitive crossbows, and stone-age clubs. None of this technology was invented, all was imported from the rest of the Imperium. There are almost no means of transportation in the Underhive besides walking on foot (or being carried by your slaves). However, some unhinged individuals adapt old civilian bikes, or create new motorcycles from spare scrap metal.

Only a few of the UnderHivers have the technical expertise to maintain these bikes, and fewer still are crazy enough, or stupid enough to ride these bikes.

Any gang type from any house may use bikes (except for Ratskins and Scavvies). Only Heavies may ride bikes, because they are the only ones with the mechanical expertise. Any Heavy may instead of buying a Heavy or Special Weapon buy a bike to ride on. A bike costs 120 points, and are not rare.

There are some who are even crazier. These speed-crazed outcasts of House gangs band together, forming gangs of Outlaw Bikers. These outlaws live nomadic lives, wandering from one outlaw trading post to the next, looting and pillaging on the way. The rules for

Outlaw Biker Gangs can be found at the end of this article.

Bikes have the following starting profile:

BIKE.....120 Creds

M	T	W	SAVE
8	5	2	5+

MOVEMENT

The bike and rider are treated as one model for the purposes of movement. Bikes do not move normally - they do not charge or run either. Instead bikes move at three speeds. At the beginning of each turn you must declare what speed your bikes will be moving at (note that you can change from any speed to any speed - Necromundan bikers are very experienced):

Slow Speed: The bike moves normally, up to its M value. The bike may make up to four 90 degree turns (or eight 45 degree turns if you like). The rider may shoot any pistol weapons, or throw any grenades normally. He may also fight in hand-to-hand normally.

Cruisin': The bike moves up to twice its move (usually 16 inches). The bike may make up to three 45 degree turns. Any models shooting at the bike have a -1 to hit modifier.

The rider may shoot any pistols, throw grenades at a -1 to hit modifier, and engage in hth normally, except he adds +1 to his Str if he using a hand weapon (NOT a pistol).

Fast: The bike may move up to three times its move (usually 24 inches), but it may only make a single 45 degree turn. Any models firing at the bike are at -2 to hit. The biker may shoot pistols, at -1 to hit. He may fight in Hand-to-Hand, in which case he adds +1 to his WS, and +2 to his Str.

Skid Turns: Bikers are highly skilled with their bikes, and are able to make daring high-speed manoeuvres. Skid turns are one such manoeuvre – the biker leans over while turning the bike, spinning the whole bike around, in a very dangerous display of skill. Any bike may make any number of skid turns while it is travelling at Cruisin' or Fast speeds, in addition to its normal turns. Each skid turn lets the bike turn 45 degrees. However, you must roll a D6 and consult the skid turn table below:

Speed/Score	Result
-------------	--------

Cruisin'/Fast

– 1 The bike crashes and is destroyed together with its rider (i.e. they both go out). The flaming wreck travels straight forward for the remainder of its maximum fast move, and then explodes with an area radius of 1' causing a strength 4 hit on any target within the effect area. If the bike hits something before its move is complete, work out normal collision damage and then the bike explodes.

1 2 The biker skilfully guides his protesting machine in the desired direction, but is too preoccupied to do anything else this turn. No weapons may be fired from the bike this turn, including any fired by a passenger. In the case of a skid brake, they cannot dismount either.

2-3 3-4 The biker skilfully guides his protesting machine in the desired direction, but is too preoccupied to do anything else this turn. The rider may not fire any weapons. In the case of a skid brake, he cannot dismount either. A passenger may shoot or dismount as normal.

4+ 5+ The biker successfully completes the manoeuvre.

Skid Brakes: A skilled biker can use a Skid Brake to bring his mount to a sudden halt. Although it is not without danger, this can be very useful. A Skid Turn can be used to take a bike down from any speedband to any other speed band. Roll on the Skid Turn Table for every speed band beyond the first. Example: a biker wants to go from Fast speed to a complete standstill. This brings him down three speed bands, so he has to roll twice on the Skid Turn Table.

HIT-AND-RUN ATTACKS

Models riding on bikes may not engage in hand-to-hand combat in the same way as normal models – they may not charge. However they may make *Hit-and-Run* attacks (the biker swerves in close to the enemy, holding out a bludgeon or other similar weapon). These attacks occur during the biker's Movement phase, when he moves into base to base contact with an enemy model. After the attack, the biker may continue with his movement. However, he may not shoot or engage in more hand-to-hand. You must declare *Hit-and-Runs* at the beginning of the turn, when you declare charges. *Hit-and-runs* are moved before other models, at the same time as chargers.

The combat is worked out as normal, except each model rolls only one die, regardless of how many Attacks and weapons they have. Also, the biker may not *Parry*, although his opponent may. The rider counts as Charging, so he gets +1 to his WS. In addition if he is moving at certain speeds his Strength may be increased.

After the *Hit-and-Run* you may move your bike until you are out of movement, but you may not shoot or engage in more *Hit-and-Runs*.

DRIVE-BY ATTACKS

Bikers often screech by their opponents, spray them with bullets, and zip back into cover. Models riding on bikes may chose not to shoot in their Shooting phase, and instead shoot in the middle of the Movement phase. A biker must be moving at Cruisin' speed or faster to make a *Drive-By*. In a *Drive-By* you may stop your movement at any point, and shoot with the biker (and his Juve passenger if he has one). A *Drive-By* is a difficult

manoeuvre the biker suffers a -1 to hit. After you work out the shooting damage, continue moving as normal.

This may seem unfair and too powerful, but it is difficult to use a *Drive-By* to get back into cover, without performing a complex series of Skid Turns (since you can only make a *Drive-By* at Cruisin' or Fast speed).

OVERRUN ATTACKS

A bike can also attack gangers by running them down. This can occur because the bike is out of control or because the biker is making a deliberate attack against the enemy. If a bike is travelling at 10" or less per turn it will not harm creatures as they have ample time to step out of the way.

Gangers which are run over may attempt to dive out of the way of the oncoming bike by rolling equal to or under their Initiative value on a D6. A roll of 6 is always a failure. Gangers which pass the test may be moved up to 2" to represent them diving out of the way. If they fail the Initiative test, they will be hit by the bike.

Because gangers will be able to see the bike bearing down on them, the second ganger a bike attempts to overrun in the same turn will get a +1 bonus to its Initiative for diving out

of the way, the third a +2 bonus, the fourth a +3 bonus, etc.

Models which fail to dive out of the way suffer a hit at the Strength of the bike, that does D4 wounds. The bike gets a hit with the gangers Toughness for each ganger hit in its path.

ATTACKING BIKES

A bike cannot be engaged in hand-to-hand combat as such, but a model may charge a bike in its movement phase and attack it during the hand-to-hand combat phase. This is not a proper engagement and does not restrict the movement of either the bike or the attacker in their subsequent movement phase.

When a model charges a bike it runs the risk of being dragged down or run over. As soon as a model comes into base-to-base contact with a bike moving at speeds greater than 10", the model must roll under its Initiative on a D6 (a score of 6 always fails). If the model passes the test then it may proceed to attack. If the model fails its Initiative check then the model is hit by the bike and receives a hit with at the bike's strength causing D4 wounds.

If the bike moved 10" or less in its previous turn then the attacking model doesn't have to make an Initiative test and can attack as described below.



A biker about to prove himself against the Redemption

If a model charges a bike successfully, it must attack the rider. Combat is worked as normal, except that the biker counts as encumbered, and so suffers a -1 to his combat score. If the rider is down or otherwise unable to fight (because of a Skid Turn for instance), the attacker must attack the bike instead. He will hit the bike once for each attack he has on his profile. Work out damage as normal.

DAMAGE TO BIKES

Whenever you hit a biker model, you must roll to see if you hit the bike or the rider. On a roll of 1-4 you hit the bike, on a 5-6 you hit the rider. When an area effect weapon (flamer, shotgun, etc) hits the biker and his bike, roll to see who is hit as you would normally. If the biker was hit, then the bike will also be hit on a 4+, and vice-versa. The same holds true if the bike model is only partly touched – roll to see if it is caught under the blast, and then see which part of the bike/biker was hit, and then proceed as mentioned above.

When the bike has been reduced to 0 wounds it must roll on the Bike Damage table, just like a normal model. However, count the Biker injury results as follows:

Pinned: The bike is not harmed, but the rider must test to see if he ducks behind the handle bars. The rider must take an immediate Ld test or be pinned himself.

Flesh Wound: The bike is damaged, and swerves out of control. Roll a D6 – 1-2 turn the bike 45 degrees to the left, 3-4 leave it, and 5-6 turn it 45 degrees to the right. In addition the bike may only move at SLOW speed for the rest of the fight.

Down: The bike is badly damaged, and the rider must dismount. He will not leave his precious bike, however, because it may be restored to working order. The biker must stay within 1 inch of his bike, but he moves as a foot model. The bike may not do anything. If he wishes, the biker may work on the bike – he may not move or shoot or fight in hand-to-hand, but the bike may roll on the injury table in the recovery phase.

Out: The rider and the bike are taken out, and both must roll on their respective tables.

Bike Damage Table

D6 score	Result
1.	<i>Unrepairable</i> – it's dead!
2.	<i>Captured</i> – the bike has been captured by the enemy. The enemy may sell the bike to the Traders for 100+D6 credits, or the enemy may trade with your gang (treat the bike how you would a captured gang member – you could even attempt to rescue it during a daring raid)
3.	<i>Damaged</i> , roll a D6: 1-3 frame damaged, -1 Toughness. 4-6 engine damaged, -1 Movement repairable, bike misses the next fight and makes a perfect recovery.

CALLED SHOTS

Bikes are very hard to damage with most basic weapons, and so a ganger facing a bike will often try to pick off the rider. This is very difficult to do, as the biker is usually ducking behind his handlebars, and swerving from side-to-side. Any model using a pistol or basic weapon may make a *Called Shot* on the biker. A *Called Shot* suffers a -2 to hit, in addition to speed and cover modifiers. A model with the *Crackshot* skill does not suffer the -2 to hit when making a *Called Shot*. If the model makes the *Called Shot*, then he automatically hits the rider.

DAMAGE TO BIKERS

When a rider is hit and wounded, his bike may go Out-of-Control, or Waaay-Out-of-Control. If he is pinned, the bike goes Out-of-Control until he is no longer pinned. If the biker is downed, then his bike goes Waaay-Out-of-Control, and he must take an Initiative test. If he fails the test he falls off the bike, and takes a hit with a Strength and save modifier as described below. If the biker goes out (or falls off his bike), then the bike will also go Waaay-Out-of-Control.

A bike will continue going Out-of-Control or Way-Out-of-Control until its rider is un-pinned/un-downed again.

CONTROL TABLES (D6):

Out-of-Control

1-2 Turn the bike 45 degrees to the left, and move the bike D6 inches per speed band it was moving (if it was moving slow it moves D6 inches, Cruisin' it moves 2D6, etc).

3-4 It keeps the same facing and moves D6 inches per speed band it was moving forward.

5-6 Turn the bike 45 degrees to the right, and move it D6 inches per speed band it was moving.

Waaay-Out-of-Control

1 Turn the bike 45 degrees to the left, and move the bike 2D6 inches per speed band it was moving.

2 The bike keeps the same facing and moves 2D6 inches forward for every speed band it was moving.

3 The bike 45 degrees to the right, and move it 2D6 inches for every speed band it was moving.

4 The bike spins around, faces a random direction, and then moves D6 inches.

5 The bike moves D6 inches directly to the left.

6 The bike moves D6 inches directly to the right.

Falling off a bike: Whenever a biker falls off of his bike there is a danger that he will be seriously hurt. The rider sustains a single hit at a Strength equivalent to half the bike's speed rounded down.

Jumping: Bikes may make a special jump move at any point in their move, if they wish to cross a gap. Bikes moving at Slow speed may not jump, bikes moving at Cruisin' speed may jump D6 inches, and bikes moving Fast may jump 2D4 inches. Note, however, that the distance you roll is deducted from your total Movement allowance. Move the bike the distance you roll over the gap, and if it makes it to the other side you may continue moving. Otherwise the bike falls straight down, until it lands. The bike takes damage as normal from falling, and if you fall 7 inches or more the rider will also take damage. Note that you are allowed to drive off the edges of buildings without jumping if you wish to risk the hit from the fall (a S3 hit is not too much to worry

about for a dead 'ard biker). However, when you do this (drive off the edge of a level) you must subtract the vertical distance you fall from your total movement allowance (the rider must recover from the fall, and the fall itself takes time).

Also, after landing, a biker must make a Leadership test to see if he keeps his bike under control. If this is failed the bike will swerve out of control.

Jumping Table

D6 Score	Result
1-2.	Turn the bike 45 degrees to the left.
3-4.	Leave it. The bike comes to an immediate halt.
5-6.	Turn it 45 degrees to the right. The bike may finish its movement as normal (if it still has any movement left) in this new direction.

BIKER SKILLS

As a biker gains experience, he can also gain biker skills. These skills are only available to a Heavy that is in possession of a bike, or an Outlaw Biker (see Outlaw Biker rules). Biker skills are in addition to skills normally available or Heavies. Roll a D6 to generate a random skill.

1. *Veteran biker:* The biker is highly skilled in making skids. He can therefore add +1 to a single skid test once per turn.

2. *Sharpsooter:* This biker has great proficiency in shooting whilst riding a bike. He can ignore all to hit modifiers for bike speed.

3. *Gunner:* The biker has great skill in shooting basic weapons. As long as the bike is travelling at Cruisin' speed or less the biker can fire a basic weapon (rather than a pistol) at an additional -1 to hit modifier.

4. *Hit-and-Run Expert:* The biker has learned how to use the motion of the bike to gain extra impetus on *Hit-and-Run* style attacks. When he makes a *Hit-and-Run* attack add +1 to his combat score and +1 to his strength.

5. *Mechanic:* The biker has some knowledge of bike repair. Once per game, you may re-roll a result on the bike recovery table. You must accept the outcome of this new roll, even if it

is worse than the original roll. You may not re-roll a 'captured' result. Likewise, if the new roll indicates the bike is captured, roll again



Oooge Xhausts, luvrly!

until you get a different result.

6. *Tinkerer*: The biker is always tinkering with his bike, trying to improve it. Only bikers with the *Tinkerer* skill can purchase bike upgrades. After a fight, roll a D6. On a roll of 5+ the biker has built a bike upgrade, decide randomly what kind of upgrade (see below). Note that you must still pay for an upgrade (those parts aren't free, you know).

CUSTOM BIKES

Tinkerers can build bike upgrades. These upgrades can take the form of a characteristics increase or some *shiny bits*. Roll a D6 to see what has been created:

1-2. **Frame Parts**, +1 Toughness, up to a maximum of 7.

3-4. **Engine Parts**, +1 movement, up to a maximum of 10.

5-6. **Shiny Bits**.

If the dice roll indicates a characteristics increase that has 'maxed' out the roll is wasted.

Characteristics increases cost 50+2D6 credits, the cost for Shiny Bits is noted below.

Oooge Xhausts
Shiny Bits.....cost
20 credits

The owner of the bike has fitted some absolutely immense exhaust pipes. The *Oooge Xhausts* are specially customized to make as much noise as possible. The thumping noise they produce sounds like dozens of Heavy Bolters opening up, fooling the enemy into thinking they are under attack! Any enemy models on *Overwatch* that are within 12" of the bike must pass a Leadership test or

lose *Overwatch*, just as if they'd been shot at.

Moto-X Shiny Bits.....50 credits

The bike has great big knobby tires so that it can cope with all types of terrain. The bike can travel up to Cruisin' speed across difficult ground.

In addition, the bike may attempt to cross linear obstacles that are no taller than the bike's front wheel. Roll a D6, on a 4-6 the obstacle is successfully crossed, on a 1-3 the bike collides as normal.

Spiked Hubs Shiny Bits.....cost 50 credits

This bike has sharp adamantium spikes protruding from the hubs of its wheels. The spikes can be deadly to an unwary opponent. When the bike makes a *Hit-and-Run* attack the spiked hubs make an additional attack which is resolved before the combat begins. The enemy model must roll under its initiative on a D6 otherwise they will be automatically hit by the deadly whirlwind of spikes. The hub spikes have a strength of 5, a -2 saving throw modifier and cause D3 wounds. If the enemy model survives the spiked hubs then the *Hit-and-Run* combat may now be resolved.



Vroom! Vroom!

Big Smokey Shiny Bits.....cost 50 credits

This bike's engine produces black smoke which belches forth from its exhausts. This smoke lays down a smoke screen behind the bike which disrupts enemy fire. After the first move this bike makes, place the *Big Smokey* template (use the hand flamer template for Slow speed and the flamer template for Cruisin' speed or more) behind the bike. It will remain in play until the bike is stationary for a full turn or is destroyed. Models may not shoot through the *Big Smokey* template. Move the *Big Smokey* template with the bike as it moves. Any models that the template passes over will lose *Overwatch* as if they'd been shot at. Models in the cloud have the choice of moving randomly or standing still in their next turn until the thick black smoke clears from their eyes.

Rear Platforms

Bikes may mount rear platforms. Rear platforms can be anything from a slab of plasteel nailed to the back of the bike above the rear wheel, to a complete rear facing seat. Only Joves would suffer the indignity that comes from fighting from a rear platform, and most Gangers would weigh the bike down too much.

Joves riding in platforms are for all intents and purposes another rider. When you shoot at the bike, and roll a 4-6 you will hit the

closest bike rider. The Juve sits on the back of the bike, facing towards the back, unless his bike makes a *Hit-and-Run* (see below).

Juves have a 90 Degree firing arc directly to the back of the bike. They may fire their weapons like a normal Biker.

A Juve may jump off the bike at any part of its move, although the Juve will suffer damage as normal.

When the bike makes a *Hit-and-Run* attack or is charged the Juve turns around and attempts to help out the biker, wildly swinging with his knife and firing his pistol. Both Joves

and Bikers may fight in hand-to-hand combat. A Juve may not *Parry* from a bike. A Juve who rolls a fumble has slipped and falls off of the bike, and takes damage as normal.

OUTLAW BIKER GANGS

Outlaw Bikers are Outlanders, and may never pay off their bounty. They scavenge as normal, but do not practice cannibalism. Bikers always select a new territory after each battle as they never stay in one place for very long.

LEADER OF THE PACK.....120 Creds

M	WS	BS	S	T	W	I	A	LD
4	4	4	3	3	1	4	1	8

Bike: Leaders MUST ride a bike.

Weapons: A Leader may have any combination of weapons chosen from the close combat, pistols, basic, and shotgun shells and grenades lists.

Leader: All the normal leader rules apply.

Experience: The Leader of the Pack starts with 60+D6 experience.

BIKER.....60 Creds

M	WS	BS	S	T	W	I	A	LD
4	3	3	3	3	1	3	1	7

Bike: Bikers may ride on a bike.

Weapons: A biker may have any weapons chosen from the close combat, pistols, basic, and shotgun shells and grenades lists.

Bikers: At least half of all Outlaw Biker Gangs must be made up of Bikers mounted on Bikes. Therefore, a gang of 8 models must have 4 Bikers on bikes, 1 Leader of the Pack on a bike, and 3 Juves on foot or riding in Rear Platforms.

Experience: Bikers start with 20+D6 experience

JUVE.....25 Creds

M	WS	BS	S	T	W	I	A	LD
4	2	2	3	3	1	3	1	6

Bike: Juves may ride on a rear platform.

Weapons: A Juve may have any weapons chosen from the close combat, pistols, and shotgun shells and grenades lists.

Experience: Juves start with 0 experience.

SKILL TABLE

Skill	Leader	Biker	Juve
Agility	N	N	N
Combat	Y	Y	Y
Ferocity	Y	N	N
Muscle	Y	N	N
Shooting	Y	N	N
Stealth	N	N	N
Techno	Y	Y	Y
Bike	Y	Y	Y

MISCELLANEOUS:

- Bikes may not use Vents or Tunnels to *Infiltrate*.
- Bikers may not use the *Stealth* skill to *Infiltrate*.
- Bikers may not pick up loot unless they dismount (this takes one turn).
- If a bike for some reason hits a solid object



Either this guy's got *Big Smokey Shiny Bits*, or he's on fire!

(if it goes out of control), then it will take a hit of a Strength equal to the distance it moved divided by two, minus 1. So if a bike moves 12 inches, and hits a bulkhead, it will take a S 5 hit $((12/2)-1)$.

- A biker may attempt to recover from pinning if he is within 4 inches of a friendly model, instead of the normal 2 inches.

MODELLING YOUR BIKERS

You will have to convert some models to use as bikes. There are basically two suitable bike miniatures – the Space Marine bikes, and the Squat bikes.

The Marine bikes are very cool looking, and look fast and maneuverable while being big and imposing. You can get your bike from GW Mail Order if you can't find any stores near you that stock them.

The Squat bikes are a little smaller, and look very different. They look a bit like 'Harlies', only a little more ramshackle (I prefer them to Marine bikes). You can also mail order these.

Now that you have your bike, you will need a rider. Your bits box should be overflowing with plastic Orlock and Goliath miniatures, which are very easy to convert into bike riders.

The Goliaths only need a little converting to fit into the bike seats, and the Orlocks just need a little more repositioning. You can also reposition one of the rider's arms so that it's resting on the handle bars – the old plastic Imperial Guard arm sprues are perfect for this.

The Bikers of the other houses will need more converting. It is probably best to base your rider on a miniature that is not from your house – remember that plastic is a lot easier to convert.

For Orlocks, remove the head from the miniature with a saw, and then remove a head from a miniature of your preferred house (be careful not to damage the head), and glue the head to your biker's body. You may have some trouble with Delaque, Cawdor, and Eschers, because they have either collars, cloaks, or hair surrounding their necks. When you have attached one of these heads to your biker, it is a good idea to use some modelling putty and cover the neck join. Then you can sculpt the putty into either a collar, a hood, or lots and lots of hair (depending on the house or your own mad desires). Enjoy!

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ULTRAVIOLE(N)T!

Rules for running Vampire gangs

By Mike 'Da Boffin' Brooks



The Boffin returns, and so, unfortunately, does the smile...

Fresh from his triumphant debut in, 'It's only a Game' from Journal 28, Da Boffin, from Ipswich is back and he's got a few things on his mind...

Just to get one thing straight, I am not a 'skate-boarding dude' nor am I a bloody hippy, all right?!? Sorry, perhaps the best way to describe me would be 'geeky hard-rock fan', but anyway...

This article was inspired by a certain fairly recent TV series, which several of you may have

seen. Basically, I so much enjoyed the idea of vampires running around the Underhive I thought I had to do something about it. And so, I proudly present Ultraviolet, with rules for Vampire Cults, tactics for using them and fighting against them, as well as a couple of special characters which you may recognise (I just can't get enough of special characters for Necromunda!). And now, onto the compulsory dramatic introduction...

Dark Tales of the Night...

The perils of the Underhive are many, ranging from natural hazards like acid rain and hivequakes to the more deadly fauna like Ripperjacks. A careless traveller will also encounter danger in the form of Ratskins on the warpath, escaped Pit Slaves, sinister Wyrd Gatherings and, of course, the everyday dangers of rival gangs having a falling out and settling it with their guns. However, there are few other encounters that are more terrifying and sinister than the bloodsucking Vampyres of the night. Considered by many to be nothing more than ancient fables from distant Terra with which to frighten children, Vampyres, the creatures of legend are all too real.

Only a very select few are aware of these creatures that

are thought to be in league with Chaos and the threat that they pose to mankind cannot be underestimated. They gather around them others of their kind, as well as weak-minded mortals that they have bent to their will and are the perfect infiltrators of human society.

Vampyres are, more or less, immortal and capable of regenerating horrific injuries, even to the extent of coming back from the dead. Various methods of dealing with them have been suggested over the centuries by the handful of people that have true understanding of them. Anything goes from praying to the Emperor to decapitation. Experience shows that methods along the lines of the latter are usually more effective than the former, except of course for the Redemption, in which case

they are more than likely to do both. Once a Vampire has been neutralised in this way (it is virtually impossible to kill them forever), then all of the human thralls who were bound to it's will will regain their minds once more.

Such is the threat these creatures pose to the Hives of Necromunda that word has reached the dark offices of the Inquisition who, in their vigilance, have dispatched an undercover team of highly skilled operatives to investigate this phenomenon.

Vampire Cults

OUTLANDERS. Vampire Cults are Outlander gangs and as such all of the Outlaw Rules from the Outlanders rulebook apply with the exceptions noted below. As Outlanders, Vampire Cults do not have a Guild Price and may never pay off their Outlaw status.

STARTING TERRITORY.

Vampire Cults start with one piece of territory generated on the Outlaw Territory Table. This forms their base camp and they may move their camp to another piece of territory if they capture it, but they cannot hold more than a single piece of territory at one time. If the Cult loses its current base camp generate another on the Outlaw Territory Table.

INCOME. Vampire Cults collect income as normal from their territory (as usual, Gangers may perform this task, but Vampyres may do so as well), and may buy weaponry and other equipment as normal. They may never buy new gang members after they have started a campaign. Thralls still require the normal 3 credits each, but Vampyres only need 1 each, due to their food supply being all around them and plentiful.

STARVATION. Vampyres are never affected by starvation, as they have a readily available food supply all around them! Their human Thralls, however, are susceptible, and will suffer the effects normally.

BOUNTY. Vampyres are considered to be a particularly dangerous form of Wyrd, so they are worth a bounty equal to their total cost, just like any other Outlaw. Thralls also have bounty on their heads, even though it's not their fault! They're still worth cash, though and that's all that counts.

CAPTURE. Gang fighters captured by Vampire Cults are in serious trouble. Unless rescued, they are almost certain to be part-drained of

Vampire Cults

Vampyres**180 Credits**

These are the deadly bloodsucking humanoids who are at the heart of the Cult. Where they originate from can only be speculated at, but they most likely to be another semi-stable mutation of the human gene pool, although far more deadly than a Scavy or even a Scaly.

M	WS	BS	S	T	W	I	A	Ld
5	4	2	4	4	1	4	1	8

Initial Experience Points:

60+D6

Weapons: Vampyres may be armed with weapons from the pistols and close combat weapons list. Vampyres may never wear armour of any sort (they're quite hard enough already!).

SPECIAL RULES

Resilient: Vampyres are unnaturally hardy. To represent this, when rolling for Serious Injuries the Vampire player may make two rolls and pick which result applies.

Regenerate: Vampyres are also liable to recover from the nastiest of injuries. Roll a D6 for each Serious Injury a Vampire has after each game regardless of whether the Vampire fought or not. On a '6' the Vampire has recovered from the effect of the injury, even if it was beneficial -- remove it from your roster. In the event that a Vampire has been killed it may also attempt to regenerate. Roll 1D6, on a '6' the Vampire succeeds and is not dead after all. This may not be attempted if the Vampire was killed by a flamer weapon, decapitated by a Pit Slave's shears or killed by a Scaly spear gun.

Lifeforce Drain: If a Vampire is in hand-to-hand combat with an opponent and wins by two hits or more, then they may attempt to drain the lifeforce from the unfortunate victim. Each player rolls 1D6 and adds the model's Initiative. If the Vampire wins then the opponent loses a Wound and the Vampire model temporarily gains a Wound - this may take a Vampire's Wounds higher than its starting value, but any benefits are lost at the end of the game. If the scores are drawn or the victim's score is higher then the drain attack has no effect. If a model loses its last Wound to a drain attack it is automatically *Out of Action*, but will not suffer a Serious Injury at the end of the game. If a Juve is taken out in this way then at the end of the game each player rolls 2D6 and adds each model's Leadership. If the Vampire player wins then the Juve joins the Cult as a new Thrall, having fallen to the Vampire's mind control. This will not work on Gangers, Leaders or Heavies, they are considered to have seen enough of the horrors of the Underhive and are sufficiently strong-minded to overcome such a ploy.

(Vampyres continued...)

Vampyres feed not only on the blood but also on the fear of their victims. To represent this, they may not drain Redemptionists, who are hate filled fanatics. Also, the blood of Scavvies, Scalies, Wyrds, Pit Slaves, Spyrers and Undead, such as Zombies, is considered too tainted with physical, Psychic and man-made pollutants to be nutritious to Vampyres. All other gangers may be drained, unless there appears to be a good reason why they shouldn't. Obviously, aliens and Genestealer hybrids cannot be drained either, and anyone thinking about draining hive fauna should be pegged out at dawn on the summer solstice!

Killer Rep': Vampyres cause *Fear* – unsurprisingly!

Vulnerable/Invulnerable: Vampyres are automatically wounded on a 4+ by flamer weapons, and if their last Wound is claimed by a Scaly spear gun then they are automatically killed on a 4+, with no hope of *Regeneration* (see above). On the up(?)side, they are immune to needle weapons and all forms of gas grenades.

"Surveillance is a bitch...": Vampyres are invisible to all machinery, so sights, except for Red dot sights, lose their bonuses. Any fighter who only has *Bionic eye* implants (no healthy eyes in other words) cannot see a Vampyre at all. They cannot shoot at it, and if attacked in hand-to-hand fight with a WS of 0.

Convert: If the Vampyre Cult has captured a fighter, and any rescue attempt or exchanges have failed, then they will drain the victim. If this is a Juve, then it becomes a Thrall unless it can beat the Vampyre draining it in a Ld test (described earlier). A Ganger that is drained will become a Vampyre if they fail the same test. If they pass, they are found to be too strong-willed, and just die. The draining Vampyre is always the leader of the Cult. Heavies and Leaders are never drained, and can be sold into slavery.

VAMPYRE MAXIMUM CHARACTERISTICS

M	WS	BS	S	T	W	I	A	Ld
6	7	5	5	5	3	7	3	10

blood and bound to the Cult's will, either as a near-minded Thrall or as a new Vampyre. Vampyre Cults will never ransom prisoners that they have captured, but will

exchange them, and will launch desperate, savage rescue missions for members of their Cult that have fallen into enemy hands.

TRADING. Heavily disguised Vampyres or their Thralls often drift into the Outlaw camps willing to exchange goods for weapons and equipment. Vampyre Cults roll on the Outlaw Trading Chart.

HIRED GUNS. Vampyre Cults may hire anyone that they can afford and who is willing to agree to work for them. However, this generally narrows down, somewhat, the prospect of employees for a Vampyre Cult because of the Vampyres' predatory instincts. Therefore, only Pit Slaves (who have too much metal and too many implants to make a tasty meal!) and Wyrds (who knows what's going on in their blood?) will work for Vampyre Cults. As far as special characters go, only *Bull Gorg* and *Karloth Valois* will work for them, in addition to *Red Jakob* 'The Father of Vampyres' and Vampyre Cult Special Character.

SCENARIOS. If the Vampyre Cult can choose the scenario they may use any from *Necromunda* or *Outlanders*.

LEADERSHIP. Leadership of the Cult goes to the Vampyre with the highest Ld at the time, unless another Vampyre is the only survivor from the Cult's original group of Vampyres, in which case they are automatically the leader, irrespective of Leadership values. Thralls may never lead the Cult! If it should come to pass that all of the Vampyres are killed then the will Cult disband as the hold over the

VAMPYRE SKILL LIST

Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Y	Y	Y	Y	-	Y	-

Thralls is broken. Thralls will then return to the gangs from which they were taken carrying whatever weaponry and equipment they presently have.

EXPERIENCE

A Vampyre starts with 60+1D6 experience, a Thrall obviously starts with 0 as usual. A newly converted Ganger (e.g. drained and turned into a Vampyre), ordinarily has less experience than 60 and so immediately gets enough normal advances to take him to 61 (i.e. a Ganger with 45

VAMPYRE ADVANCE TABLE

2D6 Result

- 2 New Skill (any Table)
- 3-4 New Skill (Vampyre Skill Table)
- 5 Characteristic Increase
 - 1-2 = +1 Initiative
 - 3-4 = +1 Leadership
 - 5-6 +1 Movement
- 6 Characteristic Increase
 - 1-4 = +1 WS
 - 5-6 = +1 BS
- 7 Characteristic Increase
 - 1-3 = +1 Strength
 - 4-6 = +1 Attacks
- 8 Characteristic Increase
 - 1-4 = +1 WS
 - 5-6 = +1 BS
- 9 Characteristic Increase
 - 1-3 = +1 Wound
 - 4-6 = +1 Toughness
- 10-11 New Skill (Vampyre Skill Table)
- 12 New Skill (any Table)

Thralls

25 Credits

A Thrall is a young fighter who's will has been conquered by a Vampyre. In time they may grow to become fearsome warriors, but they will always remain loyal to the Cult unless all the Vampyres in it die.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	2	1	6

Initial Experience Points:

0

Weapons: Thralls may be armed with weapons from the pistols and close combat weapons lists.

SPECIAL RULES:

Food Supply: There must always be at least twice as many Thralls as there are Vampyres. If the number of Thralls drops below this then no more Vampyres may be converted until there are enough Thralls. Should the number of Thralls be lower than the number of Vampyres then some Vampyres will have to leave until the balance is redressed (the player may choose which ones leave). They may not return when an adequate food supply is restored!

Herd mentality: A Thrall that is within 6 inches of a Vampyre may test on the Vampyre's Ld for all tests provided the Vampyre is not broken, down or out.

experience would immediately become a Vampyre with 61 experience, picking up two immediate advances on the way). Thralls use the normal advance table, and use their House tables in working out which skills they collect as advances. Vampyres, however, use the Vampyre Advance Table (left).

The Inquisition

Although the presence of Vampyres has remained a mystery to over ninety-nine percent of Necromunda's population nothing, it seems, escapes the attention of the ever watchful Inquisition. Operatives from the Inquisition have been investigating outbreaks of Vampirism for centuries but

VAMPYRE EXPERIENCE

Exp Points	Title
61-80	Vampyre
81-100	Vampyre
101-120	Vampyre
121-140	Vampyre
141-160	Vampyre
161-180	Vampyre
181-200	Vampyre
201-240	Vampyre Lord
241-280	Vampyre Lord
281-320	Vampyre Lord
321-360	Vampyre Lord
361-400	Vampyre Lord
401+	Vampyre Master

Red Jakob Father of Vampyres

Of all the Vampyres known by name to the suspicious few, one figure remains shrouded in terror above all others, said by some to be the father of the Vampyre cults, a deadly individual more feared than even a rogue Spyrer. Several times hunters and zealots have returned to civilisation, claiming victory over this foe, but none of these, despite their shredded clothing and being bathed in blood, have ever been able to produce a trophy of their dead enemy. Injuries have been inflicted on Red Jakob which would have easily slain a mere mortal, but still the Father of Bloodrinkers exists, and plays a deadly game of cat and mouse with the hunters who, more often than not, become the hunted.

M	WS	BS	S	T	W	I	A	Ld
6	6	3	5	5	2	5	2	10

WEAPONS:	Power Sword, Stubgun with Dum-Dum bullets
SKILLS:	<i>Dodge</i> (Agility Skill), <i>Combat Master</i> (Combat Skill) <i>Iron will</i> (Ferocity Skill).
WARGEAR:	<i>Jakob's Gauntlet.</i>
PSYCHOLOGY:	Red Jakob causes <i>Fear</i> , and is immune to all Psychology.
ALLEGIANCE:	Red Jakob will fight only for Vampyre Cults.
RATING:	He increases the cult's rating by +325.
PAYMENT:	D6x10.
BOUNTY:	The bounty on Red Jakob's head is 325 credits.

SPECIAL RULES:

Vampyre: All the special rules for Vampyres noted above apply to Red Jakob.

Gauntlet: At some time in long distant the past Red Jakob lost the use of his left hand. In replacement he, or someone in his pay, crafted an advanced gauntlet. Its razor sharp finger-blades give Jakob an additional +1 Strength in hand-to-hand combat, in addition he may drain a Juve in close combat if he wins the combat, rather than having to win by two hits.

Father of Vampyres: Jakob is the recognised senior Vampyre in the Underhive, and so if he joins a cult then he will automatically become its leader.

Self-serving: Jakob may join a cult, but it's more to further his own quest for blood than to help fellow Vampyres. As a result, any Juves he drains in battle do not have to test to avoid becoming members of the cult, and he will leave the draining of any prisoners to other Vampyres.

THRALL EXPERIENCE

ExpPoints	Title
0-5	Thrall
6-10	Thrall
11-20	Thrall
21-30	Thrall
31-40	Thrall
41-50	Thrall
51-60	Thrall
61-80	Senior Thrall
81-100	Senior Thrall
101-120	Senior Thrall
121-140	Senior Thrall
141-160	Senior Thrall
161-180	Senior Thrall
181-200	Senior Thrall
201-240	Acolyte
241-280	Acolyte
281-320	Acolyte
321-360	Acolyte
361-400	Acolyte
401+	Master Acolyte



only recently have they tracked down a significant enclave – in the Hives of Necromunda. These Vampyres must be stopped from quietly escaping via the main shipping lanes and infecting nearby worlds.

The decision taken to investigate the causes of Vampirism on Necromunda was sound; out in the reaches of space they could disappear easily, and furthermore they were very careful not to give any hint to the human population about their nature, whereas in the Necromundan Underhive they were more powerful, with their gangs of followers, but were also easier to find, and more conceited and arrogant about their own invulnerability. A small, highly trained team of undercover operatives was sent to Necromunda to investigate, study, but essentially take them down.



The Baited Trap

An all-new scenario for Vampyre Cults to lure their victims into...

When gangers are drinking in their familiar bars and holes,

Inquisition Agent Vorn
Vorn is an Inquisition agent with a long and distinguished career of doing the right thing in a bad situation. In addition, his aim is almost faultless, and so was a natural inclusion in the Inquisition team.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	4	1	3	1	9

WEAPONS: Bolt pistol, Laspistol, Knife.

ARMOUR: Mesh armour.

SKILLS: *Marksman* (Shooting Skill), *Iron Jaw* (Muscle Skill).

WARGEAR: *'Vampyre Executor' Longrifle.*

PSYCHOLOGY: Vorn is immune to all Vampyre-related psychology.

ALLEGIANCE: Vorn will fight alongside any of the Houses, regardless of whether they are Outlaws or not – the petty legal disputes of the Underhive are irrelevant in comparison to the Vampyre menace.

RATING: Vorn increases the Gang's Rating by +200.

PAYMENT: Vorn works as a mentor, and only alongside gangs fighting Vampyre Cults that game.

SPECIAL RULES:

Mentor: If a House gang is fighting a Vampyre Cult that game, roll on the Mentor chart and apply the result. This is whether the player wants help or not – Vorn isn't interested in the Gang's needs only in getting the Vampyres. Obviously, should the player's Gang outrate the Vampyres, or is less than 500 points outrated itself, then Vorn will not fight.

Vorn's V.E. Longrifle: This piece of equipment is Vorn's favoured weapon for disposing of Vampyres, and has the following stats:

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
0-6	6-24	-	+1	4/5*	1	-1	None

*5 against Vampyres

it's always a common occurrence for strangers to approach and try to sell all manner of legal and illegal goods. Occasionally the offer or rumour that is passed on to them is just too attractive to

turn down and so off they go trying to make a few creds.

This is the situation, a Vampyre Cult has sent a trusted (probably mind controlled) non-cultist out to

Inquisition Agent Mykal

Mykal is a young, new recruit to the Vampire hunting team, but has already proved his worth on several occasions. He relies more on close combat than Vorn for which his older colleague constantly scowls at.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	2	8

WEAPONS: Laspistol, Chainsword, Stake (same Strength as user and kills Vampyres on a 4+ automatically if used to take the last Wound).

ARMOUR: Mesh armour.

SKILLS: *Step Aside* (Combat Skill), *Parry* (Combat Skill).

WARGEAR: 'Vampire Executor' Pistol.

PSYCHOLOGY: None

ALLEGIANCE: As Vorn.

RATING: Mykal increases the Gang's Rating by +200.

PAYMENT: As Vorn.

SPECIAL RULES:

Mentor: If a House gang is fighting a Vampire Cult that game, roll on the Mentor chart and apply the result. This is whether the player wants help or not - Vorn isn't interested in the Gang's needs only in getting the Vampyres. Obviously, should the player's Gang outrate the Vampyres, or is less than 500 points outrated itself, then Vorn will not fight.

Mykal's V.E. Pistol: This piece of equipment is Mykal's favoured weapon for disposing of Vampyres as he likes to work 'up close', and has the following stats:

Short Range	Long Range	To Hit	Str	Dam	Save	Ammo	
0-8	8-16	+2	-	3/4*	1	-1	None

*4 against Vampyres

+1 Sustained Fire Dice

lure a few greedy, gullible gangers to the dinner table. Somehow the rest of the gang has got to hear and are in hot pursuit in an attempt to stop events from taking a very nasty turn. This scenario can only be played against House gangs. The only other gang Vampyres would go to the trouble to tempt into a

secluded place to drain them would be Ratskins, and no self-respecting 'Skin would follow an Underhiver around in search of treasure!

TERRAIN

In this scenario the Vampire Cult player is the attacker and the other player the defender.



Starting with the Vampire player, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area roughly 4' by 4'.

GANGS

The defender has D3x2 models which he must place in the centre of the board, at ground level. He may choose which models he places (working on the theory that a player will only send his hardest Gangers or his most expendable Juves, and these are the only two types of fighter brave enough or stupid enough to take up the challenge). The rest of the gang is off the board at the start of the game.

The attacker deploys his entire gang. They must be at least 12" away from the defenders, in cover and in *Hiding*.

STARTING THE GAME

On the D6 score of a 1-4 the Vampyres' trap works perfectly, and they can take

the first turn. On a 5-6 the defenders notice the sudden absence of their previously vocal guide, figure they've been duped and go for their guns.

REINFORCEMENTS

After the first shot has been fired (note that the defenders cannot shoot in the air to try and attract help – they have to be able to see someone!) the rest of the defender's gang can get a fix on their location and come running onto the scene. At the end of the defender's first turn, after the first shot has been fired (including the one it was fired in if they fired first) then roll a D6. On a 1-2 the defender may place one fighter from off of the board on a randomly determined table edge. On a 3-4 he may place two, on a 5 three, and on a 6 the entire gang come bundling on, guns at the ready and looking for someone to kick

ENDING THE GAME

If a gang fails a Bottle Roll, or a player voluntarily *Bottles Out*, the game ends immediately. The gang that *Bottles Out* loses and the other gang automatically wins the fight.

EXPERIENCE

Fighters who take part in *Baited Trap* earn experience points as noted below:

- +D6 Each Ganger that survives.
- +5 Per Wounding Hit.
- +10 For the winning Gang Leader.
- +5 For each successful *Lifeforce Drain* a Vampire performed during the fight.

SPECIAL

On a D6 roll of 5+ after the battle the Vampyres had actually found a few pieces of valuable junk to bait the trap with in order to persuade the prey to stick around. They are worth D6x5 creds, and the winning gang takes them.

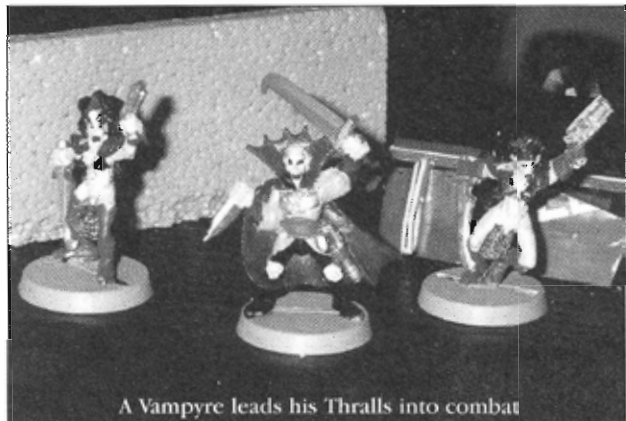
Notes and Tactics

When starting a Vampire Cult there are a couple of important things to remember. Firstly, remember that you can never recruit any more fighters. Even I made this mistake, despite having written the rules (Doh!). Thralls can die ever so easily, so make sure you have enough, and balance it out against the Vampyres (three Vampyres is the favoured starting number). Also, from experience, you will lose money at first, so keep a bit to fall back on. Of course, you must remember that you have no long ranged weaponry until a Thrall becomes the equivalent of a Ganger (Senior Thrall), so close combat is the way to go. As a result, always insist on *Treacherous Conditions*, as this can

frequently hinder your opponent's shooting. Vampyres are usually hard enough to take a bit of punishment, most basic weaponry needing a 5+ to wound them, and even a Heavy Stubber only has even odds. And of course, they get harder...

Fighting against a Vampire Cult is not a particularly easy task. The Vampyres are quick enough to close with you very soon, and only a Gang Leader or a 'tooled up' Ganger can be relied upon to fight them off. The Thralls are, of course, bad fighters, but given enough of them the barrage of pistol fire or secondary attacker bonuses can take down the hardest. Keep moving, don't let them close, use *Overwatch* where appropriate, and protect the heavy weaponry. Vampyres will often have a couple of Thralls with them to protect them, but a single Heavy Bolter can take all of them down. Just don't panic...

See pages 47-8 for Gav Thorpe's very own B'Ufi the Vampire Slayer special character conversion, it's like totally bodacious dude!



A Vampire leads his Thralls into combat

WAAAGH!

Da Orks are in da Hive

Necromunda Ork Warbands

By Ross Flint

Ross is from Calside, Dumfries, and is sixteen years old. He plays Dark Angels, Chaos and Orks in Warhammer 40,000. Ross also plays Orks in Epic 40,000 and Orks in Blood Bowl, so it's not entirely surprising that he wanted to play Orks in Necromunda – his motto is: 'If it ain't green, it ain't good! (unless it's red and goes dead fast)'. He enjoys playing the guitar, writes songs and even manages to fit in going to school in between gaming.

THE GREEN MENACE

It is an undisputed fact that Orks sometimes attack (or even inadvertently crash on) Necromunda, and their assaults on the massive Hive Cities have been fairly well documented by the Administratum. The authorities, however, do their utmost to hide the fact that when the Waaagh moves on, there are always a few greenskins left behind.

These Orks wander in the ash wastes looking for food until they stumble upon a rogue gang of Orks who will let them join, or a storm drives them inside one of the Hive Cities. It is remarkably easy to get in, in small numbers, a fact which could spell doom for the Necromundans if the Orks ever noticed!

Inside the hive, life is still hard for the average Ork. Though they spend a great deal of time fighting, they also spend a large part of their day hunting for squigs (which seem to turn up anywhere that Orks go), rats and anything else lurking in the Underhive which they can eat. This list does not include hive-dwelling humans because all Orks have a strange belief that they will turn into 'Bugeyes' (Tyrannids) if they eat men from the hives. Since Orks use their teeth as currency, getting money is no problem for them. Unfortunately, for Orks, everybody else on Necromunda is hostile to them, so they couldn't buy things if they could find human traders willing to accept teeth as payment anyway. Perhaps, eventually, there will be enough Orks in the hives to set up their own

society and deal amongst themselves, but this is highly unlikely due to the constant purging by the Adeptus Arbites whenever the infestation gets too bad. The only way that Orks can spend their teeth is if they can recruit new members from those Orks found wandering in the wastes.

STARTING AN ORK GANG SPECIAL RULES

Outlanders: Orks are Outlanders, and as such all of the Outlander rules apply to them except where noted below. As Outlanders, Orks do not have a guild price and can never pay off their outlaw status.

Territory: Orks start with one piece of territory generated on the outlaw territory chart in the Outlanders Rulebook. This is the Orks' camp in the wastes and they may only hold one territory at a time. If they lose this territory, generate another one for them.

Income: Orks do not get any income from their territory like other gangs. Instead, they gain D3 Teef for each Ork (not Gretchin) in the gang. Each Ork in the gang who suffered a serious injury (except death) gives an additional D3 Teef as they were knocked out by a blow to the mouth in the fight (or most likely sometime afterwards...).

As well as this, any member of the gang who did not go out-of-action may search for food. Each member finds D6 edible things which may be eaten or stored in the stash.

Starvation: Every Ork and Gretchin must eat three items of food or suffer the effects of starvation (see the Outlanders rulebook for details).

Experience: Orks and Gretchin gain experience in the same way as everyone else. (Tables for experience levels and advance rolls are printed later.)

Trading: Ork warbands may never go trading.

Hiring: An Ork player has 1000 Teef with which to hire his starting Ork band.

Recruitment: If an Ork player wishes to hire new fighters for his gang, he must send an Ork out into the wastes to search for possible recruits. He may send a Gretchin, but then he may only hire Gretchin (after all, what self-respecting Ork is going to get himself hired by a pesky runt?).

New recruits must be paid for in Squigs, which are consumed immediately and weapons and equipment must be paid for separately from the gang's stash of Teef. The new recruit will not sell his weapons to other members of the gang though he may swap them.

Da Recruitment Table:

Roll a D6...

1. No-one can be found. Whilst walking back on his own, the scout has an unfortunate accident and suffers a Serious Injury.
2. A single Gretchin volunteers his services – 4 squigs.
3. An Ork Boy volunteers – 8 squigs.
4. An Ork Boy or Eavee (player's choice) volunteers – 8 squigs for the Boy or 12 squigs for the Eavee.
- 5-6. D3 Gretchin, Ork Boyz or Eaveez volunteer their services (see above for cost).

The Ork or Gretchin who conducts the search must miss a game while he is in the wastes, but he earns D6 experience points for his adventures.

Pinning: Due to their tough nature (or stupidity, many would say) Orks cannot be pinned. (NOTE: This does not apply to Gretchin.)

Injuries: Orks and Gretchin have a special algae in their blood which can heal even the

most hideous of injuries. They may ignore Serious Injuries on the roll of 6 on a D6.

Bottle Tests: Orks do not have to take tests for Gretchin going down or out nearby, they are more likely to laugh! As any Ork will tell you, that's what Gretchin are for.

Leadership: Orks' leadership disputes are always resolved by a knife fight. Gretchin may never lead the gang as long as there are Orks still alive in it. If all the Orks are killed, the gang may only recruit Gretchin from then on, and becomes a 'Gretchin band' (or skirmish screen!). From now on Gretchin may produce 1 Teef each.

Captives: Any Orks or Gretchin who are captured will not be ransomed or exchanged. Anybody captured by Orks may be rescued. If they are not rescued promptly then Orks will kill them (probably by agonisingly slow torture, which is an old Ork favourite!). The dead body may then be used once as bait for food and will attract D6 extra items of food.

Skills: If any Ork (not Gretchin) receives a skill from a table which is not normally available to him (excluding the *Medic* skill) he may take skills from that table from then on, to represent a special code in his DNA revealing itself.

Example: An Ork receives the Agility skill Jump back. Though Orks cannot normally take Agility skills, this one can from now on, as he becomes an 'Akrobat Boy'.

Specialist: If Orks gain the *Specialist* skill, they may take Special weapons and assault weapons. If Gretchin gain the *Specialist* skill, they may take pistols, bolters, or Needle Sniper Rifles (if you can get them!).

NEW WEAPON:

Defskull Kustom Kombi-wepun

Defskull kustom kombi-wepunz fire a hail of assorted shells and bullets in a very unpredictable manner.

Range	To Hit	Str	Save Mod	Dam	Ammo Roll
D6x10	2+	Arty	1/2 Str	1	4+
		die			

Special: You must make an ammo roll after every shot, and automatically fail on a roll of MISFIRE on the Artillery dice – make a blow up roll immediately.

1 Ork Kaptin**125 Teef**

The Kaptin is the leader of the Ork band, a hardy and exceptionally tough individual and as such all the special rules for gang leaders apply to him.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	4	1	3	1	8

Weapons: The Kaptin may take Assault weaponz, Pistolz, Special weaponz, or stikbombz.

Armour: The Kaptin may be given Flak armour for +10 Teef or Eavy armour (4+ save) for +80 Teef.

Initial Experience Points: 60+D6

**0-2 Ork Eaveez****75 Teef**

Ork Eaveez are usually members of the Deathskull or Badmoonz klanz. They provide long range covering fire for the rest of the gang.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	4	1	2	1	7

Weapons: Ork Eaveez may take Assault, Special or Heavy weaponz, Pistolz, or stikbombz.

Armour: Ork Eaveez may be given Flak armour for +10 Teef.

Initial Experience Points: 60+D6

Ork Boyz**60 Teef**

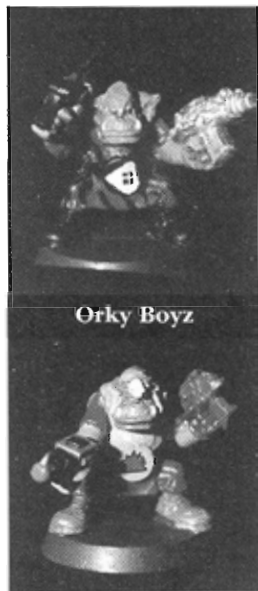
Orks are renowned for their vicious temperament and high resilience and nowhere other than the highly dangerous world of Necromunda will they need to rely on these attributes more to survive.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	4	1	2	1	7

Weapons: Ork Boyz may take Assault weaponz or special weaponz. They may also take Pistolz, or stikbombz.

Armour: Ork boyz may be given Flak armour for +10 Teef.

Initial Experience Points: 0

**Gretchin****30 Teef**

M	WS	BS	S	T	W	I	A	Ld
4	2	3	3	2	1	2	1	5

Weapons: Gretchin may take Gretchin weaponz.

Armour: Gretchin may be given Flak armour for +10 Teef

Initial Experience Points: 0

ORK WEAPONZ LISTZ

Most Ork gangs build up stashes of weapons that are a diverse mix of technologies: from original Ork weapons left over from the Waaagh, to captured enemy weapons.

Assault Weaponz Cost

Chainsword	25 Teef
Power axe	40 Teef
Sword/Axe	10 Teef

Pistolz Cost Ammo Roll

Autopistol	15 Teef	5+
Boltpistol	20 Teef	6+
Handflama	20 Teef	Auto
Plasma Pistol	25 Teef	4+

Special Weaponz Cost Ammo Roll

Bolter	35 Teef	6+
Flama	40 Teef	Auto
Meltagun	95 Teef	4+
Plasma gun	70 Teef	4+

(Max of one per model)

Heavy Weaponz Cost Ammo Roll

Autocannon	300 Teef	5+
Missul launcher	185 Teef	Auto
Kustom kombi-wepun	250 Teef	4+
Heavy Bolter	180 Teef	6+
Heavy Plasma Gun	285 Teef	4+
Lascannon	400 Teef	4+
Heavy Stubba	120 Teef	5+

Gretchin Weaponz Cost Ammo Roll

Autopistol	15 Teef	5+
Autogun	20 Teef	5+
Blunderbuss	8 Teef	5+

Stikbomz Cost

Frag Stikbomz	30 Teef
Krak Stikbomz	50 Teef
Krak Missulz	115 Teef

(Krak Missulz may only be bought for Eavees)

Ork Experience

Exp	Points	Title
0-5		Boy
6-10		Boy
11-20		Boy
21-30		Boy
31-40		Boy
41-50		Boy
51-60		Boy
61-80		Nob (Kaptins and Eavees)
81-100		Nob
101-120		Nob
121-140		Nob
141-160		Nob
161-180		Nob
181-200		Nob
201-240		Big Boss
241-280		Big Boss
281-320		Big Boss
321-360		Big Boss
361-400		Big Boss
401+		Warboss

Gretchin Experience

Exp	Points	Title
0-5		Gretchin
6-10		Gretchin
11-20		Gretchin
21-30		Champion
31-40		Champion
41-50		Champion
51-60		Champion
61-80		Grot Boss
81-100		Grot Boss
101-120		Grot Boss
121-140		Grot Boss
141-160		Grot Boss
161-180		Grot Boss
181-200		Grot Boss
201+		Gretchin Big Boss

Advance Rolls: These are made in exactly the same way as for standard gangs

MAXIMUM VALUES

	M	WS	BS	S	T	W	I	A	Ld
Ork	4	6	6	4	5	3	3	3	9
Gretch	4	4	5	4	4	2	4	2	7

SKILL LISTS

Skill	Gretchin	Boy	Eavee	Kaptin
Agility	Y	-	-	-
Combat	-	Y	Y	Y
Ferocity	-	Y	Y	Y
Muscle	-	Y	Y	Y
Shooting	-	-	Y	Y
Stealth	Y	-	-	Y
Techno	-	-	Y	-

THE MODELS

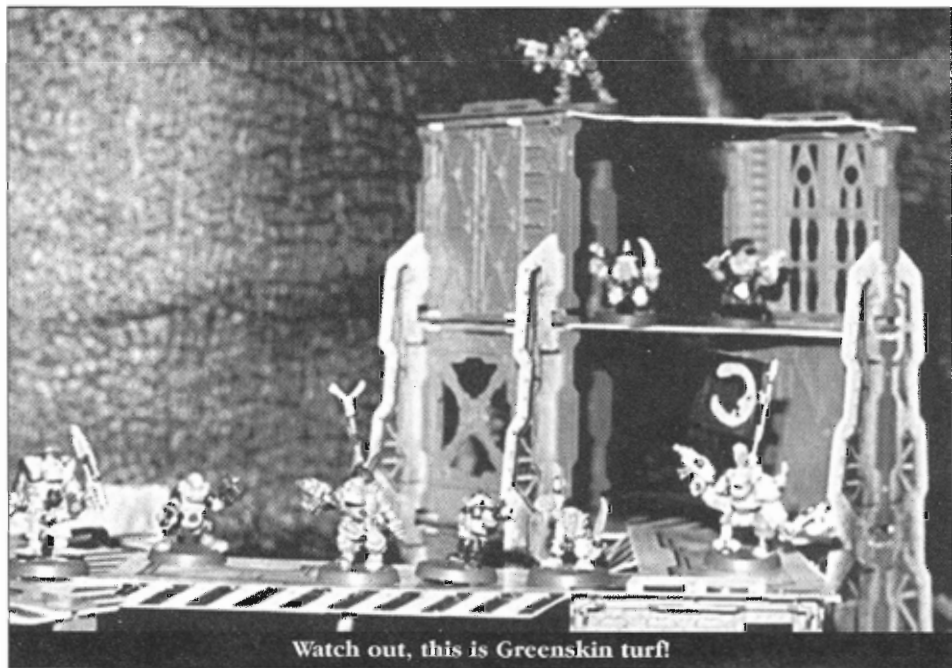
For the Ork Kaptin, I used the model for a standard Ork Nob and simply removed the Power Axe replacing it with a plastic Space Marine Power Sword.

For the Bad Moon Ork Boy, I used an old Space Crusade Ork and replaced its weapons with a slightly newer Bolter and a Space Marine Power Axe. I also added a Goff Ork's helmet spike to his shoulderpad and built up his face slightly with modelling putty. His back banner (*surely this would be a bit of an inconvenience in the Underhive? - Ed.*) was made from modelling putty and a paper clip. The bionic leg was made from a piece of shaped sprue.

The hair squig is again more modelling putty, shaped around a nail which goes straight into his head (the bloody squig kept snapping off!).

The Blood Axe Boy and Evil Sunz Boy were based on plastic Goffs. I cut off their helmets and then re-modelled their heads. They have also had new arms added and the spiky bits on their armour have been removed.

The really cool thing about Orks in Necromunda is that you can really do just about anything to them and get away with it. They would be the ultimate scavengers and so could theoretically be given any equipment of any background. So, stop wasting time with those Squigs... make the hive *green!*



Watch out, this is Greenskin turf!

WYRD GATHERINGS

Using All-Wyrd Gangs in Necromunda

by Denzel Richards

To escape the witch-hunts of the Redemptionist Crusade, Wyrds have only a few stark choices. They can go into hiding, eking out an existence in the very depths of the Underhive or in the wasteland outside. Alternatively they can associate with gangs or outlaws, trading their usefulness for protection.

Occasionally however a charismatic Wyrd, a Mentor, forms a gathering of Wyrds who will work together and look out for one another. These Gatherings move from place to place in the wastes, hoping to stay one step ahead of Imperial Agents and Redemptionists that hunt them relentlessly. Inevitably they have to fight to survive, and in this respect they are the same as all the other Outlanders, despite their special powers.

OUTLANDERS. Wyrd Gatherings are Outlander gangs and as such all of the Outlander rules apply to them with the exceptions noted below. Wyrd Gatherings do not have a guild price and may never pay off their outlaw status.

TERRITORY. Wyrd Gatherings start with one piece of territory generated on the Outlaw Territory Table. This is the Gathering's camp in the wastes and they cannot hold more than a single piece of territory at a time. The Gathering must move their camp after every game in an attempt to keep ahead of the witch-hunters and Redemptionists, crossing the old territory off their roster at the end of the post-battle sequence and generating a new camp on the Outlaw Territory Table immediately.

CAPTURED TERRITORIES. Any additional territory captured from other gangs may either be occupied by the Gathering in preference to randomly determining a new territory from the Outlaw Territory Table (the Gathering's old territory must still be abandoned as usual), or looted and destroyed by the Gathering as soon as it is captured (see the Outlaw rules for details of looting).

INCOME. Gatherings collect income from their one piece of territory, and can also forage for income just like an other Outlaw gang.

TRADING. Wyrds roll on the Outlaw Trading Chart.

HIRED GUNS. Wyrd Gatherings can make use of any Hired Guns that they can afford except for Bounty Hunters, the Arch Redwart or Brakar the Avenger. They can hire Wyrds to fight for them for 20 credits per game rather than the normal 25 (note that they are still worth 125 credits towards the Gathering's gang rating though).

STARVATION. Wyrds are subject to the effects of starvation just like other outlaws.

BOUNTY. The strange powers that they possess make Wyrds a source of great worry to the Guilders, so they are worth a bounty equal to their total cost, just like any other outlaw.

CAPTURE. Wyrds captured by Cawdor gangs or Redemptionist Crusades are automatically burned alive. The Gathering can mount a Rescue Mission in order to save their colleague before this happens. Note that Wyrd Gatherings will never ransom captive Cawdor gangers or Redemptionist Crusaders back to their gangs, though they may deal with their prisoners in any other way.

SCENARIOS

Wyrd roll on the Outlaw Scenario Table. If the Gathering can choose which scenario to play they can pick any of the ones from Necromunda or Outlanders. Note that Wyrd Gatherings may never defend on the caravan scenario, nor may they work for the Guilders in any other way.

RECRUITING THE WYRD GATHERING

Wyrd Gatherings are quite rare and it is suggested that only one be allowed to play in a campaign at any one time. The Wyrd Gathering is chosen in the same way as other gangs. You have 1000 credits with which to purchase Wyrds from the list below. The Gathering must include a mentor to lead it, and at least half of the Gathering must be made up of normal Wyrds. Once the Gathering has entered play however it is more difficult to recruit new Wyrds because of their inherent rareness. To represent this, only 1 new Wyrd or Awakening Wyrd may be recruited between each game that the Gathering plays.

1 MENTOR165 Credits to recruit

Mentor is the term given to the founder and leader of a Wyrd Gathering. Mentors are very charismatic and wise in the ways of the Underhive: they make good leaders for Wyrds who otherwise tend to be solitary people. While they are normally no more powerful than most Wyrds, Mentors tend to have developed more a more precise control over their powers and are considered to be very dangerous. They are the hated enemies of the Redemptionist Crusade.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	4	1	8

WEAPONS: The Mentor may be given equipment chosen from the Close Combat, Pistol and Ranged Weapons, plus the Grenades and Shotgun Shells section of the special Wyrds list.

LEADERSHIP: A Mentor is by nature an intelligent and charismatic leader, and other Wyrds feel heartened by his presence. This means that any Wyrds within 6" of the Mentor may use his Leadership characteristic when whenever they take leadership tests. A Mentor can always attempt to recover from being pinned even if there are no other friendly models within 2" of him.

PSYCHIC POWERS: A Mentor has one Primary Power randomly determined from either the Beastmaster, Pyromaniac, Telepath or Telekinetic Primary Power Table. He has one Minor Power randomly generated from the Wyrd Minor Power Table (ignore and re-roll any results of None, Multiple Minor Powers and Extra Primary Power). Should a Mentor gain an additional Primary Power from a roll on the Advance Table, then it will be from the same table as his original Primary Power. A Beastmaster with an extra Primary Power increases the amount of creatures he may control by an additional D3 (if you are using the rules for Nasherhounds, a Beastmaster may normally control only one at a time).

SKILLS: It is possible for the Mentor to gain skills due to experience. These skills may be chosen from any of the skill tables apart from Combat Skills.

EXPERIENCE: Mentors begin with D6+60 experience points.

ANY NUMBER OF WYRDS95 Credits to recruit

Wyrds are fully awakened psychics who have developed control over the use of their mental powers. Fleeing from the authorities, they make themselves a hidden sanctuary in the Underhives or the wastes. They tend to be a highly strung and solitary people, forever trying to keep one step ahead of the witch-hunters. Joining a Wyrd gathering or becoming a Hired Gun gives purpose and protection to these unfortunates and they are then able to stand up to their persecutors and fight back.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	4	1	4	1	7

WEAPONS: Wyrds may be given equipment chosen from the Close Combat, Pistol and Ranged Weapons sections of the special Wyrd list.

RANK-AND-FILE: Wyrds always make up the majority of a Gathering. As such Wyrds must make up at least half of all the models in a Gathering. Should the number of Wyrds ever drop below half the total number of models in the Gathering, you must recruit more Wyrds as soon as possible.

PSYCHIC POWERS: Each Wyrd has one Primary Power randomly determined from either the Beastmaster, Pyromaniac, Telepath or Telekinetic Primary Power Table. They also have one Minor Power randomly generated from the Wyrd Minor Power Table each (ignore and re-roll any results of None, Multiple Minor Powers and Extra Primary Power). Should a Wyrd gain an additional Primary Power from a roll on the Advance Table, then it will be from the same table as his original Primary Power.

A Beastmaster with an extra Primary Power increases the amount of creatures he may control by an additional D3 (if you are using the rules for Nasherhounds, a Beastmaster may normally control only one at a time).

SKILLS: It is possible for Wyrds to gain skills due to experience. All Wyrds may choose skills from the Agility and Stealth skill charts. In addition Beastmaster Wyrds may choose Ferocity skills, Pyromaniac Wyrds may choose Shooting skills, Telekinetic Wyrds may choose Muscle skills and Telepathic Wyrds may choose Techno skills.

EXPERIENCE: Wyrds start with D6+20 experience points.

ANY NUMBER OF AWAKENING WYRDS40 Credits to recruit

Awakening Wyrds are young people whose Wyrd powers are just beginning to manifest. Normally these individuals would have to cope with their new powers by themselves, but at the time of a Wyrd Gathering they can find shelter with the Mentor and his followers.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

WEAPONS: Awakening Wyrds may be given equipment chosen from the Close Combat, Pistol and Ranged Weapons sections of the special Wyrd list.

PSYCHIC POWERS: Each awakening Wyrd has one Minor Power randomly determined from the Wyrd Minor Power Table (ignore and re-roll results of None, Multiple Minor Powers and Extra Primary Power).

When an Awakening Wyrd gains a Primary Power you must randomly determine which discipline (Beastmaster, Pyromaniac, Telekinetic or Telepathic) the power comes from. Once the discipline is determined all further Primary Powers gained by the Wyrd will be from this same discipline.

When an Awakening Wyrd that has not already gained a Primary Power earns 21or more experience points and becomes a full Wyrd, do not roll on the Advance Roll Table as normal, but instead assume that the Wyrd rolled a 12 and thus gained a Primary Power. When the Awakening Wyrd reaches this stage, you must immediately change his cost on your gang sheet from 40 to 95. This is unlike other gangs where the cost of a Juve is not altered when he becomes a ganger.

SKILLS: Awakening Wyrds with sufficient experience may choose either Agility or Stealth skills

EXPERIENCE: Awakening Wyrds start with no experience.

WYRD GATHERING WEAPONS LIST

Close Combat Weapons

Knife (N.B 1 Knife is free).....5 credits

Sword.....10 credits

Club, Maul or Bludgeon.....10credits

Pistol Weapons

Autopistol15 credits

Laspistol.....15 credits

Basic Weapons

Stub Gun.....10 credits

Autogun20 credits

Shotgun20 credits

Lasgun.....25 credits

Grenades and Shotgun shells

Dum-dum Bullet.....15 credits

Man-StopperRounds.....5 credits

Frag Grenades.....30 credits

GAINING EXPERIENCE

Experience Points	Title
0-5	Awakening Wyrd (Starting level for Awakening Wyrds)
6-10	Awakening Wyrd
11-20	Awakening Wyrd
21-30	Wyrd (starting level for Wyrds)
31-40	Wyrd
41-50	Wyrd
51-60	Wyrd
61-80	Wyrd Champion (Starting level for Mentors)
81-100	Wyrd Champion
101-120	Wyrd Champion
121-140	Wyrd Champion
141-160	Wyrd Champion
161-180	Wyrd Champion
181-200	Wyrd Champion
201-240	Master Wyrd
241-280	Master Wyrd
281-320	Master Wyrd
321-360	Master Wyrd
361-400	Master Wyrd
401+	Wyrd Lord (<i>Anyone who reaches this level may not improve any further</i>)

STARTING EXPERIENCE

Type	Starting Exp. Points
Awakening Wyrd	0
Wyrd	20 + D6
Mentor	60 + D6

ADVANCE ROLL TABLE

2D6	Result
2	New Skill
3-4	New Skill
5	Characteristic Increase roll again - 1-3 +1 Strength 4-6 +1 Attacks
6	Characteristic Increase roll again - 1-3 +1 Weapon Skill 4-6 +1 Ballistic Skill
7	Characteristic Increase roll again - 1-3 +1 Initiative 4-6 +1 Leadership
8	Characteristic Increase 1-3 +1 Weapon Skill 4-6 +1 Ballistic Skill
9	Characteristic Increase 1-3 +1 Wounds 4-6 +1 Toughness
10	New Skill
11	New Wyrd Minor Power (ignore and re-roll None, multiple Minor and Extra Primary Power)
12	New Wyrd Primary Power

MAXIMUM VALUE TABLE

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	6	3	9

WYRD SKILL LISTS

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Awakening Wyrds	Y	-	-	-	-	Y	-
Beastmasters	Y	-	Y	-	-	Y	-
Telekinetics	Y	-	-	Y	-	Y	-
Mentors	Y	-	Y	Y	Y	Y	Y



CHAOS CULTIST COVENS

by Joe Barnsley

Joe's house rules bring an unholy new addition to the Underhive - fanatical Chaos Cultists, corrupt, mutated and downright nasty...

There are individuals who are drawn to worship the evil gods of Chaos with a promise of ultimate power. Cultists are among these individuals. However, Cultists take their worship too seriously, and travel the Underhive to convert none-believers. Selling their belongings for a life of poverty, Cultists often own nothing but the robes they wear and the weapons they keep. Often, a particularly powerful Cultist will attract a band of followers to embark on a crusade to corrupt the denizens of the Underhive to their cause. These bands of Cultists are known as Covens.

OUTLANDERS

Cultists are Outlanders and therefore all the Outlaw rules apply except for those noted below. Cultists may never pay off their outlaw status.

TERRITORY

Cultists start with one piece of territory generated at random from the Redemptionist Territory Chart in the outlanders rule book. This is the first stop for the Cultist Coven. The Cultists move on after each game, so after collecting any income from the territory they are leaving behind, roll on the Redemptionist Territory Chart to see where the Coven will stop for the next game.

The Coven can only ever hold one piece of territory at a time, and so if it captures any other territory then the new territory will be looted and destroyed.

If the piece of territory the Coven owns is captured, then the gang that gains the territory may collect income from it as normal. If the winning gang captures an arms cache then it may collect income from it as normal, but must then cross it off their roster as the cache is used up. If the Coven ever manages to capture a territory from a gang that captured territory from them, then they will automatically take the territory that was stolen from them. They won't loot it, but will collect income from it and leave it when they move on to another territory.

CAPTURE

Anyone unfortunate enough to be captured by a Cultist Coven may be corrupted by the Cultist Priest. For full rules see the Cultist Priest rules later.

If a Cultist is captured then the Coven *must* try to rescue him. If they fail and the Cultist is sold into slavery or given to the Guilder courts, he will escape due to his devotion to his cause. Roll a D6. On the roll of a 6 the Cultist escapes and rejoins his Coven. Also, if a Cultist is captured by a Redemptionist gang, then that gang *must* kill him to preserve humanity. They may never attempt to redeem the Cultist.

Cultists are considered as an annoyance by Guilders and so a full bounty is offered for each Cultist captured.

TRADING

One member of your gang can attempt to infiltrate uphive (with a shopping list) to get better equipment for your gang. If you decide to do this, roll a D6. On the roll of a 1 something bad has happened, roll a D6 on the table below:

- 1 Your gang member has been identified as a Cultist and promptly executed (as a matter of course). Remove that member from your gang roster permanently.
- 2 Your Cultist has been reported to the Watch for suspicious behaviour. He is fined for all the money he had on his person (all of the money in your gang's stash) and set free.
- 3 As 2 above, except that is only fined D6 x 10 credits. If you cannot afford to pay it, he is kept in prison until you can.
- 4 As 3 above, except that he is only fined D6 x 5 credits.
- 5 The Watch pick up your gang member for some reason or another, hold him for questioning, let him sleep in a cell for the night, and then set him free. The gang member must miss the next game played by the gang, and the gang may not do any trading until after their next game.
- 6 The authorities at the trading post bar the gang member. The gang may not do any trading until after their next game. In addition the Cultist that tried to enter the trading post may not do so again (you will have to assign the task to another Cultist).

You do not have to try to enter the normal trading post if you don't want to. Instead, you may use the Outlaw trading post without risk.

PATRON

Every Cultist band must devote itself to one of the four Chaos gods. This means that the Priest in that band must choose his gift from that patron and any Chaos gifts that are earned must be rolled for on the table of that god. Cultist bands may never change their patron once they have started playing. If the leader of a Cultist Coven is replaced for whatever reason, then the new leader will not receive any of the Chaos Champion gifts.

HATRED

All cultists *hate* Redemptionists. Likewise, all Redemptionists *hate* Cultists. Also, Cultist bands *hate* other Cultist bands that worship a different patron on them.

HIRED GUNS

Cultists may not have any hired guns or any of the current special characters.

* All other special rules that I have missed will be the same as that for Redemptionists.

GANG LIST

1 CULTIST PRIEST: 150 Creds

M	WS	BS	S	T	W	I	A	Id
4	4	4	3	3	1	4	1	8

Weapons: Basic, Special, Combat, Pistol and Ammo

SPECIAL RULES

Leader: Any cultist within 6" of the Priest may use his Leadership characteristic for Leadership tests.

Pinning: The Priest may always try to escape from pinning at the beginning of his turn, even if there is no one within 2" of him.

Corrupter: If the Coven captures anyone, then the Priest can attempt to bend the victim's will to join the Coven. The Cultist player rolls 2D6 and adds the Priest's Leadership characteristic to the score; the opposing player rolls a D6 (2D6 if the victim is a Redemptionist) and adds the victim's Leadership to his score.

If the Priest scores higher then the victim becomes a Cultist. Transfer the victim's characteristics, skills, experience, weapons and equipment to the Cultist roster. The new cultist must be represented by an appropriate Cultist model.

If the victim's score is higher, then he has resisted corruption and so will be sacrificed to the Coven's god. Remove the victim from his gangs roster. The Cultists have killed him and kept his equipment.

Chaos Champion: The Priest is a Champion of Chaos and therefore has the Gifts shown for his patron (see Chaos Champion Gift table later) when the gang is formed.

0-2 DEACONS: 60 creds

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: Basic, Special, Heavy, Pistol and Ammo

0-4 ZEALOTS: 60 creds

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: Combat, Pistol and Ammo

Special Rules: Zealots are affected by the rules of *Frenzy*

BRETHREN

Brother: 55 creds

Novice: 30 creds

* At least half the gang must be made up of Brethren

	M	WS	BS	S	T	W	I	A	Ld
Brother	4	3	3	3	3	1	3	1	7
Novice	4	2	2	3	3	1	3	1	6

Weapons

Brother: Basic, Combat, Pistol and Ammo

Novice: Combat and Pistol

MAXIMUM CHARACTERISTIC VALUE:

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	6	3	10

*Note that these are the maximum characteristic values **without** mutation. As mutations are gained, they may (and probably will) take characteristic values beyond this point.



CULTIST ADVANCE TABLE

2D6	EFFECT
2	Roll a D6: 1-4 Mutation - roll on the Mutations table (later) 5-6 Chaos gift - roll on the Chaos Gifts table (later)
3-4	New Skill
5	Roll a D6: 1-3 +1 Strength 4-6 +1 Attack
6	Roll a D6: 1-3 +1 Weapon Skill 4-6 +1 Ballistic Skill
7	Roll a D6: 1-3 +1 Initiative 4-6 +1 Leadership
8	Roll a D6: 1-3 +1 Weapon Skill 4-6 +1 Ballistic Skill
9	Roll a D6: 1-3 +1 Toughness 4-6 +1 Wound
10-11	New skill
12	Roll a D6: 1-4 Mutation - roll on the Mutations Table (later) 5-6 Chaos Gift - roll on the Chaos Gift Table (later)

CHAOS CHAMPION GIFT TABLE

Chaos God	Gifts
Khorne	1 Subject to <i>Frenzy</i> . 2 Chaos armour (unmodified save of 5+ on a D6)
Slaanesh	1 The Priest has a Leadership value of 10. this can never be increased above 10, nor can it ever be reduced below 10. 2 One Wyrd primary power chosen at random from the Telepath Primary Table in the Outlanders book.
Nurgle	1 +1 Toughness 2 The Cultist Coven may have D6 Plague Zombies in every game they fight in. They get these Zombies for free, but the Zombies must remain within 16" of the Priest at all times. If the Priest is killed, then the Coven may no longer have these Zombies.
Tzeentch	1 One Wyrd primary power chosen at random from either the Pyromaniac Primary Table or the Telekenctic Primary Power Table in the Outlanders book. 2 If a Wyrd power is cast at the Priest or anyone within 12" of him, he may nullify it on the D6 roll of 4 or more.

SKILLS AVAILABLE

GANG MEMBER	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Novice	-	X	X	-	X	-	-
Brother	-	X	X	-	X	-	-
Zealot	-	X	X	X	-	-	X
Deacon	-	-	X	X	X	-	X
Priest	X	X	X	-	X	-	X

CULTIST WEAPONS LIST

* Weapons marked with an asterisk can be equipped with an Exterminator cartridge. Only Priests, Zealots and Deacons have the status to have Exterminator Cartridges however.

BASIC WEAPONS

Autogun*	20 creds
Lasgun	25 creds
Shotgun*	
(with solid and scatter shells)	20 creds

HEAVY WEAPONS

Gatling Cannon	180 creds
Grenade Launcher	
(grenades are extra)	130 creds
Heavy Bolter*	180 creds
Heavy Stubber*	120 creds

PISTOLS

Autopistol	15 creds
Boltpistol	20 creds
Hand Flamer	25 creds
Laspistol	15 creds
Stub Gun	10 creds

SPECIAL WEAPONS:

Bolter*	35 creds
Flamer	40 creds
Melta Gun*	95 creds
Plasma Gun*	70 creds

CLOSE COMBAT WEAPONS:

Knife	Free/5 creds
Sword	10 creds
Maul/Bludgeon/Flail	10 creds
Massive Weapon*	15 creds
Chainsword*	25 creds
Eviscerator*	30 creds

AMMO

Hotshot Shells	5 creds
Manstopper Shells	5 creds
Bolt Shells	15 creds
Dum Dum Bullets	5 creds
Frag Grenades	30 creds
Krak Grenades	50 creds
Exterminator Cartridge	15 creds

EXPERIENCE POINTS

Experience Points	Title	Experience Points	Title
0-5	Initiate	101-120	Disciple
6-10	Novice	121-140	Disciple
11-15	Novice	141-160	Disciple
16-20	Novice	161-180	Disciple
21-30	Honorary Brother	181-200	Disciple
31-40	Brother	201-240	Deacon
41-50	Brother	241-280	Deacon
51-60	Brother	281-320	Deacon
61-80	Disciple	321-360	Deacon
81-100	Disciple	361-400	Saviour

STARTING EXPERIENCE POINTS

Gang Member	Starting Experience Points
Novice	0
Brother	20+D6
Zealot	30+D6
Deacon	60+D6
Priest	60+D6

*when a Novice reaches 21 or more experience points he becomes a Brother.

*when a gang member reaches 401 experience points or more they cannot advance any further.

HEAVY FLAMER

The heavy flamer is a double-barrelled flamer that allows for a more destructive performance. It uses the heavy flamer template (from Warhammer 40K). Roll every time flamer is fired. May set victims on fire (see flamer rules). Move or fire

STRENGTH	DAMAGE	SAVE MOD	AMMO ROLL
5	1	-2	4+

GATLING CANNON

The Gatling Cannon is a suped-up heavy stubber. In construction, it looks very similar to an assault cannon.

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
0-16"	17-32"	-1	4	1	-1	5+	

Special Rules: Use 3 Sustained Fire Dice. Move or Fire

If 3 jams are rolled at once when firing the Gatling Cannon then it blows up, causing a S4 hit on the user. It may not be used for the rest of the game, but will be repaired in time for the next one.

MUTATIONS TABLE

D66 ROLL	MUTATION	DESCRIPTION	COST
11-12	<i>Bestial Face</i>	The mutant has a face that looks like that of an animal	FREE
13	<i>Spikes</i>	The mutant has large spikes all over the body. The mutant gains an armour save of 5+, but cannot wear any other armour (except Chaos armour)	20
14	<i>Mace Tail*</i>	The mutant has a tail with a large club at the end. +1 Attack in hand-to-hand combat.	15
15	<i>Extra Head*</i>	The mutant has an extra head. The mutant's line of sight is increased by 90°. The mutant may also fire two pistols in the shooting phase, just as if he had the 'Gunfighter' skill	25
16-20	<i>Extra Fingers*</i>	The mutant has an extra D3 fingers on one randomly determined hand	FREE
21	<i>Centaur Body</i>	The mutant has the body of a horse instead of his own legs. +2 Movement. -1 Initiative. Cannot use Agility skills. Gains 'Bulging Biceps' skill automatically. Cannot be pinned. Cannot move up or down ladders.	NA
22	<i>Extra Eye*</i>	The mutant has an extra eye. +1 BS	5
23	<i>Claw*</i>	The hand on one of the mutant's arms has developed into a large claw. The mutant gains +1 S in hand-to-hand combat. However, the mutant may not hold an extra weapon	5
24	<i>Beak</i>	The mutant has a sharp beak instead of a mouth. +1 Attack in hand-to-hand combat.	5
25	<i>Tentacle*</i>	The mutant has a writhing tentacle in addition to his normal limbs. The mutant may re-roll Initiative tests for falling and in hand-to-hand combat may grapple his opponent to reduce his number of Attacks by 1 for each tentacle, to a minimum of 0.	10
26	<i>Hermaphrodite</i>	The mutant is both male and female. As such, any enemy in hand-to-hand must subtract -1 from their attack dice. If this results in a 1 or less after modification, count it as a fumble.	26
27-31	<i>Foul Stench</i>	The mutant has an unbearable smell that lingers about him and can be smelt from far away. Any enemy that wishes to move within 2" of this mutant must first pass a Leadership test of 2D6. If they fail, place the model exactly 2" away from the mutant.	

- 32 *Deranged* The mutant's mind has been all but destroyed (*and therefore believes Scotland are indeed a great footballing nation -Ed.*) Before each game roll a D6:
1. The mutant fears everyone on the battlefield! He treats every gang member (including his own) in the game as a *terror* causing monster.
 2. The mutant is affected by the rules of *stupidity* for this game.
 3. The mutant is affect by the rules of *hatred* for this game.
 4. The mutant is affected by the rules of *frenzy* for this game.
 5. The mutant is very moody today. Roll on this chart at the beginning of every turn for this game. If you roll a 5, then the mutant has the same condition as the turn before.
 6. The mutant has gone crazy! For this game only, the mutant is affected by the rules of *frenzy* and *hatred* and will automatically pass any leadership tests he needs to make.
- 33 *Extra Leg** The mutant has an extra leg. +1 Movement. -1 Initiative. If the mutant gets 4 legs or move (from receiving this mutation 2 or more times) then he cannot be pinned. 10
- 34 *Acid Spit* The mutant may spit acid in the shooting phase instead of shooting normally. Roll to hit normally, but with an extra +1 to hit. Range: 6". Strength: 6. Damage: 1. Save Mod: 2. When the mutant charges or when some one charges him, he may spit the acid for an extra hit that is worked out before hand-to-hand takes place. 40
- 35 *Skull Face* The mutant's head is nothing but an empty skull. The mutant causes *fear*. 15
- 36-39 *Hideous Appearance* Mutant's face is grossly disfigures. The mutant causes *fear*. 15
- 40-41 *Poisonous Fangs/Claws* The mutant has poisonous sacs of venom hidden in his teeth or under his nails. The mutant gets either +1 Attack in hand-to-hand combat or cause D3 wounds. See later. 10
- 42 *Razor Sharp Fangs/Claws* The mutant has either razor sharp fang or claws. He gains +1 Attack in hand-to-hand combat at +1 Strength. See later. 10
- 43 *Very Long Legs* The mutant has legs that are nearly twice the length that of a normal man. +1 movement per pair of legs. Can use Agility skills. 15
- 44 *Horns* The mutant has large horns protruding from his head. +1 Attack when charging into hand-to-hand combat. 10

45	<i>Wings</i>	The mutant has large wings. The mutant can fly up to his Movement characteristic in a turn, or double that if he runs or charges (flaps). The mutant must land at the end of his move. Flying upwards costs 2" per 1" up, flying down costs 1/2" per 1" down.	30
46	<i>Prehensile Tail*</i>	As 'Tentacle' mutation.	15
47	<i>Extra Arm</i>	The mutant has an extra arm. He may use an extra weapon in hand-to-hand combat for each extra arm.	10
48-50	<i>Obese</i>	The mutant is immensely fat (<i>and may now become Editor of the Journal - Wolfrik</i>). -1 Movement. +2 Toughness. Cannot use Agility skills.	10
51-54	<i>Eye Stalks</i>	The mutant's eyes stick out on long stalks. The mutant's line of sight is increased by 180 and he can squeeze behind cover better. Count an extra -1 to hit modifier when the mutant is in cover.	10
55	<i>Armoured Hide</i>	The mutant has rock hard skin and bone. The mutant gets a saving throw of 5+ on a D6. This can be modified in the usual way. In addition, you may choose to re-roll on the Serious Injury table for this mutant if you do not like the first result. You must accept the second roll.	30
56	<i>Blood Lust</i>	If an enemy in hand-to-hand combat goes down, the mutant gorges on his opponent and may not make a follow up move. The mutant may not do anything for the next turn. However, the victim of this attack automatically gains two serious injuries (re-roll any full recovery or survives against the odd results).	25
57-61	<i>Weapon*</i>	One of the mutant's weapons has become fused with with his arm. Chose which weapon you want. No one may ever use the disarm skill to get rid of this weapon. You may not use a bionic arm to discard this mutation. If the weapon is a heavy weapon then the mutant no longer counts as encumbered in hand-to-hand combat.	N/A
62	<i>Daemonic Face</i>	The mutant's face is that of a daemon of the Chaos god he worships. The mutant causes <i>terror</i> as well as <i>fear</i> .	N/A
63	<i>Immense Muscles</i>	The mutant's muscles bulge dramatically. +1 Movement Strength, Toughness and Wounds. -1 Initiative. Cannot be pinned. Can use muscle skills. anyone who attacks a mutant with this mutation gets an additional +1 to hit (or a +1 to their dice roll in hand-to-hand).	50
64	<i>Regeneration</i>	The mutant's wounds heal quickly. In the recovery phase the mutant may recover any lost wounds on the D6 roll of 4+ (roll for each wound caused separately). He may even do this if he is out of action. Also, any roll this mutant must make on the Serious Injury table is ignored on a D6 roll of 4+ (except Captured results).	30
65	<i>Multiple Mutations</i>	The mutant has D3+1 mutations. Roll for them randomly	N/A
66	<i>Choose</i>	Choose one of the mutations from above.	N/A

* Mutations marked with an asterix are cumulative (e.g.) if a mutant gets more than one head then he increases his line of sight by 90° for each extra head.

* The cost column on the Mutations table is for all those Scavvy players out there who want more choices for their mutants. Note that some are not available because they are to strange to occur naturally.

* If you roll a mutation that you already have that is not cumulative, then you may re-roll, but if you roll another mutation that you already have that isn't cumulative, then you get no mutation.

* If a mutant gains both razor sharp fang/claws and poisonous fangs/claws then he only gets 1 extra attack at +1 Strength that causes D3 wounds.

CHAOS GIFTS TABLES

KHORNE

D6	Gift	Description
1	Collar of Khorne	The cultist is immune to Wyrd powers of any kind
2	Axe of Khorne*	Weapon: STRENGTH: as user +1 DAMAGE: D3 SAVE MOD: No save SPECIAL: Close combat only
3	Frenzy	The cultist is affected by the rules of <i>frenzy</i>
4	Mark of Chaos*	The cultist may re-roll any one dice roll per game
5-6	Chaos armour	ARMOUR- Unmodified save of 5+ on a D6

SLAANESH

D6	Gift	Description
1	Claw*	As mutation
2	Hermaphroditic	As mutation
3	Prehensile Tongue*	As 'Tentacle' mutation. In addition, instead of shooting in the shooting phase, the cultist may make a tongue attack instead. RANGE = 6". Roll to hit as normal. If the target is hit, it is dragged into hand-to-hand combat. The cultist counts as charging. (<i>Escher gangs love this mutation! - Ed</i>)
4	Aura of Slaanesh	Any enemy within their Initiative's distance in inches of the cultist with this gift that is in hand-to-hand counts a 1 or 2 on their attack dice as a fumble. Also, fumbles give the opponent 2 points to their attack instead of 1.
5	Mark of Chaos*	The cultist may re-roll any one dice roll per game.
6	Chaos Armour	ARMOUR - Unmodified save of 5+ on a D6.

NURGLE

D6	Gift	Description
1	Obese	As mutation
2	Foul Stench	As mutation
3	Stream of Corruption	Weapon: STRENGTH: 5 DAMAGE: 1 SAVE MOD: -2 SPECIAL: One shot per game. Uses flamer template.
4	Cloud of Flies	Anyone shooting at a cultist with this gift suffers a -1 to hit.
5	Mark of Chaos*	The cultist may re-roll any one dice roll per game.
6	Chaos Armour	ARMOUR - Unmodified save of 5+ on a D6.

TZEENTCH

D6	Gift	Description
1	<i>Wings</i>	As mutation
2	<i>Bird Face</i>	As 'beak' mutation. In addition, the cultist gets +1 BS and Initiative.
3	<i>Flamer Arm*</i>	Weapon: STRENGTH: 4 DAMAGE: D3 SAVE MOD: -2 SPECIAL: Uses hand flamer template. Can be used in close combat. Victims may be set on fire (see flamer rules). Automatically passes ammo rolls.
4	<i>Power*</i>	The cultist gains one Wyrd minor power. Roll for it randomly (reroll a 'none' result).
5	<i>Mark of Chaos*</i>	The cultist may re-roll any one dice roll per game.
6	<i>Chaos Armour</i>	ARMOUR - Unmodified save of 5+ on a D6.

*If you roll the same gift for the same cultist, then his Chaos patron has had a bit of a joke and you must roll for a mutation for the cultist instead. The only exceptions to this rule are the gifts marked by an asterisk, as these gifts have cumulative effects and can be taken more than once.

CHAOS SPAWN

If any member of a cultist gang receives 5 or more mutations then they run the risk of becoming a Chaos Spawn. Once a cultist receives 5 or more mutations/Chaos gifts (Chaos Champion gifts don't count), take a Leadership test and add the relevant modifiers:

MODIFIERS

- +1 per mutation above the number of 5
- +1 per game after the one when the cultist received 5 mutations
- +1 if the cultist gang worships Slaanesh, Nurgle or Tzeentch.

If he passes his test then he continues his existence as normal (well, almost). If he fails his test then the Cultist has Spawned! He immediately receives another 2D3 mutations/gifts (roll a D6: 1-4=Mutation, 5-6=Chaos gift). Once he has become a Spawn, he may no longer use any weapons* or equipment of any kind and so the gang may sell them at the usual price. He may not use any skills, either.

The Spawn may gain more experience as normal and may take characteristic advances, but may not take any more skills, mutations or gifts. The Spawn may ignore the normal characteristic limits and can continue to gain advances up to a maximum of 10. A Spawn will never challenge for leadership of a gang, and cannot forage or visit the trading post.

A Spawn will never break and so never needs to take leadership tests except for *stupidity* and *frenzy* tests, or Wyrd powers. Spawn are horrific creatures to behold, and as such cause *fear*. If a Spawn already causes *fear* then it causes *terror* as well.

If half the number of a cultist gang become Spawn, then the gang has to split up due to it being 'understaffed.'

Spawn can never lead gangs. If the leader of a cultist gang becomes a Spawn, then the cultist with the next highest leadership value will become leader, just as if the leader had been killed.

Roll a D6 for the Spawn before each game:

- 1-2 The Spawn is subject to *stupidity* for this game
- 3-4 The Spawn acts normally this game.
- 5-6 The Spawn is subject to *frenzy* for this game.

Spawn are immune to psychology except where noted in the table above, and so will no longer suffer *hatred* towards Redemptionists or rival Cultist gangs. If a Spawn is captured, it is automatically destroyed in the name of humanity. The gang that captured it cannot sell it into slavery or collect bounty for it.

*Except weapons that are Chaos gifts or weapons that have become fused to it as a result of the 'weapon' mutation.

BECOMING A CULT

Most gangs in Necromunda are religious in some form or another (though most don't like to admit it). When a major incident happens to the life of a gang leader, it may bring out his religious side and he will try to convert his gang into a religious cult.

This is a set of optional rules I thought up just to make Necromundan life that little bit more interesting. These rules will come into affect when/if one of the following incidents occur:

- 1 If the gang loses a game and has at least 4 times as many casualties inflicted on them as they did on their opponent.
- 2 If 3 or more members of the gang suffer the 'Dead' results on the Serious Injury table after a single game.
- 3 If the gang loses a piece of territory when they have 4 or less remaining.
- 4 If the gang's leader (or equivalent) has suffered the 'Dead' result on the Serious Injuries table.

If any of these happen to your gang, then your gang leader must take a Leadership test. If more than one of these events occurred at once, then make a Leadership test for each event. If the Leader of your gang was killed in the game when this event occurred, then replace him using the rules in the Outlanders book and then take the leadership test(s) for the new Leader.

Van Sarr gangs, Redemptionists, Chaos Cultists, Scavvies, Spyrers and Eldar Scouts are immune to these events, as they will always stick resolutely to their cause.

If the leader passes the Leadership test(s), then he is shaken, but otherwise unaffected by these events. If he failed the test(s), then he has had enough of his life style and has decided to turn his gang into a religious cult. It is now up to your discretion to decide what cult the gang will become. Below is a list of the cults each type of gang has available:

GANG TYPE	CULTS AVAILABLE
<i>Orlock</i>	Cultist Covens of any Chaos god, or Redemptionists
<i>Goliath</i>	Cultist Covens of Khorne or Nurgle
<i>Escher</i>	Cultist Covens of Khorne, Slaanesh or Tzeentch, or Redemptionists
<i>Cawdor</i>	Redemptionists
<i>Delaque</i>	Cultist Covens of Nurgle or Tzeentch, or Redemptionists
<i>Ratskins</i>	Cultist Covens of Khorne

If your Leader chooses to create a Redemptionist Crusade, then he becomes a Redemptor Priest and uses all the special rules for Redemptor Priests as described in the Outlanders rule book.

If your Leader chooses to create a Cultist Coven, then he becomes a Demagogue and uses all the special rules for Demagogues as described in my Chaos Cultist article. The one exception to this is that the Demagogue does not yet gain his Chaos Champion Gifts (see below).

To turn the rest of his gang into Redemptionists/Cultists, after each game (starting with the next one) use the Priest's/Demagogue's Redeemer/Corrupter skill on one selected gang member. While the Leader is Redeeming/Corrupting, neither he nor the victim may do anything else after each game. The Leader *must* continue Redeeming/Corrupting until there are no members of the gang

left to convert. He may also try to convert prisoners, though if the victim wins they must sell him into slavery or perform an exchange as normal. If the victim wins then he has resisted his Leader's attempts to convert him. If this happens, then the Leader may try to convert him again at another game, but with a -1 modifier to his roll. If he fails again, he may try once more, but with a -2 modifier. If he fails this time, he may try once more, with a -3 modifier. If this fails, then the Leader thinks that the gang member is beyond his help and kills him. Remove the gang member from your roster. You may not keep the gang member's weaponry, but you can sell it at the usual price.

If the Priest/Demagogue rolls higher than the victim, then he has succeeded in converting the gang member over to his cause. The gang member will become his Redemptionist/Cultist equivalent. This is summarised below:

GANGER	REDEMPTIONIST	CULTIST
Ganger*	Brother	Brother
Heavy	Deacon	Magus
Juve	Novice	Novice
Ratskin*	-	Brother
Brave	-	Novice

*In addition, up to 4 Gangers/Ratskins can become Zealots/Acolytes if they have 40 experience points or more.

Once a gang member becomes a Redemptionist/Cultist, they are subject to all the special rules of their Redemptionist/Cultist equivalent (e.g. Zealots and Acolytes are subject to *frenzy*). When they become Redemptionist/Cultists, they sell all their weaponry and will buy new weapons (Heavy Flamers, Exterminators and Eviscerators will become available to the appropriate people at the cost listed in the Redemptionists section of the Outlanders book). The convert (including the Leader) now rolls on the Redemptionists/Cultist Advance Table and has his Maximum Characteristics upgraded to that of a Cultist/Redemptionist. If he is a Cultist, he will gain mutations and gifts as normal. However, the convert still takes skills from the Skill Tables that he used to, and in addition he may take Ferocity skills, even if he was not allowed them before.

Once the entire gang has been converted into Cultists, the Demagogue is rewarded by his Patron and receives his Chaos Champion Gifts.

Once the entire gang has been converted into Cultist/Redemptionists, they will discard all their territories and go down into the Underhive to start their Crusade/Coven. They now count as Outlanders and all special rules for Redemptionists/Cultists apply to them (except for their skills see above). They have now become a fully fledged Coven/Crusade!!

Now that I've done that, I'll list possible colour schemes (I have no idea if you want these, but personally I think the article is too long already!)

Chaos Patron	Robe Colours	Mask Colours	Detail Colours
Khorne	Red or Black	Bronze	White or Black
Slaanesh	Pastel Colours or Dark Blue	Black or Silver	Blue or White
Nurgle	Sickly Green or Purple	Black	Black Yellow or White
Tzeentch	Bright Red, Blue or Yellow	Gold, Silver Bronze or Black	Yellow, Red, Blue or White

CONVERSION IDEAS

THE BASIC MODEL

This is the easy bit. To make a basic Cultist, simply take a Redemptionist model. You may need to remove an Exterminator cartridge if the model is a Brother or Novice, as Cultist Brethren cannot have these. This conversion is simple. The cartridge can be removed with a sharp modelling knife and then the area it used to belong in can be neatened up with a file.

MUTATIONS

To cover these in general is a bit tricky, so I've written a list of mutations with conversion ideas for each below:

Bestial Face: Perform a head-swap with the head of a beastman.

Mace Tail: Take the tail from a Rat Ogre such as Headsplitter or Boneripper and attach it to the mutant's behind. Cover the joins with milliput. Alternatively, you could just have the end of the tail sticking out of the bottom of the Cultist's robe.

Extra Head: This is a complicated version of head swap. First, remove the mutant's original head and move it along the shoulder for about a quarter of a centimetre before gluing it back on. Then get a head from another model and attach it to the body of the mutant, next to the first head. Cover the joins with milliput.

Centaur Body: To do this, you need to take the headless body of a horse (barded horses look good for Cultists) and the torso of the mutant in question (cut the legs off using a small saw). The join will not be perfect, so pinning may be necessary to keep the torso the right height above the horse's neck. Once pinning is completed, fill in the gap with milliput.

Extra Eye: To do this you need milliput and a skilled hand at modelling.

Claw: Take a claw from a Daemonette and perform a hand-swap on the mutant.

Beak: Again, this requires a steady hand and milliput. Alternatively, you could use the beak of a Wood Elf Warhawk.

Tentacle: Either find a tentacle on another miniature and pin it to your mutant or use milliput to make one for yourself.

Hermaphrodite: I'd rather not dwell on this mutation so I'll be brief. Use milliput in certain places!

Extra Leg: Pin a leg onto the mutant's hip, or add another foot sticking out of the bottom of the robe for a Cultist.

Skull Face: Perform a head-swap with a plastic skeleton. You'll have to add your own neck with milliput, though.

Hideous Appearance: Use milliput to distort facial features. Alternatively, you could model on a cloth hiding the mutant's face.

Very Long Legs: I have no idea how to pull this one off!!

Horns: Pin horns from a Minotaur or other similar creature to the sides of the mutant's head.

Wings: Pin the wings of a Warhawk/Tyranid Gargoyle/similar creature to the mutant's back. Cover the joins with milliput.

BRAT GANGS

New Gangers are in the Hive

By Tom Merrigan



Brat Lord Tom ready to be a juvenile delinquent

*Tom, who works in our Sydney store in Oz, and despite having articles printed in **Gang War 1 (A Fistful of Gunfights)** and **Journal 31 (The Underhive Workshop)** has yet to feel any stem to his flow of creative juices. Here he is, back again after losing himself in his back issues of **White Dwarf**, with a new gang concept borne out of an old **GW** game. For all those who work in the stores, this article should bring back a few memories...*

What follows are the rules that I use for my new Brat gang in Necromunda. So if you want you can now take control of a gang of juveniles and wreak vengeance on society for the many social injustices imposed on it's youth...

THE CONCEPT

The idea for the Brat Gang was spawned during one of the many campaigns of Necromunda that I was running. One of the participants in the campaign had a Redemptionist gang consisting of one Redeptor Priest, one Deacon, two Brothers and twelve Novices. In their first few games 'The Brothers of Fire' fared

rather poorly, managing to win only two fights. Before long though the Novices began to gain skills and as a result the gang became almost unbeatable. Imagine: a deadly close combat and shooting specialist with multiple wounds and a weight of numbers that was unmatched by any of the other gangs. It was the Novices' ability to gain skills quickly that made them effective. Before long the gang had risen to the status of 'Top Dog' and boasted over thirty fighters. So there I was, running the campaign thinking that this gang with all the Novices was absolutely awesome and that wouldn't it be great to be

able to field just a gang of Juves.

It was at the same time that I decided to re-acquaint myself with my old White Dwarfs, which had been stored away in a box, and gathered more than enough dust that I thought I was flicking through ancient tomes. Anyway, I stumbled across these Confrontation (old name for Necromunda) articles which included the backgrounds for a number of gangs. What interested me most was the background for a gang called 'Brats'. Brat Gangs consisted of rebellious nobles who were undergoing rights of passage in the Underhive. Whilst this sounded a little like Spyrers the

background as well as the name had given me an idea. And thus the juvenile and rebellious Brat Gang was spawned. And I must say that I have found it quite enjoyable running a Brat gang over the course of our campaign. The toughest challenge awaits my gang of juvenile thugs though; to rise to the position of Top Dog in the Games Workshop Sydney City Store staff campaign.

BACKGROUND

Brat gangs are made up of unruly, discontent and rebellious youths that have been cast out of their Houses for committing unlawful acts against society and their clan. Such youths flee to the Hive Bottom to escape the persecution of the Adeptus Arbiters 'Mighty Hand of Justice'. Forced to fend for themselves in a perilous society these youths will often hook up with each other and form hooligan type gangs. Raiding, looting, and killing become part and parcel of belonging to a Brat gang, and are deemed necessary in order to punish the oppressors of youth and to survive against the harsh life that is the Underhive.

Socially Brat gangs are always at the forefront of any new cult or fashion that may sweep through the Underhive. They wear elaborate costumes and have extravagant

Brat Gangs

Brats 5+

25 Credits

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Initial Experience Points: 0

Weapons: Unlike normal Juve's who are plucked straight from a house, Brats have spent at least some time on the streets. Because of this they are skilled in the use of more weapons than normal Juve's. Therefore Brats may purchase weapons from the Hand-to-Hand, Pistol, Basic and Grenade, and Shotgun shell weapon lists.

SPECIAL RULES

Hatred: Brats are subject to a severe dislike towards members of the house that they were thrown out of. To represent this all Brats from one particular house will suffer *Hatred* against their enemy if they come from that same house.

Equipment: As aforementioned Brats value 'gear' more than anything else. When they hook up with a gang they will often already own a number of rare items (stolen from their old house uphive of course). To represent this, each time you purchase a Brat for your gang, you should roll a D6. If you roll a 6 you are entitled a free roll at the Trading Post. This is like a once off *Inventor* skill. The item rolled up is obtained free of charge but must go to the Brat in question. You can not give this item to another Brat or sell it off until after the first game.

Training: Most Brats were kicked out of their house because of the mischievous deeds they got up to. Most have gained some sort of experience from their life on the streets, where it is a matter of survival of the fittest, and only those that can adapt to changing conditions live to see another ash filled day. To represent this you can buy starting experience for any Brat in your gang. Each 1D6 experience points costs 10 credits. All the credits must be spent before rolling this experience up. The cost of this experience is not added to the basic cost of the Brat. If a Brat gains enough experience to go up a level or two roll for the advancement(s)

BRAT MAXIMUM CHARACTERISTICS

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	6	3	9



A Delaque Brat takes on the Redemption

hairstyles. Often heavily into the drug culture, they live for the sheer joy of the moment. They participate in various rebellious, subversive and anarchic activities including involvement with cultist groups and sometimes Wyrds. Bizarre tribal-like rituals are common practice among

some Brat gangs. Initiation rites, scars, and tattoos are also common. Such things make them easily recognisable as the lowest and most deprived Underhive denizens.

SPECIAL RULES

Outlanders: Brats are an Outlaw gang and all the Outlaw rules apply to

BRAT EXPERIENCE

Exp Points	Title
0-5	Brat (Start Level)
6-10	Brat
11-15	Brat
16-20	Brat
21-30	Brat Warrior
31-40	Brat Warrior
41-50	Brat Warrior
51-60	Brat Warrior
61-70	Brat Champion
71-80	Brat Champion
81-90	Brat Champion
91-100	Brat Champion
101-120	Brat Champion
121-140	Brat Champion
141-160	Brat Champion
161-180	Brat Champion
181-200	Brat Champion
201-240	Brat Hero
241-280	Brat Hero
281-320	Brat Hero
321-360	Brat Hero
361-400	Brat Hero
401+	Mighty Brat

them with the exceptions noted below. As Outlanders the Brat gang has no guild price and may never pay of its outlaw status.

SKILL LISTS

House	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Cawdor	-	Y	Y	-	-	-	-
Delaque	-	-	-	-	Y	Y	-
Escher	Y	Y	-	-	-	-	-
Goliath	-	-	Y	Y	-	-	-
Orlock	-	-	Y	-	Y	-	-
Van Saar	-	-	-	-	Y	-	Y

Territory: Brats start with one piece of territory generated on the Territory Chart in the Necromunda source book. This is the first territory they will collect income from. Brats can never have more than one piece of territory at a time. Any additional territory captured must be looted to pay for new clothes, drugs, weapons and other fashionable items. After each game the Brats move on from their territory. They prefer to move around to keep up to date on any new fashion in the various parts of the hive and also to avoid the law. After collecting any income from a territory they are staying at, you should roll again on the standard territory chart to determine where they head to next. This is the settlement, waterhole e.t.c that the Brat gang will visit in search of new fashion and illegal dealings.

Income: Brats do not so much as collect income,

as steal it (kind of like looting, but not as extreme). Collect income, as normal for an Outlaw gang but do not halve the amount rolled. This is the number of creds the Brats are able to steal from the local settlement, waterhole or rip off from some poor unfortunate out in the slag wastes. There are dangers however associated with petty crime. When rolling for income, any roll of a 1 means that something has gone wrong. Maybe an alarm has been sounded, the Watch has turned up or something similar. Make an injury roll for the gang member who is collecting income and apply the result immediately. If *captured* this means that who ever was collecting income has been captured by the Watch. And yes, gang members can be killed! Shot in the back by the Watch or an irate settler as they flee the scene of the crime. Whatever the result no income will be collected on a roll of a one.

BRAT ADVANCE TABLE

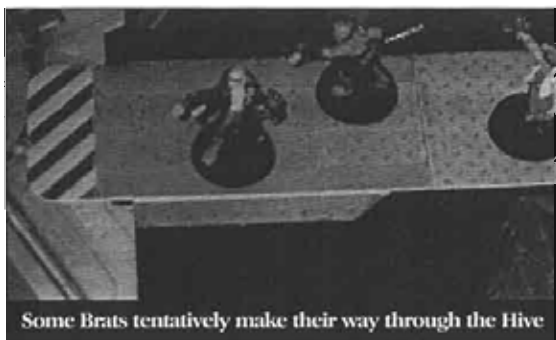
2D6 Result

- | | |
|-------|---|
| 2 | New Skill (any Table) |
| 3-4 | New Skill |
| 5 | Characteristic Increase
1-3 = +1 Strength
4-6 = +1 Attack |
| 6 | Characteristic Increase
1-3 = +1 WS
4-6 = +1 BS |
| 7 | Characteristic Increase
1-3 = +1 Initiative
4-6 = +1 Ld |
| 8 | Characteristic Increase
1-3 = +1 WS
4-6 = +1 BS |
| 9 | Characteristic Increase
1-3 = +1 Wound
4-6 = +1 Toughness |
| 10-11 | New Skill |
| 12 | New Skill (any Table) |

Scavenging: Brat gangs will never scavenge, as they are just too damn lazy. Anyway, they would rather spend their time hanging out at the Outlaw Trading Post looking for new 'gear'.

Starvation: Brat gangs suffer the effects of starvation as normal. In some cases starving oneself is seen as an initiation rite.

Leadership: The leaders of Brat gangs are not always those with the highest leadership. Brats value material wealth and 'gear' above anything else. Therefore, the leader of the gang is always the one with the highest total



Some Brats tentatively make their way through the Hive

BRAT WEAPONS LIST

BASIC WEAPONS	COST
Autogun	20
Shotgun (solid shot/scatter shells)	20
Boltgun	35
Flamer	40
Lasgun	25
Grenade Launcher (grenades extra)	130
Melta-gun	95
Plasma Gun	70
PISTOL WEAPONS	COST
Stub Gun	10
Autopistol	15
Laspistol	15
Boltpistol	20
Hand Flamer	20
Plasma Pistol	25
CLOSE COMBAT WEAPONS	COST
Chains and Flails	10
Chainsword	25
Clubs, Mauls and Bludgeons	10
Knife	free/5
Sword	10
GRENADES, & SHELLS	COST
Frag Grenades	30
Krak Grenades	50
Man-Stopper Shotgun Shells	5
Hot Shot Shotgun Shells	5az
Bolt Shotgun Shells	15
Dum Dum bullets for Stub Gun	5

value (total cost plus experience). This person has the standard leadership skills as any other gang leader. Leadership challenges often occur in Brat gangs. If at any time a member

of the gang gains a higher total value than that of the leader then they should fight it out to see who will take control of the gang as per normal. *Bottle Tests* etc. are taken on the Leader's Ld even if

it is lower than that of someone else in the gang.

Hired Guns: Brat gangs can make use of any Hired Guns that they can afford other than Bounty Hunters. In addition, none of the special characters (such as Mad Donna) will fight for them. They don't want to be seen hanging around with a bunch of adolescent misfits.

Bounty: Brats are seen as a menace to society and so are hunted down by the Guilders. They are worth a bounty equal to their total cost, just like any other Outlaw.

Trading: As Outlaws Brat gangs trade at the Outlaw Trading Post. This is the place to go for drugs and other narcotics which Brats value highly. If the leader is uninjured then he may go to the trading post and is offered D3 items. Every other gang member that goes with the leader adds +1 to that roll. If the leader has been injured then the gang is offered one item per member who goes to the trading post. The best 'gear' though is at the normal trading posts. Brats will sometimes risk going to the normal trading post to get such 'gear'. There are risks involved however when visiting the normal trading post, because after all the Brats are outlawed. If you decide to visit the normal trading post roll a D6

adding +1 for every extra gang member that accompanies the leader. On a six (before or after modification) the Brats have been spotted by the Watch and will be arrested unless they can make good their escape. Make an initiative test for each gang member who visited the Trading Post. If a fighter rolls equal to or under their initiative they will escape, otherwise the Watch will capture them.

Scenarios: Brat gangs roll on the Outlaw Scenario table. If the Brats can choose which scenario to play then they can pick any of the ones from the Necromunda or Outlanders rules.

Heavy Weapons: Brats cannot use heavy weapons because of the strength that is required to hold such a weapon and deal with the recoil when it fires. However, if a Goliath Brat gains the skill *Bulging Biceps* then they can purchase a heavy weapon at the cost indicated in the Outlanders book (note that the Goliath Brat will not be able to move and fire with the heavy weapon. The *Bulging Biceps* skill simply allows them to use a heavy weapon). Only Goliath Brats can ever use a heavy weapon on account of their already enhanced muscle strength over the other Brats in the gang. No more than two members of the gang can

be armed with heavy weapons at a time and you must convert a suitable model to use.

WORDS OF WISDOM

Brat gangs are not easy to use in Necromunda. Your fighters will be inexperienced, and other gangs will be looking to give you an easy thrashing. To help out all you 'Green Hivers' I have come up with a few pointers on creating a successful Brat gang. The first thing to bare in mind is the fact that you're fighters will be pretty inept at firing a gun. It is best to chose either close combat or pistol weapons for your fighters. Pistols are great because of the +2 to hit at short range that most of them offer. Close combat equipped fighters are also favourable as the +1 modifier for charging will allow your fighters to fight on equal terms. Give a couple of Brats a club or two to give them the edge in combat and make it easier for them to wound their opponents.

The next thing to consider is the low leadership of your warriors. Unless you get a few leadership increases you are going to find that you will *Bottle Out* of quite a few games early on. My advice is to always start with at least thirteen or more fighters. That way you won't have to start making *Bottle Tests* until you have had four

fighters taken down or out of action. Having a few extra warriors is also handy for ganging up on your opponent in close combat.

When starting out with a Brat gang, seek out other gangs that have a higher rating than yours. Brats gain experience increases very quickly early on so the more experience your fighters can get the better. As you will have lots of fighters, try not to build up all-rounders, but rather try to make your fighters either close-combat or shooting specialists.

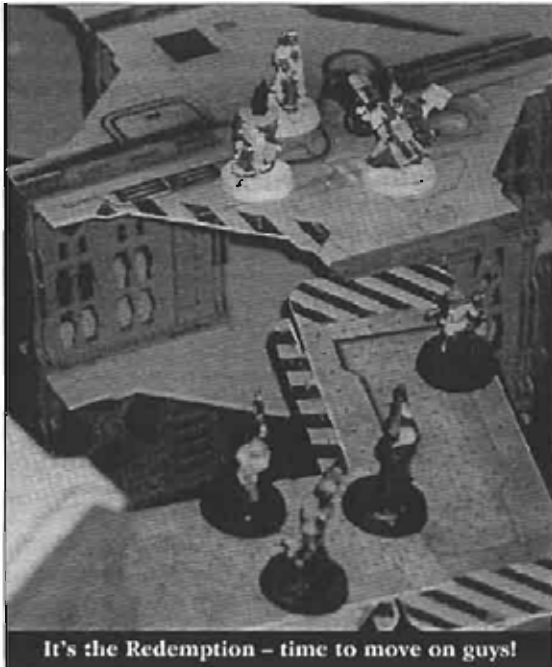
My last piece of advice is to have fun. Brats aren't meant to be an easy gang to play with. They're meant to provide you with a challenge. If you suffer a few early set backs stick with it, because the ups and downs inevitably even out.

INFAMOUS BRAT GANGS

What follows is a brief background of a few of the more notorious Brat gangs that have run the gauntlet in the Hives of Necromunda.

DANCE MACABRE'S

Dance Macabre members, of all the Brat gangs believe themselves to be truly noble. Their dress reflects this belief. They wear clothes with frills and have long tailored capes. Fashionable canes



It's the Redemption – time to move on guys!

(often with a hidden spike) are also traditional for them. To look at, Dance Macabre members appear very unnatural, with their white powdered faces, blonde hair and blacked-out eye sockets. Ritualised blood drinking (both that of their own and that of their enemies) is also common place. In many sectors of the Underhive they are referred to as a vampiric cult. Their symbol is the bat.

FRIGHT KNIGHTS

The Fright Knights are gung-ho in nature. They like to rush in to situations with all guns blazing. Guns that make

lots of noise is their preferred weapon. As a consequence close combat is frowned upon within the social structure of the gang. Fright Knights are typically clothed in green camo gear, which makes them easily recognisable. They also have long spiky hair, and wear sleeveless jackets and black sunglasses. The symbol of the Fright Knights is a spiky haired head with the word 'boo' under it.

JAGGERS

Jaggers are close combat orientated and are rarely, if ever, seen with a gun greater in size than that of a pistol. When not

brawling with other gangs they partake in duelling contests to see who are the most adept swordsmen. Their bodies are covered in scars and slash marks as a result. Jaggers wear ornate tight fitting clothes adorned with spikes. They also wear special goggles that cut out bright light. This has lead many to the assumption that they originated from clan Delaque. Their symbol is the stylised word 'Jaggers'.

NECROS

The symbol of the Necros is the skull. This symbol is often tattooed onto their almost bald, shaved heads. Necros usually wear long double-breasted coats and are armed with a variety of weapons. It is little wonder that they are referred to as cold-blooded psychotics when they find pleasure in torturing their captives for hours on end before finally ensuring that they die painfully. Of all the Brat Gangs they are without remorse or fear. It is this nature which has led to many power struggles within the gang structure.

RAKEHELLIONS

Rakehellion Brats have white faces, and painted eyebrows and lips. Their clothes are made out of the most expensive materials that can be found (or, usually stolen)

and are often ornate with bows and gems. It is little wonder then that they are often referred to as 'priceless princesses' by some of the other gangs. Something that they hate and that has led to more than one smart-mouthed ruffian finding a knife in his throat. The symbol of the Rakebellions is the flaming heart. It is a sign of the burning desire to be free that lurks within all Rakebellions.

STRYPERS

Strypers are aptly named because the majority of their clothing is covered in stripes. These stripes are often alternated in a pattern of bright colours. Typically they wear big collared, sleeveless vests. High-ranking members often have slashed leggings. Strypers also wear fancy wigs to cover up their baldheads. Baldness is in fact quite prominent amongst the gang members and is thought to be a condition of the highly toxic area that they inhabit. Strypers favour stealthy ambush as their method of attack. The symbol of the Strypers is a bar-code that is tattooed to their foreheads.

SPOOKHEADS

Spookheads are addicted to the substance known as 'Spook', which is where they get their name. They are the atypical juvenile scum who raid and loot simply

for fun rather than any beneficial gain. Their clothing is that of the typical gang fighter, and is almost lethargic compared to that of the other Brat Gangs. Indeed Spookheads, unlike other Brat Gangs, have no care for their personal appearance whatsoever. The Spookheads have no symbol.

WHAT MODELS TO USE?

Brat gangs are a mixture of youths from all of the Houses of the Hive (i.e. The standard gangs in Necromunda). Therefore the models that are the easiest to use are the Juves from the Cawdor, Orlock, Van Saar etc miniature range. Using these models helps you and your opponent identify which models are from which house very easily on the tabletop. I have also found that since I started my Brat gang I now have a good basis in terms of miniatures for all the other gangs. All I would need to do to run

an Esher gang for example would be to buy a Leader, a Heavy and perhaps one or two gangers. There are other alternatives however. How about converting your own scum from the myriad of citadel miniatures on offer? Or we may be lucky and the Trolls at mail order will run a special deal on the old Brat miniatures that were designed for the Confrontation game.

Well that's it from me for the time being. I hope that you find playing with a Brat gang challenging and rewarding. If you have any questions, criticism or praise then why not e-mail me at:

tlm@start.com.au.

Alternatively (if you're in Oz) why not pop into the Games Workshop Sydney City store sometime and have a chat. I'm always keen to hear what's going on in the other Hives of Necromunda. Now I'm out to dish out some 'ruff' justice as only Brats know how...



Part of Tom's spectacular Necromunda layout

HIRED GUN

OGRYN BODYGUARD

by TOM MERRIGAN & WARWICK KINRADE



Ogryns are large brutish creatures, standing some 10 feet tall, and all bone and muscle. Although not common on Necromunda a few Ogryn have found their way into the Underhive, usually bought in from distant slave markets to serve as bodyguards and enforcers. Due to the Ogryns intimidating size, lack of intelligence and love of violence, they are much in demand by wealthier Guilders and Gang Leaders.

Ogryn's are perfectly suited to their role as mercenaries and bodyguards. They lack the mental capability to question any orders, they have a child-like obedience and naturally form strong loyalties to their perceived master or 'boss'. For these reasons Ogryn bodyguards are highly prized, and highly priced by unscrupulous slave traders.

A gang backed by an Ogryn makes a fearsome opponent. Ogryns are rightly renowned as fearsome fighters and an

enraged Ogryn is a terrifying sight to behold.

Ogryn's will happily accept most employment, but they will not fight for Scavvies - who they find far too smelly and spooky. Redemptioists will never employ an Ogryn bodyguard as they regard them as dangerous mutants, who should be burnt at the stake. Ratskins, being highly superstitious, will not employ off worlders.

RECRUITING OGRYN BODYGUARDS

If a player wants to hire an Ogryn Bodyguard then he must pay the standard hire fee, which is 50 credits. A gang may only have 1 Ogryn Bodyguard. The profile and skills of the Bodyguard are worked out after they are hired.

For the purposes of working out gang rating an Ogryn has a value of 250 (ie, his hire fee of 50x5).

OGRYN BODYGUARD PROFILE

Ogryn's may have special skills as well as superior characteristics values. This is worked out only after the Ogryn is recruited. The basic profile is given below. In addition to this the Ogryn will have a number of advances as explained below.

M	WS	BS	S	T	W	I	A	Ld
5	3	3	4	5	2	3	1	8

OGRYN BODYGUARD ADVANCES

In addition to his enhanced profile an Ogryn Bodyguard has three further 'advances' which are either additional bonuses to his profile or skills. Roll a D6 three times and consult the Ogryn Advances chart. An Ogryn may not increase any characteristic by more than +2, not increase his wounds beyond 4. If a further increase is rolled then re-roll the result. If you roll the same skill twice then re-roll to get another.

OGRYN ADVANCE CHART

D6 Roll	Advance
1	+1 Weapon Skill
2	+1 Attack
3	Roll a further D6: 1-3: +1 Strength 4-6: +1 Toughness
4-6	Roll a further D6: 1: Hurl Opponent (Muscle skill) 2: True Grit (Ferocity skill) 3: Crushing blow (Muscle skill) 4: Berserk Charge (Ferocity skill) 5: Body Slam (Muscle skill) 6: Nerves of Steel (Ferocity skill)

SPECIAL OGRYN RULES

FEAR

Ogryn's are exceptionally fierce creatures that can rip arms from sockets and crush skulls with a single blow. To represent this, Ogryn's cause fear as described on page 34 of the Necromunda rule book.

FIERCE LOYALTY

Once hired an Ogryn will take his job as bodyguard very seriously. He becomes very loyal to his new boss - the leader of the hiring gang. He follows the boss around everywhere, becomes suspicious of any who approach him and is ready to batter anybody who gets too close if they make a wrong move.

During a game an Ogryn bodyguard must remain within 12" of your gang leader, he just can't let the boss out of his sight. If he is not within 12" the Ogryn will move as fast as he can to get back within 12". If the Ogryn is in close combat, finish the close combat first, but as soon as he has no opponents the Ogryn will set off in search of the boss.

If the gang leader is injured in anyway the Ogryn will take it badly. If your gang leader



is taken down the Ogryn immediately rolls a leadership test. If he passes he keeps his cool. If he fails the test he gets very mad. The Ogryn is now subject to Frenzy. See page 36 of the Necromunda Rulebook for the Frenzy rules.

OGRYN BODYGUARD WEAPONS

Ogryn's just ain't that bright, and most weapons are too complex and too small for their large fists. Ogryn's cannot buy any other weapons.

Ogryn's are armed with the following:

Massive Axe, Sword, Club or Mace.

For an extra 30 credits an Ogryn can swap his massive axe, sword etc for a Ripper Gun.



A weapon specially designed for Ogryn's, Ripper guns are brutally effective at short range. Only Ogryn's have the strength and large hands required to use a Ripper Gun.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save Mod.	Ammo	Special
0-4	4-8	+2	-1	4	1	-	4+	Sus' Fire 2 dice

HIRED GUN

ASH WASTE SHAMAN

by Warwick Kinrade



Beyond the Hive lies the poisonous ash wastes, a toxic desert created by the pollution of ten thousand years of heavy industry. No-one can remember what Necromunda was originally like, nothing remains anymore. The planets ecology has been utterly destroyed, no native flora or fauna survive, it is replaced by a hellish vision of ash deserts and dunes, toxic chemical spills, rivers of sludge and acid rain.

Few survive in this harsh environment, only the most desperate of outlaws and mutants flee here, to scratch a living as scavengers and bandits, living a nomadic existence.

Amongst these outcasts are Shaman, strange religious madmen living as isolated hermits, ranting to themselves and the occasional passer-by. Why these deranged individuals choose to live in such an inhospitable place can only be guessed at. Some believe they are worshippers of a strange cult sent in to the wilderness as a test of faith, others that they are just criminals fleeing justice in the

Hive. One theory is that they believe the Underhive is a corrupt and blasphemous place, abandoned by the Emperor, condemned to sink into barbarity and chaos. They flee to the Ash Wastes, a place unsullied by mankind's corruption, to seek absolution and enlightenment, and escape the impending doom.

After years out in the Ash Wastes, their minds deranged by exposure to dangerous chemicals, these self styled shamans develop strange psychic powers. They claim they can commune directly with the Emperor, and in return for his wisdom and protection they must make Hive Primus aware of it's peril. To utilise their powers a Shaman uses a Focus, a valuable artifact used to focus his concentration and use his 'divine' powers. This is the shamans most valuable possession (often his only possession), without it he cannot use his powers, and cannot do the 'Emperor's work'.

After years in the wastes, with only themselves for company these mysterious hermits, their souls purged of the blasphemous taint of the Underhive, return to it to preach to the unconverted as profits of doom and apocalypse. These Shaman often attach themselves to gangs, in the belief that the gang can be converted to do his bidding. This suits many gang leaders, who also benefit from the Shamans powers

RECRUITING SHAMANS

If a player wants to hire a Shaman he must pay the standard hire fee, which is 15 credits. A gang can only recruit one Shaman. The profile and skills for the Shaman are worked out after they are hired. Any gang except for Redemptionsits and Spyrers can hire a Shaman. A Shaman also increases the gangs chances of being outlawed if they are reported to the Watchmen, just like a Wyrd.

For the purpose of calculating the gang rating a Shaman has a value of 75 (ie, his hire fee of 15 x5).

SHAMAN PROFILE

Shaman may have special skills and superior characteristic values. This is worked out only after the Shaman is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this Shaman will have a number of advances as explained below

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	4	1	4	1	7

Shaman are not noted for their ability as fighters, they rely on their special powers. None-the-less it is a dangerous world and nobody travels unarmed. A Shaman is always armed with the following.

Knife and Club or staff (counts as club).

SHAMAN SPECIAL RULES

Immunity

Living in the Ash Wastes builds up the Shamans immune systems to toxic gases



and chemicals. Shaman are not affected by any types gas grenades. They are also not affected by any of the Toxic Fog treacherous conditions, results 31-36 on the Treacherous Conditions chart.

Shaman Primary Powers

Shaman powers are treated exactly the same as Wyrd powers. He uses his powers in the same way as a Wyrd, and is also vulnerable to the Perils of the Warp just like a Wyrd. The Shaman gets 1 roll on the Shaman primary powers table below and one roll on the Wyrd Minor Powers table in Outlanders.

SHAMAN PRIMARY POWERS

1-2 Minor Psychic Powers

The Shaman actually has latent psychic powers. Out in the Ash Wastes these have developed and he has learnt to control them. Roll twice on the Wyrd Minor Powers table (page 234 of the Necromunda hardback rules).

3 Ash Storm

Long years in the wilderness have taught the Shaman to control the ash storms. He can summon a swirling tornado of ash. Position the 2" blast template anywhere within 24" of the Shaman. Any model under the template takes 1 strength 3 hit, normal armour saves apply, and is moved the closest edge of the template. The storm remains in place and cannot be fired through. Models cannot enter the storm.

4 Prophetic Curse

As a harbinger of doom the Shaman can curse individuals to a horrible death for their sins. If the Shaman passes his leadership test then he may choose a single enemy model within his line of sight. That model will fail all initiative test it attempts for the rest of the game. If the Shaman is injured then the curse ends.

5-6 Psychic Bolt

The Shaman can use his focus to unleash a blast of psychic energy, powerful enough to fry an enemy's brains! If the Shaman rolls under his leadership then he may target one enemy model within his line of sight. The model is suffers 1 automatic hit at D6 strength, with no armour save allowed.

RATLING SNIPER

by Richard Irvine



Ratlings exist in small close-knit communities in the Underhive. Being rather small and puny they have to rely on their cunning and wits to survive. Ratlings would almost certainly be doomed if they could not defend themselves. Being small they have no chance in close combat, so Ratlings have to hone their shooting skills, making them excellent marksmen. Some Ratlings in the Underhive are deserters from the Imperial Guard, and so they retain their favoured weapon, the Needle Sniper Rifle. Armed with this deadly weapon a Ratling can remain submerged in the shadows to deliver swift, poison induced death to their foes...

RECRUITING A RATLING SNIPER

To hire a Ratling Sniper costs 40 creds. Ratling Snipers are recruited as a member of your gang, NOT as a normal hired gun. Therefore you only have to make one initial payment of 40 credits to add him to your gang. Each gang may only recruit 1 sniper.

RATLING SNIPER PROFILE

The basic characteristic profile of a sniper is given below, which is the base level of characteristic values.

M	WS	BS	S	T	W	I	A	Ld
4	2	4	2	2	1	5	1	6

EQUIPPING A RATLING SNIPER

Ratlings are equipped like normal gangers. They can be given weapons from the hand to hand, pistols or basic lists. They may be equipped with a Needle rifle for an

extra 200 creds. This is the only special weapon Ratlings can use, and it is not transferable to other gang members. A Ratling would never give up his rifle.

GAINING EXPERIENCE

Ratlings start the game with 20+D6 experience. They advance in the same way as a normal ganger, but may only reach a maximum profile of:

M	WS	BS	S	T	W	I	A	Ld
5	3	6	3	3	2	7	3	8

They can select skills from *Shooting* and *Stealth* skills, as well as their own special *Sniper* skills.

SNIPER SKILLS

If a Ratling Sniper gains a new skill then he may choose a Sniper skill. Roll a D6.

1: Shadowmaster.

The Ratling can blend well into the shadows. As long as he does not run in his turn he can blend into the shadows. If somebody attempts to shoot at him, they must first roll a 4+ on a D6. If they fail they may attempt to shoot somebody else.

2: Crouch.

The Ratling can make himself a very small target. As long as he does not run in his turn he may crouch. He counts as a small target, with -1 to be hit.

3: Alchemist.

The Ratling can increase the strength of the venom in his Needle rifle. Before a game roll a D6. On a roll of a 6, the needle counts as Strength 4 for this game.

4: Master Sniper.

The Ratling may shoot on Overwatch without the -1 to hit penalty.

5: Technician.

The Ratling is well prepared before each battle. Before every battle select 1 gun (if he has a Needle rifle it must be this). Add +1 to the ammo rolls, but a 1 is still always a failure.

6: Shadowsniper.

The Ratling can shoot with devastating accuracy once he has aimed. If he does not move he can shoot with a +1 to hit.

RATSKIN SAVAGE

By Gerrid Robb (from the Gary James webpage)

Here's a dangerous, whooping savage nutjob to bolster your Ratskin gangs when fighting the oppression of the Underhivers...

RATSKIN SAVAGE

Cost to Recruit: 60 Creds

Savages are Ratskin renegade warriors who have taken their war against the Hivers to an extreme. Continuously in a blood-thirsty state of rage. Savages don't try to drive the Hivers out of their land, they try to slaughter them altogether as brutally and viciously as possible. When in battle Savages can be seen dashing madly about, wielding gore-splattered blades in each fist. Fortunately for most Underhivers Ratskin Savages are a very rare breed!

PROFILE

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	1	3	1	7

WEAPONS: Savages may only be armed with the following weapons:

Club, Maul, Bludgeon, Sword, Knife.

Savages only fight in hand-to-hand combat and always with a close combat weapon in each hand. This two weapon fighting style allows them to *Parry* even if the weapons they use are incapable of *Parrying*. Savages may never use massive weapons.

ALLEGIANCE: Only Ratskin Gangs may recruit Ratskin Savages.

SPECIAL RULES

Skills: Native Resilience, Frenzy

Scalping: Ratskin Savages are fearsome blood-thirsty opponents and delight in the taking of trophies from their victims in the shape of scalps are an indication of their battle prowess. If a Savage takes an opponent down or out in hand-to-hand combat and there is no other opponents within Follow-up Move range, the potential victim can find himself horribly mutilated or even without any hair! The victim must make an Initiative test. If successful the

Savage moves on fuelled by the blood-lust of battle. If the roll fails then consult the scalping chart below:

SCALPING CHART

- | 2D6 | Result |
|-----|---|
| 2. | <i>Dead</i> – The victim is killed and his body abandoned. All weapons and equipment are lost. |
| 3. | <i>Mangled</i> – The victim is still alive but his mates are going to call him 'baldy' from now on! The victim suffers -1 Toughness. |
| 4. | <i>Leg Wound</i> – Obviously the Savage doesn't know his scalp from his kneecap and the victim loses a point of Movement. |
| 5. | <i>Arm Wound</i> – The victim suffers -1 Strength. |
| 6. | <i>Scalped</i> – The victim suffers brain-damage. He is now subject to <i>Stupidity</i> . Should he receive a second head wound he must retire. |
| 7. | <i>Blinded</i> – The victim loses an eye and suffers -1 BS. |
| 8. | <i>Body Wound</i> – The victim suffers -1 Initiative. |
| 9. | <i>Mauled</i> – The victim suffers -1 W. Should he only have one Wound anyway he is Dead. |
| 10. | <i>Hand Wound</i> – The victim loses some fingers and suffers -1 WS. Should he suffer a further hand injury a hand is cut off and he may no longer use weapons that require two hands to use. |
| 11. | <i>Traumatised</i> – The victim is tortured and suffers the loss of an experience level which must be regained before he can go up another level. |
| 12. | <i>Dead</i> – as above. |

Here's more from the man who brought you 'Hive Ken Skills' in Journal 30. Lachlan is from Oz and just keeps those creative juices flowing in his pursuit of the most detailed Underhive rules Necromundans have ever known!

See if there's a couple of Loose Cannons you want in your gang causing all manner of mayhem...

The Crazy Doc

The Crazy Doc was once a respectable medic or doctor in a peaceful settlement, then some of the inhabitants started behaving strangely. The Doc was caught testing new drugs, bionics or grafts on his patients and performing unnecessary experimental surgery. His license was revoked and he was outlawed. Now the Crazy Doc takes what work he can get to continue his experiments and fund his somewhat unethical life work.

RECRUITING A CRAZY DOC

Any gang may hire a Crazy Doc, though there may be a risk of being outlawed if they are reported to the watchmen. If a player wants to hire a Crazy Doc he must pay the standard hire fee, which is 25 credits. A gang may only have one Crazy Doc. The profile and skills for a Crazy Doc is worked out after they are

Loose Cannons

New Hired Guns By Lachlan Abraham

hired. For the purpose of calculating the Gang Rating a Crazy Doc has a value of 125 (his hire fee of 25 x 5).

The Crazy Doc has been an Outlaw in the wastes for many years, funding his passion by working with whatever gang was desperate enough to hire him. Thus he may have special skills or superior characteristics. This is worked out only after the Crazy Doc is recruited. The basic characteristic profile is given below.

CRAZY DOC ADVANCES

A Crazy Doc has four advances which are either bonuses on his profile or skills. Roll a 1D6 four times and consult the chart below, noting down the increases and skills as you go along. He may not improve any characteristic by more than +2; if an increase is rolled for the third time re-roll the result. Similarly, if you roll the same skill twice re-roll to get another.

CRAZY DOC SPECIAL RULES

The Crazy Doc is a twisted individual, hunted by the law for his crimes against the innocent. In addition, he has

certain unique abilities which are represented by the following rules.

Outlaw

Due to the fact that a Crazy Doc Hired Gun is hunted by Guilder Bounty Hunters, any gang that is reported to the Adeptus Arbiters and has a

ADVANCE TABLE

D6 Roll	Advance
1	+1 WS
2	+1 Initiative
3	+1 Leadership
4	Roll a further D6:
1:	+1 BS
2:	+1 WS
3:	+1 Str
4:	+1 T
5:	+1 W
6:	+1 A
5-6	Roll a further D6:
1-3:	<i>Killer Rep</i> (Ferocity Skill)
4-6	Roll a further D6:
1:	<i>Head Butt</i> (Muscle Skill)
2:	<i>Impetuous</i> (Ferocity Skill)
3:	<i>Rapid Fire</i> (Shooting Skill)
4:	<i>Nerves of Steel</i> (Ferocity Skill)
5:	<i>Dodge</i> (Agility Skill)
6:	<i>Berserk Charge</i> (Ferocity Skill)

CRAZY DOC PROFILE

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Crazy Doc on the payroll must apply -1 to their roll on the Outlaw Table.

Capture

If a Crazy Doc takes an enemy *Out of Action* in hand-to-hand combat the enemy is automatically captured at the end of the game. Rather than rolling on the Serious Injury table after the game, the fighter is automatically taken captive regardless of which side won the game or whether the Crazy Doc survives or not.

Surgery

This skill can only be used against captured enemies. If the Crazy Doc passes a Leadership test he can perform surgery on the captured model. Surgery allows him to take a Serious Injury off of any member of the gang that is currently hiring him and transfer it onto the captured model (via particularly gruesome organ transplants and skin grafting!). The captured victim may be ransomed, exchanged or sold into slavery as normal after the surgery has taken place but the opposing gang may attempt a Rescue mission before the surgery.

For example: the Leader of a Van Saar Gang has the Serious Injury *Blinded in one eye*, his gang has a hired Crazy Doc and last game captured an Escher Juve. If the Crazy Doc passes his Leadership test he transplants one of the Escher's eyes into the Van Saar Leader and the injuries are effectively swapped. If the Escher Gang mounts a Rescue Mission they might get there in time to save their Juve from this terrible surgery...

CRAZY DOC WEAPONS

A Crazy Doc fights with his own weapons as described below. A Crazy Doc cannot buy or use other weapons or equipment.

A Crazy Doc is armed with the following weapons:

- Any number of knives
- Chainsword
- Filter Plugs or Respirator
- Photo Contacts or Photo Visor
- Medi-Pack

They are also armed with one of the following:

- Laspistol
- Auto Pistol
- Stub Gun with Dum-Dum Ammunition

They may also be equipped with one of the following:

- Any one Bionic part
- Bio-Scanner
- Bio-Booster



Guild Assassin

Guild Assassins are amongst the most feared individuals on Necromunda. The Guild of Assassins will take money from anyone for any reason and have even been known to waste Nobles in the Spire or

rich and influential Guilders from the Merchants Guild. It is not known, however, for them to accept contracts against Imperial Officials, such as Adeptus Arbiters, Judges or the ruling house of Helmawr. Unlike the legendary Imperial Assassins, their methods are often unnecessarily cruel and painful – Imperial Agents are at least brutally swift in their executions. Guild Assassins are usually hired by the Noble families to perform subtle hits upon their rivals and also as bodyguards to prevent this. The less fortunate, basically those who dwell in the overcrowded depths of the Underhive, have to seek contracts through more mysterious sources.

RECRUITING A GUILD ASSASSIN

Any gang may hire a Guild Assassin. If a player wants to hire a Guild Assassin he must pay the standard hire fee, which is 35 credits. A gang may only have one Guild Assassin. The profile and skills for a Guild Assassin is worked out after they are hired. For the purpose of calculating the gang rating a Guild Assassin has a value of 175 (his hire fee of 35 x 5).

Guild Assassins have undergone intensive training, thus they may have special skills or superior characteristics. This is worked out only after the Guild Assassin is recruited. The basic characteristic profile is given below.

GUILD ASSASSIN PROFILE

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

GUILD ASSASSIN ADVANCES

A Guild Assassin has three advances which are either bonuses to his profile or additional skills. Roll a 1D6 three times and consult the chart below, noting down the increases and skills as you go along. He may not improve any characteristic by more than +2; if an increase is rolled for the first time re-roll the result. Similarly, if you roll the same skill twice re-roll to get another.

ADVANCE TABLE

D6 Roll Advance

1-2	Roll a further D6:
1:	+1 WS
2:	+1 BS
3:	+1 I
4:	+1 Ld
5:	Roll a further D6:
1-3:	+1 Str
4-6:	+1 T
6:	Roll a further D6:
1-3:	+1 W
4-6:	+1 A
3-6	Roll a further D6:
1-2:	<i>Killer Rep</i> (Ferocity Skill)
3-4:	<i>Marksman</i> (Shooting Skill)
5:	<i>Step Aside</i> (Combat Skill)
6:	Roll a further D6:
1:	<i>Catfall</i> (Agility Skill)
2:	<i>Dodge</i> (Agility Skill)
3:	<i>Hip Shooter</i> (Shooting Skill)
4:	<i>Crack Shot</i> (Shooting Skill)
5:	<i>Ambush</i> (Stealth Skill)
6:	<i>Sneak Up</i> (Stealth Skill)

SPECIAL GUILD ASSASSIN RULES

Guild Assassins are trained and merciless killers. This is represented by the following rule.

Automatic Kill

If a Guild Assassin takes an enemy *Out of Action* in hand-to-hand combat the enemy is automatically dead, so great is a Guild Assassins' expertise.

GUILD ASSASSIN WEAPONS

A Guild Assassin fights with his own weapons as described below. A Guild Assassin cannot buy or use other weapons or equipment.

Guild Assassins are armed with the following.

- Any number of Knives
- Sword
- Auto Pistol with Silencer
- Lasgun with Red Dot Laser Sight
- Filter Plugs or Respirator
- Photo Contacts or Photo Visor

They may also be equipped with one of the following.

- Skull Chip
- Blindsnake Pouch
- Mesh Armour
- Infra-Goggles

Defence Force Deserter

Defence Force Deserters are a strange breed. Deserters may have left the Defence Force due to cowardice, crimes against the harsh military system of the Imperium or rebellion against the over-

bearing discipline of the Defence force. They struggle to regain what they once had, a semi-ordinary life, but the violent fire kindled by their service will not die, nor will the shame of their actions fade. Neither will the Imperium forgive, nor forget ever... The deserter is a haunted, hunted man who invariably wants to do one thing: to get off-world. Getting away from his hunters requires him to change his identity many times just to keep ahead of the game, often driving him into the depths of the Underhive in search of anonymity. Now he only sells his gun to get that ticket off-world and away from the prying eyes of his oppressive Imperial masters.



RECRUITING A DEFENCE FORCE DESERTER

Any gang may hire a Defence Force Deserter, though there may be a risk of being Outlawed if they are reported to the watchmen. If a player wants to hire a Defence Force Deserter he must pay the standard hire fee, which is 40 credits. A gang may only have one Defence Force Deserter. The profile and skills for a Defence Force Deserter is worked out after they are hired.

For the purpose of calculating the gang rating a Defence Force Deserter has a value of 200 (his hire fee of 40x5).

Defence Force Deserters have been through intensive

military training, thus they may have special skills or superior characteristics. The basic characteristic profile is given below

DEFENCE FORCE DESERTER ADVANCES

A Defence Force Deserter has three advances which are either bonuses on his profile or skills. Roll a D6 three times and consult the chart below, noting down the increases and skills as you go along.

He may not improve any characteristic by more than +2; if an increase is rolled for the third time re-roll the result. Similarly if you roll the same skill twice re-roll to get another.

SPECIAL DEFENCE FORCE DESERTER RULES

The Defence Force Deserter is a hunted man, which is represented by the following rules:

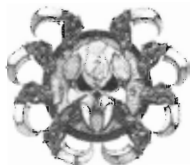
Outlaw

Due to the fact that a Defence Force Deserter Hired Gun is hunted by the forces of the Imperium, any gang that is reported to the Adeptus Arbites and has a Defence Force Deserter must apply -2 to their roll on the Outlaw Table.

Fugitive

Roll 1D6 after each game the Defence Force Deserter fights for the gang. On a roll of '1' or '2' the Defence Force

Deserter finds passage off-world, finds a new identity or is arrested. The gang may not hire another Defence Force Deserter until they have played another game.



DEFENCE FORCE DESERTER WEAPONS

A Defence Force Deserter fights with his own weapons as described below. Defence Force

Deserters cannot buy or use other weapons or equipment (Defence Force Deserters hoard their money whilst looking for passage off-world or a new identity). The reason a Defence Force Deserter will usually be so heavily equipped is that they have most likely looted the bodies of their comrades before running.

Defence Force Deserters are armed with the following:

- Combat Knife
- Flak Armour
- Laspistol

They are also armed with one of the three following collections of weapons:

- Lascannon
- Grenade Launcher with Mono-Sight, Frag, Krak and Smoke Grenades.

Lasgun

Medi-pack

- Chainsword & Plasma Pistol

Replace Flak armour with Carapace armour

Frag Grenades

Bio Scanner

Any one bionic part

ADVANCE TABLE

D6 Roll	Advance
1	+1 BS
2	+1 I
3	+1 Ld
4	Roll a further D6: 1: +1 WS 2: +1 Str 3: +1 T 4: +1 W 5: +1 A 5: +1 Ld
5-6	Roll a further D6: 1-2: <i>Nerves of Steel</i> (Ferocity Skill) 3-4: <i>Crack Shot</i> (Shooting Skill) 5: <i>Marksman</i> (Shooting Skill) 6: Roll a further D6: 1: <i>Dodge</i> (Agility Skill) 2: <i>True Grit</i> (Ferocity Skill) 3: <i>Weaponsmith</i> (Techno Skill) 4: <i>Killer Reputation</i> (Ferocity Skill) 5: <i>Ambush</i> (Stealth) 6: <i>Rapid Fire</i> (Shooting Skill)

(The player may choose the weapon which it applies to)

DEFENCE FORCE DESERTER PROFILE

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

SPECIAL CHARACTER

KLOVIS, THE REDEEMER

by IAN WRIGHT



EDITOR AND CONTRIBUTOR SEPARATED AT BIRTH?

We've noticed an uncanny likeness between Ian Wright (on the left) and Journal editor Steve Hambrook.



He's a legend in his own lifetime and a force to be reckoned with. His crusades are notorious for the slaughter they bring. After the Arch Zealot himself, Klovis, the Redeemer, is perhaps the most notorious Redeemptor Priest in the Underhive. He battles tirelessly against the infidels, scourging heretics and purging mutants.

His righteous acts of merciful execution are chronicled by the hand of his faithful scribe, Deacon Malakev.

Remember, if it doesn't hurt, it doesn't count!



M	WS	BS	S	T	W	I	A	Ld
4	6	5	4	4	3	5	2	10

WEAPONS: Holy Eviscerator, the Mortifier (see below), plasma pistol, sword and a knife.

ARMOUR: Flak Armour.

SKILLS: Leap (Agility Skill), Killer Reputation and Nerves of Steel (Ferocity Skills).

PSYCHOLOGY: Klovis is immune to all psychology tests except for hatred and frenzy (see below).

ALLEGIANCE: Klovis can only lead a Redemptionist Crusade.

RATING: Klovis has a rating of +390 points.

PAYMENT: Klovis may only be called as a Mentor. (see below and p.236).

He does not require payment.

BOUNTY: There is a bounty on Klovis' head equal to his rating in credits.

SPECIAL RULES

Klovis follows all the rules for Redemptionists as set out in the Outlanders rulebook and has the skills *Leadership*, *Redeemer* and *Inspire Hatred* as listed for the Redeemptor Priest. He also has the following rules:

Purge and Purify: Klovis may only be called upon as a Mentor. However, if you are fighting against an enemy whose number include the 'impure' (Scavvies, mutants, psykers, aliens, Outlanders and any Outlaws) you may add + 1 to the dice roll when checking against the table on page 236, to see if a Mentor will help your Crusade.

Guiding Hand: When Klovis agrees to help out a Redemptionist Crusade he will only do so only as it's Leader. This means that the Crusade's usual leader does not fight in the coming battle. He must stay behind at base camp to study the sacred texts, pray and meditate.

Controlled Frenzy! Klovis can control his rage during combat conditions. If you decide to, at the beginning of your turn he may become subject to the rules for *frenzy*.



The state of *frenzy* lasts until the beginning of your next turn. In the unlikely circumstance that Klovis loses his nerve, or if you decide he doesn't become frenzied, then he is subject to the rules for hatred. Klovis need not roll dice to test against his Leadership, he automatically has control over either state.

Disciplinary Measures: Losing is not an option! After a lost skirmish, choose one of the Brethren for discipline. Klovis 'tutors' the errant Brother causing him one serious wound. Roll a D66 on the Serious Injuries table (p.109), re-rolling any results of 41-66.

WEAPONS

HOLY EVISCERATOR

Also known as the Sword of Persecution or the Sword of Redemption, Klovis' Eviscerator is considered a holy weapon.

It is cared for and maintained with loving reverence by Deacon Malakev. This means that after each use of the flamer part of the weapon, roll a D6. It need only take an ammo test if the roll was a 6. Also, the weapon is not subject to the rules for exploding weapons.

All other aspects of Klovis' Eviscerator are the same as for a standard one. See Necromunda rulebook, New Weapons section (p.212).

THE MORTIFIER

This unique skull-shaped iron mace is swung in close combat, exuding fire from it's jaws and eye sockets.

Parry: It is not possible to parry the Mortifier - swords are simply dashed aside.

Fumble: Because the weapon can be clumsy, any fumbles in hand-to-hand combat count double - so every 1 rolled adds +2 to the target's Combat score.

Catching Fire: Follow the same rule as for a flamer weapon. See *Flamers*, *Catching Fire* rule, p.51.

Ammo Roll: The Mortifier has limited fuel. Roll a D6 after each wounding hit roll of a 6. If the roll is 3 or less the weapon has run out of fuel. The most recent victim may catch fire, but hereafter disregard the *Catching Fire* rule. Ignore the rules for exploding weapons.

DEACON MALAKEV

If you have Klovis as your Crusade leader, you may also have Deacon Malakev, the Scribe

Malakev is Klovis' personal manservant and chronicler, recording his great deeds and noble teachings.

He's also a cringing, toadying little retch with no redeeming (!) qualities of any sort.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	2	3	1	3	1	6

POINTS COST: Free with Klovis, the Redeemer.

WEAPONS: Stub gun and a knife.

ARMOUR: The Liber Excruciatu. (Unmodified 5+ save. See below)

SKILLS: None.

PSYCHOLOGY: See below.

ALLEGIANCE: Malakev only fights(!?) alongside Klovis in a Redemptionist Crusade.

RATING: Zero points. Malakev's points cost and rating is included in with Klovis'.

PAYMENT: Malakev does not require payment, only to be with Klovis.

BOUNTY: There is no bounty on Malakev; he is a scribe, not a Redemptionist Brethren warrior.

EXPERIENCE: Malakev has no experience as a fighter and cannot gain any.

SPECIAL RULES

Klovis' Manservant: Malakev must always stay within 6" of Klovis. If, for any reason, he is not he becomes subject to the rules for fear for any enemy model. Any enemy model that causes *fear* anyway now causes terror in Malakev.

THE LIBER EXCRUCIATUS

Malakev carries upon his back the Liber Excruciatu, the book of tortures used to purge and cleanse the unclean. The holy tome has a thickly bound cover and it's pages are imbued with the spirit of the Emperor.

The sacred volume gives Malakev an unmodified 5+ save against any wounding hit. This save may always be attempted, even if a weapons armour penetration value would normally negate such protection.



Vehicle Type: Tracked		Armour Type: Heavy Armour		Vehicle Name: Pulpitek		Fixed Weapon: Twin Autocannons	
Transport Capacity: 5+		Cost: 250+25+600= 875		Driver: Brother Berkrak		Gunner: Brother Brude	
Scores	Armour	Area Name	Scores	Armour	Area Name	Short Range	Long Range
1	9	Driver	4	9	Wheel	To hit long	To hit long
2	9	Fixed Weapon	5	10	Vehicle Body	20-72	—
3	9	Crew	6	10	Engine	—	—

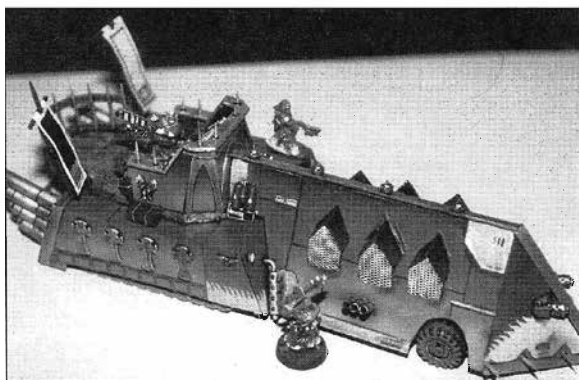
Equipment, Permanent Damage and Notes:
1 Sustained Fire dice each



Cut the ends off more cocktail sticks to make a row of spike railings, which can be linked with a strip of thin card. After the model is assembled, cover it completely with Citadel black acrylic spray. Use Citadel Blood Red paint for all the red areas, with a topcoat of Citadel Blazing Orange (you may need several coats to build up the colour sufficiently). Pencil out the flame design at the front of the vehicle, and paint on with Citadel Golden Yellow. Use an airbrush for spraying on scorch marks and smoke staining (if you don't have access to an airbrush, this effect can also be obtained by dry brushing). Paint the cocktail sticks and the car body mesh with Citadel Mithril Silver, then add a Brown Ink wash for a rusted look.

The pennants will be folded around and mounted on cocktail sticks – so cut out a double length of cartridge paper, and pencil a duplicate design on either half. Paint this with a fine brush and, when dry, fold down the centre and bend around the top of a cocktail stick painted with Citadel Burnished Gold (again with brown wash applied). Stick the sides together with PVA glue. Cut the poles to length and attach to Pulpitek with super glue.

Mount Klovis and other Redemptionist miniatures on the Pulpitek, and prepare to kick some heretic butt!



SPECIAL CHARACTERS

KAL JERICO & SCABBS

by Warwick Kinrade

These new special characters are based on the hugely popular comic strip from Warhammer Monthly, written by Gordon Rennie and drawn by Karl Kopinski and Wayne Reynolds.

UNDERHIVE SCUM!

As the suavest bounty hunter in the Underhive, Kal knows he has a reputation to maintain. A reputation for being as fast with his guns as he is with his mouth, a reputation for idiotic recklessness, with only



a pair of fully charged laspistols, an immaculate sense of style, and his sometime sidekick, the pustulent, renegade Ratskin half-breed Scabbs, to see him through. So what if it's led him to being outlawed, hunted down, shot at, blown up, nailed to a wall and almost burned alive? He wouldn't have his life any other way!

Of course, some people can't help but bear a grudge and most of Kal's troubles can be laid at the door of his small but impeccably selected collection of enemies. Be it the psychopathic ex-pit slave, Vandal Feg; the fanatical redemptionist, Cardinal Crimson; the rogue noblewoman-turned-outlaw, Yolanda Catullus; or the shadowy spymaster, Nemo the Faceless, you can be sure that if they get their hands on Kal they'll be chopping off more than his plaits!

KAL JERICO, BOUNTY HUNTER

M	WS	BS	S	T	W	I	A	Id
4	5	5	3	3	2	5	2	8

WEAPONS: 2 master crafted las-pistols (see below), saber (sword), frag grenades, photon flash flares.

ARMOUR: None

SKILLS: *Hip-Shooting, Gunfighter, Combat Master, Dodge.*

PSYCHOLOGY: None.

ALLEGIANCE: Kal will join any gang, with the exception of Spyres or Pit Slaves. He is not worried where his creds come from.

Master-Crafted Las Pistols

Range		To Hit		S	Dam	Save	Ammo	Special
Short	Long	Short	Long					
0-12	12-24	+2	-1	3	1	-	2+	Close combat

Each master-crafted las-pistol is equipped with a laser sight (see page 62 of the main rules)

RATING: Kal increases the value of your gang by 250 credits.

BOUNTY: Kal is no angel, and also has a price on his head. He is worth 250 creds to other Bounty Hunters.

PSYCHOLOGY: Thanks to his legendary composure and cool Kal Jerico never takes Fear tests. However he remains subject to the rules for Terror and Bottle Tests.

PAYMENT: Kal doesn't work out of charity. To hire Kal costs 1D6x15 creds.

SPECIAL RULES

Let's Teach This Guy a Lesson: Kal has been Bounty Hunting in the Underhive for years, and in that time has made many enemies amongst his victims friends and families. He has enemies throughout the Underhive. At the start of a game roll 1D6. On a 1 or 2 a member of the enemy gang has an old grievance against Kal. A randomly determined member of the enemy gang hates Kal Jerico. All the rules for Hatred apply to this gang member.

Friends in High Places: Kal always has his ear to the ground, on the look out for valuable information. Whispers and rumours always seem to find Kal Jerico. A gang which employs Kal benefits from his 'inside' knowledge. Treat your gang as having a Guilder Contact territory whilst Kal is employed by them. If Kal is killed or leaves the gang then the territory is lost as well.

Wheeler Dealer: Kal is always out for himself, making and breaking deals, changing allegiances, helping one faction then swapping sides. This can help your gang, or could be a disaster. For ever enemy ganger that you would usually collect a bounty for roll 1D6.

- 1 Kal's double crosses you and keeps all the creds for himself.
- 2 Kal has made a deal with the Guilders over this guy. You only get half the normal bounty.
- 3-4 All goes well. You collect the normal the reward.
- 5 Kal reputation helps you out. You receive an additional 50% to the bounty.
- 6 Kal know this guys reputation and barter you a great deal with the Guilders. You receive double the normal reward.



SCABBS

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

WEAPONS: Stub Pistol, Knife, Concealed Blade.

ARMOUR: None

SKILLS: *Dodge, Evade, Ambush.*

ALLEGIANCE: Scabbs will only join a gang that has also hired Kal Jerico. If you hire Kal Jerico you may also hire Scabbs.

RATING: Scabbs increases the value of your gang by 100 credits.

PAYMENT: To hire Scabbs costs 20 creds.

BOUNTY: Scabbs is so insignificant that nobody cares enough about him to put a reward on his head. He has no bounty on his head.

SPECIAL RULES

Half Breed: Scabbs is actually a half breed, part Ratskin, part Underhive scum. He has inherited some of his Ratskin skills. Scabbs has an extensive knowledge of the passages and tunnels of the Underhive. The gang that includes Scabbs can add or subtract 1 from the scenario dice roll to determine which scenario the players will fight (this skill is identical to the *Guide* skill of Ratskin scouts).

You can find the ordering details for the models that accompany these rules on the inside covers of this magazine.

Underhive Raider...

By Christophe Marc
(check out the inside back cover)

Now, you've all seen Tomb Raider on the Playstation and we just know you've all fantasised about having a girly like Lara Croft fighting for your gang in Necromunda (don't lie... we know you have!). Well Marc Christophe, our French cousin from across the water has done just that for you. Mmm... thanks Cbris.

My name is Christophe Marc, I am twenty seven and I live a couple of miles from Perpignan in the South of France. I have been playing GW games since 1987 with the release of the original Warhammer 40K, Rogue Trader. In between studying for my Doctorate in the History of Law and teaching at the University of Perpignan I manage to fit in a busy schedule of playing GW games, video and computer games (hence my inspiration) and explaining to my

girlfriend Sophie why I spend so much money on metal miniatures instead of her!

My ultimate dream is to find the fabled Book of the Astronomicon from 1991, I'd kill to get it! In the meantime I have pacified myself with making this little conversion and my friend Yan Billaud helped me out with the rules. You can check out his website (the best Necromunda site in France) at:

billaud@caramail.com

LHORA CRAFT Archeotechnologist

Lhora Craft was born into opulent wealth in one of the rich noble houses of the Spire, but whereas the daughters of the Necromundan nobility were supposed to look pretty and do little else from an early age, Lhora displayed an ability of disobeying her harsh father, Count Augustus Craft, at every given opportunity.

She spent many of her formative years locked away in her chambers, deep in study, drawn to the mysteries of technology and the strange spiritual religion surrounding it. As she came of age she grew tired of the lavish laziness of the Spire and longed for adventure to quench her thirst for archeotech knowledge. The one place that she knew would be literally built on the stuff was the Underhive and none of the inhabitants had

any real clues as to its true worth.

After stealthily escaping the mundane existence of the Spire Lhora now dwells in the Underhive and has built herself quite a reputation amongst the traders as a first class archeotechnologist and amongst the unwashed gangers as a very tough lady indeed. She has been careful to disguise her true identity so as not to draw too much attention to herself while she undertakes dangerous adventures in her search for rare archeotech.

PROFILE

M	WS	BS	S	T	W	I	A	Ld
4	4	6	3	4	2	4	2	9



WEAPONS: Mastercrafted

Bolt Pistol, Necron Pistol, Shotgun (with all ammo types), Frag grenades, Chainsword.

ARMOUR: None.

SKILLS: *Catfall, Leap, Jump Back* (Agility Skills), *Gunfighter, Crack Shot, Hip Shooting* (Shooting Skill)

WARGEAR: Respirator, Infra-red Goggles.

PSYCHOLOGY: Lhora has seen a lot of strange things in her short time in the Underhive and so is immune to *Fear*.

ALLEGIANCE: Lhora is always on the lookout for new Archeotech to sell, which is the way she makes her living in the harsh Underhive. Therefore, she will work for certain gangs in scenarios that involve Loot Counters or Archeotech of some sort. She will never agree to fight alongside Spyrers, Scavvys, Redemptionists or Cawdor gangs.

RATING: Lhora increases the gang's rating by +355 points.

PAYMENT: Lhora is only interested in acquiring rare Archeotech and does very well off of her shrewd sales and so only requires D6x5 in payment to cover er overheads.

BOUNTY: There is no bounty on Lhora.

SPECIAL RULES**Mastercrafted Weapons:**

These are considered valuable relics by most Underhivers. The Weapons are so perfectly made that the user may re-roll any misses once per turn.

DA BITZ

Elf Cheerleader	099903501
Escher Ganger	059901523
Bounty Hunter Backpack	059902602
Imperial Assassin Calidus Body 1	01080020
Pouches from the new Space Marines plastic sprue.	
Purity Seal and pistol holster (as above)	
Green Stuff	
Coffee!	

Necron pistol: Found deep amongst the ruins of the Hive Bottom, Lhora rapidly learned how to use this exotic weapon and finds it very useful against heavy opponents. The Necron pistol uses the standard pistol range bands and will always wound on 4 + regardless of the target's Toughness. The pistol seems to have an inexhaustible power source and so doesn't have to take ammo rolls.

Exceptional leap: Lhora can jump 3" without taking any damage and may continue her move afterwards with the leap counting as 3" off of her movement.

Pocketastic: Lhora manages to carry far more equipment than her skimpy costume would suggest and can get to it extremely quickly. She may always use any weapon she desires in any combat phase without penalty.

Archeotechnologist: Lhora is a very well educated archeotechnologist. Any gang with an Archeotech Hoard can roll an extra D6 during their foraging phase without risk.

If Lhora accompanies a ganger

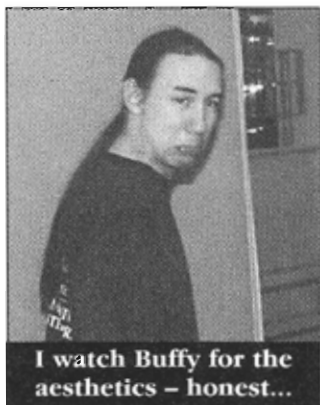
to the Trading Post, and a Mung Vase is offered, the real value of the Vase is determined before the Ganger buys it. In any case the Ganger is not obliged to buy it. Lhora can only perform one of these actions per post-battle sequence.

The Conversion:

First you take your Elf Cheerleader model and cut the legs off (argh!) just above the belt. Try to get a clear cut as the upper part of the Escher body will be glued on it (clean up the cut with a file). Cut the heels off of the boots because it's not easy to run in heels even for Lhora Craft.

At this stage drill a hole in the lower body and place a metal rod/pin inside to help secure the join with the upper body.

Now cut the Escher body just below the stomach, and sand/file the lower part of the shirt so that it fits snugly onto the legs from the Cheerleader. Also, file the back of the Escher's head carefully removing the pony tail. Cleanly cut the hand holding the grenade from the body.



I watch Buffy for the aesthetics – honest...

B'Ufi the Vampire Slayer

By Gav Thorpe

Steve gives the Games Development team a copy of the articles destined for the Journal, Firepower, Gang War, et al, to have a look at and make any comments on before they go to print. As I was glancing through the pages of this Gang War, I noticed Mike Brooks's Ultraviole(n)t article, all about vampires. Well, I thought, if other people are going to 'borrow' stuff from TV then I can too (not that I needed any justification really). If you can't guess where my inspiration came from I

suggest you watch more early evening BBC2... Anyway, on with the spurious background text. (*Mmm, cute little Buffy, cute little pigtails, mmm – Ed.*)

The Slayer Cometh...

It appears that bloodsucking abominations are not confined to Necromunda alone. Several months ago a young female offworlder known as B'ufi was first seen in the Underhive. On many occasions since, she has been seen tracking down the two-legged leeches in the darkest depths of the Hive Bottom. Rumour has it that she is the descendant of great Vampyre slayers of old. It is not unheard of for this mystery character to come to the aid of a gang who are set upon by the forces of the Nosferatu, and she seems very capable of handling herself in a fight, despite her seemingly frail physique.

PROFILE

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	2	5	2	10

WEAPONS: Handbow and Stakes (see below).

ARMOUR: None.

SKILLS: *Catfall*, *Dodge*, *Sprint* (Agility Skills), *Step Aside* (Combat Skill), *Nerves of Steel* (Ferocity skill), *Hip Shooting* (Shooting Skill) and *Evade* (Stealth Skill).

WARGEAR: Concealed Blade, Weapon reload (handbow).

PSYCHOLOGY: B'Ufi is immune to *Fear* and *Terror*.

ALLEGIANCE: B'Ufi only fights as a Mentor alongside a gang fighting a Vampyre cult. She will not fight alongside Scavvies (who 'smell too much and don't have any dress sense') or Redemptionists (who need to 'chill out a bit'). As soon as the battle is over she will leave the gang (she can't be hired permanently).

RATING: B'Ufi increases the gang's rating by +390 points.

PAYMENT: If B'Ufi helps out a gang, the gang leader will feel an irresistible urge to buy her a Ratburger out of gratitude (cost 1 cred).

BOUNTY: There is no bounty on B'Ufi.

SPECIAL RULES

Handbow: B'Ufi's handbow is treated like an ordinary handbow (see Outlanders) with the exception that she may move and fire in the same turn. Injuries inflicted by B'Ufi's handbow may not be regenerated by Vampyres.

Stakes: B'Ufi carries special wooden stakes for despatching Vampyres. Against Vampyres, she counts as having a hand weapon except that if any of her combat rolls comes up as a '6' then B'Ufi automatically wins the combat and the Vampyre is immediately taken out of action. Roll twice for Serious Injuries inflicted on a Vampyre by B'Ufi's stakes and apply both results (these injuries cannot be *Regenerated*). Against any other opponent the stake simply counts as a hand weapon.

Conversion: B'Ufi was dead simple to make. Take the Escher Juve, chop off her autopistol and replace it with a plastic crossbow with the stock cut short. Cut down the maul she is carrying so that it looks like a sharpened stake. B'Ufi's extra hair comes from the crest of one of the High Elf Everqueen's Maiden Guard with some green stuff wrapped around it. I chopped up and sharpened part of the

Maiden Guard's spear haft into the stake on the handbow. Another Escher Juve could be used instead, if you'd prefer a different pose. *And remember, if I can do it, then anyone can...*



DA BITZ

Escher Juve	059901312
Alternative Escher Juve	059900405
High Elf Maiden Guard	021005401
Plastic Crossbow Sprue	101809



SPECIAL CHARACTER

FARSEER YRTHRIAN

MARDAWN

by Jervis Johnson



Farseer Yrthrian Mardawn hails from the Eldar Craftworld of Saim-Hann. The Eldar of this particular Craftworld have a unique social structure very similar to that followed by the Eldar Exodites. All Saim-Hann Eldar, including the seers, live in large extended 'families', each of which has a single hereditary leader. The leader's close kin comprise the ruling elite of the family. It is the leader of the family and his kinsmen who decide what the family will do in time of war or other crisis, and this sometimes leads to Saim-Hann families following their own agenda, with little regard for the consequences for Saim-Hann Craftworld as a whole. In some very rare cases this has even led to the families fighting each other, although most of these conflicts are settled in ritualistic form consisting of single combat between two chosen champions.

Some five years ago Yrthrian's family were drawn into just such a feud. To resolve the conflict it was decided that the battle of champions should take place in a mere decades time - the bat of an eye for the long-lived Eldar race! Yrthrian is a Farseer, and by his powers of divination he determined that the path that would lead to his family triumphing lay in the Underhive of Necromunda Primus. What Yrthrian had foreseen was that in this sump of depravity lay one whose skill with knife and blade was such that he could teach a combination of moves that would despatch the enemy champion. Who this person was Yrthrian did not know - but should he see them fight then he would know in an instant if they were the saviour that he sought.

Of course, no-one in the Underhive other than Yrthrian know any of this, and as far as most are concerned Yrthrian and his bodyguard are just another group of

YRTHRIAN MARDAWN

M	WS	BS	S	T	W	I	A	Ld
5	5	5	3	4	3	5	1	10

WEAPONS: Shuriken pistol, staff (treat as club)

ARMOUR: Rune Armour (4+ save, ignores weapon save modifiers)

SKILLS: Jump Back, Sprint, Parry, Killer Reputation

WARGEAR: Ghosthelm, Spirit Stone, Eldar Runes (see below)

PSYCHOLOGY: None

ALLEGIANCE: Any

RATING: Does not apply

BOUNTY: Does not apply



strangely-clad, pointy-head off-worlders. This lack of interest suits Yrthrian well, for if his presence in the Underhive were ever drawn to the authorities attention then it would become increasingly difficult for him to complete his quest. For this reason he travels the underhive with a small entourage consisting of two bodyguards. Alone, cut off from their Craftworld, these three search the sumps and pits of the underhive looking for the one person that can save their family for centuries of shame and dishonour. So far they have not found the person they seek...

SPECIAL RULES

Call Us And We Shall Come!

Yrthrian is searching for the one person that can lead his family to victory in their feud. Because of this none of the normal rules for finding and paying a special character apply to Yrthrian. Instead, if you have painted

FIRE DRAGON BODYGUARD

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	1	5	1	9

WEAPONS: Meltagun

ARMOUR: Aspect Armour (4+ save, save modifiers apply)

SKILLS: Killer Reputation, Hip Shooting, Marksman

WARGEAR: None

PSYCHOLOGY: None

ALLEGIANCE: Any

RATING: Does not apply

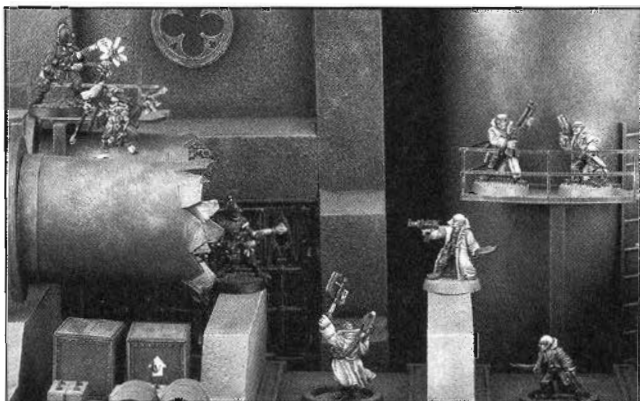
BOUNTY: Does not apply



Yrthrian and his two bodyguards, then you can choose to use them in any game. Roll 2D6; on a double Yrthrian does not appear, on any other roll he and his two bodyguards mysteriously arrive and join your gang for this one battle. They do not add to your gang rating, and do not have to be paid, and there is no bounty on their heads. However, once you have used Yrthrian once, or tried to use him and he has not appeared, then you cannot use him again until after a member of your gang has gained a new combat skill and used it in a game.

We Seek The Chosen One

If Yrthrian is present in a battle, and one of the models in your gang or the opposing gang uses a combat skill, then roll 3D6. If you roll an '18', then the model that used the skill is the one being looked for by Yrthrian. If the model belongs to the other gang then Yrthrian will immediately change



sides. If the chosen model is slain, then in his rage Yrthrian will unleash a psychic storm of awesome proportions. The storm ends the game immediately, and all models on both sides suffer a single S6 hit with a -3 saving throw modifier! If the model survives then Yrthrian takes him back to Saim-Hann with him, and neither the chosen model or Yrthrian and his bodyguard may be used again by any players in your campaign!

Eldar Runes

A Farseer can use runes to divine when an enemy Wyrd is using his powers and to throw up a psychic shield to protect himself and those nearby. If an enemy Wyrd attempts to use a Wyrd power and Wyrd or the target are within 6" of the Farseer, then the enemy must take the Leadership test to use the power on 3D6 and discard the lowest roll. Wyrds who do not have to take a test for any reason will be unaffected by the runes.

Ghosthelm

A Farseer's Ghosthelm incorporates intricate crystalline psychic circuitry that

masks their spirit protecting them from the myriad perils of the warp. If the Farseer is forced to roll on the Perils Of The Warp table, then they may ignore the need to roll on the table if they first roll a 4+ on 1D6.

Spirit Stone

Every Craftworld Eldar wears a waystone, to trap their soul when they die and stop it being consumed by the Chaos god Slaanesh. Waystones containing a soul are called Spirit Stones, and can be put to number of uses. An Eldar psyker can use the power of a Spirit Stone to charge themselves with energy. To represent this an Eldar with a Spirit Stone may use two Wyrd Powers in a player turn instead of one. However, these must be different powers, and Leadership test must be used for each one.

Wyrd Power

Yrthrian has the Mental Assault and Fireball Wyrd powers.

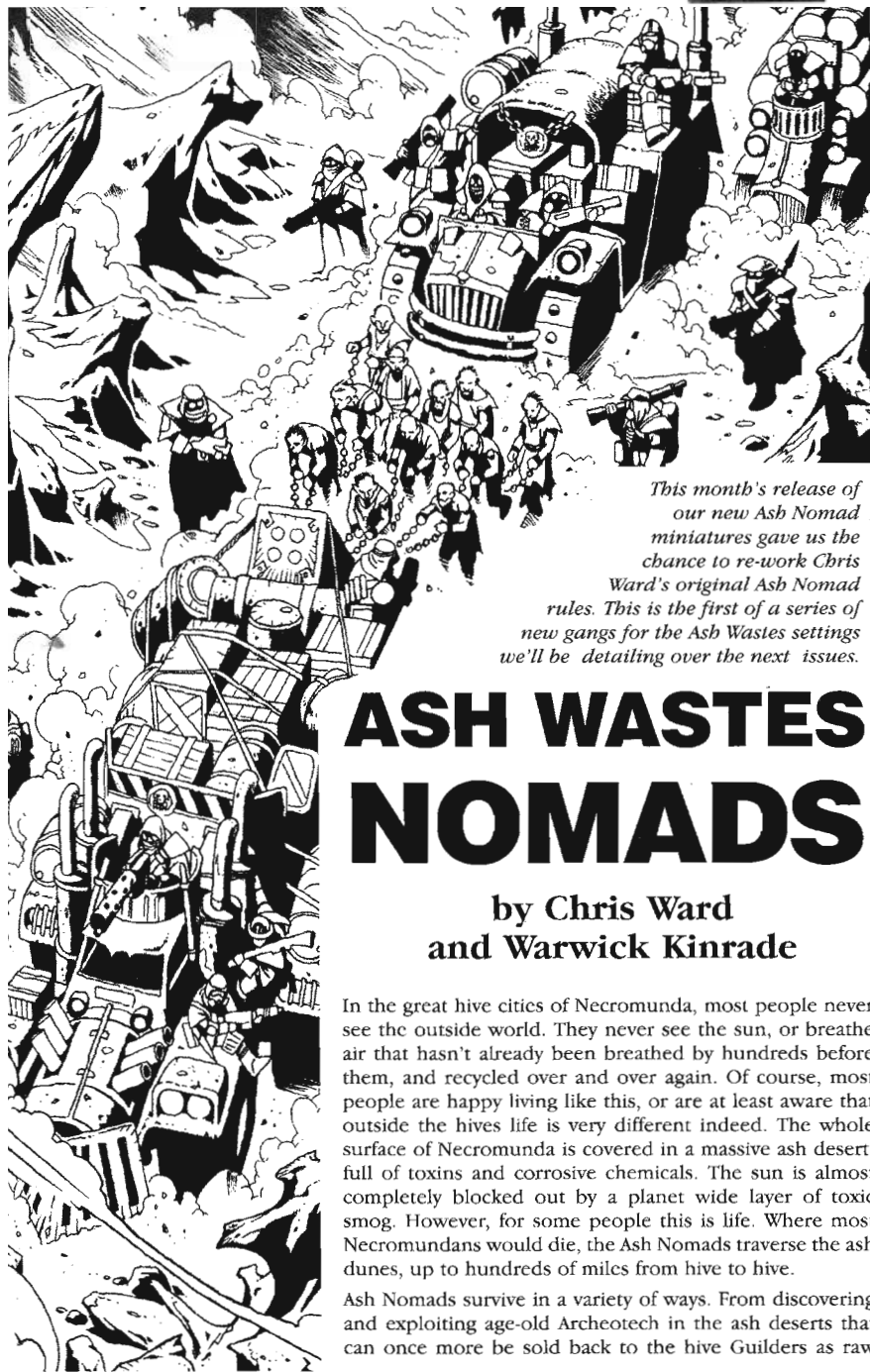
HOW TO PAINT YOUR HIRED GUNS

by Tammy Hays

Necromunda is not a happy place. If you're not careful, someone will shoot you in the back just to steal your boots. To give your Necromunda models this same 'feel' and help enhance the atmosphere of your games with them the best thing to do is use gritty, dulled down colours and avoid really bright ones. Our models were painted







This month's release of our new Ash Nomad miniatures gave us the chance to re-work Chris Ward's original Ash Nomad rules. This is the first of a series of new gangs for the Ash Wastes settings we'll be detailing over the next issues.

ASH WASTES NOMADS

by Chris Ward
and Warwick Kinrade

In the great hive cities of Necromunda, most people never see the outside world. They never see the sun, or breathe air that hasn't already been breathed by hundreds before them, and recycled over and over again. Of course, most people are happy living like this, or are at least aware that outside the hives life is very different indeed. The whole surface of Necromunda is covered in a massive ash desert, full of toxins and corrosive chemicals. The sun is almost completely blocked out by a planet wide layer of toxic smog. However, for some people this is life. Where most Necromundans would die, the Ash Nomads traverse the ash dunes, up to hundreds of miles from hive to hive.

Ash Nomads survive in a variety of ways. From discovering and exploiting age-old Archeotech in the ash deserts that can once more be sold back to the hive Guilders as raw



Nomads emerge from the storm.

materials, to acting as middlemen between traders, a vital link between hives. There is another way to make a living, though, and that is to raid the hives. Many transport vehicles in the ash wastes disappear without trace after Ash Nomads attack. Hive walls are strong, but there is a myriad of ways in to be found by the quick, the cunning, and those with a missile launcher. So here are the rules for including these masters of survival in your games of Necromunda.

SPECIAL RULES

OUTLAWS: Ash Nomads are Outlaws, as described in the Outlanders supplement. The Ash Nomads do not have a guild price. All the rules for Outlaws apply, unless otherwise stated here.

TERRITORY: Ash Nomads only have an ash wastes territory. They may work it in a special way as detailed later. Other territories may be worked as usual. However, Guildler contacts are particularly valued, because Guildlers use the Ash Nomads as inter-hive couriers. For this reason the Guildler contact territory income is not halved, as other territory income is.

INCOME: Ash Nomads collect income from scavenging in their wastes as detailed later.

TRADING: Ash Nomads roll on the outlaw trading post as normal.

HIREG GUNS: Ash Nomads may hire any Hired Guns except for bounty hunters, but this is only for one game. After each game the Nomads retreat into the ash wastes, and the

hired guns will not follow. New hired guns may be generated before each game.

STARVATION: Nomads are a very hardy people. Ash Nomads only require 2 creds a week rather than the normal 3 in order to avoid starvation.

BOUNTY: The Ash Nomads are each worth bounty equal to their total cost, just like an outlaw.

CAPTURE: No special rules apply to Ash Nomads concerning capture.

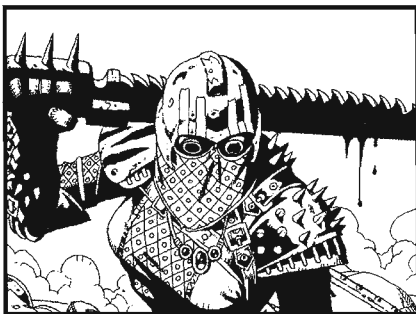
SCENARIOS: Ash Nomads roll on the Outlaw scenario table.

AMMO: It is difficult to keep and maintain some weapons in the ash wastes, so some Nomad weapons have different ammo rolls (See later).

EQUIPMENT: All Nomads have respirators (included in their cost). Without them they would certainly die outside the hive.



TREACHEROUS CONDITIONS: Ash Nomads are not affected by any of the High Winds (p226), or Ash Layer (p64), as they have been brought up to cope in these conditions outside the hive.

*Nomad leader*

1 NOMAD LEADER

Cost to recruit: 120 creds

The Nomad Leader is an inspirational character who has lived in the Ash Waste desert all their life. Many of these long lived survivors becomes legends amongst the Out Hivers.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

Leader: All the leader rules apply to the Nomad leader (pinning and Ld etc).

Weapons: The Nomad Leader may be given any equipment from all the Nomad lists except the heavy weapons list.

Initial Experience Points: 60+D6

0-2 NOMAD HEAVIES

Cost to recruit: 65 creds

Nomad heavies specialise in armour busting. The Nomads need to break into the Hive and knock out transports to perform raids making Heavies vital to each gang.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: The Nomad heavy may be given any weapons from any of the Nomad weapons lists. However, at least one Nomad heavy must be armed with either krak grenades, krak missiles and a missile launcher, a lascannon, autocannon, heavy plasma gun or melta bombs. This means that you could not have two heavies, one with a heavy bolter and one with a plasma gun for example. However, if one of these heavies had krak grenades this would be fine. This is to allow access to the Hive or armoured merchant crawlers during an ambush.

Initial Experience Points: 60+D6

NOMADS

Cost to recruit: 55 creds

Every Nomad is an absolute master of survival, able to walk hundreds of miles across the poisonous ash desert, and only eat and drink once every 'blue moon'.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: Nomads may be equipped with any weapons from the basic, pistol, close combat and grenades and shells lists.

Initial Experience Points: 20+D6

NOMAD JUVES

Cost to recruit: 30 creds

Although young and relatively inexperienced, every Nomad has to be a master of survival from the minute of birth. It is not long before these young Nomads either join the fight or die in the appalling conditions of Necromunda.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Weapons: Nomad Juves may be armed with weapons from the pistol, close combat and grenades and shells lists.

Initial Experience Points: 0

*Nomad*

ASH NOMAD WEAPONS

In the toxic wastes ammunition is often hard to come by, especially rare ammo, and some weapons are completely worthless. For instance flamers are of little use in high wind. A favoured weapon for Nomads is the 'Long Rifle', its long range being valuable in the wide open deserts. The following weapons lists include new ammo rolls for some weapons, and some are missing completely.

Close Combat Weapons Cost

Knife.....	free/5 creds
Sword/DoubleBladed Knife.....	10 creds
Club/Maul/Bludgeon.....	10 creds
Massive Sword/Axe.....	15 creds
Chains/Flails.....	10 creds
Chainsword.....	25 creds

Pistol Weapons Cost Ammo Roll

Plasma Pistol.....	25 creds.....	4+
Stub Gun.....	10 creds.....	4+
Autopistol.....	15 creds.....	5+
Lasipistol.....	15 creds.....	2+

Basic Weapons Cost Ammo Roll

Lasgun.....	25 creds.....	2+
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Autogun.....	20 creds.....	5+
Shotgun.....	20 creds.....	5+
(solid & scatter)		

Special Weapons Cost Ammo Roll

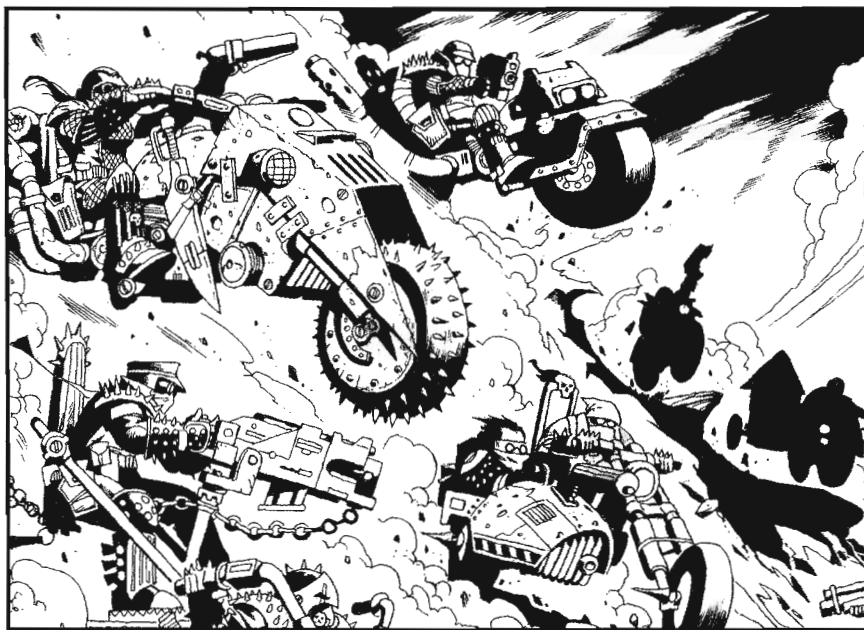
Plasma Gun.....	70 creds.....	4+
Meltagun.....	95 creds.....	4+
Grenade Launcher.....	130 creds.....	auto
Bolter.....	35 creds.....	6+
Long Rifle.....	45 creds.....	5+

Grenades and Shells Cost Ammo Roll

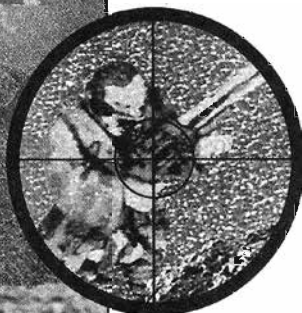
Frag Grenades.....	30 creds.....	auto
Krak Grenades.....	50 creds.....	auto
Dum Dum Bullets.....	5 creds.....	auto
Krak Missiles.....	115 creds.....	auto
Frag Missiles.....	35 creds.....	auto

Heavy Weapons Cost Ammo Roll

Heavy Stubber.....	120 creds.....	5+
Heavy Bolter.....	180 creds.....	5+
Missile Launcher.....	185 creds.....	auto
Lascannon.....	400 creds.....	4+
Heavy Plasma Gun.....	285 creds.....	4+
Autocannon.....	300 creds.....	5+



Nomad biker gang attack.



A Long Rifle takes careful aim.

THE LONG RIFLE

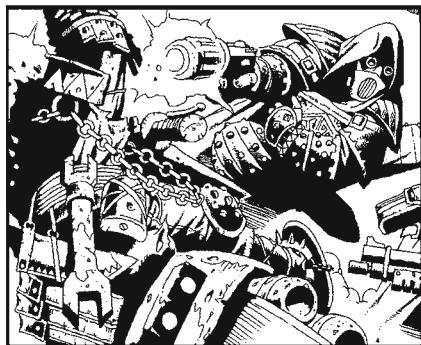
The Long Rifle is a term used to describe a weapon commonly employed by Ash Waste dwellers. These long barreled rifles, usually mounted with a scope or sight, are useful in the wide open spaces of the wastes, where an enemy can be easily spotted at great distances. The rifle is often used to pick off caravan guards at long range as the rest of a gang spring from ambush.

Short Range		Long Range		To Hit		Str	Dam	Save	Ammo
0-12	12-48	-	+1	4	1				
									5+

Special: Move or Fire

THE DOUBLE BLADED KNIFE

A common weapon amongst Nomads and other Outhivers is the Double-bladed knife. This ritual weapon was traditional carried by members of House Catallus, but it's use has become symbolic of the Nomads struggle. Although only a knife the double-blade allows a fighter to parry as if it was a sword.



THE ASH WASTES

After a fight the Ash Nomads move back to their base, unless they decide to hold another territory that they capture. The Ash Wastes territory has a varying effect after each game. Gangers may be able to scavenge a variety of age old waste products and mineral deposits. Roll a D6 before determining income and consult the following table.

D6 Roll Result

- 1 The Nomads can find nothing much of value in the wastes. They can only scavenge as normal for D6 creds each.
- 2-4 There may be some mineral streaks under the ash sands. Each Nomad may scavenge as normal, but if a 6 is rolled then they find another D6 creds worth of 'stuff'. If a further 6 is rolled another D6 creds are found etc.
- 5 The Nomads find a colony of animals that have somehow survived, mutated and twisted in the ash desert. As well as scavenging for D6 creds the gang may eat the animals. This means that they don't have to spend 2 creds per model. However, on a roll of 1 a randomly determined model must miss the next game through food poisoning.
- 6 The Nomads find a supply convoy and ambush it. No income may be earned by scavenging, but the supplies from the convoy earn the gang 2D6 x 5 creds.

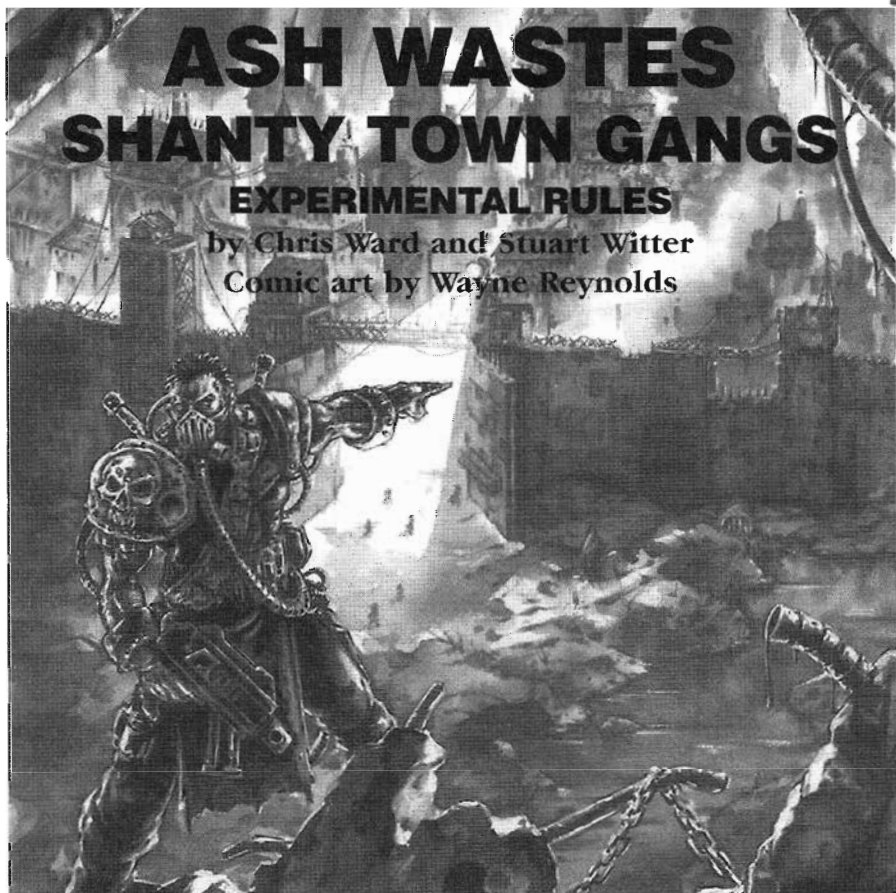
ASH WASTES

SHANTY TOWN GANGS

EXPERIMENTAL RULES

by Chris Ward and Stuart Witter

Comic art by Wayne Reynolds



At the base of every hive lies a number of sprawling shanty towns. Made from simple corrugated sheeting and plascrete blocks, the shanty buildings are built to try and keep out at least some of the appalling conditions of the wastes. However, they are temporary structures at best, and are invariably destroyed by the next ash storm to sweep the area. Shanty dwellers are unhealthy people, who rarely live into their twenties, the constant exposure to toxins and radioactivity taking its toll. Nevertheless, they are a determined and remarkably friendly people, and would rather live to fifteen in the open air than spend a minute in the dismal hives. Shanty gangs are formed by town Elders to repel raiding Nomads and to journey into the wastes to scavenge for scrap.

SPECIAL RULES

OUTLAWS: Shanty dwellers are NOT outlaws, providing they keep themselves to themselves. They may become outlaws as normal. Any shanty gang that raids a hive becomes immediately outlawed, however. (See Outhivers opposite for details on accessing the hive.) Note that this means the rules for Starvation do not apply unless the gang becomes outlawed. Outlawed shanty gangs that lose their single territory may roll a new one on the Shanty Territory table.

TERRITORY: Shanty dwellers have five territories generated as normal on the Shanty Territories table.

INCOME: The normal table is used to work out income. Any gangers not working a

territory may scavenge, but will receive only D6-1 creds per ganger.

TRADING: Shanty dwellers roll on the special Shanty Trading table (use Outlaw Trading Post until this is available).

HIRED GUNS: Shanty dwellers may hire any of the hired guns available outhive unless stated in their description (you'll have to wait for the hired guns I'm afraid!).

CAPTURE: No special rules apply to shanty dwellers regarding capture.

SCENARIOS: Shanty dwellers roll on the Ash Wastes scenario table (use the Outlaw scenario table and your imagination until this is available).

AMMO: It is difficult to keep and maintain some weapons in the ash wastes, so some Shanty weapons have different ammo rolls (see later). Note that this applies whether the weapons were purchased at the start of a campaign or later from the trading post. Note also that some weapons are not available to the Shanties at all – they are just too rare or hard to maintain.

EQUIPMENT: All shanty dwellers have respirators or plugs (cheap and easily home made) included in their cost. Without them they would certainly die outside the hive.

TREACHEROUS CONDITIONS: Unlike Ash Nomads, Shanty dwellers do not wander the ash wastes regardless of the conditions. Instead, they normally take shelter in the shanties. Shanty dwellers are therefore affected by treacherous conditions as normal (outhive or inhive).

OUTHIVERS: Shanty dwellers live in the shanties at the base of Necromunda's hive cities. They live and fight outside the hive. Shanty dwellers may not enter the hive unless they hold a territory that allows them to do so (eg, hive wall breach). Gangs that have one or more of these territories may also take part in normal Necromunda games. Note however that gangs entering the hive must fight on foot – vehicles and beasts may never enter the hive. Ever!

VEHICLES: Shanty gangs may buy any vehicles they can afford and maintain.

BEASTS: Shanty gangs may buy any beasts they can afford.

JUVES: At least half the starting gang must be made up of juves, as the death rate in the shanties is so high that few survive into their late teens. See also the special rules that apply to Juves later.

WEAK CONSTITUTION: All shanty dwellers are taken Out of Action on a D6 roll of a 5+, rather than a 6 as is normally the case, when rolling for injury and recovery.

1 SHANTY ELDER

Cost to recruit: 120 Creds

The Shanty Elder is a wise and experienced man, of maybe twenty five years of age. To survive this long in the shanties is remarkable, and there are very few tricks the Elder doesn't know. It is the shanty town's Elders who coordinate the rebuilding of the shanties, torn down by the inevitable ash storms.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	(7)8*

Leader: All the Leader rules apply to the Shanty Elder (pinning and Ld, etc). *However, his Leadership is 7 until the gang have won a game, at which point it automatically increases to 8.

Weapons: The Shanty Elder may be given any weapons from any of the Shanty lists, except heavy weapons.

Vehicles: The Shanty Elder may drive or ride on any of the gang's vehicles.



O-2 SHANTY HEAVIES

Cost to recruit: 60 creds

Shanty Heavies are big burly individuals with an impressive physique developed by lugging around the biggest weapons.

Profile M WS BS S T W I A Ld

4 3 3 3 3 1 3 1 7

Weapons: Shanty Heavies may have any of the weapons allowed by the Shanty lists.

Vehicles: A Shanty Heavy may be the gunner of a fixed weapon on a vehicle. If this is to be the case then the weapon should be purchased 'for him' as normal but the cost added to the vehicle cost, not the heavy on the roster. Fixed weapons are the only way move or fire weapons can be fired from moving vehicles in Necromunda: Battles in the Ash Wastes. Shanty Heavies who are not gunners may ride any vehicle as normal, and may still take over as driver in an emergency (see the vehicle rules for more detail).

SHANTY DWELLER

Cost to recruit: 50 creds

Shanty Dwellers are the mainstay of a shanty gang. They are tough, serious people with a will to survive.

Profile M WS BS S T W I A Ld

4 3 3 3 3 1 3 1 7

Weapons: Shanty Dwellers may be armed with any weapons from the Close Combat, Basic, Pistol or Primitive weapons lists.

Vehicles: Shanty Dwellers may drive or ride any of the gang's vehicles.

SHANTY JUVES

Cost to recruit: 20 creds

Shanty Juves are unhealthy, pasty individuals, their bodies yet to fully cope with their world of toxins. Nonetheless, they are cunning fighters, and band together in groups to overwhelm a more powerful opponent.

Profile M WS BS S T W I A Ld

4 2 2 3 3 1 3 1 (6)7*

Weapons: Shanty Juves may be armed with any weapons from the Close Combat, Pistol or Primitive weapon lists.

Vehicles: Shanty Juves may not drive a vehicle until they become gangers, except in an emergency (see the Vehicle rules for more details on this). Juves are allowed to ride bikes as normal, and may ride on any vehicle as a passenger.

Leadership: Shanty Juves band together in tight groups that work together in combat. A Juve making a Leadership test of any sort does so on a value of 0 unless another friendly model is within 2", whereupon they may use the Leadership of the other model for the test. This is because Shanty Juves are cowardly and rarely act on their own initiative, relying upon more experienced members of the gang to suggest courses of action. If more than one model is within 2" the player may choose which Ld value to use. If another Juve is within 2", that model's Ld of 6 may be used (ie, groups of Juves spur each other on, using one another's leadership - peer pressure!). A Juve that has no friendly models within 2" and is required to take a Leadership test will fail automatically.



THE HANDBOW

The handbow follows the normal rules for handbows in the New Weapons section of *Outlanders*. However, it must also be noted that a handbow cannot damage a vehicle.

Shanty Town Territory Table

D66	Territory	Income	Notes
11-15	<i>Asb Wastes</i>	0	Shanty dwellers may not work this territory as Ash Nomads do, no income is generated.
16	<i>Sludge Outpouring</i>	2D6	By extracting chemicals from the sludge 2D6 creds income are generated by the Ganger.
21-25	<i>Shanty Ruins</i>	10	Searching through the rubble of a shanty destroyed by the last storms yields 10 creds.
26	<i>Sludge Sea</i>	15	Not a bit of the sump but a real sludge sea. This may be dredged by the Ganger for 15 creds worth of chemicals and detritus.
31-35	<i>Shanty</i>	20	A shanty town may produce Juves to aid in your fight. Each time the territory is worked roll a D6. On a 6 a new Juve joins your gang for free (you must buy his equipment).
36	<i>Storm Shelter</i>	D6x5	Some shanties are lucky enough to have a substantial bunker or other shelter to escape to during the storms. Of course, as owner of a storm shelter it is only fair to charge for its use, giving you D6x5 creds income.
41-45	<i>Gambling Den</i>	Any D6	The shanty towns have as many gambling dens as the hives, if not more. To work the gambling den roll as many D6 as you wish and add the results. However, if more than a single 1 is rolled you lose the total amount shown on the dice.
46	<i>Nutrient Vats</i>	20	The nutrient vats of a shanty town are the main source of food, and thus a great source of income for a shanty gang. An outlawed shanty gang with this territory need not spend any money on feeding the gang; the nutrient vats supply all their needs. Non-outlawed shanty gangs get no special benefit from this territory.
51-55	<i>Windtrap</i>	30	A windtrap and its catchbasin are one of the few sources of water in the ash deserts of Necromunda. This water may be sold to a purifier for 30 creds income.
56	<i>Slave Trader</i>	2D6	By offering the slave trader tips on where to find potential 'employees' you earn 2D6 creds. In addition any captured enemy models may be sold to the slave trader for D6x5 creds each.
61-63	<i>Shanty Guilder</i>	D6x5	A low on his luck guilder earns your gang D6x5 creds worth of trade
64-65	<i>Hive Wall Breach</i>	D6x5	This allows the gang to make profitable raids on the hive. With this the gang can take part in normal games of Necromunda.
66	<i>Water Purifier</i>	D6x10	A water purifier may turn over a tidy profit by purchasing water from outside. However, if the gang also owns a windtrap and catchbasin then 2D6x10 income is generated instead.

HAND-TO-HAND WEAPONS

ITEM	COST IN CREDITS
Knife	Free/5
Sword/Double Bladed Knife	10
Clubs/Mauls/Bludgeons	10
Chain/Flail	10
Massive Axc/Sword	15
Chainsword	25

BASIC WEAPONS

ITEM	COST IN CREDITS
Autogun	20
Shotgun (solid + scatter shells)	20
Lasgun	25

PISTOL WEAPONS

ITEM	COST IN CREDITS
Stubgun	10
Autopistol	15
Laspistol	15
Plasma Pistol	30

PRIMITIVE WEAPONS

ITEM	COST IN CREDITS
Musket	6
Hand Bow	5
Blunderbuss/Scatter Gun	8

SPECIAL WEAPONS

ITEM	COST IN CREDITS
Long Rifle	45
Plasma Gun	70
Meltagun	95

HEAVY WEAPONS

ITEM	COST IN CREDITS
Heavy Stubber	120
Missile Launcher (missiles extra)	185
Heavy PlasmGun	285
Autocannon	300
Lascannon	400

GRENADES

ITEM	COST IN CREDITS
Krak Grenades	50
Frag Grenades	30
Dum-dum Bullets	5
Frag Missiles	35
Krak Missiles	115

SHANTY DWELLER CONVERSIONS

Shanty dwellers are bottom feeding scum who live in terrible polluted conditions, normally only a couple of layers of corrugated metal away from toxic ash storms and pollutant sludge raining down from up hive. Although the conditions they live in are harsh, they are the trading points for the inhabitants of the wastes and a particularly successful town's elder will be able to raise a gang with which to protect himself from nomad raids or even to launch ambushes on unsuspecting convoys.

The following guy is a Shanty Elder and the leader of my shantytown gang. He is based on a Delaque leader, with the head, boltgun, hand holding stubgun, knife holster and snake designs, including the pendant round his neck, carefully removed with clippers. The head was a bit tricky to remove but persevere using little snips, removing a bit at a time.

The shotgun I used is from 'Iron Hand' Straken and was chosen for its cool single barrel pump action. A pistol crossbow from a Ratskin brave was put in the other hand, and a club taken from the hand of a Gorkamorka Rebel Grot was added to his belt. The head is from a Vampire Counts Ghoul and has hair and a respirator sculpted from green stuff.

When I came to paint him I gave the hair a couple of coats of gloss varnish to really make it look dank and greasy. For the rest of the miniature I used natural colours, adding stains and dirt for a rough dirty look.

The ganger is based on a Steel Legion trooper, his head and arms have been removed. The head and gas mask have been sculpted with green stuff. The gas mask was fairly easy to do. Sculpt the basic shape first then press in eyeholes using a piece of round sprue. When this is dry cut an area for the pipe to be added. This was made using guitar string. The blunderbuss that he sports is taken from the Mordheim Henchmen sprue.

Shanty Juvies make up the main bulk of your gang and are rather fragile. These models are supposed to represent unruly gangs of street kids, not hardened fighters. Any opportunity to make them look small or weak should be taken.

ASH WASTES

JOURNEYMEN GANGS

EXPERIMENTAL RULES

by Chris Ward & Stuart Witter

Despite the massive distances and harsh conditions involved, trade between the hives of Necromunda is very important to all. Offworld goods and rarities must be moved from the starport to the customer, who may be in a completely different hive, and of course the massive product of the manufacturing industries must be taken somewhere. Even in the underhive trade takes place with other hives. However, unlike the upper spires and even the houses of the hive city, underhivers do not have access to the transport tubes, lighters and cargo shuttles that the uphivers rely on. Instead they must make do with the one option left – transporting the goods across the ash wastes. Guilders may make this journey themselves, indeed they often do, with massive caravans of beasts of burden, transport vehicles and men on foot. They may also employ Nomad gangs to transport goods for them, although this is risky to say the least ('this looks real nice – I think I'll keep it...'), and only what the Nomads can carry on their backs may be transported. There is still another option for Guilders needing to transport large amounts of goods, or goods that cannot be trusted to Nomads: Journeymen.

Journeymen spend their lives in the contract of a Guilder, or a group of Guilders. They are a trusted group of hauliers who earn their living transporting goods across the wastes for the Guild, often the contract being passed from father to son to keep the trust of the Guilders. This is not to say, of course, that all Journeymen are upstanding citizens and none have ever broken their contract, deserting the Guilders and stealing the valuable cargo. However, for the most part the Journeymen are trustworthy – they are kept and treated

well by underhive standards, providing their cargo gets through, and are well protected by the Guild.

A Journeyman gang normally consists of one Journeyman and his employees, including hired outriders, goons and other hired scum.

SPECIAL RULES

LAW ABIDING: Journeymen are most definitely not outlaws – they are in the employ of the guild.

TERRITORY: Journeymen have no territory as such; they have only the Hive Guilder Contract Territory, which they work in a special way (below). This territory is unique to them and will never be lost or captured.

INCOME: The Journeymen gain their only income from completing their contracts to move goods across the wastes. Each contract the take on will be for a great deal of creds and will keep them and their staff in bullets and wildsnake until the next contract – that is if they fulfil it. If the Journeymen win the game, take their gang rating, divide it by ten rounding down to the nearest whole number. This is the income that the gang must spend on food, ammunition and fuel. Cross-reference it with the income table in Necromunda to find out how much profit your gang has left to add to its stash. However if the Journeymen lose and fail to complete their mission they are forced to find alternative sources of income. Each member of the gang other than the Journeyman can earn D6 creds by hiring themselves to under hive gangs. This is not compared to the income table or halved (they are not outlaws) and represents the only profit they make until securing another contract.

TRADING: Journeymen gangs trade at the Normal trading post. They always count as having the guild contact territory for the purposes of the sale of equipment.

HIRED GUNS: Journeymen gangs use lots of hired guns to make up numbers for travelling across the wastes, and to act as guides. Indeed the whole gang is paid to work for the Journeyman. Journeymen gangs may hire any hired guns they can afford to keep.

CAPTURE: No special rules apply to models captured by the Journeymen gang. No special rules apply to the capture of any members of the Journeymen gang other than the Journeyman himself. If he is captured the Guild will supply a bounty hunter for free if you decide to attempt a rescue mission.

SCENARIOS: Journeymen roll on the Ash Wastes Scenario Table. (Use the standard scenario table until this is available)

AMMO: Unlike most gangs in the Ash Wastes, Journeymen have excellent access to ammo and weapons. There are no special rules applying to ammo rolls, but note that some weapons are still unavailable, as they are of little use in the wastes (e.g. flamers)

EQUIPMENT: All Journeymen have respirators or plugs included in their cost. Without them they would certainly die outside the hive.

TREACHEROUS CONDITIONS: Journeymen are affected as normal by all treacherous conditions.

OUTHIVERS: Journeymen live and work outside the hive. Although they have access to the hive for the purposes of loading and unloading goods they never enter the hive proper. Journeymen gangs may never be used in the hive.

VEHICLES: Journeymen gangs all have a special type of vehicle as standard – the Rig. This must be bought as usual from the 1000 starting creds and must be a transport vehicle. Other than that it is up to you, but bear in mind Rigs should be big and hard.

BEASTS: Journeymen may have beasts just like any other gang if they wish. Note that the Rig can be a Beast but must be a gigantic one.

1 JOURNEYMAN

Cost to recruit: 120 Creds

The Journeyman is the person who actually holds the contract with the guild; he is the most experienced member of the gang and is respected for this and the fact that he pays all the wages.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	8

Leader: All the leader rules apply to the Journeyman (pinning and Ld etc).

Weapons: The Journeyman may be armed with weapons chosen from the Hand-to-hand, Pistols, Basic, Special Weapons and Grenades lists.

Vehicles: The Journeyman may drive or ride on any of the gang's vehicles.



0-2 MERCENARY HEAVIES

Cost to recruit: 60 creds

Certain well-trained mercenaries hired by the Journeymen are given gunner positions on the gang's vehicles, they also maintain the rig and carry out makeshift repairs after nomad attacks.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons: Mercenary Heavies may be armed with weapons chosen from the Hand-to-hand, Pistols, Basic, Heavy, Special Weapons and Grenades lists.

Vehicles: A Mercenary Heavy may be the gunner of a fixed weapon on a vehicle. If this is to be the case then the weapon should be purchased 'for him' as normal but the cost added to the vehicle cost, not the heavy's on the roster. Fixed weapons are the only way move or fire weapons can be fired from moving vehicles in Necromunda: Battles in the Ash Wastes. Shanty heavies who are not gunners may ride any vehicle as normal, and may still take over as driver in an emergency (see the vehicle rules for more detail).

Q-4 OUTRIDERS

Cost to recruit: 50 creds

Outriders are the eyes and ears of the gang. They scout ahead of the rig, weary of traps, ambushes and hostile conditions that may threaten the payload. To fulfil this function professional outriders always ride a bike, or occasionally a small, fast beast.

Profile M WS BS S T W I A Ld

4 3 3 3 3 1 3 1 7

Weapons: Outriders may be armed with any weapons from the hand-to-hand, basic, pistol or grenades lists.

Vehicles: Outriders must either ride a bike at the discounted cost of +65 creds or a small riding beast at the cost of +20 creds.

MERCENARIES

Cost to recruit: 50 creds

Mercenary scum are the paid bodyguards of the journeymen. They respect him because of his vast knowledge of the wastes, his position in the employ of the guild and because he pays them their wages. Many mercenaries are employed by Journeymen, as it is only the guild who can afford to pay their often exorbitant fees.

Profile M WS BS S T W I A Ld

4 3 3 3 3 1 3 1 7

Weapons: Mercenaries may be armed with any weapons from the hand-to-hand, basic, pistol or grenades lists.

Vehicles: Mercenaries may drive or ride on any of the gang's vehicles.

**GOONS**

Cost to recruit: 20 creds

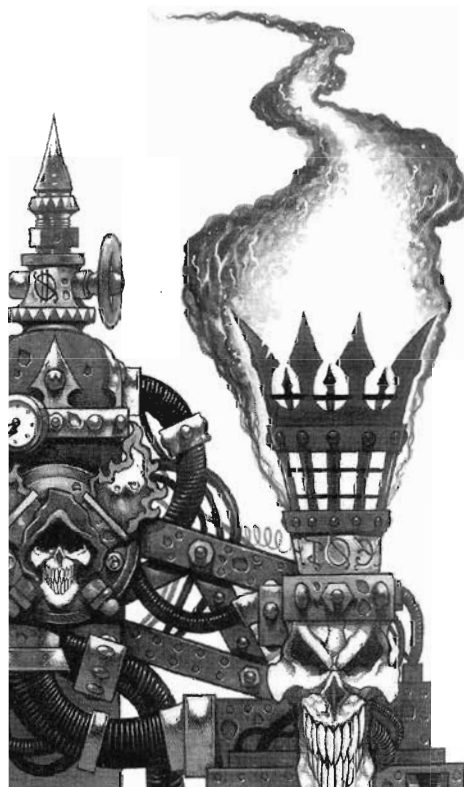
Rather poorly skilled, unsuccessful scum are often employed to walk the decking of the rig to repel boarders and fight off any ambushing shanty dwellers that might get too close. After gaining enough experience in the wastes a goon may eventually become a mercenary, able to charge more for his professional 'services'.

Profile M WS BS S T W I A Ld

4 2 2 3 3 1 3 1 6

Weapons: Goons may be armed with any weapons from the hand-to-hand, pistol or grenade weapon lists.

Vehicles: Goons may not drive a vehicle until they become Mercenaries, except in an emergency (see the vehicle rules for more details on this). Goons are allowed to ride bikes as normal, and may ride on any vehicle as a passenger.



ASH WASTES

HIVE PROSPECTOR TEAMS

EXPERIMENTAL RULES

by Chris Ward, Stuart Witter & Rob Atkins

Necromunda's ash wastes, an inhospitable desert of industrial detritus created over millennia of pollution. Here ash storms can whip up without warning and strip the skin from flesh within seconds. Those that live there usually do so out of necessity rather than choice, but there are individuals that make a living from the wastes. Scavengers search for materials discarded by industry. Now, hundreds of years later, these materials, once seen as useless by-products,

have become valuable for use in factories of the great houses. Guilders will pay many credits for locations of mineral finds so that they can sell the produce to hive family contacts. Derelict vehicles and spacecraft buried by the continually shifting ash may also be uncovered and salvaged. It is this type of find that scavengers dream of because cargos that are sent across the wastes from hive to hive are usually very valuable and ancient spacecraft hold the most prized treasure of all, archeotech.



The Houses of Hive Primus send out teams of workers to find potential areas to mine for valuable materials. Prospector teams consist of highly skilled engineers supported by servitors to do much of the physical labour. All teams leave the hive suitably armed so that they may defend themselves from the hostile inhabitants of the wastes. Each team will have access to a number of industrial vehicles, which they use to survey and take samples from areas surrounding the local spires. When a team finds an area that is worth mining first it is claimed in the name of their house. Then, House workers erect semi-permanent structures in that area and slaves are brought in to quickly recover the find before ash storms reclaim it. The more areas a House prospector team identifies, that recover profit-making materials for the House, the more expensive and effective equipment its house will invest in it.

SPECIAL RULES

HOUSE: Each prospector team comes from one of the rival Hive City Houses: Orlock, Goliath, Van Saar, Escher, Cawdor or Delaque. This choice will determine the skills that your engineers may gain in campaign games.

TERRITORY: Prospector teams do not have territory as such and generate income in a slightly different way. Each time they venture into the wastes they gather information on an area for mining potential. The house will offer more valuable equipment if the area is of greater interest. After each game roll on the Prospector Territory chart (later).

INCOME: The normal table is not used to work out income, this is because the engineers of a prospector team have food and shelter provided by their House. On their return to the hive the creds they earn from the Territory chart do not get modified in any way.

TRADING: Prospector teams have access to all types of weaponry and rare items and as such weapons, rare items and gang members should be bought from the usual non-outlaw trading post to represent the house's armoury.

HIRED GUNS: Prospector teams may not have any hired guns.

CAPTURE: No special rules apply to prospector teams regarding capture.

SCENARIOS: Prospector teams roll on the Ash Wastes Scenario table (use the Outlaw scenario table and your imagination until this is available).

EQUIPMENT: All prospector teams have respirators included in their cost. Without them they would certainly die outside the hive.

VEHICLES: House Prospector teams may buy any vehicles they can afford.

BEASTS: House Prospector teams may not buy any beasts, all equipment is returned to the hive after each expedition.

JUVES: Only two Juves can be part of a prospector team at any one time. These apprentices need to be constantly trained in the operation of the complicated mining

machinery and it is considered bad practice to have too many on an expedition.

1 PRINCIPAL ENGINEER

Cost to recruit: 120 Creds

A Principal Engineer coordinates the team's activities. He will be the most experienced member of the team both in the recovery of samples and defending himself from nomad and shanty attacks. Members of his team will take orders from him without question or hesitation.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	3	3	1	4	1	8

Leader: All the Leader rules apply to the Principal Engineer (pinning and Ld etc).

Weapons: The Principal Engineer may be armed with weapons chosen from the Hand-to-hand, Pistols, Basic, Special Weapons and Grenades lists.

Vehicles: The Principal Engineer may drive or ride on any of the gang's vehicles.

ENGINEER

Cost to recruit: 50 creds

Engineers are the workhorses of the team and form the bulk of the team's numbers. They are tough and dependable fighters.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Weapons: Engineers may be armed with any weapons from the Hand-to-hand, Basic, Pistol or Grenades lists.

Vehicles: Engineers may drive or ride any of the gang's vehicles.



0 - 4 SERVITORS

Cost to recruit: 90 Creds

These are cyborgs; half-men, half-machines, that have had their higher brain functions erased. They are treated more as property than as people and can carry out simple tasks without independent thought.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	4	1	3	1	6

Immune to Psychology: A Servitor's mind is completely blank so it is not effected by *Fear* or *Terror*.

Experience: Servitors cannot gain experience as their ability to learn was removed during their creation. They start with an initial experience of 50+D6 to reflect their programming and they never receive any further experience. Ever! Not even if they get 'Survived against the odds'.

Armour: Due to its partly mechanical body, a Servitor receives a 5+ saving throw.

Weapons: Servitors may only be armed with up to two weapons from the Servitor weapon list below and can never be armed with any other weapon (Servitor weapons follow the rules for Pit Slave weapons in Outlanders).

Vehicles: Servitors may not drive, but may ride in any of the gang's vehicles.

SERVITOR WEAPONS

ITEM	COST IN CREDITS
Rock Drill	15
Claw	15
Shears	15
Hammer	20
Buzz Saw	25
Chainsaw	25



0 - 2 ENGINEERING APPRENTICES

Cost to recruit: 20 Creds

Apprentices are inexperienced engineers eager to join a team of prospectors and explore the foreboding ash wastes. They are poor workers and even worse fighters but given training they can become valuable members of the team.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	6

Weapons: Engineering Apprentices may be armed with any weapons from the Hand-to-hand, Pistol or Grenade weapon lists.

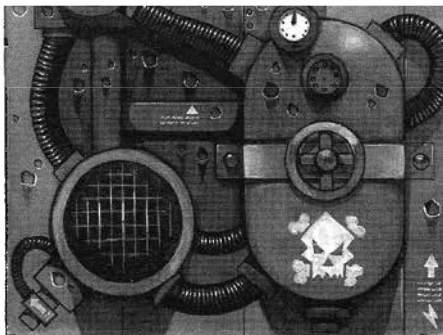
Vehicles: Apprentices may not drive a vehicle until they become Gangers, except in an emergency (see the Vehicle Rules for more details on this). Apprentices are allowed to ride bikes as normal, and may ride on any vehicle as a passenger.



GAINING EXPERIENCE

Experience Points	Title
0-5	Engineering Apprentice
6-10	Engineering Apprentice
11-20	Engineering Apprentice
21-30	Engineer (starting level of Engineer)
31-40	Engineer
41-50	Engineer
51-60	Engineer (starting level of Servitor)
61-80	Advanced Engineer (starting level of Principal Engineer)
81-100	Advanced Engineer
101-120	Advanced Engineer
121-140	Advanced Engineer
141-160	Advanced Engineer
161-180	Advanced Engineer
181-200	Advanced Engineer
201-240	Engineer Adept
241-280	Engineer Adept
281-320	Engineer Adept
321-360	Engineer Adept
361-400	Engineer Adept
401+	Mechanicus Acolyte

Hive Prospector teams use the Advance Roll table and the skill table as per their House detailed in the Necromunda Sourcebook.

**EXPERIENCE**

When you recruit a Hive Prospector team the fighters will already have some experience in how to fight. The table below shows how much experience the different types of fighters have to begin with. You should record each fighter's Experience points on your gang roster.

Type	Starting Experience Points
Engineering Apprentice	0
Engineer	20 + 1D6
Servitor	50 + 1D6
Principal Engineer	60 + 1D6

MAXIMUM STATS

FOR PRINCIPLE ENGINEERS, ENGINEERS AND ENGINEERING APPRENTICES

M	WS	BS	S	T	W	I	A	Id
4	6	6	4	4	3	6	3	9

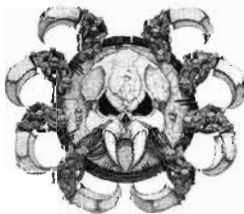
ADVANCES

When a prospector team Engineer gains enough experience to get an Advance roll, roll on the Standard Gang Advance Roll table in the Necromunda Rulebook. As usual, when an apprentice (Juve) acquires 21 experience points he may gain ganger skills (i.e. ferocity skills), and may have basic weapons.



Hive Prospector Team Territory Table

D66	Territory	Income	Notes
11-15	Ash Wastes	0	Nothing but worthless ash, no income is generated.
16	Outflow	2D6	Chemicals recovered from an ancient outflow prove some use for research; 2D6 creds income is given to the team.
21-25	Ruins	3D6	Taking samples from this area creates some interesting findings and the team receive 3D6 creds.
26	Sludge Sea	4D6	Samples dredged from this sea reveal chemicals of some use to the House; the prospector team receives 4D6 creds incentive.
31-35	Hard-Baked Ash Pan	5D6	The pan is shielding an area worthy of more research, 5D6 creds are given to the team as income.
36	Scrap Wreckage	6D6	A sizable portion of scrap materials are taken back to the house to break down, the team receives 6D6 creds.
41-45	Chemical Find	D6x10	An area that is of sufficient resource to set up a chemical reclamation plant is reported and the team is rewarded with D6x10 creds income.
46	Transport Tube Wreck	D6x10	A cargo that has lain in a destroyed transport tube for hundreds of years is recovered by the team's survcys. The team receives 2D6x10 creds from the House.
51-55	Vehicle Wreck	2D6x10	A massive crawler containing valuable commodities is found beneath the ash. The cargo is of such importance that the team receives 2D6x10 creds reward.
56	Ore Find	3D6x10	The samples taken from this area reveal it is a prime ore mine, work to set up a semi-permanent mining facility are soon under way and the House gives the team 3D6x10 creds income.
61-63	Mineral Find	2D6x10	The minerals found to be present in the samples taken in this expedition give the House confidence that a mine should be erected in that area, the team is given 2D6x10 creds income.
64-65	Spacecraft Wreck	2D6x10	A craft buried in the ash has a massive cargo that will take huge teams of pit slaves to recover. This find is worth thousands of credits to the House and the team receives 2D6x10 income.
66	Archeotech	6D6x10	A pocket of materials covers ancient wreckage containing several items of archeotech. The gang may choose to roll a random item of archeotech from the Outlanders supplement or claim a hefty 6D6x10 cred income.



ASH WASTES VEHICLE RULES

by Chris Ward and Stuart Witter

The ash deserts of Necromunda and the gangs who may be found there were described in last month's Necromunda Magazine, along with ideas for converting your gang's vehicles. This month the rules for vehicles in your battles in the Ash Wastes are presented in full. Next issue we'll talk more about adding vehicles to your gang roster, but for the time being we've included a section at the end of the rules with the cost for different types of vehicles so you can start playing with them straight away!

VEHICLE TYPES

The vast Ash Waste of Necromunda is different in every way to the hive cities scattered over its surface. For the most part sweeping plains and shifting dunes cover the planet's surface, although large oceans and lakes of sludge still exist, often so thick they cannot be navigated by ships at all. The wastes are desolate and seemingly lifeless places, yet life does somehow still manage to survive, in the form of mutated creatures. . . and the gangs of Nomads, Shanty Dwellers and other gangs that constantly scour the planet's surface looking for mineral deposits, buried wreckages and convoys to ambush.

The gangs in the Ash Wastes use a variety of vehicles when moving through the wastes, some simple wheeled buggies or bikes, some bizarre walking contraptions that stride over obstacles with ease.

There are four different vehicle types; bikes, light vehicles, armoured vehicles and heavy armoured vehicles. These may be one of five motive types; wheeled, tracked, walker, crawler, or skimmer. The Vehicle Types table illustrates the possible combinations of these vehicles. When making your model it should fit into one of these types.

VEHICLE TYPES TABLE

	Bike	Light	Armoured	Heavy	Arm'ed
Wheeled	Yes	Yes	Yes		Yes
Tracked	No	No	Yes		Yes
Walker	No	Yes	Yes		Yes
Crawler	No	No	No		Yes
Skimmer	No	Yes	Yes		No



Some vehicles may be made to transport several models; others are designed for just the driver. A vehicle may be described as Single Seater which can only carry the driver, 5-Man which can transport 5 models (including the driver), or Transport, which can carry an entire gang. For now it is important to know only that these vehicle types exist; the rules for buying these vehicles are covered later.

The most important factor when deciding what type of vehicle a gang has is simply this; it must be represented by a WYSIWYG model. If you do not have a model to represent your vehicle then you must make one. There are no exceptions. Even if both players agree to use a cardboard template to represent 'Johnny's Walking Death Behemoth' you may not do it. Never. Ever. You have to make one, that's half the fun!

MOTIVE TYPES

Wheeled Vehicles

These are the most abundant vehicles of the Ash Wastes. They are simple to make and maintain, and easy to drive. No special rules apply to wheeled vehicles.

Tracked Vehicles

Tracked vehicles can be very useful in the desert. They can find grip where a wheeled vehicle might fail, and are able to easily travel over rough terrain. However, they are harder to maintain and are slower. Tracked vehicles are always more heavily armoured; the very nature of the tracks makes them harder to damage.

Tracked vehicles may move over difficult terrain without penalty, and may move over very difficult ground, at slow speed only, without penalty.

Walkers

Walkers are a technological nightmare. Hard to fix, near impossible to find parts for and tricky to pilot, they are nevertheless of great use in uneven ground, where they can stroll over most rough terrain with no problems.

Walkers may move with no penalty over difficult and very difficult ground, and may cross many obstacles that the model itself could reasonably cross. See the terrain section for more details.

Crawlers

Crawlers are gargantuan slow moving platforms that roll perpetually forwards, crushing all in their path. A variety of special rules apply to crawlers. Read the rest of the rules to see how these special abilities come into play.

1. Crawlers do not move at the same speed as other vehicles. Instead they move at a crawl. Crawlers may move up to 3" a turn and make up to one 45-degree turn.

2. Crawlers never ram other vehicles. If they move into other vehicles they simply push them aside with no damage to either the crawler or the other vehicle.

3. Crawlers can move over any terrain without penalty. The only things that they cannot simply move through are buildings or other large structures. If they move over obstacles such as barrels or rocks they are destroyed; remove the scenery from the table.

4. Models may fire *move or fire* weapons from a moving crawler as long as the fighter himself hasn't moved.

5. Models on foot automatically dodge a crawler if it moves into them; there is no need to take an initiative test. Models that are down that a crawler moves over are automatically taken out of action.

Skimmers

Skimmers are slow hovering platforms that float from a few inches to waist height above the ground. Massive turbines or jets propel the skimmer along over ash, rubble, liquid or whatever. Skimmers aren't very popular amongst the gangs roaming the wastes; they are hard to maintain and use a large amount of fuel. This inefficiency usually limits their users to guilders and house prospector teams, although richer Nomads have been known to keep skimmers for unusual missions.

Skimmers can ignore the effects of all terrain except obstacles and certain types of impassable ground. See the terrain section for more details on this.

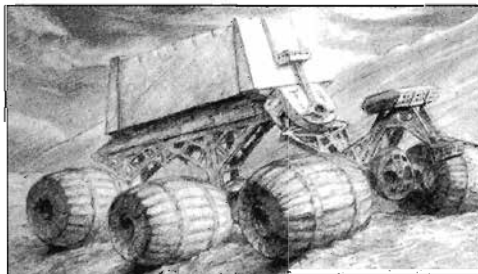
MOVEMENT

TERRAIN TYPES

In the Ash Wastes, just as in the Underhive of Necromunda's Hive Primus, terrain may be divided into four types; open ground, difficult ground, very difficult ground and walls/obstacles.

Open Ground

This ranges from flat ash plains to rolling dunes and shallow mounds of ash. Open ground may be moved over as in Necromunda for models on foot. Vehicles move over open ground with no penalty.



Difficult Ground

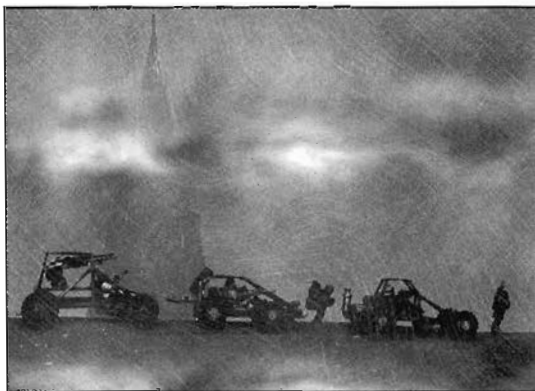
Including steep slopes and loose ash. Models on foot move over difficult ground as in the Underhive (i.e. half rate). Vehicles moving at slow speed suffer no penalty. Vehicles moving at combat or fast speed must roll a D6 and consult the difficult terrain table, adding a +1 to the roll, unless the driver can first roll equal to or under his initiative on a D6. Tracked vehicles, skimmers, walkers and crawlers may move over difficult ground with no penalty.

Very Difficult Ground

This consists of sludgy ground, deep ash, shallow pools of chemicals or effluent, or thick rubble. Models on foot move over difficult ground as in the Underhive (i.e. quarter move). Vehicles moving through very difficult ground must roll a D6 and consult the difficult terrain table unless the driver can first pass an initiative test by rolling equal to or under his initiative on a D6. Tracked vehicles may move through very difficult ground at slow speed with no penalty. Walkers, Skimmers and Crawlers may all cross very difficult ground with no penalty.

Impassable Ground

Terrain such as steep rocky cliffs, rivers of sludge and deep pools of acid cannot be crossed by either models on foot or vehicles. Skimmers may cross pools or rivers of any depth, but any models that fall off and land in the liquid are taken immediately out of action. Buildings and other man made structures



are also considered impassable ground for vehicles; models on foot may well be able to enter.

Walls/Obstacles

Included in this category are any obstacles over 1" high, or that could reasonably prevent a vehicle from crossing. Models on foot cross obstacles as in the Underhive (i.e. they give up half their move). Vehicles may not attempt to cross obstacles. A little common sense is required here; if the vehicle looks as if it could reasonably shove aside or break through the obstacle with no ill effects (e.g. a flimsy fence), then it should be able to do so. Decide before the game which obstacles prevent vehicle movement, depending on the terrain in your collection.

DIFFICULT TERRAIN TABLE

Speed	Slow	Combat	Fast	
D6 RESULT	-	1	1-2	The driver loses control and the vehicle swerves before spinning wildly out of control. Roll a D6 to see which way the vehicle swerves; 1-3 it swerves 45 degrees left, 4-6 it swerves 45 degrees to the right. The vehicle then moves forward D6" before coming to halt facing a random direction. Roll a scatter dice to see which way the vehicle ends facing. The vehicles move ends here. Any models on board may not shoot this turn and may not dismount from the vehicle. If models on board are fighting in a boarding action continue as normal.
	1-3	2-4	3-5	The driver wrestles with the vehicle's steering before bringing it under control. The vehicle swerves. Roll a D6 to determine which direction it swerves; 1-3 it swerves 45 degrees to the left, 4-6 it swerves 45 degrees to the right. Following the swerve the model may continue to move as normal. Models on board may not shoot this turn, but may dismount or fight in boarding actions as normal.
	4+	5+	6+	The driver negotiates the terrain superbly. The vehicle may continue its move as normal

Walkers may cross an obstacle if the model could conceivably step over it, again more common sense is needed here. Skimmers may not cross obstacles as they float barely off the ground. Crawlers are special. They move forwards crushing anything in their path with their broad tracks or massive wheels. As such, any walls or obstacles that a crawler moves over are destroyed – remove the scenery piece from the board. Remember, obstacles and walls does not include buildings and larger structures, just decide before the game which of your scenery counts as obstacles and which is impassable.

MOVING

SPEEDS

As mentioned above, all vehicles have a motive type that governs their maximum speed. This will determine whether the top speed of your vehicle is slow, combat or fast speed. Some vehicles, such as heavily armoured trucks or similar may only be able to move at slow speed, whereas light bikes, quad buggies or comparable vehicles may be able to move at fast speed. See the max speed table to find out the maximum speed of your vehicle.

In the movement phase of your turn you may move any of your vehicles that are currently in action (not disabled or destroyed). Before moving each vehicle decide how fast you will move it; slow, combat or fast speed. The characteristics of each vehicle dictate its top speed, you may not declare a speed faster than that allowed for the relevant vehicle type in the table below. Note that you should declare how fast you intend to move at the beginning of each vehicles move. It may be worth using some kind of coloured counter or marker to remind players the speed that each vehicle is moving.

MAXIMUM SPEED TABLE

	Bike	Light	Armoured Heavy	Arm'ed
Wheeled	Fast	Fast	Combat	Slow
Tracked	N/A	N/A	Combat	Slow
Walker	N/A	Combat	Slow	Slow
Crawler	N/A	N/A	N/A	Crawl
Skimmer	N/A	Slow	Slow	Slow

SLOW SPEED

All vehicles (with the exception of crawlers – see Vehicle Types) are able to move at slow speed. At slow speed you may move your vehicle up to 6" in the movement phase and make up to four 45-degree turns. Turns may be combined in any way you choose; for example you could make two 90-degree turns or one 180-degree turn. Turns may be made at any point during the vehicles move. At slow speed a vehicle may also use a portion or its entire move in reverse gear, to manoeuvre in a tricky situation or run down models behind the vehicle for example. Treat any moves in reverse just as you would for slow speed, but move the vehicle backwards.

COMBAT SPEED

Some vehicles are able to move at combat speed. At combat speed you may move your vehicle up to 12" in the movement phase and make up to two 45-degree turns (or combinations).

FAST SPEED

A few vehicles, such as bikes and light vehicles can move at fast speed. At this speed vehicles move 12" (no more or less) in the movement phase and may make up to one 45-degree turn. However, this is not all. Immediately following the shooting phase any fast vehicles may move additionally – up to a further 12". If the vehicle did not use its turn earlier it may make up to one 45-degree turn. This means that in total the vehicle may be moved between 12" and 24" and turn once up to 45-degrees. Note that this move is an extra phase – it takes place after shooting and before hand-to-hand combat.

TURNING

It is important to note at this point that vehicles are always pivoted about their midpoint when moving. This prevents really picky (and beardy!) players from moving unfairly.

In addition note that vehicles in extreme circumstances do not have to be turned exactly 45-





degrees and combinations are permitted. For example, when weaving through rocks or debris a vehicle may turn once 20-degrees and then 25-degrees, even at fast speed. This is because movement in real life is a fluid motion, vehicles do not stop, pivot and turn; the rules just try to cover this in the most realistic way possible.

VEHICLES WITHOUT A DRIVER AND OUT OF CONTROL VEHICLES

If a vehicle is in the unfortunate situation that it has no driver, either because he is pinned, down, out, thrown out of the vehicle or whatever the vehicle is referred to as Out of Control. Out of Control vehicles are moved at the start of the movement

TAILING

By ending the movement of one of your vehicles in your turn within 2" of the rear of an opposing vehicle you may declare you are going to tail. You may move to this 2" tailing position either during the movement phase or the special phase for fast vehicles. Note that to tail an opposing vehicle you must finish your move facing roughly the same way as it, in other words you must have your nose to their tail. A tailing vehicle cannot make turns unless the lead vehicle makes one to follow, so a tail cannot be initiated if the chasing vehicle is at an angle to the other, it would be instantly shook off. Once in this position you may move the tailing vehicle in your opponents move as well as your own. This is done as follows:

As your opponent moves the vehicle you are tailing, move your vehicle to keep within 2". However, each time your opponent turns you must roll 2D6 and get equal to or lower than your drivers Ld (i.e. take a Ld test). If you pass then you continue to tail, turn your vehicle to move behind your opponents as before. If you fail then your opponent has shaken you off; you are no longer moved within 2" of the back of his vehicle. Instead your move ends where your opponent turned and lost you.

If you attempt to tail a faster vehicle then you are automatically shaken off as soon as it moves further than your move would normally allow. For example if you can only move at slow speed and your opponent moves 12" (combar or fast speed), then you move 6" in your opponents turn, following his vehicle, and your bonus move ends.

Tailers Shooting

If the tailing vehicle keeps with the enemy, they have them in their sights and take the perfect opportunity to pour fire into them. Everybody on board can shoot in the enemies current shooting phase as well as their own. This extra salvo can only be directed at the vehicle being tailed (nobody else at all ever), these shots are taken before the enemies to boot! Fast vehicles can keep tailing after the shooting phase, in order to keep up with another fast vehicle.

Life After Tailing

A vehicle that ends the enemy players turn, still in a tailing position is now free to move as it wishes. A vehicle doesn't have to move at all and can tail again in the next enemy turn, for shooting purposes next turn it will count as the speed it tails at. In practice, however, it is usual to shunt the vehicle being tailed!

phase, before any other movement. This is done as follows:

First roll a D6 to see which direction the vehicle moves in; on a 1-2 the vehicle swerves 45-degrees to the left, on a 3-4 it moves straight forward, on a 5-6 it swerves 45-degrees to the right.

Second roll a number of D6 according to the speed your vehicle travelled last turn, and move it that number of inches forwards in a straight line. If your vehicle moved at slow speed it moves D6", if it moved at combat speed it now moves 2D6", if it moved at fast speed it now moves 3D6". After this move the vehicle halts, a bike will fall over after its random move and will count as immobilised for the rest of the game.

If an out of control vehicle has other models on board anyone may take over on a roll of 4+ at the start of the movement phase.

TRANSPORT

Transporting Models

Some vehicles are able to transport models other than the driver. Vehicles are split into three categories where transport is concerned; these are Single Seater, 5-man vehicles which may carry, unsurprisingly, up to five models (including driver), and transport vehicles, which can carry as many models as you have in your gang. Note that piling as many miniatures as you can fit onto a vehicle is not always a good idea, they are likely to be injured severely if the vehicle crashes. Note that vehicles with a maximum transport capacity may never have more than their capacity on board, unless they are

enemy models which have boarded the vehicle (see Boarding Actions later).

Mounting/Dismounting from a Vehicle

The following rules describe getting on and off friendly vehicles. Enemy models wishing to board a vehicle are treated differently – see the section on Boarding Actions for details.

Dismounting

If a vehicle has models on board they may dismount at any time during the movement phase. Simply place the dismounted model by the side or rear of the vehicle and continue his move from there. Note that a model may dismount either before or after the vehicle has moved, but not during its move. For example, a vehicle may not move 4", models dismount, and then move a further 6". Dismounted models always count as having moved for the purposes of firing heavy weapons etc. in the turn they dismount.

Models may dismount freely from a vehicle at slow speed. If the vehicle is moving at combat speed dismounting models must roll equal to or under their initiative or take a single hit at strength 3 and be automatically pinned. Place pinned models face up next to the vehicle as you would for a successful dismount, except the fighter may not move any further this turn. Models may not dismount from a vehicle moving at fast speed, it is far too dangerous.

A model may not dismount from a vehicle in the turn that he mounted it.

Mounting

Models may mount any vehicle they can move into contact with in their move, simply place the model on board the vehicle. Remember that some vehicles are limited in the number of models they can carry. Models may mount a vehicle either before or after it has moved, but not during (as for dismounting). Models may only mount a vehicle travelling at slow speed, at combat or fast speed attempting to mount a vehicle is treated as a boarding action, except that if successful no close combat is fought (obviously). See the section on Boarding Actions on how to accomplish this.

Models may not mount a vehicle in the same turn that they dismount from it or another vehicle.

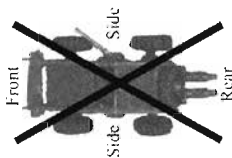


RAMMING, COLLISIONS AND CRASHES

This section contains rules for ramming other vehicles, collisions with other vehicles, scenery and running down models on foot. Ramming other vehicles is a very popular and effective way of damaging them, especially if your vehicle is bigger and heavier! However, it is not entirely without risk, as you will see.

This section refers to damage done to vehicles in many places; see the separate section on vehicle damage later to see what effects the damage has.

All vehicles may be divided into four zones for the purposes of rams; a front, rear and two side zones. On most vehicles these zones will be immediately apparent, on other, stranger vehicles you should agree with your opponents where these zones start and end before each game. See the diagram below for a further explanation of this.

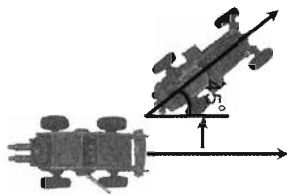


RAMMING

Ramming damage is worked out immediately after the vehicles make contact. In other words interrupt the movement phase each time a ram is attempted and apply the results immediately.

Swerving

Whenever a ram is attempted the target vehicle may attempt to swerve aside, with the exception of head on rams (see later). Vehicles may also attempt to swerve to avoid a collision with an out of control vehicle in the same way. To swerve aside the targeted vehicle the owning player must roll equal to or under the driver's $1d6$. If failed the ram contacts and is worked out as normal (see later). If the test is passed the vehicle is shifted as far as necessary to the left or right and turned 45-degrees in the same direction, the ramming vehicle then continues its full remaining move distance. It will usually be obvious which way to swerve the target vehicle, however in situations where a swerve in either direction would be equally likely the player owning the target vehicle may choose which way his vehicle moves.



See the diagram for an illustration of how this works.

When a ram contacts the first thing to be done is consult the rules below, depending on where the ram hits. For example, if you ram a vehicle from behind, this is a shunt. The diagram beside each table gives an illustration of that type of ram.

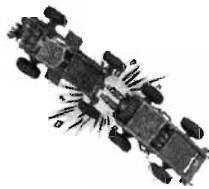
Head On Rams

Here one vehicle attempts to ram another in a front zone. This is by far the most dangerous way of trying to ram another vehicle, and often ends in serious damage to both rammer and target. If a player initiates a head on ram, the target is



not allowed to swerve; instead both players should secretly place a dice ($D6$) (e.g. behind their hand or under a cup), indicating which way they will swerve. 1-2 is a swerve 45-degrees to the left, 3-4 is dead ahead, 5-6 is a swerve 45-degrees to the right. This is basically 'playing chicken'. Both players should then reveal their dice at the same time, and turn their vehicles 45-degrees in the direction they have indicated. If both vehicles turn the same way (i.e. they are facing each other still), both vehicles take $D6$ damage. In addition, both vehicles must roll a 4+ or be immobilised for the rest of the game as well as any other damage results. If the vehicles turn in different directions then move the rammer his full remaining move, moving the target vehicle to one side if necessary.

Shunt



A shunt is a ram where the front of the rammer hits the back of the target vehicle. A shunt inflicts 1 damage on the target vehicle, but no damage on the ramming vehicle.

However, note that bikes involved in shunts inflict no damage to larger (i.e. not bikes) targets, and take $D3$ damage (instead of 1) when the shunter is a larger vehicle.

T-Bone

A T-Bone is a ram where the front of the rammer hits the side of the target vehicle. A T-Bone inflicts $D3$ damage to the target vehicle and

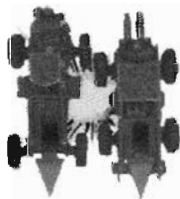


1 damage to the ramming vehicle. However, note that bikes involved in t-bones inflict no damage to larger vehicles, and larger vehicles ramming bikes in a t-bone ram take no damage themselves. Again, remember the rules for armoured vehicles when working out damage.

Rakes and Sideswipes

Rakes and sideswipes can be executed when one vehicle passes side by side with another, when both vehicles are travelling in the same direction this is called a Sideswipe when they are travelling in opposite directions this is called a Rake. In all other ways the manoeuvre is classified as a ram and any rules applying to rams apply to rakes and sideswipes eg. a target vehicle can roll to swerve, damage is automatically penetrating and movement should be paused as to work out the effects etc.

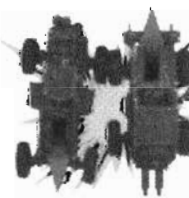
Sideswipe



These are the least effective of rams, although can still cause some damage. A sideswipe is executed when a vehicle draws alongside the enemy vehicle, within 2", and is travelling in the same direction. Each player should roll a D6; on a 4+

their opponent takes one damage. Any vehicle that takes damage swerves away from the collision; there is no need to roll for a random direction. Bikes involved in sideswipes with any other kind of vehicle are affected as normal, although the vehicle takes no damage and does not swerve.

Rake



To execute a rake is not for the faint hearted, as the damage can be really quite horrific. D3 damage is inflicted on both vehicles and both swerve away from the impact, do not roll randomly for the direction of the swerve. If a bike is involved in a rake with another vehicle type it

is affected as normal but the other vehicle takes D3-1 damage instead of the usual D3 and does not swerve.

Armour Values

Armoured vehicles inflict +1 damage to their target whenever they ram. (but not when they are rammed). In addition, when armoured vehicles are hit by a ram attack they receive a 6+ save against each point of damage inflicted. They get this save from damage whether they ram or are rammed.

Heavy Armoured vehicles inflict +2 damage to their target whenever they ram. In addition whenever

heavy armoured vehicles are hit by a ram attack they receive a 5+ save against each point of damage inflicted. They get this save from damage whether they ram or are rammed.

Note that these saving throws may also be made against accidental damage caused by crashes or other collisions, but never, ever from attacks other than this, like shooting or hand-to-hand combat.

Impact!

If a successful ram is made work out the damage to both vehicles, this damage is worked out using the vehicle damage tables, although it is slightly different, as armour values are not taken into account in collision damage.

For each point of damage inflicted refer to the relevant vehicle damage table and roll for its location. Note the damage is automatically penetrating, no roll is made against the vehicles armour value. Then resolve the damage done by rolling on the damage table relevant to that location.

COLLISIONS

Any vehicle that intentionally or accidentally moves, swerve, spin or in any other way comes into contact with vehicle has collided with it. If a vehicle spins or swerves into another vehicle move it into contact then orientate it as described in the rules (see the damage tables later), e.g. A vehicle could spin so its rear or side collides with the other, this effects the way damage is worked out.

Any vehicle involved in a collision (friend or foe) can attempt to swerve to avoid it. This is done in the usual manner and a roll against the drivers leadership is made, if passed the vehicle is moved out of the way as already described. An immobilised or stationary vehicle with no driver cannot get out of the way.

Front-to-front

The damage for this is worked out in the same manner as a head on collision, both vehicles take D6 damage and are immobilised on a 4+. If a bike is involved in a front-to-front collision then it takes damage as normal but the larger vehicle takes only one point of damage and isn't immobilised.

Front or rear strikes side or rear

Rare but spectacular! Both vehicles take 1 point of damage. Bikes colliding with larger vehicles take D3 points of damage instead of one.

Side to Side

This might occur, for example, when a vehicle swerved to avoid a collision towards another vehicle alongside. The resulting collision is worked out like a rake or sideswipe appropriately.

Vehicles which do not swerve away from a collision end their movement (rather suddenly!).

COLLISIONS SUMMARY TABLE

Ram Type	Rammer Damage	Target Damage
Head - On	D6 <i>Bikes only inflict 1 damage to any other vehicle.</i>	D6
T - Bone	1 <i>Bikes involved in a T-bone with a larger vehicle inflict no damage.</i>	D3 <i>Bikes involved in a T-bone with a larger vehicle inflict no damage.</i>
Shunt	0 <i>A shunting bike does no damage to a larger target.</i>	1 <i>A bike takes D3 damage when shunted by a larger target.</i>
Sideswipe	1 on a D6 roll of 4+ <i>A Sideswiping bike does no damage to a larger target.</i>	1 on a D6 roll of 4+ <i>A Sideswiping bike does no damage to a larger target.</i>
Rake	D3 <i>A larger vehicle involved in a rake with a bike takes D3-1 damage and does not swerve.</i>	D3 <i>A larger vehicle involved in a rake with a bike takes D3-1 damage and does not swerve.</i>

Clips

If a vehicle touches another but only just, and it is a subject of debate between the players of whether a ram or collision has occurred roll a D6 on a result of 1-3 the vehicles bounce harmlessly from each other causing no damage of any consequence, on a 4-6 you should work out the ram or collision as normal.

CRASHES

Not all collisions are with other models, out of control or randomly moving vehicles will often be involved in a crash. This is where the vehicle hits an item of scenery, such as rocks, buildings or pipes.

Note that a vehicle cannot swerve to avoid a crash, as with collisions or rams.

Front On Crash

This occurs when the front of a vehicle hits a piece of scenery. The vehicle stops immediately and takes D3 damage.

Side or Rear Crash

If somehow the side or rear of a vehicle hits a piece of scenery it takes 1 damage on a roll of 4+ on a D6.

Clips

Vehicles will often only 'clip' some scenery as they move wildly past. In these cases roll a D6 to see if the vehicle takes damage as for clips described in the collisions section. On a 1-3 the vehicle takes no damage, and continues its move, on a 4-6 the vehicle has collided and takes damage.

RUNNING PEOPLE DOWN!

One of the most effective ways to deal with a pedestrian is to drive over him! If a vehicle is moved into a model on foot, the footer must pass an initiative test to jump out of the way. Roll a D6 and get equal or under the models initiative characteristic and the pedestrian has leapt out of the way at the last

moment, a 6 always fails regardless of initiative. Move the model to the left or right, at the owner's discretion, to avoid the vehicle. If the roll is over the models initiative characteristic then he has failed to dodge aside and takes a single hit at the strength indicated in the following table:

Running People Down Hit Strength

Vehicle Type	Strength of Hit
Bike	3*
Light	4
Armoured	5
Heavy Armoured	6

* Bikes that run down models on foot take a hit with a strength equal to the toughness of the model it hits. For example, a biker runs down a T4 opponent; the model on foot takes a S3 hit whereas the bike takes a S4 hit!

After successfully hitting a model on foot he is knocked out of the way D3" to either the left or right. Roll a D6 to determine which way the model is knocked; on a 1-3 they are knocked to the left, on a 4-6 they are knocked to the right. Models hit by a vehicle are pinned just as for any other hit.

Models on foot can also fall victim to a rake or sideswipe. A vehicle passing within 2" of a model on foot can jink sideways to knock it sprawling face down into the ash. Work this out in the same way as above, except the hit is only ever S3, regardless of the vehicle type. Bikes do not take a hit from this type of attack, it is presumed the biker kicks the model over! After this type of attack the model on foot is knocked D3" directly away from the vehicle, rather than in a random direction.

Running Over 'Down' Models

A downed model that is run over by any vehicle cannot attempt to leap aside by passing an initiative,



they are automatically struck as detailed above.

SHOOTING

This section includes rules for shooting at vehicles, shooting from vehicles, area effect weapons and mounting weapons on vehicles.

Shooting from a vehicle

All models on a vehicle may fire any weapons they are carrying just as if they were moving on foot, with the exception of drivers (see below). Note that this means that move or fire weapons may not be fired from vehicle unless they are mounted; see below for details on this. Naturally if the vehicle is stationary then move or fire weapons may be fired. Models on vehicles have a 360-degree (all round) field of fire.

Negative 'to hit' Modifiers

Models shooting from a vehicle moving at fast speed suffer an extra -1 to hit in addition to any other modifiers, such as range.

Drivers may shoot from vehicles as normal with pistol weapons or grenades. However when firing a basic or special weapon a driver has an additional -1 to hit. Drivers may only fire at targets within the 90-degree front arc of the vehicle.

Bikers may only fire pistol weapons or throw grenades. They do have a 360-degree field of fire however. This is because they can quickly turn in the saddle to open fire at a target to the side or rear.

Weapons Mounted on Vehicles

Heavy or special weapons may be mounted on any vehicle except bikes or single seater vehicles. This weapon is referred to as fixed, and may not be

removed from the vehicle.

Fixed weapons may only be fired by the vehicles gunner, this is usually a heavy, who must be designated on the gang roster. See individual gang lists for who can be a gunner.

Fixed weapons only have a 90-degree field of fire in the direction they are mounted on the vehicle (front, side or rear mounted weapons are possible).

The advantage of fixed weapons is that move or fire weapons may be fired whilst the vehicle is moving. Only one fixed weapon may be mounted on each vehicle.

Fixed weapons cost the same creds as a normal heavy weapon of that type and count towards the total cost of the vehicle.

Example: A gang has a heavy stubber. Rather than have their heavy carry it the gang leader decides to mount it on the vehicle. The heavy stubber becomes permanently mounted on the vehicle and counts towards the vehicles cost. The gang's heavy is designated the gunner on the gang roster.

SHOOTING AT VEHICLES

The rules in Necromunda describe shooting at models on foot, however vehicles are not like gang fighters. They have several different locations that are vulnerable to enemy fire, but equally have armour plates and thick metal chassis that bullets simply ricochet off, without causing harm to the vehicle.

HITTING VEHICLES

Although the rules of Necromunda cover shooting at large targets, the rules are again clarified here

along with some additions for vehicles travelling at speed:

TO HIT MODIFIERS

Shooting at a large target (any vehicle bigger than a bike) +1*

Shooting at a Crawler (massive target) +2*

Target moved at fast speed in its last turn -1

* These modifiers are not cumulative, apply the highest.

DOING DAMAGE

After a vehicle has been hit, it is resolved in three stages. The first stage is to find the location on the vehicle that has been hit, the second stage is to attempt to penetrate the armour of the location and the third stage, if the armour penetration was successful, is to find what damage is done. Rules for this process are broken down below:

1. Roll Location

To establish where a vehicle has been hit roll a D6 and consult the relevant vehicle damage table. Note a vehicle may not have one of these areas for example equipment or crew, in this case the entry in the table will tell you which area is hit instead.

2. Armour Penetration

ARMOUR PENETRATION = D6 + WEAPON STRENGTH

After rolling to find out where the vehicle has been hit you must roll to attempt to penetrate the armour of that location. This is done by rolling a D6 and adding it to the strength of the weapon you are using.

If you roll less than the armour value of that location then the hit is harmlessly deflected and has no further effect.

If you roll equal to the armour of the location you have hit then the damage is likely to be less severe. Roll to see what effect your damage has with a -1 to the D6 roll. This roll may never be modified to less than a '1'.

If you roll over the armour value of that location then you have penetrated the armour and cause damage; roll a further D6 on the associated table to find out what effect this damage has.

Rams, Collisions and Crashes automatically penetrate armour, simply roll to find out their effect.

Armoured and Heavy Armoured Vehicles

Armoured and Heavy Armoured vehicles are, as you would expect, considerably harder to damage than a less armoured equivalent. When hit the following rules apply:

Armoured vehicles have +1 armour on all locations.

Heavy Armoured vehicles have +2 armour on all locations.

3. Damage Effects

The following terms are used in the damage tables:

Spin

The vehicle spins out of control, roll a scatter dice to determine which way it faces when it comes to rest. A vehicle that collides or crashes before completing a compulsory move that involves a spin, hits the obstacle orientated to the scatter dice (i.e. facing the direction of the arrow). A roll that indicates the vehicle does not seem to change direction means that the vehicle has executed a spectacular 360-degree spin.

Swerve

When a vehicle swerves it does so 45-degrees to the left or right, roll a D6; on a roll of 1-3 the vehicle swerves to the left, on a result of 4-6 the vehicle swerves to the right.

Roll

When a vehicle rolls it may do so a number of times before coming to rest, be it the right way up or not. Roll a D6 and consult the table below:

D6	Result
1-2	The vehicle lands back on its wheels/tracks/whatever, it takes 1 point of damage on a D6 roll of 4+ which automatically penetrates a random locations armour.
2-4	The vehicle lands on its roof, takes 1 point of damage on a D6 roll of 4+, which automatically penetrates a random locations armour. The vehicle is immobilised for the rest of the game.
5-6	The vehicle rolls over completely. It travels D6 inches in its current direction taking 1 point of damage on a D6 roll of 4+, which automatically penetrates a random locations armour. Apply the effects of this damage immediately then roll again on this table and apply the result. (Yes, this means a vehicle can roll and roll taking further damage until it comes to rest!). Note that a result which indicates that the vehicle is immobilised only applies after it finishes rolling.

NOTE: If any additional damage result indicates that the vehicle moves somehow, this is ignored when a vehicle rolls.

Driver/Pilot/Rider

The gang member driving the vehicle is called the driver. If a vehicle is in the unfortunate situation that it has no driver, either because he is pinned, down, out, thrown out of the vehicle or whatever the vehicle is referred to as out of control. Out of control vehicles are moved randomly at the start of the movement phase, before any other movement. This is done as follows:



First roll a D6 to see which direction the vehicle moves in; on a 1-2 the vehicle swerves 45-degrees to the left, on a 3-4 it moves straight forward, on a 5-6 it swerves 45-degrees to the right.

Second roll a number of D6 according to the speed your vehicle travelled last turn, and move it that number of inches forwards in a straight line. If your vehicle moved at slow speed it moves D6", if it moved at combat speed it now moves 2D6", if it moved at fast speed it now moves 3D6". After this move the vehicle halts, a bike will fall over after its random move and will count as immobilised for the rest of the game.

Crew

The crew of a vehicle refers to any models on board except the driver. This means gunners and any enemy models, fighting a boarding action, are included.

NOTES ON VEHICLE DAMAGE

Multiple Hits

Some attacks, such as rams, may inflict multiple points of damage. If this is the case roll for each to hit random locations as normal, and then roll for damage. Apply the least damaging (i.e. lowest D6 roll) first, working up to the most damaging.

Multiple Wound Weapons

Some weapons can inflict multiple wounds on an enemy fighter with only a single hit (e.g. krak missile causes D10 damage). These weapons only ever cause one point of damage to vehicles.

Area Effect Weapons

Some weapons, such as frag grenades or missiles, have an area effect. If an area effect template weapon is roughly centred on the vehicle then it scores D3 hits rather than 1. If the template only partly covers the vehicle then it causes 1 hit on the D6 roll of 4+.

Flamers

Vehicles can be set alight in just the same manner as fighters, using flamers or similar weapons, like hotshot shells. Roll to see if the locations hit catch fire in the same way as you would for models on foot.

BOARDING ACTIONS

Vehicles do not take part in close combat in the normal sense. Unless immobilised it is not possible to attack them directly, however, enemy fighters may try to leap on board to engage the crew or driver of a vehicle.

Jumping On

An enemy model may attempt to board a vehicle by declaring that he will do so as a charge (i.e. he declares the charge against the vehicle, but that he will board). A model may attempt to board if he ends his charge move in contact with the sides or rear of the vehicle he is attempting to board. Then make an initiative test by rolling a D6 and comparing it to the fighters initiative. If you roll equal to or under his initiative he has successfully boarded the vehicle, see the rules for hand-to-hand combat on vehicles below. If you roll over his initiative the fighter has misjudged his attack and bounces D3" away from the vehicle, where he is pinned. In addition he takes a S3 hit on a roll of 4+ on a D6. If the vehicle he attempted to board was moving at fast speed this is increased to S4. Note that as mentioned earlier, boarding a vehicle is the only time when its transport capacity can be exceeded.

Leaping from Another Vehicle

It is possible to leap from a vehicle that moves so it is alongside an enemy vehicle, or that is tailing an enemy vehicle. This is done in exactly the same way as leaping on board from the ground as described above. The maximum distance a fighter can leap from one vehicle to another is 2".

Boarding Bikes and Single Seater Vehicles

Bikes and single seaters may be boarded just like larger vehicles, although caution is advised, as the vehicle will almost invariably move out of control (and fall over in the case of bikes) – see the vehicles without a driver and out of control vehicles rules in the movement section.

HAND-TO-HAND COMBAT

Once a model has successfully jumped on to an enemy vehicle it must fight a member of the crew in the hand-to-hand combat phase. The vehicles owner may pick which crew member fights the boarder – only one crew member may fight, multiple combats are not permitted on board vehicles. The defending player must always pick models that are not pinned over those that are when choosing who will fight the attacker. If there are no other crew members then the driver must fight.

The attacker gets the usual +1 for charging in the first round of combat, although often receives the -1 for attacking over an obstacle, if the vehicle has raised sides for example.

Any models which lose a round of close combat aboard a vehicle are hurled off and bounce D3" in a random direction, before taking a S3 hit on a D6 roll of 4+. If the vehicle was travelling at fast speed this is increased to S4.

Models which do not wish to continue fighting in close combat may leap off the vehicle in their movement phase, however they take a hit just as if they had lost a round of combat and been thrown out.

Check the rules on vehicles without a driver in the movement section to see what happens in case the driver is hurled out of the vehicle. If a round of combat with the driver is drawn (a stand off), then neither model is thrown 'overboard', but the vehicle moves out of control as nobody can drive whilst there is a fight in the driving seat!

Hit and Run Attacks

A bike rider can make a hand-to-hand combat attack at another model as they pass them during the movement phase. This special attack is handled differently to a normal close combat attack and is called a hit and run attack. The bike can be moved into contact with an enemy model at any point during its move, the rider can then make a single attack out of the normal turn sequence and the enemy model can strike back with one attack before the bike hurtles on. The combat follows the normal rules for close combat except each model can only

use a single attack dice no matter what their attacks characteristic normally is or what they are armed with. The rider is always considered as charging and always considered to have a better initiative in the event of a draw. No parries can be made by either combatant as the attack is made in a split second before their opponent is long gone. Note a bike rider can only make one hit and run attack per turn and if they do so cannot shoot in the same turn.

ATTACKING VEHICLES IN CLOSE COMBAT

Stationary Vehicles

Stationary vehicles include any vehicle that did not move at all in its last movement phase. This may be because they are immobilised, have no driver or simply did not wish to move. Stationary vehicles may be attacked whatever the reason for their lack of movement by both point blank shooting and close combat attacks. Vehicles that moved in their last turn may never be attacked in these ways. Stationary vehicles are in effect scenery, not vehicles, where the rules are concerned with regards targeting and boarding. Close combat between models on foot on stationary vehicles is treated like normal close combat, not a boarding action. Thus losers are not thrown out of the vehicle and multiple combats are permitted. A model does not need to pass an initiative test to climb aboard a stationary vehicle.

Attacking Stationary Vehicles

A stationary vehicle may be attacked in close combat, in addition to long range shooting, which is conducted as normal. A model that moves into contact with a vehicle after declaring a charge can make one of the following attacks:

1. Point Blank Shooting. This is conducted in the shooting phase and may not occur after the model has run or charged over 4" (or over his normal move rate). It is just the same as shooting from range except the attack automatically hits and the player may choose which location is attacked, there is no need to roll to hit or randomise location. However, a model should only be allowed to attack feasible locations; if the engine is at the back of a vehicle and the model is positioned around the front then it cannot choose to attack the engine. Armour penetration and damage are calculated as normal.

2. Hand-to-Hand Combat. A fighter may attack a stationary vehicle in hand to hand combat by choosing location like point blank shooting and rolling to damage once per attack characteristic, there is no need to roll to hit (+1 attack if armed with two close combat weapons). Again the location should be within reach of the model. Armour penetration and damage are then calculated as normal.

In both of these cases it is impossible to target crew or driver locations; these would fight back! The crew or driver can only be attacked by close combat or shooting as normal.

WHEELED VEHICLE HIT LOCATION TABLE

1. DRIVER. Armour 8

The driver has been hit, roll a D6 to determine the effect.

- 1 The driver is unharmed, the blast rocks him but he maintains control.
- 2 The driver is violently jolted in his seat by the ram or blast. He must make a Ld test on 2D6. If failed the vehicle swerves. On a 12 (double six) result he is thrown clear out of the vehicle, place the driver D3" away from the vehicle in a random direction. He is pinned when he lands but otherwise unharmed.
- 3 The driver is caught by shrapnel and takes a S3 hit.
- 4-6 The driver is hit by the weapon as normal or at S3 if a Ram, Crash or Collision (S4 if an armoured vehicle, S5 if heavily armoured).

If this hit causes the driver to become down, out of action or pinned the vehicle will swerve and move D6" ahead immediately. In future turns it will move out of control as described in the vehicles without a driver section, until the driver is able to regain control. If there are other crew members they may attempt to take over the vehicle as described in the vehicles without a driver section earlier.

2. FIXED WEAPON. Armour 8

If the vehicle has a fixed weapon it is hit, roll a D6 to determine the effect.

- 1 Ammo clip destroyed. The weapon must be reloaded, meaning it cannot be fired next turn.
- 2 Weapon barrel dented. The weapon may now only be fired with an additional -1 to hit.
- 3 Ammo feed destroyed. The weapon repeatedly jams and may now only be fired each turn on a D6 roll of 4+
- 4 Weapon mounting damaged. The weapon may now only be fired with an additional -2 to hit.
- 5 The weapon is hit and badly damaged; it may not be used for the rest of the game.
- 6 The weapons ammo is hit and the weapon detonates inflicting a S4 hit on the gunner. The weapon may not be used for the rest of the game.

If the vehicle has no fixed weapon then the CREW are hit instead, see result 3.

3. CREW. Armour 8

A randomly determined member of the vehicles crew, other than the driver, is hit. Roll a D6 to determine the effect.

- 1-3 Ricochet. Roll a D6. If you roll over the number of crew on board nobody is hit. If you roll equal to or under the number if crew then a random crew member is hit by the weapon, or at S3 if the damage is from a Ram, Collision or Crash (S4 if from an armoured vehicle, S5 if heavily armoured)
- 4 The crewman is hit by shrapnel and takes a S3 hit. If he is taken down by the hit he falls from the vehicle and lands D3" away in a random direction.
- 5 The crewman is hit by the blast and must pass an initiative test or be thrown D3" from the vehicle in a random direction. Upon landing the crewman takes a S3 hit.
- 6 The crewman is hit by the weapon as normal, or takes a hit at S3 if the damage is from a Ram, Collision or Crash (S4 if the vehicle is armoured, S5 if heavily armoured). In addition the crewman is hurled D3" off of the vehicle, directly away from the hit.

If the vehicle has no crew then the VEHICLE BODY is hit instead, see result 5.

4. WHEEL. Armour 8

One of the vehicles wheels is hit, roll a D6 to determine the effects.

- 1-2 Puncture. The vehicles speed is reduced by 2" at slow speed and 4" at combat speed.
- 3 Tyre burst. The vehicles speed is reduced to slow speed only. If this was the vehicle's maximum speed the hit has no effect.
- 4 Wheel buckled. The vehicle swerves.
- 5 Wheel damaged. The vehicle swerves, moves D6" ahead and spins.
- 6 Wheel blown off. (You're grinding metal!) The wheel is blasted clear off its mounting causing the vehicle to swerve, move D6" in a straight line and roll. All models on board are thrown D6" in a random direction from where the vehicle stops and take a S4 hit on a D6 roll of 4+. The vehicle is then reduced to slow speed (if it still works at all!)

5. VEHICLE BODY. Armour 10

The main structure of the vehicle is hit - its shell, chassis or suspension for example. Roll a D6 to find out what effect this has.

- 1-2 Minor structural damage. The vehicle is intact, the damage being only superficial. However, if your vehicle is carrying any extra equipment it is broken and rendered useless for the rest of the game on a D6 roll of 4+ (see individual gang lists for details of extra vehicle equipment).
- 3 Structure weakened. All rolls to damage the vehicle from now on are with a +1 to the roll.
- 4 Suspension damaged. The vehicle swerves and is reduced to slow speed from now on.
- 5 Chassis twisted. The vehicle swerves, lurches D6" forward and spins. All models on board must pass an Initiative test by rolling equal to or under their initiative on a D6 or be thrown D3" in a random direction away from the vehicle and take a S3 hit.
- 6 Chassis snapped. (You've broken the rear axle!) The vehicle swerves, lurches D6" forward and rolls. Any models on board (including the driver) are thrown D6" away from the vehicle in a random direction when it stops rolling, and take a S4 hit on a D6 roll of 4+. The vehicle is then crippled and immobilised.

6. ENGINE. Armour 10

The vehicles engine, fuel tanks or associated machinery are hit, roll a D6 to determine the effect.

- 1-2 Engine damaged. Reduce the vehicles maximum speed by one speed 'band' i.e. fast becomes combat, combat becomes slow, if the vehicle can only move at slow speed normally then treat as a roll of 3, above
- 3 Gear box damaged. All moves are halved for the rest of the game i.e. slow becomes 3", combat becomes 6" and fast becomes 12".
- 4 Drive shaft broken. The vehicle is immobilised.
- 5 Fuel pipe wrecked. The vehicle spins and is immobilised. Roll a D6 at the start of each subsequent turn, on a roll of 6 the fuel has exploded is in 6, above. The vehicle is crippled if the fuel explodes.
- 6 The vehicles fuel explodes, crippling and immobilising the vehicle. All models on board are thrown D6" in a random direction by the blast and take a S4 hit.

TRACKED VEHICLE HIT LOCATION TABLE**1. DRIVER. Armour 8**

The driver has been hit, roll a D6 to determine the effect.

- 1 The driver is unharmed, the blast rocks him but he maintains control.
- 2 The driver is violently jolted in his seat by the ram or blast. He must make a 1d test on 2D6. If failed the vehicle swerves. On a 12 (double six) result he is thrown clear out of the vehicle, place the driver D3" away from the vehicle in a random direction. He is pinned when he lands but otherwise unharmed.
- 3 The driver is caught by shrapnel and takes a S3 hit.
- 4-6 The driver is hit by the weapon as normal or at S3 if a Ram, Crash or Collision (S4 if an armoured vehicle, S5 if heavy armoured).

If this hit causes the driver to become down, out of action or pinned the vehicle will swerve and move D6" ahead immediately. In future turns it will move out of control as described in the vehicles without a driver section, until the driver is able to regain control. If there are other crew members they may attempt to take over the vehicle as described in the vehicles without a driver section earlier.

2. FIXED WEAPON. Armour 8

If the vehicle has a fixed weapon it is hit, roll a D6 to determine the effect.

- 1 Ammo clip destroyed. The weapon must be reloaded, meaning it cannot be fired next turn.
- 2 Weapon barrel dented. The weapon may now only be fired with an additional -1 to hit.
- 3 Ammo feed destroyed. The weapon repeatedly jams and may now only be fired each turn on a D6 roll of 4+
- 4 Weapon mounting damaged. The weapon may now only be fired with an additional -2 to hit.
- 5 The weapon is hit and badly damaged; it may not be used for the rest of the game.
- 6 The weapon's ammo is hit and the weapon detonates inflicting a S4 hit on the gunner. The weapon may not be used for the rest of the game.

If the vehicle has no fixed weapon then the CREW are hit instead, see result 3.

3. CREW. Armour 8

A randomly determined member of the vehicles crew, other than the driver, is hit. Roll a D6 to determine the effect.

- 1-3 Ricochet. Roll a D6. If you roll over the number of crew on board nobody is hit. If you roll equal to or under the number if crew then a random crew member is hit by the weapon, or at S3 if the damage is from a Ram, Collision or Crash (S4 if from an armoured vehicle, S5 if heavy armoured)
- 4 The crewman is hit by shrapnel and takes a S3 hit. If he is taken down by the hit he falls from the vehicle and lands D3" away in a random direction.
- 5 The crewman is hit by the blast and must pass an initiative test or be thrown D3" from the vehicle in a random direction. Upon landing the crewman takes a S3 hit.
- 6 The crewman is hit by the weapon as normal, or takes a hit at S3 if the damage is from a Ram, Collision or Crash (S4 if the vehicle is armoured, S5 if heavy armoured). In addition the crewman is hurled D3" off of the vehicle, directly away from the hit.

If the vehicle has no crew then the VEHICLE BODY is hit instead, see result 5.)

4 TRACKS. Armour 8

The vehicles tracks or associated mechanisms are hit, roll a D6 to determine the effect.

- 1-2 Ricochet. The attack rebounds harmlessly off the sturdy metal track plates.
- 3 Minor track damage. The vehicle may now only move at half speed (i.e. 3" slow speed, 6" combat speed)
- 4 Track jolted. The vehicle swerves.
- 5 Track links destroyed. Some of the links on one of the tracks are destroyed causing the vehicle to constantly steer in one direction. From now on any turns must be made to the side that the track was damaged (i.e. nearest the attack). Randomly determine which direction it may turn if this isn't clear (e.g. after a shunt).
- 6 Track destroyed. One of the tracks is cracked open and flies off causing the vehicle to swerve, move D6" forward and roll. All models on board are thrown D6" in a random direction from where the vehicle stops and take a S4 hit on a D6 roll of 4+. The vehicle is then reduced to slow speed (if it still works at all).

5 VEHICLE BODY. Armour 10

The main structure of the vehicle is hit - its shell, chassis or suspension for example. Roll a D6 to find out what affect this has.

- 1-2 Minor structural damage. The vehicle is intact, the damage being only superficial. However, if your vehicle is carrying any extra equipment it is broken and rendered useless for the rest of the game on a D6 roll of 4+ (see individual gang lists for details of extra vehicle equipment).
- 3 Structure weakened. All rolls to damage the vehicle from now on are with a +1 to the roll.
- 4 Torsion bars damaged. The vehicle swerves and is reduced to slow speed from now on.
- 5 Supporting strut snapped. The vehicle swerves, lurches D6" forward and spins. All models on board must pass an Initiative test by rolling equal to or under their initiative on a D6 or be thrown D3" in a random direction away from the vehicle and take a S3 hit.
- 6 Structure wrecked. The vehicle swerves, lurches D6" forward and rolls. Any models on board (including the driver) are thrown D6" away from the vehicle in a random direction when it stops rolling, and take a S4 hit on a D6 roll of 4+. The vehicle is then crippled and immobilised.

6. ENGINE. Armour 10

The vehicles engine, fuel tanks or associated machinery are hit, roll a D6 to determine the effect.

- 1-2 Engine damaged. Reduce the vehicles maximum speed by one speed 'band' i.e. fast becomes combat, combat becomes slow, if the vehicle can only move at slow speed normally then treat as a roll of 3 below.
- 3 Gear box damaged. All moves are halved for the rest of the game i.e. slow becomes 3", combat becomes 6" and fast becomes 12".
- 4 Drive shaft broken. The vehicle is immobilised.
- 5 Fuel pipe wrecked. The vehicle spins and is immobilised. Roll a D6 at the start of each subsequent turn, on a roll of 6 the fuel has exploded is in 6, above. The vehicle is crippled if the fuel explodes.
- 6 The vehicles fuel explodes, crippling and immobilising the vehicle. All models on board are thrown D6" in a random direction by the blast and take a S4 hit.

WALKER HIT LOCATION TABLE

1 PILOT. Armour 8

The pilot has been hit, roll a D6 to determine the effect.

- 1 The pilot is unharmed, the blast rocks him but he maintains control.
- 2 The pilot is violently jolted in his seat by the ram or blast. He must make a Ld test on 2D6. If failed the vehicle swerves. On a 12 (double six) result he is thrown clear out of the vehicle, place the pilot D3" away from the vehicle in a random direction. He is pinned when he lands but otherwise unharmed.
- 3 The pilot is caught by shrapnel and takes a S3 hit.
- 4-6 The pilot is hit by the weapon as normal or at S3 if a Ram, Crash or Collision (S4 if an armoured vehicle, S5 if heavy armoured).

If this hit causes the pilot to become down, out of action or pinned the vehicle will swerve and move D6" ahead immediately (this represents the walker stumbling and lurching from side to side). In future turns it will move out of control as described in the vehicles without a driver section, until the driver is able to regain control. If there are other crew members they may attempt to take over the vehicle as described in the vehicles without a driver section earlier.

2 FIXED WEAPON. Armour 8

If the vehicle has a fixed weapon it is hit, roll a D6 to determine the effect.

- 1 Ammo clip destroyed. The weapon must be reloaded, meaning it cannot be fired next turn.
- 2 Weapon barrel dented. The weapon may now only be fired with an additional -1 to hit.
- 3 Ammo feed destroyed. The weapon repeatedly jams and may now only be fired each turn on a D6 roll of 4+
- 4 Weapon mounting damaged. The weapon may now only be fired with an additional -2 to hit.
- 5 The weapon is hit and badly damaged, it may not be used for the rest of the game.
- 6 The weapon's ammo is hit and the weapon detonates inflicting a S4 hit on the gunner. The weapon may not be used for the rest of the game.

If the vehicle has no fixed weapon then the CREW are hit instead see result 3.

3 CREW. Armour 8

A randomly determined member of the vehicles crew, other than the pilot, is hit. Roll a D6 to determine the effect.

- 1-3 Ricochet. Roll a D6. If you roll over the number of crew on board nobody is hit. If you roll equal to or under the number if crew then a random crew member is hit by the weapon, or at S3 if the damage is from a Ram, Collision or Crash (S4 if from an armoured vehicle, S5 if heavy armoured)
- 4 The crewman is hit by shrapnel and takes a S3 hit. If he is taken down by the hit he falls from the vehicle and lands D3" away in a random direction.
- 5 The crewman is hit by the blast and must pass an initiative test or be thrown D3" from the vehicle in a random direction. Upon landing the crewman takes a S3 hit.

6 The crewman is hit by the weapon as normal, or takes a hit at S3 if the damage is from a Ram, Collision or Crash (S4 if the vehicle is armoured, S5 if heavy armoured). In addition the crewman is hurled D3" off of the vehicle, directly away from the hit.

If the vehicle has no crew then the VEHICLE BODY is hit.

4 - 5 LEGS. Armour 8

The legs, drive train or other associated machinery have been hit. Roll a D6 to determine the effects.

- 1-2 Superficial damage. The vehicle is undamaged but any one item (randomly determine if more than one) of extra equipment that has been purchased is damaged and may not be used for the rest of the game on a D6 roll of 4+.
- 3 Hydraulic fluid leakage. On a D6 roll of a 1 at the start of each turn the vehicle may not move this turn.
- 4 Servomotor destroyed. One of the walker's servomotors is broken causing the walker to move with a pronounced limp. The vehicles move is halved for the rest of the game. (i.e. slow speed reduced to 3", combat speed to 6")
- 5 Actuators damaged. The vehicle swerves, lurches D6" forward and swerves again. In future turns roll a D6 before moving; on a 1 the walker swerves.
- 6 One of the legs is twisted and the walker crashes to the ground. It is crippled and immobilised. Models on board are pinned but otherwise unharmed.

6 POWER PLANT. Armour 10

The Walkers power source is hit; roll a D6 to determine the effect.

- 1 Control gate destroyed. The walker must travel its full maximum move (6" or 12" if a light walker) each turn.
- 2 Power regulator damaged. On a D6 roll of a 1 at the start of each movement phase the vehicle moves out of control for that turn only.
- 3 Flux capacitor damaged. The walker freezes up repeatedly. Roll a D6 each turn before moving, you may only move if you roll a 4+.
- 4 Power drain. The hit causes a massive power loss reducing the walker to half movement for the rest of the game. (i.e. slow speed reduced to 3", combat speed to 6").
- 5 Power plant cracked. Irradiated/toxic fuel spills out of the power plant. Every turn all models on board must roll a D6. On a 1 they take a S3 hit from the fuel.
- 6 The power plant detonates immobilising and crippling the vehicle. Any models on board are thrown D6" in a random direction before taking a S4 hit.



CRAWLER HIT LOCATION TABLE

*Note that as all crawlers are heavily armoured the true armour values on locations are included in the table; do not add +2 to these values.

1 DRIVER. Armour 10*

The driver has been hit, roll a D6 to determine the effect.

- 1-2 The driver is unharmed, the blast rebounds harmlessly off his compartment's armour.
- 3 The driver is caught by shrapnel and takes a S3 hit.
- 4-6 The driver is hit by the weapon as normal or at S3 if a Ram, Crash or Collision (S4 if an armoured vehicle, S5 if heavy armoured).

If this hit causes the driver to become down, out of action or pinned then in future turns it will move out of control by moving 3" directly forwards each turn (note that this is different to other out of control vehicles), until the driver is able to regain control. If there are other crew members they may attempt to take over the vehicle as described in the vehicles without a driver section earlier.

2 FIXED WEAPON. Armour 10*

If the vehicle has a fixed weapon it is hit, roll a D6 to determine the effect.

- 1 Ammo clip destroyed. The weapon must be reloaded, meaning it cannot be fired next turn.
- 2 Weapon barrel dented. The weapon may now only be fired with an additional -1 to hit.
- 3 Ammo feed destroyed. The weapon repeatedly jams and may now only be fired each turn on a D6 roll of 4+
- 4 Weapon mounting damaged. The weapon may now only be fired with an additional -2 to hit.
- 5 The weapon is hit and badly damaged, it may not be used for the rest of the game.
- 6 The weapon's ammo is hit and the weapon detonates inflicting a S4 hit on the gunner. The weapon may not be used for the rest of the game.

If the vehicle has no fixed weapon then the CREW are hit instead. See result 3.

3 CREW. Armour 10*

A randomly determined member of the vehicles crew, other than the pilot, is hit. Roll a D6 to determine the effect.

- 1-3 Ricochet. Roll a D6. If you roll over the number of crew on board nobody is hit. If you roll equal to or under the number if crew then a random crew member is hit by the weapon, or at S3 if the damage is from a Ram, Collision or Crash (S4 if from an armoured vehicle, S5 if heavy armoured)
- 4 The crewman is hit by shrapnel and takes a S3 hit. If he is taken down by the hit he falls from the vehicle and lands D3" away in a random direction.
- 5 The crewman is hit by the blast and must pass an initiative test or be thrown D3" from the vehicle in a random direction. Upon landing the crewman takes a S3 hit.
- 6 The crewman is hit by the weapon as normal, or takes a hit at S3 if the damage is from a Ram, Collision or Crash (S4 if the vehicle is armoured, S5 if heavy armoured). In addition the crewman is hurled D3" off of the vehicle, directly away from the hit.

If the vehicle has no crew then the CRAWLER is hit.

4-6 CRAWLER HULL. Armour 12*

A part of the crawler structure itself has been hit. Roll 2D6 to see what effect this has.

- 2 Our weapons are useless... The Crawler takes no damage.
- 3-5 Superficial damage. The vehicle is undamaged but any one item (randomly determine if more than one) of extra equipment that has been purchased is damaged and on a D6 roll of 4+ may not be used for the rest of the game.
- 6 Control mechanisms destroyed. The crawler cannot turn for the rest of the game and must move its full 3".
- 7 Auto cut-out. The hit causes the crawler's emergency auto cut-out to kick in. The crawler may not move in its next turn.
- 8 Motivator damaged. The crawler's motivator is hit, causing the drive power to the vehicle to cut out intermittently. The crawler may not move unless you first roll 4+ on a D6 at the start of each turn.
- 9 Fire! A petrochemical spill sets alight, and quickly spreads through the crawler. Each turn from now on roll a D6 before moving the crawler. On a 1 the fire goes out; it either burns itself out or is extinguished by the crew. On a 2-6 the fire keeps burning and the crawler takes 1 damage (automatically penetrates armour)- roll again to see which location takes damage as you would for any other type of hit. Crew members may attempt to try and put out the fire; for each crew member that does nothing else in his turn you get an extra -1 to the roll to see if the fire goes out. However, you must roll a D6 for each crew member employed in this manner - on a 1 they take a S3 hit as the fire burns out of control.
- 10 The hit penetrates the thick hull armour and with a dull explosion the crawler slows till it stops. The vehicle is immobilised.
- 11 Grinds to a halt. An armour plate buckles in the blast, jamming the wheels/tracks and bringing the vehicle to a standstill. The crawler is immobilised. Any crew on board need to take an initiative test, if they roll equal to or under their initiative they keep their footing, if they roll over their initiative they take a S3 hit as they hit the fall to the deck, any crew that fall over within 2" of the edge of the crawler fall off, and take hits as models falling off buildings.
- 12 Lucky Shot! The crawler is hit on a weakened area of hull. The impact damages an electrical system that sparks to ignite a patch of leaking fuel. This in turn causes an immense chain reaction of explosions and the crawler's fuel reserves detonate, showering the area with debris. Unsurprisingly the crawler is crippled and immobilised. All models on board are thrown D6" away from the crawler in a random direction by the blast and take a S4 hit. Any models within a D3" radius of the crawler take a S3 hit on D6 roll of 4+ as they are caught in the explosion.



SKIMMER HIT LOCATION TABLE

1 DRIVER. Armour 8

The driver has been hit, roll a D6 to determine the effect.

- 1 The driver is unharmed, the blast rocks him but he maintains control.
- 2 The driver is violently jolted in his seat by the ram or blast. He must make a 1d test on 2D6. If failed the vehicle swerves. On a 12 (double six) result he is thrown clear out of the vehicle, place the driver D3" away from the vehicle in a random direction. He is pinned when he lands but otherwise unharmed.
- 3 The driver is caught by shrapnel and takes a S3 hit.
- 4-6 The driver is hit by the weapon as normal or at S3 if a Ram, Crash or Collision (S4 if an armoured vehicle, S5 if heavy armoured).

If this hit causes the driver to become down, out of action or pinned the vehicle will swerve and move D6" ahead immediately. In future turns it will move out of control as described in the vehicles without a driver section, until the driver is able to regain control. If there are other crew members they may attempt to take over the vehicle as described in the vehicles without a driver section earlier.

2 FIXED WEAPON. Armour 8

If the vehicle has a fixed weapon it is hit, roll a D6 to determine the effect.

- 1 Ammo clip destroyed. The weapon must be reloaded, meaning it cannot be fired next turn.
- 2 Weapon barrel dented. The weapon may now only be fired with an additional -1 to hit.
- 3 Ammo feed destroyed. The weapon repeatedly jams and may now only be fired each turn on a D6 roll of 4+
- 4 Weapon mounting damaged. The weapon may now only be fired with an additional -2 to hit.
- 5 The weapon is hit and badly damaged, it may not be used for the rest of the game.
- 6 The weapon's ammo is hit and the weapon detonates inflicting a S4 hit on the gunner. The weapon may not be used for the rest of the game.

If the vehicle has no fixed weapon then the CREW are hit instead. See section 3.

3 CREW. Armour 8

A randomly determined member of the vehicles crew, other than the driver, is hit. Roll a D6 to determine the effect.

- 1-3 Ricochet. Roll a D6. If you roll over the number of crew on board nobody is hit. If you roll equal to or under the number if crew then a random crew member is hit by the weapon, or at S3 if the damage is from a Ram, Collision or Crash (S4 if from an armoured vehicle, S5 if heavy armoured)
- 4 The crewman is hit by shrapnel and takes a S3 hit. If he is taken down by the hit he falls from the vehicle and lands D3" away in a random direction.
- 5 The crewman is hit by the blast and must pass an initiative test or be thrown D3" from the vehicle in a random direction. Upon landing the crewman takes a S3 hit.
- 6 The crewman is hit by the weapon as normal, or takes a hit at S3 if the damage is from a Ram, Collision or Crash (S4 if the vehicle is armoured, S5 if heavy armoured). In addition the crewman is hurled D3" off of the vehicle, directly away from the hit.

If the vehicle has no crew then the VEHICLE BODY is hit.

4 VEHICLE BODY. Armour 8

The lightly armoured vehicle body has been hit; roll a D6 to determine the effect.

- 1-2 Minor structural damage. The vehicle is intact, the damage being only superficial. However, if your vehicle is carrying any extra equipment it is broken and rendered useless for the rest of the game on a D6 roll of 4+ (see individual gang lists for details of extra vehicle equipment).
- 3 Structure weakened. All rolls to damage the vehicle from now on are with a +1 to the roll.
- 4 Torsion bars damaged. The vehicle swerves and is reduced to slow speed from now on.
- 5 Supporting strut snapped. The vehicle swerves, lurches D6" forward and spins. All models on board must pass an Initiative test by rolling equal to or under their initiative on a D6 or be thrown D3" in a random direction away from the vehicle and take a S3 hit.
- 6 Structure wrecked. The vehicle swerves, lurches D6" forward and rolls. Any models on board (including the driver) are thrown D6" away from the vehicle in a random direction when it stops rolling, and take a S4 hit on a D6 roll of 4+. The vehicle is then crippled and immobilised.

5-6 PROPULSION SYSTEM. Armour 10

The complicated turbfans or generator systems of the skimmer have been hit. Roll a D6 to find out the effect.

- 1 Fuel injector hit. The vehicle moves at full speed (6") each turn.
- 2 Geostabiliser damaged. The vehicle swerves.
- 3 Asynchronous thrust damage. The vehicle swerves and moves D6" forwards before spinning.
- 4 Propulsion thruster destroyed. The skimmer is reduced to half speed (3").
- 5 The delicate jet systems are hit sending the skimmer crashing to the ground, immobilised. In addition roll a D6 at the start of each turn, on a 1 the skimmer explodes as described for result 6, above.
- 6 Detonation! The fuel tanks of the skimmer are hit causing the vast amounts of highly flammable fuel to explode, crippling and immobilising the skimmer. Any models on board are hurled D6" from the exploding vehicle and take a S4 hit. Any models within D3" take a S4 hit on a roll of 4+ on a D6 as they are caught by the blast.



Bike Hit Location Table

1-2 RIDER. Armour 8

The rider has been hit, roll a D6 to determine the effect, if this causes the rider to become out of action, down or pinned the bike will swerve, move D6" ahead then fall over and will count as immobilised for the rest of the game.

1 Kaboom! The rider must make a leadership test, if he fails the bike swerves.

2 Brake! The rider hits the brakes as hard as he can, the bike swerves to a halt and he has to roll equal or under his strength on a D6 to stay on the bike. If he fails to do so then he is thrown over the handlebars and lands D3" directly in front of the bike, whereupon he takes S3 hit on a D6 roll of 4+. The bike is not immobilised as it was brought to a 'controlled' stop, this means that if the rider survives he can recover his bike in the next turn, and continue to use it as usual the turn after that.

3 The rider is hit by shrapnel and takes a S3 hit

4 - 6 Driver is hit by the weapon or takes a S3 hit from a ram, swipe, rake, crash or collision (S4 if involved with an armoured vehicle, S5 if involved with a heavy armoured vehicle).

3 - 4 Wheel. Armour 8

The wheel has been hit, roll a D6 to determine the effect:

1 Slow puncture, roll a D6 at the start of each of the bikes movement phases on a roll of 1 the tyre now counts as a puncture and should be treated as a roll of 2 - 3 on this table. After this happens no further rolls are made.

2 - 3 Puncture, reduce slow speed to 4", combat to 8" and fast to 16".

4 - 5 Forks damaged, the bike spins.

6 Blow out! The bike swerves, travels D6" in that direction, spins and is immobilised.

5-6 Bike. Armour 10

The engine, fuel tank or associated machinery has been hit, roll a D6 to determine the effect:

1 Throttle jammed open, next turn the bike must move its full distance i.e. usually 24". 6 Fuel tank explodes, crippling and immobilising the bike. The rider is thrown clean off the saddle by the blast and lands D6" away in a random direction. The rider takes a S4 hit upon landing.

2 Gears jammed, the bike can now only travel at combat speed.

3 Front forks twisted, the bike swerves and can now only travel at slow speed.

4 Gear train damaged, the bike is immobilised.

5 Engine damaged, the bike spins and is immobilised. The rider is pinned but can recover as normal in future turns. Roll a D6 at the start of each subsequent turn on a 6 the fuel explodes as in a result of 6 on this table.

6 Fuel tank explodes, crippling and immobilising the bike. The rider is thrown clean off the saddle by the blast and lands D6" away in a random direction. The rider takes a S4 hit upon landing.

VEHICLE COSTS

Buying a vehicle for your gang is very simple. First look on table 1 below and cross-reference the vehicle type with the transport capacity. Then look at table 2 and add or subtract the creds given by cross-referencing the vehicle type with its motivation type. Any weapons mounted on the vehicle are paid for at the cost given in the Necromunda rule book.

Example: You decide you want an armoured vehicle which can carry up to 5 people. Looking at table 1 this costs 200 creds. This vehicle will be tracked, this cost an additional 25 points. So the total is 225 creds. If it was mounted with a heavy bolter this would be another 180 costs, making a total of 405 creds.

TABLE 1. BASE COST	TYPE			
TRANSPORT	bike	light	armoured	heavy armoured
single seater	75	100	150	250
up to five	x	150	200	300
transport	x	x	250	350

TABLE 2. MOTIVATION COST	TYPE			
MOTIVATION	bike	light	armoured	heavy armoured
wheeled	0	0	0	0
tracked	x	x	+25	+50
walker	x	+25	+0	+50
crawler	x	x	x	-100
skimmer	x	-25	+50	x

Vehicle Type: Transport Capacity:		Armour Type: Cost:		Vehicle Name: Driver:		Fixed Weapon: Gunner:	
Scores	Armour	Area Name	Scores	Armour	Area Name	Short Range	Long Range
1			4			To hit short	To hit long
2			5			Str	Save
3			6			Damage	Armo
Equipment, Permanent Damage and Notes:							

ASH WASTES

EXPERIMENTAL VEHICLE CAMPAIGN RULES

by Chris Ward and Stuart Witter

Continuing the vehicle rules from last issue. This time we learn how vehicles behave in campaigns.

VEHICLE ROSTER SHEET

Last issue we gave you full rules and vehicle costs for using your buggies, crawlers, bikes, etc. The costs of the vehicle you have purchased and the information about it should be recorded on the Necromunda: Battles in the Ash Wastes vehicles roster opposite (permission is granted to photocopy it or a full version can be downloaded from the Fanatic website). Using this roster keeps costs of your vehicles separate from your gangers and allows you to use your Nomads to raid the Underhive on foot by taking the cost of your vehicles away from your total gang rating.

This roster also has areas to include fixed weapons that are considered part of the vehicle – the cost of which is added to the total cost of the vehicle, not the gunner, and areas for noting down the driver, gunner, etc. An example of a completed roster is given on the right.

VEHICLE PERMANENT DAMAGE

Just as a ganger can be seriously injured in a fight, a gang's vehicles can take permanent damage from enemy fire. Gangs try to keep their transport in the best working order they can, salvaging parts from wrecked vehicles found in the ash wastes and buying replacement parts from the shanty towns. However, some damage cannot be glossed over using a planishing hammer or a coat of paint and will therefore have more detrimental effects.

CRIPPLED VEHICLES

Any vehicle that is crippled has to roll on the Vehicle Permanent Damage table. Any vehicle that was immobilised during the game may become crippled and have to roll on the table, especially if it is abandoned by a gang that bottles out. A vehicle that has no crew or driver at the end of the battle also counts as being immobilised.

IMMOBILISED VEHICLES

Roll a D6 for each immobilised vehicle at the end of the game. On a roll of a 1 the vehicle counts as crippled and you must roll on the Vehicle Permanent Damage table, on a roll of a 2 or

Vehicle Type: Wheeled		Armour Type: Heavy Armour		Vehicle Name: Bertha		Fixed Weapon: Heavy Stubber					
Transport Capacity: 5		Cost: 300+0+120= 420		Driver: Led Saato		Gunner: Hukk Toulter					
Scores	Armour	Area Name	Scores	Armour	Area Name	To hit short	To hit long	To hit Str	Save	Damage	Ammo
1	10	Driver	4	10	Wheel			4	-1	1	4+
2	10	Fixed Weapon	5	12	Vehicle Body						
3	10	Crew	6	12	Engine						

Equipment, Permanent Damage and Notes:

2 Sustained Fire dice

more your gang successfully rescues the vehicle before it is either stripped by another gang or falls prey to the harsh ash waste conditions, meaning it will be repaired in time for the next game. If the gang owning the vehicle bottled out, the chances are that the vehicle will be recovered less. So instead a D6 roll of 1-3 will mean the vehicle is crippled and takes permanent damage; a roll of 4-6 means that it is rescued and repaired.

VEHICLE PERMANENT DAMAGE CHART (D66)

11-13 Destroyed

The vehicle is completely wrecked, the damage it has sustained leaves it beyond repair. If one gang bottled out the other can leave a ganger to strip the vehicle of any parts that could be salvaged, gaining 2D6 x 10 creds (to be added to the gangs income). This means, though, that the ganger cannot scavenge or work a territory this game.

14-16 Wrecked

The vehicle has not been completely destroyed, although repairable it is badly mangled. Roll a further D6 times on this table. Re-roll any 'Destroyed', 'While we were at it...', 'Fixed' or further 'Wrecked' results. Re-roll any duplicate 'Captured' results.

21-22 Armour Weakened

The armour plates that protect the vehicle's vital components and crew are twisted, buckled, have holes blown in them or are completely missing. The vehicle's Armour values should be reduced by -1 on all locations.

23-24 Twisted Chassis

The vehicle's chassis or frame is bent, making it almost impossible to control at high speeds. For each turn you wish to make roll a D6. On a result of a 1 the turn cannot be made at all (i.e. a vehicle travelling at fast speed, that can only make one 45 degree turn, fails its D6 roll and cannot make its turn this Movement phase).

25-26 Engine Problems

The vehicle's propulsion system has taken serious damage during the last battle and now doesn't function perfectly. The driver must make a Leadership test each time he wishes to travel at a different speed (slow, combat or fast) from what was travelled at in the previous Movement phase. A failed leadership test means the engine has malfunctioned and travels at the same speed this turn. A Leadership test must also be made to bring a vehicle to a halt (stationary for a turn) or to move a previously stationary vehicle.

31-32 Boneshaker

The suspension systems are ditched and the vehicle bounces around wildly as it is driven across the uneven ash surface. While moving, all models on board suffer a -1 to hit modifier, when they shoot.

33-34 Annoying Squeak!

Some minor problem such as a knocking sound every time the vehicle accelerates, a rattley gearbox or a squeaky seat has developed and sends the driver mad! The driver suffers -1 Leadership whilst driving this vehicle due to the distraction.

35-36 Unreliable

The vehicle develops a recurring fault which, despite efforts of repair, means it is sometimes out of action. Roll a D6 before each battle. On a result of a 1 the problem is playing up and the vehicle cannot be used for this game. Two 'Unreliable' results mean 2D6 have to be rolled before each game any roll of a 1 the vehicle is unavailable, three means 3D6, etc.

41-56 Fixed

It looks a lot worse than it is, a knock about with a mallet, a few rivets and a coat of paint means the vehicle sustains no long suffering effects.

61-63 Captured

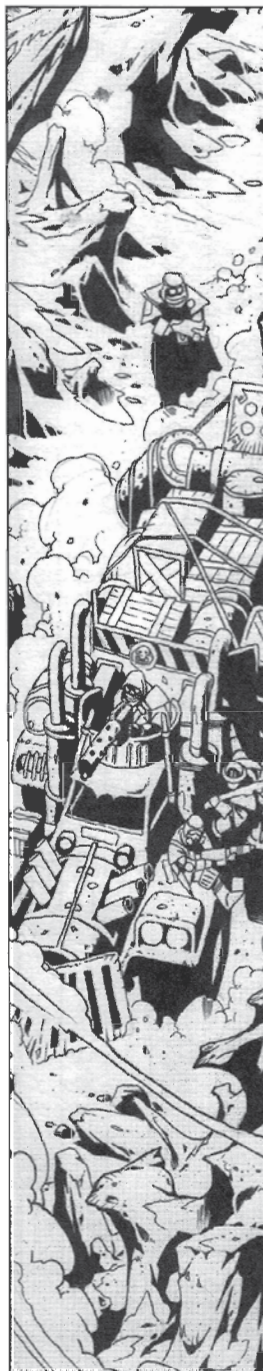
The vehicle is towed away by the opposing gang. Captured vehicles can be exchanged, ransomed or stripped for parts if both gangs hold captured vehicles then they must be exchanged on a one for one basis, starting with vehicles of the highest value. Any remaining vehicles can be bought back by their own gang if the player is willing to pay the captor's asking price. There is no guideline for ransom prices, it is for the players to decide between themselves. Finally, vehicles that have not been exchanged or bought back can be stripped for parts. Any fixed weapons can be added to the capturing mob's stash and the vehicle's components are sold for $3D6 \times 10$ creds. The gang who have lost their vehicle can opt to play a rescue mission to reclaim their valued transport before it is reduced to its component parts.

64-65 Reputation

The knocks, rake marks and bullet holes covering the vehicle means it is recognised as being owned by an experienced gang of merciless killers. The effect of this pride in their transport gives all gang members riding on the vehicle +1 Leadership whilst on board.

66 While we were at it...

The gang's efforts to patch up the vehicle after the last battle seem to have solved another long-standing fault. All permanent damage suffered by the vehicle during its illustrious lifetime is fixed and has no further effect!



ASH WASTES BEASTIES

EXPERIMENTAL RULES

by Chris Ward and Stuart Witter

Despite the conditions of Necromunda's Ash Wastes, it is not a completely dead wasteland. Life has found many ways, as it inevitably does, of surviving both on and below the surface of the shifting ash plains, as well as in the sludge seas. Microscopic bacteria and the creatures that feed on them may be of little use to wandering Nomads, but there are many larger creatures in the ash deserts too. Mutated creatures living in the wastes may be captured and tamed for riding, and larger, lumbering, armoured beasts make great pack animals as they can carry their own weight and more in baggage. Many beasts used in the wastes are imported from off-world, or genetically bred to survive in the toxic conditions, especially those used by guilders to transport goods from hive to hive. There are many advantages of beasts over vehicles: they don't need fuel or fixing regularly, they will eat virtually anything, and if the gang hits hard times, well, you can always cook the things.

You can use virtually any creatures in your games of Necromunda: Battles in the Ash Wastes. Just make sure you apply the correct

rules below and you're away. If you're stuck for ideas, why not take a look at some of the creature conversions in this issue.

TYPES OF BEASTS

Generally speaking there are four sizes of beast: small, medium, large and gigantic. A small beast is a horse-sized beast that one ganger can ride, medium beasts are larger, but still only suitable for one rider, large beasts are considerable monsters able to lug around weapons and equipment and gigantic are so large that they are suitable for several 'crew'. Each of the beast types can then be tailored to represent the beast you have created. You just pay more points to increase the beast's characteristics. Just try to keep everything WYSIWYG.

WHO CAN RIDE?

Anyone can ride a beast of any size, providing they pay the points cost. Note however, that large and gigantic beasts may have mounted weapons... just like some vehicles, and as such the cost of the weapon is added to the beast.



BEASTS IN THE HIVE

Beasts may never enter the hive, and so may not take part in normal games of Necromunda. It is recognised that Guilders often use pack beasts, but the ridden creatures described here are not suitable for the dense environment of Necromunda's hives.

BEASTS AND BOARDING

Beasts may be boarded just like vehicles, with the exception of small beasts, which are treated as cavalry and may not be boarded at all, nor may they attempt to board a vehicle. A cavalry model is a single entity and is treated in the same way as any other foot model.

BEASTS AND RAMMING

Beasts may not ram or run models down, it is not in their nature to do so, and they will naturally avoid a collision. Beasts moving into contact with a model must do so by charging into close combat as normal.

Vehicles can, if they wish, ram beasts. Beasts use the rider's Initiative to attempt to dodge ramming vehicles but randomly determine whether the rider or beast is hit as for rules for shooting at beasts (see below). Bikes attempting to run down large beasts take a hit at the Toughness of the beast, not the rider.

BEASTS, SHOOTING AND CLOSE COMBAT

Any model riding a beast uses weapons as normal, note that move or fire weapons may only be used if the beast remained stationary that turn.

Shooting at beasts is treated similarly to monsters in Warhammer. Roll a dice for each hit to see whether it hits the rider or beast - 1-3 the beast is hit, 4-6 the rider. Resolve each as you would for shooting at individual models.

In close combat gangers fighting a rider and a medium or larger beast should be treated as a multiple combat.

RIDERLESS BEASTS

Medium, large and gigantic beasts may find themselves in the position that they have no rider. Any model may take over a riderless beast just like a vehicle with no driver,

however, as beasts have minds of their own they will not move out of control like vehicles. For each beast with no rider on your side, you should roll a D6 at the start of each turn. On a 1-3 the beast stays where it is, not motivated enough to move. On a 4-6 the beast wanders D6" in a random direction, although it will not endanger itself (by walking off a cliff etc). Any models the beast moves into contact with it will attack in close combat. A beast that is charged will fight back as normal.



SMALL SIZED BEAST

Cost: 25 Creds

Only a single ganger can ride a small beast, they aren't big enough to carry more than one man and his equipment, and are treated as one model. The rider of a small beast receives a +1 saving throw, or a 6+ save if it had no save before, to represent the extra protection given by the beast. Movement is increased to 8", which is doubled as normal when running or charging and +1 Attack that is resolved at Strength 3 representing the beast's attack.

Models riding small beasts can fire weapons with a 360 degree (all round) fire arc just as if they were riding a bike.

MEDIUM SIZED BEAST

Cost: 50 Creds

Medium beasts are considerably larger than small beasts. They are stockier, heavy-set animals often used by the guild for transporting goods inside as well as outside the hive.

Although a medium beast is somewhat larger than the small beasts we have described above, they are still only suitable to be ridden by one ganger.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	3	4	1	2	1	4

Save: 5+ (due to armoured hide, modified as normal).

Leadership: The rider's Leadership is used for all Ld tests, the beast's Ld will only be needed if the rider is taken down or out, and the beast becomes riderless (see Riderless Beasts).

Upgrades: To reflect the variation in models between players, the following characteristic 'upgrades' may be bought for the medium beast: +1 W, +1 S, +1 A, +1 I.

You may only buy one of each characteristic upgrade. The first characteristic increase costs 10 creds, the second 20 creds, the third 30 creds and the fourth 40creds. All four upgrades total therefore 100 creds. Upgrades must be purchased at the same time as the beast; they may not be added later to a beast your gang already owns.

LARGE SIZED BEAST

Cost: 100 Creds

These are substantial beasts often used to carry goods as well as gang fighters from hive to hive. They may often be seen fitted with harnesses that allow the beast to carry a heavy weapon, such as the crude harpoons favoured by nomad beast riders.

Although a large beast is thicker set and able to carry greater loads, they are still only suitable to be ridden by one ganger.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	0	4	5	2	2	2	4

Save: 5+ (due to armoured hide, modified as normal).

Leadership: The rider's Leadership is used for all Ld tests, the beast's Ld will only be needed if the rider is taken down or out, and the beast becomes riderless (see Riderless Beasts).

Heavy Weapon: A Heavy mounted on a large beast may have a heavy weapon mounted just as if he were the nominated gunner on a vehicle. Here the cost is added to the beast, not the Heavy, in a similar way to vehicle guns.

Fearsome: Large beasts are so big and frightening they cause *Fear*. This also makes the rider immune to *Fear* from other fear causing models.

Upgrade: To reflect the variation in models between players, the following characteristic 'upgrades' may be bought for the large beast: +1 W, +1 S, +1 A, +1 Save.

You may only buy one of each of these upgrades. The first characteristic increase costs 20creds, the second 30creds, the third 40creds and the fourth 50creds. All four upgrades are therefore 140creds. Upgrades must be purchased at the same time as the beast; they may not be added later to a beast your gang already owns.

GIGANTIC BEASTS

Cost: 250 Creds

These massive, elephant sized beasts are very rare in the ash deserts of Necromunda, but nonetheless may be found from time to time. They are huge creatures either imported from off world or horribly mutated from millennia of pollution, are able to carry several fighters or giant cargos.

Gigantic beasts may be ridden by up to five models, just as if it were a vehicle with a transport capacity of five. Note that a suitable area for riding models must be on the model, just as with vehicles.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	0	5	6	5	2	2	4

Save: 5+ (due to armoured hide, modified as normal).

Leadership: The rider's Leadership is used for all Ld tests. The beast's Ld will only be needed if the rider is taken down or out, and the beast becomes riderless.

Heavy Weapon: A Heavy mounted on a gigantic beast may have a heavy weapon mounted just as if he were the nominated gunner on a vehicle. Here the cost is added to the beast, not the Heavy, in a similar way to vehicle guns.

Close combat: This is treated differently with gigantic beasts. Only the massive beast itself may fight as the riders are invariably too far away to reach the combat. However, the models riding are not engaged in combat and may continue to shoot in the same turn that the beast is in close combat. To fight models riding the beast it may be boarded in the same way as a vehicle.

Fearsome: Gigantic beasts are so big and frightening they cause *Fear*. This also makes the rider immune to *Fear* from other fear causing models.

Upgrade: To reflect the variation in models between players, the following characteristic 'upgrades' may be bought for the gigantic Beast: +1 S, +1 WS, +1 A, +1 Save.

You may only buy one of each of these upgrades. The first characteristic increase costs 30 creds, the second 40 creds, the third 50 creds and the fourth 60 creds. All four upgrades are therefore 180 creds.



Large beast with Heavy rider armed with harpoon

Upgrades must be purchased at the same time as the beast; they may not be added later to a beast your gang already owns.

ASH WASTE BEAST CONVERSIONS

After we had completed our vehicle rules and the gang rules we decided that miniatures riding beasts would look great. Just as we had done with the vehicles we decided to write rules that allowed you to field any type of beast you decided to convert. This allows nearly total freedom to tailor-make beasts to reflect the rules or vice versa.

The large sized beast (below) is the first Nomad riding a hideous mutated animal that I converted. It is a large beast that can have a heavy weapon fixed to its back.

The beast of burden was made from a Warhammer Wyvern, a fantastic model that has a really aggressive look to it. Its torso was cut off just below the chest and then pinned to the lower body. I did this because the shoulders would have been too high to add arms to, but also to make the beast look stockier. Next I tried to find a new pair of horns to replace those that you get with the Wyvern. After trying dozens of horns I eventually decided it looked most different without any and as such I left them off. It's

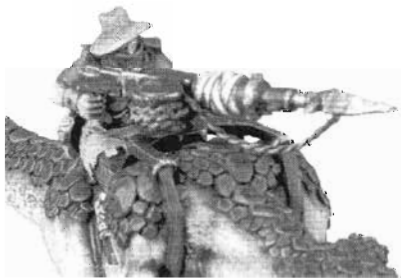
horn holes were filed down and I sculpted a scaly head plate in its place. In order to give the beast the right sort of arms, with the right number of claws, I used some from a Dragon Ogre. I cut the arms off the Dragon Ogre and pinned them in the right area on the wyvern before green stuffing some shoulders on. Having allowed the shoulders to dry I added scales to blend them into the rest of the miniature and filled any other resultant crevices.

The Nomad was made from a Tallarn with missile launcher. I cut him away at the legs and used Mutie Raider legs, I had to carve off the extra toes but they were the perfect size to sit on the

VEHICLE EQUIPMENT

by Chris Ward & Stuart Witter

There is already a massive variety of equipment within the Necromunda rules, much of which can be used with the Vehicle rules already published. Heavy weapons in particular can be mounted on vehicles and certain beasts to allow move or fire weapons to be fired on the move, although sacrificing the flexibility of the weapon (see Necro mag 4). However, there are more weapons and equipment that are only found in the Ash Wastes, often crude and brutal weapons that can be easily constructed from the few materials available, but sometimes also highly technical equipment, such as that favoured by House prospector teams. The following rules give details of some of this equipment. It can be bought from the trading post at any time and be added to a gangs existing vehicle or can be purchased with and added to a new vehicle.



Harpoon Gun

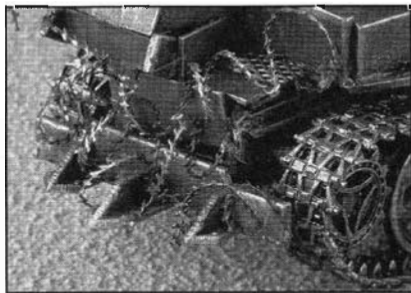
70 points

Similar to the harpoon guns used by Scalies in the Underhive, the harpoon gun is a mechanically compressed spring used to propel a shaped spear from a simple tube.

This spear is attached to the firing mount by a sturdy cable or chain. In combat the harpoon can then be used to pull chunks of armour or equipment from vehicles attacked.

The variable effect of the harpoon gun – ranging from nothing but a glancing blow to ripping great chunks off an opposing vehicle – is represented by the weapon's variable strength against vehicles. Harpoon guns may only be mounted to vehicles or beasts that are large or bigger. They may never be carried by models on foot.

Note: More adventurous players may wish to experiment with the rules for this highly entertaining weapon – remember there are walkers in Necromunda: Battles in the Ash Wastes.



Sharpened Spikes (Equipment) 25 points

Many gangs in the wastes choose to attach blades, spikes, razor wire or other nasty bits to their vehicles. Shanty gangs in particular make use of this modification as it is simple to do and helps prevent their weak gang members from close combat attacks. This does not affect a vehicle's ability to cause damage to other vehicles, but can make them harder to board in a fight. Any models trying to board a vehicle fitted with

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam Mod	Save Mod	Ammo Roll	Special
0-12	12-18	-	-1	5	D3	-2	4+	2D6 +2 vs Vehicles

sharpened spikes are at -1 to their Initiative roll as they must not only board but also avoid the spikes. This modification may be made to a vehicle once only.

Searchlight (Equipment) 50 points

With light conditions in the wastes being so poor, thanks to the thick layer of smog that coats the whole planet, searchlights are common additions to a gang's vehicles. A gang member may operate a searchlight once per turn at the start of the Shooting phase instead of shooting. Place a 2" template anywhere within 24" of the searchlight (although the beam cannot pass through solid objects such as buildings, so use your common sense). Any models under this template are revealed if hiding and may be seen and shot at by any models within range. The searchlight also reveals enemy who are too far away to be seen normally in poor light conditions.



Scanner (Equipment) 70 points

A vehicle mounted scanner has considerable power when compared to a handheld device. A scanner is automatically used by a vehicle's driver and needs no other operator. It may be used in addition to any other actions to reveal all hidden models within 12" of the vehicle at the end of the Movement phase.

Ram Bar (Equipment) 50 points

A ram bar is a simple way of reinforcing a vehicle to make it harder to damage in ramming actions. It is a reinforced bar on the front of the vehicle, often spiked to inflict extra damage on its targets. Any ram damage inflicted by a vehicle with a ram bar when ramming with the front of the vehicle will cause an extra point of damage to the target vehicle on a D6 roll of 4+. For example, a vehicle with a ram bar that shunts an opposing vehicle will cause 1 point of automatic damage and 1 extra point on a roll of 4+. Rakes and sideswipes are therefore not affected by a ram bar; they don't involve the front of the vehicle. Ram bars may only be fitted to wheeled or tracked vehicles; skimmers are too light in construction to mount a ram bar, while walkers would be more likely to damage themselves than anything else they hit! Bikes may never fit a ram bar (for obvious reasons).

Tow Cable (Equipment) 25 points

Tow bars, cables and winches all have their uses in the wastes of Necromunda, for recovering damaged vehicles and moving heavy loads. If at the end of a game you have a vehicle with tow cable that is still operable (ie, not immobilised) then you may re-roll the serious damage result for one other vehicle that has taken permanent damage. (See Necro mag 5 for details on permanent damage).

Run-flat Tyres (Equipment) 40 points

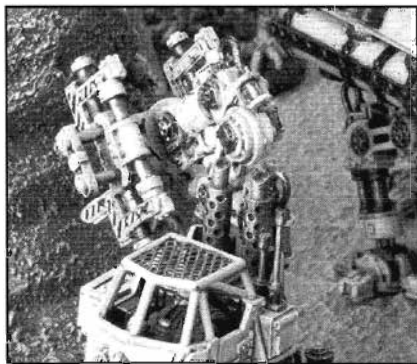
Tyres specially designed to stay functional even if punctured can come in extremely useful in the wastes, especially when other people are shooting at them! This modification allows you to ignore a roll of 1-3 on the Wheel Damage table of a wheeled vehicle or bike.

Spare wheel/tracks (Equipment) 30 points

This modification may be fitted to any bikes or wheeled or tracked vehicles. If a vehicle with this modification remains stationary for the entire Movement phase, any damage taken to the tracks or wheels is repaired in the Recovery phase. The driver may take no other actions in order for this to take effect (he may not shoot or fight in close combat, for example). This may be used once per game.

Ablative Armour (Equipment) 35 points

Extra armour plates, hub caps, etc, are welded on to the vehicle to temporarily protect it from some damage. Ablative armour will absorb the first penetrating hit the vehicle takes, thus preventing damage. After this the ablative armour is too damaged to be of further use and plays no further part in the game. It is automatically patched up in time for the next game.

**Weapon Linkage (Equipment) 2 x weapon cost**

Some weapons may be cleverly fitted together to allow two weapons to be mounted on a vehicle rather than one, by making them twin-linked. The cost of this is equal to the cost of the two weapons (which must be of the same type), plus half the cost of the weapon ie, two and a half times the weapon cost. Twin-linked weapons are then treated as if they were just one weapon, except that if a hit is scored this is doubled to two hits. Sustained fire weapons are slightly different in that the number of Sustained Fire dice are added to create on very rapid firing weapon! And yes, if you link two bolters together you can use it as a storm bolter if you want.

Industrial Machinery (Equipment) 60points

There are several types of industrial machinery, ranging from rock drills to pneumatic buckets and lifting claws. A vehicle fitted with industrial equipment may be one of two types. The equipment may be completely or partially automatic and requires no other operator, freeing gang members to undertake other actions, or it may be operated by a dedicated gang member, who may do nothing else while he operates the machinery. Obviously this second option is much cheaper, and often used by House prospector teams, who hard-wire servitors to perform this function. Whichever the type, industrial machinery may be used when the equipped vehicle declares a ram action, where it may cause more damage. The standard ram damage is inflicted as normal, but an extra hit at S4+D6 is also caused. This is automatic for machinery with a dedicated operator, but only occurs on a D6 roll of 4+ for automatic machinery.

We do have additional equipment that we are currently playtesting. Feel free to devise your own if you have any great idea's let us know.

We haven't included rules for a sidecar to be attached to a bike here as they proved to be incredibly complicated in playtesting. If you have a bike with sidecar model, simply buy it as a light vehicle and use the rules from there.



SCENARIOS IN THE ASH WASTES

EXPERIMENTAL RULES

by Chris Ward & Stuart Witter

Because of the vast scale of the Necromundan ash wastes, battles rarely take place without one of the gangs having planned an ambush, raid or having some other motive to risk life and limb in the fight. In this article we offer some guidance for using scenarios from both the Necromunda rulebook and Outlanders, explaining what modifications (if any) would make the scenario play better using ash waste vehicles. We have also included five extra ash waste scenarios, all of which are played using the rolling road system from Gorkamorka – basically this means that the scenery on the table moves along a set distance each turn and your gang has to race along just to keep up with the battle. Of course the modifications we suggest are purely optional and you should adapt scenarios to best suit your gangs, scenery and campaign background.



NECROMUNDA

SCENARIO 1: GANG FIGHT

The hostile conditions of the wastes and its sheer size mean that a chance encounter rarely happens between two gangs. When it does, the results are almost always bloody firefights as both gangs battle to defend themselves. The victor will almost always be able to scavenge useful supplies and ammunition from the fallen, the highest prize on a journey that may take them months to complete.

The Gang Fight scenario needs no modification to use in the ash wastes, it works just fine as it is!

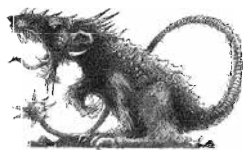
SCENARIO 2: SCAVENGERS

A gang discovers an ancient corroded wreck of a crawler, a crashed ship devastated by the chemical pollutants of the wastes or some other source of salvageable equipment. But fate is not on the gang's side and as they begin to scavenge the site, the roar of another gang's engines is heard closing on their position. It seems they won't be able to take the loot without fighting for it first.

For the Scavengers scenario it is useful first to clarify how a ganger picks up Loot counters and how they can be loaded onto vehicles. Gangers on foot pick up loot as described in the Necromunda rulebook, but can also load them onto a vehicle by moving into contact with a vehicle that is travelling at slow speed this turn (before or after the movement – not half way through). Drivers of vehicles can pick up loot but only if they spend an entire Movement phase stationary in contact with the Loot counter. This

represents the ganger pulling up, jumping off and hauling the loot onto the vehicle before mounting up again ready to speed off next turn.

The only modification to the scenario rules we have used is to adapt the monster roll slightly. A wreck is a dangerous area full of unseen hazards and pitfalls for the unwary ganger – the change to the roll is to represent these hazards rather than a monster attack. The roll of a 1 represents the ganger losing equipment as he struggles to scramble out of a crumbling cargo hold, whilst a roll of 6 means the ganger has been crushed to death by falling wreckage, or lays dead at the bottom of a tank filled with corrosive fuel. A model aboard a vehicle can never be the isolated ganger and if there are no suitable 'footers' then none of the gang is affected.



SCENARIO 3: HIT AND RUN

From time to time every gang will set up an encampment. During a protracted journey through the wastes it may be necessary to establish a temporary base from which a gang can lay in wait to launch an ambush, make running repairs to damaged vehicles, carry out surveys of the surrounding area or for simply somewhere to rest out the night. Of course staying in a fixed location for any length of time represents a much higher risk of attack from raiders...

Hit and Run needs quite a few modifications for it to work in the ash wastes. To start with, when setting up terrain you will not need a water still but will need to set up some terrain to represent the gangs encampment (Chris says "why not use the mutie tents from Digganob if you're short on scenery"). The Mission roll should be modified thus:

1. Blitz: The attackers try to wreck some important piece of the defender's camp. Pick a piece of scenery to represent a generator, auto repairer, fuel dump or

whatever. They win if they manage to destroy the objective, which has an armour value of 12, roll on the following damage table: 1-3 Armour Weakened add an extra +1 next time you roll on this table; 4+ Destroyed.

2. Bushwhack: No modifications needed.

3. Junk: The attackers aim to ambush and 'junk' an enemy vehicle that they recognise from a previous encounter. The target vehicle is chosen randomly from the vehicles on the table at the start of the game before the attackers are set up. The raiders win if they immobilise the vehicle. If the defending gang has no vehicles then re-roll this result. If the defender's gang has only beasts, then a beast other than a small beast must be randomly determined and taken out of action.

4. T.W.O.C.: The attackers don't want to wreck the enemy vehicle; they want it! This mission will be very hard, but is mainly here





because it's cool to try. The raiders win if they manage to take out the driver of the vehicle, randomly determined as above, and then drive it off any table edge. If the attacker wins the scenario then the vehicle counts as captured. If the defending gang only has beasts this mission becomes 'Rustlin' instead, and a randomly determined (not small) beast should be ridden off the table.

5. Stick up: No modifications needed, check the extra rules above under the Scavengers scenario for Loot counters.

6. Choose: No modifications needed (Stuart says 'Choose T.W.O.C., it's well difficult').

As there are varying numbers of gangs and vehicles in Necromunda: Battles in the Ash Wastes we suggest using the following rules rather than randomly rolling to see how many fighters take part in the scenario.

At the start of the game both attacker and defender must split their gangs into two groups. The attacker must randomly determine which group takes part in the raid; the others do not take part. The defenders must randomly determine which half of the gang start on the table, and which are used as reinforcements. Note that a gang's vehicles must be included in these groups and may not be chosen later.

SCENARIO 4: AMBUSH

Despite the vast open areas of the ash wastes there are still many areas ideal for ambushes. Trade routes often pass through narrow passes where some shelter is possible from the harsh conditions, and many gangs travel close to transport tubes and communication wires to avoid becoming lost in the ash deserts. This provides all the opportunity raiding Nomads or Shanty Dwellers need to set a trap or simply lie in wait for the next victims.

The Ambush scenario needs no modification to play in the ash wastes. However, we like to start the defending gang with their vehicles all facing in the same direction, as if they had just driven straight into the ambush ('No Stuart, not into the gates of hell itself - let's not be melodramatic here' - Chris).



SCENARIO 5: THE RAID

Rather than an all – out attack, Nomad gangs may sneak into a gang's encampment to try to inflict damage and disable equipment. Puncturing fuel tanks, setting timed explosives slashing tyres and poisoning a gang's beasts will all cripple a gang, leaving them defenceless by the time they realise they are under attack.

In the Raid we didn't use a gateway, and decided that all models would start on foot, and the defender's empty vehicles would be the targets (the attacker uses no vehicles or beasts, they're too noisy). Defenders may only mount their vehicles after the alarm is sounded. The game ends and the attacker wins when all the defender's vehicles are immobilised, instead of destroying the gateway. We haven't tried it, but you may want to allow the attacker to try to steal the defender's vehicles – this would invariably sound the alarm!

SCENARIO 6: RESCUE MISSION

Gang fighters and their vehicles or beasts are often captured during raids and ambushes. Even a winning gang may find that their retreating enemy has dragged off an unconscious ganger, or stolen a driverless vehicle. It may then be necessary to track the attackers down in an attempt to recapture what is rightfully theirs.

In Rescue Mission, gangs can attempt to rescue gangers, vehicles or beasts, in the case of vehicles and beasts the defender may not drive or ride the vehicle or beast at all; the attacker rescues the vehicle or beast by simply getting in or on and driving or riding it off any table edge. Other than this the scenario is played as normal.

SCENARIO 7: SHOOT OUT

Shanty towns are the only settlements where the inhabitants of the wastes can trade, stock up on supplies or hire mercenary scum. There are no laws as such, the towns elder enforces some kind of order, sending shanty gangs to throw out any troublemakers. Because of this, gangs that have been allowed to trade in the town do not want to be regarded as bad news by the local family as they need to buy food, drink and ammunition. When a gang comes across a rival group of fighters the situation is indeed tense, this might be the opportunity to kill off their leader – but – they need to buy supplies before they leave...

In a shoot out, the conflict takes part in the town and all the gang's vehicles and beasts are left outside the settlement. Other than this all the usual rules apply.





OUTLANDERS

SCENARIO 1: THE HIT

In the wastes finding the base of an enemy gang can prove extremely difficult, and catching them on the move virtually impossible. For this reason many attacks take place in or around the shanty towns, which gangs must visit for food, fuel or other supplies, not to mention the drinking and gambling that is favoured by many. Of course, the best way to strike a blow against a rival is to take out their leader, which can be made all the easier by a bottle of Second Best...

The Hit is played in a similar manner as usual but with a few changes to make it fit more into the ash wastes setting.

The defending leader must attempt to reach his vehicle and escape before the attackers take him out. The attackers in this scenario are all on foot – no vehicles are used. The defending gang likewise use no vehicles, except for their leaders. The defender

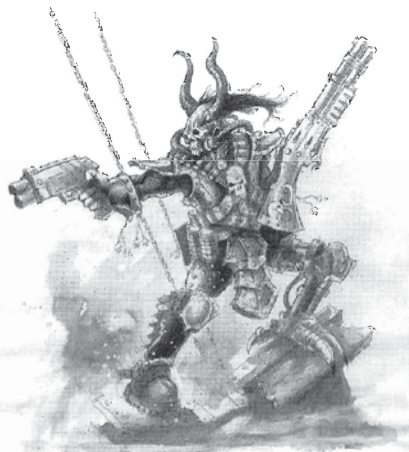
places this vehicle at the same time as the leader, at least 12" from him. Other friendly gang members may drive the vehicle, but only after the leader is on board. The defender may choose which vehicle to use if he has more than one, but it is normal to use the vehicle the leader drives, unless he is usually a passenger.

The game ends following the normal rules, or if the leader makes it to his vehicle and exits via a table edge chosen by the attacking player (the attackers see they have failed and automatically bottle out at this point).

Instead of a vehicle the defending leader may escape on one of the gang's beasts, this works just as described above.

SCENARIO 2: LOOT AND PILLAGE

Travellers in the ash wastes invariably have something of value, as almost all gangs intend to trade with other gangs and other hives. Unfortunately, this means that all gangs have to keep a close watch on their backs, as even an overnight stop can be risky with the trade routes being closely watched by Nomads and other raiders. Should a raiding gang discover the site of gang's camp or even its base in the wastes, all hell will invariably break loose as the raiders attempt to either steal or destroy anything they can lay their hands on.



This scenario does require a few modifications to make it work in the wastes. Firstly, in the terrain section we decided not to use the watchtower, as it would be unlikely to survive in the wastes, what with corrosive ash storms and the like. However, as barricades are so effective (as they are linear obstacles, vehicles will crash into them), this seems to compensate pretty fairly.

The next change was to the number of defenders. Normally in this scenario D6 defenders start on the table, but this could be all of your gang if you have spent a lot on vehicles. For this reason it is generally best to split the defending gang into two roughly equal halves, including vehicles, then randomly roll to see which half are the reinforcements and which start on the table. Alternatively, you may wish to come up with a system that brings all the reinforcements speeding to the rescue on the gang's vehicles.

Aside from these changes this scenario works very well in Necromunda: Battle in the Ash Wastes.

SCENARIO 3: THE HUNTERS

In the shanties, just as in Underhive settlements, many shoot-outs occur. Some of these may be simple coincidences, i.e. few rival gangers chancing across one another and opening fire. Others may be deliberately engineered ambushes, one half of a gang facing down a far stronger force, while their comrades drive around to the other end of town to sneak up behind the enemy.



This scenario is another one played without vehicles unfortunately. It works just as normal, and is set in the shantytown rather than the ash wastes.

SCENARIO 4: CARAVAN

In many ways Guilder caravans are even more vulnerable in the wastes than the hives. Although they must first be located, when found they tend to be poorly defended compared to those in the hive, and often contain even more valuable commodities.

This scenario is really designed for use in the hive – out in the wastes we can properly represent an attack on guilders using the vehicle and beast rules. However, this scenario can still be used to represent a gang in the shanties being paid to stop attackers from breaking through to their vehicles and chasing the caravan down. It can therefore be really good in a campaign, where the next game played is an attack using the rules in one of the ash wastes scenarios later, and only the attackers who break through take part.

This scenario is therefore played using models on foot only, with the normal rules.

ASH WASTES

THE ROLLING ROAD

Several of the Ash Waste scenarios use what is described as a 'rolling road'. In a rolling road scenario a greater illusion of speed is created by moving all the scenery on the board back towards one table edge, to represent constant movement in one direction (Veteran players: this works using the same system as 'The Chase' in Gorkamorka – the following rules just describe this).

We recommend that you use only a few pieces of scenery as it becomes very tiresome moving masses of rocks and dunes down the table each turn, and the ash wastes are fairly bleak places after all!

At the start of each turn, before the players take their turn there is a Rolling Road phase. In this phase everything on the table, except vehicles facing in the direction of movement and who are travelling at slow speed or faster, is moved 6" down the table.

This means models on foot, vehicles facing in different directions and everything. Only vehicles facing in the direction of movement, or up to 45 degrees left or right 'keep up' with the table, everything else goes back 6".

In the Movement phase everything may then move as normal, except the vehicles which 'kept up' with the table, which have already travelled at slow speed. Any vehicle may elect not to 'keep up' and may move later, in order to avoid an obstacle for example.

Any models that fail to keep up with the rolling road and are moved off the rear of the board count as being 'down' for the purposes of bottle rolls etc.

Scenery should obviously be moved back on to the top of the board in a random location to keep the illusion of movement maintained.

Each of the following ash waste scenarios uses the rolling road rules.



SCENARIO 1 – CONVOY ASSAULT

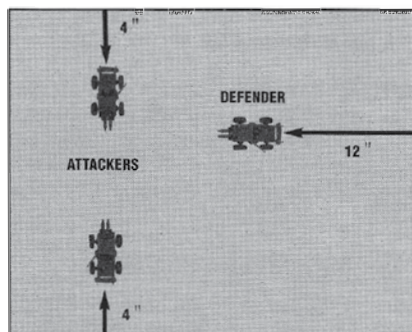
In this scenario the classic ambush has been sprung on some unsuspecting gang – as they travel through a narrow cutting the attackers pour in from the sides to try to capture the defender's precious cargo.

TERRAIN

Taking turns, each player places a piece of scenery, just as you would for a game of regular Necromunda, remembering that the ash wastes are in comparison a sparse and bland environment – so little scenery is required. We usually use six or so pieces of scenery. This scenario is best played on a 6' by 4' table, rather than a 4' by 4', so you can race the length of the table.

GANGS

Both players use their whole gangs in this scenario. The defending gang sets up first in the approximate centre of the table width, but no further than 12" on to the table in the direction of travel, with their vehicles facing the direction the board will roll. The defending vehicles have split between them D6 Loot counters. These may be placed on whichever of the defenders vehicles the defending player wishes. The defender should be close together – no more than 4" separating vehicles or gangers. The attacker sets up next, placing his gang within 4" of either (or both) of the long sides of the table.



STARTING THE GAME

Both players roll a D6 – the highest score goes first, depending on whether the defenders spot the attackers and burn off, or the attackers speed in unnoticed.



Don't forget the Rolling Road phase after each player has moved.

ENDING THE GAME

The game ends when either the defender or the attacker exits the table at the top edge (the direction of travel on the rolling road) or one gang bottles out. The defender is protecting his livelihood, so doesn't have to take Bottle rolls until he has taken 50% casualties, rather than the usual 25%. The rolling road will keep rolling for D6+3 turns in this game, then stop. Vehicles may exit via the top edge earlier than this to keep loot (or win the game), but will obviously have to be pretty quick!

EXPERIENCE

Fighters who take part in the scenario earn Experience points as noted below:

+D6 Survives

+5 per Wounding hit

+10 Defending leader. If the defenders exit from the top of the table with all the loot, the defending leader earns 10 experience points

SPECIAL

Each one of the Loot counters is worth D6x5 creds to the gang who gets them. A ganger may carry only one Loot counter at a time, but a vehicle may be loaded with any number. If a gang bottles out when its fighters are carrying Loot counters then they keep what they are holding, but if the gang voluntarily bottles out then they drop any Loot counters. Naturally, the other gang gets any unclaimed Loot counters.



SCENARIO 2 – THE RACE

The various drinking holes and gambling dens that thrive in the shanties outside each hive can be quite useful for gaining information, be that by bribing foolish prospectors with Wildsnake, overhearing whispered conversation or threatening people at gunpoint. Occasionally, two gangs will hear about the same find, such as a buried vehicle deep out in the wastes, and race off to try to get there first. Of course, disposing of the competition on the way is useful...

TERRAIN

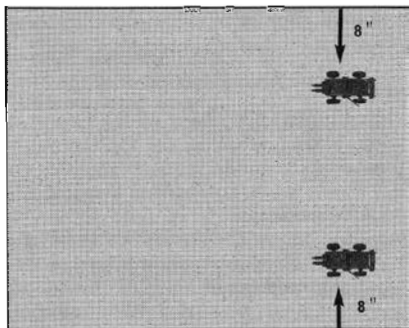
Taking turns, each player places a piece of scenery, as you would for a game of regular Necromunda, remember that the ash wastes are in comparison a sparse and bland environment – so little scenery is required. This scenario is best played on a 6' by 4' table, rather than a 4' by 4', so you can race the length of the table.

GANGS

Each player should roll a D6 – lowest scorer chooses which corner to set up in and sets up. The gangs are set up on both corners of the short table edge furthest from the direction of travel, within 8" of both edges. (see diagram).

STARTING THE GAME

Roll a D6. The player with the highest score goes first. Don't forget the rolling road phase after each player has moved.



ENDING THE GAME

The game ends when one gang moves all models off the top edge of the board (ie the edge furthest away in the direction of travel). In this game the board rolls for D6+4 turns (although you may want to vary this depending on the speed of vehicles in your gangs, in order to avoid the game being too short or too long). After this the board stops rolling and models may move up the board as normal. The game also ends if one gang bottles out.

EXPERIENCE

Fighters who take part in the scenario earn Experience points as noted below:

+D6 Survives

+5 per Wounding hit

SPECIAL

The winning gang claims 3D6 x 5 creds from the find they get to first. If a double 1 is rolled on any of the three dice, the gang gets no money, as it turns out the rumour was false!

SCENARIO 3 – ROADBLOCK

Parts of the ash waste are only safe enough to travel using routes learned from nomad caravans and convoys. These routes may be ways to pass through drifting dunes of loose chemical oxides, solidified paths through lagoons of toxic filth or other safe passages through otherwise treacherous terrain. Enterprising shanty dwellers, nomads and

other miscreants will take to setting up toll camps around the narrowest (or safest) sections of a pass and will charge huge fees to journeymen and other travellers. Occasionally of course there is someone who just doesn't want to pay...

TERRAIN

Taking turns, each player places a piece of scenery; this should not be a new concept. In addition, the defender in this scenario places up to six barricades (the card ones from outlanders are good) in order to create a checkpoint approximately half way up the length of the table – again this scenario is best on a long 6' by 4' table so you can race the length. Exactly how you set up the roadblock barricades is unimportant, so long as you make sure that there is room to move through in whatever vehicles you have, but that is nice and narrow. Pay attention to the fact that this scenario uses the rolling road rules and keep the number of pieces of scenery at a low level.

GANGS

The defending player sets up first. He may deploy one of his vehicles/large beasts/gigantic beasts and up to D6 members of his gang. The defending player may choose those gangers to deploy as lookouts. Lookouts are placed within 2" of the barricades, or one another.

The attacking player sets up half his gang within 4" of the bottom edge of the board, facing in the direction of travel, at least 12" from either of the long board edges (in

other words so it looks like they are driving down the middle of the board). The attacker may choose which models are used and which aren't – any not chosen may enter later as a second wave (see later), but vehicles and models on foot should be split approximately equally between the two halves.

Before starting the game the attacker has D6 Loot counters which he may divide up between his vehicles or beasts as he sees fit (including those which do not start the game on the table).

STARTING THE GAME

The attacker goes first, as he moves to assault the roadblock defenders. Note that the rolling road does not apply yet (see below).

BUSTING THE ROADBLOCK

As soon as one of the attackers moves completely past the roadblock the rolling road rules are begun (ie at the end of the defending player's turn after the attacker has 'bust through'). In addition, the defending player receives reinforcements to his roadblock. Starting with the defender's next turn, roll a D6 for each of the defending models not yet used – on a 4+ that model may be brought on from anywhere along either of the two long table edges. In the attacker's next turn the other half of the attacking gang may be brought on from the same section of the table edge the first half of the gang deployed on (again so they are moving down the centre of the table).

The rolling road will continue indefinitely in this scenario, but attacking players can still move off the top edge (in the direction of travel) to escape with the loot.

ENDING THE GAME

The game ends when the attacker exits all of the Loot counters from the top edge of the board, or when one gang bottles out. Neither gang needs to





take bottle tests until 50% casualties have been taken, rather than the usual 25% – the attacker is making a determined push through the roadblock and wants to avoid the toll, whereas the defender is damn keen on extracting it!

EXPERIENCE

Fighters who take part in the scenario earn Experience points as noted below:

+D6 Survives

+5 per Wounding hit

+10 Successful Defence. If the defending gang prevents the attackers from exiting with any Loot the defending gang leader earns 10 Experience.

SPECIAL

Each Loot counter is worth D6 x 5 creds. The attacker may only claim the Loot counters if he exits from the top of the board with them or if the defender bottles out. If the attacker bottles out, he may not claim any Loot counters held by his models except those that have already exited from the top of the table. If the defender bottles out he may keep any loot his models are holding – the rest goes to the attacker.

SCENARIO 4 – THE TRAP

It is not unknown for experienced gangs of nomads to lay extremely well hidden ambushes along trade routes, and simply lie in wait for hours or days buried in the ash itself until some unsuspecting transport crawls by. The nomads then burst out and take the transport by surprise, leaving only wreckage and rumours that 'the desert took them'...

TERRAIN

You should probably have the hang of this by now. 6'x4' table, not too much scenery, rolling road rules, etc.

GANGS

The attacker deploys first, setting up a numbered counter that corresponds to each one of his models (noted down separately on a piece of paper and hidden from the defending player). Also, for each counter that represents a model the attacker may place another counter that is just a blank. This is because the defender has no real idea of where the attacker is – any signs of life may be just mutant waste rats or the like. Note that the driver of a vehicle is included with his vehicle for the purposes of counters. The defender does not set up on the table – he moves on in his first turn from the bottom edge of the table.

STARTING THE GAME

The game starts as the defender moves onto the board from the bottom edge.

Ambush counters: The attacker's counters may be revealed in one of two ways:

1. The defender moves within his initiative distance of a counter (don't forget to use scanners etc.).



2. The attacker voluntarily reveals the models the counter represents at the start of one of his own turns.

All models must be deployed within 4" of their counter when revealed. Don't forget to move the counters down the board with the rolling road until they are revealed. Counters which move off the bottom of the board due to the rolling road are immediately replaced at the top of the board (yesss, big ambush area, you like that don't you!). The board will keep rolling until all the counters have been revealed, and for a further D6 turns, after which it will cease.

ENDING THE GAME

The game ends when the defender escapes via the top edge of the board (in the direction of travel) or one gang bottles out.

EXPERIENCE

Fighters who take part in the scenario earn Experience points as noted below:

+D6 Survives

+5 per Wounding hit

SCENARIO 5 – DOUBLE CROSS

Nomads, Journeymen, Guilders and other gangs are well known for the bartering, selling and general exchange of goods and hard cash that occurs in every shanty and hive wall port. Less common are even more illicit trades, secretly arranged by two gangs to take place deep in the ash deserts. These trades are invariably for commodities of incredible value, be they weapons, narcotics or other luxuries. Sometimes these trades occur as planned, but often one gang gets greedy and it's not long before the guns come out...

TERRAIN

This whole terrain section is starting to hurt my head. Best move on quickly. Oh, the usual 6'x4' rolling road board and all that.

GANGS

Both players use their whole gangs in this scenario. First both players must make a series of numbered counters – one for each model in the gang (vehicles and drivers count as one model). Taking turns, each

player should place a random counter anywhere on the board, not within 8" of any table edge, or 24" from the top of the board. Neither player should know what is on the counter they are placing – not even if it is member of their own gang. The last counter to be placed is given a Loot counter – see special below.

STARTING THE GAME

Once all the counters are placed they are revealed and the game begins with a special phase – panic fire! Each gang member immediately opens fire on the nearest member of the enemy gang, provided somebody is within range. This is done as follows:

1. All gang members with pistols fire simultaneously.
2. All gang fighters with only basic or special weapons fire next.
3. Gang members with only a heavy weapon fires last.

All panic fire requires a 6 to hit, regardless of the gangers ballistic skill.

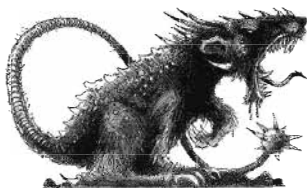
After the panic fire is resolved, the gang with the model who has the Loot counter goes first.

ENDING THE GAME

The game ends when the model with the Loot counter moves off the top edge of the table or when one gang bottles out. Neither gang have to take Bottle rolls until they've suffered 50% casualties – there's likely to be such a bloodbath early on both gangs are expecting it!

SPECIAL

The Loot counter is worth 3D6 x 10 creds to the gang that captures it. If a gang bottles out the other gang gets it – regardless of who's holding it at the time.





BATTLES IN THE ASH WASTES HIRED GUNS

by Chris Ward and Stuart Witter

Continuing our Ash Wastes series of articles, Chris Ward and Stuart Witter go in search of bounty hunters, mutant scum and other hired guns, and find that even in the Ash Wastes almost anything or anyone can be found... for a price!

Just as in the Underhive, there are many hired guns for sale in the Ash Wastes as long as you know where to look. Mercenary scum crop up at trading posts, shanty towns and journeymen depots. Wandering nomad guides are found working with many gangs. For a fee their valuable knowledge of the Wastes can help find the quickest route, or set up the most effective ambush. Even bounty hunters can be found in the wastes, after all many

outlaws think hiding amongst the dunes and pollutants can save them, and many guilders are determined to prove this is not the case.

This article details the types of hired guns that may be found and hired in the Ash Wastes, and by whom. Many of these you will already be familiar with, but some are found only in the desolation of Necromunda's ash deserts. Note that all hired guns are assumed to be equipped with a respirator even if this is not stated in their normal rules. Please show this on the model!

UNDERHIVE SCUM

Although not strictly 'Underhive' scum, there are many scum fighters to be found in the Ash Wastes: shanty scum, escaped outlaws and more. Underhive scum can therefore be used by any gangs in Necromunda: Battles in the Ash Wastes, following the normal rules in Necromunda. As it states in the rules, a scummer will never use any weapons or equipment other than his own, so he may not drive a vehicle or ride a beast, but may ride as a passenger as normal, and may take over the controls in an emergency.

Ash Waste Shaman

Well, of course you can have these! Any gangs in Necromunda: Battles in the Ash Wastes may hire an Ash Wastes Shaman except Guilders, who see them as criminals and offer a bounty on their heads, and Hive Prospector teams, who are professionals and do not hire any outside help. Ash Wastes Shamans can only ride as passengers just like other hired guns.



Bounty Hunters

These are still occasionally found in the wastes, and may be hired as per the standard rules found in *Necromunda* by Guilders, Journeymen and Shanty Town gangs. Again, they cannot use any other equipment than their own, so may only take over vehicle controls in an emergency, but may ride as a passenger as normal.

Ogryn Bodyguard

Guilder gangs may hire these rare and hideously expensive bodyguards, but no one else can. They cannot take over a vehicle even in an emergency, let alone drive one normally, and take up two crew spaces in vehicles that can hold five or less crew, thanks to their massive size!

Pit Slaves

Hive Prospector teams have a kind of pit slave: servitors, which are dealt with separately in the Hive Prospector rules. Of the other gangs in the Ash Wastes, none have the technology or resources to maintain pit slaves except for Guilders, who may hire pit slaves as per the normal rules in *Outlanders*. Pit Slaves may only ride as a passenger in a vehicle as with Scum and Bounty Hunters, and may only use their own equipment as normal. Pit Slaves are still capable of driving a vehicle, but in an emergency only.

Sniper/Defence Force Deserter

These are PDF deserters that have found their way to the shanty towns in the Ash Wastes, but may be hired following the normal rules in *Necromunda* magazine. Guilders and Hive Prospector teams may not hire Snipers, but all other Ash Wastes gangs can. Again they can only be passengers in vehicles. Defence Force Deserters (from *Gang War 3*), may not be used in the Ash Wastes; their wargear is far too hard to maintain in this hostile environment.



Ratling Sniper

These diminutive marksmen have an incredibly weak constitution and would die within hours of leaving the protection of the hive.

Ratskin Scouts

Ratskins will never abandon the underhive; it is their sacred homeland, and thus no gangs in *Necromunda: Battles in the Ash Wastes* may hire them when outside the hive.



Wyrrds

These are much less common in the Wastes than the underhive. They are rare mutants, and thanks to the sparse population of the Wastes few survive, especially considering many Wyrrds are physically weak and less able to survive in the Wastes. However, that is not to say they don't exist at all, so they may still be hired by any gang that can afford their services, except Guilders, who would sooner have them shot, and House Prospector teams who don't hire anyone. Pyromaniac Wyrrds should re-roll result 5 (flame blast), as in the high winds of the Wastes they are only going to cook themselves with this power.

Beastmaster Wyrrds may only have Giant Rats (evil mutant rats at that), or Milliasurs, as Ripper Jacks have nowhere to hide and hang upside down in the dark if they go outside the



NOMAD GUIDE

Not all Nomads operate in bands of wandering raiders, some may be found walking the toxic wastes alone, surviving by their own considerable skill. They may be outcasts from the Nomad tribe, the last survivor of a gang destroyed by freak storms or simply prefer to live alone. Nevertheless, these nomads often turn up at a shanty town or mid-waste refuelling point to lend their expertise to any who can afford their services. These guides may be sought out far and wide by gangs looking for knowledge of the wastes, ambush sites and short cuts from hive to hive.

Recruiting Nomad Guides

If a player wishes to hire a Nomad guide he must pay the standard hire fee, which is 15 credits. A gang may only have one Nomad Guide. The profile and skills for a Nomad Guide are worked out after they are hired. Shanty Town gangs and Journeymen may hire Nomad Guides, Guilders see them as outlaws, Nomads view them as outcasts and Prospector teams don't hire anyone. For the purposes of calculating the gang rating Nomad Guides have a value of 75 (15x5).

Nomad Guide Profile

Nomad Guides have special skills as well as superior characteristic values. This is worked out only after the Nomad guide is recruited. The basic characteristic profile is given below, and is the base level for characteristic values. In addition to this the Nomad Guide will have a number of 'advances' as explained below.

Nomad Guide Advances

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

A Nomad guide has three advances, which are either bonuses on his profile or skills. Roll a D6 three times and consult the chart below, noting down the skills and increases as you go along. A Nomad guide may not increase any characteristic by more than +2; if an increase is rolled for a third time re-roll the result. Similarly if you roll the same skill twice re-roll to get another.

D6

1-2	+1 Ballistic Skill
3	+1 Toughness
4	Roll a further D6:
1	+1 Weapon Skill
2	+1 Strength
3	+1 Initiative
4	+1 Wound
5	+1 Leadership
6	+1 Attack
5-6	Roll a further D6:
1-3	Marksmanship
4-5	Rapid Fire
6	Roll a further D6:
1	Crack Shot
2	Ambush
3	Weaponsmith
4	Infiltration
5	Nerves of Steel
6	Dive



Special Nomad Guide Rules

Nomad Guides are experts at survival in the wilderness of the Ash Wastes, and thus have the following special rules:

Knowledge of the Wastes

The Nomad Guide's huge knowledge of the wastes; its hidden routes, weather patterns and secret lairs provide several advantages to the gang who employ him. A gang with a Nomad Guide may re-roll the first result on the Treacherous Conditions table if they wish. The second result must be accepted even if it is less favourable than the first. Note that as an Ash Nomad the Nomad Guide is not affected by the treacherous conditions himself, except the Dead Calm (26) result. This represents the Guide forewarning the gang about the conditions in that area, thus allowing them to choose another route, or another site for an ambush, or perhaps just prepare better for the conditions they will face. If both gangs have a Nomad Guide then neither gang can claim the advantage, so no re-rolls are allowed.

Loner

The Nomad Guide is completely independent; he is used to working alone in the vastness of the Wastes without the backup of a gang behind him. As a result he is treated similarly to a Leader in that he does not require another model within 2" to roll to escape from pinning.

Nomad Guide Weapons

A Nomad Guide fights with his own weapons as described below. They cannot buy other weapons or equipment. Nomad Guides generally spend all their money on keeping their equipment maintained and providing enough food and supplies for their survival in the Wastes. Nomad Guides may not be assigned as the driver for a vehicle, but may still take over in an emergency as normal.

Nomad Guides are armed with the following:

- Knife or double bladed knife
- Respirator

Plus any one of the following:

- Long rifle
- Autogun and frag grenades
- Lasgun and laspistol/autopistol

MUTANT SCUM

Scum. A catch all term for pretty much any wandering gunman that will fight for a handful of creds and a bottle of wildsnake. Even in the Wastes there are many types of scum for hire, from men wanted by the guilders that have fled the hive to shanty gunmen and drifters. However, it is in the shanty towns that a different kind of scum may be available to hire - mutants. The offspring of parents only recently cast out of the hive, there are many mutants whose genetic make-up is not yet resistant to the countless toxins they are exposed to on a daily basis in the Ash Wastes. Some of these mutants will survive, as their mutation gives them advantages that others do not have, and often leaves them far stronger physically than their weak shanty dwelling companions. Nevertheless, the life of the mutant is a lonely one, for even amongst the stunted and disfigured of the shanty people 'true' mutants are still feared and shunned. That is, of course, not to say that shanty gangs do not make use of the mutants when they choose; by searching the worst parts of the shanty a gang leader can usually unearth a mutant willing to fight for the cost of a few creds.



Recruiting Mutant Scum

If a player wants to hire a Mutant Scummer he must pay the standard hire fee, which is 10 creds per Mutant Scummer. A gang may

hire as many Mutant Scum as the player wishes, but each must have a different mutation (see later). The profile and skills for Mutant Scum are worked out after they are hired. Only Shanty Town gangs may hire Mutant Scum, nobody else is quite that desperate!

For the purposes of calculating the gang rating, each Mutant Scummer has a value of 50 (ie, his hire fee 10x5).

Mutant Scum Profile

Mutant Scum may have special skills and superior characteristic values. This is worked out only after the Mutant Scummer is recruited. The basic characteristic profile is given below, which is the base level for its characteristic values. In addition to this a Mutant Scummer will have a number of advances as explained below.

Mutant Scum Advances

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	1	3	1	6

A Mutant Scummer has three 'advances', which are either bonuses on his profile or skills. Roll a D6 three times and consult the chart below, noting down the skills and increases as you go along. A Mutant Scummer may not improve any characteristic by more than +2; if an increase is rolled for a third time re-roll the result. Similarly if you roll the same skill twice re-roll to get another.

D6	Advance																		
1	+1 Weapon Skill																		
2	+1 Ballistic Skill																		
3	+1 Toughness																		
4	Roll a further D6: <table> <tbody> <tr> <td>1</td> <td>+1 Weapon Skill</td> </tr> <tr> <td>2</td> <td>+1 Strength</td> </tr> <tr> <td>3</td> <td>+1 Initiative</td> </tr> <tr> <td>4</td> <td>+1 Wound</td> </tr> <tr> <td>5</td> <td>+1 Leadership</td> </tr> <tr> <td>6</td> <td>+1 Attack</td> </tr> </tbody> </table>	1	+1 Weapon Skill	2	+1 Strength	3	+1 Initiative	4	+1 Wound	5	+1 Leadership	6	+1 Attack						
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Mutant Scum Special Rules

Mutants

Mutant Scum have one big difference when compared to regular gangers - they're mutants! A Mutant Scum has one mutation chosen from the list below. Note that I have allowed players to choose the mutation even though some may be considered 'better' than others for two reasons: 1) The mutation costs given in the Scavvy rules are based on games in the hive; these may not necessarily reflect on their effectiveness in the sparser surroundings of the Wastes. 2) It is assumed that many players will only have one or two converted Mutant Scum models (the idea is not just to use Scavvy Mutants) to choose from anyway.

Choose one mutation from:

Eyestalks

Claw

Tentacle

Two Heads (note that a Mutant Scum will never have two pistols though)

Spikes

Extra Arm

Wings (not as good in the Wastes though. . .)

The rules for these mutations are covered in the Scavvy gang section of Outlanders.

Mutant Scum Weapons

A Mutant Scummer is armed with his own weapons as described below. They cannot buy other weapons or equipment. Mutant Scum generally spend all their creds on Wildsnake and Second Best to try and shut out the reality of being a mutant and living in a toxic wasteland. Mutant Scum cannot be the driver of a vehicle except in an emergency as for other hired guns.

Mutant Scum are armed with the following:

Knife

Respirator

Plus one of the following:

Autogun

Stubgun with dum dums or autopistol and club/maul/bludgeon

Shotgun with solid and scatter shells

Deeper Underground

A campaign system with a twist

By Tom Newton

I first entered the world of Citadel Miniatures at the tender age of eleven, when I received Warhammer 40,000 second edition for a Christmas present. I immediately fell in love with the Eldar and built up quite a sizeable army.

By the grand old age of twelve I had developed what I thought was a cunning and unbeatable strategy with my Jetbikes, that is, until I met bearded Marine players whose army consisted mainly of Devastator squads. Thank the Emperor for third edition!

I was first introduced to the urban rat's nest more commonly known as Necromunda, in the 'Dead or Alive'

campaign during the summer of '98 in Salisbury store. I was immediately gripped by the simplicity of the game and loved the way that you could personalise and customise your gangs through buying and selling equipment and arms. Your gang could become as diverse as anything through the acquisition of skills and tailored to suit your style of play. Eventually you could gain a reputation and your name would be whispered in fear amongst your enemies.

At present, I have a cool, calculating Van Saar gang and those techno-deviants, the Pit Slaves, both of which have seen action in this campaign.

THOUSANDS OF MILES from the densely populated bives of Necromunda lies a decaying and forgotten bive amidst the great ash deserts. Its ruined spires stab aimlessly into the polluted skies. Millennia ago, the Hindsk bive was at its zenith, a city brimming with tech-noir fetishism, where the people's desires fuelled the city with artificial virtual reality dreams borne of a secret and ancient technology unheard of in the rest of the Imperium. Excommunicated countless centuries ago by the rest of Necromunda for reasons unknown, its memory has been left to fade with the passing of generations.

A breakdown in the archaic dream-machine's core program crashed the system, and a million innocent souls were consigned to the warp in the flickering of an instant. Today, crowds of amphetamine-crazed fanatics cruise the sprawl of the collapsed nexus searching for the machine, seeking the knowledge of their forebears. Savage alien bikers lead an unknown revolution against a mysterious and heartless master of the Undeaf, known as the Keeper, who holds the

post-apocalyptic bive within an iron grip. Underneath the neon-tipped spires, degenerates loyal to the despot direct their armies of mind-altered Pit Slaves towards the borders of rebellious mutants. Their struggle does not go completely unnoticed, however, for it is watched from the shadows by sinister, cowed figures who also have a purpose here, for nothing escapes the immortal scrutiny of the Inquisition.

When several groups of well armed, powerful individuals emerge from an abandoned tubeway, they are carefully studied by the strange mix of Hindsk's inhabitants. Are they friend or foe? Each faction has the possibility of gaining new allies or deadly new enemies in a situation that could just about tip the balance of power. And what of the Inquisition? It is often safer to remain ignorant of the dealings of these feared agents of the Emperor. Prepare to enter one of Necromunda's darker sides, a story of betrayal, imprisonment, fear, and retribution. Your greatest adventure lies deeper underground...

Scenario 1: Depot Raid

This is the first scenario of the campaign and represents some of the rival gangs competing for a stash of illegal weapons, the knowledge of which will eventually cause them to become outlawed and drive them far from Hive Primus.

The Gang Leaders have become aware of the location of a disused weapons depot

under the remains of an old factory. A holo-mat scan later revealed that there are several entrances to the depot, but the worn blueprint data tapes have corroded over time, and crashed the holo-mat before complete plans could be download. Despite this lack of knowledge enough is known of its whereabouts to warrant a search. Each of the gangs involved have decided to take a small force of gangers to locate the entrance to the

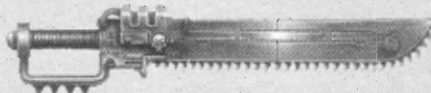
depot and retrieve the weaponry that could be scavenged from the dilapidated building.

This scenario should be fought between two gangs at a time (they are all considered to be searching simultaneously, but the depot sub-levels are huge), so the gangs taking part in the campaign should be drawn against each other in a random fashion.

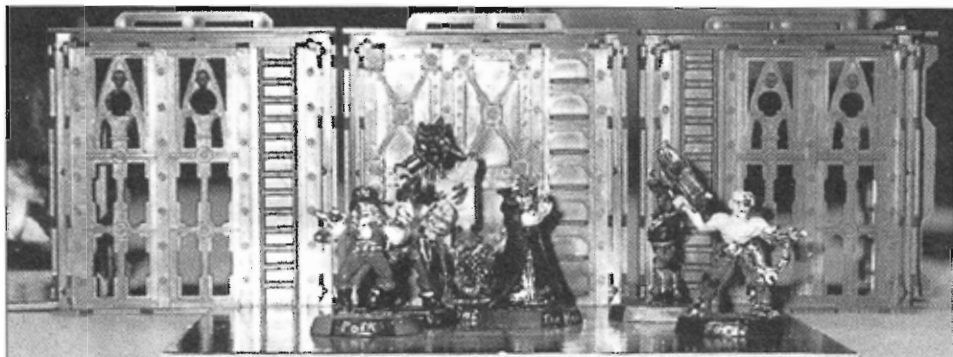
GRIG HELD HIS lasgun tightly, as he clenched his teeth in a mixture of frustration and dread, he felt uncomfortable as sweat trickled down his back. He was hiding in the somewhat dubious safety of an abandoned uranium extraction plant, hoping that the insane Cawdors wouldn't follow him in. He noticed the Juve next to him was tense with fright, fumbling as he was with the safety catch of his laspistol. Grig tapped him with the butt of his lasgun and gestured for him to move behind a group of empty barrels. Somewhere in here, Grig thought, was the entrance to an abandoned, illegal weapons depot and wealth beyond their comprehension. He had retrieved this information from a bounty hunter, whom he 'retired' shortly afterwards. He would find the entrance soon, but for now he had to deal with the advancing Cawdor gang. They knew little of stealth, Grig thought.

He silently shoulder-rolled across the floor and dropped to one knee, in one precise movement. He brought up his lasgun in a firing position, so that the infra-red filters on the sighting tube adjusted perfectly. He lined up his sights with the lead ganger's temple, and switched on his red-dot laser-sight. It was extremely satisfying to see the stumped expression and then sudden realisation spread across the ganger's face, as he noticed the red dot line-up on his forehead, too late. He fired, a pure bolt of brilliant blue laser, that threw actinic light around the gloomy recesses of the old plant. He dropped back behind an old blast furnace, and glanced around the corner to see the Cawdor stumble

to the ground with a smoking hole in his forehead.



The Juve behind the drums of chemicals began fired the laspistol wildly, repeatedly missing, but drawing attention to himself. The three remaining Cawdors immediately returned fire at the Juve. He was cut down by a hail of bolter shells and autogun fire, which gave Grig and his gangers a chance to retaliate. Grig leaned out from behind the furnace and fired three consecutive shots which struck all three of the gangers. However, a stockily-built Heavy brandishing a Stubber rose quietly from behind a pile of crates and launched a hail of lead at Grig, with a twisted smile of evil on his masked face barely concealing a toothless grin. Grig was thrown back by the force of the heavy weapon, but his carapace armour held. Luckily, as he was pushed into the blast furnace's huge sides by the impact, one of its old worn panels crumbled under his weight to reveal a doorway, leading down to a set of worn spiral stairs. The underground entrance! He beckoned to his gang members quickly. He left a melta bomb near the entrance to take care of anyone inquisitive enough to follow. Grig and his cronies jumped down the long shaft in search of the stash in weapons that awaited and prepared to take on what ever lurked in the gloom underground.



The Keeper puts in a shadowy appearance with his loyal Pit Slaves

TERRAIN

You will need to have access to the card floorplans from Space Hulk or Warhammer Quest (it doesn't really matter which you use, but the Space Hulk floorplans look better for this scenario).

The rules for movement, and room changing are the same as in Warhammer Quest, with one model holding a flashlight (he serves the same purpose as the lantern that the barbarian carries). Nominate the model who will be holding the flashlight. This model always has to lead the

group into new rooms, so that he can warn the group if there is any danger or a dead end ahead. If this model gets killed, then the nearest friendly model uses up its next move to pick up the dropped flashlight.

I suggest only allowing four models from each of the two gangs taking part into the depot, ensuring that one of them is the leader, and that one is a Juve. Due to the lack of space in the small corridors, Heavies or Scalies are not allowed into the depot. The objective of this scenario is to find the ammo dump located somewhere in the complex, and then to escape with crates of the weapons.

MOVING & NEW ROOMS

If you haven't played Warhammer Quest before, or you have forgotten how the movement and venturing into new rooms system works (shame on you!) then consult these rules before play.

Divide the table up into four quarters. Each gang has to deploy in opposite quarters

and each gang starts off in a straight corridor, with two exits/entrances on each end. Each model is allowed to move four squares during the movement phase, regardless of any equipment the model has. When each model has finished its turn, roll a D6, and consult the Random Events table:

When the model with the flashlight has passed through the exit of the room/corridor that it was previously in, roll a D6 to uncover the next room location and consult the table:

RANDOM EVENTS TABLE

D6	Result
1-2	Nothing happens
3	Rat Attack! The gang is attacked by D3 Giant Rats.
4	Spider Attack! The gang is attacked by D3 Wolf Spiders.
5-6	Alarms Tripped! The archaic alarm system has been tripped somehow and all exits are closed for a turn until the gangers override them.



The situation may arise that two corridors are about to cross over each other's path and mess up the game board layout. This just adds to the fun if it happens, especially if it's the rival gang's. Treat the corridors as a crossroads and let the gunfights commence. Use your imagination!

Special Rooms

A Special room is, physically identical to the crossroads, (you could use the *Room of Power* from Warhammer Quest to identify a special room). This may be the chief arms depot where absolute hordes of crates of weapons are stashed (fill up the room with Loot Counters, ensuring that there are more than enough for both sides!) or it may be just one of the subsidiary offices filled with Archeotech. However, many items in these rooms are fakes equipped with booby traps that will cause all of the doors to shut

ROOM TABLE

D6	Result
1	Corridor
2	Left Turn
3	Right Turn
4	Cross Roads
5-6	Special Room

RANDOM EVENTS PROFILES

Beastie	M	WS	BS	S	T	W	I	A	Ld
Giant Rat	6	4	3	2	3	1	3	1	4
Wolf Spider	7	3	0	4	3	1	1	1	5

Special Rules

Giant Rat: *Dodge* 4+ unmodified

Wolf Spider: *Armour* 6+, *Movement* – the spider may move up and down any sloping surface without restriction.

and seal the intruders in.

Roll on the table below to determine the room's contents:

SPECIAL ROOM TABLE

D6	Result
1-2	The alarm system has been accidentally tripped and all doors will close for the next turn only.
3-4	The gangers have found some Archeotech which can be traded for 3D6 creds.
5-6	This is the Arms Depot, grab what you can and get out fast!

Unlike the Loot Counters from the Scavengers scenario (page 154 of the Rulebook), these are huge crates and only one may be carried at a time by each of the gangers. Whilst they are carrying a crate, the ganger moves only three squares a turn and may not shoot or engage in close combat. If he is charged by an enemy he must immediately drop the crate and fight in close combat.

Each Gang Leader is assumed to have downloaded the security override codes from the blueprints. Providing that

the Leader is still in the room, he can re-open the door (but this takes one turn to do so). If the leader is dead, players can always try to blast the door to pieces and get through. The doors have an armour value of 10, and they will instantly open if a Scrambler device is used on them.

SHOOTING

Shooting is handled in the same way as it is in normal games of Necromunda. However, because of the walls blocking the way, the shooting model must have a direct line of sight to the target. Template weapons are even more deadly underground, as bits of shrapnel and burning liquid ricochet and rebound off of the walls back to the target! This means that all weapons using templates have an extra +1 added to their strength, and an extra -1 to their modifiers. Grenades, however, can't be thrown in the depot, primarily because there is not enough room to get a good arm behind a grenade in the corridor. Grenade launchers, can still be used as normal. Models behind corners attempting to shoot suffer a -2 modifier to hit, because they are taking potshots at the enemy, whilst trying to conceal their person behind the corner.

ESCAPING AND WINNING

The gang to escape, back down the tunnel that they entered via, with at least one crate of weapons (a Loot Counter) has won and the game will end immediately, unless one of the gangs has *Bottled Out*.

THE KEEPER SAT upon the cold flagstones of the ruined chapel in a meditating position as he placed the bowl of blood before him. His followers – those blind fools – all stood around him in the ritual circle. He could feel the psychic aura reverberating around them, as he concentrated upon the bleak focal point in his mind. Unlike most rogue psykers, he only had to connect his body and mind in the chain of power, others had to link up fully, mind, body, and soul. But his soul was lost, when he offered up the first hundred souls to his master in return for one hundred years of life. 'Another soul, another year'. The Keeper lived by those words. Because he was an immortal, he had no soul, and could not therefore die. He had also speculated throughout his long life that without a soul he was not alive either. But he felt alive, that was the main thing. When he closed his eyes, he saw the dim lights of hundreds of souls burning brightly in the Warp, and he also felt a darkness, a rift within the Warp.



The vast and ancient machine that towered in front of them, its huge form throwing shadows around the gothic crenellations of the old shrine had caused a tear in the Warp, all those centuries ago. The thing was an immense cacophony of whirring cogs, wheels and drive belts, spinning frantically motivated by the darkness of the Warp that it implemented. Centuries ago, this machine had been constructed by loyal followers from the Cult of the Machine God from ancient manuscripts of a long dead alien civilisation, who built it as a tribute to their deity. When the Keeper had descended upon this ruined chapel, five hundred years ago, he had discovered the machine and sensed a great, burning anguish as he walked the chapel's labyrinthine corridors. The Cultists had been

destroyed in the process of the machine's initiation, reduced to mindless wretches, nothing remaining but empty husks. He ascertained that their aims were to harness the Warp in a similar way that the great spaceships of the Imperium did to travel vast distances across the tracts of space. For what purpose they would harness such power though was unclear.

The Cultists of the Machine God had paid for their curiosity not just with their lives but also with their eternal souls. As any experienced psyker knew, the Warp would instantly devour a living soul as soon as it was exposed to the immaterial Warp unless its owner had undergone years of mental training. Which was why the Keeper was immune to the ravaging energies of the 'Soul Machine' as the hive's survivors had come to call it. The hundred that encircled him were also immune to the machine, at least for the time being, for they had pledged their souls to him, and his purpose in exchange for power. Mutants, social outcasts, and other shadows of society all stood in silence.

The Keeper drew his hand out of the bowl, and raised it in the air, his eyes still closed, his mind still blank. The trick was to conceal yourself from the Warp. This was made easier for the Keeper, since he was soulless. Half of the time, he didn't even know that he was raising his fist, because of the meditation routine that he had practiced for so long. Suddenly, he allowed the pooled blood to trickle from his hand. This symbolised the release of one hundred souls into the Warp. The bowl contained his own blood, which he had slowly collected over the years, and he had strung together the sacrifice of souls and channelled their energies into a fistful of blood. As the blood slowly dripped, the machine vented a huge gout of black fire which ripped right through the circle. Warpwind beat at the Keeper's face, as he hung motionless in Limbo. He felt one hundred lives become at one with the warp, as they were pulled into an uncontrollable maelstrom of power. A millisecond later, he felt his master's will fill him with the powerful essence of one hundred souls. The Keeper stood, and smiled.

'Another hundred, another century,' he said.

EXPERIENCE

Experience is earned as stated below:

- +D6 **Survives.** If a gang fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 **Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle (this will include damage done to the random encounter creatures).
- +5 **Per Loot Counter.** If a gang fighter is carrying a loot counter at the end of the game he receives 5 points.
- +10 **Winning Gang Leader.** The Gang Leader of the winning side earns an extra 10 points.

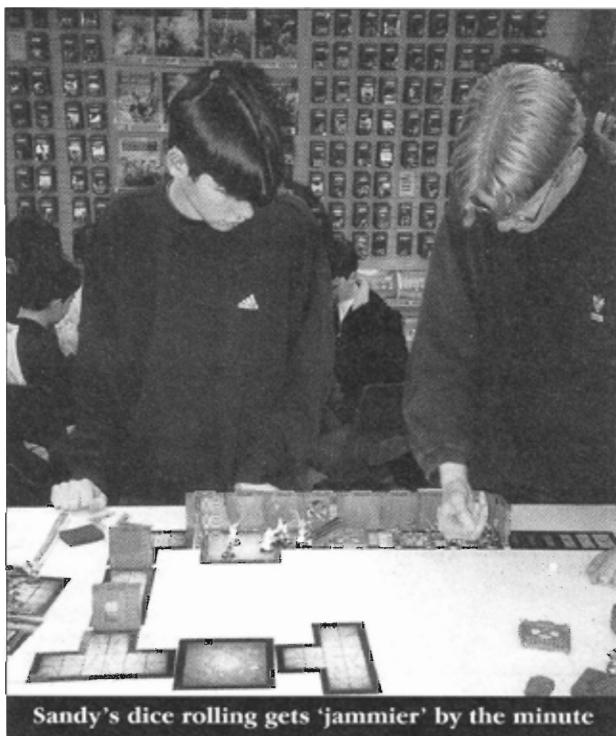
FLOGGING THE LOOT...

After the game, when they have returned to their base camp, each gang can get their techno to crack open the crates and see what they've got! Roll 1D6 for each crate, and check out the following table.

On the score of a 5+ the gang has acquired enough ammo to easily last for the next three gang fights. This means that for the next three games no member of the gang has to take any ammo tests at all!

In addition to the *One-in-a-Million* weapon on a roll of a '6', the weapon comes equipped with an *Infra-red Sight*.

Players may trade everything in the crates if they want to, or



Sandy's dice rolling gets 'jammier' by the minute

sell each crate for 5D6 credits without opening them.

It may be a good idea, if a player gets any armour, to

trade some jackets and keep the others (for example, Tom sold two of his Flak jackets, and kept the other four). This is a useful ploy if the player is in desperate need for stash and already has armour for most of his gang members.

CRATES TABLE

D6 Result

- | | |
|---|--|
| 1 | D6 Flak Jackets. |
| 2 | D3 sets of Mesh Armour. |
| 3 | Archeotech worth 6D6 creds. |
| 4 | D2 Needle weapons (roll again: 1-3+ pistols, 1-4+ rifles). |
| 5 | General ammo worth 2D6 creds. |
| 2 | A <i>One-in-a-Million</i> weapon. |

This scenario proved to be an interesting challenge, and is good for beginner gangs, as it gives them opportunity to gain loads of experience before they enter the Hindsk hive! It's also great for veteran gangs who've got a tight budget and need some extra creds in their stash! I hope that everyone who plays this enjoys it. Oh, and remember: take your flashlight. You never know what's lurking underground.



Showdown in the Arms Depot, between Delaque and Van Saar gangers

PLAYTEST NOTES

During the playtests we did at the Salisbury Games Workshop store, we (Sandy, a fellow gang leader of the Delaque clan, and the store members) thought that there were some aspects that needed changing from my initial draught. The outcome of the first Scenario was quite well balanced, as Sandy and I both have veteran gangs, so it was a close fight. Even though Sandy managed to down my Juve AND my leader (GIT!) – who survived receiving some *Impressive Scars* in the process. In return, Sandy failed to escape after turn four, and I managed to get back to my starting room with two crates full of cool stuff (I got Flak and Mesh armour – excellent!). Sandy, renowned at Salisbury store for being a ‘jammy’ dice-roller managed to get the ammo crate and the needler weapons (DOUBLE-GIT!). The final outcome, however, was me walking away with loads of experience and armour, and Sandy with hardly any experience at all, but much better gear.

Scenario 2: Ambush in the Hindsk hive

This is the second part of the Deeper Underground campaign, and picks up roughly where the first part left off. The Adeptus Arbites have become concerned with the frequent raids occurring in a certain prohibited underground storage depot, and have tracked the cause of these raids by the means of snitches, and third-hand information gathered from bounty hunters. It’s not long before they hold the gangs responsible for the raids on this property.

A lucky tip-off provided the culprits with just sufficient time to grab their things and get on the run. After a brief fire-fight between some squads of Arbitrators and those gangs involved in the depot raids, the gangs managed to escape down an ancient, disused subway tube (you could even write up a scenario to simulate this if you want). The tubecars arrived quite sometime later at an abandoned subterranean

station seemingly miles away from anywhere (in fact, the supersonic car had taken them thousands of miles!). Similar in many respects to the Underhive from which they had just fled, a quick search revealed that this was once home to one of the major producers of iron ore on Necromunda, the Hindsk hive. After leaving the station and exploring, it soon became apparent that this hive hadn’t been inhabited for a very long time and soon it also became apparent to each of the gangs that they were sitting on a potential gold mine. Leaving behind them only the very annoyed Arbitrators this presented itself with a golden opportunity to start again.

Unknown to the gangers they had just walked into a war zone and although they were at least safe from the Arbitrators, the fun was only just about to start.

Whilst exploring the vast tunnels and corridors of this new Underhive, the fugitives have come to an intersection on one of Hindsk’s air-highway routes, the roads which join separate domes

together spanning several miles, and many thousands of feet above the concrete surface. Whilst travelling along this road, some of the gangs noticed a tall cloaked figure standing at the intersection's end. When approached, he faded from view. Probably just a rogue Wyrd, on the run from the Arbitartors. Almost immediately after this shadowy form disappeared, the seemingly solid concrete floor of the Underhive began to crack open and the rancid figures of Plague Zombies began to heave their misshapen forms out of the ground in front of the stunned faces of the gangers. As the Juves turned to run, they halted in their tracks to notice more Zombies approaching from behind as well! Since there was no way out, they had to fight their way through the hordes of the undead in a bid to find a suitable escape route.

This scenario is meant for two players, and one gang only (although you could make it a multi-player scenario if you're completely mad!).

SPECIAL CAMPAIGN RULES

Now that the gangs are in the Hindsk hive, the following special rules will apply:

- **Outlawed:** All the gangs are now Outlawed, although being that there aren't any Guilders or Bounty Hunters in the Hindsk hive this makes little difference.
- **Territory:** Each gang will lose all of its previously held territories and must roll up a single new one on the Outlaw Territory Chart.

- **Trading:** As the gangs become acquainted with the strange new denizens of Hindsk hive they may trade with them for arms and equipment. Use the Outlaw trading Post to simulate this.
- **Recruiting:** There is no longer access to a plentiful supply of eager young hopefuls willing to join the gangs in return for a share in the spoils of their endeavours. Later each gang will have the opportunity of recruiting/allying with the sinister inhabitants of the decaying hive, and I hope to cover this eventuality in the follow-up part to this article.

TERRAIN

A table area 36" by 24" should be O.K. Set up the terrain as indicated on the map (below).

STARTING THE GAME

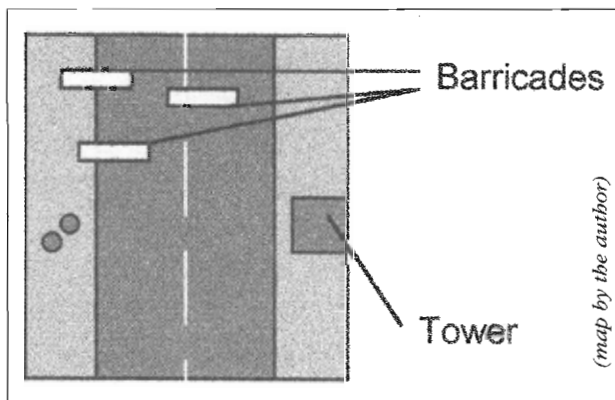
The ganger player should deploy opposite the barricades. This represents the gang entering the street,

exploring the hidden depths of this new hive. Each gang member must be within 2" of another when they are deployed to represent their surprise. During the first turn, no Zombies are deployed. As soon as the ganger player's first turn is over, the Zombie player rolls a D6 and that many Zombies must be placed behind the barricades. Each turn after the first the Zombie player may roll 2D6, and place that many Zombies on the table with approximately half of these being positioned behind the gang. Zombies may not be placed any closer than 8" to a ganger.

ENDING THE GAME

As soon as the gang successfully leaves the table by the furthest edge, they are assumed to outdistance and escape the Zombie hordes.

The gang is surrounded and although their trousers may show it, they cannot *Bottle Out* under any circumstances!! It is purely a fight for survival.



Scenario 2 map – Ambush in the Hindsk hive

Even Deeper Underground

The second instalment to Gang War 3's campaign

By Tom Newton

For those of you who were fortunate and insightful enough to purchase issue three of Gang War this is a continuation of the Deeper Underground campaign. Many of you may well have started to develop the campaign along your own lines to suit your own style of play, which is great. Some of you may have missed last issue's introduction and this may serve well as a couple of stand apart scenarios. But, for those of you who are eager to see the events in the Hindsk hive unfold and wish to tap the mysteries of the Keeper and the Brotherhood of Odo, look no further...

NEW TERRITORIES

In the nightmare hive of Hindsk, it is vital that each Gang Leader is responsible for finding food and shelter for his gang. I've compiled a new table of territories along with some old ones from the Outlanders rules. You may find that there are territories which have similar names or rules to existing ones, don't worry, because you'll only have to use them for this campaign.

Territories are determined by first halving (rounding up) the number of fighters in your gang. This represents how many territories you may occupy at once. You may abandon a territory if it is not very good (i.e. if you roll up Air Ducts three times, you may want to do this!), but you can only abandon one territory at a time, and then if you end up with another bad place, you must spend at least one turn in that area. Otherwise, this would just result in people rolling, and re-rolling until they get four Spaceports, or something like that. Hindsk is vast, so it is possible to occupy the same territory twice. Many of these territories (names and

rules alike) have appeared before in either Necromunda or Outlanders. The idea of me introducing special new rules and names for territories is to give the player an idea of the derelict and alien environment of the lost hive.

GRUB'S UP

In addition to the amount of credits generated from each of the territories, there are also Food Points. In the more 'civilised' hives of Necromunda food may be expensive but is usually readily available. Hindsk is an old abandoned hive, the vast majority of its population destroyed by a catastrophe, so all available food has either been scavenged by the few survivors or rotted away. Returning to Hive Primus is out of the question as each of the gangs taking part are wanted by a far more intimidating force than the Guilders – the Adeptus Arbitres. Each gang now has to forage for food such as edible fungal growths and feral animals.

After each battle roll 1D6 for each model in your gang. This is similar to foraging, except that every gang member has to

do this if they want to survive. You must roll equal to or lower than the ganger's Initiative. This represents each model finding enough food to nourish themselves for one day. If this is failed then the ganger has failed to find sufficient food to sustain himself. This is where the Food Points come into play. Add up all of the Food Points of all of your territories and this gives you the sum of subsistence that you may spend on your gang. Determine how much a ganger

STARVATION TABLE

D6	Result
1	The fighter is at -1 WS until he passes his next food test.
2	The fighter is at -1 BS until he passes his next food test.
3	The fighter is at -1 S until he passes his next food test.
4	The fighter is at -1 T until he passes his next food test.
5	The fighter is at -1 I until he passes his next food test.
6	The fighter is at -1 Ld until he passes his next food test.

HINDSK TERRITORIES TABLE

D66	Territory	Food/Creds	Description
11	Air Ducts	D6/D6	
12-13	Sewer Outlet	10/D3	
14	Mine Shaft	10/2D6	In addition to the stated income of the mine a ganger may be sent to the lower levels to investigate. Roll 1D6: 1 - The ganger does not return, perhaps he was eaten by something! 2 - The ganger returns empty handed. 3 - The ganger finds D6 Food points. 4 - The ganger finds D6 creds. 5-6 - You may roll on the Arcane weapons table
15-16	Wastes	10/10	
21-22	Collapsed Infrastructure	10+D6/D6	
23-25	Plaza	10/D6	
26	Warehouse	5+D6/D6	
31	Extraction Plant	D6/10	
32	Poison-Pool*	5/2D6	*The inlet pipe to this fetid pool spews a stream of effluent into the pool. By using steel rope nets you can dredge the pool for useful items. Roll 1d6: 1-3 - You get a load of sludge and nothing else! 4 - You find scrap worth D6 creds. 5 - You find scrap worth 10 creds. 6 - You may roll on the Arcane weapons table
33-35	Tunnels	5/5	
36	Open Gutter	10+D6/10+D6	
41-42	Cooling Unit	D6/10	
43	Abandoned** Reactor Core	2D6/15	**This area has fluctuating levels of radiation which can become dangerous. After each battle roll 1D6: 1-3 - The levels are too low to cause a problem 4-5 - Every member of the gang takes a Strength 3 hit with no saves - roll for any injuries immediately. 6 - Every member takes a Strength 4 hit with no saves and must make a successful Toughness test or permanently lose 1 point of Toughness!
44	Fusion plant**	2D6/2D6	**See Abandoned Reactor Core.
45	Factory Stack	5+D6/5+D6	
46	Ruined Dome	2D6/10	
51	Refuse River*	4D6/0	*See Poison Pool above.
52	Sewer Channel*	20/0	*See Poison Pool above.
53	Antennae Cradle	D3+5/D6	
54	Comm-Uplink	15/15	
55-56	Computer Core	10+D6/D6	
61-62	Power-Plant**	5/3D6	**See Abandoned Reactor Core.
63	Cooling Towers		10/2D6
64-65	Spaceport***	D6/4D6	***This territory is rich in Archeotech but is highly unstable. If when rolling for Creds you roll any doubles the area collapses and becomes wastes from then on.
66	Crashed craft***	D6/2D6	***See Spaceport.

fails his foraging test by and this is the amount that must be deducted from the total amount of Food Points that you have in your stash (NOTE: unlike credits in Necromunda, which are generated per turn. Food points diminish in each territory until there is none left. The credit system, however, still functions as it did in Necromunda).

Alternatively, you could send another member of the gang who passed the initial food test last time to try and find enough for his comrade. In doing this the generous gang member must deduct -1 from his next food test.

In the event that a gang member has not fulfilled the obligations of the food test you must roll on the Starvation Table and apply the result.

Before embarking upon the next scenarios in the campaign it may be a good idea for the players to play out a few of the standard scenarios from the rulebook just to get themselves a bit of experience as the going is about to get tough...

Scenario 3:

A Shot in the Dark...

During the night, your gang was assaulted by a mysterious assailant bearing an exotic heavy weapon firing high velocity shells. The figure was clad in arcane armour and wore a distinctive badge unmistakably an agent of the Imperium.

Fortunately, no one was killed, and the attacker disappeared as mysteriously as he had appeared. He has driven you

down into a bottle neck waiting to pick off your gang later. The street ends at the entrance to an underground passage and having no other option you lead your gang down into the unknown...

TERRAIN

You will need to have access to the card floor plans from Space Hulk or Warhammer Quest. The tabletop needed to lay these out should be 12" by 36" and an exit point should be marked in the centre of the board edge from where the gang(s) start.

NEW ROOMS

This scenario requires you to navigate through an unknown maze of corridors and tunnels to the exit that was detected by your leader's dopparay-magnetic scanner (*now that*

GRIG FLINCHED under the heavy fire spewing from the arcane weapon wielded by the mysterious assailant. Grig's mind raced. Some sort of bounty hunter? Here? In a deserted, Zombie ridden hive? Who was left alive to hire such a killer? Surely it couldn't be an Arbites agent that had followed them? They had smashed the tubecar after use and travelled so far from Hive Primus that they were convinced they would be safe. Maybe he, or it, was trying to defend their home. Anyway, shoot first, ask questions later - the second most important rule of Underhive survival (the first rule is to be somewhere else when the shooting starts!).

He primed the energy cells of his plasma pistol, comforted by the reassuring bumbling of power building up inside. His gang were taking cover in a gutter, crouching in the foul smelling effluvium, as the shells whined past. Some of his comrades, however exercised the better part of their valour, and returned fire. Following the trajectory of the incoming fire, Grig guessed that their attacker must be positioned somewhere high up. He spotted a shadowy movement on the distant spire of an

Imperial shrine. Steadily, rising up from his hiding place, Grig scuttled along the length of the half-pipe, daring the shards of asphalt that his adversary's powerful cannon churned up. Taking careful aim, he allowed a split-second for his bionic eye-filters to adjust before squeezing the trigger of his Plasma pistol and letting a burst of concentrated super-heat escape from his firearm. The white-hot burst of plasma melted a statue of the Emperor, and struck the attacker in the face. There was a bright flash. Standing triumphantly, Grig surveyed the spire, waiting for the smoke to clear.

A figure clad in steaming, ornate jade armour adorned with what appeared to be some kind of Imperial seal and wearing a distinctive ivory, daemonic skull-mask rose to its feet. Whatever it was it had survived a plasma bolt at maximum power. The figure raised its huge barrelled weapon and scanned the scene for possible targets. Gritting his teeth and gesturing to his comrades, Grig scurried off down the gutter, leaving ripples of filthy water in his wake...

ROOM TABLE

D6	Result
1	Straight Corridor
2	Left Turn
3	Right Turn
4	Cross Roads
5	T-junction
6	Long straight (2 x Straight sections)

RANDOM EVENTS TABLE

D6	Result
1-2	Nothing happens
3-4	Rat Attack! The gang is attacked by D3 Giant Rats.
5	Spider Attack! The gang is attacked by D3 Wolf Spiders.
6	Zombie Attack! The gang is attacked by D3 Zombies.

was a stroke of luck he had one on him! – Ed). Using the same principal of room changing as in Warhammer Quest and the first scenario, (Depot Raid from issue three of Gang War). The squares on the floorplans are used to indicate movement – one square is one point of move. Each gang leader holds the flashlight for this scenario, and each model may run, only if all models are present in the same room at that time. This rule shows the leader stopping every now and then to see if everyone is alright. Models may be held up, if they were busy fighting a creature or if another model has a faster movement.

At the end of each turn the players should each make a roll

on the Random Events Table to see what, if any, beasties are encountered.

GANGS

It would be far easier to run this scenario individually for each of the gangs involved with the arbitrator taking control of the random encounters. That said though, and provided you have access to enough card plans, you could run this scenario for as many gangs as you desire all at once (they have all been chased by the Inquisition to this specific area of the Hive). That would allow the race out of this sector to become very competitive and allow the gangs to hamper each other on the way.

If running this scenario for multiple gangs you will need a separate entrance point for each of them. Each gang involved should roll a dice at the start and the highest scoring gang may start first working in descending order.

ENDING THE GAME

The game ends as soon as the gang(s) reaches the exit point

on the tabletop. There is no loot or treasure to find, your leader is only concerned about getting away from a certain skull-faced psychopath...

The objective is to reach the exit on the board within six turns.

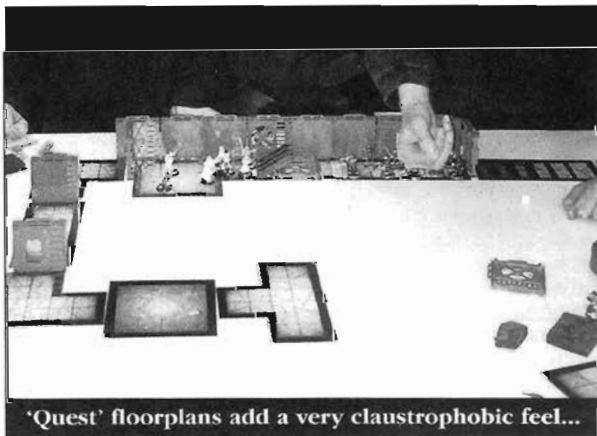
EXPERIENCE

Experience is earned as stated below:

+D6 Survives. If a gang fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+D6 Killing a Beastie. If a gang fighter kills a random encounter beastie he receives D6 points.

+10 Winning Gang Leader. The first Gang Leader to reach the exit point (or if there is only one gang running, if they do so within six turns) earns an extra 10 points.



'Quest' floorplans add a very claustrophobic feel...

GRIG STARED IN awe. The end of the tunnel became a corridor leading to the sanctum of a beautiful sbrine. Each wall was dominated by a window made from pieces of exquisitely painted stained glass, amber, topaz and rubies, very rare stones and minerals – Grig had seen them before but only in books and on data slides but never for real, calling out to his inner sense of greed as they were. As beams of light filtered in from Necromunda's dirty atmosphere and hit the prism-like windows they played a cacophony of colours onto Grig's face. They could no longer be in the Underhive, not if there were windows, this must be part of Hinsk spire, Grig thought. The mixture of the warm spectrum gave the place a hedonistic, byzantine appearance, in stark contrast to the gothic arches and... that immense, bizarre construction directly ahead of them.

There was a huge conical shaped structure which appeared to be some sort of engine or machine constructed on the altar of the sbrine. A multitude of hoses, pipes and valves snaked along the floor, rushing up from cracks in the ground to join onto this colossal mainframe. The hive, once known as Hindsk, was a wreck. Now only this skeletal substructure, and some of the lower habitation levels remained intact. Grig wondered how a place as delicate and as beautiful as this could survive what ever apocalyptic disaster had befallen the hive.

The sound of sbarpened metal scraping against cold ferocete brought him to his senses and in one lightning fast fluid movement he whipped out his pistols and pointed them in the direction of this disturbance. The cybernetic implant in his eye increased the sharpness of his vision, and he made out two people standing before the machine. The first was a

lithe, female figure grasping two short swords. The second was clad in an ash waste camouflaged smock holding a long staff. Primitive weaponry, but appearances can be deceiving. He raised his pistols.

'Don't move,' Grig said. Inside, he marvelled at how his voice echoed around the ancient building's walls.

'Drop your weapons and back away.'

The figures started to move cautiously towards him. Deliberately intending to miss, he fired a low-powered shot off at the woman, that balted her progress.

'I missed on purpose. Now don't force me to correct my aim.' Grig said dryly.

'No, no.' said a cold voice. 'I think it will be you who will be laying down your weapons.'

Grig whirled round and was confronted by a pale, cloaked man standing directly behind him. Grig narrowed his eyes as he gazed at the glowing pendant around the mysterious man's neck. Suddenly a flash of recognition hit him. He remembered the bridge and the borders of zombies. In a blur he levelled both pistols and fired bolts of plasma and laser. The cloaked man's body seemed to glow a bright orange hue. Grig looked on with a mixture of shock and awe.

The man grinned almost maniacally and began to chant in what sounded a most ancient and evil tongue. As the chanting rose in pitch Grig's mind was assaulted by the foulest of visions. He dropped his pistols and held his ears tightly, but the horrific images increased in their intensity forcing him to scream in agony. Then everything went black...

Scenario 4:

Pit Master

After managing to lose your mysterious assailant in the maze of tunnels you discover an ancient chapel to rest in. Unfortunately the chapel is already occupied by some vicious looking Pit Slaves and Scum. Under overwhelming odds, your gang has been quickly subdued and your

leader dragged off to who knows what fate.

TERRAIN

As this is a one-on-one pit fight the only terrain that you will need will just be the Fighting Pit card room from Warhammer Quest. Failing that any room or chamber will suffice as movement is unnecessary.

PIT FIGHTING

Each gang leader has to participate in a Pit Fight called the Pit Master Tournament although, fortunately for them, only the final bout against the Keeper's champion is actually to the death (no-one's brave enough to tell Headgrinder when to stop!). The terms for the tournament are that there are five group stages consisting of two combatants. The

GRIG'S HEAD HURT, tears coated his single organic eye, whilst static, or some disruptor field, interfered with the other. Slowly he became aware of his surroundings – he was in some kind of cell. The last thing he remembered was the shady figure of the Wyrd. He considered his situation – captured by an insane Wyrd with powers over the dead whilst on the run from Imperial agents who appeared to have one of their top operatives after him. Things were not looking good. Not looking good at all.

By blinking out the remaining lachrymal fluids, he managed to get a clearer view of his surroundings. The cell was a small cube of mesh, barely large enough to hold his struggling form. He saw that his cell was joined by many others all in rows which stretched upwards to the ceiling. The room was also cube-shaped, with a rusty double-door in the far left corner adjacent to which was a winch powered lift. The other cages were inhabited by other figures, some quietly garbling rubbish to themselves while others were trying to lick small water-droplets from the wires for nourishment. Amongst the others, Grig recognised some of his gang members sitting cramped, quietly collecting their thoughts, or being prodded and poked by their mad cellmates. He started counting to see if anyone was missing. He could make out the two Juves, Alpinski, and Pinkeye; they were a couple of columns above him. He could just see the faint outline of Nastikov in the far corner and Oumorov the Heavy who was probably going to burst a blood vessel any moment. Grig felt sorry for him, he was being provoked by a gibbering idiot next to him, and already the cage was too cramped for his considerable bulk. Next to him Grig could hear Chestikov's gruff voice bickering with a small, heavily muscled, bearded man. He was more or less positive that all of his gang were here.

He was considering their predicament, when a stubby finger jabbed at his shoulder through a gap in the mesh. Grig turned and sneered. The man next to him was dressed most bizarrely, he sported a balaclava with goggles and his bowed form was covered in a dirty brown cloak, which resembled an old solar sail once used on ancient spacecraft. The man spoke to Grig no louder than a whisper.

'You're new here, huh?'. Grig nodded.

'Then you won't know what's in store for you.'

'Anything's better than this.' Grig mumbled.

The man laughed loudly but when he stopped his tone became deadly serious.

'No. It ain't. Have you seen the Keeper yet? The Keeper... Dark cloak and big nose?'

'You could say that we've been acquainted.' said Grig dryly.

'We all have here pal,' said his erstwhile companion waving his hand to encompass all of the cells.

'I hope that you're good in a fight, up close I mean, because the Keeper doesn't appreciate the use of firearms in the arena. It ruins the show,' said the hunched man, grinning and displaying a row of broken yellow teeth.

'Great, now I'm fighting for my life, and for his sick pleasure.' said Grig with resignation.

'And the entertainment of hundreds of others. Nearly all the people left in this rat's ass of a ruined hive support the Keeper, and make up part of his private army. Those that speak out against him are ordered to fight each other to the death in the arena.' the small, disbevelled old man leaned a little closer...

'Then there's people like me. People who are part of the revolution.' Grig was intrigued.

'And who are your people?'

'We are the Brotherhood of Odo, all that remains of a mining company sent here from the Squat Homeworlds centuries ago. There's been an on going war between us and the Keeper more or less since the great catastrophe. But, there is also another more mysterious player in this game...'

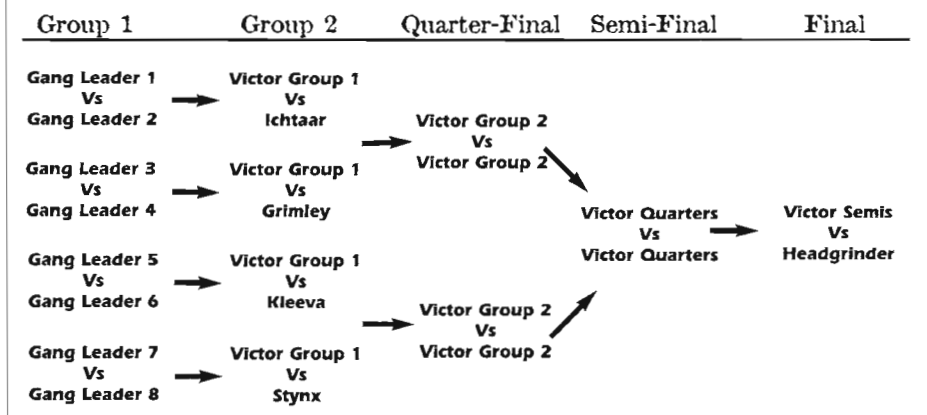
The double doors swung open, grinding against the concrete floor and echoing throughout the large, dingy room.

'What am I supposed to do?' Implored Grig of his newly found confidant.

'Try to stay alive and we'll talk later!' laughed the old Squat. At that point, a tall man dressed in ash waste camouflage smocks entered the room. His face was covered by a black mask. Grig recognised him immediately. He strode over to Grig's cage and worked at the rusty padlock. Grig gave a sarcastic smile to the Squat next to him as his captor wrenched him out of the cell with surprising strength.

'Yer in the first bout,' he said with a sneer. He pointed at the Squat, 'Yer fightin' him.'

PIT MASTER TOURNAMENT



Ichtaar 'The Animal'

Ichtaar is actually an undercover agent for the Inquisition and has managed, thus far, to infiltrate the Keeper's coven and fights for him in the pits as one of the renowned prize fighters. The Inquisition needs to discover a lot more about the Keeper's plans before they can charge in guns blazing and are on the look out for suitable 'expendable' recruits to help them to these ends.

M	WS	BS	S	T	W	I	A	Ld
4	5	4	5	4	2	7	2	10

WEAPONS: Armoured Gauntlets.

SKILLS: *Dodge* (Agility Skill), *Parry* (Combat Skill).

PSYCHOLOGY: Immune to all Psychology.

SAVE: Mesh armour 5+.

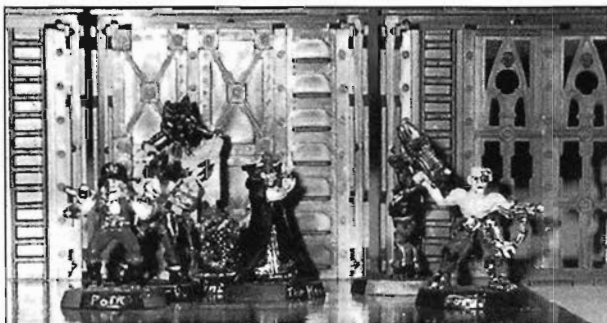
winners of each group go on to fight each other in each successive round stage until the final stage when the winner must fight the keeper's champion.

In the group stage, comprising of every gang taking part in the campaign, each gang leader randomly draws an opponent from amongst the other leaders. They then fight a continuous round of close-combat using any armour and close-combat equipment and weapons that they possess. There is no Bottle test or anything and the bout ends immediately when one of the combatants is taken down. The winner of each bout will then proceed to the next one.

The remaining gang leaders will be drawn against each other until there is four left in the tournament and then they are drawn against the Pit Master's prize fighters.

After each stage each leader is healed to his maximum quota of wounds.

Any gang leaders who fail to make it past the group stage



The Keeper watches the pit fight with evil glee...

will be enslaved and must fight as part of the Keeper's army. In doing this, they still take part in the campaign, but are under direct orders from the Keeper. If you win the first round, you get the choice of either allying with the Keeper, or for the Inquisition who will make themselves known later.

If you manage to come up trumps in the winner's bracket the Keeper will unleash Headgrinder 'The Masher', who is the reigning Pit Fighter champion.

EXPERIENCE

Experience is earned as stated below:

+D6 Loses. If a gang leader loses a stage of the tournament but survives he earns D6 points.

+10 Winning Group 1. Each Gang Leader who gets through group 1 of the tournament earns 10 points.

+10 Winning a round. Each Gang Leader who gets through a round earns 10 points.

+10 Winning Quarters. Each Gang Leader who gets through the quarter finals of the tournament earns 10 points.

D6+10 Winning Semis. Each Gang Leader who gets through the semi finals of the tournament earns D6+10 points.

2D6 Winning the Final.
+25 If a Gang Leader manages to beat Headgrinder and wins the Pit Master's Tournament he earns 2D6+25 points!

Drong Grimley 'The Beefcake'

Grimley is a Squat warrior from the Brotherhood of Odo. Needless to say, his people have suffered much at the hands of the Keeper and his bloodthirsty minions and would show an opponent that managed to better him in the pits considerable respect.

M	WS	BS	S	T	W	I	A	Ld
3	5	3	5	4	2	5	2	10

WEAPONS: Massive Axe.

SKILLS: *Berserk Charge* (Ferocity Skill).

PSYCHOLOGY: Immune to all Psychology.

SAVE: Plate armour 4+.

Kleeva

Kleeva is a Scaly, armed with a gigantic axe with which he rends his opponents apart at close ranges. Kleeva hates the Keeper and his minions with a vengeance and is biding his time for the most opportune moment to strike.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	6	5	2	3	2	9

WEAPONS: Massive Axe.

SKILLS: *Body Slam* (Muscle Skill).

PSYCHOLOGY: Immune to all Psychology.

SAVE: Scales 5+.

Stynx 'The Rancid'

An heir of mystery surrounds the man known as Stynx. Obviously not indigenous to the Hindsk hive no-one can be assured of his true motives.

M	WS	BS	S	T	W	I	A	Ld
4	5	2	4	4	2	6	2	9

WEAPONS: Double-handed staff.

SKILLS: *Dodge* (Agility Skill),
Disarm (Combat Skill).

PSYCHOLOGY: Immune to all Psychology.

SAVE: Mesh armour 5+.

FINAL OUTCOME

There are four possible outcomes at this stage in the campaign. They are the following:

- Lose group stage: Ally with the Keeper.
- Win group stage: Ally with the Inquisition.

Headgrinder 'The Masher'

Headgrinder is a huge Pit Slave, completely insane who gets a perverse and sensual thrill when ever he kills an opponent. Headgrinder has six mechanical arms, each ending in a particularly nasty death-dealing contraption.

M	WS	BS	S	T	W	I	A	Ld
4	6	3	4	4	3	5	6	10

WEAPONS: Buzz Saw, Claw, Hammerx2, Chainswordx2.

SKILLS: *Step Aside*, *Counter Attack* (Combat Skill)
Killer Rep (Ferocity Skill).

PSYCHOLOGY: Immune to all Psychology.

SAVE: Armour Plating 3+ Save.

SPECIAL RULES:

Many Arms: Because he has many arms, Headgrinder may use all of his close-combat weapons at once.

- Win Winner's bracket: Ally with the Squats.
- Beat Headgrinder: You may choose your allies.

I have arranged this part of the campaign in such a way, that newer players will probably either be working for the Inquisition, or the Keeper, both of which will provide essential items and skills, which you will need to finish off this campaign. More experienced players will be

rewarded with being able to ally with Krutfoot and the Brotherhood of Odo and perhaps glean some of the Squat's technology secrets. The battles that will follow when you are allied to the Squats will also be substantially harder.

After each battle you may send your gangers to the Outlaw Trading Post and may trade for common items as normal except that following are never available: Meltagun, Plasma weapons, any Grenades or

ARCANE WEAPONS TABLE

2D6	Result
2	Reload
3	Shotgun Shells (any type)
4	Bolas
5	Bolas Launcher
6	Dartgun
7	Dart Ammo
8	Civvy Bomb
9	Mk1 Plasma Gun
10	Plasma Battery
11	Mk1 Plasma Pistol
12	Garrot Wire

Grenade launchers, Missile launchers, Ratskin Maps and anything else the arbitrator considers would not be available in Hindsk Hive.

Ammo clips, Shotgun Shells, and Laser cells will enable any model using weapons which fit these items to add +2 to their ammo rolls for one battle only.

ARCANE WEAPONS

The Hindsk Hive is very old and has been left in a state of near abandonment and disrepair for centuries (and you thought the Underhive was bad!). For this reason most of the sophisticated equipment has long since broken down or been snatched up by the Keeper and his minions. There are, however, many arcane weapons still in use and these are sometimes available for trade or can be found in the dark recesses of the Hive.

Bolas: (or should that be Bolai?) These consist of two heavy metal spheres linked by a long elastic cord or chain, which when thrown or

BOLAS

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
12	36	0	-2		Special		6+

DARTGUN

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
18	24	+2	+2	4		+1	5+

CIVVY BOMB

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
				3	1	-	-
As Grenade							

launched from a Bolas Launcher, will wrap itself around the limbs of an opponent, rendering him out of action for a turn. These were used by the P.D.F. for crowd control, rather like a very primitive version of a glue gun. The P.D.F. versions used four cornerweights, linked to a net to trap as many people as possible. Bolas shot from a launcher use these kind of nets, and have a 2" template.

When hit by a Bolas Template, the enemy model(s) will be ensnared on a 4+, and will have to spend an entire turn untangling themselves. They may do nothing else during that time. Hand-thrown Bolas can only target single models. When throwing, the thrower suffers a -1 penalty to hit, because of the inaccuracy of throwing such a weighty and cumbersome object. Like grenades, the range depends upon the user's strength.

Dartgun: This is an extremely old weapon, once used by Guild assassins for silent kills. It is, however, remarkably accurate, and there is no need to fit a silencer to one of these weapons. Darts have little affect on personal armour though, and in that respect are not suited to gang warfare at close ranges. Dart rounds, like Ammo clips give the user the same bonus when taking ammo tests.

Darts are near useless against armour and so all models wearing any form of armour receive an additional +1 to their saving throw.

Civvy Bomb: This is a crude version of the incendiary fragmentation grenade, known as a Frag. It is little more than a bottle filled with petroleum or any other flammable spirit lit by a rag fuse. The bomb can still cause havoc amongst lightly armoured individuals, as the flying shards of glass are very similar to the shrapnel produced by Frags.

Mark 1 Plasma Gun: This is a very old and unpredictable version of the more modern weapon. The rules for this weapon have been detailed in previous 40K publications, such as Codex Chaos, and the Legion of the Damned. But for those of you who don't know the rules they behave much in the same way as a normal Plasma Gun, but the weapon's cells are far more erratic, and may cause the gun to malfunction. When you roll the Sustained Fire dice consult the table below.

On a roll of a *Jam* or a 3 on the Sustained Fire dice, the weapon is destroyed and can also no longer be used.

Like Ammo Clips, Plasma Batteries are essential for powering Mk1 Plasma weapons. Unlike Ammo Clips

however, they do not give the same bonuses on ammo rolls, you simply cannot fire a Plasma weapon without a Battery fitted.

Garrot Wire: This is a very cheap and simple weapon. It is sharp and flexible, used by Spider Hunters for snares and traps. It is so sharp, that it can cut through flesh and bone, if the pressure exerted on the target is great enough. Assassins still often use a Garrot Wire thrower, a small mechanism that can fit into the palm of the hand. When fired, the wire wraps itself around the victims' limbs or throat, and with a brisk tug, the user can cause horrific wounds. This is a simpler version of the far more deadly Harlequin's Kiss used by the alien Eldar.

In Close-Combat, if the result is a tie, a model equipped with a Garrot Wire will win, regardless of Initiative. If both models have a wire, then the result will be down to Initiative.

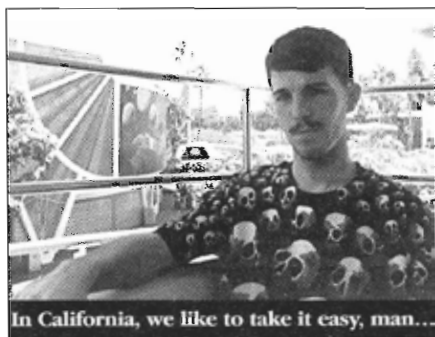
WHERE NEXT?

This is a fairly important stage to the campaign as it determines the eventual allegiance and direction each of the participating gangs will take. Each of the three paths that the gangs will embark upon at this stage will eventually divide into other paths, and then even more sub-paths. I have planned the campaign structure in a way that there are five possible endings, some good, some not so good, some triumphant and others... well, you know!

Until next time, may you avoid the Keeper and retain your eternal soul...

MARK 1 PLASMA GUN MISFIRE TABLE

Sustained Fire Roll	Result
1	Overheats and cannot be used next turn.
2	Leaks plasma on a 4+, the user takes D3 S3 hits.
3	Explodes causing a S6 hit on the user.
JAM	Explodes killing the user.



In California, we like to take it easy, man...

Apocalypse

A Necromundan campaign of cataclysmic proportions

By W. Jason Peck

I'm twenty-seven, live in Fremont, California in the U.S. where it's always sunny (except when it rains), am married to a beautiful and incredibly tolerant woman and own eight exotic birds. (Any more of this and he'll start harping on about the merits of collecting Orcs and Gobbos – I refer you to Journal 29's foreword by Gordon Davidson – Ed.) I play almost every GW game, especially now that I'm getting the hang of Epic 40,000. I specially love Blood Bowl (the third incarnation of which confirmed Jervis Johnson's place amongst the Gods!).

When not at home, I dwell in the Eye of Terror, from where I despatch my teeming Chaos hordes (and I shamelessly admit my favouritism towards Chaos Cultists) to smash all

that lie in my path – notably my brother's endless Ork legions.

On occasion (usually when the medicine wears off!), I stop, change hats and lead my implacable Warhammer Gobbo army in its quest for victory (Orcs themselves are only good for distracting the enemies from my mighty Goblin Wolf Boyz and for screening my Night Goblin archers!). Yet all these pursuits are only secondary when compared to my devotion to the awe-inspiring 'Shadowmoon Swampbats' (my Gobbo Blood Bowl team). I would go on, mentioning my Necromunda gangs especially the Chaos-tainted Cawdors 'The Changers', but I'm afraid that you might report me to the authorities!

The End is Nigh...

Hive Secundus has fallen! A Genestealer cult has seized control of the Spire from within and hordes of Brood Brothers and Genestealers are invading Hive City. The carnage is terrible and no force can stop their advance down-hive. The Imperial Guard forces protecting the city have been practically decimated due to half its number taking up arms with

the aliens. Only the private armies of the Hive City Houses remain to resist, but each is too wary of its neighbours to unite against the advancing foe. It is only a matter of time before the entire Hive falls to the aliens.

In the Underhive all is chaos, even more so than normal. Underhivers run this way and that desperately trying to escape. Many have gone up-Hive to join the defence forces

in the city, while still others have retreated to the furthest reaches of the Underhive and beyond in the search for somewhere to hide. Rumours are spreading like wildfire: a Tyrannid Hive fleet is approaching the planet, the Adeptus Astartes are coming to rescue the planet, Hive Primus and the other Hives are unaware of their plight, the Tyranids are already here and their monstrous creatures

have joined the approaching cultists, in the Underhive no one knows the truth.

The tunnels of Down Town on the bleak shores of the sump lake of Hive Bottom have experienced a boom in population like never before. Underhivers, rival gangs, Bounty Hunters and even mutants all crowd the town. But these newcomers have not come in search of the wealth to be found at Hive Bottom, they've come in search of escape. But there is no escape, this is the furthest reaches of the Hive and there is no where else to go... or is there?

It is being whispered that there is a chance of escape. A slim chance, but a chance nonetheless. In ancient times, eons ago when the Hives were first constructed, the closest Hives were all connected via enormous conduits that ran beneath the surface to link them together. These vast, city sized highways carried power, traffic and supplies to the other Hives without having to risk the ash storms of the atmosphere. These conduits are long forgotten, buried along with the other countless secrets of the Hive Bottom. The whispers also speak of certain Ratskin Scouts that know the way to one of these conduits. Perhaps a determined gang could make the long, perilous journey to Hive Primus and sanctuary. Then again, considering the horrors of Hive Bottom, who knows what may be lurking in the ancient conduit?

Campaign Rules

This is an extended Arbitrator Campaign, consisting of about 15 weeks (game time), with about one battle a week. It is

assumed that this is the time required to make the journey to the next Hive. If the Arbitrator wishes, he can increase or decrease this time period.

For each week of their journey, after choosing an opponent, every gang will roll on the 'Apocalypse Scenario Table' to see what kind of fight the gang has to face during that week of travel. At the Arbitrator's discretion, the gangs will forego this roll and instead participate in a special scenario prepared by the Arbitrator. These scenarios represent special locations or obstacles that must be overcome in order to continue the journey. These scenarios can be of any nature the Arbitrator wishes, but here's some suggestions: a special Outlaw Trading Post hosting the most malformed and grotesque of mutants, a dark temple dedicated to Chaos teeming with Beastmen and perhaps even a few Daemons, a forgotten tomb or warehouse packed with Archeotech, a nest of Genestealers in suspended animation which is disturbed by all the commotion, etc. The possibilities are only limited by the Arbitrator's imagination.

Beginning the Campaign

Each player must build a new gang from scratch in the normal way. Due to the nature of this campaign the Arbitrator may decide that Spyrer gangs are inapropriate. Given the nature of the campaign, the players should strongly consider using every credit to purchase extra equipment or members instead of saving spare credits in the stash.

The campaign begins in Down Town and each of the players may play a standard scenario from the rulebook. This represents the final preparations of the gang before it breaks contact in the Hive to seek escape through the Conduit. This also allows the players one last chance to do a bit of shopping and get some equipment that will become very scarce in the battles to come. Due to the invasion, all gangs may visit Down Town after their first battle, even Outlaw gangs.

After week one, every gang becomes an Outlaw gang and follows the rules for Outlaws with the following exceptions and alterations:

- **Territory:** All gangs lose their territories and must roll on the 'Conduit Territory Chart' after each scenario to see where they have set up their next base camp.
- **Collecting Income:** Each gang collects whatever income they can from their current territory before they move on to the next. The Territories from the Conduit Territory Chart are treated as Outlaw territories for the purposes of collecting income. In this campaign, income is considered to be food collected or foraged (see below) that equals the amount collected in credits.
- **Foraging:** This is treated in exactly the same way as in the Outlanders rulebook except that the income collected is actually food that equates to the number of credits rolled.
- **Gaining Additional Territory:** A gang that gains a new piece of territory follows the same rules as in the

Apocalypse Scenario Table (2D6)

2. The player with the higher *Gang Rating* may choose which scenario is played. This scenario is fought in an old dome which is prone to cave-ins. If either side uses a heavy weapon or grenade during the game the roof caves in on a D6 roll of 4+. Roll each time such a weapon is used. If the roof caves in, then the game ends immediately in a draw and all models must roll under their Initiative to escape. Any gangers who fail this test sustain a S4 hit with a -1 armour save modifier.
3. The player with the higher *Gang Rating* may choose which scenario is played.
- 4-6. Play the *Gang Fight* scenario.
7. Play the *Scavengers* scenario.
- 8-11. The player with the lower *Gang Rating* may choose which scenario is played.
12. The player with the higher *Gang Rating* may choose which scenario is played. The game is fought in a dangerously polluted area of the Conduit: roll a D6 for each model that moves on the tabletop, as opposed to on gantries or buildings. On a 1 the model suffers a S3 hit from the deadly toxic waste. Even Ratskins are at risk from the poisons.

Outlanders rulebook, but must remember that they roll for a new territory after their next battle. In addition, a gang cannot Loot a territory because the territories in the Conduit are so poor it is assumed that this has already been done.

- **Bounty:** Due to the nature of this campaign, these rules from the Outlanders book do not apply.
- **Outlaw Trading Post:** Since all the gangs are journeying into the wild unknown of the

Conduit, there are no Trading Posts to visit. Indeed, the other gangs are the only other signs of 'civilisation'. A player may send one (or more) of his gang members to visit another gang to attempt to trade equipment or food (credits). A gang member may trade with only one other gang at a time, so if a player wishes to deal with more than one gang, they must assign a separate gang member to visit each gang. The chosen gang must then be willing to assign one of its own gang members to meet and trade or the deal is off. Gang members who trade with other gangs may not work the gang's territory or *Forage*. These inner-gang trade agreements are very informal negotiations with no set rules, so individual gangs can trade any equipment they want (with the Arbitrator's approval) as long as both parties agree.

- **New Recruits:** All of the gangs are on their own in the Conduit, they may not hire new recruits or *Hired Guns* (unless the Arbitrator prepares a special scenario that includes some way of doing so).

Scenarios

After rolling on the Apocalypse Scenario Table, players may choose from the scenarios listed below. Since all of the gangs are considered Outlaws in this campaign, then they can all choose from these scenarios. Each of these scenarios is played following the normal rules except for the following modifications:

1. **Scavengers:** The Loot collected at the end of this scenario is considered ancient equipment. The player may

use the total Loot scavenged to buy any equipment he chooses from the Outlaw Trading Post equipment price charts. The player may not pool any credits from his stash to this total and any left over credits are lost. Due to their ancient condition, any weapons bought in this manner are treated with the Scavy Weapons rule (ammo rolls on a 1 or 6).

2. Hit and Run:

- **Blitz:** If the Water Still in this scenario is destroyed, then the defending gang must halve its income from foraging after this scenario (this week).

- **Stick Up:** If the attacking gang in this scenario escapes with the Loot, then the defending gang must forfeit half its income from foraging to the attacking gang.

3. **Ambush:** If the gang that wins this scenario is entitled to take a territory from its opponent, then they may exchange territories with their opponent if they choose after the territories have been generated following the scenario.

4. **Rescue Mission:** Up to one of these scenarios may be played after each of the scheduled weekly scenarios (but if a gang member is captured during this scenario, then they may not be rescued). Captured gang members may not be sold to the Guilders (the gangs left all 'civilisation' behind), but they may be used by the capturing gang as a beast of burden. When used in this manner, the gang receives an extra 1D6 credits when tallying up their

Conduit Territory Chart

D66	Territory	Income	Notes
11-15	Wastes	0	
16	Collapsed	0	One gang member may try to <i>Dome</i> scavenge in the area, and will earn 2D6 credits. On a roll of 4+ the area collapses and the ganger make a successful Initiative test or die!
21-22	Tunnels	0	Your gang has found a buried entrance to a labyrinth of ancient service ducts beneath the Conduit's floor. When the gang fights its next scenario (if the scenario allows), then it can use these ducts to position up to three fighters anywhere on the battlefield at ground level. Models are set up at the end of the player's first turn and cannot be placed within 8" of enemy models.
23-24	Sump Spillage	5	The ground here is just fertile enough to support fungal vegetation.
25-26	Vents	0	(See <i>Tunnels</i>)
31-35	Wastes	0	
36	Fungus Grotto	0	The gang may choose to eat fungus growing in this cave to avoid starvation and, thus, put all its scavenging in its stash. However, on a D6 roll of 1 a randomly selected gang member dies from food poisoning.
41-46	Sludge Sea	0	A gang member may dive here to see if he can drag up any valuable artifacts that have sunk to the bottom. Roll a D6: <ol style="list-style-type: none"> 1. The ganger dies, either eaten by some horrible mutated monster, or killed off by swimming into a highly toxic area. 2-4. The ganger finds nothing of value, but survives. 5. The ganger discovers something worth up to 10 credits. The player may buy one piece of equipment from the Outlaw Trading Post equipment chart, and any left over credits are lost. Due to their ancient condition, weapons bought in this way count the <i>Scavy Weapons</i> rule (ammo rolls on a 1 or 6). 6. The ganger discovers something worth up to a D6x10 credits (see 5 above for details).
51-52	Clean Water	5	The gang works this site to replace their more contaminated water <i>Hole</i> supplies, thus saving 5 credits worth of food.
53-56	Wastes	0	
61	Spore Cave	0	Your gang has discovered a hidden cave where many kinds of rare fungi grow. A ganger can harvest the cave. Roll a D6: <ol style="list-style-type: none"> 1-2. The ganger finds 1-3 doses of <i>Stinger Mould</i>. 3-4. The ganger finds 1-3 doses of <i>Blade Venom</i>. 5. The ganger finds 1 dose of <i>Icrotic Slime</i>. 6. The ganger finds 1 dose of <i>Spook</i>. <p>After the ganger has harvested the cave, he must make a Toughness test or he contracts Spore Sickness. This is a fungal disease in which plump and colourful fungi sprout from all over the victim's body. Spore Sickness is not lethal and recovery is automatic, but the ganger will not be able to take part in any future fights until he rolls a 4+ at the start of a game.</p>

Conduit Territory Chart

D66	Territory	Income	Notes
62	<i>Snake Pit</i>	0	The gang has discovered a pit that serves as the lair of a Wild Snake. A ganger may attempt to catch this snake, but on a D6 roll of a 1 he was careless and is bitten, killing him. Assuming the snake is captured, then the gang may distil one bottle of <i>Wild Snake</i> for every 2 credits spent, up to a maximum of five.
63	<i>Archeotech</i>	0	The gang stumbles upon a cache of hidden equipment. The gang <i>Hoard</i> may use 2D6x10 credits to buy any equipment they choose from the Outlaw Trading Post equipment price charts. Any left over credits are lost. Due to the ancient condition of this hidden equipment, any weapons bought in this way are treated with the <i>Savvy Weapons</i> rule (ammo rolls on a 1 or 6).
64	<i>Hermit Camp</i>	0	The gang befriends a strange hermit who dwells alone out in these wastes. He invites the gang to share his camp. He is a Wyrd and will fight with the gang in their next fight (see pages 68-75 in the Outlanders rulebook to determine his powers and equipment). He fights for free, but will not join the gang on its journey. Redemptionist gangs must re-roll this territory.
65	<i>Plague Infestation</i>		The gang has unfortunately set up camp near a localised concentration of <i>Zombie Plague</i> . The plague's affects are not strong enough to infect the entire gang, but 1D3 random gang members have to roll on the <i>Zombie Plague</i> table (p28 of the Outlanders rulebook).
66	<i>Spirit Site</i>		The gang has unwittingly chosen a site steeped in the powers of the Underhive spirits. As a result, the gang is possessed and made to do the bidding of the spirits for a short time. Instead of rolling normally to determine the gang's next scenario, the Arbitrator will assign a specific scenario and opponent. The exact nature of these details are left up to the Arbitrator, but they should serve to further the story of the campaign in some way and reflect the whims of the Underhive spirits. The week that the gang occupies this territory, the gang may not collect income, participate in any activities, attempt any rescues and does not consume any food (thus the stash remains untouched).

income for the week (this represents the work saved by using this forced labour), but must also expend 2 credits to feed their slave. In this case, the gang member's original gang may attempt a rescue (but remember, only one Rescue Mission may be attempted per week of game time) until successful. The rules for exchanging, ransoming and seizing a prisoner's equipment remain unchanged.

6. The Hit: This scenario is treated as normal except that the rules for putting the opposing leader out of action are ignored (nobody has any established territory to take advantage of).

7. Loot and Pillage: This scenario is treated the same as normal except that each Loot counter is only worth 1D6 credits (due to the poorer nature of the territories). In addition, if there is not even enough money in the gang's

stash, then too bad, the attacker just takes everything there is.

Winning the Campaign

As can be well imagined, just surviving the full fifteen weeks in this campaign is quite an accomplishment. The rules are designed to make a harsh environment (the Underhive) almost intolerable. Many gangs will be mauled and then be forced to continue with few members or with poor equipment or both. Such

gangs will probably be continuously walloped in their future games, but this is the whole point of this campaign! The fun is the challenge and watching as the gangs struggle against each other and the dangers of the Conduit in their desperate flight to freedom. A player can retire his gang at any time (they didn't make it), and they are out of the campaign. This is a fight for survival after all, and it's unfair to allow fresh new gangs to enter a race already in progress.

The winner of the campaign is the gang who reaches the next Hive with the highest Gang Rating.

Adding a Little Flavour

- Design an 'Apocalypse specific Campaign Events Table' using the table found on pp 87-88 of *Outlanders* as a guide.
- Use the *Monster Roll* rule from the *Scavengers* scenario (p70 of the *Necromunda Sourcebook*) and the *Treacherous Conditions* rules from *Outlanders* for all scenarios to simulate the fact that the Conduit is crawling with hostile creatures and is a dangerous environment.
- In order to emphasise the scarcity of equipment even further, every time a weapon explodes then the player must make another ammo roll. If

this ammo roll fails, then the weapon is permanently destroyed in the explosion.

Scenario I The Bottleneck

This scenario is ideal for three to four gangs, but by making the setup larger can accommodate as many as six (although that would certainly be a tight fit). Ideally, the arbitrator should have the gangs split themselves into teams of three to four gangs and then run the scenario for each of them in succession. This means that the arbitrator should be running the scenario 1-3 times (or even more for larger campaigns). Since a gang must have its members pass through the bottleneck on the opposite side of the table in this scenario to continue in the campaign, gangs who are forced to withdraw may have to make the attempt again, perhaps joining the next wave of gangs attempting the run.

Setting Up

The Bottleneck is played on a full-size table which needs to be at least 6' by 4'. The table should be filled with as much terrain as possible. The arbitrator should select four 'booty' chits or some other suitable marker to represent rat warrens and place them across the board at ground

AT FIRST, the rats were a blessing; they made for good hunting, but after a week the numerous vermin went from food source to menace. Finally, by the week's end, all the gangs had discovered the bottleneck where the rats came from. The Conduit in this region consisted of little but ruins and collapsed tunnels. Only one small section of the Conduit, barely a hundred yards wide, was large enough to allow further passage. Unfortunately, this section of the Conduit was teeming with the rodent vermin.

The first few gangs who attempted to pass were driven back by giant rats. The mass exodus halted and rumours began to pass through the various groups. Some said that the rats were led by a crazed half-rat half-man mutant. Others spoke of traps, swarming rats and strange sounds. Soon, however, the various gang leaders decided to hold a truce-talk. At first nothing was accomplished, but once the initial posturing and insulting had passed, the talk became constructive. Too much time had already been wasted and, for all they knew, the Tyrannid hordes could even now be closing in behind them. Therefore, it was decided: The gangs would unite to brave the gauntlet and smash their way through the bottleneck. Once through, however, then things would be different.

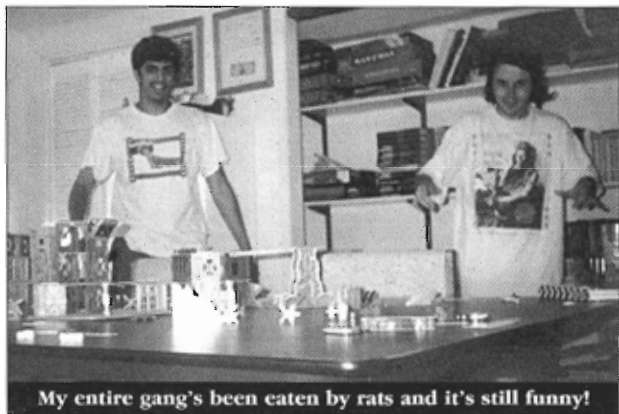
Giant Rats

M	WS	BS	S	T	W	I	A	Ld
6	4	0	3	2	1	3	1	4

Special Rules

Dodge: 4+ unmodified save which counts against all attacks apart from those that don't allow any armour saving throw.

level. In addition, a section measuring 24" should be



My entire gang's been eaten by rats and it's still funny!

clearly marked in the middle of one side of the longer table edges. This is the 'bottleneck' and is the only place a model may leave the table on this side. All participating gang members must set up within 6" of the opposite table edge, in any manner mutually agreeable to the participating players.

The Objective

The objective of this scenario is for a gang to have more than half of its members leave the opposite table edge via the Bottleneck. Gangs are not supposed to compete against one another in this scenario and should not purposefully attack rival gang members for it will be hard enough as it is (although firing dangerously close to 'allies' or unfortunately catching these allies in the radius of area-affect weapons is allowed and even encouraged!). Gangs needn't make Bottle Tests although they may Bottle by choice (unless half of their members have already made it through the Bottleneck). Gangs that chose to Bottle must make an attempt to pass through the Bottleneck again until they

succeed in order to continue the campaign. The gangs move first, beginning with the gang with the highest Gang Rating and then continuing in descending order (this will remain the turn sequence) followed by the arbitrator.

Treacherous Condition

This ruined section of the Conduit is very dangerous and the following Treacherous Conditions are in affect across the table: *Sludgy Surface* (12) and *Rats* (55).

In addition, the arbitrator controls six Necromundan Giant Rats for each gang participating in this scenario. These rats should be broken up into groups of three and placed in hiding anywhere on the board the arbitrator chooses, but at least 18" from the nearest gang member). Note: if the gangs are exceptionally weak in your campaign by this point, you may wish to limit the rats to 3 or 4 per gang. Naturally, these rats are hostile, and the arbitrator uses them to attempt to destroy the gangs and prevent them from

passing through the Bottleneck (see below).

Reinforcements

This section of the Conduit is swarming with rats and, therefore, each time three or more rats are put out of action, the arbitrator is entitled to roll a D6 at the start of his turn. On a roll of 1-4, three more giant rats appear from one of the warrens (the arbitrator chooses which), but they may not move this turn. Simply destroying the rats is not enough, the gangs must actively move towards the Bottleneck or lose to attrition.

Carrying Fallen Comrades

Due to the nature of this scenario, a gang member may find himself in a situation where he wishes to keep moving forward, but he doesn't want to leave a wounded comrade behind. The following rules cover such a situation:

A ganger can carry one *downed* comrade (or even a *downed* 'ally') slung over his shoulder by ending his turn in base-to-base contact with them. On the ganger's following turn, he may pick up the fallen ganger and move normally, except for the following penalties:

1. He may not run or charge farther than his base movement rate.
2. He may not shoot with anything other than a pistol.
3. All ballistic attacks are made at -1 to hit while carrying another ganger.
4. When participating in hand-to-hand combat, the ganger



The dangerous and foreboding depths of the Underhive...

may not use more than one single handed weapon unless he has more than two arms (one arm must be used to steady the extra burden).

5. Those with only one good arm carrying a ganger may not participate in hand-to-hand combat or fire a weapon at all.

6. A fighter may choose to drop his burden at any time by simply tossing him onto the ground, out must spend the next turn as normal to pick him up again.

Ending the Game

The game ends once all of the gangs have either Bottled out or have passed through the Bottleneck. Gangs who had at least half of their members pass through the Bottleneck are considered successful in their attempt to continue and all wounded members who survive or are captured (treat as 'Full Recovery') are allowed through as well. Gangs who fail in their attempt to pass through the Bottleneck must continue to make attempts

until successful or retire from the campaign.

Experience

- +2D6 Survive battle (even if wounded).
- +5 For taking one of the arbitrator's models down and out.
- +5 For carrying a fallen ganger off of the table edge and through the Bottleneck.
- +10 To the Gang Leader whose gang first succeeds in getting half its members through the Bottleneck.

Suggestions

This scenario can be very challenging for the players, but the harrowing nature is sure to keep the players thrilled. Desperate gangs battling their way through swarms of Giants Rats, never taking their eyes off of their so called 'allies' – this is the stuff of legend. The arbitrator should encouraged the players to develop a strategy and work together (at least initially) in their attempts to run this gauntlet, after all, it will make for an even richer storyline once they are beyond the Bottleneck and at one another's throats again. Imagine a ganger who encounters an opponent prone in a future battle who once carried him past a swarm of ravenous rats to freedom. Will he be able to bring himself to take advantage of the man while he's down? Or will he slink off into the shadows, pretending that the encounter never happened?

However you do it, enjoy it!

CAMPAIGN INCURSION

by **DALKA FAIK & NICK PIACHAUD**

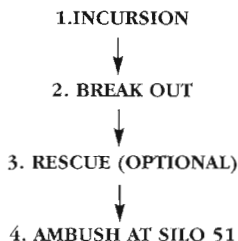
'Ello it's me again. This is a short campaign I wrote with help from my friend Nick, inspired by the classic computer game 'Half-Life'. When we played it I was the Defence Force and Nick played his (r)usty Ratskins. It was good scrap, killing each other on the tabletop was a relief from the violence and bloodshed of normal school life and A-level exams.

We're both still collecting, I'm turning my hands to Eldar and Wood Elves, whilst Nick is very slowly turning into a Vampire Count, and he keeps mentioning Dark Elves. I think he's trying to kill me...

Incursion is a mini-campaign. It pits a normal gang against the Necromunda Planetary Defense Force. These troops have been sent down into the Underhive, at the request of the Merchants Guild, to deal with a particularly troublesome gang. It might be nice to play this campaign with an outlawed gang, but it isn't nesecary, any gang will do.

It is a linear campaign, played out over 3 or 4 scenarios. The third scenario is optional.

CAMPAIGN FLOW CHART



The Rescue mission isn't detailed here because it's optional and it's a normal Rescue mission from the rulebook, with the Defence Force as the defenders and the gang as the attackers.

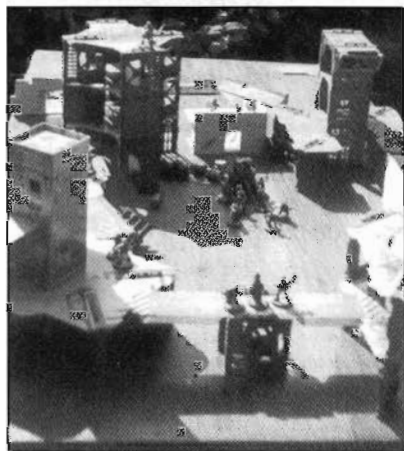
MODELLING

To play you'll need 15 Defence Force troopers and a normal Necromunda gang.



I guess you could use any Imperial Guard as Defence Forces troops but I used Cadian Shock Troops and converted them to be wearing gasmasks and carrying autoguns.

For autoguns I merely cut off the end of the lasguns and replaced it with an autogun barrel. For the respirators I used blu-tak, sticking it to the models face, carving out two eye peices and using the disgarded lasgun barrel as a filter stuck into the side of the blu-tak.



SCENARIO ONE INCURSION!!!

Incursion is basically a Raid scenario with some special rules. The Defence Force have identified the gangs hide out and are sneaking in with the intention of taking out the gangs leader. Just as in the normal Raid scenario the defence force must destroy a 'gateway', but they are also trying to assassinate the gangs leader. Set up the board as for a Raid.

SENTRIES

The Defence Force is experienced in night-time incursions and are trained to avoid detection. They have been training specifically for this mission, studying maps of the hide-out, the gangs routines etc. The detection range of all sentries is therefore halved.

In hand to hand combat phase, if the Defence Force Trooper wins in the first round the alarm cannot be raised. Also, when working out whether the alarm is raised by shooting, half the strength of the weapon (rounding up), before testing.

RAISED ALARM

As soon as the alarm has been raised the Defence Force must all assume a firing position. They cannot perform any action that will prevent them from shooting in their next turn, (like running) so that they may pour all their fire into the enemy.

TARGETING THE GANG LEADER

If the Defence Force Troopers can fire at the gang leader (he is in their arc of fire and within range) then they must do so. They do not care about the rest of the gang, just the leader who must be taken down. Once the gang leader is taken down the Defence Force may target other gang members as normal.

KRAK CHARGES

The Defence Force has three men armed with krak charges, these cost no extra creds and are important to the attack. Nominate 3 minatures before the start of the battle who are carrying the charges. These charges are for destroying the gateway, and have to be placed on it.

A Defence Force trooper with a charge must be in contact with the Gateway to place a charge. He cannot take any other action whilst setting the charge. After another turn the charge will explode and automatically destroy the gateway.

These objectives are not vital to the mini-campaign. Should the gang leader survive or merely go down, this is fine, continue as normal. If the Defence Force retreat before they can take out the gateway then it will be destroyed after the gang have fled the hide out.

SPECIAL RULES, SCENARIO AND EXPERIENCE

Experience is gained as for a normal Raid scenario. See Pages 161 in Necromunda hardback rulebook.

POST BATTLE SEQUENCE

Only experience, skills and injuries may be rolled up from this game, not income or new equipment. The gang is too busy running away from the Defence Force to worry about collecting income or going to the trading posts.

SCENARIO TWO BREAK AND RUN!

After a close call with the Defence Force, the gang is forced to retreat without collecting income and buying new equipment!!! They know that their only hope is to break past the troopers and into the subway tubes. If they can reach the tunnels they will be able to escape to another part of the Hive, away from the Defence Force and vengeful local Guilders. First they have to get past the Defence Force's road block and sentries. Stealth is key for this mission.

TERRAIN

Set up the table in the form of a road, with buildings along either side and debris in the centre. Deploy the gang at one end and the Defence Force and the Commissar at the other. At the Defence Force's end a roadblock/wall should be set up across the road where they can wait for the gang.

The Defence Force are equipped with a heavy stubber platform. Two troopers must man a heavy stubber platform. One trooper

is the loader.

These options come as free extras when buying your Defence Force (see later).

OBJECTIVE

The gang must make their way past the Defence Force as quickly as possible and escape off the other side of the table. All of the gang must stay on the road or in the buildings on either side of the road for the duration of the scenario. The Defence Force must endeavour to stop the gang.

The game ends when all the gangers that can leave the table have, or if all the gang is prevented from doing so by the Defence Force, i.e. they are all down or taken out.

GANGS

All of the gang left alive after the Incurion scenario will take part in this scenario.

Only 2D6 + 3 Defence force trooper and the Heavy Stubber platform will be deployed. This must include the Commissar and the heavy stubber crew.

The rest will be set up in groups as the defenders in a Raid scenario. They will be brought on as for a Raid scenario's reinforcements.

SPECIAL RULES

HEAVY STUBBER PLATFORM

This weapon provide the gunners with hard cover (-2 to hit) due to the gun shield. It is constantly supplied with ammunition by the loader, and so does not have to take ammo tests.

COMMISSAR

If the Commissar is taken out of action the Defence Force will pull out immediately and the gang will escape with no further hinderence.

BREAK THE LINE!

To escape the gang must pass through the Defence Force and get off the far table edge. This simulates them breaking through into the tubes beyond.

EXPERIENCE

- +10 - The gang leader if he survives.
- +5 - per wounding bit.
- +5 - breaking past the barricades.

+D6 - Surviving.

WHAT HAPPENS TO THE DOWNED GUYS

A point I didn't consider at first was the downed gangers.

Roll for serious injuries for them. Any results of dead apply. Any results of survives against the odds and Full Recovery means the ganger is able to crawl off (with most of his bits still attached) and reaches the rest of the gang. Any other result applies, but also counts as a Captured result. If any gangers get caught (which they should), decide if you want them back or not. If you do, then the next scenario is a Rescue mission.

Any gang members not rescued are handed over to the Guild to be sold into slavery or turned into pit slaves. If the entire gang goes down then the campaign ends here.

POST-BATTLE

In the previous game, the gangs have been prevented from collecting income because they needed to escape the Defence Force. However now they have escaped from this section of the Underhive. This means they have lost their most valuable piece of territory, strike it off the roster and roll up a new territory to represent their safe house.

Now they are holed up in a new section of the Hive they can now collect income, replenish losses and buy new equipment.

SCENARIO THREE RESCUE

Only play this scenario if the gang player had any gangers captured in the Break and Run scenario, and he chooses to try and rescue them. If no gangers where captured, or the gang player opts not to rescue his gangers, then move straight to scenario four.

SCENARIO FOUR AMBUSH AT SILO 15

Whether the gang have or have not performed the Rescuc the survivors have escaped to another sector of the Hive.

This is it, the final attempt to take out the gang before the Defence Force are called back to the Spire to resume there normal

guard duties. In this scenario the Defence Force launch a brutal ambush against the gang, ready to take down the scumbags once and for all. This is a last stand for the gangers.

TERRAIN

Set up a large settlement (or something similar) where a silo of food and resources could conceivably be set up, and then buildings and gangways to surround it. This is Silo 15, where the gang has holed up to escape the Defence Force. The Defence Force deploy in the buildings around the silo, and the gang within it. The Defence Force gets first turn.

OBJECTIVE

The Defence Force must take out as many of the gang as possible in a crushing blow before leaving. They have five turns to do as much damage as they can. At the end of 5 turns the Defence Force withdraw and the game ends.

SPECIAL RULES

None. This is a straightforward Ambush scenario with the turn limit outlined above. Get killing!

EXPERIENCE

See page 158 of the hardbacked rulebook.

SO THAT'S IT? IT'S OVER?

After the attack by the Defence Force it is likely that the gang will be blasted into several pieces. However, they will not go unrewarded for their perseverance. The Defence force withdrew in a hurry and left behind a store of supplies and equipment. This is the equivalent of an Archaeotech horde for the gang, which can be exploited for one turn only. It will also yield the following:

Roll a D6:

- 1: D3 flak jackets.
- 2: D6 flak jackets.
- 3: D6 autoguns.
- 4: D6 boltguns.
- 5: D3 needle weapons (1-4 needle pistols 5-6 needle rifles).

6: D6 free items from the rare trade chart. Rolled separately in the presence of another player.

These items can be sold at the trading post or kept.

THE DEFENCE FORCE TROOPERS

All Imperial ruled planets recruit a Planetary Defence Force. Unlike the Imperial Guard, whose regiments move from battlefield to battlefield, the Defence Force is entirely static. Regiments of the Defence Force remain upon their native planet and are the first line of the planet's defence in the event of a surprise attack or invasion.

When an Imperial Planet is required to meet it's tithes of Imperial Guard regiments it is not unusual for whole regiments of the Planetary Defence Force to be recruited en masse and shipped off to distant warzones. For most this is their first experience of interstellar travel and the vast Imperium beyond their home planet. For many it is also their first taste of battle.

Defence Force troops generally lack the discipline, training, equipment and faith of the Imperial Guard. They have not had the induction into the Imperial Cult, they lack the rigid faith in the Emperor needed to withstand the worst excesses of war. For this reason they are seen as second rate troops. If war should come their place in the front line will quickly be taken by more trustworthy Imperial Guard units. Generally they will be used for garrison duties, occupying static defences, guarding supply dumps, fortresses or industrial facilities.

Planetary Defence Forces are made up entirely of natives, and equipment varies widely. On rich worlds they can be well equipped, almost as well as the Imperial Guard. On feral worlds they may only have native weapons and a few crude firearms. The wealth of the noble houses of Necromunda means that the Planetary Defence Force is well supplied with weapons. Each individual is as well equipped as an Imperial Guard infantryman, but the force as a whole lacks the supporting tanks and heavy weapons.

1 Commissar (One, and only one!!)

120 creds + weapons

M	WS	BS	S	T	W	I	A	Ld
4	5	5	4	4	2	4	2	9

Weapons: Boltgun, sword, frag grenades, melta bombs.

Armour: Mesh.

Equipment: Skull Chip.

Special: As soon as the Commissar is taken out of action the Defence Force will retreat. They do not take Bottle tests.

1+ Troopers

70 creds + weapons

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: Autoguns or shotguns (solid, scatter, manstopper shells), autopistols, knives, frag grenades.

Armour: Flak.

Equipment: Free respirators/plugs and photo-contacts for all troopers.

0-3 Specialists

90 creds + weapons

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: Autopistols, knives, frag grenades.

Options(one of the following): A comm-unit and autogun. A grenade launcher and krak grenades.

Armour: Flak.

Equipment: Free respirators/plugs and photo-contacts for all troopers.

SPECIAL EQUIPMENT

Armour and Grenades: Because they're well equipped the Defence Force are given their armour and grenades free of charge, along with their autopistol sidearms. You only have to pay for their basic weapon.

Comm-units: If a specialist trooper is equipped with a comm-unit, then all troopers are linked through helmet radios through this

unit with each other. As long as the specialist trooper remains on the table (ie, not out of action), troopers may test against pinning at all times. Cost is +30 creds.

COMMISSAR

Because the defence force aren't considered as reliable as the Imperial Guard they are led by a Commissar, to ensure obedience and bravery.



If the Commissar is taken out of action at any point, the Defence Force troopers will withdraw immediately and take him with them. Troopers are expendable, a Commissar is not.

SPECIAL RULES

The Defence Force will never lose members from game to game. For example, if you choose to have fifteen men, then you'll always have fifteen men (no more and less) due to reinforcements and such. If a trooper rolls a dead result on the serious injuries chart, they are replaced immediately. All other injury results remain the same, keep track of them throughout the campaign. Defence force troopers do not gain experience.

RECRUITING

The size of the Defence Force unit depends on the size of the gang they are sent to attack.

Gang Rating 0 - 2000

Up to eighteen men (including stubber, Commissar and specialists). 2000 creds to spend.

Gang Rating 2001 - 4000

Up to twenty men. 2500 creds to spend.

Gang Rating 4001 - 6000

Up to twenty-two men. 2500 creds to spend.

Gang Rating 6001+

Up to twenty five men. 2500 creds to spend.



NECRO MAG 1 ERRATA

GUILDER GANGS

Weapons: Pit Slaves can be armed with weapons of the standard weapons lists in the Necromunda sourcebook and from the Pit Slaves weapons list in Gang War 1.

Maximum Stats: These are wrong on page 30 of Necro Mag 1. They should read:

For Guilders, Heavies, Mercenaries and Pack Slaves

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	6	3	9

For Pit Slaves

M	WS	BS	S	T	W	I	A	Ld
4	6	6	6	6	3	5	1	10

OGRYN BODYGUARDS

Wounds: The line about Ogryn not having more than 4 wounds should be removed. There is no way for an Ogryn to gain more wounds on the Advance Chart, making the line irrelevant.

INCURSION

Defence Force Costs:

The cost of the troops for the defence force is confusing. The cost is as given plus the cost of the weapons listed below. These should have been listed as

Commissar: + 80 pts for weapons

Troopers: + 25 pts for weapons

Specialists: + 130 pts for grenade launcher
+ 50 pts for comms link

BOUNTY HUNTING

A NECROMUNDA MINI-CAMPAIGN

by Nick Jakos

"Something is going on in the Underhive. You can see it on the faces down here. Gangs are splitting up; fighters are going out on their own, heading for the breeches in the Hive wall. They're heading out into the Ash Wastes to find glory and riches. They're fools if you ask me. The only thing they'll find out there is death in the winds. But now it's quiet, and the Underhive is a great place to be. So get those dreams of the desert outta your head and listen up. There's money waiting to be found here."

In Necromunda's Underhive there are criminals around every corner. In the settlements, unlicensed doctors, trigger happy mercenaries and drug dealers stir up the local populations. Rogues in the trading posts buy and sell illegal equipment, swindling the unlucky customer for just a few creds. In the shadows, mutants and Chaos cults hide and wait for their



opportunity to strike. And everywhere, vermin of all kinds plague the population. It is the perfect world for a gang that wants money and fame. To help discourage the constant crime of the Underhive, the Guilders post bounties on the scum they want to get rid of. There are bounties for anything you can imagine. They range from as small an offence as a citizen who walks out on his bar tab, to hideous creatures seen lurking in the depths below the domes. Every criminal is made a contract by the guild, and each contract is given a value. Gangs on the look out for money are permitted by law to work as bounty hunters in the Underhive. If a gang is willing to change their way of life a little and take up life as bounty hunters, there is only one promise: there is money waiting for them in the shadows.

Bounty hunting provides a very different and fun playing style for fans of Necromunda who are looking for something new. Instead of running entire gangs, players instead use only three or four fighters from a House. It is also a good way of bringing out the character of individual fighters. If a fighter doesn't have a reputation before bounty hunting, he will certainly have one after. This mini-campaign also works well with generally few players. When players grow few and far between, Bounty hunting is a great way to advance the story of the campaign without having to rely on every player being around.

And so what follows is the mini-campaign system - Bounty Hunters, and some accompanying scenarios. In this mini-campaign, the players hire and play with



only small groups of fighters from their House. These 'mini-gangs' then select targets to go after, anything from a pack of mutant rats rummaging around a nearby food plant to a massive mutated rampaging beast swallowing entire settlements, to renegade mercenaries holding tradeposts hostage. These gangs then move against each target in turn and clean up the streets.

Bounty hunting allows Necromunda players a chance to work in very different ways and use a wider variety of fighters than they are usually accustomed to. Instead of using gang tactics, the players must get used to individuals fighting individuals. It also allows you to break away from the same old gangs for a while because players may band together. As the targets to hunt down are all run by an arbitrator, players who would otherwise never play the role of arbitrator now have their chance. I encourage players who want to try this mini-campaign to allow each other to use fighters that are already part of the campaign from their gangs. I

have found this also helps to separate players from their gangs, and keeps them from playing it safe for fear they may lose their star fighter.

Along with the rules for the Bounty Hunting mini-campaign a few scenarios are included, ideal for a bounty hunt. These scenarios are all designed as Arbitrator scenarios although they can be customised as two player scenarios.

Finally, thank you to all you die-hard Necromunda fans for reading and, hopefully, giving this mini-campaign a try. Enjoy!

CAMPAIGN OVERVIEW

The Bounty Hunters mini-campaign takes place during a lull in gang fighting in the Underhive. As gangs divide and head for the Ash Wastes, the Guilds are having a slight difficulty maintaining control in the settlements and a large number of bounties have been offered to anyone willing to keep the peace. Now, gangers have the chance to form into bands of bounty



hunters on the lookout for the wanted. When they are finished, they will be stronger, smarter and much richer!

The campaign works best with between two and six players. Each player will form a gang of bounty hunters and each player will have to assume the role of the arbitrator at one point or another. Generally, the arbitrator will control the targets each gang is hunting.

BEGINNING THE CAMPAIGN

Once the players have decided to begin the mini-campaign, all action in the regular campaign stops. Each player must now create his Bounty Hunter warband. The gang is assembled just like a regular gang, using 1,000 creds to create the force. Bands may be made up of no more than two Heavies, and no more than half the group may be Juves (or their equivalent).

Outlanders are not permitted in the campaign. Players wishing to play with Bounty Hunters will play as arbitrators. Spyrers are not present in the campaign at all.

In addition to creating a gang from scratch, as a gang is created, the players also have the option of picking to use fighters who are already a part of the campaign. These fighters are hired in the same way as regular fighters, worth their cost plus experience in creds. Leaders that exist in the campaign may not be used in a bounty hunting warband.

HIRED GUNS

For the Bounty Hunting campaign, each gang is permitted to hire up to two Hired Guns at the beginning of the campaign. These guns will stay with the gang for the entire campaign, or until the player dismisses them. To hire a gun, the players must pay twice the standard hire fee and three times the cost for a Bounty Hunter. This is only paid once at the start of the campaign. Hired Guns count as a part of the gang for purposes of distributing the rewards (described in detail later). Once a gang has been initially created, it cannot be changed. Players cannot hire any other fighters until the campaign is over.

Once the gang has been formed, the player must nominate a leader. This does not have to be a leader purchased brand new. In fact, the leader can be any member of the gang the player wants. Maybe a very experienced Ganger, maybe a Hired Gun. Juves are the only fighters who may not be the leader. The elected leader of the gang inherits the Leadership skill for the duration of the campaign, and will be the one to go to the trading posts and make deals.

The gang is given only a single piece of territory, a settlement, from which they may collect the usual 30 creds. They may not, however, roll to acquire more Juves as in a regular campaign.

THE BOUNTIES

Once the gang have been assembled, its time to find out who they will be hunting. The number of targets to hunt can be decided any way. Usually, a roll of a D6 or 2D6 will do fine, though for larger campaigns, more bounties will be needed. Generally speaking, the more bounties there are, the smaller your battles will be – usually only involving two gangs. The fewer targets, the larger the battle, with as many as three or four gangs hunting the same bounty in the same game.

The bounties can be nearly anything, though normally hunters only look for the biggest bounties to catch. Once the number of bounties has been determined, each bounty must roll on the Bounty Table to determine what exactly it is. This roll is made on a 2D6.

BOUNTIES TABLE

2D6 ROLL	BOUNTY TYPE
2	Plague Zombies, an' lots of em
3	Vermin (a randomly determined type of vermin, ie, Rats, spiders, Ripperjacks)
4	Outlaw (1 Scum, Pit Slave, Ratskin, Sniper, Trader, etc)
5	Wyrd (Randomly selected Wyrd)
6	Wyrd Pack (1 Wyrd with D6 outlaw followers)
7	Outlaw Pack (D6 outlaws)
8	Outlander Alliance (D6+4 outlaws and Wyrds)
9	Outlaw Gang (Pit Slave gang, Ratskins, Scavvies, Cultists, etc)
10	Wyrd Gathering
11	Renegade Spyrer (lone Spyrer with 200 Exp. Generate max. advances)
12	Monster (Thing from the Sump, Gigantic Spider, etc)

Once the bounties have been selected, they must each be given a value. The easiest way to do this is by using the Bestiary in the Outlanders book and using the rating of each creature as a base. This is completely open to interpretation however. Make sure the rewards are big enough to be worth the effort, but not so big as to tip the scales to one, very rich side.

PLAYING THE CAMPAIGN

There are a number of ways to go about bounty hunting. I will cover two of them here. Each method bears its own fruit, and in my experience they have both been tremendously fun. Of course, feel free to play in as many different ways as you can think of and be sure to let me know what works best.

SINGLE GANGS

The first and easiest method to play the bounty hunt is with a single gang. In this method, a player's entire gang goes on a search for the targets together. Each player plays against the arbitrator individually and competes with every other gang.



To play this method, each gang may choose up to D3 of the listed targets they would like to go after. This means that bounties that are not worth much money will have no hunters, whilst the most expensive targets will likely have quite a few hunters. When playing using this method, the gang goes up against a target and collects the reward together, splitting the reward only after the campaign is over.

TEAMWORK

This method is a lot more fun. With this method, each player's gang is broken down and every fighter must hunt up to D3 targets on his own. This means that when multiple gangs send fighters after one target, those fighters can then band together. In terms of the battle it means that two or three players can team up against the arbitrator. This also means that more targets can be hunted though there is probably a better chance of them getting away.

If playing the team method, a reward for a bounty is divided amongst all of the fighters who took part. They then take their share back to the gang.

When bounty hunting, it is best to keep a chart or list of the players, the targets and the status of battles so far. Each target will be hunted in order until it has been eliminated or has escaped. Once all the targets have been eliminated or has escaped, the players can either choose to roll up new targets or end the campaign.

PLAYING GAMES

Once a target has been chosen and the hunters decided it's time to get playing they need to decide on a scenario. Almost all scenarios will work for a Bounty Hunt, as well as those included later. Before each game one selected player must roll 2D6 on the Bounty Hunter Scenario table opposite.

For some of the stranger bounties, such as vermin, Zombies and monsters, the games

will be a bit different. Rather than only one target to eliminate, there may sometimes be hordes of creatures. The players should choose the best way to fight such creatures.

BOUNTIES SCENARIO TABLE

2D6 ROLL

2D6 ROLL	RESULT
2	The target has escaped into the wastes of the Underhive and can no longer be tracked. No reward is given for the target and it is taken off the bounty list.
3	The bounty has been tracked to a particularly dangerous section of the Underhive. The arbitrator, or defender, decides which scenario will be played. In addition, the players must roll twice on the Treacherous Conditions table before the battle begins.
4-6	The target or defender chooses the scenario to be played.
7	A Purge scenario will be played from the Outlanders rulebook. The target or targets will be mixed in with the rest of the purge.
8	The Closing In scenario will be played (Details of this scenario will be featured next issue).
9	A Gang Fight will be played.
10-11	The attackers, or bounty hunters, choose the scenario to be played.
12	The attackers choose which scenario is to be played. In addition, the attackers must roll a D6. On the roll of a 6, there is already a Bounty Hunter following the target. He will be controlled by a random player or neutral player and will not assist either side. If he takes out the target, he will take all the reward money.



A DAY IN THE LIFE OF A BOUNTY HUNTER

POST GAME PROCEDURE

Once a game in the Bounty Hunter campaign has ended, the post game sequence changes only slightly from that of the normal campaign. Experience, skills and injuries are all handled in the same way as usual.

Whilst a gang is hunting a target it has little time to stop off at the trade-post or make any extra money. Whilst hunting a target, the gang may do nothing after the battle but forage for food in the same way Outlanders do. They may not purchase new weapons or equipment, go to the trading post or any other activity.

Once a target has been captured, the gang may make their way back to a settlement and trade as normal. At this time, they receive their reward, may buy equipment, trade and send one of their men to get extra money at the settlement.

THE END OF THE CAMPAIGN

Once all of the targets have been taken out or have escaped, the mini-campaign is over. All rewards are given out and then divided evenly between the members of the gang.

With their reward, the fighters return to their gangs to fight in the campaign once again.

Hunters who have not played in the campaign have a few options once the game is over. First, the player may decide to make these fighters either mercenaries or Bounty Hunters and they will keep their stats and equipment and become a Hired Gun for the usual fee.

The player may also hire the fighter into his own gang. He will join a regular gang for 75% of his cost plus Experience. From then on, he joins the gang permanently.

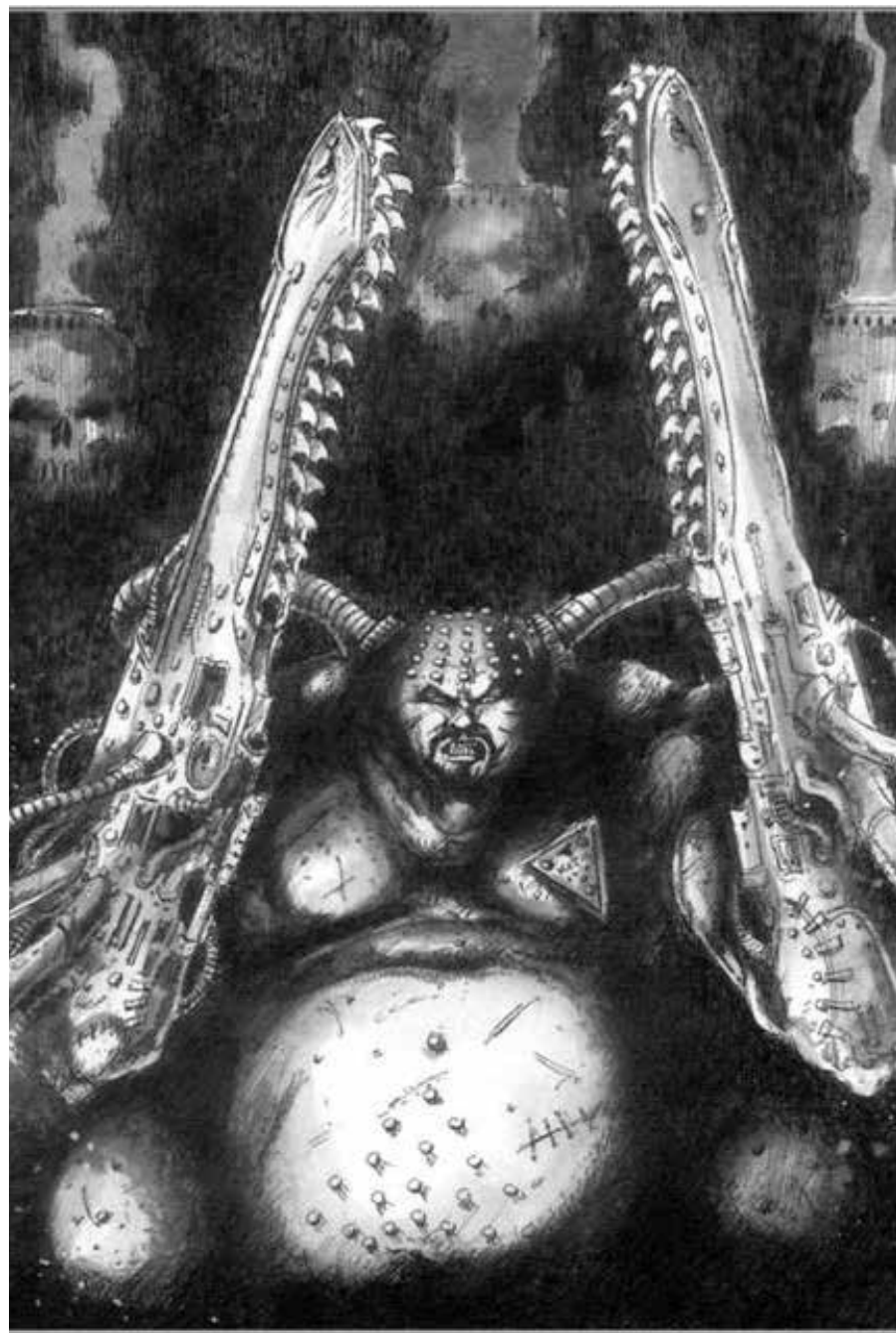
AND FINALLY...

Here is a list of scenarios that will work perfectly for Bounty Hunting. These will be covered next issue.

SCENARIOS

- Gang Fight
- Purge
- Storming the Barricades
- The Heist
- Hit and Run
- It Came from the Sump
- I Survived the Zombie Lair







**Tom – 'The next Pomnie
*•@!! that calls me Bruce is
gonna get stitched!'**

A Fistful of Gunfights...

A couple of wild scenarios

By Tom Merrigan, aided and abetted by
Luke Browne

Tom hails from Sydney, Australia, and amidst the marvels of blistering sunshine, terrible soap operas and shark attacks enjoys a few games of Necromunda for which he runs his Delaqua gang – The Black Dragons. Tom and his principle gaming partner Luke, his cousin, also indulge in games of Warhammer 40,000, Gorkamorka (fielding 'Da Road Warriors'), Epic 40,000 and Blood Bowl (coaching 'The Worlds Edge Slayers'). Now, you would have thought that this wouldn't leave much time for anything else, but you'd be quite wrong as Tom is also a keen modeller and amongst his achievements he has constructed a truly mammoth, fourteen

storey Necromunda tower block that stands over four foot in height! This gargantuan beast of a battleground comes complete with cinema, bar and even an abandoned docking bay!

Hopefully, if Tom breaks under torture, we will discover a few of his secrets and may be able to bring you enough architectural details so that you may construct your very own Necromunda complex.

Tom and Luke spend much of their time writing and working up special rules and scenarios, and what follows are a couple of straightforward but interesting ones that they spent part of the summer playtesting.

So, without further ado:

'Tickle it, you wrigglers'.

SCENARIO 1: THE LAST STAND

When life becomes real hard for a gang they are often forced into common thievery or daring robberies to support themselves. Merchandise is often sold on the Black Market or kept to increase the gang's ability to survive in a scrap. The only problem, of course, is getting caught.

Whilst busily conducting themselves in activities of a rather dubious nature – seizing some loot from a rival gang – the gang fail to notice as a watchman sounds the alarm. Angered at the loss of valuable equipment the burgled gang is soon roused to pursue the

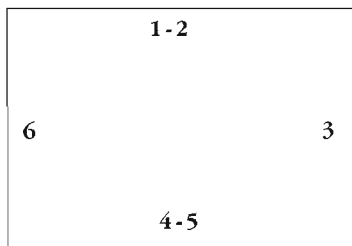
thieves. Taking refuge in a small outpost on the edge of the badzones, surrounded and outnumbered, the thieves decide to sell their lives dearly...

TERRAIN

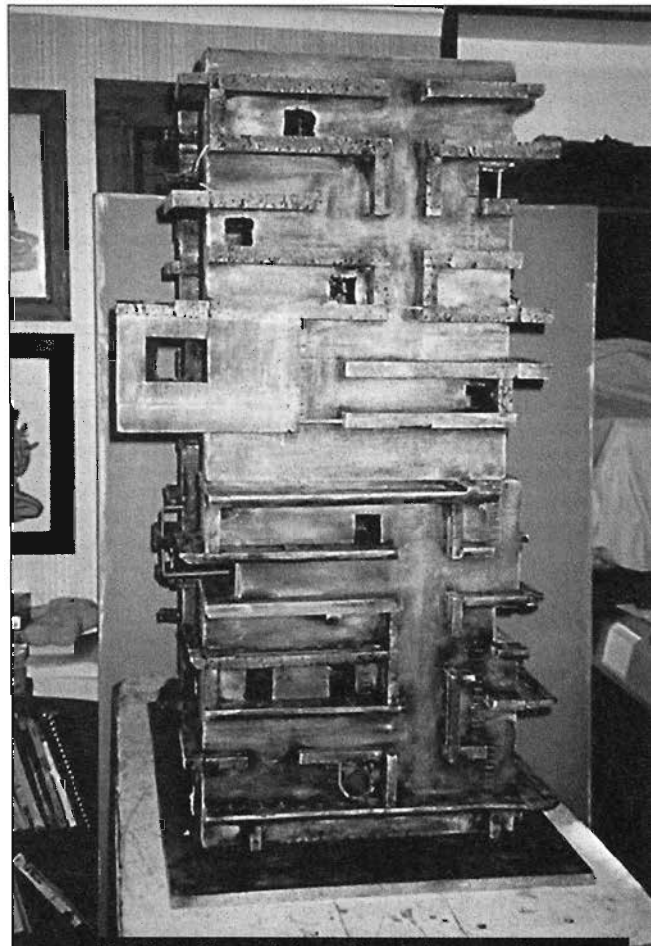
In the centre of the table place the tower building or similar piece of terrain to represent the outpost that the defending gang is holed up in. Starting with the attacker, the players then take it in turns to place either a ruined building structure, connecting walkway, or a barricade. It is suggested that the terrain is set up within an area of 4' x 4' or thereabouts.

GANGS

In this scenario the player who chose the scenario takes the role of the defending gang. The other player is the attacking gang. The defender sets up first. They have 3+D3 members of their gang taking part in the fight. Models may be deployed anywhere within 4'



of the outpost building and may be formed up into groups of two or more models.



Tom's pride and joy - the Nakamura Plaza!

For each group roll a D6 to determine which table edge they are deployed onto (see map).

Models may be deployed up to 4" onto the table.

STARTING THE GAME

The attacking gang has the first turn of the game as they close in on their intended victims.

AMMO

The defenders have very little ammo with them because they have travelled lightly in order to carry back more loot. Because of this, any defending model must make an ammo roll if they roll either a 1 or a 6 to hit when shooting.

THE LOOT

The defenders are carrying some type of stolen loot with them. To decide what type of loot that they have roll a D6 for each defending model.

D6 Roll Result

1-3 One Loot counter.

4-6 One Crate counter (from the *Heist*).

Loot counters are only useful after the battle, but crates may be used during the battle. At any time a model carrying a crate can open it. All the normal rules for crates detailed in the *Heist* scenario apply except that gear crates should be rolled for immediately.

ENDING THE GAME

The game ends when one of the gangs *Bottles Out*. The defenders are fighting for their lives and so do not have to take a *Bottle* test until they have suffered at least 50% casualties. The attackers

take *Bottle Tests* after losing the usual 25%. The game also immediately ends if there are no defending models on the board left standing. The defender may move his models off of the board during his turn, movement permitting, which represents them escaping. Models that have moved off the board do not count as casualties in terms of taking *Bottle Tests*.

EXPERIENCE

- +D6 for any fighter that survived.
- +5 per wounding hit.
- +3 for each defender that escapes.
- +1 for every turn after the second turn that a defender remains on the board and in action.
- +10 to the attacking leader if the attacking gang wins.

POST BATTLE

For every loot counter the defenders get away with the attacking gang must subtract the amount rolled from their income for that battle. Any Crate counters that they get back that are unopened they can roll for as normal. This is because they were part of a shipment of guns, ammo and the like that the attackers had stolen and had not yet opened.

It should be noted that if the attacker *Bottles Out* the defender gets any loot or crate counters still left on the battlefield and vice versa. When a gang *Bottles Out* each gang member holding a Crate or Loot counter must pass a Leadership test, otherwise they will drop it as they flee the battle field.

SCENARIO 2: SHOW DOWN AT THE WILDSNAKE SALOON

The rivalries of the Underhive frequently explode into violence. This may be in the form of an ambitious gang's attempt to muscle in on another gang's territories or older more experienced gangs letting the 'newbies' know who is in charge. The crudest example is when the opposition tries to maim and injure



It's enough to scare even Bruce Willis!

an opposing gang when they least expect it. In this scenario the attacking gang has tailed their target carefully and plan to attack them when they are frequenting a local settlement or drinking-hole, relaxing and living-it-up. Fighting is the last thing on their minds...

TERRAIN

In this scenario the player who chose the scenario is the attacker. The game is played on a standard 4' x 4' board. Before setting up the terrain both players should agree on a suitable piece of scenery to represent the drinking-hole or bar. It should be about 6"-8" long by 6"-8" wide. There should be at least three ways of getting out of the bar and gang members should be able to move around inside (see the terrain modelling section later for more



Simply AWESOME!

details). Once the bar has been placed, players should take it in turns, starting with the attacker, to place scenery in the usual manner.

THE GANGS

Before the game starts the defender splits his gang into two groups. The first group includes D3 sentries chosen from the gang roster. These sentries may be set up anywhere within 6" of the bar. The second group includes the rest of the defender's gang which must be set up inside the bar.

After the defender has set up, the attacker chooses up to 2D6 gang members from his roster and places them anywhere on the board, but at least 12" away from the bar or

any of the defender's sentries. Models in cover may be placed in *Hiding* and up to D3 may be placed on *Overwatch*.

STARTING THE GAME

The attacker has the first turn. The game is played exactly the same as the *Raid* scenario (i.e. only the sentries on the defender's gang can move until the alarm is sounded). All the normal rules for sounding the alarm apply for this scenario. Once the alarm is sounded the rest of the defender's gang may operate as normal.

ENDING THE GAME

The aim of this scenario is for the defenders to try to blast their way out of the bar and get off the board. Therefore, the game ends immediately if there are no defending models left on the board. Models that are down do not count towards this. The defender is considered to have won arbitrarily if he gets at least half of his gang off the board. He also wins if the attacker *Bottles Out*. Anything else is considered to be a victory to the attacker. The attacking player is determined, out for blood and attempting to prove his worth so does not have to take *Bottle Tests* until he has suffered 50% casualties. The defenders are

very much fighting for their very lives so they will not *Bottle Out* voluntarily or otherwise.

EXPERIENCE

- +D6 For each gang member that survives.
- +5 Per wounding hit caused.
- +5 For each defender who escaped off the tabletop.
- +10 For the winning gang leader.

SPECIAL

If the defenders lose, then their status in the local area will be diminished. The effect of this is decided by rolling on the table below:

**Roll 1D6****Result**

1-3 The attacking gang are able to extort money from one of the defender's territories while they are recovering from their bitter loss. This is equal to 50% of the defending gang's income which will be lost to the attacking gang.

4-6 The attacking gang are able to move in and take over a random territory of the defender's while they are counting the costs of their loss.

EXTRAS

Being the attacking gang in this scenario puts an additional -2 to the outlaw roll.

The saloon should include a variety of tables and chairs. It can also include a number of personalities such as a bar tender and various customers from drug-pushers to Underhive Scum. Such characters could act randomly or be controlled by either a third party or the defender if his rating is considerably lower than that of the attacker. This helps to create that sort of confused mayhem applicable to any wild-west bar shoot-out which it is supposed to resemble.

MODELLING THE BAR

The bar can be modelled in a variety of ways. The easiest method, being the very method that I first used, is to simply use some type of cardboard to represent the floor plan of the bar. I used card floor tiles from the Advanced Heroquest game, although you could easily use Quest floorplans. I also found the scenery from Milton Bradley's Heroquest very useful. There was a main bar, a guests quarter and a storage area for holding the Wild Snake.

Alternatively, and what I am in the process of doing, is to actually model an authentic looking bar in the Necromunda genre with a removable roof so that you can move models around inside. This is, by far, the best option and something well worth considering.



Ok, so some of his figures may need finishing!

ONLY 24 HOURS TO SAVE THE UNDERHIVE

By Andrew Stickland

Andrew's latest Necromunda scenario is a tense race against time to save your gangs sector...

The three men seated around the table were among the most powerful in the whole sector. On the left was Pablius Narrero, 'The Guild Father'. For many years he had served the local settlements, first as a Guild representative and then, after an accident which robbed him of his sight, as sage and lawmaker. Beside Narrero sat Kal-Kallid Masdalli, a slightly younger man, who served the local Guilders as an advisor on all technical matters such as building works, basic plumbing, irrigation and lighting. The third man was known simply as Cornelius. He was leader of the Van Saar gang, Double Helix, the largest and most powerful of the local gangs and the closest thing the Sector had to a law enforcement body. There was a fourth, empty seat at the head of the table.

After a few minutes of awkward silence, the door to the room was opened and a young woman hurried in. She motioned briefly to the three men to remain seated and took her place in the fourth seat. Her name was Sandar Po, and the badge of office hanging from her neck identified her as the Sector's Chief Guildler. She was tired.

'Masdalli, report.' she snapped as she sat down.

The technician sighed and shook his head.

'We've already tried everything we can think of but nothing we do seems to have any effect. The lightning strike bit the main body of the generator and damaged the cooling system and there's no way we can see to shut the thing down.'

He paused, unsure of whether to continue.

'And?' Po said.

'And', continued Madalli, 'unless we can come up with something very soon, an explosion is inevitable within the next twenty-four standard hours.'

'How big are we talking about?' Po asked.

Masdalli shrugged.

'Difficult to say. The longer it takes, the bigger the bang when it blows. My best guess is about two square kilometres at least.'

'Two kilometres! But that's most of the Sector,' Po shouted, 'Isn't there anything you can do?'

'Not now. It's beyond me and my boys. Only Ironheart knows enough about the generator to stand any chance of shutting it down now.'

Sandar Po turned to Cornelius.

'What's the latest on the search for Ironheart?'

The Watchman reached into one of the pockets in his body suit and brought out a crumpled piece of mnemonic paper.

'This is a note we found at his homestead. I'll read it for you. "They're after me - I'm sure of it. I've seen them banging around by my workshops and following me whenever I go to the settlement. There are two of them and I'm sure they're some of Van Zep's hired thugs. Ever since I refused to make him that power force-field he's been trying to threaten me. Now it looks like he's become bored of waiting and just decided to finish me off. So I've decided to hide out for a while - until things calm down a bit. this note is for anyone who needs to find me urgently. I've hidden a map somewhere near my workshops showing the area where I intend to hide out. I've made it deliberately vague so that Van Zep's cronies won't understand it if they come across it, but anyone from the Bridge of Size Settlement should be able to recognise the place without too much trouble." It's signed Metellus Ironheart, Freelance Inventor.'

'Balthazar Van Zep? That's all we need,' said Masdalli. 'If he's involved, we may as well just say goodbye to the Sector now. He'll never let Ironheart go.'

'But he may not have him yet. If we can find him first, there's still a chance. I've already got my deputies out searching the workshops, but nothing has turned up yet. There's so much junk over there and I don't have enough men to go through the whole lot in time. And we'll be needed back here soon if we're going to try and evacuate everyone to a safer place.'

Sandar Po raised her hand for silence and turned to Pablu Narrero.

'Guild Father, you haven't said anything yet. What is your advice?'

Narrero was silent for a moment, still lost in his own thoughts. The others waited patiently for a reply, respecting his wisdom too much to try and hurry him. Eventually he spoke.

'I believe there is a simple solution to this problem. Cornelius, call your men back into the settlement. As you say, if we need to begin an evacuation we will need you here. As for the inventor, my thoughts are that he will be found most quickly if we leave it up to the gangs to search for him.'

'But Guild Father,' protested Cornelius, 'The gangs are little more than outlaws. Their only interest is in themselves. They don't care for the settlements.'

'Desperate times call for desperate measures, Cornelius. Offer a large enough reward and you will have an army of hundreds, perhaps even thousands, scouring through the inventor's workshops. They will find this map, and they will find Ironheart. Trust me.'

Cornelius wanted to disagree. He had fought in too many battles against the local gangs to trust them with something this important. But the old man was right, there were hundreds of them out there, and those from the Bridge of Size area would be in a much better position than his men to actually understand the map once it was found.

'Are we agreed then?' asked Po.

The others nodded.

'Then spread the word. Cornelius, I want all Guild representative informed of our decision within the hour, and I want runners sent to all the major gangs in the area. Time is running out, and we only have twenty-four hours to save the sector.'

THERE'S TROUBLE IN THE UNDERHIVE!

'Big Black' the Sector's main power generator has been badly damaged by a lightning strike during one of Necromunda's fierce electrical storms and its fuel rods are now building up a huge and uncontrollable electrical charge which could easily wipe the entire Sector off the map when it discharges. Only one person can safely deactivate the generator and save the Sector - the inventor, Metellus Ironheart, who designed and built it in the first place. But Ironheart disappeared from his workshops several days ago after narrowly escaping an assassination attempt by the infamous Balthazar Van Zep and has not been seen or heard from since.

In desperation, the Guilders have turned to the local gangs for help, offering a huge reward to anyone who can find and return Ironheart to them in time to shut down the generator and save the Sector. Speed is of the essence, and the race is on.

INTRODUCTION

Only twenty-four hours is a three-part mini-campaign for Necromunda in which two rival gangs race against each other, and time, in order to save their sector of the Underhive from disaster.

Although the campaign's three scenarios they are linked by a common storyline, each is played as a separate scenario, following all the standard rules as set out in the Necromunda and Outlanders Rulebooks. Because the entire adventure is supposed to take place during a single twenty-four hour period however, the post-battle sequence has been slightly modified as set out below.

POST - BATTLE SEQUENCE

Injuries: Determine all injuries as normal after each part of the adventure. Any fighter who suffers a major wound (21-26 on the Serious Injuries Chart) after either Part 1 or Part 2 is considered to be so badly hurt that he will not be fit to fight for several days or even weeks, and so may take no further part in the campaign.

A fighter who is captured may still be rescued, but the mission to find Ironheart is considered to be so important that his gang will not attempt a rescue mission until after the campaign is finished. Nor may any captured fighters be ransomed back, sold into slavery or exchanged until the gangs have had time to sit back and consider all their options (i.e. after the campaign) and so all captured fighters will remain as such and take no further part in the adventure.

Experience: Experience points are allocated and Advance rolls made after each of the scenarios as normal.

Territory: No territories will be re-allocated at any time during or after the campaign except as stated at the end of the final scenario.

Income: Income from territories is collected as normal, but only after the campaign is finished (i.e. after the third scenario). No income from territories may be collected after Parts 1 and 2.

Note: No roll may be made for players with a Settlement to see if a relative joins the gang except at the very end of the campaign.

If a gang with a lower rating wins the final scenario, the income bonus for winning will be determined using the difference in the gangs' ratings at the start of the third scenario.

Trading: No new fighters may be recruited, and no new equipment bought, except at the very beginning or very end of the campaign (i.e. before the first, or after the third scenario).

Note: The benefits of an auto-repairer can only be used during Part 1 of the campaign as no one will have sufficient spare time between the scenarios in which to use it.

Update Gang Roster: This is done after each scenario as normal.

PART 1: OPENING MOVES

Word has been reaching the local gangs all morning - the sector is in grave danger. The last big electrical storm has seriously damaged 'Big Black', the sector's main power generator, and it is now dangerously unstable. If it blows, it could well take a substantial portion of the Underhive with it!

Word has also reached the gangs that the Guilders have a plan which might just save the sector from total destruction. But they can't do it alone. They need the local gangs to help them, and are willing to pay handsomely for their aid.

In order to find out more, a few fighters from your gang decide to head out to the nearest settlement and talk to one of the Guilders in person. But you are not the only group with the same

idea as you arrive at the settlement, you catch sight of a handful of fighters from a rival gang approaching from the opposite direction. And neither group seems willing to back down and turn for home.

INTRODUCTION

Opening moves is a standard Shoot-out scenario and, except where stated below, is played in exactly the same way as is set out in the Necromunda rulebook.

The local Guilders dislike gangs that bring their battles into the settlements and are unlikely to look favourably on either gang here. However, the safety of the Sector is at risk as a result the Guild representative is still prepared to discuss the Sector's crisis - but only with the victorious gang. The losers will have to find out for themselves, and this will obviously leave them at a serious disadvantage for the remainder of the adventure.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4'x4' or thereabouts.

THE GANGS

Each player rolls a D6 to see how many of his gang are present at the Shoot-out. 1-2 = 2 fighters, 3-4 = 3 fighters, and 5-6 = 4 fighters. These fighters are randomly selected from the gang. However, in order to reflect the fact that the gang's leader would probably want to send along a specific trusted fighter to represent the gang when dealing with the Guilders, each player may replace one of the randomly selected fighters with a different one of his choice if he wishes, though not the leader!

ENDING THE GAME

The game ends if one side fails a Bottle Test or volunteers to bottle out as normal. As no income is collected after this fight, the loser may ignore the income and territory penalties which are normally imposed.

EXPERIENCE

Fighters earn experience in exactly the same way as they would for 'Shoot-out'.

SPECIAL

As neither gang is expecting there to be any trouble right at the heart of Guilder territory, no hired guns (Scum, Bounty Hunters or Ratskin Scouts) may take part in this scenario. To compensate for this however, a player does not need to pay the hire fees for any hired guns in his gang at the end of this scenario.

Ratskin Scouts may not be sent off to search for new territories at the end of this scenario.

PART 2: SEARCH AND DESTROY

With the information you now have, your gang can begin the search for Ironheart. You have been given the location of his workshops and the Guilders believe there is quite likely to be some clue to be found there which might point to Ironheart's current whereabouts - or at least help explain what may have happened to him.

But you are not the only group following up the same leads, and there is every likelihood that you will bump into some of your old enemies, either in or around the area of the workshops. A strong show of force is now needed if you intend to be the ones to uncover the clues which will lead to the eventual discovery of the inventor.

INTRODUCTION

Search and Destroy is based on the *Scavengers* scenario and is played in exactly the same way as stated in the *Necromunda* Rulebook except where specifically stated below.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4x4' or thereabouts.

Once you have placed the terrain you must place all six Loot counters on the table to represent various bits and pieces of equipment which can be found scattered about the abandoned workshops. Note: The player who does not choose which side to set up on (see below) places all the Loot counters. Loot counters must be placed more than 8" from the edge of the table and at least 4" away from each other.

THE GANGS

Both players may use as many of their fighters as they wish for this scenario. All hired guns may be used as normal.

STARTING THE GAME

Choosing sides and taking the first turn in this scenario will both depend on what the outcome of *Opening Moves* were.

The player whose fighters went for their guns second during the fast draw may choose which side of the table he wishes to set up on.

The player who won *Opening Moves* may set up second and will take the first turn.

THE MONSTER ROLL

No monster rolls should be made during this scenario.

SPECIAL

The Loot counters in this scenario represent various items or pieces of equipment which may hold the clue to Ironheart's disappearance. Each time a Loot counter is first picked up, the player whose fighter has picked up the loot rolls a D6 to see if the vital clue can be found hidden in that particular piece of equipment.

If the player rolls a 6, then he has found the vital clue to Iron heart's whereabouts and all Loot counters will subsequently be treated in the normal way. If no sixes are rolled for any of the first five Loot counters collected, the final counter will automatically be taken to contain the clue.

Note: The clue is actually a hastily scribbled map and it cannot be memorised during the heat of battle. Therefore, regardless of who actually discovers the clue, only the player whose fighter is holding that particular Loot counter at the end of the battle will receive the benefits of having found the clue.

ENDING THE GAME

The fight continues until one gang bottles out or until one gang has all the loot counters in its possession and the fighters carrying them are all within 8" of their own table edge at the start of their turn.

The winner of the scenario may claim any Loot counters which are loose on the table when the game ends. If the clue has not been found at this point, the winning gang is assumed to have found it among the remaining loot.

EXPERIENCE

Fighters earn experience in exactly the same way as they would for *Scavengers*.

LOOT

All six Loot counters are treated in exactly the same way as normal and each one is worth D6 x5 credits. However, gangs may not cash in their loot until the very end of the campaign.

PART 3: EXTRACTION

One gang now has the clue to Ironheart's disappearance. It is a scrap of paper on which the inventor has written a brief message saying he is being followed by some of Van Zep's hired guns and is in fear for his life. On the back of the note, Ironheart has drawn a quick and deliberately vague map of the area in which he intends to hide out until he feels it is safe to return to his workshops.

Armed with this information one of the gangs sets off to rescue the inventor and save the sector. For now, the rival gang can do nothing but follow, hoping to overpower their enemies and claim the reward for themselves once Ironheart has been discovered.

Now, more than ever, both gangs must work quickly. The fate of the Sector depends on it!

INTRODUCTION

In *Extraction*, the two gangs will finally catch up with the inventor and will attempt to return him safely to the Guilders. Of course, Ironheart is convinced someone is stalking him, and will be wary of anyone who approaches his hideout, preferring to stay where he is until he can be convinced that he is in no immediate danger.

TERRAIN

It is suggested that the terrain is set up within an area 4'x4' or thereabouts. The tallest building available should be placed in the very centre of the table (to represent Ironheart's hideout) and then each player will take it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway.

A figure representing Ironheart should then be placed on the very top level of the central building. He will begin the game in hiding.

Note: Tunnels and Vents may not be used in this scenario.

THE GANGS

Both players may use as many of their fighters as they wish for this scenario. Fighters may not use the Infiltration skill in this scenario.

STARTING THE GAME

Each player must set up all his fighters within 8" of his table edge.

The player whose gang ended up with the map in *Search and Destroy* will obviously be at a huge advantage at the start of this scenario. In order to reflect this, he may choose which side of the table to set up on, may set up second, and will automatically take the first turn.

IRONHEART

It may be that, during the game, Ironheart is shot at by one or other of the gangs. This may happen by accident, (for example if a shot from a weapon using a blast template misses its intended target and scatters) or deliberately, (if a gang is prepared to suffer the consequences of shooting Ironheart in order to prevent the opposing gang from winning). In either case, all the following rules will apply.

Hits: If Ironheart is shot at, roll a hit using the firer's Ballistic Skill as normal. If the shot hits, roll to wound, taking Ironheart's toughness as 3. Ironheart cannot be pinned, so any hits which do not wound are ignored.

Ironheart is also equipped with a home-made forcefield which gives him a fixed 4+ save against all successful hits. Whenever a wound is inflicted against Ironheart, roll D6. On a 4-6 the inventor's force-field has stopped the shot and he is unharmed. On a 1-3 the shot finds its mark and Ironheart is automatically killed. As soon as Ironheart is killed, the game ends.

Reaction: If Ironheart is hit, but not killed, by a fighter from one gang, he will automatically accompany the first fighter from the opposing gang who comes into base-to-base contact with him. No Leadership or Strength roll is needed in order to determine whether or not the inventor has been successfully convinced.

Note: In this situation, a fighter from the gang who shot at Ironheart may still subsequently try and convince him as normal.

Fighters in Contact With Ironheart: Fighters in base-to-base contact with Ironheart may be shot at as normal and there will not be a 50/50 chance of hitting Ironheart as there is when shooting into hand-to-hand combat. However, if the shot misses and the 'to hit' roll was a 1, there is a chance that Ironheart may be hit accidentally. In this case, follow all the standard rules for Stray Shots from the Necromunda rulebook.

SPECIAL

The object of this scenario is to reach Ironheart before the other gang and then to bring him back with you to the Guilders.

Any fighter who is in base-to-base contact with Ironheart at the start of his turn, (and not also in base-to-base contact with an enemy figure), may try to convince the inventor to accompany him.

Persuasion: A fighter can try and persuade Ironheart to accompany him by telling him about the damage to the reactor. The fighter rolls 2D6 immediately. If the score is higher than the fighter's Leadership value, Ironheart refuses to leave and the fighter may do nothing for the remainder of his turn. If the score is equal to or lower than his Leadership value, the fighter has succeeded in convincing Ironheart to accompany him and may move as normal. Ironheart will automatically move with him and will always remain within 2" of him until the fighter is within 4" of his starting table edge (in which case the game is won).

Force: A fighter can try and force Ironheart to accompany him by dragging or carrying him. The fighter rolls D6 immediately. If the score is higher than the fighter's Strength value, Ironheart has put up a struggle and the fighter may do nothing for the remainder of his turn. If the score is equal to or lower than his Strength value, the fighter has taken hold of Ironheart and may move as normal. Ironheart will remain in base-to-base contact with the fighter until he is within 4" of his starting table edge (in which case the game is won).

Fighters accompanying Ironheart may not use the Sprint skill as the inventor cannot keep up.

If any fighter accompanying Ironheart goes down or out of action, Ironheart will remain where he is until another fighter from either gang has moved into base-to-base contact with him and succeeded in convincing him as above.

If a fighter accompanying Ironheart goes down but then subsequently recovers to Flesh Wound, the fighter must attempt to convince Ironheart all over again, before the inventor will continue to accompany him.

TIME IS RUNNING OUT...

It has now been several hours since you began your hunt for Ironheart, and 'Big Black' is becoming dangerously unstable. Unless the inventor can be found and brought back as soon as possible, all your efforts will have been in vain. For this reason, the length of *Extraction* is limited to 12 turns for each player. If neither side has achieved the objective by the end of the twelfth turn, the game automatically ends and penalties will be applied to both gangs (see below).

Note: The 12 turn limit is based on the assumption that the central building is three or four stories (9-12") high. For buildings over four stories, it may be necessary to extend the limit slightly.

ENDING THE GAME

If a player voluntarily bottles out, the game ends immediately and the opposing gang is considered to have found and retrieved Ironheart. However, as the fate of the Sector is at stake, both gangs will be determined and so need never take Bottle tests for losing over 25% of their fighters.

If a fighter ends his turn within 4" of his starting table edge and is accompanied by Ironheart, the game ends immediately.

If neither gang has succeeded in retrieving Ironheart by the end of the second player's twelfth turn, the game ends.

EXPERIENCE

Fighters who take part in *Extraction* earn experience points as noted below.

- +D6 **Survives.** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 **Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle.
- +10 **Winning Gang Leader.** The gang leader of the winning side earns an extra 10 experience points. Note: If the game ends before either player has retrieved Ironheart, neither leader will receive this bonus.
- +D6 **Escort.** A fighter who wins the game by escorting Ironheart off the table receives an extra D6 experience points.

POST-BATTLE SEQUENCE

The post-battle sequence is now carried out as usual. Income from territories may now be collected (if anyone has any gangers left uninjured!), new fighters can be recruited and new equipment bought.

There are also various extra benefits and penalties which will apply to the gangs now that the campaign has been completed. These are listed below.

REWARDS

One way or another, the fate of the Sector has now been decided, and whether the outcome is good or bad, both gangs have played their part in the crisis and must accept the consequences of their actions - for better or for worse. For some this could mean fame and fortune beyond their wildest expectations, but for others it could mean a one-way ticket to the Badzones!

CAMPAIGN REWARDS

In addition to all standard rewards, the following benefits and penalties will apply, depending on the outcome of this campaign:

If Ironheart was rescued: Any gang who returns Ironheart to the Guilders will receive 200 credits reward. This is added to the gang's income from its territories, not to its profit.

The Guilders will also entrust the protection of 'Big Black' to the victorious gang. It will become one of the gang's territories with the following rules:

Power Generator 2D6x10 credits

In return for protecting the generator, the Guilders have given you a license to sell off some of the Sector's power for your own profit from time to time. This power will bring in 2D6x10 credits. However, if you roll a double when re-allocating power, you have caused a power surge which results in much of the Sector losing its power for a day and all proceeds from the deal are used up in trying to repair the damage. No income is collected.

Ironheart will reward both gangs personally by giving each of them an item from his workshops. Roll D6 and consult the following table to determine what it is he has given you. The player who

won *Extraction* may add 1 to the roll.

- 1 Screammers (one encounter)
- 2 Infra-Goggles
- 3 Gunsight. Roll a D6
(1-2: Red Dot Laser Sight, 3: Mono Sight, 4: Telescopic Sight, 5-6: Infra Red Sight)
- 4 Grav Chute
- 5 Bio-Scanner
- 6 Bionic Implant (player's choice)
- 7 Auto-Repairer

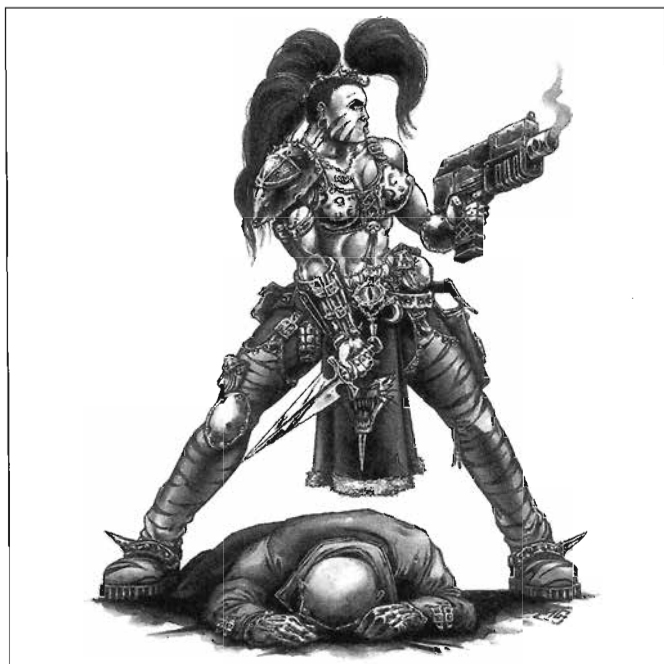
If Ironheart was not rescued: **KABOOM!!!** Time has run out. 'Big Black' explodes quite spectacularly, destroying not only itself but also a substantial portion of the surrounding Sector.

Both gangs are forced to abandon some of their territories which were destroyed in the blast. Each player should roll D3 and lose that many territories (player's choice), though a gang will never be forced to give up its last territory.

Territories must be given up as soon as the game ends and income may not be collected from them first.

If Ironheart was killed: The power generator explodes as above and with the same results. Also, the gang which was responsible for killing Ironheart is automatically outlawed by the Guilders - even if the inventor's death was an accident - and must now abide by all rules for Outlaws as stated in the Outlanders rulebook.

Note: The decision to outlaw the gang is taken after all other business is concluded, so the gang may still collect income from all territories not lost in the explosion, and may visit the standard trading post one last time before heading out into the Badzones.



NECROMOVIES

by Gary James

Gary James is a bit of a Necromunda 'Nutter' from Lincoln, who has had several Necromunda articles splayed across the pages of the Journal in the past. This issue Gary has loosely based his scenarios on a theme familiar to all action-adventure addicts: The films of Arnie Schwarzenegger!

NECROMOVIE SCENARIO 1: PREDATOR!

Gannt tapped on the arm of his wheelchair in irritation. He was one of, if not the, richest men on this Hive World and he wasn't used to being kept waiting. And a wheelchair for goodness sake. When his transporter arrived it would go for scrap where it belonged.

At last the receptionist spoke: "Doctor Vickers will see you now."

The consulting room was sparsely furnished with the very best of modern off-world furniture and equipment. This man must be almost as rich as he was. How so? Few people could afford to be ill in this place, let alone pay for treatment.

"Well, what have you discovered?"

The Doctor turned from the window. "It is not good I'm afraid. As I suspected you have a degenerative disease of your spinal column. It was probably precipitated by toxin exposure. There is no known treatment. I'm sorry."

"Sorry! I pay for what is supposedly the best medical attention in the world and that's what I get? Sorry? How long do I have?"

"It's difficult to say. Maybe six months...a year perhaps."

Gannt shook in fury. How could he, the most powerful man on the planet, succumb to disability like a common Underbiver? He summoned all of his remaining strength and pulled himself up against Vicker's desk, leaning forward so that he was just inches from his face.

"If I die, you go with me Vickers. And your family. You are a sham. I was told you were the best that you could help me."

Vickers appeared unmoved. "I am not one of your lackeys, Gannt and threatening me will get you nowhere. Your whole spine is affected. There is no...accepted treatment." Gannt picked up the inflection in Vicker's voice...

"And unaccepted treatments?"

"I don't know what you mean."

"Don't give me that, Vickers. I am the richest man on the planet. If you know something, give it to me! I'll pay whatever it costs."

"It will take a lot...and even then I might be unable to help you."

"Whatever it is, do it. I don't care what it costs."

Vickers ensured that Gannt had left the building and then opened a secure channel on his desktop comms unit. "Harvester?...I have a job for you. It will be difficult. I want to see you in half an hour in my office."

It was two weeks before Harvester could arrange his departure. He told everyone that he had been sent on an urgent errand off-planet. After laying low for a few days in a plush suite provided by Vickers, he made his way carefully Downbive, tagging along with the Guilder traffic and then moving alone and slipping into the darkness of the Underhive where it was safer to mind your own business. Here, asking questions of strangers was a foolhardy pass time so he relaxed a little. After three days he reached the derelict ventilation shaft. He paused to ensure that he was overlooked and then slipped inside. Deep within the bowels of the plant he paused, looked around, and pulled away some metal sheeting to reveal a trapdoor. The sophisticated locking mechanism of the entrance belied its place in the derelict building. He punched in the access code and slipped inside.

Pugh heard the commotion outside and looked up from his stripped-down melta gun. That must be the boys back. Robby had gone off to work the spore mine and hadn't returned. If he'd blown the stash on a face full of Spur he was going to pay for it, big time. Silver entered, he was ashen-faced.

"Well? did ya find him?"

"We think so..."

"What do you mean you think so? Did you find the kid or not?"

"Well, we found.....something. We think it's Robby. But we ain't sure." Pugh pushed Silver aside in irritation and went outside.

"Well where is he?" Hook indicated towards a sack with his heavy bolter. Pugh looked puzzled. "There's no way anyone could fit in a sack that small!" Tye, the scum, giggled and spat in the dirt. "Oh, I dunno boss... they could if they was bendy. REAL bendy!"

Harvester sat motionless on the girder. The young ganger had just emerged from the bar and he could see from his gait that he was high on spur. "Hmm," he wondered, "does Spur damage the nervous system? Nah, he would have had to have taken a lot to do that, and he was too young. And Vickers had wanted a young one." The ganger paused suddenly and turned slowly to look up at the building. Harvester sat perfectly still. The ganger looked straight at him but did not, could not, see him. He turned and walked on. Harvester followed effortlessly, high on the Underhive structures, waiting for the right moment. When the time came he dropped silently to the ground. The ganger turned a corner and came face to face with him.

The ventilation plant had not been far away and soon the predator and his prey were securely inside the lair. The ganger was still unconscious and Harvester quickly stripped of his Malcadon suit and stored it away. He had to work swiftly. Before leaving for the hunt he had prepared the operating site and the cryo container. Pausing only to top up the gangers anaesthetic he dragged his quarry to the table and picked up the scalpel. Now then, a full spine, that was going to be tricky...

INTRODUCTION

Of the scenarios I have written this one, Predator, has produced most enthusiasm and feedback. Some people have said it is too difficult and the Predator always wins, and some that it is too difficult...and the Predator always loses! This probably means that the balance of the scenario is about right.

Arbitrators often use the Predator as a means of dealing with too many gangs that have developed very high gang ratings. Some introduce an element of role-play and don't use a miniature to represent the Predator until they are ready to reveal what is going on, just telling the players that 'something' is stalking their gang members.

Anyone who is a fan of the Predator films can't have failed to notice the similarity between the predatory alien and the Malcadon Spyrer. This leads to an obvious scenario idea... take a maxed out Malcadon 'Predator', drop him in the Underhive, and watch him go!

MAKING THE PREDATOR

Either roll 19 times to max out a Malcadon to a Great Killer randomly, or choose the advances to produce a character as close as possible to the Predator of movie fame. I chose the latter. Here is my Predator creation:

STATS

M	WS	BS	S	T	W	I	A	Ld
8	4	3	4	4	2	4	3	7

ADVANCES

Thickened Armour x1 (4+ save)

Motive Power x2 (incorporated into stats)

Weaving Spinners x2 (1.5 inches blast)

SKILLS: Leap, Catfall, Jump Back, Dive, Evade, Infiltration, Ambush, Step Aside, Killer Reputation (naturally), Nerves of Steel.

WARGEAR: No change from Malcadon in Outlanders book.

GAMEPLAY

The Predator could be used by one player against a gang, or by an Arbitrator against several gangs. Alternatively, a Predator could be added to any other scenario if played by an Arbitrator :- for example, a gang fight. If the gang ratings in a campaign are getting too high the Arbitrator could always introduce the Predator to an existing scenario now and then to keep them in their place...

SETUP

If including the Predator in an existing scenario, follow the rules for setting up that scenario. The Predator infiltrates.

The gangs set up 8 inches within one edge of the table.

PREDATOR OBJECTIVE

Take gangers who are 'out of action' and remove them to a base as 'Trophies' or to harvest their organs! When carrying a ganger, the Predator cannot double his movement unless he drops his Trophy. If attacked in hand to hand combat, he will drop the Trophy and fight. If shot upon, the hits must be randomly allocated between the trophy and the Predator and dealt with as normal. Blast weapons will hit both the Predator and the Trophy. The 'out of action' ganger is left at the Predator's base rather than taken out of the game. The Predator **MUST** take Trophies back to it's base and will only stop if attacked or engaged in hand to hand combat.

INTENSE FEAR

Seeing your gang members disappear before your very eyes is a terrifying experience. Any gang member within 8 inches of a member of the same gang, who is taken by the Predator, must take a Leadership Test. If this is failed, the gang member empties his/her weapon wildly into the Underhive in sheer terror. The weapon is now useless for the rest of the scenario, just as if it had failed an ammo roll. If the member has more than one weapon then choose one randomly (but it must be a ballistic weapon - not a knife, sword etcetera! Grenades may be expended if no ballistic weapon is available).

NEAR INVISIBILITY

The Predator is a skilled and wily adversary who rarely shows himself to the gangers. If the Predator remains still in its movement phase it gains a -2 to hit modifier when fired upon. When using the Predator for the first time an Arbitrator can increase the suspense by initially using a counter instead of a miniature to represent the Predator. When the first gang member is captured replace the counter with a Malcadon miniature to reveal to the gangs the true horror of the situation!

GANG OBJECTIVE

Avoid becoming a Trophy and take out the Predator! Gangers taken by the Predator can be liberated by reaching them at the Predator base and remaining in base to base contact until the gang's next turn. Liberated gangers are still 'out of action' and are removed from play. Gangers taken from a Predator whilst in transit to its base must be left on the board - the Predator can attempt to come back for its Trophy later, just like in the film.

FINISHING THE GAME

The game ends when the gang bottles out, the Predator is taken out of action, or all the gang members become trophies. Because of the desperate situation, the gang will only voluntarily bottle out - it is never forced to bottle out. The gang may only voluntarily bottle out at 50% casualties or more.

EXPERIENCE

+2D6 For each ganger that survives

+10 for liberating a Trophy

For the ganger that takes the Predator out of action:

+10 experience points

150 credits (all that equipment to sell!)

If the Predator is played as part of another scenario the gangs should receive the experience and income from that scenario as normal and in addition to any income or experience from the Predator scenario.

THE FATE OF TROPHIES

Liberated Trophies: These are dealt with as normal 'out-of-action' gang members.

Unliberated Trophies: Roll 3 times on the serious injury table for each gang member taken as a trophy and not liberated by the end of the game. This represents the Predator harvesting bits and pieces (a hand here, an eye there.....!), Re-roll captured results.

NECROMUNDA SCENARIO: TOTAL RECALL

The emissary considered his options. He could at least tell Stomberg that he had found the agent and that he knew where it was. That much was good. Unfortunately, he could not tell her who it was. That was not good. He thought about pointing out that it had been Stomberg who had suggested doing a psyche swap on the agent in the first place, and that it was not his fault if the records had been mysteriously destroyed and now no-one could trace the body that was used. Hmm, maybe not. He had better tell it straight. He had been a loyal servant of Stomberg for almost ten years now. He should be OK.

The secretary's voice snapped him out of his deliberations. The Head of Security will see you now. Oh, and leave your weapons on the desk please."

A few minutes later the comm unit flashed. The secretary said "Right away madam." Two security staff arrived, entered the office of the Head of Security and left with a body.

The comm unit flashed again. "Yes madam?"

"Get this briefing tablet to the Chief of Underhive Engineering."

"Right away madam."

Carter turned the tablet over in his hands. Blue. A briefing tablet from security, and top priority too. That was all he needed, Underhivers messing with the Guilder toll bridges, engineering staff going missing on routine sump inspections, and now the Chief of Security with, no doubt, more trouble for him and his crews. Reluctantly he slotted the tablet into his portable reader.

Ten minutes later Carter learned that he was right, the tablet was more trouble. Apparently Stomberg had planted a double agent in the Underhive to penetrate the gang structure. To ensure success a psyche-transfer (still an experimental process) had been used to programme the agent at a sub-conscious level. It would believe that it was a loyal gang member. Unfortunately this had worked rather too well, and the agent was proving reluctant to return with his (or, the thought came to Carter, maybe her?) vital information. A slight mis-calculation had left the agent with a nagging doubt about its loyalties. So, Carter was to help it to remember, by threatening to kill the entire Underhive sector by slow suffocation unless the agent gave itself up, or the gangs themselves identified and handed it over.

All he had to do was to figure out which ventilation plant was operating in the sector identified by the unfortunate emissary and shut it down for a while. It wouldn't do to just kill everyone outright, Carter concluded. Oh no, just give them a taste of what was to come if they didn't cooperate. Carter cursed. No mention of military back-up, of course. No consideration for the safety of his men. He suspected that it wouldn't take too long for the gangs to storm the plant and override his uphive link. Ah well, just one more problem to be dealt with.

THE SCENARIO

This scenario is inspired by the film of the same name, in which Arnold Schwarzenegger plays a double agent infiltrating a subterranean colony on Mars. In an attempt to flush out a group of anarchists, the Company switch off the ventilation fans and threaten to suffocate the entire colony. Of course, Arnie saves the day by activating an ancient alien terraforming device and flooding the planet with breathable air.

This scenario is a gang fight with the addition of a take and hold objective. Unless stated otherwise, all the rules for the Gang Fight scenario apply here as well. The scenario introduces a new territory -the Ventilation Plant. The scenario may be played as part of an arbitrated campaign, which allows for richer game play, or as a non-arbitrated encounter. Guidelines for both are discussed below.

SPECIAL TERRAIN

You will need a piece of terrain to represent a ventilation plant. You could construct one specially or designate a standard Necromunda building to be the ventilation plant. In either case there should be an easily recognisable control panel. The markers used in the Spire scenario or a water still will do just fine.

SPECIAL EQUIPMENT

You will need a pack of ordinary playing cards. Remove the Joker cards, the Queens and Knaves (jacks) before setting up.

THE VENTILATION PLANT

In this part of the Underhive breathable air is maintained through a complex system of vents and ducts controlled from a ventilation plant. The plant is normally under Spire control, but a manual override is possible from the plant control panel if the operator is smart enough to figure out how it works. Full control of the plant, though, is impossible because the Underhivers simply cannot decipher its mode of operation entirely.

The terrain used in Necromunda is much more open than is found in this part of the Underhive, and in reality it is possible for the atmospheric conditions to vary from place to place.

The atmosphere present at different points in the Underhive is indicated by playing cards. As the Spire engineers, or a controlling gang member, switches the plant the atmosphere may change. This is determined by revealing a new playing card in each area of the Underhive.

CONTROLLING THE ATMOSPHERE

At the commencement of the game the ventilation plant is controlled by the Spire engineers (unless the scenario has been played before and one gang owns the Ventilation Plant Territory - see below). At the beginning of each gang's turn roll a D6 and consult the following table:

- 1-2 The spire engineers have switched the plant - turn over a new card in each stack.
- 3-6 There is no change.

The cards revealed indicate the prevailing atmosphere in the sector:

All odd numbered cards: Normal atmosphere

Even numbered, RED cards 2 to 8 (Aces count as 10): Suffocation! The sector is becoming dangerously low on oxygen and poorly filtered. All gang members within the sector have their movement reduced by half the value of the card whilst in this atmosphere. Gang members may run, in which case make the deduction from the running distance (don't double the deduction). In addition agility, ballistic skill, weapon skill, and initiative are reduced by 1 whilst in this atmosphere.

Even numbered, BLACK cards 2 to 8 (Aces count as 10): Enriched atmosphere. The sector is pervaded with higher oxygen levels and traces of stimulant. All gang members within the sector have their movement increased by half the value of the card. If running, make the addition to the normal running distance (don't double the addition). Agility, ballistic skill, weapon skill and initiative are increased by 1 whilst in this atmosphere.

Any King: Contaminated atmosphere. The atmosphere within the sector has been contaminated with gasses or fumes. Roll a D6 to find the effect:

- 1-2 Scare Gas
- 3-4 Choke
- 5-6 Hallucinogen

Refer to the grenades section on page 59 of the rulebook for the effects of these gasses.

RESISTING ATMOSPHERE CHANGES

Gang members fitted with respirators and filter plugs can use them to re-roll their toughness test taken in response to noxious gasses, as detailed in the Necromunda rule book. Plugs give no protection against RED card results (suffocation), but respirators allow the gang member to function as normal, even in suffocating (Red card) conditions.

GANGS CONTROLLING THE VENTILATION PLANT

When a gang member is in base contact with the ventilation plant control panel, and is not down, pinned or in hand to hand combat, he/she may try to control the plant. To do this the gang member must first pass an initiative test. If the test is passed, the skill 'Operate Ventilation Plant', is immediately gained by the gang member. The gang member may neither move, nor make any other action in the turn the test is made. Once the skill is obtained, the gang member with the skill may, if he/she wishes, switch the ventilation plant at the commencement of EACH player's turn. If the plant is switched, new cards are revealed as discussed above. The atmosphere within the ventilation plant itself is always normal. Agree the boundaries of the plant if these are not obvious from the terrain. You do need to not make rolls for guild control of the plant if a gang member is controlling it.

HEROIC RESCUES

Gang members with enough bottle can risk themselves for the sake of their mates. These rules are for the heroes in your gangs:

Gang members can drag or carry a comrade for a distance equal to the carrying member's current strength in inches. Two or more gang members may co-operate in the rescue, in which case their strengths may be combined in order to move further, but may never be farther than the distance the slowest member could move. Rescuing counts as the action for the gang member(s) involved.

Example: A gang member of strength 3 could drag or carry a victim 3 inches. Two gang members, one of strength 3 and one of strength 4 could work together to carry a victim 7 inches, provided they could both cover 7 inches by normal movement (by running). Three gang members, all strength 3, could carry a victim up to 9 inches but would probably be hampered by slow members to a speed of 6 or 8 inches - the maximum typical move.

Before embarking upon a rescue each rescuer must first pass a leadership test to see if they have the bottle to do it. If they fail the leadership test they may make a normal move and action instead.

A gang member gains 5 experience points for successfully rescuing a comrade.

KIDNAPPING

Gang members may kidnap a revealed double agent (this is explained below). To kidnap a rival gang member you must move into base to base contact with him or her just as if you are engaging in hand to hand combat. During the close combat phase you declare that you are kidnapping the opponent rather than fighting him. Resolve the combat as normal but instead of rolling to wound the victor may drag the loser, as for the rules for Heroic Rescues, above. To be sure of kidnapping you might need to gang up on the victim! The victim can fight back if he/she wishes to in their own close combat phase but if they lose the victor may make an out-of-turn kidnapping move and drag the victim further.

PLAYING THE SCENARIO

TERRAIN

Set up the terrain with the ventilation plant in the centre of the playing area and the rest of the terrain distributed evenly around it. Shuffle the playing cards and deal them into four stacks. Place the four stacks of cards on the playing area with a stack in the centre of each quarter of the table. There will be four distinct areas of atmospheric conditions, one in each quarter of the table. Players must judge which atmosphere sector their gang members are in. If in doubt, roll for it.

GANGS

As for the Gang Fight scenario, note that you may NOT use any method (vents, infiltration etc) to deploy gang members in the ventilation plant unless you have previously added it to your gang's terrain. If you have the ventilation plant territory then one gang member may be deployed in the plant.

Because of the great advantage afforded by respirators in this scenario any respirator must be actually represented on the model. If this cannot be done then it has been left behind at the gang hut (oops).

REVEALING THE DOUBLE AGENT.

If an ace is turned up in any stack of cards then the double agent may have been revealed. Before play each gang should be allocated to a suit of cards. This is done by drawing a card from one of the four Queens (which have been removed) at the beginning of the game. Display the Queen card you have drawn to remind yourself and others of your allocated suit. When an ace is turned up randomly allocate a gang member from the roster, with the Queen of the same suit as the ace. Do not include hired guns in this process. When an ace is turned up rumours of an infiltration by a double agent have reached the gangs and the shadow of suspicion has fallen upon the selected gang member. If a double agent goes 'out of action' they're left on the table at all times.

WHAT TO DO WITH A REVEALED DOUBLE AGENT

A gang with a double agent has a problem. They cannot hand the agent over themselves because they would all be arrested for harbouring the agent. If a rival gang can hand over the agent they will get a bounty of 300 credits. All the equipment, plus the gang member, will be lost. To hand an agent over the gang must get it to within 8 inches of any table edge by taking it 'out of action' and dragging them as for Heroic Rescues (remember, don't remove them when they go out of action). However, an out-of-action agent who dies is worthless - resolve the injury before collecting the cash. Gangs can co-operate in kidnapping the agent and then split the bounty.

Any gang may attempt to take control of the ventilation plant. If they switch it often enough, an alternative double agent may be revealed. If this happens the first agent is decreed to be a fake or they are mistaken, and attention switches to the new agent. Of course, if they have handed an agent in they will want to prevent the switching so that they are assured of their bounty... One recourse that a gang with an agent has is, therefore, to try to switch the atmosphere in an attempt to get another ace revealed, thus taking the heat off them. It's just the tension and pressure, causing people to scapegoat poor innocent gangers you see...

STARTING THE GAME

As for Gang Fight

ENDING THE GAME

As for Gang Fight with the following additions:

If the scenario finishes before an active agent is handed over, the scenario is unresolved and may be played again at a future date when the arbitrator or the playing group wishes.

If an active agent is handed over and then later on a new active agent is revealed, then only one of the active agents is the 'real' double agent. This is decided randomly at the end of the scenario. The false agent is returned unharmed to the gang.

EXPERIENCE

- +d6 For each ganger that survives
- +5 per wounding hit
- +5 per successful Heroic Rescue
- +10 winning gang leader

SPECIAL

This replaces the special section of the Gang Fight scenario. If a gang is in control of the Ventilation Plant when the game finishes, and does not bottle out, it may add the new territory 'Ventilation Plant' to its territory list. In order to be in control, a ganger must have a member with the 'Control Ventilation Plant' skill in contact with the control panel and not be down, 'out of action', pinned or in hand to hand combat.

VENTILATION PLANT TERRITORY

Income: 2D6x10

Your gang extorts taxes from other gangs and traders for the provision of fresh air (the cheek of it!) On a roll of double 6 for income, the plant has broken down and will provide normal air to everyone but cannot be switched. This means that its value to black mail other gangs is lost and you must strike the territory from your roster.

The only gang member(s) who can work the ventilation plant territory is(are) the member(s) with the Operate Ventilation Plant skill. If these members are out of action then no income may be generated from this territory. If these gang members are killed then no income may be generated ever again - strike the territory from your territory list. Note that the usual restriction of only

gangers being able to work territories does not apply in this case. Whoever has the skill must work the territory.

The other gangs do not like paying for fresh air! To represent this any gang which holds a ventilation plant territory and plays the Gang Fight scenario can be required to play the Total Recall scenario instead at the choice of the opposing gang. This represents gangs rebelling against the fresh air tax and trying to take the plant back. If the double agent has been resolved in an earlier game then play the scenario without the double agent rules as a gang fight. If the double agent was not resolved previously, play the entire scenario again but with the controlling gang in initial control of the ventilation plant.

If you are feeling generous, or the gangs do not like the prospect of losing a gang member, try one of these variations:

- Make a roll for the agent that is handed over. On a 1-3, he remains as the agent and is lost to the gang. On a 4-6 he is stripped of his equipment and allowed to return - he wasn't the agent after all!
- The agent is new and will therefore always be a Juve, selected randomly. This minimises the effect on the gangs.
- A new ganger comes forward to replace the lost agent.

It is much more tense if the gangs are afraid of losing a member, though!



The Shambler

A Horticulturist's dream scenario

By Paul Gibbon

Hi, I'm Paul from Otley in West Yorkshire, and I'm a fanatical player of most GW games, having an Undead army for Warhammer and an Eldar army for Warhammer 40,000. In Necromunda I have two gangs, the 'Manic Street Preachers' who are Redemptionists and the 'Night Stalkers' which is a Spyrer hunting party.

This scenario is loosely based on that classic so-bad-it's-good monster flick 'From Hell it Came'. Through playtesting I decided that this scenario was balanced for moderately experienced gangs. If you

were thinking of using tougher, more experienced gangs then maybe you should consider having the Shambler awake from the start, or giving it a toughened skin armour save. One idea that I was toying with for the continuation of the story is for strange mutated plants to begin emerging in the territories the Shambler has visited. Then we could have an army of little Shamblers (get out those Dryad models!) on the loose!

Get your green fingers ready and commence gardening...

HIVE BOTTOM

The two Ratskins crept through the sludge-tunnel, autoguns held at the ready. Slime coated every surface and there was smoke drifting up through grates and fissures in the walls and floor.

They emerged onto a small island which must have be on the very edge of the Great Swamp lake. The island was barely more than a lump of slime-coated rubble with the only access from the pipe they had just clambered out of. It looked as though nobody had been in this part of the Hive for millennia. A noxious, stinking sludge sea extended in every direction, with mist rising up and curling over and around the pipes and vents.

'Brakar preserve us,' whispered Swooping Bat, glancing over to his comrade. Running Rat nodded. This place stank of bad spirits. But the fungi here must be worth a fortune.

They left the pipe mouth and advanced cautiously through the slime when Swooping Bat snagged his foot. He looked down. Strangler vines growing over their feet even as they watched. With a startled gasp of disgust,

Swooping Bat started kicking and stamping. 'The bive spirits!' gasped Running Rat, tearing the vines from his legs.

Running Rat looked around, the mist seemed to be thickening. He also noticed that although there was an abundance of strange plants down here, there seemed to be a lack of any other creatures, even sump-flies.

Suddenly there was a scream from behind him. Running Rat span round and his face paled in terror at the sight of Swooping Bat engulfed in Wireweed. As he watched helplessly, the flesh was ripped off of his tribal brother in seconds, leaving a macabre, grinning skeleton.

He ran. The pipe was no longer in sight, but he ran at where he thought it was. Then a figure loomed. Running Rat slipped and fell heavily. As the thing advanced, he could make it out more clearly than he would have wanted to. He screamed, and loosed off a burst of gunfire...

The Gigantic Spider heard the faint echoes of screams as it nosed around the pipe entrance. Then it heard clunking sounds, as if something was trying to drag a vast bulk into a small pipe, and was succeeding. The noises came closer...



The Manic Street Preachers before their next gig

If you go down to the Sump today...

A horrific, mutated, semi-sentient form of plantlife, the Shambler has emerged from the Sump after being disturbed. Since encountering some tasty morsels the Shambler is now on the move, looking for a place to set root where the food source is good. Unfortunately this food source happens to be the player's gangs!

Roll a D66 on either terrain chart to find out what kind of territory the Shambler has picked to put down roots in.

Then draw up a list of every gang in your group or campaign that has one or

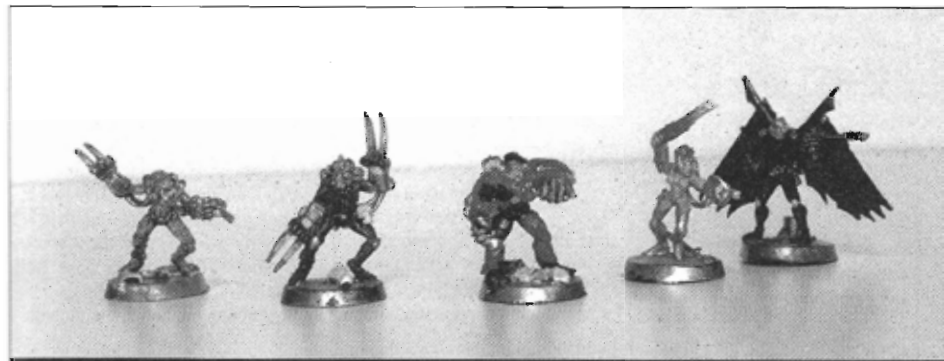
more of that particular type of territory. Select one of these at random – this is the territory to be attacked by the Shambler. The gang in question whose territory is about to acquire a most unpleasant squatter must fight the Shambler to prevent it taking over the territory. If they succeed, then they manage to keep it. If, of course, they fail then the Shambler has put down roots and will set about draining the soil and depriving anyone in the local vicinity of their flesh! The gang will be pushed out, and lose the territory.

TERRAIN

Set up the standard terrain

between the two players in the normal manner. The Shambler is then set up in the middle of the table, and each gang deploys as per the scenario: *Gang Fight* (page 153 main rulebook). When this is done, the the Arbitrator may place up to 150 points worth of vegetation. This includes *Rubber Moss*, *Spine Crystals*, *Wire Weed*, *Gas Fungus* and *Brain Leaves* (the seriously twisted could deploy 150 points of Rubber Moss – boing!). The Shambler may ignore this fellow plant life when moving.

The plants can be represented with squares of paper, and must be at least 8" away from gang members.



The Night Stalkers are caught posing again...

From the Sump it Came... 'The Shambler'

The Shambler is a gigantic vegetative organism, which began life as a harmless tree, but sucked up some very dubious chemicals from the Sump and mutated developing a malign form of intelligence. It has emerged from the Sump driven by the need for nutrition.

M	WS	BS	S	T	W	I	A	Ld
3+D3	6	-	6	-	7	1	3	-

WEAPONS: Huge branch-like claws and vines

SKILLS: *None.*

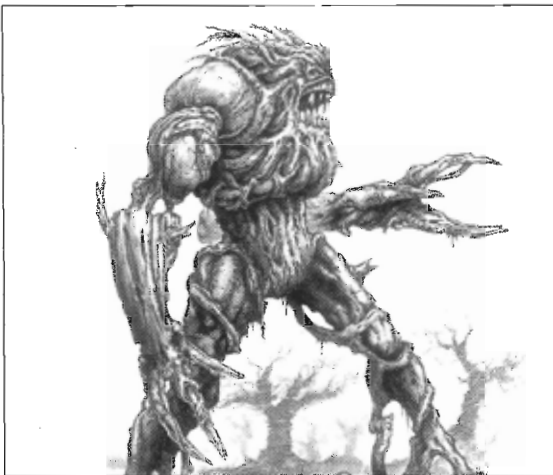
PSYCHOLOGY: Immune to all Psychology.

BOUNTY: D6 for each ganger taken Out of Action and D3x5 for each territory destroyed.

SPECIAL RULES:

Combat: The Shambler is armed with massive branch-like claws that cause D3 damage. In addition, it is impossible to *Parry* against the attacks of the Shambler.

Brainless: The Shambler does not have a brain in the normal animal sense (being a plant!) it is however considered to possess a malign instinct. It will therefore automatically pass all Leadership or Initiative tests that it has to make. If it needs to roll to see if it is knocked off the edge of a platform/walkway, roll less than the Strength of the attacking weapon on 2D6 to do so successfully. In addition, it is unaffected by any Wyrd powers that work on the mind, such as *Mental Assault*, *Mind Control* and *Hallucinations*.



WAKEY WAKEY...

The Shambler begins the game in a dormant state. Roll 1D6 each time one of the following events occurs to see if it wakes up:

- A ganger is hit or takes a Flesh wound (Ow!) 6+ to awaken.
- A ganger goes man down or out (Aargh!) 4+ to awaken.
- A ganger runs or climbs a ladder. 6+ to awaken.
- A weapon is fired. 6+ to awaken (roll once per turn and not for each weapon that is fired).
- A heavy weapon is fired. 4+ to awaken (roll once per turn and not for each weapon that is fired).
- A weapon hits the Shambler. 2+ to awaken (roll each time this occurs).
- A plant is hit. 5+ to awaken.

The Arbitrator controls the Shambler. However, if it is reduced to 1 or 2 Wounds, it will head immediately for the nearest table edge and will try and leave the board. If it does this, it is considered to be driven off.

THE AFTERMATH

If the gang who owns the territory fails to destroy or drive off the Shambler, then the territory is drained, and counts as Wastes from now on. The original owners get it back (lucky them!) and the greedy great Triffid moves on in search of pastures new. Roll again to find where the Shambler attacks next. It will carry on until it is stopped.

If the Shambler is driven off,

the gang regains the territory which remains unchanged, but the Shambler will continue on the rampage as above.

If the gang destroys the Shambler they regain the territory and a bounty of D6 creds for every ganger taken *Out of Action* so far, and D3x5 creds for every territory the Shambler has destroyed so far. Compile this total after each fight, and round it up to the nearest 10. Outlaws will not receive this reward, but will be pardoned for their good work.

EXPERIENCE

- +D6 **Survives.** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken *Out of Action* receive experience for taking part.
- +D6 **Surviving close combat with the Shambler.**
- 5 **Per Wounding Hit.** (A fighter earns 5 points for each wounding hit he inflicts during the battle (either against a rival gang or against the Shambler). Although a fighter will earn only 5 points for wounding a ganger regardless of actually how many wounds he causes he will receive 5 points for each wound that he causes on the Shambler.
- 15 **Destroying the Shambler by shooting.**
- 30 **Destroying the Shambler in close combat.** After all this is a far more insane venture.

(The Shambler continued...)

Movement: Roll a D3 and add 3 before each movement phase. This is the Shambler's movement. It is doubled if it runs or charges, in the normal way.

Fear: Ratskins regard the Shambler as a fearsome manifestation of the Hive Spirits. For everyone else, the fact that it is big, mean and extremely dangerous does just as good a job. The Shambler therefore causes *Fear*.

Massive: If the Shambler is in contact with a man-sized model at the end of a close combat phase, it may move 2" in the same way as a follow-up move with no penalty to either side. The Shambler has used its bulk to simply push its opponent out the way.

In addition, the Shambler counts as a large target with +1 modifier to hit from shooting.

Plantlife: Owing to the unique way in which the Shambler is composed normal weaponry has very little effect on it.

- All hits from weapons need a 6+ to wound regardless of the Strength, including damage from falling. Close combat hits from Chainswords, Massive swords or axes or Power weapons need 5+, any other close combat weapons need 6+ and heat-based hits such as Flamers, Meltaguns and Pyromaniac Wyrd powers need a 4+ Roll for damage as normal.
- If the Shambler catches fire, continued fire hits will need a 6+ to wound. In addition, the Shambler becomes subject to *Frenzy* all the time it is on fire.
- Do not roll for the effects of Wounds – the Shambler is killed outright if it is reduced to zero Wounds.
- The Shambler is never pinned. In addition, the Shambler is immune to *Scare*, *Hallucinogen*, *Tox* and *Choke grenades*, as it does not breathe as such.

MODELLING YOUR SHAMBLER

During playtesting I found it convenient to use a Treeman model from the Warhammer Wood Elf range of miniatures to represent the Shambler. I am, however working on a proper conversion for use in my campaign which sadly wasn't quite ready for this article (poof!).

I have based my Shambler on the Durthu Treeman special

character model from the same Wood Elf range. I will be modelling plenty of Underhive industrial waste on it to give it that 'Swamp Thing' 'From the Sump it Came' look. I intend to really go to work on it with modelling putty (green stuff is about the best) to create vines and branches and then litter the base with broken pipes, weapons and other 'tech-stuff'. When it's done you can be sure that I'll send it in...

NEW SCENARIOS

by Liam Nunn

After a year and a half of battling my way through Gang Fights, Raids, Shootouts and all the others, my games of Necromunda had lost their 'zing'. Hit and Run had lost its appeal. Scavengers was getting dull. What I needed was some new scenarios, in which I could smash my enemies. No one else I knew would do it, so I did it. Three new scenarios, each capturing the feel of Necromunda, whilst still being interchangeable with the rulebook scenarios.

The one problem is this: how do I let everyone else out there know how to spice up a campaign? Then one day a rare occurrence, I had an idea! Here is my idea - the Citadel Journal. So here they are, ready for use. Simply add two gangs, shake well and serve for an evening of fun and laughter (after a few drinks...)

SCENARIO ONE: ESCAPE ROUTE

This scenario represents a failed ambush attempt, where the defending gang spot the ambush before the trap is set. In such a situation the defending gang is likely to leg it before they become trapped. Obviously the attackers don't want this and will try to box the enemy gang in before they can escape. The defenders won't go down without a fight though.

TERRAIN

All terrain is set up in the usual manner; on a gaming area of preferably 4'x4' or larger. The one restriction is that a band at least 6" wide must be left from one side to the other. Within this strip, only rubble and barricades, not buildings or similar structures, may be placed. See the map in the deployment section.

GANGS

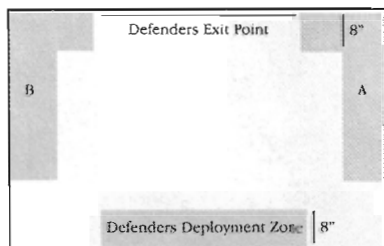
Before the game begins, the attacking gang is split into two groups. Each group must consist of at least two fighters. The attacker cannot use Vents or Tunnels, but Infiltrators may be used as normal.

The entire defending gang is present in this scenario. Fighters who roll a '1' for Old battle wounds do take part in the battle, but suffer a -1 penalty to both strength and Toughness for the duration of the game. This represents the Old Battle Wounds causing fighters constant pain, reducing his effectiveness in the battle.

DEPLOYMENT

The defending gang sets up first, in the area shown on the map. The attacking gang is set up as follows. The attackers have two deployments, A and B. One of the attacking groups is placed in zone A, and the other in

zone B. They may not set up in the same zone.



STARTING THE GAME

Both players roll a dice. The attacker may add +1 to his roll to represent his 'surprise' attack. The player with the highest score gets the first turn.

ENDING THE GAME

The game ends if one gang bottles out, or if one gang Bottles Out voluntarily, with the victory going to the other player.

The game also ends if half the defending gang leaves the table at its exit point, as shown on the map. If this happens the defending gang automatically wins.

EXPERIENCE

- +D6 Survives.
- +5 Per wounding hit.
- +10 Winning gang leader.
- +5 Escapes.

SCENARIO TWO: THE WOUNDED MAN

In this scenario I wanted to capture the feel of a gang desperately searching for a downed comrade, lying badly wounded somewhere in the Badzone. Of course this wouldn't be much of a game - unless an enemy gang turned up.

This scenario is really good at pulling Van Saars out of their deployment zones, as gangers who might usually blast their enemies from a distance are forced to search for the fallen colleague. But beware, wounded fighters attract scavengers, and in the Underhive this means trouble!

TERRAIN

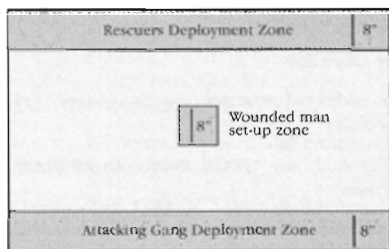
Set up the terrain in the usual manner. Place the wounded fighter (see below) somewhere in the area shown on the map. Next take models or counters to represent the scavengers. Place them anywhere on the table, scattering them around. Roll a scatter dice for each scavenger to see which way it is facing. The number of scavengers is given below.

GANGS

The gang with the lower gang rating is the one searching for the wounded fighter. Randomly

determine which fighter they are searching for and place him face down on the table in the area described above. The rest of their gang is deployed within 8" of any table edge. The play may choose which edge.

The entire enemy gang is set up within 8" of the opposite table edge.



STARTING THE GAME

The rescuing gang takes first turn.

SCAVENGERS

The rules for scavengers represent Underhive vermin gathering around dead or wounded creatures, human



or otherwise. Giant Rats, Ripper Jacks, Giant Bats, all come to feed on the carrion.

As already described, scavengers are placed anywhere on the table. They should be well spaced. Place the following;

1D6 Giant Rats

1D3 Milliasaurs

D3 Ripper jacks

D6 Giant Bats

D6 additional creatures (chosen from the Outlands Bestiary)

Profiles and any special rules can be found in Outlands.

During each players turn the scavengers move their full distance in the direction they are facing, then roll a scatter dice to see which way they are facing at the end of their movement. This happens after the gangers have moved but before any shooting is resolved. Any creatures that leave the board leave the game.

If a scavenger comes into contact with another model it will fight close combat, with it counting as if



charging. Creatures may attack gang fighters, the wounded model or other scavengers.

The wounded fighter cannot move or shoot until he is found. If engaged in hand to hand combat he cannot roll any dice, but may use his WS as normal. Once a fighter finds the wounded, the survivor can start to move at 4" per turn towards the players board edge. Another gang member must stay with 1" of him. This fighter is supporting the wounded and acting as his bodyguard. If the wounded fighter is engaged in close combat his bodyguard will fight for him. The bodyguard can only fight one attacker, so a second or third attacker can engage the wounded as normal.

ENDING THE GAME

The game ends if the Attacking gang voluntarily Bottle Out, or if either gang fails a Bottle roll. In this case, victory goes to the other gang. The defenders cannot voluntarily Bottle Out (their fellow gangers life is at stake!)

The game also ends if the survivor goes out of action, with the attacker winning the game. If the wounded leaves the table by it's own table edge then the rescuing gang wins.

EXPERIENCE

- +D6 Survives.
- +5 Each wounding hit.
- +10 Winning gang leader.
- +10 Escort (see below).
- +2D6 Being the wounded (see below).

If the wounded fighter leaves the table the fighter escorting him gets 10 experience points.

If the wounded fighter survives the battle he gains 2D6 experience points instead of the normal D6

SPECIAL

If the wounded ganger survives the fight there is no need to roll on the Serious Injuries table - even if the fighter was Down at the end of the game. He is assumed to have rolled 'Full Recovery', but he cannot work territory or visit trade posts after the game.

If the wounded fighter went out of action then he is dead, the new wound deals the final blow to his weakened body.

SCENARIO THREE: THE DUEL



The scenario is a good way of settling disputes between gangs or bitter enmities could be satisfied. I imagined two fighters being put in an enclosed dome to fight to the death, the survivor being the winner. The two fighters could use stealth to hunt each other before closing for the kill, or just charge headlong at each other, weapons blazing. Of course, they might not know that their opponents is there, and just be exploring an area, but they're gonna find out pretty quick!

TERRAIN

The table is set up in the normal manner. Neither side may use Tunnels, Vents or Infiltration in this game. It's best to use quite a small table for this game, as with only one ganger per side it may take some time to find each other.

GANGS

Each player picks a Ganger or Juve to take part in the Duel. Both players roll a dice. The highest score chooses a table edge and sets up his fighter within 8" of the table edge. The other fighter is then set up within 8" of the opposite table edge. The fighters should not be able to see each other.

STARTING THE GAME

The fighter who set up first now takes the first turn. This is now a normal fight. There are however two special rules.

Fighters may not charge a fighter who is either pinned or down

Close combat lasts one turn. In the event of a draw both fighters must disengage for one turn before being able to charge again.

These rules will hopefully help to make the game as long and tense as possible.

ENDING THE GAME

Neither fighter may Bottle Out. No Bottle rolls are taken. The game ends when one fighter goes out of action. The remaining fighter wins the game.

EXPERIENCE

+D6 survives

+5 per wounding hit

+10 inking fighter

SPECIAL RULES

The gang from which the loosing fighter came must roll 1D6. On a roll of 1-3 the gang may only collect half it's usual income in the after battle sequence. On a 4+ nobody cares that they lost the duel.

This roll represents contacts loosing faith in the gang. After the next game the gang may collect its income as normal.

The winner of a duel, however, will find themselves rewarded for their success. The winning fighter gains one random item from the rare trade table, and the gang may add D6x5 credits to their stash to represent gifts from their supporters.



ARCHEOTECH RUSH

by Muskie Mckay

This is a multi-player game, best played with as many players as you can gather. Each player only gets a random number of his gangers in a mad scramble to grab as much Archeotech as you can. You'll have to be a bit clever with the deployment zones, but we think you'll agree it sounds like great fun.

A previously undiscovered archeotech horde has turned up in a newly discovered dome just below the Delta Quadrant. Gangers and prospectors clash for control of the horde

RULES

This scenario is designed to be a multi player free for all. There should be ample terrain on the table which should be large enough to accommodate several gangs.

It should be either square, circular, or octagonal. I use an Octagon shaped Poker table thus having eight deployment zones.

Deployment zones will be 12 inches on to the table and be the length of a single side of a poker table. If you are not using an Octagon table you should develop new deployment zones to suit your table.

All the loot counters should be scattered in hard to reach places around the battlefield. These represent valuable piece of Archeotech.

They are worth 10 credits each and can be carried without hindrance by any gang member. If a gang member carries a loot counter off the board on any side he gets an additional d6 experience points but may not return to the battle.

Difficult conditions should be rolled as this is a freshly discovered and therefore wild and dangerous new dome. The Arbitrator can either play some independent underhive scum or his personal gang.

Any gangs may participate in this scenario, Outlaws need money as much as the next underhiver. Splyers would not miss a chance to

kill so many gangers in one place etc.

SETTING UP MODELS

Due to the frantic, chaotic nature of the rush to find/capture/steal/take by force the Archeotech gang members arrive randomly to the battle. This is represented by rules for setting up before the start of the battle the other for additional models arriving during the battle.

BEFORE

Before the start of the battle but after both terrain and loot counters are in place you must



determine the order of Set Up.

As this battle can be played with any amount of different gangs I suggest each player rolls 2D6's with the highest player setting up first. And the next highest and so on, re-rolling any ties.

The person setting up first gets to also choose which deployment zone they want.

They may set up to 4-6 randomly chosen gang members. Roll a d6 on 1-2 they get 4, 3-4 they get 5, 5-6 they get 6 random gang members on the battlefield at the start.

Due to the sudden rush and the newly revealed location of the Horde infiltration skill cannot be used. Neither are the special abilities of Tunnels and Vents.

The reason gang members are chosen randomly is to represent the hectic scramble that occurs as rumours of the new find get around. Some gang members happened to be in the area whilst others were not.

Once all players have set up their 4-6 random gang members roll to see who goes first. Highest roll on 2D6, re-rolling any ties, goes first, with next highest going second, and so on.

A note on Spryers as they only have 4-6 models a keen observer should note that most if not all their gang will be on the table at the start. This is all right as they still will be out numbered due to the large number of other gangs present. I'm not saying everyone should gang up on them at the start but, I'm not banning it either.

REINFORCEMENTS

On every players turn after his first you may roll to see if and how many additional random gang members show up. Roll a D6 and subtract 2. This is the number of additional random gang members that show up of that players. Negative numbers mean no gang members show up this turn.

Since this is such an impromptu battle and gang members were spread all over the settlement working territory: drinking, looting, foraging etc.

Reinforcements arrive in a random deployment zone. To keep confusion to a minimum I suggest you number all deployment zones and roll and appropriately sided die.

Reinforcements can be placed up to 4 inches onto a table from the edge. They are placed before movement and still get to move as normal. However they cannot be placed within 8 inches of and opposing gang member. They also must start out on ground level.



BOTTLING OUT

Since Archeotech is rare and valuable it is worth fighting extra hard for it. To represent this no gang has to take a bottle test, until it is reduced to 25% of it's current strength.

Since it is also possible your leader hasn't arrived yet or is out of action use the LEADERSHIP of the gang member with the highest leadership who is on the battle field and not out of action.

BRAWLS (or hand to hand involving gang members from more than two gangs).

If this situation occurs use the following rules. Whoever's turn it is declares his primary target in a three or more way fight. If the three or more way fight does not involve any models from the current players turn it is still fought however the role of attacking player goes to the model of the player whose turn it was most recently.

Note: If he charged into hand to hand the model he charged is automatically his primary target. These two models fight it out as normal.

Every additional model from the primary target's gang that is also in base to base contact with the attacking player's model. Gives the primary target an extra attack dice and plus adds one to their WS.

This also applies to any other attacking players models in base to base contact with the primary target.

Now where it really gets complicated is with models that are neither in the gang of the attacking player or that of the primary target but are in this hand to hand combat. They have three options.

1. Add an attack dice and a plus 1 to WS of the attacking player.
2. Add an attack dice and a plus 1 to WS of the defending player.
3. "Look out for number One" ie protecting themselves. If a model chooses to protect him/herself they don't affect this combat at all however once the combat is resolved but before any follow up moves are made they may choose to engage any models in base to base with them in hand to hand combat.

Note this may result in another three way fight but with a different attacking player and primary target. Resolve this combat before allowing the winner of the previous hand to hand fight to follow up.

Again note if a model has already been either a primary target or an attacking model or aided on either side this Hand to hand phase they may still choose option number three "Look out for number one" in a three or more ways hand to

hand fight but they may not start another new hand to hand battle. This is represent the fact they have already acted during the hand to hand phase. However this still allows them to aid either side thus continuing the Brawl.

Phew!

WINNING AND EXPERIENCE

The winner is the gang which is the last on the field of battle. They get control of the territory and control of any loot counters left on the board. They also get + 10 experience per model still standing at the end of the battle and +5 experience for any models still on the field. All models -from the winning side that were not seriously injured may loot the archeotech horde for 1 D6* 10 credits. This is in addition to money earned from working territories at the end of the battle. Money earned from looting goes straight into the stash. They winning gang also gains control of the now looted archeotech horde which counts as an old ruins territory. All models that participated i.e. got on the battle field gain 2d6 experience points. Models which successful get a loot counter off the battle get an additional +5 experience points. Any model that inflicts a wounding hit gets +5 experience points. Note wounding hits have been better defined as any hit that gets a roll on the wound chart. Not just hits that take a model out of action as had been played by my gaming group.



SWAMP FEVER

by Bimmer

Well once you've made all that Necromunda terrain you really have to put it to some good use, don't you? Showing that he's not just a terrain maker, Bimmer has come up with this special scenario set in a disused chemical plant. For all you gangers that thought respirators and filter plugs were not as much use as a big gun and a power weapon, think again...

Scattered all over the underhive, you can find old chemical plants, long since abandoned, that have now turned into huge swamps of disgusting toxic waste. These places are often visited by scavenging gangs, since a lot of interesting loot can usually be found here.

The Swamp Fever scenario represents an encounter between two gangs out searching for loot at an old chemical plant.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area of 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

GANGS

Each player rolls a D6. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

STARTING THE GAME

Both players roll a D6. The highest scoring player takes the first turn.

ENDING THE GAME

The objective of the Swampfever scenario is simply to drive off the opposing gang, and get the loot for yourself. If a gang fails a Bottle Roll, or a player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins.

SPECIAL

The ground level is one huge swamp of acidic, chemical waste. Every turn, after the movement phase is done, roll once on the Swamp Table for

every ganger left on the ground level.

Due to the toxic, acidic fumes in the area, all walkways are corroded and rusty. Every turn, after the movement phase is done, roll once on the Walkway Table for every ganger who is left on a walkway. If the ganger was running or charging - add +2 to the roll.

EXPERIENCE

Fighters who take part in the Swampfever scenario earn Experience points as noted below.

- +D6 Survives. If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Per Wounding hit. A fighter earns 5 points for each wounding hit he inflicts during the battle.
- +5 Per Heroic deed. Any ganger, who successfully saved a fellow from either a bottomless pit or a corroded walkway, gains 5 points for each rescue (See "Special".)
- +10 Winning gang leader. The gang leader of the winning side earns an extra 10 Experience points.

AFTER THE GAME

When the fight is over, the winning gang goes through the terrain to see if they can't at least get something out of this incident. To represent this, roll on the Winners Prize-table below.

SWAMP TABLE

Roll 2D6

- 2-5 Nothing happens
- 6 Toxic fumes invade the victims airways (ignore this result if ganger wears respirator or filter plugs). The ganger receives 1 S4 hit.
- 7 Acidic waste eats away at the ganger's feet and legs. The ganger receives 1d3 S3 hits.
- 8 Swampcritters! Little disgusting animals swarm over the ganger, He receives 1d6 S2 hits. If the ganger survives the attack without going down, he must make a test for fear, as noted in the rulebook. (Note: a pinned-result will be overruled by a failed test for fear)
- 9 Bottomless pit! The ganger steps over a deep hole in the swamp, and must pass an initiative test to prevent him from falling into the hole. A friendly ganger within 2" of the victim can make an initiative test to try to grab the victim before he goes under. If the ganger goes under, he is immediately considered Out of Action.
- 10-12 Nothing happens.

WALKWAY TABLE

(Add +2 if the model is running or charging)

Roll 2D6

- 2-7 Nothing happens
- 8-9 The walkway bounces and shakes wildly. Every ganger on the walkway must make a normal fall test as described in the rules. (If the ganger is in cover or the walkway has a railing etc. subtract -1 from the roll)
- 10 The ganger treads on a part of the walkway where there is only a thin layer of corroded metal left, and he falls through. Roll a D6:
 1-3 the ganger falls all the way through the hole and takes a fall as described in the rulebook.
 4-6 the ganger only gets his legs stuck in the hole. He receives 1d3 S2 hits. If the ganger stays stuck he may not shoot this turn. Any friendly model within 2" may make an initiative test to try to pull the victim out of the hole. If succeeding the unlucky ganger may move or shoot as normal.
 Any enemy model within 2" may make an initiative roll to attempt to push the other ganger through the hole. (Note: A ganger receives no extra experience from wounds afflicted this way).
- 11 One end of the walkway (the one with most people on it) breaks loose, and plunges down, turning the walkway into a slide, sending everybody on it tumbling down to the level where the walkway comes to rest. Treat this exactly as if the models had failed an initiative test for falling, but count the strength of the hit as half the distance fallen.
 Any models within 1" of either end of the walkway may attempt to jump to safety by passing an initiative test. Models with the Leap-ability may make this attempt when up to 6" inches from the edge. (Note: they only make it if they subsequently make a successful leap roll)
- 12 Total breakdown! The walkway collapses completely. Remove the walkway from the tabletop, and treat every model on the walkway as if he failed a test for falling, as described in the rulebook. Any models within 1" of either end of the walkway may attempt to jump to safety by passing an initiative test. Models with the Leap-ability may make this attempt when up to 6" inches from the edge. (Note: they only make it if they subsequently make a successful leap roll)

WINNERS PRIZE-TABLE

Roll 1D6

- | | | | |
|---|--|---|---|
| 1 | The gang finds no treasures, but the area in itself is an excellent chem-pit. Add the territory to the gang's roster. | 5 | The Area turns out to be a sacred burial place for a local Ratskin tribe. The Gang leader succeeds in convincing the tribe that they saved their sacred site from the barbaric forces of their opponents.

To show their gratitude the tribe offers their help to the 5 "saviours" To represent this, the gang may employ a Ratskin Scout for the next fight for free. If the gang already has a Ratskin Scout they may forego the payment for this fight.

If the gang is not allowed to hire ratskin scouts (i.e. Redemptionists) they instead attack the Ratskin encampment, and succeed in getting away with D6x10 credits worth of loot. |
| 2 | The gang finds the old control room of this chemical plant, and it seems the officer in charge was something of an art collector. The gang gets away with D3 mung vases. Roll for the value of the vases as described in the rulebook. | 6 | The gang finds no treasures, but the area in itself is an excellent chem-pit. Add the territory to the gang's roster. |
| 3 | The gang fills all empty cantinas, and bottles with swampcritters, which they can sell to the doctor at a guilder camp, or maybe a bar owner looking for something to spice up his drinks. Add D6x10 credits to the gang's income for this battle. | | |
| 4 | Apparently a lot of people have been sucked down by the pits in this swamp. The gangers recover D3 items from the sludge. Roll on the Rare Trade Chart to determine the identity of the items found. | | |



THE GAUNTLET

by Liam Nunn

Straight on the heels of Liam's 3 new scenarios in Gang War 5 comes this special scenario. Be warned, it's a tough nut to crack but the rewards are great for a gang willing to take the chance. So are you brave enough to run the Gauntlet...?

Two gangs have found the fabled Gauntlet - a major route into no less than six valuable domes, cut off from all other entry routes. The Guilders, of course, have always known its location. The riches it holds of so worthwhile the Guildler Larinatre has invested huge sums of money on sentry cannons to warn off the scum and the outlaws. Until recently, the entire area was cordoned off to serve as a warehouse and storage bay for his goods, with a score of hired gangs and watchmen to protect it. His untimely death has left the area open though, and the lost domes it shelters are now wide open for the taking.

The two gangs in this scenario are in a race for the territories ahead. The guns are still there though so speed is of the essence. But will greed for the crates of ammo and supplies - those that remain - distract them from their real objective

long enough for the cannons to mow them down?

THE BATTLEFIELD

Set up the battlefield as you wish, using as much or as little terrain as you want. Then take it in turns to place 2D6 Tag Points anywhere on the table. The player with the higher gang rating begins placing them, and each tag point must be at least 8" away from any table edge, and 4" away from all other Tag Points.

The Gauntlet is 6" wide or smaller (twin towers to mark the exact exit point are a good idea), with impassable sides extending for about 12-18"; this should be represented appropriately on the table. The exit point must placed in the middle of the board edge facing the gang entry zones (see map). There is no reason why models should not stand on the walls above the Gauntlet, indeed this is good as it really does make the gauntlet tough (heavy bolters and grenades!!!) - but the inside faces cannot be climbed.

Two heavy sentry cannons, the rules for which are given below, protect the Gauntlet. These guns must be placed to protect the Gauntlet - that is, protecting the final run to the exit point - and it is worth noting that they have a 360 field of fire, so placing them facing a wall won't help you.

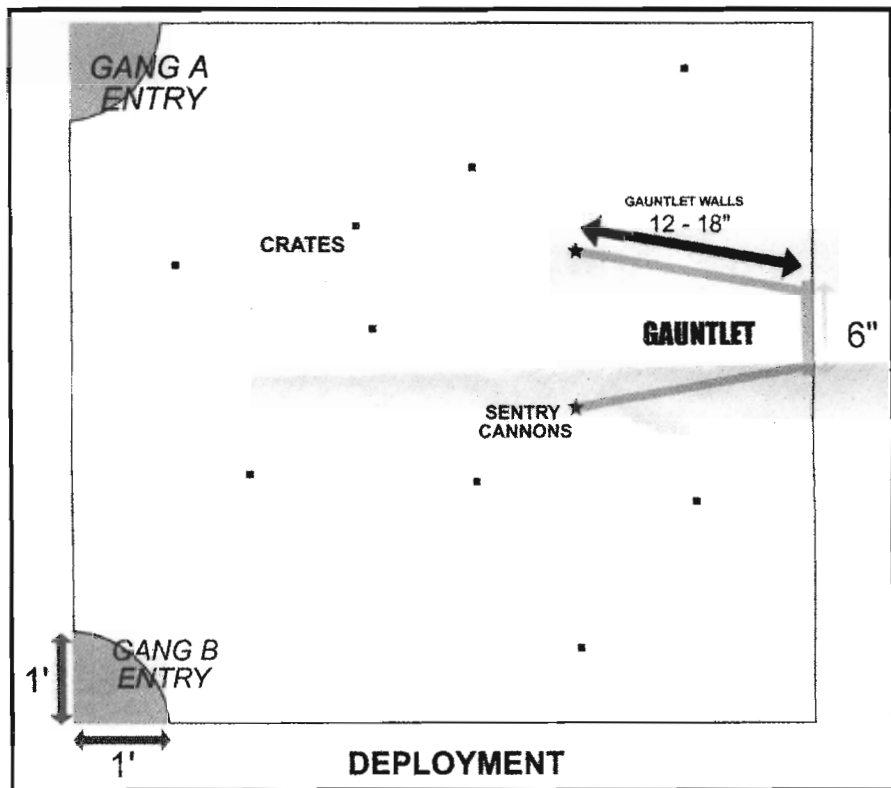
GANGS

The gangs will enter the game one model at a time. The entire gang can be used. *Vents* and *Tunnels* have no use in this game (the dome in which this game is being fought only has three main routes in - the ones represented in this scenario), and *Infiltrators* cannot use this skill.

DEPLOYMENT

Each player rolls a dice. The highest scorer may choose one of the corners of the table, opposite





the Gauntlet, as his entry corner, and must deploy one model within a foot of said corner (see the map).

The other gang then chooses an adjacent corner and deploys one of his fighters within a foot of that corner (see the deployment map).

STARTING THE GAME

Each player rolls a dice. The highest scorer may choose whether to play first or second.

Treacherous Conditions must be rolled for, regardless of whether either player wants to or not. This represents the area being deep in the Badzones and hardly being the ideal playing field.

PLAYING THE GAME

The Crates may be collected according to their rules, as printed for the Heist scenario in WD198.

At the end of each players turn, D3 more gangers

can be brought onto the table, through that gang's entry area. They may not move and shoot until the beginning of that player's next turn.

SENTRY CANNONS

The sentry cannons are truly awesome weapons. Each cannon emplacement consists of two linked miniguns, which can fire as many as two hundred rounds per minute *each*.

Weapon	Range		S	Dam	Save	Special
	Short	Long				
Sentry gun	12"	24"	4	1	-1	Sus' fire-3D

Each sentry gun has the following profile:

Jam Rule. If three Jams are rolled on the Sustained Fire dice, the weapon explodes and is useless for the rest of the game. No Experience gain be claimed for this (obviously).

Twin-Linked Weapons. Each cannon may re-roll one Sustained Fire dice per turn, to represent their advanced ammunition magazines and complex automatic loading systems (this makes explosions rather rare). The second roll must stand, even if it is worse than the first.

Targetter. The scanners and surveyors inside the cannons means they can fire at targets in cover without any 'To Hit' modifier.

The sentry cannons will both fire in each player turn. They will fire at the closest available target, regardless of cover, with BS of 3. Multiple hits from the Sustained Fire dice must then be spread over nearby models within 2". Sentry cannons pass all Ammo rolls on a D6 roll of 3 or more. If a cannon should fail an Ammo test, then it is useless for the rest of the game.

The sentry cannons can be targeted like a structural feature, with Toughness 5 and two Wounds. Once a cannon has taken two Wounds, it automatically goes 'out of action' (or rather, its ammo detonates in a rather spectacular manner).

ENDING THE GAME

The game continues until one side Bottles Out (either voluntarily or by failing a Bottle Roll), or

all the surviving members of one gang have left the table via the exit point, as marked on the map. Models cannot leave the table except via the exit point and the player entry points.

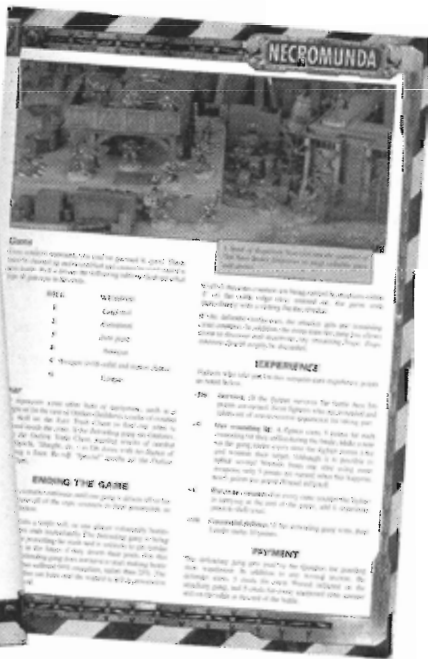
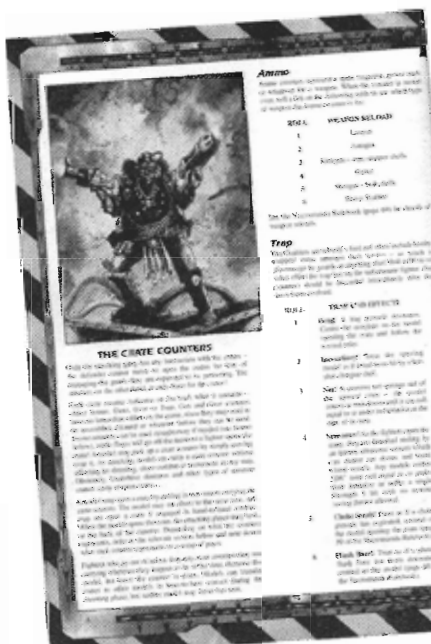
If one gang Bottles Out, then the remaining gang wins. If one gang manages to move all of its models through the exit point, then that gang wins.

EXPERIENCE

- +D6 Survives
- +5 Per Wounding Hit
- +5 Gets Through Gauntlet
- +5 Ends Games in Possession of Crate Counter
- +10 Destroys Sentry Gun
- +10 Winning Gang Leader

SPECIAL

If one gang gets all of its fighters (excepting those who are taken Out of Action) through the Gauntlet, or if the other gang Bottles Out, then it may automatically claim one new territory, rolled from the Outlaw Territory Chart in Outlanders, to represent them making it through the Gauntlet to 'pastures' new.



THE GREAT WHITE ONE

by Shaun Gardiner

For this scenario Shaun was inspired by a piece of colour text in the Necromunda Sourcebook, which is great, because that is what it is there for! To play this game you'll need a copy of the rules for bikes, which can be found in Citadel Journal 27 and Gang War 1. You'll also need a great big spider. Not one for the arachnophobes this.

The Ratskin hauled the grey, dead spider from the sump, and held it above his head. He gave a shrill cry, answered by the crew of the other, larger boat, which was marked in the pervading gloom of the sump. This was to be a good hunt, he knew. The spiders were many and large, their eye-jewels dazzling and perfect in the unnatural light of the Underhive.

The Boat came closer, and the Ratskin's prize was hauled up onto the deck. Then, seconds later, it was thrown back into the sump, minus its jewel-eyes. Several spider carcasses already floated in the green liquid, stripped of the valuable gems. The Ratskin caught a movement in the corner of his own eye. There. More of them. He let out another shrill cry, and gunned his skimmer towards the fleeting shadows. He was again answered, and the rest of the skimmers followed. Some distance behind, in the gloom, the larger boat moving slowly in their wake.

The Ratskin grinned as another spider fell to his flying harpoon. Yes, this was to be a good hunt. He felt it in his bones. A very good hunt. Like no other he had ever known...

Below him, the creature felt more anger. Several of its kin had fallen to the noisy things, and the now lifeless bodies lay on the surface as mute testimony to that fact. A single emotion entered the creature's head.

Revenge.

It lifted off and headed for the leading, smallest object. It rose slowly at first, then faster and faster, until, with one final thrust, it was upon him.

The Ratskin had no time to even register what happened. One moment he was taking aim for another fine prize, the next he was flung through the air like a rag doll, limbs cartwheeling uselessly, spear hurled to one side. As he spun he saw the sump below, and screamed, knowing that he would drown before his companions, far behind, would even reach him.

Then the surface below him broke, to reveal a sight that sent his mind close to spinning over the brink of sanity. Below him was the mightiest spider he had ever seen. Its legs alone spanned at least five meters. It was purest white, and its eight eyes burned balefully in the darkness. Clustered around it, the Ratskin saw, where the spiders he had only just been hunting, all turned watching him evilly.

The great spider opened its mouthparts, revealing the mighty pincers, each the size of a sword, and the Ratskin knew then the he was not going to drown. But he was still going to die. Yes, I was right, he thought. The greatest hunt I have ever known. With that final thought, his mind was lost.

His mouth opened. Laughing the laugh of the insane, Wild-Spider-Running fell to his doom.

INTRODUCTION

Moby Dick. Moby what? Moby Dick. Need I say more? Yes? Alright then.

We all know the story of Moby Dick and captain Ahab and all that. But do we know that Necromunda contains a Sump version of this story. No? Take a look through the Sourcebook, 'cos its in their somewhere. The story of a group of sider gatherers, working within the underhive, that are joined by a mysterious captain, whose searches for the Great White One, whose eye-jewel is the most perfect the world has known. basically, the hunting party find the spider, and are, again basically, chewed to pieces. starting with the captain. Hah.

That is the story this scenario is based on, that and the story above. Anyway, Introduction aside, let's get on with it, huh?

THE GREAT WHITE ONE

Within this scenario there is one monster, against one gang that is out to take it down. This monster should be represented by the biggest spider monster you can possibly find (painted white if possible). The Stats of the monster are given below. It has one special ability, dive and no equipment.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Gr White One	1D6+5	7	0	6	5	6	3	4	10

You'll notice that the spider's movement is partially random. This is to demonstrate the effects of the waves and other movements of the sump below it on its basic movement characteristic, which is 5. When the spider moves above ground level then this additional D6 is removed from its movement and it obeys all normal rules for moving. The Spider may move up and down ladders without penalty.

EQUIPMENT

Mandibles: Strength as user. No parries.

Chitinous Hide: 6+ unmodifiable save

SKILLS

Dive: At the end of its turn, the spider is allowed to declare a dive move. This represents the monster diving down below the surface of the sump, and coming up in a different place. The spider is immediately taken off the board. At the beginning of its next movement phase,

the monster is placed anywhere on the ground level of the board.

If the monster is hand to hand combat when it makes the move, then all the models in combat with it may make a free attack on it, extraneous to their normal attacks, at a -1 to hit.

Fear: The monster causes fear, as described in the sourcebook.

Won't Bottle: The creature will not bottle under any circumstances. The leadership given above is for comparative purposes.

Silken thread: If the spider falls off a building then it takes only half the normal amount of damage (i.e. half the distance it fell) instead of full damage, due to its anchoring of silken thread

GANG

Ganger Skimmers The gangers that are trying to take down the monster have all been provided with 6 skimmers by the mysterious agent that has hired them to great the Eye-Jewel of the Great White One. This means that six gang members may be taken by the gang player.

The skimmers have identical stats to a standard bike, except that they may not make a jump move. If at any time a ganger wants to move up a level on the sump then he must move to a ladder and tether his skimmer, before climbing up the ladder. This takes one turn. If at any time the ganger wishes to return to his skimmer he has to travel to the same ladder and untether the skimmer, which also takes one turn.

The Skimmers may not be sold after the battle is finished - they are immediately taken by the employer, or at least, the employer's heavily armoured and armed guards.

SETUP AND OBJECTIVES

SCENERY

Sump: In this scenario, the entire ground level of the table is the sump - a mixture of chemicals, sewage and toxic waste. This may not be traversed by foot, only by specially designed skimmers.

Mist: The Sump is constantly wreathed in a dense cover of mist. Visibility is limited to 8", and special gun skills may only be used on a

roll of 4+.

Falling: If any ganger falls off the levels above and into the sump then he must roll a D6, and add 1 for every inch above 6 that he fell. If the roll exceeds 4 then he has been knocked out, and unless a ganger on a skimmer moves within 2" of him within the turn, then the ganger drowns, and the equipment that he has is lost. If a Skimmer moves within 2" of him, then the ganger on the skimmer will pick him up. That skimmer will move at a -2 movement rate until the extra ganger is returned to his skimmer or climbs off the skimmer onto a ladder. The extra ganger may shoot and fight in hand to hand combat at a -1 to hit penalty.

If the ganger falls and doesn't get knocked out however, the sump cushions his fall, and he is not harmed (the sump won't cushion his fall, however, if he lands on a walkway etc.). He may move up to 2" until he manages to climb onto a friendly skimmer, with the same effects described above.

SETUP

The Spider may be set anywhere on the board on ground level, as long as it is at least 6" away from any ladder or table edge.

Gangers set up as normal. Vents and tunnels may not be used.

CREATURES OBJECTIVE

Take as many gangers out of action as possible.

GANG OBJECTIVES

Avoid becoming a meal, take down the Spider and remove its eye jewel.

FINISHING THE GAME

The game ends when the gang bottles out, the Creature is taken out of action, or all the gang members are taken out. Because of the desperate situation the gang will only voluntarily bottle out - it is never forced to bottle out. The gang may only voluntarily bottle out at 50% casualties or more.

EXPERIENCE AND CREDS

For fighting valiantly but basically ending up as fodder.

+1D6 Survives.

+10 for each gang member involved in the hunt.

+20 for the gang member that took the spider down.

The gang get 3D6x10 credits for killing the great White One. (The eye jewel is worth a lotta creds to the employer).

INJURIES

Any gang members that were knocked out by a fall into the Sump are dead, and all equipment is lost. All gangers that were down on a walkway roll on the injury table as normal.

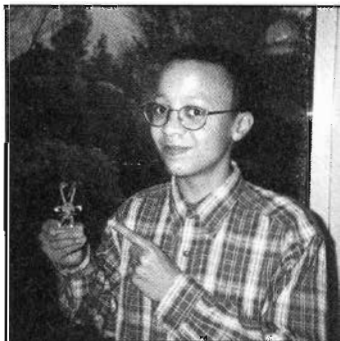


SCENARIO

THE GUNK FLOOD

by **SIMON HUGHES**

Young Simon has wrote this scenario, which is an interseting twist on the Gang Fight. So lets see just how fast you can get your Gangers to high ground.



My name is Simon Hughes I am 14 years old. Young maybe, but I am a Games Workshop fanatic. For Warhammer Fantasy I possess a Dark Elf, Undead, and Dwarf Army. For 40k I am a Tyranid at heart but have recently been modelling an Ork army. I like to collect small armies of roughly 1500pts for fantasy; my Tyranid army was 2000pts but the new game it has been reduced to nearer 1000pts!

In Necromunda I play with Delaques and Ratskins. I have organised campaigns amongst my friends and find Necromunda by far the best game system. After I read the Necromunda source book for the first time many ideas popped into

my head for the game. The Outlanders rule book is excellent especially the section about the Studio campaign by Andy Chambers.

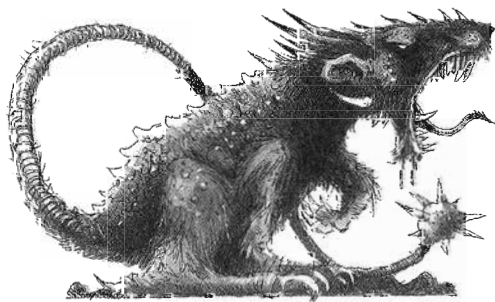
After buying the Journal for the first time I read the articles inside and thought I could do that! So here is a scenario of my own design, I hope you enjoy it.

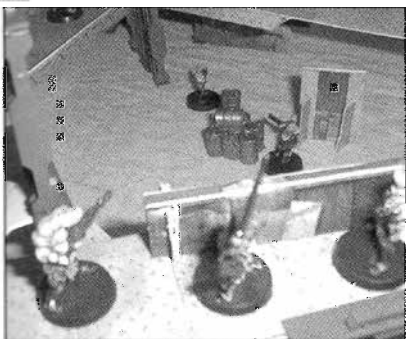
THE GUNK FLOOD

The fight takes place on a very dangerous section of the underhive. Burst and ruptured pipes have caused this area to start flooding with what looks like very murky water, but this toxic gunk is lethal if it gets to

you, in your nose and mouth. The very veins of the underhive are spilling out, threatening your gang's survival and what's more you have company...

This scenario should only be played if both players agree.





Escbers take cover, high up where the gunk can't ruin their hair-does.

TERRAIN

As per normal, this scenario is played on a roughly 4' x 4' area. Taking it in turns, each player places a piece of terrain on the table.

It might be a good idea to place the higher buildings near the of the table for the purposes of this scenario.

TREACHEROUS CONDITIONS

As this scenario is sort of one big treacherous condition. Only play with treacherous conditions if both players agree.

DEPLOYMENT

Each player rolls a dice, the lowest scorer chooses which table to set up on and places all of his gang fighters within 8" of that edge.

STARTING THE GAME

Roll a D6, the highest scorer takes the first turn.

TOXIC GUNK RISING

Pipes and vents are spilling toxic waste into this section of the hive. The atmosphere scrubbers and drainage systems cannot cope with the amount of liquid waste being pumped into the area.

At the beginning of every turn, starting from the second, the gunk will rise by 1D6-2 inches.

-If a fighter is in 1" of gunk at the start of their turn then they will move at half rate.

-If a fighter is in 2" of gunk at the start of their turn then the fighter sustains an automatic flesh wound and must move at half rate.

-If a fighter is in 3" of gunk at the start of their turn then that model immediately goes out-of-action.

-If a fighter is down and is submerged in any level of gunk they are automatically out-of-action.

-Pinned fighters are immediately unpinned when submerged in any level of gunk.

-Models falling from higher platforms still take hits as normal.

-Levels of gunk will never count as cover or affect to hit rolls.

-The level of gunk will never go higher than 10". Once it reaches 10" it will stop rising.

OBJECTIVE

The objective is to eliminate the opposing gang before your own gang succumbs to the toxic gunk. It is also important to note down flesh wounds as I know in the games I played there were quite a few.

ENDING THE GAME

If a gang fails a bottle roll, or one player voluntarily bottles out, the game ends immediately. The gang that bottles out loses, and the other gang automatically wins.



The girlies get ready to kick some!

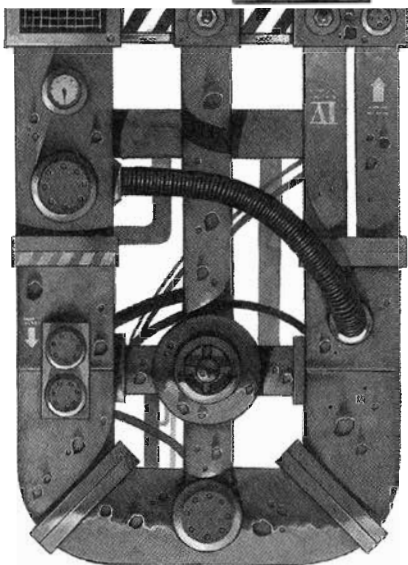
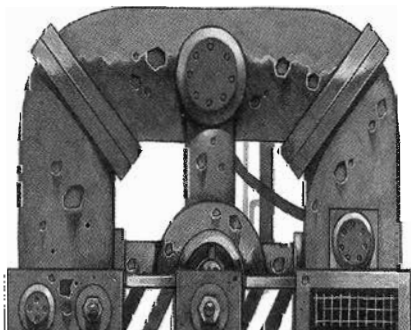


You've gotta keep climbing to avoid the gunk flood.

EXPERIENCE

Fighters who take part in the scenario earn Experience points as noted below.

- D6+2** Survives. Every one that does not die, receives this amount of experience. Even if they go down or out-of-action.
- 5** Wounding hit. A fighter earns 5 points for each wounding hit he inflicts during the battle. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens not 5 points per wound. Remember to note down wounding hits.
- 10** Winning gang leader. Only the winning gang leader receives this bonus.



My Ratskins, known throughout the Underhive as 'The Black Claw' came up against a Delaque gang calling themselves 'The Cunning Gangsters'. I had encountered them on numerous occasions, so I knew what to expect.

The majority of my Gangers had combat skills and advances so on the first turn I charged towards the 'Gangsters' hoping to get into combat as soon as possible. My Shaman invoked the Ghost Dance power to protect the advancing Ratskins. He was positioned towards the back of the scrap near a lift and so could rise to a higher level as soon as the gunk became a threat.

Heavy Bolter fire rattled round my Gangers and I looked nervously on. Luckily my brave was the only casualty in that salvo. This had obviously shaken my warriors as the return fire with the meagre muskets and autoguns was abysmal. However the Infiltration, Leap and Sprint skills held by my fighters allowed them to close in quickly and fight in hand-to-hand combat for the possession of high ground.

The highlight of the battle was when I managed to knock the accursed Delaque Heavy into the gunk with a carefully placed manstopper shell. Hurrah, what a splash he made!



LAIR OF THE RAT

by Gary James and Brandon Hicks



Here is another excellent offering from Gary James' website. This is a special scenario for 3 players, which pits two gangs against the forces of the Ratlord controlled by a referee. The Ratlord also appears in the Warhammer Monthly's the Redeemer strip, as part of the the Callers heinous plot to destroy Hive Primus. We've included some of the illustrations from that strip for reference if you feel inspired to convert your own Ratlord, which would make a nice modelling project. Failing that the Skaven Vermin Lord model would make a suitable stand-in.

The place was very special. No-one had dared to defile this, the most holy of places, for many generations. The last group had been drawn by greed, greed for sacred archeotech, greed for rare animal pelts and wildsnake. Now they were coming again. He could feel the fall of their clumsy feet and smell their fear. Of what were they afraid? Of the vermin, scuttling through this darkest of corners in the underhive. Heh. If it is vermin they want, then vermin they will get. But these will be the vermin of their worst nightmares.

Laremeth took his staff and rapped in the filth of the dusty floor. Three giant rats emerged from the surrounding infrastructure, their eyes reflecting an evil but intelligent glint despite the darkness. He petted them and fed each a titbit. "We shall be needing a little help my friends," he rasped. "Go now, seek Him out and bring Him to me. Tell Him to hurry, for they are almost upon us". The emissaries turned and disappeared silently into the darkness. It had been a long time since he had had occasion to summon Him, and though the circumstances were regrettable Laremeth couldn't help but look forward to seeing Him again. He was as close to family as he could hope to get.

The Beastmaster's fingers caressed the smooth, curved instrument stitched to the hem of his coat, and he reminisced. He had always had a way with animals. His parents had encouraged him initially, and when Laremeth discovered the Talking he had demonstrated with pride the exceptional control he could exert over his pets. His parents had been amused, then bemused, and then startled. This was too far from the Way to be good. He must stop it. The pets must go. It was for his own good, and they did it because they loved him, he knew that. But the Talking became stronger. It intruded into his everyday thoughts and he couldn't control it. He was drawing attention to himself, and worse, to his family. Eventually his family home had been besieged by mobs demanding that he be handed over to the Guilders for examination. His father had known the consequences of allowing this action, and he had been smuggled out through the mob by a family friend. He knew he would never return.

In the Underhive people had been less startled by his powers, and he had learned to keep them to himself when he could. Three days later Spike had turned up. It had been easy for the creature to track his master into the Underhive. All undampened Wyrds left a psychic wake in their path - the very atmosphere bristled with energy like iron filings standing on end when a magnet is applied. Unlike magnetic force, Wyrd psychics fell into six poles - one for each primary power. Beastmasters, having only a weak secondary power in addition to the Talking, produced a characteristic psy-print.

He had met an Elder, a fellow Wyrd, who taught him to hone and sharpen his talent. But the most powerful of these remained the Talking. This was unfortunate, because even Underbivers shied away from the vermin and other creatures which were all that could pass as 'pets' in this Emperor-forsaken place. And so Laremeth had pressed on deeper and deeper into the underhive. With only creatures as companions the Talking became an asset rather than a liability.

That is where he discovered this holy place, and the secret that he must protect. It was the most ancient of places, undetected by ordinaries for many many generations. It had created Him, and He must remain an even greater secret lest the witch hunt began once more and the pitiful creatures that passed for a family were again to be harmed as a consequence of his powers.

Laremeth snapped himself out of his melancholy and back to the matter at hand. "Now then, Gebeneth, are you close by too? Let's find out". Spike had been his most loyal beast and it had seemed fitting to carve his summoning flute from the rib of this, his favourite ward. He took it and made two shrill blasts which echoed far into the void like the shrieks of the dying rat. Now all he could do was wait...and keep an eye on their 'visitors'. There were two groups, he could sense that. Maybe they would be more powerful than the last, for a long time had passed. Lord help us. And Laremeth was sure that He would.

A disturbance in the back of Laremeth's mind announced the arrival of Gebeneth, and he turned to greet his blood brother. "It has been some time, Beastmaster. What brings you back?"

Laremeth outlined the situation. Two gangs had wandered into the outskirts of the Sacred Place and he had been the first to sense it - possibly because the gangs were exterminating the hive vermin as they advanced, sending ripples of bestial angst through the underhive.

When he had first wandered into the sacred Ratskin enclave the Beastmaster had been observed quietly for several days without detection by even his fledgling psychic powers. The spirit of the shaman had walked with him many times before the Ratskins emerged. They recognised the potential worth of the Beastmaster and admired his control of the rats. Laremeth lived with them for a number of years and, gradually, their trust in him grew. Then the day arrived for the ritual. Deep within the ratskin territory lay an ancient and undisturbed archeotech hoard. And the hoard held a secret - a secret that the Ratskins hoped he would help them to exploit...

THE SCENARIO

Two rival gangs are exploring uncharted terrain when they discover each others presence. Because of the remote location, the area is crawling with wild beasts and mutant creatures. This scenario takes three people to play - two gangs and an arbitrator to control the Forces of the Ratlord.

Choosing this scenario

The stakes are high in this scenario - an archeotech hoard to the winners. Because of this we suggest this scenario should only be taken if the Gang Fight scenario is chosen and then a 6 is rolled on a further D6.

THE FORCES OF THE RATLORD

These consist of three characters and D3+3 Ratskin warriors.

Laremeth

Laremeth is a special character, but is basically a Beastmaster Wyrd who always has 3 rats to control - do not choose other creatures, and do not make a D3 roll for the number of rats. Choose his secondary power as normal. Laremeth is the leader of the Forces of the Ratlord and counts as having the Leader skill.

Gebeneth

Gebeneth is a Renegade Ratskin Shaman.



and takes the Shaman characteristics from Outlanders. In this scenario some of the Spirit Lore Powers would not make sense, so when rolling a power for Geheneth use this modified table: 1-2 Curse 3-4 Ghost Dance 5-6 Spirit Walk.

RATLORD

The Ratlord is a new special character introduced for this scenario. Use any model that seems appropriate - he is a mutant creature of (as yet) undisclosed origin. The Warhammer Fantasy Skaven Vermin Lord is a good choice.

Ratlord

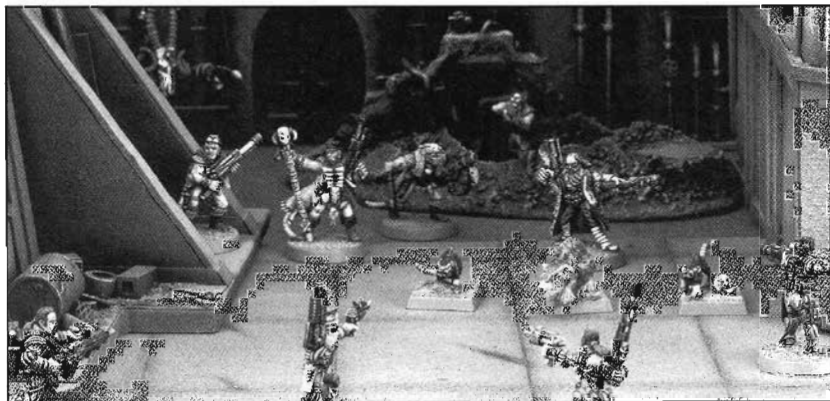
M	WS	BS	S	T	W	I	A	Ld
5	6	0	5	5	2	3	1	8

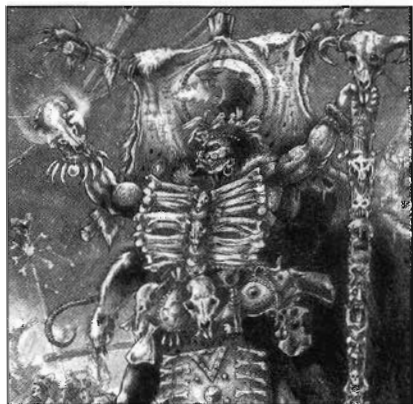
Skills: Killer reputation

Special: The Ratlord controls D3+3 giant rats in exactly the same manner as a Beastmaster, with the exception that there is no range limit on the control of the Ratlord's rats. The Ratlord cannot use weapons but has fearsome claws which have a strength of 5 and inflict D3 damage. He is immune to fear and terror. The Ratlord counts as a large target with a +1 to hit. For reference purposes, the Ratlord has a cost of 250 credits.

RATLORD RATS

These have the characteristics of Giant Rats from the Outlanders bestiary. The Ratlord always has his D3+3 rats available to him. If a Ratlord's rat is slain another will take its place. Place the replacement in base to





base contact with the Ratlord.

RATSKINS

The Forces of the Ratlord include D3+3 Ratskins. Generate these as for hired Ratskin Scouts.

SETUP

TERRAIN

The arbitrator sets up the terrain, since it is unknown to the gangers. The terrain should be set up on one or two levels with dense ground cover. Place the mine entrance piece near the centre and ensure there is cover for the Ratlord to move around in. As this is unknown terrain tunnel, vents and infiltration do not apply. The arbitrator selects a location where the Ratlord will emerge and makes a note of this on a piece of paper. The gangs are unaware of this location.

FORCES OF THE RATLORD SETUP

The Ratskins set up first in hiding, then the gangs, then the rest of the Ratlord's forces. The Ratlord emerges from hiding and can be placed on the terrain in a pre-destined spot at the beginning of any of the Ratlord 'forces' turns. The Ratlord may not run in this turn.

GANG SETUP

The two exploring gangs are allowed to use half of the gang (rounding up) plus D3 members (the gangs have not taken the risk of leaving their territories unguarded when so far away). Note that, for a reason

unknown to the gangs, any Ratskin gang members slip away and are not available in this scenario. The gangs deploy within 4 inches of the table edge and roll a D6 to see who moves first. The Ratlord forces move last.

GAMEPLAY

The gangs are initially unaware of each other and cannot shoot or charge the opposing gang until they are aware of the other's presence. If a gang member comes within three times his own initiative in inches of an opposing gang member then he will notice the other gang and alert his companions. Shooting upon a gang will not necessarily alert them to the firer's presence...the shots could have come from an unknown source, such as the Ratskins. When a weapon is fired, the target gang rolls 2D6 and adds the weapon's strength to the score. If the score is over 10 the gang is made aware of their opponents shooting upon them.

ENDING THE GAME

Bottle tests need not be made until 50% are down or out of action. The game is over when both gangs have compulsorily or voluntarily bottled out or one gang has defeated the opposing gang and all the Forces of the Ratlord. The Forces of the Ratlord will never bottle out.

If a victorious gang has a ganger within running distance of the mine entrance at the point at which the game ends then the gang may add an archeotech hoard to its territory list.

EXPERIENCE

- +D6 for surviving the battle
- +2D6 for surviving a hand to hand encounter with the Ratlord himself
- +5 per wounding hit
- +10 for the gang member who inflicts a killing wound on the Ratlord. Note that this replaces the +5 for the wounding hit.

NEW SCENARIOS

By Jason Abbott & Andy Hall

Played all fourteen scenarios in the Necromunda book? Need a larger dose of Underhive action? Well Jason Abbott has come up with these excellent scenarios to increase your much needed Necro-fix.

NEW SCENARIO 1: ALLIANCE



Despite their differences, two gangs have banded together for whatever common goal only they know. Concerned with the possible change in power having these two gangs allying with each other may bring, the other local gangs are determined to break up this alliance before it begins.

TERRAIN

The defenders and the attackers will take turns setting pieces of terrain on the board.

GANGS

This is a four-player game. Two gangs will be the defenders and the other two gangs will be the attackers. If the defenders combined score is more than the attackers, they will set up first, in the middle of the board. The attackers will set up second within 8" of the table edge. If the defenders combined scores are less than the attackers then they may place up to two figures each after the attacks have placed figures (to represent sentries,

wary of just this sort of an attack). All the defender's figures should be placed within 8" of each other, with the exception of the sentries. Each of the attacker's figures should be within 8" of another member of their gang, but not necessarily of other attacking gang's members.

PLAYING A 4 PLAYER GAME

For the purposes of this scenario treat the four gangs as two large gangs. So each side does its movement and shooting together even though they are separate gangs.

ENDING THE GAME

The game will end when only one side (attackers or defenders) remains.

REWARD

There is no reward in this scenario.

EXPERIENCE

If the defenders combined score was more than the attackers:

- Each defending leader who's team doesn't bottle will receive 5 experience.
- Each attacking leader who's team doesn't bottle will receive 10 experience.
- If both defending gangs didn't bottle then each ganger still standing receives 5 experience.
- Each gang member that participated will receive d6 experience.
- Each wound inflicted on a ganger will give 5 experience.

If the attackers combined score was more than the defenders:

- Each leader who's team doesn't bottle will receive 10 experience.
- Each gang member that participated will receive d6 experience.
- Each wound inflicted on a ganger will give 5 experience.

NEW SCENARIO 2: GIANT KILLER

In the Underhive it's kill or be killed. The only way for a gang to gain respect and increase its social standing in the hive is to kill or decimate a gang or hired gun who is higher up in the Underhive pecking order. Of course, there is the reason they are more well known and respected than the fledgling gangs in the first place!

So when gangs heard a rumour that a famous hired gun may not be the powerful and feared scourge he had lead them to believe and that, in fact he would be a pushover. Some gangs dismissed this as mere rumour others saw this as an easy way to quickly rise in power and respect.....maybe.

TERRAIN

Setup starts with whichever gang has the lowest gang rating; then it proceeds to the next lowest gang rating and so on, each placing a piece of terrain.

GANGS

Each player chooses a side or corner of table. Each player then takes turns placing one gang member on the table; the first figure must be within 8" of the starting spot (the middle of table edges, or the corner or the table), each additional figure must be within 8" of a previous gang member, and no closer than 8" of any opposing gang figure.

It is possible for one gang to select to side with the hired gun, and in that case their starting position is within 8" of the centre of the table. If more than one gang wants to defend the hired gun, the gang with the lowest gang rating will get to. For the purposes of computing handicap in this case, this lone team will be compared to the combined score of the attacking gangs.

The hired gun is always placed at the centre of the table.

THE HIRED GUN

The Hired Gun should be one of the special characters listed in the book. It should be one that would ally with the lone defending team (if there is one), or one appropriate to be fighting all the attacking gangs. Because it is fighting for it's life, the character will get one turn after each player's turn. If there is a



the special characters actions. If there is no lone defending gang, then the special character will do whatever makes the most sense (logically or in *character*), decided upon by all players. In the case of a dispute resolve it's actions with a dice roll.

The Hired Gun will never bottle.

ENDING THE GAME

The game will end when the Hired Gun (and any defenders) are taken out, or when all the attackers have bottled.

REWARD

If the defender won, the hired gun will fight in it's next game for free and award them 1D6x10 credits. If the attackers win, the gang that took down the hired gun will get the 3d6 x 10 credits now and an extra 1D6 x 10 credits for another two games (roll after each game) from the extra revenue caused by the gangs rise in status.

EXPERIENCE

- Each attacker's leader who's team doesn't bottle will receive 5 experience.
- The defender's leader will receive 10 experience if their team didn't bottle.
- Each defender still standing at the end of the game will receive 5 experience.
- Each gang member that participated will receive d6 experience.
- Each wound inflicted on a ganger will give 5 experience.
- Each wound inflicted on a hired gun

NEW SCENARIO 3: LOSS OF GRACE

With the exception of House Helmawr, the Merchant Guild is the most powerful organisation in Hive Primus. The out-lying settlements of the Underhive rely on the Guild, not only for trade and commerce but for the protection the Guild supplies.



Guilders will often employ gangs to protect and police settlements especially if there is a vested interest for the Guild. If however, the settlement is no longer of use to the Guild or the settlements inhabitants have not paid their tithes then the Guilders will let it be known, in no uncertain terms, that the settlement has lost its good graces with the Guilders and is no longer under their protection.

This is the situation the outlying settlement of *Prosper's Child* is now in. Without the Guild's protection, gangs have started to circle like a flock of scavenger birds around a corpse. Suddenly one gang makes its move and all hell breaks loose.

TERRAIN

Arrange one side of the table as a ramshackle fortification with a gate in the centre (watch *Mad Max 2/Road Warrior* for the effect you're after). Set up the other terrain in the usual manner.

GANGS

Each gang starts on the opposite side of the settlement in the different corners about 8" in. You may play this as a 3-player scenario if you wish. The Third Gang would be loyal to *Prosper's Child* and be placed on and around the barricades in defending the Settlement.

STARTING THE GAME

The attacking gang with the highest gang rating goes first followed by the other attacking gang and then the defending gang if there is one.

THE GATE

To win, the attacking gangers must break down the main gate. The Gate has a Toughness of 6 and 3 Wounds.

ENDING THE GAME

The game ends when one of the attacking gangs manages to get two or more gangers through the gate. If you are playing with a defending gang then they win if the two attacking gangs bottle.

REWARD

The Gang that wins will get to loot that settlement, unless they are an outlaw gang, in which case they can choose to either loot the settlement or take it as their new territory. If the defending gang won then they can take the settlement as their own territory.

EXPERIENCE

- The leader who's gang doesn't bottle will receive 10 experience.
- Each gang member that participated will receive d6 experience.
- Each wound inflicted on a ganger will give 5 experience.



NEW SCENARIO 4: ON THE LAMB

Arant Defel was a young apprentice under the tutelage of Master Fenrif, an old and respected Archeotech Artificer, someone who catalogues and finds uses for the uncovered Archeotech. Fenrif was in the employ of the Merchant Guild and, in turn House Helmawr. Arant was young, impatient and greedy, he killed the old Artificer stealing a particularly valuable piece of Archeotech and fled into the Underhive.

The Guild was furious of this betrayal not only had they lost a valuable piece of Archeotech but the death of Fenrif had displeased senior members of House Helmawr. The Guilders placed a large bounty on Arant's head.

TERRAIN

Setup starts with whichever gang has the lowest gang rating then it proceeds to the next gang rating and so on. Each Player takes it in turns setting up a piece of terrain on the board.

GANGS

Each player chooses a side or corner of the table. Then each player takes turns placing one gang member on the table; the first figure must be within 8" of the starting spot (the middle of the table edge, or the corner of the table), each additional figure must be within 8" of a previous gang member, and no closer than 8" of any opposing figure.



ARANT DEFEL

The apprentice should be put in the very centre of the board. At the end of each players turn he will panic and try to move 2" in a random direction, unless that would take him in base-to-base contact with any ganger, in which case he'll just stay still.

If taken down then the body can be picked up if a ganger ends their movement on where the body is. Any model carrying the body cannot use any weapons unless they drop the body. They will receive an automatic partial cover for carrying the body around though. The goods cannot be removed from the body in the middle of combat, the body must be removed from the board or the battle must be won. If the team holding the body bottles, the body stays where the model carrying the body was last positioned.

ENDING THE GAME

The game will end when only one gang remains or the apprentice leaves the table.

REWARD

The Gang that captures the body of Arant may either hand him in to the guilders to collect the bounty of 2D6 x 10 Creds or steal the Archeotech (roll three times on the Outlands trader chart, ignoring all rolls that aren't actual objects). If the Gang decides to steal the objects roll a D6, on a 4+ they are now counted as outlaws.

EXPERIENCE

- The leader who's gang doesn't bottle will receive 10 experience.
- Each gang member that participated will receive d6 experience.
- Each wound inflicted on a ganger will give 5 experience.
- The gang that takes out the apprentice will receive d6 experience.
- Taking the apprentice's body off the map will receive 5 experience.

NEW SCENARIO 5: CIVIL UNREST

Even in the ragtag, stockaded settlements of the Underhive there is a Code of Order, of special note is that gang fights are not tolerated inside the settlements. Larger domains such as *Glory Hole* and *Dust Falls* even operate a no-weapon policy to ensure no such disruptions take place.

However Underhive gangs can be notoriously unpredictable and so when two feuding gangs meet, with a long history of hatred between them, even the busy confines of a crowded settlement plaza are not going to stop this battle.

TERRAIN

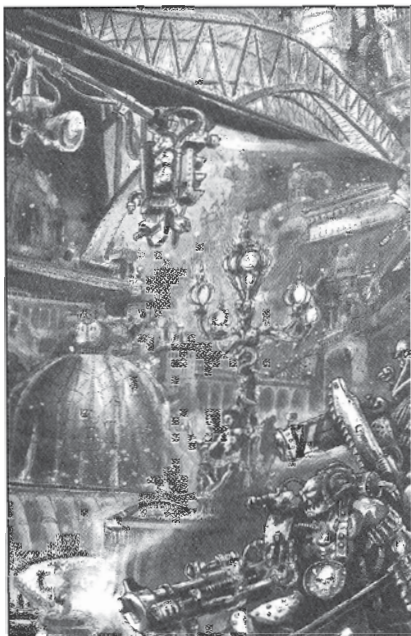
Setup starts with whichever gang has the lowest gang rating; then it proceeds to the next lowest gang rating and so on. Each player takes turns setting up a piece of terrain in on the board. try to make the centre of the board more into a central plaza/square type area.

GANGS

Each player takes a turn placing 3 civilians on the board. Then each player choses a side, corner or the middle of the table. Each player then takes turns placing one gang member on the table; the first figure must be within 8" of the starting spot (the middle of table edges, or the corner or the table, or the middle of the table), each additional figure must be within 8" of a previous gang member, and no closer than 8" of any opposing gang figure.

LIMITATIONS

Because the gangs are in a populated settlement where weapons and equipment is serverly restricted everyone is limited to one hand-to-hand weapon, and one ranged/special weapon. No one will be



allowed to bring a heavy weapon on unless they have at least one Stealth skill. If they do, then the heavy weapon can be brought in instead of the ranged/special weapon. Because figures that use heavy weapons are so attached to their weapon, any gang member that can't bring on its heavy weapon can opt to be left out of the fight, maybe he's back at the 'habs' cleaning the weapon!

Since the gangs were not originally expecting a combat situation, the gangs will have not employed any Hired Guns. Only those character models that would help out an underdog team will be along for this ride.

CIVILIANS

The civilians should be composed of miniatures that are obviously not Necromunda gang miniatures. Once combat starts, the civilians move at the very end of each combat round (treat them as a gang that rolled the worst possible initiative roll). Any civilian within 8" of a table edge will run off the edge, and out of combat. Roll a d6 for any other civilian, on a 1-3 they will run to



HAUNTERS OF THE DARK

Spyrer scenarios by Jim Duerksen

Kai Ran Lo huddled in the darkness amongst the rusted girders above the ruined processing plant and prepared for her downtime. She knew that on her own she could never fall asleep in this cursed eternal night, but her suit always seemed to help her rest.

A warm blackness spread through her mind as the suit's synthetic sedatives worked their way through her veins. As she slipped into the numbing twilight of suit-sleep, she thought about how horribly it had all gone wrong.

One by one, she had watched her teammates die. Her own cousin, Gbai Ro Lo, had taken so many heavy bolter rounds that even his massive frame couldn't stop. The lights on his suit had gone out an hour ago.

She was utterly alone. But she had to fulfil her vow...



ROGUE SPYRERS

Ever wonder what happens to a Spyrer when his or her team is destroyed? This happens a lot, especially with young Spyrer teams who run into more heavy weapons than they bargained for. A Spyrer may find him or herself suddenly quite alone.

Still, they can't go back until they have completed their vow. The Wall is covered with the names of those who have suffered the ultimate disgrace of 'losing their suit,' as the master-trainers say. Beginning hunters are taught that the ultimate shame is to fall before the gang-scum with their crude, pathetic weapons. However pathetic, heavy weapons can seriously pound a Spyrer and even a 'shotgun cowboy' can get lucky with a hotshot round.

The lonesome individuals from Spyrer hunts shot to hell are called 'Rogues'. They have been known to show up during gang-fights, ambushes, and the like, to claim some experience and to get one step closer to completing their vow. Lone Spyrers have even been known to attack small groups of gangers travelling in the zones between settlements in what seems to be a sort of desperation.

When a Hunt is wiped out, if the Arbitrator has any Hunter figures of his own, then he may declare the lone survivor to be a Rogue which he will control from now on. He should record the Rogue's stats and keep track of them. Most importantly, he should keep track of how close a Hunter is to completing its vow.

Rogues are usually desperate to complete their vows, but they are not stupid. They will usually jump into a battle after it has begun, most often the turn after the first shots have been fired, so as not to be singled out. A Rogue will attack the nearest model and, if successful, will move into cover or attack,

whichever is appropriate. Rogues will remain on the field, moving after the second player's turn, until they are either taken Out of Action or pinned for more than two turns. In addition, if a Rogue scores three or more wounding hits it will also retreat.

In a circumstance like this, the Spyrer gets 2D6xp for surviving and +5xp per wounding hit.

Rogue Spyrers lend themselves well to just about any situation and often become a situation in and of themselves. A few good jumping-off points for Rogue scenarios are:

1. Several gang members (two to three, chosen at random) who are feeling lucky have tracked down a lone Spyrer and decide to attempt to take it out. The Spyrer must either drive off the attackers (who start taking Bottle rolls after the first ganger goes O/A) or escape off of the attacker's board edge to win.
2. Two groups of trackers have not only come across the Rogue, but each other as well. There's obviously not going to be enough reward money for everybody...
3. A Rogue Spyrer would make a good substitute for the critter in 'Monster Hunt' or a substitute for the Genestealer! card.
4. Rogues could also be used as encounters in the 'Purge' scenario (in Outlanders). Rogues have a rating cost from 350-400, depending on the strength of gangs participating and the availability of models. To get the Spyrer's level of rating add its cost to its experience. To put together a random Spyrer, use the 350 to 400 and subtract the Spyrer's cost from it. Then, use the amount left over to roll up its advances.

Depending on the amount of experience given to and the type and number of boosts it receives a Rogue could be a very nasty individual indeed. In a Purge scenario, Spyrers are counted as Aces.

SPYRER SCENARIOS

This next section contains a couple of scenarios exclusively for standard Spyrer teams. These scenarios are designed for certain circumstances in which Spyrers may face challenges different from fighting the usual battles with the local gangs.

Scenario 1: Stiff Competition

Deep in the wastezones in areas seldom seen by men the demonic figures known as Spyrers make their camps. Only occasionally do a gang's trackers uncover the deadly lairs of these fearsome machine-men and then only at great peril.

It is even rarer that teams of Spyrers run across each other. Few have ever witnessed these savage battles in which no quarter is asked and no mercy given. In fact, so very few have ever seen these battles that most people refuse to believe that Spyrers hunt each other.

A battle between Spyrer teams is always a gang fight.

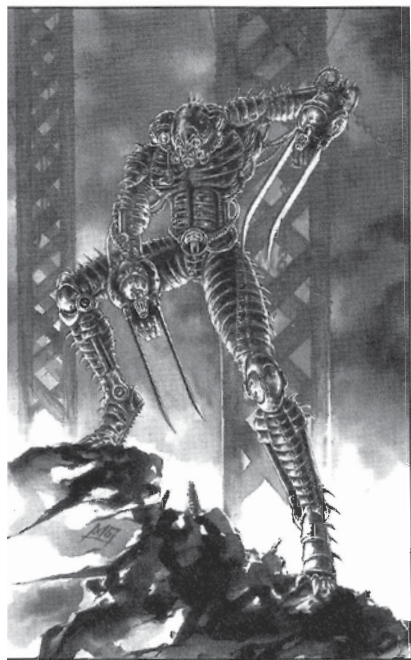
Any team leader worth his suit wants to be the first to prove his team's superiority in a face-to-face confrontation. The normal rules are in effect for the 'Gang Fight' scenario, but with the following exceptions:

1. Models down may not be taken out by the *coup de grace*. They also may not be intentionally fired upon (oops, sorry about that, guy).
2. Because of the determination to prove who is superior, Bottle checks begin at 50% losses instead of the normal 25%.
3. Spyrers captured by other Spyrers are not necessarily killed out of hand. A captured Spyrer gets a free roll on the Serious Injuries table. This represents the enemy beating and humiliating him and then letting him go. If he dies from it, oh well. He could've got worse from the gangers.

Experience

- +2D6 **Survives.** If a Spyrer survives the battle then 2D6 points are earned.
- +10 **Winning Spyrer.** Per Spyrer on the winning team.
- +5 **Per wounding hit.**





Scenario 2: What the *** is That?

ately in (your campaign area), the number of deluded souls flocking to the banner of Chaos is starting to grow. The local Guild has subsequently outlawed certain small settlements and homesteads. The resulting surges have wiped out the suspected covens before the Inquisition could get wind of them.

However, these massacres have only prompted the remaining cult members to retreat further into the wastes, away from the Guilders' hired goons. Here, once again they begin their worship of foul gods and their priests plot revenge on those who are attempting to eradicate their followers.

Some time later, far out in the Badzones, several priests have actually managed to gain contact with something via a small warpgate. The followers of Chaos were so enmeshed within the rituals that they never noticed anything was amiss until the first sentry's head came flying into the middle of their frenzied ritual. The armoured hunters of the Spyre stepped into the dome, guns blazing and dead cultists flying everywhere.

The Spyrrers never gave a thought to the strangely dressed hivers as they butchered them. But, as the last few were being mopped up, the team leader saw something that caused his massive frame to pause. Something far more interesting than hive-scum was entering the dome. Even from the opposite end of the field, he could feel the heat of their rage and fury.

He grinned inside his thick metal armour and flexed his mechanical muscles. He and his team would teach these latecomers about rage and fury. These vermin were nothing but new prey.

This scenario is a battle of a team of Spyrrers versus their equivalent in Chaos Space Marines. The Spyrrer have just wiped out the cultists and, to their surprise, have just met a group that refuses to run.

Terrain

Terrain is set up in the usual manner as described for the scenarios in the Source book.

Set-up

The Spyrrer player chooses which side of the field he will take and deploys within 4" of that edge. Infiltration skills may be used. Next, the second player, or an Arbitrator, matches the Spyrrer force with its equivalent rating in Chaos Space Marines. Use the ratings from Outlanders and take a number equal to the Spyrrer's overall rating. The Marines start within 4" of the opposite end of the table.

Starting the Game

Each side rolls 1D6. The highest scoring player takes the first turn.



Ending the Game

The game proceeds until either all of the Chaos Space Marines have been taken out of action or until the Spyrers retreat (or can no longer continue fighting). The Marines' only objective is to take and hold the field. They do not have to take Bottle rolls.

The Spyre Hunters, on the other hand, know that this is a rare chance to hunt down and kill an enemy their equal (or so they think). Because of this, the Spyrers only take Bottle tests beginning at 50% losses, after which they may bottle at any time.

Experience

This is for Spyrers only. The Chaos Space Marines are Arbitrator forces and do not gain xp.

+10 For taking out a Chaos Space

Marine in hand-to-hand combat.

+5 **Per wounding hit.**

+D6 **Survives.** If the Spyrer survives the battle even if he was wounded.

A Final Thought

The above scenario is not really designed for regular use and should be considered a one-off with the Chaos Space Marines controlled by the Arbitrator.

The Marines in this scenario are the standard ones as stated before. Depending on the skill levels of your Hunters, an Arbitrator can use any type of Chaos Marine from the 40K Codexes. Be sure to give the Chaos Space Marines boosts in rating for any special abilities (weapons, disease, berserker fury, that sort of thing).

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MORE BATTLES IN THE UNDERHIVE

Scenarios by Carsten Heinzmann

SCENARIO 1: TUNNEL FIGHT

Not all encounters take place out in the open as normal gang fights tend to. Sometimes two gangs encounter each other in one of the many tunnels in the Underhive. This scenario represents such an encounter, two gangs stumbling across each other while travelling through the tunnels and neither is prepared to give way.



TERRAIN

In order to play this scenario you need something to represent tunnels. You can either use the floorplans from Space Hulk, make something yourself or use strips of paper/card to represent the tunnels (in our campaign we used some templates I originally made to be used as road).

Then each player takes a bit of tunnel, or a structure (drums, boxes and barbed wire are recommended) and takes it in turn to place a piece of terrain. The tunnel can be as big as you want it and can also be used as a multiplayer scenario. You could also fit in some larger rooms or caves in your tunnel if desired.

At each end of the tunnel place a marker. This represents a gang's entry area.

GANGS

Each player rolls a dice. Whoever rolls the highest chooses which entry point to set up

at. Each player rolls a D6 to see how many gangers they start with: 1-2 = 2 gangers, 3-4 = 3 gangers and 5-6 = 4 gangers. The rest of the gang can be used as reinforcements.

STARTING THE GAME

Each player rolls a D6. Whoever rolls the highest takes the first turn.

ENDING THE GAME

The tunnel fight has no specific object other than to drive off the enemy gang. If a gang fails its Bottle roll or voluntarily bottles out, the fight ends.

SPECIAL RULES

Reinforcements: At the start of each round, including the first, roll a D6. On the score of a 4+ a ganger chosen at random has arrived at the gang's entry point and can move and fire normally.

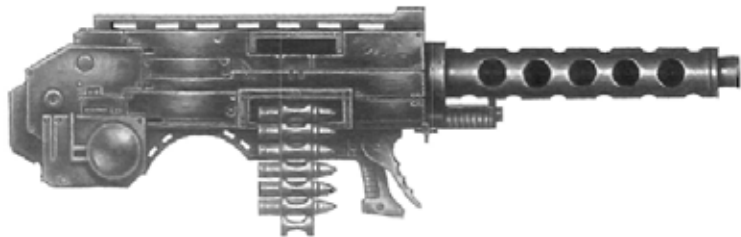
Heavy fire special: If someone fires a heavy weapon (except heavy stubber and heavy bolter but including melta-guns and plasmaguns) or throws/shoots a krak or plasma grenade during the game and misses, roll the Scatter dice to see where it hits. Follow the arrow from the target person to the nearest wall. Place the 2" template where the wall is hit. Anybody fully under the template gets one Strength 3 hit, anyone partially under the template must roll equal to or under their Initiative in order to step out of the way.

EXPERIENCE

D6 **Survives:** If the fighter survives the battle, even if he was down or taken out of action during the game.

+5 **Per Wounding Hit.**

+10 **Winning Gang Leader.**



SCENARIO 2: BODYGUARD

Sometimes a gang gets the job of being bodyguard for one of their associates in the Underhive. This person is so valuable to the house that they must be protected from enemies or rivals of the gang. This scenario represents such a person being escorted through the underhive by a gang. An enemy gang has got wind of this and will try to make a hit on the VIP. The gang escorting the VIP seldom know who the person is or why the person is that important. All they know is that they will be well rewarded for his safety.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a building, structure or a walkway. Once all terrain has been placed, place the mine entrance or something similar in the middle of the table. This is where the VIP has to be taken to be safe.

GANGS

The defending player rolls a dice in order determine how many gang members have been employed to fulfil the Bodyguard mission. Roll a D6: 1-2 = 2, 3-4 = 3, 5-6 = 4 fighters. The player selects which gang members he wishes to deploy for the mission. He then randomly selects a table edge, and places a dice as the entry point for his VIP and the bodyguard.

The attacking player rolls 2D6 in order to determine how many fighters he has taking part in the battle.

The attacker then deploys his gang on the opposite table edge within 8" of the edge. The VIP has the stats of a normal ganger and is armed with a knife and a laspistol.

A ganger must be within 4" of the person the gang is protecting at all times. If there isn't a

fighter within this distance at the start of the gang's turn, the VIP will move (not running) its full distance in a random direction. Roll a Scatter dice in order to determine direction.

STARTING THE GAME

The player rolls a D6, whoever rolls highest starts first. This represents the confusion when the escorting gang finds out that the enemy gang is getting close to the VIP.

ENDING THE GAME

The game ends when the mission objective is met. For the defending gang this is when the VIP has entered the mine entrance or the attacking gang has bottled out, and for the attacking gang it is when the VIP has been taken Out of Action. The defending gang cannot Bottle out in this scenario because their honour (and possibly their future) is at stake. The attacking gang is very keen to get the VIP and therefore doesn't have to take Bottle tests until they have lost 50% rather than the usual 25%.

EXPERIENCE

- D6 Survives: If the fighter survives the battle, even if he was down or taken out of action during the game.
- +5 Per Wounding Hit.
- +10 Winning Gang Leader.

SPECIAL RULES

Reinforcements: At the start of each turn, including the first, the defender can get reinforcements. Roll a D6: 1-3 = 1 ganger, 4-6 = 2 gangers. The fighters all arrive at the same table edge, determined randomly. The reinforcements represent the rest of the gang who has been scouting ahead, and are now closing in on the delivery place.

Reward: Whoever wins the game, gets a bonus income of 2D6x10 credits as a bonus from either business associates or their clan leader. Furthermore the winning gang gets a free territory (roll a new territory on the Territory table). This territory represents some land that was a part of some business agreement the VIP was making.

Whoever loses the game has to halve their income from territories and cannot trade at all (nor roll on the Rare Trade chart or even buy a simple laspistol) for D3 games, to represent the disappointment of their business contacts.



SCENARIO 3: A BRIDGE TOO FAR

Sometimes a gang takes control of a vital point in the Underhive, either a bridge, a tunnel or a narrow pass. They either do this in order to expand their territory or to monopolise their control of the access to an area. Normally they claim a toll from all who wish to pass through. Such toll-places are often the subject of bitter border disputes. This scenario represents such a situation where a greedy gang attempts to wrestle a lucrative money spinner from a rival.

TERRAIN

A bridge or pass should be set up which represents the toll-place. After that, each player takes it in turn to place a piece of terrain, either a building, structure or walkway, but tries to make a road connecting the bridge to both ends of the table. Boats and rafts also count as a piece of structure.

GANGS

The defender deploys 1D6 fighters on or near the bridge. The player selects which fighters to deploy. The fighters must be within 6" of the bridge when deployed. The attacker then chooses one of the two table edges, where no river is present, to deploy his entire gang on – from now on this is called the 'attacker's edge'. The fighters must be within 4" of that table edge. The defender splits the rest of his gang up into groups of 2-3 models each. Roll a D6 for each group. If the dice roll equals or beats the number of fighters; the player can deploy the group, on the defender's edge. The group must be placed at least 8" away from the bridge or any other fighter. The fighters in each of these groups must be within 4" of each other when deployed.

STARTING THE GAME

The attacker takes the first turn of the game. This represents the fact that the defending gang thinks they are in control of the bridge and the approaching gang is going to pay in order to cross the bridge.

ENDING THE GAME

The game ends if at least 50% of the surviving attackers leave the table edge on the defender's side of the table. The game also ends if all the attackers are down, or out, or if they bottle out. Because the attackers are so determined in their attack, they don't have to make any Bottle roll until they have suffered 50% losses, rather than the usual 25%. The defenders are protecting a vital possession and therefore doesn't have to make bottle test and cannot Bottle out voluntarily in this scenario.



EXPERIENCE

D6 Survives: If the fighter survives the battle even if he was down or taken out of action during the game.

+5 Per Wounding Hit.

+10 Winning Gang Leader.

SPECIAL RULES

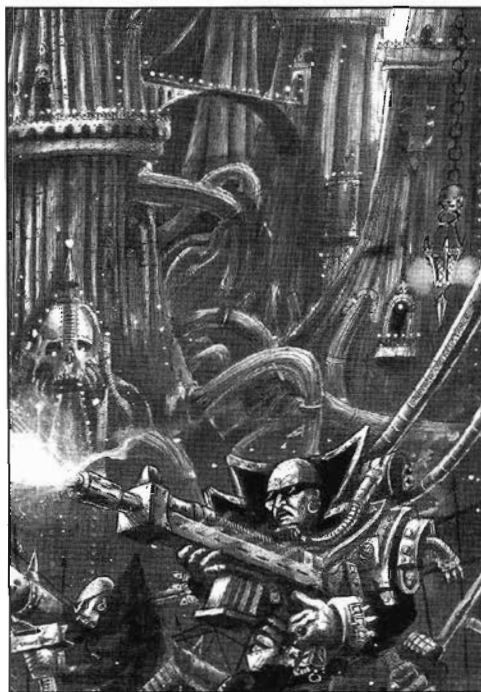
Reinforcements: Any groups not deployed to start with can be used as reinforcement. At the start of his turns, including the first, the defender nominates the group he wishes to deploy and rolls a D6. If the number equals or beats the number of fighters in that group, the defender then rolls a D6 in order to determine which edge the fighters appears on. A 1 = left of the defender's edge, 2-5 = at the defender's edge, 6 = right of the defender's edge. The fighters mustn't be placed within 8" of an attacking fighter. The fighters are able to move and shoot in this turn unless they carry a weapon which cannot be moved and fired.

Boats, rafts and the water: If any boats or rafts have been placed on the river. They can be used to cross it. Make a Strength check for each person aboard. For each success the boat is moved 1" in the desired direction. If there aren't any successes at all, the boat is moved 2" in a random direction due to the flow of the stream. Should the boat hit an obstacle during its travels, all persons aboard must take an Initiative test. Any failed test means that the person has fallen overboard.

Any person who falls into the water, (this goes for fighters who fall off the bridge as well) takes one wound. If the model loses its last wound while in the water, it is automatically out of action. Otherwise models are able to swim at a movement rate due to their normal movement.

OPTIONAL RULES

Just to make our games a little more interesting, we introduced these terrain features and made some rules to go with them. We also made some rules for some extra equipment.



EXPLODING BARRELS

We use a lot of barrels on our battlefield as terrain features. During the game gangers tend to seek cover behind the nearest bit of terrain available. To make it a bit more fun some of these were painted yellow, red and green and the rest any dull colour. During the game your men can chose to shoot at the barrels instead of shooting at the man hiding behind it. If the shot hits home roll a D6, on the roll of 1-4 the barrel is a dud and during this battle it can only be used to take cover behind. On the roll of a 5 or 6 the barrel contained something dangerous and blows up. Place a marker of the appropriate kind and roll the Scatter and Artillery dice. The barrel flies half this range in the direction indicated, giving a S3 hit to any model in its path.

Red - Plasma: Place a 1" Blast template and use the rules for plasma grenades.

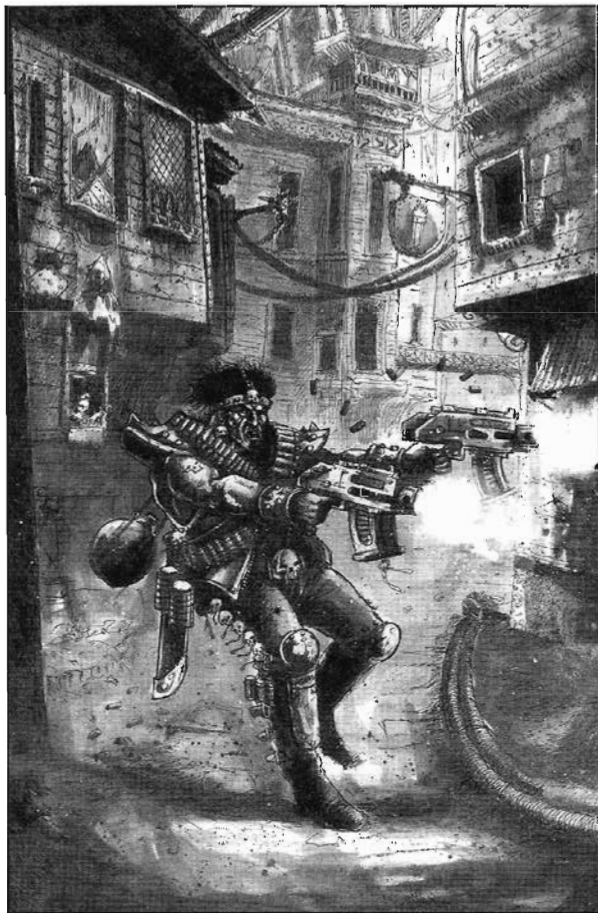
Yellow - Gasoline: Place a 2" Blast template and use the rules for flammers.

Green - Toxic Waste: Place a Tox bomb marker and follow the rules for these.

BARBED WIRE

I made some barbed wire from the wire mesh we use to block access around the battlefield. During games we came up with the following rules for it:

In order to climb over barbed wire, the model must pass a successful Initiative test. If unsuccessful the model receives a S1 hit and is stuck. In each subsequent turn, whilst stuck, the model receives a S1 hit. The model may try to drag itself free of the wire. In order to do this the model must pass a Strength test in the Movement phase. This attempt takes up the model's movement for this turn.



EXPLOSIVE MINES

My friend Daniel came up with this idea to be used by defenders. Mines are common items and can be bought for $50 + 2D6$ credits in the trading sessions. Each batch of mines covers about $5'' \times 5''$, and the players can buy as many batches as they want. During play the defending player secretly places his mines on the battlefield, on the ground or on a walkway. This is done before the attacker sets up. Make a secret note regarding their location. If an attacking model steps into the area with mines roll a D6 for each inch the model moves (this way, you can find yourself in the middle of the field without knowing it). On $4+$ the model has stepped on a mine and receives a S3 hit.

Models which are down can also activate mines if they crawl over them. Should defending models choose, or be forced, to move into the minefield (sentries may well do this, so don't place them too close to the minefield), they activate the mines on the D6 roll of a 6 (after all, they know where the mines are supposed to be). Again, roll a D6 for every inch moved. After each game roll a D6. On $4+$ the mines can be used again - this also goes for minefields where only some of the mines went off.

ARMOUR PIERCING AMMO

Wanting to give our gangers the very best of weapons, and there being only a few models with bolters, I came up with the Armour Piercing-Ammo, or Ammo-X, to use in auto-pistols and auto-guns. It cost 20 credits and gives the auto-weapons the same figures as bolt-weapons. Ammo-X is a Common item.



BUSHWHACK

A BOUNTY HUNTER SCENARIO

by Dan Ebeck

For months a Chaos coven; the Cannibals, have been terrorising a portion of the Hive. Led by Balok the Deadly, they have raided deep into the Tech zones bringing fear and death and taking victims for their heretic rituals.

The Adeptus Arbites have led a purge of the Cannibals, but for reasons unknown, the Cultists learnt of the attack and slaughtered the Imperial peacekeepers. Recovery teams have found the butchered corpses of their comrades, and determined that the attack was a success, except that three escaped. One was Balok.

This is a Bounty Hunter scenario. It has been designed for multiple players (at least four), each taking control of a mercenary and his companion. That being said, there is no reason it cannot be played between gangs, and some guidelines for doing this are at the end of the article.



THE BOARD

This game should be played on at least a 3' square board. You will need plenty of cover, and at least one LARGE scenery piece or building. This is a secret archeotech hoard, and can be placed anywhere, but I suggest you put it in the middle of a board edge. Leave 8" in one corner of the board fairly open, with good lines of sight.

THE CHARACTERS

KAL JERICHO AND SCABBS

Kal was overjoyed when he learnt of the 3,000 creds bounty on Balok. That should just about cover his tabs! After tracking the fugitive down, Kal has arranged delivery to the Arbites in a disused dome. But he thinks he may have been followed.

Use the rules published in NecroMag 3. Either Kal or Scabbs MUST stay in base contact with Balok, or he will try to run away.

BALOK THE DEADLY (CHAOS COVEN LEADER)

BALOK THE DEADLY (CHAOS COVEN LEADER)

M	WS	BS	S	T	W	I	A	LD
4	2	2	2	4	1	2	1	7

Evade

No weapons, tied & hobbled. Cannot climb. Will fall on a roll of 4+ if running.

Balok is bruised and bloodied, but still capable of attempting an escape.

If his escort is in close combat or pinned, Balok will try to make a break for it. Otherwise he must stay in base contact with either Kal or Scabbs. Balok will always head for the nearest board edge to escape.



If he has to run, he will stumble on a 4+. Roll a D6 to see how far he gets before he falls. He can get up on his next turn for no penalty if he is accompanied, or for 2" if he is alone. He can be subdued by a wound from close combat. If he is shot and goes out of action, he must be carried at half his rate. If he dies from his injury, he will only be worth 1,000 creds, as the Arbites want him alive.

MEAN GENE & CATSEYE (BOUNTY HUNTERS)

MEAN GENE

M	WS	BS	S	T	W	I	A	LD
4	4	4	3	4	2	4	1	8

Crack Shot, Marksman

Boltgun, Bolt pistol, Laspistol, Respirator

CATSEYE

M	WS	BS	S	T	W	I	A	LD
4	4	2	3	4	1	3	1	6

Stub gun, Knife

Kal isn't the only one with a large tab, Genc needs the cash too! He will try to take Balok to the Arbites and collect the bounty. But he wants the full 3k, so he needs Balok alive. And he's not gonna share it with Jericho.

THE RATBOYS (RATSKINS)

LAUGHING BRAVE

M	WS	BS	S	T	W	I	A	LD
4	5	5	3	4	2	4	1	8

Autopistol, Plasma pistol

GROWLING RAT

M	WS	BS	S	T	W	I	A	LD
4	3	4	3	3	1	3	1	7

Sprint

Shotgun, Maul, Blindsnake Pouch

Laughing Brave and Growling Rat are guarding the ancient archoetech. They will not suffer this invasion of their sacred territory and will try to take down as many





of the Hivers as possible, especially anyone who goes near the hoard.

THE STEEL LORDS

'IRON' MIKE CRELLINTH

M	WS	BS	S	T	W	I	A	LD
4	4	5	3	3	2	4	1	9

Crack Shot, Blind Left Eye

Chainsword, LasPistol, Meltagun

'SHARP' RIKK

M	WS	BS	S	T	W	I	A	LD
4	2	2	3	4	1	3	1	6

Rapid Fire (LasPistol), Berserk Charge

LasPistol

'Iron' Mike and Rikk are the last undigested members of the Steel Lords; a gang that ran foul of the Cannibals. Mike lost an eye in the fight, and was dragged off by Rikk. Back on his feet, Mike has decided the score needs settling and is after Balok.

Their mission is to take Balok OOA in close combat, to make sure the job gets done up-close and personal!

THE CANNIBALS

MARLEK THE SILENT

M	WS	BS	S	T	W	I	A	LD
4	4	4	3	3	2	5	1	8

Nerves of Steel, Crack Shot, Bolt Pistol, Infrared Sight, One in a Million

Needle Rifle

L'IL PHIL

M	WS	BS	S	T	W	I	A	LD
4	2	4	3	3	1	3	1	6

Rapid Fire (Autopistol)

Autopistol

Marlek was the Cannibals' top sniper. He and Phil are trying to rescue Balok. And they don't care who gets hurt - Especially Arbiters.

THE ARBITES

PROCTOR

M	WS	BS	S	T	W	I	A	LD
4	4	4	3	3	1	4	1	8

TROOPER

M	WS	BS	S	T	W	I	A	LD
4	3	3	3	3	1	3	1	7

For the Bounty Hunter scenario, use three troopers and a Proctor.

Weapons: Bolt pistol, Arbites combat shotgun

Armour: Carapace (4+). The helmet includes respirator, photo visor and infra goggles. Arbites do not suffer from the usual Initiative penalties for carapace armour, as they are fully trained in its use.

Skills: Nerves of Steel, True Grit and Iron Will. Additionally, they cause *fear* in Gangers, and *terror* in Juves.

Wargear: The whole squad can be equipped with Scare, Frag or Krak grenades at the discretion of the Arbitrator.

Special: The whole squad must deploy within 2" of each other. Arbites never have to take Ammo rolls (their equipment is much better than the Gang's). The squad is under the control of the Arbitrator. This can just be an extra player if you are not running a campaign. The squad deploys in the open corner of the board that was described earlier. They are waiting for Balok to be delivered to them. They will not attack the other players, unless they see something illegal. This includes shots towards them (aimed or not), use of Wyrds, aliens or Chaos entities and any aggression towards whoever is escorting the prisoner.

The winner is whoever manages to complete their mission. To take control of Balok, you must move into base contact and subdue him with a wound in close combat. Of course, to do that you must have defeated his escort, or caught up with him if he is running. Any shots towards Balok and his escort are randomised between them. Marlek and Phil only need to keep others away from Balok, and he will try to get to the board edge.

USING GANGS.

You can use this scenario as an encounter between any number of gangs (I suggest a maximum of four, plus the Arbites). The Defending gang has control of Balok, and starts in the opposite corner to the Arbites. The deployment area is a 12" square in the corner. They may not use Tunnels or Vents, as they are not expecting opposition. The Attacking gangs set up last and must be in cover. They must be at least 12" from the closest enemy. The Arbites gain a fifth man, armed with a grenade launcher. This is loaded with Frag, Krak and Scare grenades.

Whoever delivers Balok will receive either 5D6x10 credits added straight to their stash, or 3D6x10 credits and D6 extra rolls on the Rare Trade chart. If there are two or more attackers, this goes up to 7D6x10 credits or 5D6x10 credits and D6+D3 rolls. After the scenario, if the winning gang is Outlaw, they have a 50% chance of having their Outlaw status revoked for no charge. Any gang that fights against the Arbites has a 50% chance of being outlawed.



THE BREWERY

By Nick Jakos

This issue we present two scenarios for Necromunda from Nick Jakos. These are designed to be short, easy to play games for a little quick and uncomplicated fun, so don't take it too seriously!

In this scenario, one gang is attempting to raid a brewery under the control of a rival gang. Any gangs can take part in this – you do not necessarily need to possess a brewery territory or anything to defend it with.

TERRAIN

Terrain is set up in the normal fashion, though there must be a brewery placed at the centre of the table. D6 barrels of Second Best Brew should be set-up anywhere within 2" of the brewery.

GANGS

Before setting up, the defender splits his gang into one or more groups, each comprising two or three models. The defending player then chooses one of these groups and deploys anywhere within 4" of the brewery.

DEPLOYMENT

The attacker sets up 2D6 of his gang members to take part in this game. All the attacking fighters must be deployed no less than 16" from the brewery and in cover. Up to D3 of the attackers may begin the game in overwatch.

Once the attackers are set up, roll a D6 for each of the defending player's remaining groups and consult the table below:

D6	Result
1-3	The group is not set up at the start of the game. At the start of each of the defender's turn, roll a D6. On the roll of a 6 the group may enter the table from a random table edge (determine the edge in the same way as the Hit & Run scenario).
4-5	The group must be set up at least 6" from both the brewery and the attackers.
6	The group must be set up within 6" of the brewery.

BEGINNING THE GAME

Decide randomly who takes the first turn.

The attacking gang must try to get away with as many barrels of brew as they can. To carry a barrel, a fighter must begin his Movement phase in contact with a barrel. He may then roll the barrel as if he were moving through difficult terrain and may not run or charge. Up to two models may roll a barrel together, thus moving at the speed of the slower of the two, but may still not run or charge. Fighters dragging barrels can fire pistol weapons only and may not move & fire. If a model is charged whilst dragging a barrel he counts as being encumbered and has a -1 to his WS during combat.

When shooting at a ganger dragging a barrel, decide randomly if the shot hits the barrel or the fighter.

Barrels have a single 'wound' with a Toughness of 4. If the 'to wound' roll is a '6', the barrel explodes, creating a fireball D3" in diameter. Any fighter (or barrel) in the explosion suffers a Strength 3 hit.

ENDING THE GAME

The game ends when a) the attackers have escaped with all the barrels, b) either gang has no more standing fighters, or c) either gang bottles out.

EXPERIENCE

Gang members fighting in this scenario earn the following experience

+D6	Surviving
+5	Per wounding hit
+10	Winning leader
+5	For carrying away a barrel.

SPECIAL INCOME

For every barrel taken off the table, the attackers earn 2D6x10 creds. They also get one dose of liquor per gang member to keep for themselves (use the rules for Wildsnake found in the Outlanders rulebook).

For every barrel left on the table, the defenders earn D6x10 creds. The defenders will also earn D6x5 creds for each attacker that is taken out of action during the fight.

THE RAT SHOOT

By Nick Jakos

To the occupants of the Underhive, rat-shooting is sport. Standing high above the dome floors, they practice their aim and hone their skills, shooting the giant rats that scurry frantically beneath. Not just target practice, rat-shooting is something to bet on, with gangs employing their best shots to shark their rivals for profit. In *The Rat Shoot* scenario, gangs enter such a contest for personal elan and, perhaps more importantly, profit.

TERRAIN

The terrain is set up in the usual fashion, though take care to ensure there is a large, mostly open space on the lowest level of the table, and several walkways above it, anywhere from 6" to 12" off the table floor and as well interconnected as possible.

RATS – THE FODDER

The number of giant rats (though any similar creature will work just as well) is determined by rolling a D6 for each fighter taking part in the competition and adding the results together. The rats are deployed on the lowest level of the table, within 4" of at least one other rat, and at least 12" from any table edge.

GANGS

This scenario is open to as many gangs (or even individuals) as can possibly be convinced to participate. The players agree how many fighters to use, and may choose those taking part from the Gang roster. If many players are participating, it's probably best for each player to just use their best shooter.

The gangs deploy after the rats have been placed on the table. Each fighter must be within 4" of at least one other gang member (unless they are a lone participant of course) and each gang should set up no more than 12" away from another gang.

Rapid fire and template weapons are not allowed in the Rat-shoot.

BEGINNING THE GAME

To begin the game, each fighter rolls a D6 and adds their Initiative, just like in the

Shoot Out scenario from the main book (note that the skill Quickdraw is effective here). The fighter with the highest score goes first, and so on down the line.

MOVING RATS

Once all the shooters have taken their turn, the rats move their normal movement in random directions (use a Games Workshop scatter dice, or spin a pencil). They will generally not climb onto structures unless otherwise presented with a dead end, but they will attack as normal if the players get within charge range.

ENDING THE GAME

The players should agree between themselves on a number of pelts. Once any one fighter has collected the requisite number of pelts, he (and his gang) wins the game. Rats are automatically killed if wounded.

EXPERIENCE

The following experience is given after the game:

- +D6 Surviving
- +D6 Each rat taken out
- +5 Per wounding hit not on a rat
- +5 For the shooter with the most pelts
- +5 For the winning gang leader

SPECIAL INCOME

The fighters can collect the pelts of the rats they kill and sell them for D6x5 creds per rat. The winning fighter doubles his total due to the contests purse, gambling share, and so on.

SPECIAL VARIATIONS

A number of things can happen in this scenario. There is nothing preventing the gangs from attacking each other, though any gang who attacks another will not gain any special income from the game (even if it was attacked first).



SCENARIOS FOR A CAPTIVE AUDIENCE

NEW SCENARIOS FOR NECROMUNDA

By Nick Jakos

When a member of an Underhive gang is captured, a dangerous chain of events follows. While some gangs make it a policy not to take prisoners and execute any unfortunate soul they are able to capture, many gangs prefer to take their chances, ransoming the fighter back to his gang or selling him off to the slave masters of the Merchant Guild. For gangs willing to gamble with captives, the rewards can be vast. Of course, it is all too easy to get in over your head when you're buying and selling the lives of your enemies. To help create the intensity and drama of holding prisoners in Necromunda games, the six new scenarios included here are fast paced, tense and sure to bring excitement to your games. Each of the scenarios involves a captive held by one gang.

The first of these scenarios is from the standard rules, the Rescue Mission, while the new scenarios give players choices on how to handle captives in their campaigns, including gangs exchanging ransoms, exchanging prisoners and negotiating with slave traders.

PLAYING THE SCENARIOS

To use these new scenarios in your campaign there must first be a captive, a wounded fighter whose serious injury roll resulted in a capture. When a fighter has been captured, the gang holding the captive must decide how to handle the captive. They may do any of the following.

- 1) Kill the captive
- 2) Ransom the captive back to his gang
- 3) Exchange the captive for a captive fighter of their own
- 4) Exchange the captive for a captive from another gang
- 5) Kindly return the captive to his gang
- 6) Kindly sell the captive to one of the Merchant Guild's Slavemasters

Once they have decided and announced their decision to the captive's gang, the gang holding the captive must wait for a reply. The captive's gang then decides what they will do in response, whether they will abandon the captive to his fate, or play one of the below scenarios. Only one of these special scenarios should be played per

captive, unless both players decide otherwise with the campaign arbitrator's consent.

SPECIAL RULES FOR CAPTIVE SCENARIOS

These new scenarios are designed to mimic the tense and nervous affair of taking a prisoner in Necromunda. As such, they follow a few special rules. The most common of these rules are included below, while each scenario will individually note which of the following apply.

The Bag

'The Bag' refers to anything that is being used as a ransom between gangs. This can be anything the players agree on – money, equipment, guns or even territories. Of course, the ransom must be something the captive's gang has in their possession. Generally, the Bag is treated exactly like a loot counter except for its value which is obviously determined by the ransom on offer. Unless noted otherwise in the rules for each scenario, the ransom is taken by whichever gang controls it at the end of the game. In the event that guns or equipment are used as a ransom, they may not be used during the game, as they are packed for transport.

The Modified Build-Up Roll

Most scenarios involving captives are tense games and make use of a build-up roll similar to that in the Shoot Out scenario.

Because fighters are left in vulnerable positions during ransom trades and drops, it is not uncommon for gangs to plan traps and ambushes against each other. To create this in games, players use a modified build-up roll, allowing them to try and get the upper hand.

As in the Shoot Out, each player starts with a build-up number of 15. At the end of each turn, each player secretly rolls a D6 and keeps track of their score. A roll of a 6 counts as 0. Normally, once a player rolls a total of over 15, their fighters break and the shooting begins. In Captive scenarios however, each player is allowed to modify their build-up number. To do this, each player rolls a D6 at the beginning of the game and these scores are added. Each player may then add or subtract up to that number from his build-up roll of 15 (this means the build-up rolls can be anywhere from 3, suggesting a player who is very eager to get into a fight, to a 27, a player who wants to avoid a fight at whatever the cost).

Once one player has rolled a total over his modified Build-Up Roll, the shooting starts. Every fighter on the board rolls a D6 and adds their Initiative value. Then, each fighter shoots in turn from highest score to lowest. Once everyone has taken a shot, the game continues as specified in each scenario.

The Captive

Many captive-based scenarios, as you would expect, include the use of the actual captive himself, whether trying to escape on his own or tied up and gagged to be handed over to a slave trader.

When present in one of the following scenarios, the captive must at all times be accompanied by a member of the opposing gang. This escort must remain within base to base contact with the captive. If the escort is engaged in hand to hand combat, is pinned or is man down, the captive may escape automatically, running towards the nearest friendly gang member or to the nearest table edge, whichever is nearer.

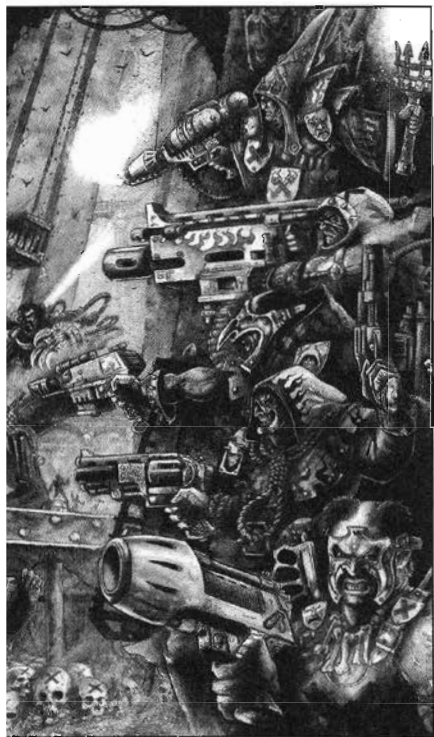
The captive may also attempt to escape from his escort at any other time, though it is far more dangerous. To do this, the captive must announce he is attempting to escape

at the beginning of his turn. Then he must roll a D6 and add his Strength value to the score. The escort then rolls 2D6, choosing one of those scores and adding his Toughness value. If the captive's total score is higher, he breaks away from his escort and may take his standard turn, moving towards the nearest friendly model or table edge. In this case, the escort has been overpowered and counts as pinned for the turn. However, if the escort's total score is higher, the captive does not get away and the escort is allowed to take a free shot at the captive, just as though he had elected to run out of a combat.

In addition, the captive is wounded and may only move his standard 4 inches safely. He may attempt to move more than 4", though he will stumble and fall on a D6 roll of a 4 or more. He will move D6 inches before falling, and counts as pinned for the remainder of the turn.



SCENARIO 1: RESCUE MISSION



Gang fighters injured during a battle can easily fall into the hands of the enemy. Even a victorious gang can discover that one of its fighters has staggered unwittingly into the clutches of their rivals. Rather than kill their captives, gangs will normally ransom them for a price. If a gang cannot pay the ransom, or simply refuses to, then the captive can be sold as a slave or forced into the mines to toil for his new masters.

This scenario represents a rescue mission. One of your gang fighters has been captured and you have discovered where he is being held. A small group of raiders is poised to mount a daring rescue bid.

This scenario can only be attempted when a gang fighter has been captured. The player who has lost his fighter may decide to attempt a rescue rather than pay the ransom. This is an exception to the normal rules for selecting a scenario. Except where noted otherwise below the rules are the same as for the Raid scenario already described.

THE PRISONER

When he sets up his gang the defending player places his captive anywhere he likes on the table. The prisoner may not move until he is freed. The defender is not allowed to attack or 'execute' his prisoner, but must attempt to drive off the rescuers. Once the captive is freed he may be attacked or shot at like any other fighter.

A prisoner is free to move and fight once cut free by a friendly fighter. The friend moves into base contact with the captive and spends the rest of the turn cutting him free. He may not shoot, fight hand-to-hand, or do anything else during the turn. Once freed the prisoner may move and attack normally. Note that the captive has no weapons or other equipment, but is assumed to be given a knife by his liberator.

ENDING THE GAME

The game ends if the captive is freed and makes his escape by moving off the table edge. The game also ends if all the raiders are down or taken out of action or if the attacker bottles out. The defender is defending his gang's hideout and so doesn't have to take Bottle tests. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

EXPERIENCE

Fighters who take part in the scenario earn Experience points as noted below.

- +D6 Survives. If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Per Wounding Hit. A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens not 5 points per wound.
- +5 Free Captive. A raider earns 5 points if he cuts the captive free.
- +10 Successful Defence. If the captive is not freed then the defending gang leader earns 10 Experience points.

SCENARIO 2: THE ESCAPE

When captured by a rival gang, an Underhive's prospects are dim. More often than not, prisoners are simply executed by the gang that has captured them, or sold into a life of slavery. Most captives will do anything to get away and for many escape is their best chance. Waiting for the perfect moment to break away, the captive has decided to make a break for it and now his enemies must stop him before their chance of a ransom is blown.

GANGS

The captured fighter, the attacker, works by himself in this scenario, while his enemy's entire gang, the defenders, may be used to stop him. The captive must also gather a loot counter for each weapon and piece of equipment he had in his possession while captured.

The defender must then roll $D3+1$ to see how many of his fighters are present when the captive tries to make a break for it. These fighters may be chosen by the player, though he must first take any juves he has available, as they are likely to be given guard duty while the rest of the gang trades or repairs weaponry. Leaders may not be taken by the defender, and no special or heavy weapons may be taken at all as the escape attempt is taking place between major fights and the weapons are being maintained and repaired.

TERRAIN

The terrain is set up in the typical manner, representing a portion of the defending gang's hideout. The players must also be sure to set up possible escape points for the captive as well as the location in which he is confined. This can be anything from a bulkhead he is chained to, a cell he is confined in, anything the players see fit. It should be close to the centre of the table. Once this is decided, the defender must place a counter or piece of terrain to represent an alarm trigger up to $D6$ inches away from the cell.

DEPLOYMENT

The captive deploys first, in whichever area is established by the players. He must then choose his escape point if the players have not already agreed on one. The escape point



can be just about any point, but must be no less than 18" away from the captive's cell. The captive must write down this location and keep it secret from the other player.

Once the captive has been deployed, the defender then places the loot counters, each representing a piece of equipment the captive had, no more than $2D6$ " from the captive's cell. The defender must then deploy the fighters that will begin the game. One of these fighters must be deployed within 8" of the captive, though all other must be placed no less than 12" inches from the captive's cell. These fighters are treated as sentries as described in the *Necromunda Sourcebook* and behave exactly like the sentries in the *Rescue Mission*.

BEGINNING THE GAME

The captive always takes the first turn, breaking loose from his cell and trying to get away. His turn is taken as normal, moving towards the escape point. After the sentry defenders have taken their turn and at the end of each of the defender's turns, the defending player must roll a $D6$ to see if he has any reinforcements making their way back to the gang's hideout. 1-3 = none, 4-5 = 1, 6 = 2. these fighters are placed on a random table edge and may move as normal. They do not count as sentries.

SENTRIES AND THE ALARM

The sentries act just as other sentries described in the Necromunda sourcebook. If they spot the captive trying to get away, they may then move as normal. They may also attempt to get to the alarm trigger. To activate the alarm, they must end their movement phase beside in contact with the trigger.

Once the alarm has been activated, all sentries may move as normal and the reinforcement get back to the hideout faster. At the beginning of each of the defender's turn after the alarm has been triggered, the defender may again attempt to bring some reinforcements onto the board by rolling a D6. 1-2 = 2, 3-4 = 3, 5-6 = 4. These players are also generated at random edges of the board. Once these reinforcements have been brought on the board, they may take a turn immediately.

THE CAPTIVE'S LOOT

Before attempting his escape, the captive can try to gather as much of his equipment as he can. To pick up his gear, the captive must end his movement phase in contact with the loot counter. Once he has picked up his equipment, he may use whatever item he has picked up.

SCENARIO 3: THE BAG MAN

When a ransom demand has been made, the ransom has to get to the right people somehow. In this scenario a member of the captive's gang has been chosen to deliver the ransom to a predetermined location in the Underhive. The bag man must act quickly to make the drop and free his comrade. Of course, the drop does not always go smoothly.

This scenario may be played when the gang holding a captive has decided to ransom



ENDING THE GAME

The game ends when one of the following happens. A) The Captive is taken out of action, B) the captive makes it to the escape point or C) however unlikely, the captive has managed to take down all of the defending players.

SPECIAL RULES

Because the captive has been in the hand of his enemies for a fair amount of time, it is safe to assume he has been pretty badly beaten. As a result, the captive begins the game with a -1 to both his WS and BS, as though he had a flesh wound. In addition, he may use no special skills that aid his movement, such as Sprint or Leap.

EXPERIENCE

Fighters in this scenario earn the following experience.

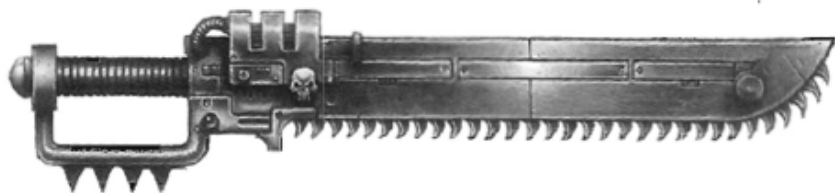
- +D6 For Surviving
- +5 Per Wounding Hit
- +5 For the Fighter who take the Captive out of action (in addition to experience for wounding hit)
- +10 For Reaching the Escape Point

their prisoner back to his gang. If the drop goes well, the captive will be released back to his gang after this scenario. However, if the drop goes badly, the gang holding the captive must decide what they will do with the captive next.

GANGS

The captive's gang must first select one of their fighters to be the bag man, carrying the ransom to the drop point. The leader cannot be chosen. In addition, he also rolls a D3-1 to see how many other gangers he has as back-up in case things go wrong. Any extra fighters will be available as reinforcement and set aside.

The gang waiting for the ransom then rolls a D3 to see how many of its fighters are waiting for the drop. These fighters may be chosen from the gang, but none may be the leader.



TERRAIN

Terrain is set up in the normal way. Once the terrain is set, the gang waiting for the ransom must designate an appropriate point for the drop. This can be any open space on the board, though it should be near the centre of the table. This is the location the bag-man must reach to complete his task.

DEPLOYMENT

The bag man deploys first, on his choice of table edge, no more than 8" onto the table. Any extra fighters will also be deployed on this table edge, but are held aside for now.

The gang waiting for the ransom then deploys all of its fighters. They must be deployed within 12" of the drop point and must be deployed in hiding.

BEGINNING THE GAME

The bag man takes the first turn. This scenario uses the modified build-up roll as described earlier. As an extra part of this build-up, all models may move no more than their standard movement rate. The bag man must move towards the drop point.

THE DROP...GOES WRONG

Once either gang has rolled over their build up number, the drop turns into a shoot-out. Every fighter on the board rolls a D6 and adds their Initiative. Then, from highest to lowest, each fighter takes one shot at the nearest enemy model.

Once each model on the board has fired, each player then rolls a D6, the first turn going to whomever scores the highest. The bag man's reinforcement are placed at his table edge as soon as the shoot-out phase is over, and may make a normal move with the Bag-man from then on.

ENDING THE GAME

The game ends when one of the following has happened:

- 1) The bag man makes it to the drop point and back to his table edge without a shoot-out occurring (this could be a little boring, but always tense!).
- 2) All members of either gang are taken out of action or
- 3) The bag leaves the table.

THE BAG

This scenario uses the rules for the bag as explained earlier. It may be picked up and carried away by any model on the board. Whoever takes the bag off the board goes home with the ransom. If the gang holding the captive makes it off the board with the bag, but there was a shoot-out, they may claim they never received the captive and refuse to give him up.

It is also possible for the captive's gang to refuse to pay a ransom. Instead, they will bring a ringer to the drop point that is worth nothing. If they want to do this, the captive's gang must write down 'ringer' or 'fake' on their sheet next to their build up score. This must be determined before the game begins.

EXPERIENCE

Gang members earn the following experience for participating in this scenario

- +D6 for each surviving fighter
- +5 for each wounding hit
- +10 for the bag man if he successfully drops the bag off
- +5 to the fighter who carries the bag off the table edge.

SCENARIO 4: THE DEAL

The most common resolution to holding a captive in the Underhive is for the two involved gangs to meet and, while trying not to blow each other away, trade a ransom for the captive. Needless to say, this is not a favourite solution for the captive, as he is typically most likely to be killed if something bad happens. When the time comes for the gangs to try and strike a deal, both gangs are ready for a fight to break out and more often than not, the fighting breaks out in a big way.

In The Deal two gangs meet with a captive and a pile of creds to try and come up with a deal that works for both parties. They must make a deal quickly, before their itchy trigger fingers get the best of them and their fellow gang members.

This scenario is played when the gang holding the captive decides to ransom their prisoner back to his gang.

GANGS

Each gang takes their leader and D3+2 additional fighters to make the deal.

The captive is taken by the gang holding him. He must be assigned an escort and follows the rules for the captive described earlier. In addition, the captive's gang must

select one fighter to be the bag man and carry the ransom to the deal. The bag follows those rules explained earlier.

TERRAIN

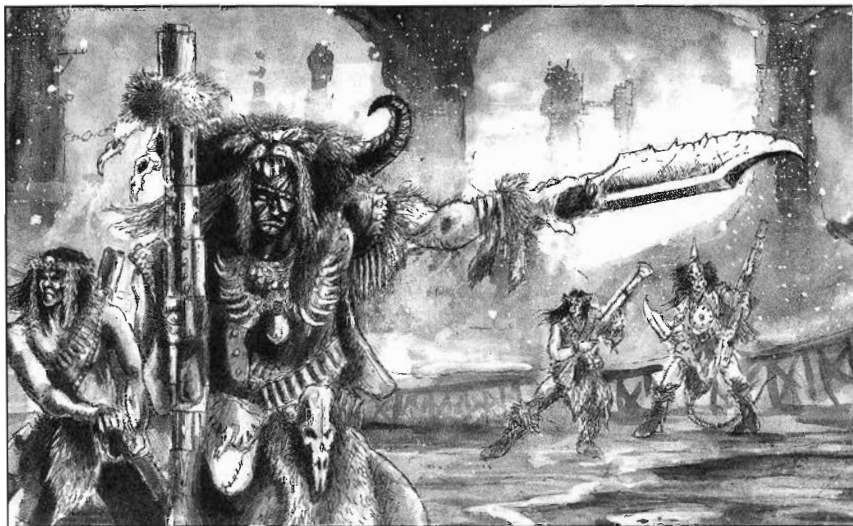
The terrain is set up in the normal way. Take care to make sure there is some sort of meeting place roughly in the centre of the board.

DEPLOYMENT

Each player rolls a D6 and the highest roll deploys his leader first, near the centre of the table but no less than 12" from each other. Each player then alternates, placing one of their models on the table, again, no less than 12" from the opposing gang, but no more than 12" from another friendly model. The bag man and the escort with captive, must be deployed within 4" of their respective leaders.

BEGINNING THE GAME

The gang with the ransom takes the first turn. This scenario uses the modified build-up roll described earlier and while the build-up is going on, each model may only move up to 4". The leaders, bag man and escort with captive, must move directly towards each other and not into cover. Provided the



gangs do not lose their nerve and start shooting, the leaders will stop moving when they have reached 2" from each other.

THE NEGOTIATION

While the gangs are intimidating each other and rolling their build-up scores, the leaders are trying to work out a deal. To agree on a ransom price, the gangs roll a D6 just before they make their build-up roll each turn. A deal has been struck when both players roll the same number. To reflect a leader's willingness to compromise, each player is allowed to modify a single roll by 1.

Of course, the actual deal the players decide upon has little to do with the scenario, except that it is the amount carried by the bag man. Players should decide what the ransom will be before starting the game.

THE DEAL

Assuming everything goes well, the players will make a deal and the encounter will end peacefully. Once the players have rolled the same D6 score and a deal has been made the hostage is released and the ransom handed over. The captive is handed back to his gang and, if his enemy agrees, his weapons are returned. The model is moved out of base to base contact with his escort and moves into base to base contact with the former bag man.

Once the exchange has been made, the two leaders move back towards their gangs. They back off, moving their usual movement rate, though the rest of the gang continues with the build-up roll.

THE DEAL... GOES WRONG

If one gang or another goes over their modified build-up roll, the shoot-out begins as normal. If done before the captive has been returned, the escorts shoot-out attack must be made on the captive. In addition, any other fighters shooting at the escort must randomise the hit between the escort and the captive. Once the shoot-out has ended, each player must roll a D6 to see who gets the first turn and the game continues as a regular gang fight.

ENDING THE GAME

There are a number of ways in which to end this scenario. The players may, if they choose, end the scenario as soon as the deal



has been struck. Or they may move the game on. In the later case, the game ends once one of the following has happened. A) Both gangs make it off the nearest table edge or B) One gang bottles out or all goes down or out of action.

EXPERIENCE

Fighters in this scenario earn the following experience.

- +D6 For surviving
- +5 Per wounding hit
- +5 for carrying away the ransom
- +5 For leaders if they strike a deal before breaking
- +5 for being the bag man
- +5 for the captive

SCENARIO 5: THE EXCHANGE

While taking a captive is relatively rare in the Underhive, even more rare is for a fight to end with a captive taken from either side. In this situation, the gangs will meet to exchange their captives. When this happens,



the stakes are even higher, as each gang wants their fighter back, but does not necessarily want to give up their prisoner.

In "The Exchange," two gangs meet with their prisoners and try to work out a deal to get their fighters back. They must work carefully and quickly before the prisoners get taken down or their fighters let their more violent nature take over.

This scenario is played when two gangs have each taken a captive from each other and decide to exchange them.

GANGS

Each gang takes their leader and D3+2 additional fighters to make the deal.

The captive is taken by the gang holding him. He must be assigned an escort and follows the rules for the captive described earlier.

TERRAIN

The terrain is set up in the normal way. Take care to make sure there is some sort of meeting place roughly in the centre of the board. The meeting place should be near the centre of the board.

DEPLOYMENT

Each player rolls a D6 and the highest roll deploys his leader first. After both leaders are deployed, near the centre of the table but no less than 12" from each other. Each player then alternates, placing one of their models on the table, again, no less than 12" from the opposing gang, but no more than 12" from another friendly model. The escort's, with their captives, must be deployed within 4" of the leader.

BEGINNING THE GAME

The players each roll a D6 and the highest roll decides who goes first. This scenario uses the Modified Build-Up roll described earlier and while the build-up is going on, each model may only move up to 4". The leaders and escorts, with captive, must move directly towards each other and not into cover. Provided the gangs do not lose their nerve and start shooting, the leaders will stop moving when they have reached 2" from each other.



THE NEGOTIATION

While the gangs are intimidating each other and rolling their Build-up scores, the leaders are trying to negotiate a peaceful end to the encounter and the return of their fighter. To successfully negotiate the exchange, the gangs roll a D6 just before they make their Build-Up Roll each turn. A deal has been struck when both players roll the same number. To reflect a leader's willingness to compromise, each player is allowed to modify a single roll by 1.

THE EXCHANGE

Assuming everything goes well, the players will make a deal and the encounter will end peacefully. Once the players have rolled the same D6 score and a deal has been made the hostages are released. The captives are handed back to their gangs and, if the players agrees, their weapons are returned. The captives are moved out of base to base contact with their escorts and move their normal movement phase towards their gang during their next movement phase

Once the exchange has been made, the two leaders move back towards their gangs. They back off, moving their usually movement rate, though the rest of the gang continues with the build-up roll.

THE EXCHANGE...GOES WRONG

If one gang or another goes over their

modified build-up roll, the shoot-out begins as normal. If done before the captive has been returned, the escorts shoot-out attack must be made on the captive. In addition, any other fighters shooting at the escort must randomise the hit between the escort and the captive. Once the shoot-out has ended, each player must roll a D6 to see who gets the first turn and the game continues as a regular gang fight.

ENDING THE GAME

There are a number of ways in which to end this scenario. The players may, if they choose, end the scenario as soon as the deal has been struck. Or they may move the game on. In the later case, the game ends once one of the following has happened. A) Both gangs make it off the nearest table edge or B) One gang bottles out or all goes down or out of action.

EXPERIENCE

Fighters in this scenario earn the following experience.

- +D6 For surviving
- +5 Per wounding hit
- +5 For leaders if they strike a deal before breaking
- +5 for the captives

SCENARIO 6: THE SELL-OFF

Many gangs make holding and ransoming captives a regular source of income. While this is dangerous, it can certainly make a profit. Some of these gangs elect to take a slightly safer road by selling their prisoners to the Merchant's Guild slavemasters, casting their captives into a life of bitter servitude. Guild slave traders are dangerous themselves and will often try to get a deal, taking a prisoner rather than paying for him and, if the opportunity arises, enslaving even the gang members doing business. The already dangerous business of dealing with a slave trader is made even more tumultuous when the prisoner's gang has learned the details of the deal, and make one last attempt to bring their friend to freedom.

In *The Sell-Off* a gang meets with representatives of a Merchant's Guild slavetrader while the captive's gang makes one more attempt to save their gang member.

This scenario may be played when the gang holding a captive decides to sell their prisoner into slavery.

GANGS

This game is played by up to three players. One player takes control of the gang holding the captive, one player takes control of the captive's gang and the third player takes control of a gang representing the slave trader.

The gang holding the captive takes their leader and up to D3+2 fighters to make the deal. One of these fighters must be appointed as the escort for the captive.

The captive's gang may choose up to D3 fighters to attempt to rescue their comrade.

The slave trader's gang is made up of a third gang's leader and up to D3+2 members. One of these fighters must be appointed as the bag man, carrying the ransom as described in the bag special rule earlier. Alternatively, the slave trader's gang may be made up of a slave trader, if you and your opponent agree on rules for one. In this case, the trader would be accompanied by up to D3+2 hired guns or members of a third gang.

TERRAIN

The terrain is set up in the normal way. Take care to make sure there is some sort of meeting place roughly in the centre of the board.

DEPLOYMENT

Each player rolls a D6 and the highest roll deploys his leader first, near the centre of the table but no less than 12" from each other. Each player then alternates, placing one of their models on the table, again, no less than 12" from the opposing gang, but no more than 12" from another friendly model. The bag man and the escort with



captive, must be deployed within 4" of their respective leaders. Once both of these gangs have been completely deployed the captive's gang may then set up their fighters, no less than 12" from any other fighter and in hiding.

BEGINNING THE GAME

The gang with the ransom takes the first turn. This scenario uses the modified build-up roll described earlier and while the build-up is going on, each model may only move up to 4". The leaders, bag man and escort with captive must move directly towards each other and not into cover. Provided the gangs do not lose their nerve and start shooting, the leaders will stop moving when they have reached 2" from each other.

The captive's gang takes the last turn, moving their full movement as normal. The two gangs making the deal are not aware of the attack by the captive's gang and will only realise they are there when the captive's gang starts shooting.

THE NEGOTIATION

While the gangs are intimidating each other and rolling their build-up scores, the leaders are trying to work out a deal. To agree on a ransom price, the gangs roll a D6 just before they make their build-up roll each turn. A deal has been struck when both players roll the same number. To reflect a leader's willingness to compromise, each player is allowed to modify a single roll by 1.

THE SELL-OFF... GOES WRONG

If one gang or another goes over their modified build-up roll, the shoot-out begins as normal. If done before the captive has been returned, the escorts shoot-out attack must be made on the captive. In addition, any other fighters shooting at the escort must randomise the hit between the escort and the captive. Once the shoot-out has ended, each player must roll a D6 to see who gets the first turn and the game continues as a regular gang fight.

The deal can also go wrong when the captive's gang decides to attack. As soon as the captive's gang fires a shot, the build-up phase ends immediately and the nervous fighters start shooting. The shoot-out takes place as normal, however, the captive's gang does not participate. Instead, they duck and

try to hide, hoping the two shooting gangs will take each other out.

As the captive's gang has been concealed up until this point, the other gangs are not aware of their presence and may mistake the captive gang's gunfire for their business partners'. In order to fire at the captive's gang during the shoot-out, a model must first pass an initiative test. Once the shoot-out is over, the game goes on like a normal gang fight. The players may choose for themselves who they will fight. This may make the game two against one or a free-for-all.

FREED THE CAPTIVE

The captive's gang must free their comrade by taking his escort down. They must do this before the captive is taken down or out and before the slave trader's gang takes him off the board. They may also hand weapons to the captive if they end their turn within 2" of him and his escort has been taken down. Also, note that the captive's gang may also have the chance to escape with the bag.

ENDING THE GAME

The game ends once one of the following happens:

- 1) The captive's gang frees the captive and they all are down, out of action or escape off a table edge.
- 2) The slave trader and the gang with the captive make a deal and the captive is taken off a table edge by the slave trader.
- 3) Only one gang has any members standing.

EXPERIENCE

Fighters in this scenario earn the following experience:

- +D6 For surviving
- +5 Per wounding hit
- +5 for carrying away the ransom
- +5 For leaders if they strike a deal before breaking
- +5 for being the bag man
- +5 for the captive
- +5 for freeing the captive

