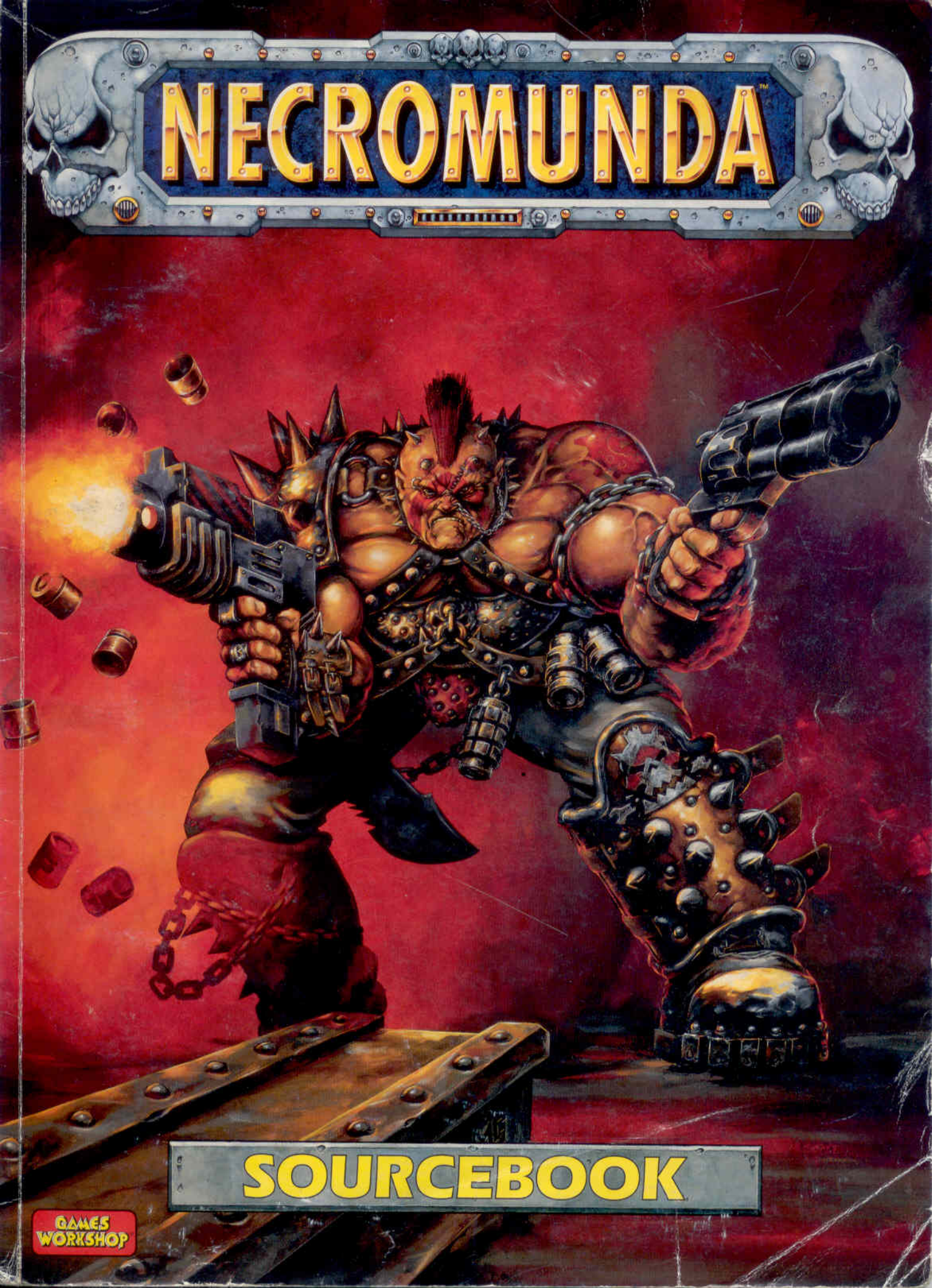


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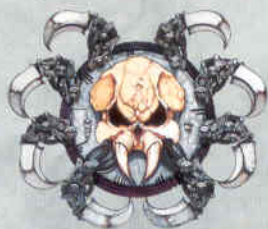


SOURCEBOOK

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HOUSE VAN SAAR

The Van Saar are ruthlessly efficient. They fight with detached determination and are amongst the most dangerous of all Underhivers.



A Van Saar ganger takes precise aim with his lasgun.



Even the most technically minded trust a shotgun.



Van Saar are adept in the use of all types of weapons.



Van Saars and Goliaths fight it out for control of a sludge pump. This piece of terrain was originally modelled for use in Warhammer 40,000 games, but serves as a splendid example of the ancient machinery that litters the dome floor.



A Delaque ganger on the lookout for intruders.



Goliath juves are proud, violent and often short-lived.



A Ratskin Scout guides his gang through the Underhive.



The Escher are ferocious and determined fighters.

NECROMUNDA™

BY RICK PRIESTLEY

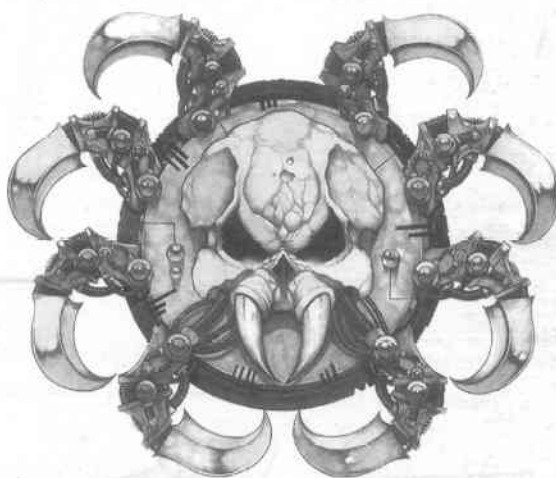
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INTRODUCTION

The objective of this book is to provide more information about Necromunda and its Underhive gangs and to describe how gangs can participate in a series of related games called a campaign.



NECROMUNDA BACKGROUND

Necromunda is an inhospitable world of pollutant wastes and acidic clouds, the result of centuries of industrial endeavour. Its people live in huge sealed cities called hives – constructions so tall that their higher levels pierce the toxic clouds that cling to the surface of the planet and rise into the upper reaches of the atmosphere.

The action of the Necromunda game takes place deep in the Underhive of the largest and most important of these hives, the mighty Hive Primus. This is the home of the planet's lord and ruler, Gerontius Helmawr, whose family controls the entire world. Only the deep, anarchic, and dangerous Underhive is beyond his influence. Here rival gangs vie for a slice of power and a chance to plunder the lost riches of ancient times.

NECROMUNDA CAMPAIGN

As well as describing Hive Primus and its many structural layers, societies and peoples, this book explains how you can take part in a complete and detailed Necromunda campaign.

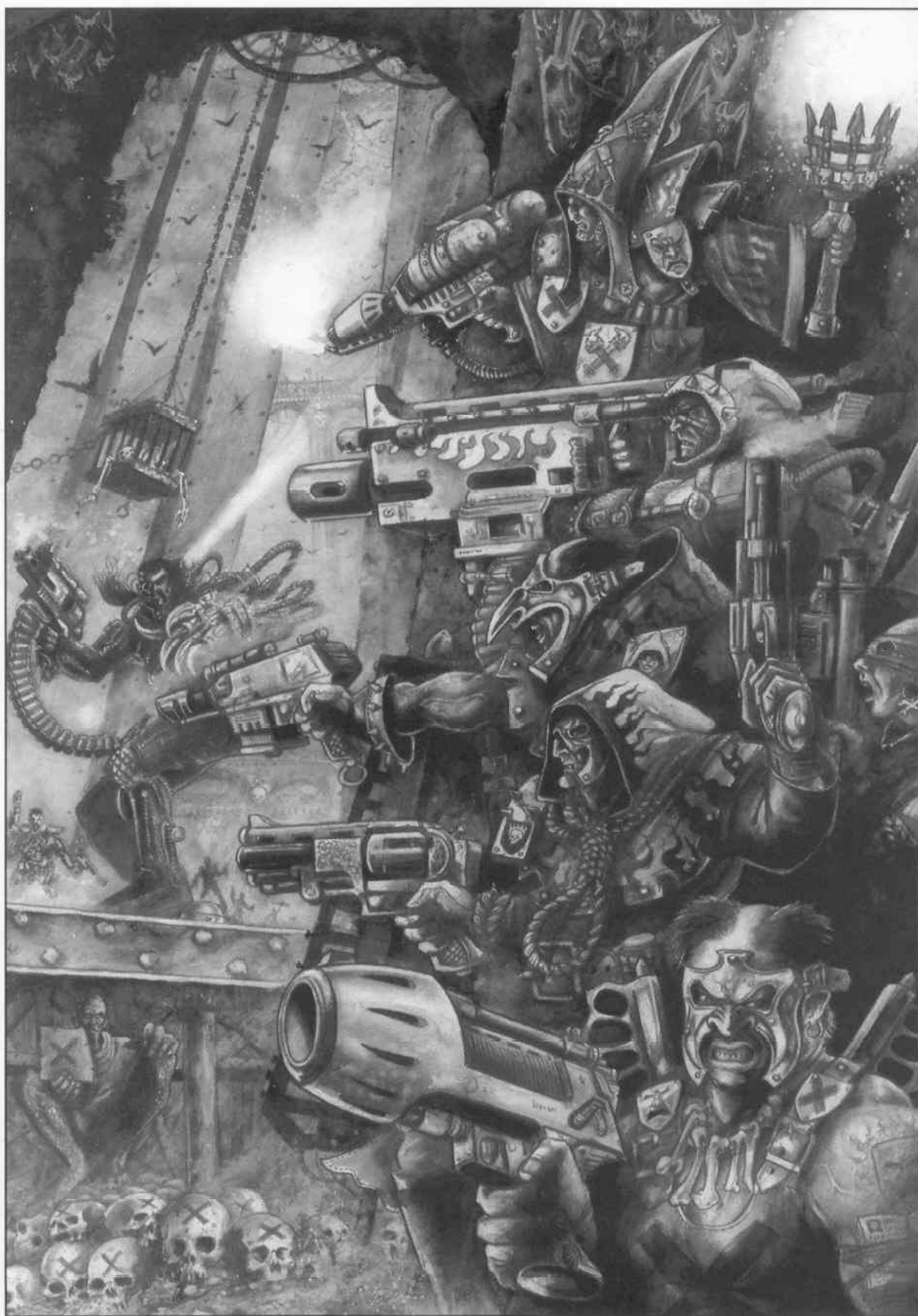
In a campaign, your gang doesn't fight single, unrelated encounters. Instead, the result of each battle determines what you can do next. Fighters killed in one battle won't be available to take part in the next conflict, whilst wounded fighters may suffer from disabilities in future encounters. Gangs must constantly recruit more fighters, buy new weapons, and earn money to pay for it all by capturing or discovering new territories in the Underhive.

READING THE SOURCEBOOK

The Necromunda Sourcebook is divided into several parts, including Background information and a detailed Campaign section. You do not need to learn or even read the contents of this book before playing Necromunda. In fact, it's far better to play a few games before starting a full scale campaign using the rules in this book. The Sourcebook is designed to take the game to a new and far more detailed level, so it is wise to make sure you are familiar with the basic game rules first.

This book introduces what is intended to be a growing series of rules and other additional information for the Necromunda game. Further additions to the model ranges are planned for future release, and new rules for them will be published in White Dwarf magazine. Initial plans cover different kinds of Necromundan peoples including the degenerate mutant Scavvies, fearsome Ratskin Renegades and fanatical Redemptionists. Special gang fighters are also in preparation, including psychic mutants with awesome powers of destruction.





THE HIVES OF NECROMUNDA

The hives of Necromunda rise from the ash wastes like sheer mountain peaks. Spire upon spire, tower upon tower, the hives climb so far above the poisoned clouds they pierce the planet's atmosphere. To its millions of inhabitants each hive is a diverse and complete world as isolated from the surrounding ash wastes and adjoining hives as from deep space and the distant stars.

No-one knows how old the hives of Necromunda are. Their very size is testament to many thousands of years of growth, sprawling layer upon layer, climbing ever higher above the planet's polluted surface. The deepest and oldest layers now lie far underground, buried by the corrosive ash that piles around the hive's base. These parts of the hive were abandoned long ago, and now they are dark and dangerous places inhabited only by mutant things spawned by chemical pollutants, disease and madness.

Where the hive breaks the surface its broad base spans ten miles or more from edge to edge. From ground level the man-made mountain rises ever more steeply upwards. Weathered walls of adamantium climb through the phosphorescent layer of undercloud, a pall of acidic dust which clings to the surface of Necromunda like a shroud. The hive reaches skywards through ghostly shadow, until it eventually penetrates the cloud base and emerges into the hard light of the sun. At cloud top level the hive walls stand almost five miles above the ash waste.

Above the dust layer the hive narrows into a single tall spike, a tower studded with a million lights. It stretches almost vertically above the sickly glowing cloud and reaches towards the stars. The spire is covered with armourplated blisters of many shapes and sizes. Domes on its surface shield carefully nurtured vegetation from the thin and arid air. Slim towers break from the outer shell, palaces of massive and elegant proportions yet barely significant in comparison to the hive. Cantilevered balconies hundreds of metres long jut out into open space forming the base for new construction sites. Broad circular landing platforms hang from the spire walls, and higher still gaping dark holes lead to spaceports inside the hive.

Such are the hives of Necromunda, from their dark roots to their glittering tips. Each hive is a complete, self-contained world as varied and complex as any planet in the vast Imperium. A man born in the middle-layer of a hive can live and die without seeing Necromunda's sky or setting foot upon the surface. He can labour in the guild factories or perhaps ply the trade of his family. In this way the vast majority devote their lives and their endeavours to creating the massive wealth of the world.

Not all men are content to serve in the timeless fashion: a small minority dream of better things. Some crave wealth, power, or simply to escape from bludgeoning poverty. Others seek to escape the restrictions of the guilds or the crippling social order of House and Hive. Whatever their reasons, there is no shortage of young adventurers willing to chance all for a taste of wealth, prestige and power.



HIVE PRIMUS

The most important hive on Necromunda is called Hive Primus or Hive One. Hive Primus is the largest and oldest hive. Within its walls there are thousands of structural cells or domes, often many miles across and hundreds of metres high. Such a space can be built up with constructions as varied as sumptuous palaces and sprawling industrial complexes. The hive is honeycombed with domes both small and large, each built upon the other, linked by tunnels and shafts carrying traffic, power and other vital services through the hive.

The hive is divided into vertically ordered zones. From its top to its subterranean depths these are: the Spire, Hive City, Underhive and the Hive Bottom.

The Spire

The Spire extends upwards from cloud top level, rising above the mass of the hive and piercing the planet's atmosphere. This is the domain of seven great clans called the Noble Houses. The Noble Houses are huge consortiums

of galactic merchants and financiers whose leaders control the immense wealth of the planet. The most powerful of the Noble Houses is House Helmawr, also known as the Imperial or Ruling House. The leader of this House is Lord Gerontius Helmawr, Adeptus of the Imperium of Man, and Guardian of Necromunda in the Holy Name of the Undying Emperor. He rules not just Hive Primus but all of Necromunda.

The Spire contains broad airy spaces and splendours unimaginable to those who dwell in the darkness below. Its people enjoy the fruits of a civilisation that spans the galaxy. From spaceports sunk deep into the spire walls ships carry the products of Necromunda all over the Imperium. In return, the riches of the galaxy flow into the hive – exotic foods, sensuous slaves, exquisite artwork and rare materials from distant stars.

Hive City

Below the lowest level of the Spire is a layer of solid adamantium called the Wall which divides the towering upper hive from Hive City. Heavy gateways through the Wall enable carefully controlled passage between the two parts of the hive. Beneath the Wall lies the vast bulk of the working hive, the five-mile-deep Hive City that extends from cloud top level to the ground.

Not all Underhivers are native born children of the warm dark domain beneath Hive City. Many come from the Hive City itself, green hivers looking for a new beginning, a clean start away from the oppressive demands of family patriarchs. The teeming Underhive takes them to its bosom, the dispossessed, the hopeful and the desperate, all are equally welcome in the great warm darkness.

It seems unimaginable that those who are rich and powerful might want to share that equality – the dream of hope that wipes the past clean and rises free from entanglement and responsibility. Yet there are such people, hivers from the spire who 'go to the Wall', as they say, who turn their backs upon their kin and choose to live in anonymity in the Underhive.

Helmawrs, Catallii, Tys, Ufantis, Greim, Ran Los, and Ko'irons, citizens of the great noble houses of Hive Primus, all have reasons to stalk the Underhive. Men with strange accents and unfamiliar names, or no names at all. Men without a past. With an agenda of their own. Hiding. Searching. Questioning. Tasting the sweet fruits of danger denied to those who live in quiet splendour above the Wall. Who can really say what drives a man who quietly sips his Wild Snake in a dark corner, away from the traffic and the cares of the world.

Hive City is divided between six manufacturing empires known as Houses. Each House exists in its own part of the hive and governs its own affairs quite separately from the other Houses. The hivers, as the population is called, live in dark, cramped and polluted conditions, never seeing the sun from the day they are born to the day they die. The air they breathe is recycled from above and grows ever more bitter and poisonous as it filters downwards. Even the water is distilled from the discharge of the upper hive and their food is factory produced chemical nutrient, algae-based or spun from corpse starch. Conditions are crowded and insanitary, and, as the hive deepens, the darker and the less habitable the environment becomes.

Underhive

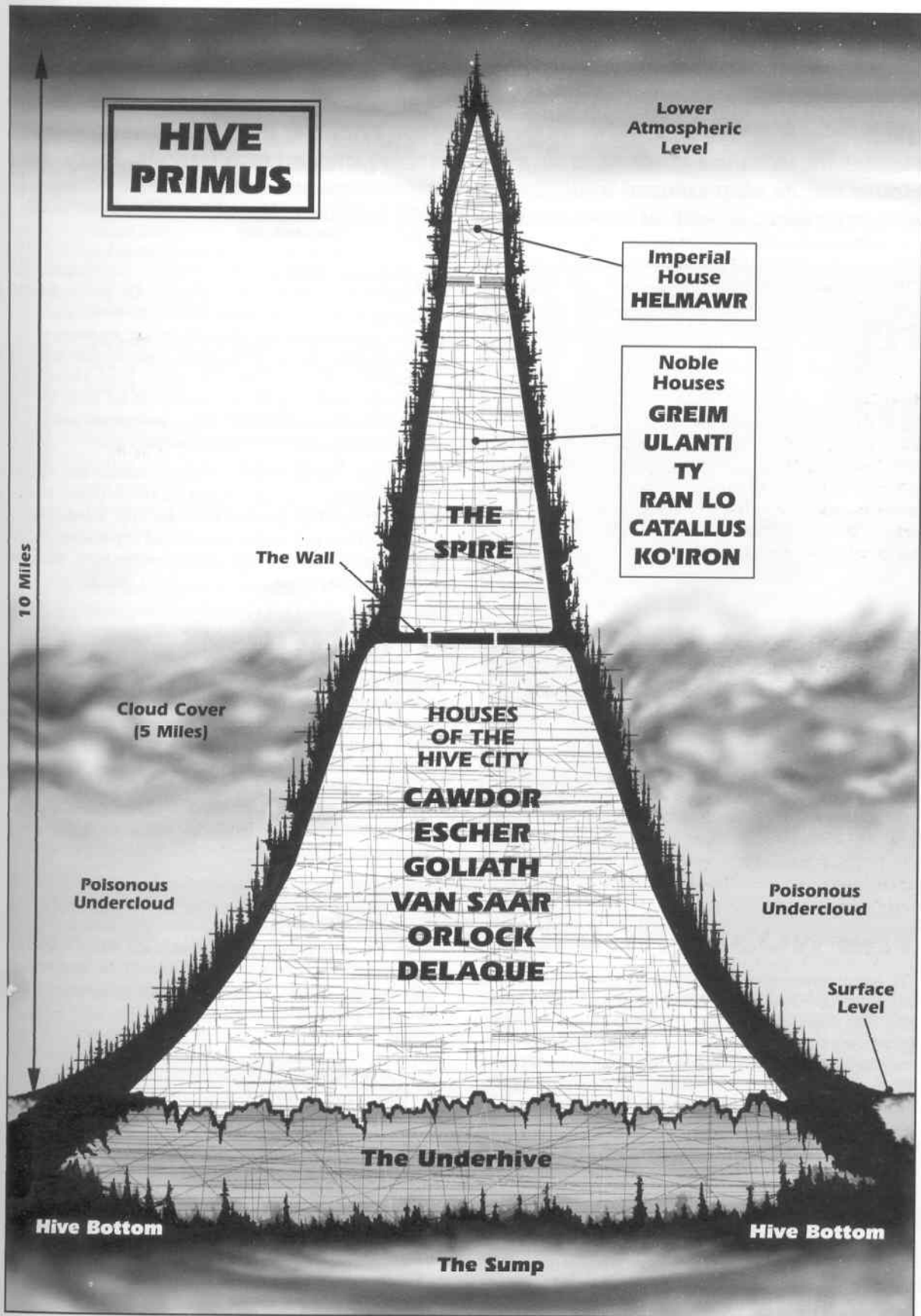
In the depths of the Hive City it is common for power or water to fail or access tunnels to collapse, creating unproductive toxic wastezones. The lower the region the worse is its air, power and access and the more unstable its structure. As the hive deepens normal habitation becomes impossible, and this region is known as the Underhive. There is no formal barrier between Hive City and Underhive because the border is constantly changing. Even as areas of Hive City are abandoned parts of Underhive are resettled and rebuilt. As a consequence Underhive is an ever-changing frontier where people are constantly seeking new opportunities or fleeing from sudden catastrophe.

Underhive is a frontier in more ways than one. Not only is it a barrier between Hive City and the unimaginable horrors of the Hive Bottom, it is also a region outside the formal law and order of the hive. The people of Hive City live carefully regulated lives. They are protected by the strict social codes of House and Hive, dominated by family patriarchs, and obliged to work in the guild factories. The sprawling Underhive is lawless and anarchic, and its stockaded settlements form the only havens of relative order. Even in these refuges, murder and violence are everyday facts of life. Gun law is the common law of Underhive, and self-protection is the best and only reliable defence.

The Hive Bottom

At the base of the hive buildings become so structurally dangerous that the region takes on a different and even more inhospitable character. This is the final and deepest zone called the Hive Bottom. Hive Bottom is so decayed and crumbling that the original domes and foundation piles have long since collapsed, forming a layer of almost solid rubble. Within the rubble are enclosed pockets linked by holes and tunnels worn by liquids leaking from above. These pollutants and effluents, the discharge fluid of the entire hive, form a vast lake of radioactive putridity called the Sump.

Nothing can live in the Hive Bottom other than the most monstrous mutants. Its denizens are the spawn of darkness and pollution. Some of these foul creatures find their way into the Underhive, or even into the lower parts of Hive City, but their natural domain is the darkness of the Hive Bottom.



THE HOUSES OF HIVE PRIMUS

Hive Primus alone is as populous as many large worlds in the Imperium. The majority of the hive's inhabitants belong to one of the thirteen Houses and live in the part of the hive that forms its territory. Hive Primus is divided between the Houses much as the lands of ordinary planets are divided into nations. Every House has its own cultural traditions, distinctive linguistic traits, codes of dress and behaviour, as well as unique concerns and aptitudes.



THE NOBLE HOUSES

The seven most important Houses are the Noble Houses whose domains extend throughout the Spire, the part of the hive that stretches above the cloud top layer. The Noble Houses are the controllers of the hive's commerce. They trade far and wide throughout the Imperium and with other hives on Necromunda. The Noble Houses compete against each other for wealth and political power, always seeking to further their own interests at the expense of their rivals. Intrigue and fear of assassination dominate the lives of their ruling families.

The most powerful Noble House is the Imperial or Ruling House of Helmawr. Its domain is the very top part of the Spire, the most desirable territory in the whole hive. Lord Helmawr, the leader of the House, controls the entire planet. He represents the mighty Adeptus Terra of Earth, the governing body of the Imperium of Man.

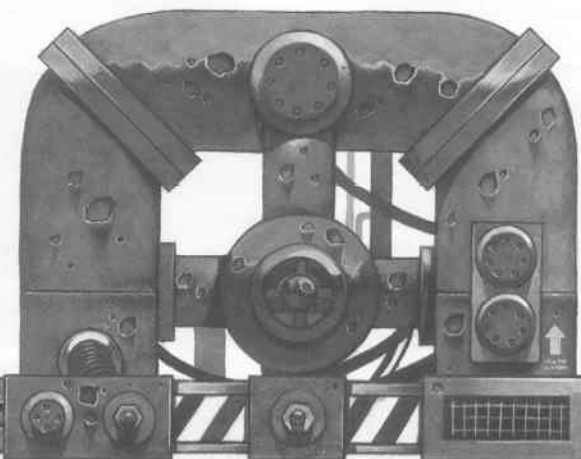
To the greater universe Lord Helmawr is Necromunda and the planet is his to rule as he pleases. The patriarchs and merchant families of the Noble Houses vie for his attention, and are eager to perform whatever favours are necessary to secure landing and shipping rights, trade licences and tax concessions. Even whilst they curry Lord Helmawr's favour the Noble Houses scheme behind his back, hoping that one day House Helmawr will be brought low and a new Imperial House will inherit its domain.

The seven Noble Houses of Necromunda are House Helmawr, House Catallus, House Ty, House Ulanti, House Greim, House Ran Lo and House Ko'iron. These Houses play no direct part in the fighting and exploration of the Underhive which is the chief concern of this book, but their existence is important.

THE HOUSES

Below the adamantium barrier known as the Wall are the domains of the six Houses of Necromunda. These ordinary Houses lack the privileges and status of the Noble Houses. Their people are confined to the cramped Hive City where conditions are squalid and dirty. The hivers, as they are called, are used to the dim light and rank air. Knowing no better, most live contented lives of toil in the guild factories, workshops, and other industries which form the chief business of the hive.

The Houses are manufacturers of goods of all kinds, from foodstuffs to armaments. These products are traded with the Noble Houses and in this way the wares of Necromunda reach the wide universe. A complex but efficient trading relationship has grown up based around the competition between the Houses to produce goods, and between the Noble Houses to buy them.



In the time of Marius Helmawr, more than three hundred and fifty years before the birth of Gerontius, a stranger appeared in the Underhive settlement of Glory Hole. His pale hairless skin and thin whispering voice marked him at once as from House Delaque.

The stranger, who gave his name as Avris, spent freely in the drinking dens and trading post, always pressing his companions for tales of the local gangs. At first people were suspicious of the wealthy stranger, but soon they became used to seeing him about, and he was accepted as just another downhive loner passing through.

One day, some weeks after Avris' arrival, Glory Hole was visited by the Karg gang.

The news passed from hole to hole: 'Karg's in town! His men are down by Rylan's trade post and Karg is heading for Hagen's place.'

Dogbit Karg was the toughest gang leader out of Glory Hole. His gang was known and feared from Two Tunnels to Dust Falls. Now he had returned after spending almost a year downhive. The word was two of the gang were dead: the tall youngster called Gund and old Ironhead, Karg's right hand man.

In Hagen's Hole, as Hagen called his bar and hang-out, Avris and Karg talked. Hagen, a good friend to the old gang leader, poured more drinks and left the bottle on the table as he left. The hole had cleared when Karg walked in, a nod and a quick word had seen to that, scattering nearly a hundred souls into the street. A few displaced men, too curious for their own good, hung round outside or found unexpected business in the workshop across the road.

For an hour or more the two men talked and drank. At last, Karg stood up calling for Hagen and another bottle of Wildsnake. Taking the bottle with him Karg left the drinking hole heading towards Rylan's trade post. Hagen,

who had opened his doors for Karg, now found himself surrounded by a small crowd. When he turned back the man called Avris was gone leaving his glass untouched on the table.

The next morning the Karg gang left Glory Hole heading out towards the White Waste. Avris was nowhere to be found, though no-one saw him leave and none of the gate guard recalled letting him through.

Weeks passed without news of Karg. Other gangs came and went. Outlaws raided Ollough's water still and killed Lough, his youngest son. Hagen blamed Ratskin renegades and promised a bottle of Second Best for every scalp brought in. Soon he had a dozen scalps nailed over his bar counter. On the whole things were quiet.

It was a small-time Guilder called Mylo who brought the news of Lord Marius Helmawr's death. Apparently, two of old Helmawr's sons had been killed too, though no-one was sure when or how this had happened. Marius' young brother Tiberius was the new Lord Helmawr. Some were saying Helmawr's third son Cactus had fled downhive with his family, and Tiberius was planning on sending Bounty Hunters after him.

But that wasn't the news that shook Glory Hole. Helmawr hadn't died in his bed as might be expected. Nor had he fallen to sickness, poison or spellcraft, though these are all common enough causes of death in the Imperial family. Somehow, an assassin had got past the traps and guardian power fields, through the adamantine doors with their psychic locks, and into the inner sanctum. Helmawr had fought like a daemon. Only after a fierce fight did he fall to the ground, his powerful hands clasped upon the throat of his killer in a mutual embrace of death.

That, so they say, is how they found Marius Helmawr and Dogbit Karg.

The people of the six Houses do not normally mix, and the borders between their domains are carefully guarded against intruders. Each House is proud of its unique traditions and disdainful of its rivals' way of life. Where the territories of two Houses border each other it is common to find an interposing dead zone or area of fortifications.

Prolonged warfare between Houses is rare but not unknown. Violence can be triggered by anything from accidental trespass to deliberate invasion. The most common cause of animosity is contract fighting. This happens when a House tries to destroy vital factories in a neighbour's domain in order to make it impossible for them to fulfil a contract. Should this happen the neighbour will incur heavy penalties and may lose a lucrative contract to a rival House.

Open hostility is rare. For one thing, war between two Houses would simply further the interests of the other four and do neither antagonist any good. Also, the Noble Houses strongly disapprove of destructive conflict because it damages trade and hinders the movement of goods. Noble Houses may threaten to take their business elsewhere rather than tolerate a hive war. Consequently Hive City is mostly peaceful and industrious, and the majority of its people are happy to toil for their House and reap the meagre rewards on offer.

The six Houses are House Cawdor, House Escher, House Goliath, House Van Saar, House Orlock and House Delaque. As the role and attitudes of these Houses is fundamental to the downhive fighting which is the subject of this book, we'll describe each in a little more detail.



ORLOCK

House Orlock is known as the House of Iron because its foundations lie upon deep ferrous slag pits. The hivers mine these pits for the debris of ancient times and extract enough pure metal from the refuse to serve their industries. Over the centuries extensive mining of the slag has caused some lower domes to collapse. In the past this led to hivequakes and the destruction of several overlying domes.

For many centuries the House has fulfilled the Ulant Contract, a lucrative deal by which one House supplies the core requirements of the Ulant Noble House. Previously the contract was supplied by House Delaque, but the Orlocks usurped the position by bribing Underhive gang raiders to destroy fuel lines into a Delaque guild factory. Since then the two Houses have taken every opportunity to discredit each other. Five years ago Lord Hagen Orlock was assassinated by the Delaques and relations between the Houses has never been so tense.

GOLIATH

The domain of House Goliath is situated unfavourably within Hive City and occupies some of the deepest and harshest areas. Their extensive heavy industries contribute further to the pollution and heat, so that their territory is often filled with toxic smog and dark fumes. By way of compensation the Goliaths are tough and persistent by inclination. They consider the hivers of other Houses to be soft and slack. In truth all hivers are naturally robust, being inured to the toxins and deprivations which they accept unquestioningly as part of normal life. The Goliaths, however, take a stubborn pride in their ability to endure hardship.

The other Houses see the Goliaths as barbaric, unsophisticated and unpredictable. Goliath institutions such as the fighting pits and the Feast of the Fallen do nothing to dispel the impression of a violent people inimical to their neighbours. Size and strength are seen as the measure of a man. Their style of dress emphasises a preoccupation with physique, featuring weighty chains and massive spiked metal bracers.



ESCHER

House Escher is perhaps the most strikingly different of all the Houses of Necromunda. Like all the Houses it is controlled by a ruling family, and its political life and institutions are dominated by close relatives or families in service. However, unlike the other Houses which have reasonably balanced populations, that of the Escher is made up almost entirely of women. The few males are shrivelled and imbecilic, perhaps as the result of a genetic flaw within the House bloodline. Whatever the reason, they play no part in the normal affairs of the Escher.

Escher society has long since developed to cope with its uniquely imbalanced population so that it is no longer perceived as a disadvantage. The Escher have a reputation for arrogance and are said to look down upon and pity all males. They are particularly dismissive of the Goliaths as simple and brutish. The two Houses are old enemies and skirmishes along their borders are common.



VAN SAAR

House Van Saar is renowned for the quality of its technical products. Its technology is no more advanced than that of anyone else, progress being almost non-existent throughout the Imperium, but the House's manufacturing processes are precise and its finished materials are of the highest quality. The Noble Houses pay a premium for Van Saar goods, and as a result the House is probably the most wealthy in Hive City.

The Van Saar are reputed to be a serious minded and humourless people, with a deeply ingrained sense of order. Like all the Houses of Hive City they have a style of dress which marks them out. In the case of the Van Saar this takes the form of a tight fitting body suit designed to protect and sustain the wearer in the hive environment. Semi-permeable membranes in the suit reduce the loss of body moisture whilst various spots on the material change colour to warn the wearer of airborne toxins and reduced oxygen levels.

DELAQUE

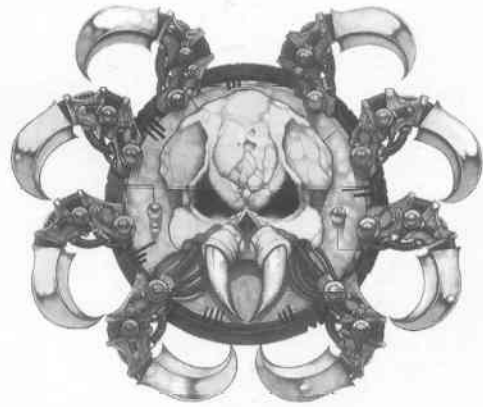
House Delaque benefits from a special understanding with the Imperial House of Helmawr, providing not just materials but also information to the rulers of Necromunda. Delaque spies are said to operate throughout the hive, observing the activities of the other Houses. It is rumoured that some of the ruling family members of the Houses, and even some Noble Houses, are in the pay of the Delaque.

Other Houses are justifiably suspicious of House Delaque. Their appearance does little to contradict an age old reputation for double-dealing and espionage. Delaque traditionally wear long coats with internal pockets in which they can easily conceal weapons and other large items. Most are very pale and bald headed. Their whispering voices are thin and eerie. Many wear dark visors or implanted filter screens to protect their sensitive eyes – an intolerance of light being a common Delaque weakness. Although the entire hive is dim by normal standards, the territory of House Delaque is particularly dark and shadowy as befits a people whose motives and methods are shrouded in mystery.

CAWDOR

House Cawdor is the stronghold of the Cult of the Redemption whose prophets foretell of universal destruction. Although the cult has its adherents throughout the hive, in House Cawdor it has attained the status of an official religion. For this reason the House is also known as the House of Redemption.

The Cawdor attitude to the other Houses is strongly coloured by their beliefs. Amongst other things this forbids them to show their faces in public, so Cawdor can be recognised by their elaborate masks. The designs of their masks are often quite bizarre or disturbing. The Redemption demands a strict code of conduct, and those who break the rules are driven away and become outcasts. Hivers who do not follow the Redemption are worthless infidels. Needless to say, the relationship between House Cawdor and the other Houses is strained. It is often supposed that the Cawdor actively support Redemptionist outlaws in the other Houses.



THE MERCHANT GUILD

Hive Primus alone is richer and more productive than most planets in the Imperium. The hive is a manufacturing power house, and Lord Helmawr controls the financial resources of the whole of Necromunda. Goods move constantly throughout the hive. Imports and some raw material go downwards, other raw materials 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 which comprise the Merchant Guild are called Guilders. Guilders are a 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.

The 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. The strict laws of Hive and House protect itinerant Guilders, their safety is guaranteed by the House itself. The same laws that protect Guilders also forbid them from owning property in the Hive City or the Spire, so warehouses, trading posts, and accommodation are all provided by the House.

Not all Guilders are equally wealthy or important. The more prosperous families live in the Spire and control trading empires which shift vast cargoes between Hive City and the Noble Houses. At the other end of the spectrum are the lone speculators who trade in Underhive, ever hopeful of discovering some new lode of iron slag or a hoard of archeotech. These adventurous individuals are often encountered deep in the hive, either on their own or accompanied by hired guides and protectors. In the Badzones Guilders often hire gang fighters to protect them from outlaws and mutants.

Guilders 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 will honour. If a Guilder should die, his debts, accounts and other business arrangements pass to his successor.

Guilders also supply Underhivers with their 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 wear a distinctive merchant badge of credit suspended upon a heavy chain. The more wealthy a Guilder, the bigger and more ornamental his badge. This serves as a sign of office and identifies the Guilder when he passes through House check points. The merchant badge is also a device, a tool of his trade, imprinted with access codes to his central autoledgers and credit rating. The badge guarantees the Guilder's trading arrangements on behalf of the Merchant Guild, and is used as a seal, both electronically and physically.

Some time ago the most famous pit fighter in all of Underhive was Bull Gorg. Bull Gorg was the strongest and most massive fighter of all. His girth and weight were so great that a hoist was used to lift him in and out of the fighting pits. In all his fights he was never defeated, not even when pitted against savage mutants or teams of hardened criminals.

Bull Gorg's master was a hunchback Guilder called Anano. This man had a whole string of pit fighters and made his living by staging spectacular contests between his fighters and any who dared to challenge him. Anano grew very rich on the profits reaped from the pit.

Despite the enormous wealth earned by Bull Gorg and the other pit fighters Anano remained a twisted, mean spirited and miserly master. He spent as little as possible on his stable, and kept his slaves in the most sorry conditions. Bull Gorg was the only slave he made any effort to look after, keeping the giant contented with promises of freedom which he never meant to honour.

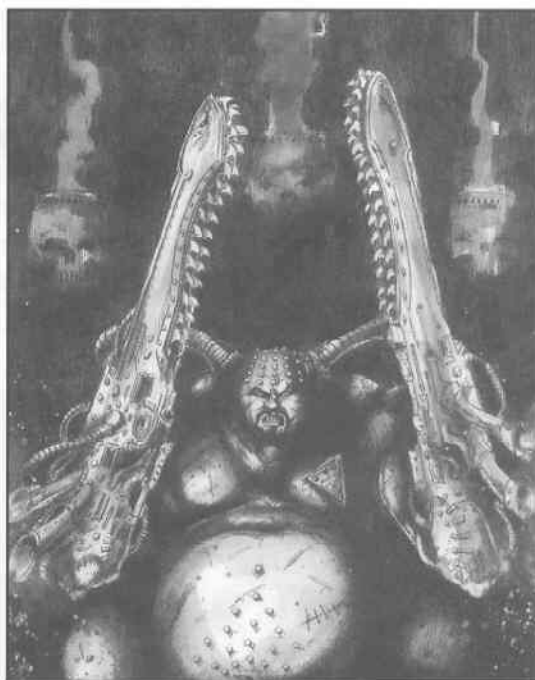
One day another slave of Anano, a she-fighter called Hort, was badly hurt in a contest against a captive mutant, a scaled lizardman from the downhive. Although Hort beat the monster and won Anano his purse, the Guilder refused to send for a surgeon to attend to her wounds. The she-fighter sickened, and after three days died, though all swore her injuries were not fatal. Some suspected that Anano had deliberately let his slave die if not out of meanness then out of some petty spite, for it was common knowledge that Hort had mocked him for his crooked back and twisted face.

This incident is said to have triggered Bull Gorg's Revolt, the greatest slave uprising the Underhive has ever known. With the help of an enslaved techno called Whuss, the rebels freed hundreds of their brethren. The slaves marched upon the trade post of Dust Falls looting and burning the out-holes on their approach. They set fire to the settlement and drove its people into the wastes where many were attacked and killed by mutants and outlaws.

From the ruins of Dust Falls the slave army headed towards Dead End Pass where Bull Gorg led a determined attack upon the settlement's huge walls. Bull Gorg reasoned that with control of Dead End Pass he would possess a fortress that could resist the strongest forces the Guilders could muster. The people of Dead End Pass put up a stiff fight, but the slaves were too tough and relentless for them. Bull Gorg led his pit fighters into the settlement and captured the trade post.

The slaves ran Dead End Pass for many months. Its people became accustomed to their new rulers, and even the Guilders were forced to come and do business there. Now he had control of the fortified settlement Bull Gorg levied tolls on all traffic between Dead End and the rest of the hive. Inside Dead End Pass slavery was abolished. Slave trains passing through were freed. The Guilders were obliged to hire free men to carry their wares into and out of Dead End.

Things might have continued indefinitely. Bull Gorg ran the settlement humanely and wisely. He used the tolls to improve the lot of the settlement's poorer citizens, digging new and better holes, building new water stills, and strengthening the town's defences. But the Guilders would never tolerate the situation for long. They hated the pit fighter for defying them and for the devastation of their property at Dust Falls.



It was treachery that opened the gates of Dead End Pass while the settlement slept. It was no ordinary army that the Guilders launched upon their foe, but a horde of criminals and outlaw gangs recruited from all over the Underhive: mercenaries and cut-throats paid with Guilder money and armed with Guilder guns. The army ran amok in the streets, looting and killing indiscriminately, burning and destroying as it pleased them. The streets of Dead End Pass ran red with blood. Bull Gorg's men made a last stand around the trade post, but it was too late for anything but a token resistance.

When the killing was over and the survivors struggled back to their homes, many wept to find their families murdered or maimed. Few people of Dead End Pass were left to thank their liberators, nor were there many to compare the brutality of the Guilder army with the benign reign of Bull Gorg. Those former slaves who still lived were executed without exception. The slave army was destroyed and a great display of severed heads was made upon the battlements of Dead End Pass. Rows of stakes were erected on all the waste roads, bearing gruesome trophies so that all who approached could consider the rebels' fate.

Bull Gorg was taken prisoner. He was hauled out of the settlement he had once ruled, past the rows of severed heads, on a journey that would take him to all the major settlements of the Underhive. For a month he was paraded round, chained and muzzled, goaded with power mauls, and fed upon the slops of the Guilders' dogs. Finally he was taken into the trading post of Dust Falls and executed like a common criminal. His head was stuck upon the gate as a dire warning to all who dared challenge the power of the Merchant Guild.

But still the Guilders could not lay Bull Gorg's ghost to rest, nor erase forever the memory of his life, nor dispel the dream of freedom that he had awakened. To those who toil in the yokes of the slave trains, to Guild slaves and house slaves, and most of all to the pit-fighters, Bull Gorg is still the hero who humbled the Merchant Guild and proved it could be beaten.

THE UNDERHIVE

The Underhive lies beneath Hive City and beyond the laws of House and Hive. Its depth varies from a few hundred metres to almost a mile and its extent is neither constant nor strictly delineated. The crumbling margins of Hive City simply melt into the upper zones of Underhive. It is a no-man's land: the Badzones...

Downhive. Here a man can make a new beginning or come to a sudden end. Everyone knows there are fortunes to be won in the depths for those willing to take the chance.



Underhive is where gang fighters pit themselves against each other. This is the place of battle and as such it is the part of the hive that we are most interested in.

STRUCTURE

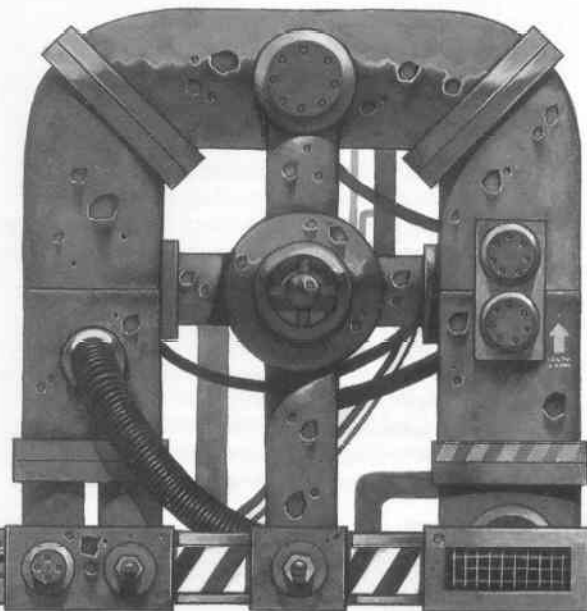
The physical structure of Underhive is the same as the rest of the hive. The hive probably began as a single hab-dome of plascrete or some other highly durable material. Over the years, more domes were added together with broad tunnels and shafts to connect them. Eventually, new domes were built on top of the old, and further domes were raised on top of these, producing a honeycomb of large enclosed spaces. The thick walls and foundations of these man-made caverns give the hive its structural integrity.

A dome provides a broad open space which is further divided into zones of factories, houses, commercial buildings and a myriad other structures. Each dome sits upon a deep foundation layer which incorporates a sub-level maze of power lines and supply pipes. Larger domes also have tall reinforcing pillars which support the roof. The geography of the hive is therefore one of a series of interconnected domes or caverns linked by major tunnelways or shafts, and divided internally into built up areas.

BADZONES

It is with good reason that the hivers often refer to the Underhive as the Badzones. Hive City is dark, polluted and decaying but Underhive is a hundred times worse. Its domed caverns are dark and ruinous. Collapsed floors and fallen buildings have reduced many areas to wastezones of rubble and debris. Poisonous effluvia, toxic dust and the filth of the hive seep downwards and bury everything in a thick layer of detritus.

Underhive has a geography all of its own. Amongst the tangle of ruins there are isolated pockets which can be made habitable with a little effort. In places the rubble conceals remnants of previous occupation – machinery or artefacts which can be reclaimed or traded. Scattered across Underhive are outcrops of naturally formed ores or ancient refuse which can yield rare and valuable minerals. Entire





regions remain unexplored, and much of the hive is unreachable because of blocked and flooded tunnels. There are plenty of domes which are simply wastezones, neither habitable nor containing anything of obvious worth.

Tunnels and vertical shafts link the domed chambers together. The tunnel structures are weaker than the domes they serve, so they are often destroyed or partially blocked even if the dome itself is intact. Sometimes a narrow crawldoor through the debris may allow a man to squeeze through, but narrow tunnels are dangerous and often lead nowhere or end in flooded sumps or sudden drops. The whole of Underhive is a complex maze where it is only too easy to become disorientated and lost.

SETTLERS

Despite the appalling conditions there is no shortage of people who seek to make their home in the Underhive. The discontented, the poor, the disinherited and outcasts naturally gravitate downhive, away from the power of the Guild factories and family patriarchs. These refugees from the Hive City are sometimes called 'green hivers' by established downsiders.

The Badzones are a place of opportunity to impoverished but peaceable hivers who are unable or unwilling to endure the life of Hive City. With hard work tunnels can be opened up, generators and air pumps can be installed, effluent flows can be diverted and water stills erected. Slurry pits and hive dust can be coaxed to yield crops of algae, mutant fungus

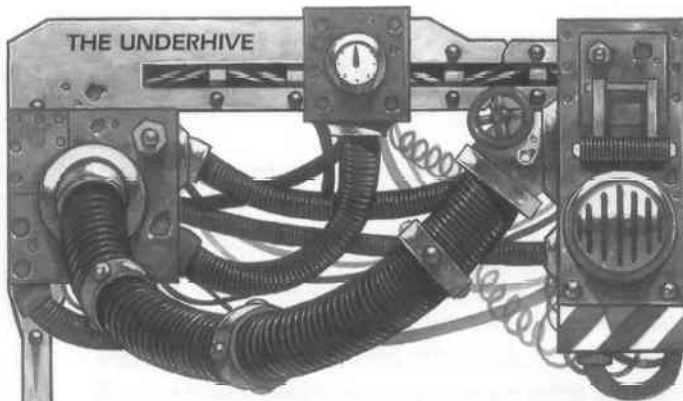
and nutritious slime. Over the years order can be restored and eventually an area may even be reclaimed for Hive City.

Underhive communities tend to be small affairs, a few simple holes and dens rather than entire towns. There are also some fair sized and well established settlements such as Glory Hole, Slag Town, Dust Falls and Dead End Pass.

All the larger downhive settlements are protected by tall stockades which the inhabitants raise out of the surrounding debris. Shelters and other buildings are converted from the ruins and materials scavenged from the refuse. It's possible for a family to survive by cultivating edible fungi, algae, slime or the parasitic lichen that grows upon them. In some places settlers raise animals native to the Badzones such as rats, blood beetles, giant slugs, blind snakes and mutant dogs.

The bigger settlements have a kind of order, albeit utterly unlike the strict social codes of Hive City. There are places to trade, small workshops where equipment can be made or repaired, and people offering services to travellers. A bed for the night, a room, an annual bath, or just food and drink, all can be readily bought or bartered. The most valuable commodity of all is often information. News of ore strikes and tunnel openings are typical of the rumours that can make a man rich if he's quick enough.





GUILDER TRADERS

Most settlements have trade posts where Guilders can sell their wares, or buy things that have been found, made or stolen in Underhive. Sometimes they hire fighters to protect themselves or their cargoes. The Guilders' heavily guarded

slave trains carry goods within the Underhive and between Underhive and Hive City.

In larger communities it is the Guilders that really run things. Anyone who tried to cheat or harm a Guilder would soon meet with rough justice. Guilders are notoriously protective of their own kind, and will hunt down anyone who kills or robs from them. None-the-less, the Guilders are not immune from attack and their cargoes are a favourite target for outlaw gangs.

Poorer Guilders sometimes strike out alone, chasing rumours of ore strikes or finds of archeotech. For every lone explorer that makes his way back to Dust Falls, likely as not mad-eyed with his clothes in tatters and babbling of untold riches, a hundred are never seen again. Underhive swallows them up.

Death stalked the labyrinthine tunnels of Down Town. The settlement's inhabitants waited for the discovery of the next murder. Entire holes had been wiped out in the atrocities, Guilders and respected gang leaders amongst them. The assassin was unknown. The only clues to his identity were the small white mnemonic cards left upon each corpse. The cards displayed a manic death's head which cackled and winked knowingly to the touch.

As the death toll rose so did unrest in the settlement. Neighbours turned upon neighbours and everywhere there was an air of distrust. Wild juves roamed the empty tunnels, breaking into holes to steal, or simply to hide from the dark. The Guilders doubled the Watchmen's rate but there were few volunteers prepared to walk the streets at night.

Lothar Hex, the Widowmaker, his head tilted at a slight angle, listened intently to the voices below. He had reached a dark void above his target, an empty conduit above the hideout of Gideon Drexlar.

Looking down into the room Lothar's cold eyes focused upon the slumped figure of Down Town's most feared gang leader. Empty bottles of Wildsnake littered the table and the floor around. From his jacket Lothar took a long flexible periscope which he pushed carefully into the ceiling grille. Rotating the device he counted four guards. Satisfied that these were the room's only occupants he retrieved the scope and slowly began to remove the magno-bolts from the grille cover.

The grille tumbled to the floor with a clatter and Lothar Hex dropped into the room, boltguns blazing. Two guards exploded before the assassin's feet had even touched the floor, their torn bodies tossed across the room like rag dolls.

The remaining guards fumbled for their weapons, firing wildly at the shadow-like figure as it sprang upon them. One collapsed in wide-eyed terror as Lothar's dagger found his throat, the last was slammed against the wall, his body jerking

like a puppet as a dozen bolt shells exploded within his chest.

Lothar Hex walked towards Drexlar, his smoking guns held carelessly by his side. The gang leader glared in drunken astonishment, too numb with terror to move from his chair. The sight that met his eyes was more horrific than anything he had seen in a lifetime of Underhive fighting. The assassin's face seemed to blur and shift. Flesh, bones and sinew liquefied and reshaped. The human face disappeared and the face that studied him so coldly was a mask of bestial evil.

'What are you?' gasped Drexlar, his voice shaking with terror.

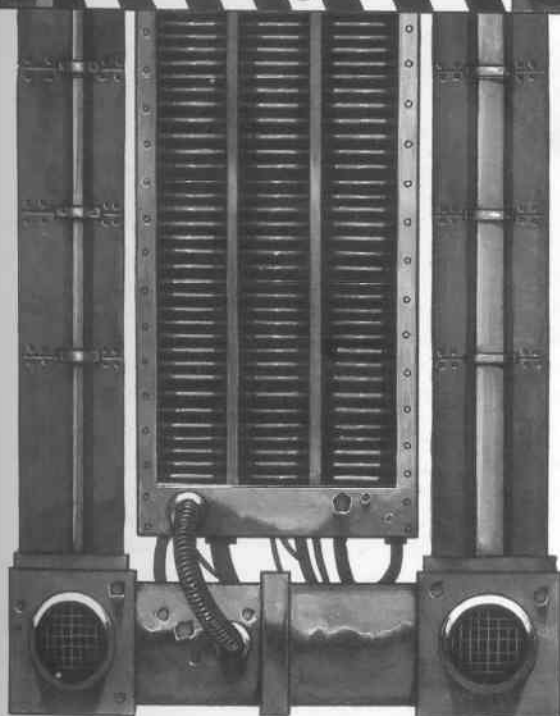
A grin played upon the inconstant features and the creature laughed maliciously.

'I am the darkness,' it replied. 'I am the darkness inside you all.'

A single bolt shot rang out and Drexlar span from his chair as the shell struck him square between the eyes. The force of the blast carried the body across the room where it struck the far wall and slithered to the floor. The explosive bolt had erupted inside the gang leader's head, smattering bits of bone and brain upon the wall.

The creature observed the scene of carnage. Its features were human once more. Lothar Hex took five mnemonic cards from his coat pocket and placed one upon each corpse. As his fingers touched them the death's heads upon the cards began to cackle and wink cheerfully.

When he had done the assassin took a cord from his coat and attached a small magno-hook to one end. He threw it upwards through the open grille and tugged the line to make sure the hook was fast. He looked around the room. His work was finished now, for Drexlar's had been the final name on Sliding Jak's list. Lothar Hex could return to his master now and report complete success.



ORES AND MINERALS

Some hivers come to the Badzones to make their fortune from the vast natural wealth of the Underhive. Pollutants transmute over the millennia, gradually losing their toxic properties and forming new stable compounds, including sparstone, adonite crystals, carnotite gems and dark nuggets of igneous adamantorite. These precious substances are found in the deeper parts of Underhive and the Hive Bottom. Rich deposits are very rare and searching for them amongst the poisonous wastes is hazardous.

Mineral ore deposits are more common. These often originate from liquid discharges from Hive City. Working their way downwards, ore-laden wastes reach open spaces and form stalagmites and stalactites of ferrous haematite or 'iron slag'. Some pollutant liquids filter through porous wastes which act as sieves, depositing solid ore in the form of a crust or pan. These substances are bulky and not tremendously valuable, but their exploitation is relatively easy.

Ore diggers work either on their own or in groups. They often build temporary shelters round the site of a strike, and may well have to defend their workings from marauding outlaw gangs.

HIVE FUNGUS

Further riches can be gleaned from the mutant fungoid life forms which grow in the dark Underhive. The detritus of the downhive provides the ideal medium for fungi to grow in and, as a result, Underhive supports a substantial ecology of parasites and mutant creatures. There are tens of thousands of varieties of fungi and moulds, some edible or otherwise useful, others highly toxic and downright dangerous.

Valuable fungi are much sought after. The slow growing pearl spore forms tiny lustrous pearls within its flesh; the colour and quality of individual stones depends upon which pollutants the fungus grows upon as well as its age. The most valuable of all is the Necromundan black pearl, a single large example of which is sufficient to keep a man in life-long luxury. Iron mould is not valuable in itself, but grows on rust piles and detritus saturated with sequestered iron and other metals. The mould extracts water and bound oxygen from the substrate leaving nodules of metal underneath.

Other fungi have medical or intoxicant properties. Examples include the dangerous but costly icrotic slime. The possession of living icrotic slime is one of the most serious crimes in the Spire, and its export from Necromunda is forbidden by Imperial decree. Spook is a relatively common but dangerous psychic stimulant formed from fungal spore. More useful is the curative Stinger mould, which has powerful recuperative abilities as well as strong antibiotic properties.

ARCHEOTECH

Much of the Underhive is unexplored or inaccessible and amongst the ruins lie factories, machines, stockpiles of raw materials and stores of artefacts, buried millennia ago. Sudden structural catastrophes are not uncommon in the lower parts of the hive, so it is easy to imagine how a



collapsed dome could be buried along with its inhabitants. Over time the dome will be forgotten, wastes leak in from above, and layers of hive dust pile on top of the ruins. All this can remain untouched for centuries, perhaps for millennia, until erosion or a hivequake open up a small crawlhole into the ancient dome.

When a tunnel into a new area is discovered it becomes a magnet for fortune hunters. Any attempt at secrecy can only succeed for a short while, and soon the dome will be teeming with rivals. Inevitably there will be battles over the spoils, and the victors will carry away the choicest items for themselves.

Archeotech is the term given to ancient finds of technical artefacts. The richest source of archeotech is lost domes, but it is possible to find old machines at the bottom of any deep layer of hive debris. The value of an item depends very much on what it is. Old rusted machinery is only good for scrap and will have to be sold for the value of the metal it contains. Isotropic crystal fuel rods, on the other hand, remain good so long as they are unused, and can be traded for a good price.

MUTANTS

The constantly recycled air, water and food of the hive have an inevitable effect on its inhabitants. Pollutants and toxins build up in the bio-system causing genetic instability and mutation. The effects of this are worse further down the hive where toxins are more concentrated. Because mutation is so common minor deformities are tolerated to a degree, even in the Spire and Hive City. However, conspicuous mutants are rooted out and destroyed according to the strict laws of House and Hive. Only those who flee downhive can hope to escape and start new lives, losing themselves amongst the ever-shifting population of the Underhive.

Underhive inhabitants are more tolerant of mutants than other hivers. So long as mutants keep a low profile, and are not obviously or grossly deformed, they can live peacefully even inside a big settlement. Underhivers are not inclined to ask questions or look too closely at their neighbours, and are more sympathetic to mutants in general.

Of course not all are equally tolerant. House Cawdor especially are quick to turn upon mutants. Other fanatical

The depths of Underhive give way to the collapsed and compacted ruins of the hive bottom, the hive's ancient foundation layer long since abandoned and forgotten by its



inhabitants. This is a domain of stagnant darkness, where poisoned fumes rise from the putrid sump lake at the hive's bottom and choke the labyrinth of crude crawlholes and ruinous caverns. Here in the darkness dwell things spawned in the toxic waste of millennia, creatures that hide from even the pallid lights of the Underhive.

Sometimes they crawl from their holes, slithering up from the blackness, driven by their hunger, perhaps, for human flesh and blood. They can be glimpsed from the watchtowers of Down Town, moving through the spoil heaps as they hunt the mutant rats that feed upon the refuse there. Their eyes can be seen glimmering amongst the ruins as they study the progress of a slave train, watching for stragglers and wounded. Throughout Underhive they can be heard howling and snarling in the dark hours of lights-out, always close by yet always unseen, a sound to haunt the sleep of men.

Occasionally a hunter or an ore prospector might bring in a pelt of some strange bestial thing. Some of them are men, or were, with scabrous rotting skin and talon-like nails, eyes vestigial and covered with white membranes, or black and staring without visible iris. Others have only the sham of human form, scaly and vile things with dripping maws of pointed teeth and long red tongues.

Over the far wall of the Down Town trade hole there are nailed the skins of many such beasts, hundreds and hundreds of them, some rotten and eaten away by time or infestation, others gleaming with green and golden scales, a few of the skins of savages and outlaws brought in for bounty.



groups such as the Redemptionists hate all mutants no matter how minor their deformities. Their creed preaches the uncompromising destruction of all deviants.

For those too mutated to live in the big settlements the lawless expanse of the badzones provides ample opportunity to hide. Mutants of the most heinous varieties, scaly many-limbed monstrosities, will naturally gravitate towards the deeper parts of the hive and the Hive Bottom. They are outcasts even from the badzones.

Not all mutants are physically grotesque. Some appear normal, but actually have psychic powers of one kind or another. These mutants are more readily accepted into Underhive than conspicuous deviants. Some are even welcomed and protected because their abilities are useful, such as psychic healers and precognostics.

OTHER OUTCASTS

Underhive exists beyond the laws of House and Hive. The Houses have little influence and family patriarchs care little about life beyond their borders. Even the Imperial House would think twice about trying to impose its will in the anarchic bowels of the hive.

Underhive provides a natural refuge for those seeking to escape retribution or revenge. Individual criminals and political dissidents can melt into society without fear. Larger groups of outcasts can find a secluded place to make their home. Amongst these groups are crazed religious zealots, mutant-hating Redemptionists, Utopionists, cannibals, head-hunters and any number of misfits and madmen.

Amongst those who have taken refuge in the Underhive are members of the ruling family itself. After the murder of Marius Helmawr his surviving son, Caetrus, fled into Underhive where he became a celebrated outlaw leader and popular hero. Although his uncle Lord Tiberius Helmawr tried to capture or kill Caetrus for many years he never succeeded. The Delaque agents sent to root out Caetrus and his followers were finally forced to admit defeat. Caetrus lived to reclaim his birthright after Tiberius' death, but never forgot his Underhive years and rewarded his supporters generously.





RATSKINS

The Ratskin people have lived in the ruins of Underhive for as long as time itself, and Ratskins regard the place as their ancestral home. They know almost nothing about the world that lies above their heads or beyond the hive. Ratskins have lived apart for so long that they have developed their own language, and only the few who visit Underhive settlements to trade bother to learn the common tongue of the hive.

Ratskins possess senses uniquely adapted to the conditions of the Underhive. Their sight is incredibly keen and it is commonly supposed they can see in pitch darkness. A Ratskin can smell out tiny differences in air quality, and can track other hivers or hive creatures by scent. Their hearing is also finely attuned to the hive. The slightest sounds tell them where others might be, whether a tunnel is safe, or if dangerous creatures lurk nearby.

Ratskins care nothing for Hive City or the hivers that come from above. They do not understand the hivers' insane lust for scrap metals and glittering stones. Most of all they are baffled by the foolish manner in which settlers eat toxic fungus, fall down holes, blunder into roof falls, and generally act in a senseless and dangerous fashion.

Although the outsiders puzzle and often anger them, the Ratskins are content to leave hivers alone so long as they leave the Ratskins in peace. Adventurous Ratskins trade with the hivers and sometimes hire themselves out as guides or trackers, but they are a self-sufficient and proud people who neither need nor want much from anyone.

Ratskins know their way around Underhive better than anyone else. They know about the main tunnels, the small crawlholes, and the shifting drains and sumps of the effluvial flows. They know ways into and through Underhive which the hivers are utterly ignorant of. They

can find paths into domes which remain undiscovered and buried to ordinary men. Ratskins move through the hive effortlessly and mysteriously, disappearing almost magically, appearing as if from nowhere.

The Spirit of the Hive

To the Ratskins, Underhive is a living place inhabited by sacred spirits. It is a place with which they feel a natural harmony, a place which is great and beautiful in their eyes. Ratskins respect the hive as a mighty god, generous in its bounty and merciless in its vengeance. In their eyes, the Underhivers often anger the hive by causing rock falls or caving in tunnels with their clumsy excavations. Sometimes hivers go too far, trespassing into sacred places or poisoning the native pools.

Ratskin Settlements

Ratskins live in small communities that are hidden from settlers and explorers. They cultivate cane spore, which provides food as well as reed-like building material, and they hunt the rat herds that infest the hive. For the most part they avoid the foolish intruders whose heathen ways often offend the spirits of the hive. Most settlers soon succumb to predators, toxic fungi, roof falls or some other inherent danger, which all goes to show that the hive is intolerant of those who fail to show the spirits proper respect.

Ratskins and Hivers

Some Ratskins hire out as guides or trackers and a few become semi-civilised as a result of contact with hivers. They can be found and hired in the larger settlements such as Dust Falls, Glory Hole and Dead End Pass. There are few expeditions that would venture into unknown wastelands without the expert aid of a Ratskin tracker.

Sadly, some Ratskins are attracted to the strange ways of the hivers, and acquire a taste for intoxicants, gambling and riotous living. These troublesome individuals hang around the settlements until the inhabitants lose patience and throw them out into the wastes. Bands of Ratskin renegades are a nuisance to settlers and their own kin, and have a well deserved reputation for savagery.

Ratskins live in harmony with the mutant flora and peculiar creatures that populate the wild parts of the hive. Many of the hive's sickly fungi and algae have herbal properties that the Ratskins use to their advantage. Although some are deadly poisons, in small quantities or prepared according to ancient ritual of the shamans, they can be employed to make healing drugs, potent intoxicants or psychic stimulants. The most common stimulant is the small leather bag containing a paste made from ground blindenake – a totem that is said to enhance the wearer's awareness and warn him of evil spirits.



GANGS

Underhive is a dangerous place where people gather together into gangs so they can explore, travel and fight together. Those who join a gang are called gangers. House traditions are so strong and their identities so distinct that even in the Underhive gangs are formed from gangers of one House. A Necromundan's entire sense of self is based upon House loyalty so even the descendants of downhive settlers retain their House identity to a large extent.

The bulk of gangers come from the Underhive itself. They are the descendants of settlers, some from families established in Underhive for generations. The loyalty of these established Underhivers to their House is tempered with romantic notions of life in Hive City, a place they have never been to and can only dimly imagine.

Some gangers come downhive from Hive City. Young juves and discontented hivers are keen to join or form gangs, and there are always hardy Underhivers willing to give them a chance. As well as its ordinary gangers a gang might also include hired help in the form of mercenary fighters, psychic mutants or Ratskin trackers.

Gang Leaders

Gang leaders are usually experienced fighters who know the local Badzones and understand the dangers of the Underhive. Sometimes a ruthless desperado from Hive City will set up his own gang, but only the greenest juve or the most impoverished ganger would follow him.

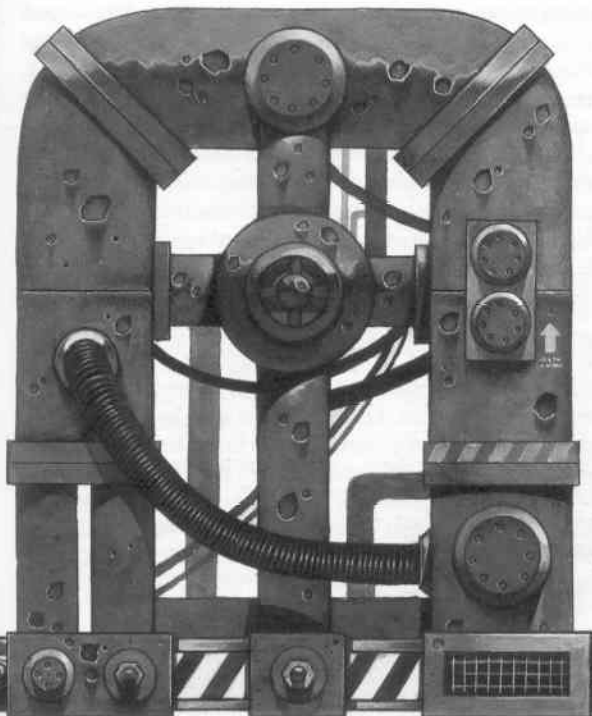
All gangs recruit new fighters now and again. The most successful gang leaders are highly respected and competition for membership is keen. Even the most experienced and skilful gangers may have to find new companions if their leader is slain or captured, and such fighters can always command a high price for their services.



The aim of every gang leader, and eventually every ganger, is to get rich and move uphive. Some return to Hive City, where their new wealth enables them to live in luxury for years. Most dream of freedom in the Spire, away from the filth of Hive City and the repression of family patriarchs. Only the richest get to the Spire, but in the Spire money buys power of a kind unimaginable to the hivers of Hive City.

ALL HOLED UP

The place to start is one of the big settlements that adjoins the wastezones and deeper parts of the Underhive. Places like Dead End Pass and Dust Falls are full of gangers passing the time of day in the drinking holes, trade posts and workshops. They wait for news of tunnel openings, rumours of ore strikes, and any information that might lead them to a fortune. News is soon public knowledge. Rumours, real or false, spread faster than rat pox. Settlements suddenly empty as rival gangs scramble for a piece of the action.



It's easy to pick up odd jobs inside a settlement. Guilders hire gangers to take things from one place to another, or to protect them as they travel through the hive. The town's traders are more than willing to pay for information or services. Local settlers often hire help to round up livestock or hump slime barrels into the nearest settlement. If all else fails a day's scavenging in the adjoining wastezones will always turn up a few trinkets or bits of junk to sell to one of the workshops. Odd jobs depend upon good contacts, and it is these contacts which keep the gang going from day to day. The more people you know, the more favours you are owed, and the easier it is to build up your gang's numbers and weapons stock.

FIGHTING FOR FORTUNE

Out in the Badzones any meeting between rival gangs is likely to end in a fire fight. A gang which runs from its rivals will end up scavenging through the poorest wastelands or raking over the spoil heaps of others. Only gangs that stand up for themselves earn the respect of other Underhivers, local traders and rival gangs. Mutual respect doesn't stop gangs shooting at each other, but it establishes the right to scavenge over or move through a particular area. Such things are simple matters of understanding amongst the local gang leaders.

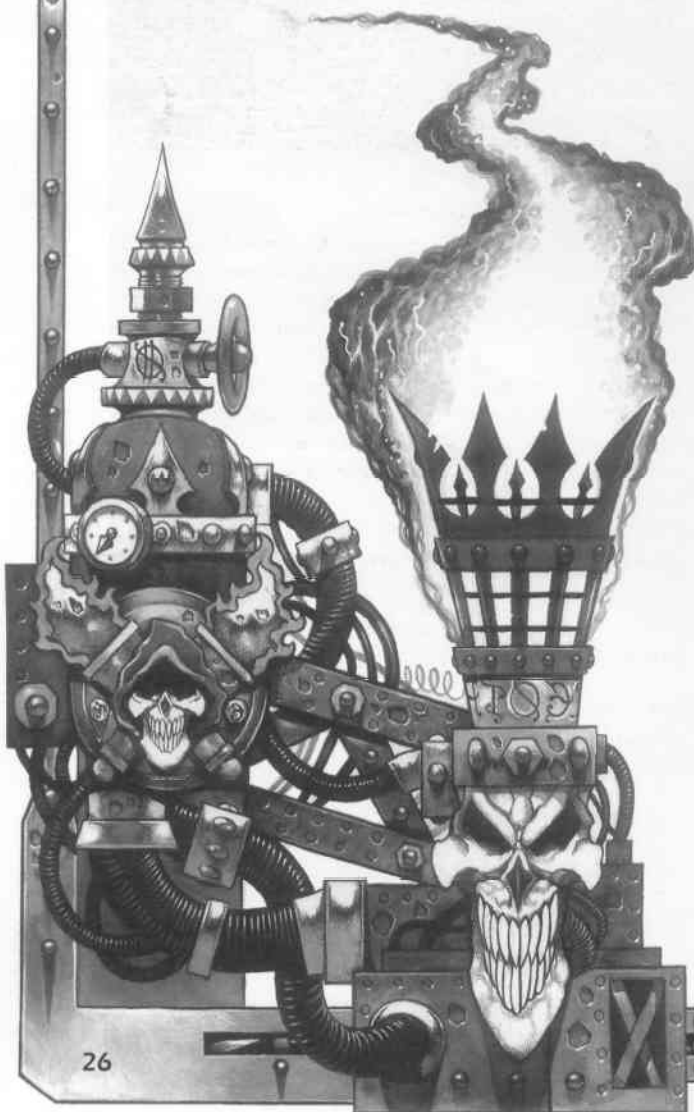


Fights break out for all kinds of reasons. Accidental meetings are common, especially where rival gangs share tunnels or scavenging territory. Sometimes a gang will deliberately attack a small settlement or lone water still that their rivals use. Many gangers come from established Underhive families that live in out-holes in the wastezones. Gangs take great care to look after friendly downhivers who give them food, water and news. Often a gang depends on such people for its survival.

News of freshly discovered tunnels or domes draws rival gangs like boreflies to an open wound. The richer the booty the more determined and the more bloody the fighting. Finds of archeotech, sparstones, carnotite gems, pearl spore, and any other tremendously valuable discoveries always end in fierce battles over the spoils. Even if a gang manages to fill its bags with sparstones there is no guarantee it won't be trailed and ambushed on the way home. Big finds are often broken up and buried in secret out in the wastezones away from the prying eyes of rival gangs.

GUNS FOR HIRE

Few gangs have more than twenty members and most have fewer than a dozen. Of these some will be fully fledged gangers, fighters of experience who know how to look after themselves in the Badzones. Others may be young juves, out to prove their mettle to their older companions. Gangers like this can be hired in any of the larger settlements, and the price paid will depend very much on the calibre of the fighter.



If a gang leader wants he can hire specialists or perhaps even one of the notorious gunfighters who offer their services to the highest bidder. These loners usually owe no allegiance to any House. They are outsiders, often half-castes or people of mysterious origin, who will fight for anyone at a price.

A gang leader will occasionally want to hire a Ratskin tracker as a guide, especially if he intends to move into an unexplored or dangerous part of the downhive. Ratskin trackers can guide a gang through obscure crawlholes and tunnels, and they know ways through the hive which the gangsters could never find or follow. Ratskins have uncanny senses, and can smell, feel and listen their way through a hive in a way no ganger can even imagine.

Less easily found are the infamous renegades and loners. They are notorious and mysterious characters: some have an almost legendary past and many stories are told about their adventures. It is hard to imagine why many of these characters stay in Underhive. Many could afford to return uphive if they wished, but perhaps something else keeps them in the Badzones. Some of the most famous gunfighters are mutants whilst some are barely human. On the whole it is best not to enquire too closely about the origins or motives of these most powerful of all fighters.

OUTLAW GANGS

Even in the Underhive there is a code of behaviour which most gangsters abide by. At least it is true to say that most like to be seen to abide by these standards. What they do when no-one is watching is another matter entirely. Those who break the downhive code can find themselves outlawed by a Guilder court. Outlaws are not welcomed in settlements, traders won't deal with them openly, and other gangs can claim bounty for hunting them down.

The Downhive Code

Inside settlements a ganger who kills another hiver can be outlawed together with his entire gang. Serious fighting inside settlements isn't tolerated by the Guilders who employ hired guns called Watchmen to keep the peace. Similarly, theft, fraud and violent crime within a settlement are likely to get a person outlawed or lynched. Small settlements and out-holes are also covered by this code of behaviour, although they are more vulnerable to unscrupulous raiders than big settlements. Outlaws often leave no witnesses to point an accusing finger.

Any gang that attacks a Guilder, his property, or any hivers in his employment can also find itself outlawed. If a Guilder is killed other Guilders will offer a bounty for the capture or destruction of the gang responsible. Any ganger found with the property of a Guilder is likely to be executed and his entire gang outlawed.

Even in the Underhive, Guilders enjoy special status and are able to move freely throughout the hive. Many Underhivers depend upon Guilder trade, so killing or robbing a Guilder is regarded as one of the most serious breaches of the downhive code.



Captives and Ransom

Beyond the confines of the settlements, gangs fight, wound and kill each other all the time. Inevitably, wounded gang fighters sometimes fall into the hands of their enemies, gangsters who would slay them instantly if they met in combat. However, it is commonly accepted that it is unnecessarily brutal to kill a captive in cold blood. Instead, captives are ransomed back to their gang or, if this is impossible, sold off to slavers. Few gangsters would stoop so low as to murder a captive as they could easily be captured themselves one day.

Bounty and Guild Price

Outlaw gangs find it hard to get by because they can no longer enter settlements to trade. With a bounty on their heads they may be hunted down and slain. Their situation can even force them to rob settlers or Guilders just to stay alive. Although they may have loyal friends or relatives who continue to support them, it is not an easy or profitable life.

An Outlaw gang can buy out its outlaw status by paying a Guild price for hivers they have killed and property they have destroyed. However, if they have killed a Guilder they are never safe. The Guilders accept no blood money for their own kind and will go to any lengths to exact vengeance.

CREATING A GANG

Before you are ready to play Necromunda you need to start a gang. The Necromunda box contains two sets of models, enough to start two different gangs – an Orlock gang and a Goliath gang.

We have designed the models so that you can equip them in various ways to represent different fighters. The models in the Necromunda box will be plenty to get you started, and you can add to your gang or improve its firepower with extra Citadel gang fighters as you go along. As an example, we have included details for two gangs we have invented – Grim Ironhead's Orlocks and the Skullsmasher Goliaths gang.

CHOOSING A GANG

A gang can be any size from three models upwards. To start your gang refer to the Gang Recruitment list printed at the end of this section. The list explains how much it costs to recruit and equip the different gang fighters. You have a total of 1000 Guilder credits with which to recruit your gang.

A gang is always made up of fighters from one of the rival Hive City Houses – Orlock, Goliath, Van Saar, Escher, Cawdor or Delaque. You can choose any one of these Houses for your gang. As the box contains model Orlocks and Goliaths we suggest you start off by picking one of these.

GANG FIGHTERS

There are four types of gang fighter: Leaders, Gangers, Heavies, and Juvies.

THE GANG LEADER

Your gang must be led by a **gang leader**. This model represents the player himself in his guise as a ruthless Underhive fighter. A gang can only have one leader. To start with you can use one of the models provided to represent your leader.

GANGERS

The ordinary gang fighters are called **gangers**. Gangers can be found and hired in the Underhive bars and trading stations. They are experienced, competent and trustworthy fighters who make up the bulk of most gangs. The models in the Necromunda box represent gangers.

HEAVIES

Fighters armed with special weaponry or technical equipment are called **heavies**. They are bigger and burlier than ordinary gangers on account of the weight of the gear they carry! Heavies are also technicians – good at fixing or making things. This is necessary because their weapons are more complex than those of other fighters and must be kept in a good state of repair.

JUVES

Juves are young inexperienced fighters. The settlements are full of wannabe fighters eager for a chance to join a gang and see some real action. Often juves are younger brothers or cousins of the full-blooded gangers, included by way of teaching them how to fight. Juves are inevitably poor shots and prone to running off.

GANG ROSTER

You'll need a gang roster sheet to write down the details of your gang. You'll find a blank roster sheet in the back of the Sourcebook. We suggest you photocopy or copy as many sheets as you need, so that you can keep a neat and accurate record of your gang as it changes from game to game.

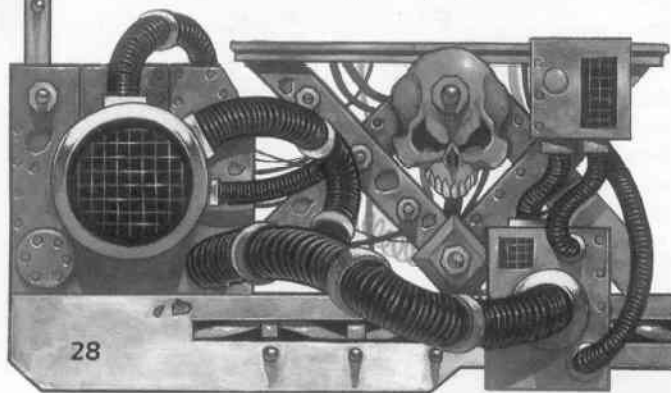
When you have chosen your gang take a gang roster sheet and write down the details of each fighter in the spaces provided. It's a good idea to work out the gang on a piece of scrap paper first, as you will have to juggle the weapons and fighters to get as close to the permitted 1000 points as possible. If you have any credits left after choosing your gang write this down in the space marked 'stash'. On the following pages we have included two sample gang rosters for the Orlock Ironheads and the Goliath Skullsmasher gang to show you how this is done. To start with you can use these gangs if you want, or you can choose your own – it's up to you.

The gang roster is a record of your gang and is useful to keep beside you as you play. During a battle you may wish to make notes on the sheet itself, to record incidental details such as exploding weapons, flesh wounds, and such like.

You will need to give your gang a name, and also name all your fighters. We leave it to you to invent suitable names, though you'll find many examples and ideas for Necromundan names in the Sourcebook.

TERRITORY RECORDS

The gang roster includes space to keep track of your gang's territories. When you are playing a campaign game each gang has a number of territories which represent trading contacts, property owned by the gang, and areas they commonly have access to. As you fight more games you may win new territories, or even lose territory to the enemy. Territories generate funds that you can spend on hiring more fighters or buying more weapons, as explained later.



ORLOCKS – THE IRONHEAD GANG



This Orlock gang was chosen using only the plastic gang fighters contained in the Necromunda box. As such it contains only a leader and gangers, but it would be simple to add further heavies or juves using the appropriate models from the Citadel range. The leader, 'Grimm Ironhead' is armed with a shotgun loaded with lethal bolt shells.

GOLIATHS – THE SKULLSMASHER GANG



Like their rivals, the Goliath Gang is chosen using only the plastic gang fighters from the Necromunda box. Their leader, Brak Skullsmasher, is armed with a shotgun and packs a laspistol in his holster. The other gangers carry a deadly assortment of autoguns, shotguns and pistols.

GANG RATING	1320
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HOUSE: GOLIATH

GANG NAME: SKULLSMASHER GANG

NAME	CHARACTERISTICS										EQUIPMENT, SKILLS & INJURIES	COST	EXP.
BRAK SKULLSMASHER Gang leader	M	WS	BS	S	T	W	I	A	Ld	Shotgun (Solid/Scatter), Hotshot shotgun shell, Laspistol, Frag grenades Leader	190	65	
	4	4	4	3	3	1	4	1	8				
GUND Ganger	M	WS	BS	S	T	W	I	A	Ld	Shotgun (Solid/Scatter), Man Stopper round	85	61	
	4	3	3	3	3	1	3	1	7				
BONESNAPPER Ganger	M	WS	BS	S	T	W	I	A	Ld	Shotgun (Solid/Scatter), Bolt shell, Autopistol	110	66	
	4	3	3	3	3	1	3	1	7				
OWD GROWLER Ganger	M	WS	BS	S	T	W	I	A	Ld	Autogun	70	24	
	4	3	3	3	3	1	3	1	7				
HAGEN Ganger	M	WS	BS	S	T	W	I	A	Ld	Lasgun	75	25	
	4	3	3	3	3	1	3	1	7				
LOGAN Ganger	M	WS	BS	S	T	W	I	A	Ld	Autopistol	65	22	
	4	3	3	3	3	1	3	1	7				
DEADEND Ganger	M	WS	BS	S	T	W	I	A	Ld	Bolt pistol, Frag grenades, Laspistol	115	26	
	4	3	3	3	3	1	3	1	7				
FLANGE Ganger	M	WS	BS	S	T	W	I	A	Ld	Laspistol, Frag grenades, Autopistol	110	23	
	4	3	3	3	3	1	3	1	7				
STUBBER ORMAN Ganger	M	WS	BS	S	T	W	I	A	Ld	Stub gun, Dum-dum bullets	65	22	
	4	3	3	3	3	1	3	1	7				
SPIKE Ganger	M	WS	BS	S	T	W	I	A	Ld	Autopistol, Laspistol	80	21	
	4	3	3	3	3	1	3	1	7				
TOTALS:											965	355	

STASH
35 credits

GANG RATING	1347
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HOUSE: ORLOCK		GANG NAME: IRONHEAD GANG									
NAME		CHARACTERISTICS									
EQUIPMENT, SKILLS & INJURIES		COST									
EXP.											
GRIMM IRONHEAD Gang leader		M	WS	BS	S	T	W	I	A	Ld	
		4	4	4	3	3	1	4	1	8	185
NARK Ganger		M	WS	BS	S	T	W	I	A	Ld	
		4	3	3	3	3	1	3	1	7	110
GROFF Ganger		M	WS	BS	S	T	W	I	A	Ld	
		4	3	3	3	3	1	3	1	7	115
FAST DON Ganger		M	WS	BS	S	T	W	I	A	Ld	
		4	3	3	3	3	1	3	1	7	75
ROCK Ganger		M	WS	BS	S	T	W	I	A	Ld	
		4	3	3	3	3	1	3	1	7	75
THORSONI Ganger		M	WS	BS	S	T	W	I	A	Ld	
		4	3	3	3	3	1	3	1	7	75
JO SILENT Ganger		M	WS	BS	S	T	W	I	A	Ld	
		4	3	3	3	3	1	3	1	7	120
SOURFIST Ganger		M	WS	BS	S	T	W	I	A	Ld	
		4	3	3	3	3	1	3	1	7	95
GANN Ganger		M	WS	BS	S	T	W	I	A	Ld	
		4	3	3	3	3	1	3	1	7	80
RED ZEKE Ganger		M	WS	BS	S	T	W	I	A	Ld	
		4	3	3	3	3	1	3	1	7	65
TOTALS:											
		995									
		352									

STASH
5 credits

GANG RECRUITMENT

The following list is used to recruit and equip your gang. To start with you have 1000 Guilder credits with which you must recruit at least three fighters including a leader. Any credits unspent are added to the gang's stash and can be used later or hoarded to buy something more expensive.

The weapons you choose for your gang fighters must be represented on the models themselves. The exceptions are

knives and grenades, which you may assume are tucked inside clothing, and pistols contained in holsters, which can be assumed to represent any type of pistol weapon. Otherwise models are armed as depicted, so it is a good idea to decide how you'd like to arm new recruits before assembling models or buying new ones.

CHOOSING THE GANG

You have 1000 Guilder credits to spend on recruiting and arming your gang within the following guidelines.

Minimum 3 Fighters. A gang must have at least three models.

Leader. Your gang must have one leader. Not more. Not less!

Gangers. You can include as many gangers as you can afford.

Heavies. A gang can have up to two heavies but no more.

Juves. No more than half the gang can be made up of juves.

Knives. All fighters are assumed to have a knife even if the model doesn't have one.

GANG LEADER

Cost to recruit: 120 credits

Every gang needs a leader – the biggest, toughest and brightest fighter of the bunch. He keeps the gang in line and decides where to fight, when to recruit new fighters, and how to spend the gang's hard-earned stash.

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

Weapons. The gang leader may be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic, Special Weapons and Grenades lists.

Special Rules

The gang's leader 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.

Any fighter within 6" of the leader may use the Leadership characteristic of the leader when taking any Leadership test. This benefit applies so long as the leader isn't down or broken himself.





GANGERS

Cost to recruit: 50 credits

Gangers usually form the bulk of every gang. They are dependable and experienced fighters.

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

Weapons. Gangers may be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic Weapons and Grenades lists.

HEAVIES

Cost to recruit: 60 credits

Heavies are heavily built or physically fit individuals well suited to lugging round heavy weaponry. They are also technically competent. This is a good thing because their weaponry requires constant repair and maintenance if it is to function properly.

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

Weapons. Heavies may be armed with weapons chosen from the Hand-to-Hand, Pistols, Special, Heavy Weapons and Grenades lists.



JUVES

Cost to recruit: 25 credits

Juves are inexperienced youngsters eager to join a gang and become fighters. They are poor fighters and unreliable, but with time they will improve and become valuable gangers.

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

Weapons. Juves may be armed with weapons chosen from the Hand-to-Hand, Pistols and Grenades lists.



WEAPONS



Each fighter you recruit can be armed with one or more of the weapons listed below. The different types of fighter are restricted to different types of weapon. Juvies, for example, can only have hand-to-hand weapons, pistols and grenades.

A fighter can carry only **one** heavy weapon – eg, he can carry a heavy stubber or a lascannon, but not both. He can have any number of other weapons. The model is always assumed to be using the weapon depicted in his hands unless the player declares otherwise. Remember, additional weapons must be identifiable on the model itself.

A fighter can carry grenades even if the model does not actually include them, as they are assumed to be stowed inside pockets, pouches or bags. The cost is the price of equipping the model with a supply of grenades – not the cost of a single grenade. Once equipped with grenades a fighter may use them in every battle.

HAND-TO-HAND

These are weapons designed for use purely at close quarters such as swords, knives, axes and crude clubs. Such weapons cannot be used for shooting but only in hand-to-hand combat.

Weapon	Cost in Credits
Knife	Free
Sword	10
Club, maul or bludgeon	10
Chain or flail	10
Massive axe, sword or club	15
Chainsword	25

PISTOLS

Pistols are small hand-held firearms which can be used at close quarters or at longer range. A fighter can shoot with a pistol or use it in hand-to-hand combat.

Weapon	Cost in Credits
Autopistol	15
Bolt Pistol	20
Hand Flamer	20
Laspistol	15
Plasma Pistol	25
Stub Gun	10

BASIC WEAPONS

Basic weapons are larger, heavier firearms generally carried and fired using two hands. You can shoot in the shooting phase with such a weapon but it confers no advantage in hand-to-hand fighting.

Weapon	Cost in Credits
Autogun	20
Boltgun	35
Lasgun	25
Shotgun (solid shot + scatter shells)	20





SPECIAL WEAPONS

Special weapons are complex or temperamental weapons which require a degree of specialist knowledge to operate. Otherwise they are the same as basic weapons, are generally used in two hands and fired in the shooting phase.

Weapon	Cost in Credits
Flamer	40
Grenade Launcher (Grenades extra)	130
Meltagun	95
Plasma Gun	70

HEAVY WEAPONS

Heavy weapons are even larger and more heavy than basic weapons, and are generally more powerful and have a longer effective range. A heavy weapon is so cumbersome and bulky that a fighter cannot move and shoot with it in the same turn. In hand-to-hand combat a weighty weapon is a disadvantage and fighters carrying one will suffer a penalty.

Weapon	Cost in Credits
Auto-cannon	300
Heavy Stubber	120
Heavy Bolter	180
Heavy Plasma Gun	285
Lascannon	400
Missile Launcher (Missiles extra)	185

GRENADES, MISSILES AND SHOTGUN SHELLS

Grenades can be carried inside a bag, pouch or pocket and so can be carried by any fighter, even if the model itself does not include them. A grenade may be thrown in the shooting phase instead of shooting with another weapon.

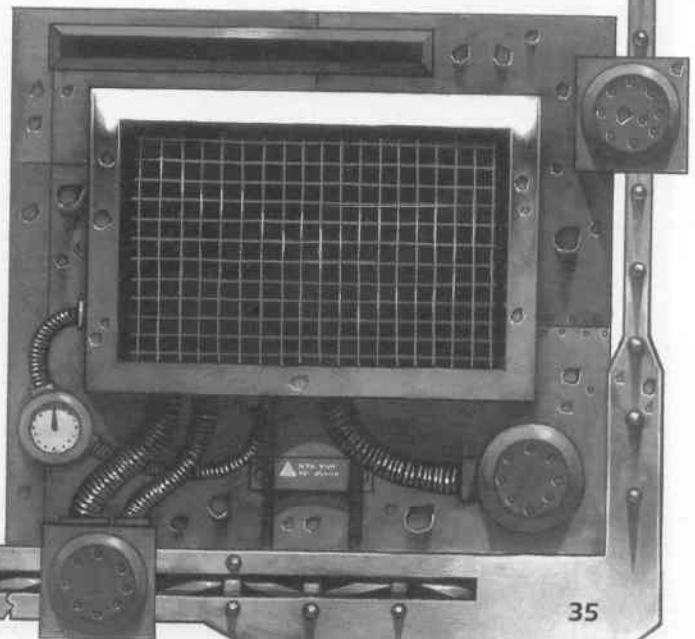
Grenades and missiles must be bought separately for grenade launchers and missile launchers. In both cases, your purchase is to equip the fighter with a supply of ammunition. Once a supply is bought your fighter always has that type of missile. The same is true of the extra shotgun shells, although shotguns come with solid shot and scatter shells as standard.

Grenade	Cost in Credits
Frag Grenades	30
Krak Grenades	50
Frag Missile	35
Krak Missile	115
Dum-dum bullets for Stub gun	5
Man-Stopper Shotgun shell	5
Hot-Shot Shotgun Shell	5
Bolt Shotgun Shell	15

RECRUITMENT COMPLETE!

Once recruited your gang is ready to embark upon a fighting career. When you recruit your first gang it is a good idea to get stuck in straight away, preferably against another 'raw' gang. This gives you a chance to familiarise yourself with the rules and learn how your gang performs in action.

Recruiting a gang is just the beginning of its fighting career, but it is all you need to do to start with. The Necromundan Campaign section describes how you can run the gang from battle to battle. This important part of the Necromunda game is explained in detail on the pages that follow.





Talk is the lifeblood of the downhive. Guilders spread the word of lucky finds, new tunnels and ore strikes out in the badzones. In the drinking holes of Dust Falls, Two Tunnels and a dozen other settlements, the latest rumours and discoveries dominate the conversation.

When new news is thin the talk turns to old news. In the Underhive a man's fame lasts as long as there are men who tell his story and others who'll gather to listen and drink. The old stories, the really old stories, are part of the legend of Underhive. Told and retold countless times, it's hard to say where fact and fable meet, which tales are true and which are merely stories.

One story concerns a family of Delaque settlers called Valois who lived in the White Wastes by Glory Hole. There were three of them, a tall man, his grown son and a daughter of some fifteen or sixteen years. Together they dug out a small shelter in the soft hive dust, built a water still beside it, and made a big slime pit which was soon brimming with a mass of bubbling green stuff.

For some months there was no word of the Valois until one day a lone juve staggered into Glory Hole from the White Waste. He was cut to ribbons and had lost a lot of blood. The youngster was delirious with thirst and there was no sense to be had of his ravings. The only words he would say were, 'The Devil Valois... the Devil Valois,' which he would repeat over and over again like a ward against an evil spell.

For days the juve lay in haunted fever, sometimes calling upon imaginary companions or raving at some illusionary enemy. Once his screaming became particularly agitated, so that it rang out into the street 'The Devil Valois... Valois.'

Passersby heard the screaming and some recognised the name of the settler family. One man seemed particularly affected by these cries. He had the pale almost white skin and hairless scalp of House Delaque. The man knelt beside the youth, a pallid figure in black, and whispered to him in such a way that none could hear his words. The juve calmed at once and soon lapsed into deep sleep.

The juve's mysterious behaviour set people wondering what had become of the Delaque settlers called Valois. Surprisingly, no-one had heard anything of them since their departure. They hadn't returned to Glory Hole nor had any Guilder passed that way to trade. One of the Guilders, a man called Azzlo, said he was taking a slave train through the wastes the next day, and offered to call in on the Valois hole if anyone cared to accompany him. Of course, Azzlo was just angling for cheap protection, because he didn't want to go anywhere near the Valois place alone.

By dawn the next day Glory Hole was in uproar. The juve had suddenly woken, sat upright with an unnatural jolt, cried out one final time and inexplicably died. The stranger who had spoken to him the day before was nowhere to be found. The guards at the gate reported that a Delaque had passed through the previous evening. With him was a hunchback who no-one recalled seeing before and the Ratskin woman called Hotis who sat in Hagen's Hole and told fortunes for a few trader tokens.

A deputation of Guilders led as many as half a dozen gangs to the Valois hole. The wastes were quiet all around, and the white ash itself seemed oddly still. The entrance to the hole was locked and solid, fastened from the inside, designed to keep out the fierce ash storms and predatory renegades. The gangers broke through using a thermal mine. One of the leaders, a Goliath called Brak, went down the crude ladder into the hole.

The shaft was lit, and in the hole there were the usual signs of occupation. A meal of slime cobs lay waiting upon the burner. Outdoor clothes and boots sat in the entrance way. There was nothing out of the ordinary in the hole except for one room, a room stacked high with weapons and ammunition, with water bottles and belts, bands and bracelets, rings and countless small pieces of bric-a-brac. And here and there, amongst the glittering pile, it was possible to recognise a familiar weapon or a charm, the possession of some gang fighter known in Glory Hole.

Of the Valois themselves the searchers found nothing. There was no sign of a struggle nor any indication as to what might have happened to the family. But outside the hole upon a sloping hill beyond the creaking catch-sheets of the water still, were three graves freshly dug in the yielding white ash. And whoever made those graves had left no names upon the head markers, but had tied about simple pieces of white cloth bearing the image of a snake pierced by a sword.

The hole of Valois was abandoned, its contents left where they were. No-one wanted to touch anything from that hole, not even the Guilder Azzlo. He knelt beside the bubbling crop in the slime pit and instinctively ran his finger into the sticky green mass. At least a crop such as this had to be worth something after all! His tongue licked at the thick sticky stuff. He spat and grimaced. It tasted of blood.



NECROMUNDAN CAMPAIGNS

Although it is perfectly acceptable to fight one-off games, part of the challenge of Necromunda is to campaign a gang over a period of time and many fights. This gives you the opportunity to watch your gang develop, to see old fighters gain new skills while new fighters join and the gang grows ever more famous. This section explains how the Campaign rules allow a gang to progress from modest and obscure origins to power, glory and inestimable wealth.

STARTING THE CAMPAIGN

To start a campaign you'll need at least two players and preferably three or more. The more players the better! Each player can have more than one gang, but our experience is that players prefer to run one at a time as this allows each gang to fight the most games in as short a time as possible.

Gangs come from the area around one of the Underhive settlements. They hang around the trading posts and drinking holes, waiting for news of local finds or offers of work. When not fighting the gangs are repairing their gear and trading with the locals. This gives each gang a certain amount of income, which they can spend on recruitment and new weapons, or save as credit with the local Guilders.

You can start the campaign as soon as two players have recruited their gangs. New players can join the campaign at any time thereafter. Although new gangs will be less developed they will soon learn new skills. Fighting other, more powerful gangs will enable them to develop more quickly.

PLAYING THE CAMPAIGN

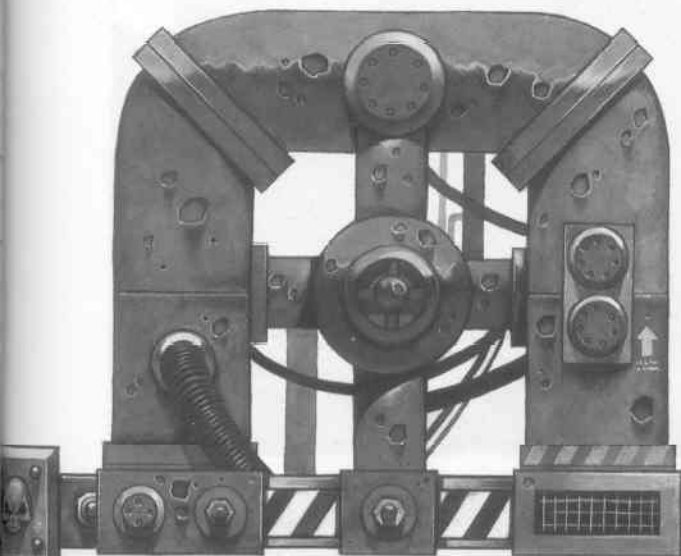
To start the campaign two players simply take their gangs and select one of the scenarios to fight (see the Scenarios section). At the end of each game the players work out how much 'experience' the gang fighters have earned and how much 'cash' the gang collects by trading.

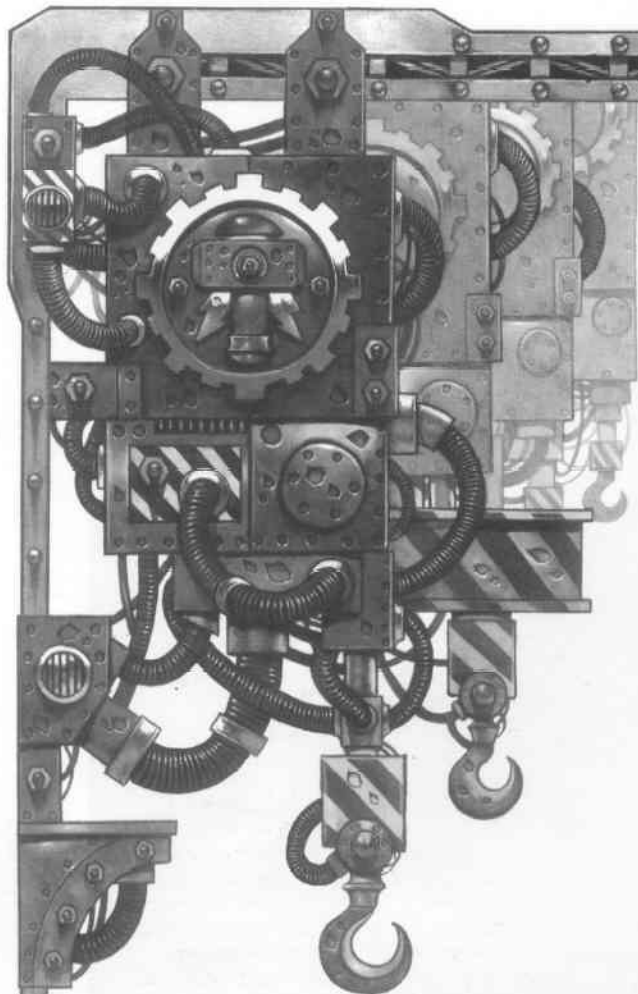
Experience is expressed as **Experience points** which individual fighters receive for surviving each game and doing particularly well in the fighting. This is covered in



detail later in the Experience section. When a fighter has sufficient Experience points he receives an 'advance'. An advance might improve his characteristic profile, adding to his WS, BS, S etc, or it might be a special skill such as 'Marksman' or 'Rapid Fire'.

Cash is collected after each game in the form of extra Guilder credits which are added to the gang's total cash reserve or stash. This represents the profits earned by the gang after taking into account living expenses and the cost of replacing ammunition and damaged weapons. You can spend the stash on recruiting more fighters or buying new weapons as explained in the Trading Post section.





THE GANG RATING

Each gang has what we call a **gang rating** – the higher the rating the better the gang. The gang rating is simply the total value of all the fighters in the gang plus their total Experience points.

**GANG RATING =
VALUE OF FIGHTERS + EXPERIENCE**

A gang's gang rating will change after every game because surviving fighters will gain extra experience, fighters might be killed, new fighters added, or you could add to the value of fighters by buying new weaponry. Hopefully your gang rating will go up, signifying your gang's increasing power!

The player whose gang has the highest gang rating is winning the campaign – his gang is top of the heap and its leader is the most feared and respected in the area.

A gang cannot win the campaign in any outright sense, but sometimes one gang rises so far above the rest that no-one is prepared to come out and fight it. If this happens then the player can retire the gang – it moves on to more dangerous and profitable territories – and start a new one.

SERIOUS INJURIES

During a game some fighters will go out of action and are removed from play. During the game it doesn't matter whether a man who goes out of action is dead, unconscious, or badly injured – in terms of the game he is no longer capable of fighting and that is all that matters.

When you are playing a campaign it matters a great deal what happens to fighters who go out of action! They might recover completely ready to fight in the next battle, or they might sustain debilitating injuries. Possibly they are captured by the enemy, or maybe they have to spend a while recovering their strength. Worst of all they might die or be so badly injured they have to retire.

You will notice that the Serious Injuries chart doesn't just include serious injuries, it covers a whole range of things that might befall your fighter. Bear in mind that only models which go out of action are obliged to roll on this chart. Models that suffer flesh wounds do not sustain serious injuries and will always recover fully in time for the next battle.

FIGHTERS DOWN AT THE END OF A GAME

In addition to fighters who go out of action during the game, fighters who are **down** at the end of a game may also go out of action. Roll a D6 for each fighter who is down when the game ends. On a D6 roll of a 1-3 the fighter recovers without further effect. On the D6 roll of a 4-6 he goes out of action.

To find out what happens to fighters who go out of action roll two dice and consult the Serious Injuries chart. The first dice roll represents 'tens' and the second 'units' so a roll of 1 and 5 is 15, a roll of 3 and 6 is 36, and so on. This type of dice roll is referred to as a **D66 roll**.



SERIOUS INJURIES CHART (D66)

- | | |
|--|---|
| <p>11-16 <i>DEAD.</i> The fighter is killed in action and his body abandoned to the mutant rats of the Underhive. All the weapons and equipment carried by the fighter are lost.</p> <p>21 <i>MULTIPLE INJURIES.</i> The fighter is not dead but has suffered many serious wounds. Roll a further D6 times on this chart. Re-roll any 'Dead' and 'Full Recovery' results.</p> <p>22 <i>CHEST WOUND.</i> The fighter has been badly wounded in the chest. He recovers but is weakened by the injury and his Toughness characteristic is reduced by -1.</p> <p>23 <i>LEG WOUND.</i> The fighter has smashed a leg. He recovers from his injuries but he can no longer move quickly. The fighter's Movement characteristic is reduced by -1. Randomly determine which leg has been hurt.</p> <p>24 <i>ARM WOUND.</i> The fighter has smashed one arm. Although he recovers from his injury his strength is permanently reduced as a result. The fighter's Strength characteristic is reduced by -1 when using that arm. Randomly determine which arm has been hit. Bear in mind that some hand-to-hand weapons use the fighter's own Strength, eg swords.</p> <p>25 <i>HEAD WOUND.</i> A serious head injury leaves the fighter somewhat unhinged. At the start of each game roll a D6 to determine how he is affected. On a 1-3 the fighter is dazed and confused – he is affected by the rules for <i>stupidity</i>. On a roll of 4-6 the fighter is enraged and uncontrollable – he is affected by the rules for <i>frenzy</i>.</p> <p>26 <i>BLINDED IN ONE EYE.</i> The fighter survives but loses the sight of one eye. Randomly determine which eye. A character with only one eye has his Ballistic Skill reduced by -1. If the fighter is subsequently blinded in his remaining good eye then he must retire from the gang.</p> <p>31 <i>PARTIALLY DEAFENED.</i> The fighter survives but is partially deafened as a result of his injuries. An individual suffers no penalty if he is partially deafened, but if he is deafened for a second time he suffers -1 from his Leadership characteristic.</p> <p>32 <i>SHELL SHOCK.</i> The fighter survives but is extremely nervous and jumpy as a result of the traumatic injuries he has suffered. His Initiative characteristic is reduced by -1.</p> <p>33 <i>HAND INJURY.</i> Wounds to a hand result in the loss of D3 fingers. Randomly determine which hand is affected. The fighter's Weapon Skill is reduced by -1. If a fighter loses all five fingers on a hand then he may no longer use that hand: he may not carry anything in it, and is unable to use weapons that require two hands.</p> | <p>34-36 <i>OLD BATTLE WOUND.</i> The fighter recovers but his old wound sometimes affects his health. Roll a D6 before each game. On the roll of a 1 the fighter's old wound is playing up and he is unable to take part in the forthcoming battle.</p> <p>41-55 <i>FULL RECOVERY.</i> The fighter has been knocked unconscious or suffers a mildly incapacitating wound from which he makes a full recovery.</p> <p>56 <i>BITTER ENMITY.</i> Although he makes a full physical recovery, the fighter has been psychologically scarred by his experiences. He develops a bitter enmity for the gang that was responsible for his injury. From now on, the fighter <i>hates</i> the following (roll a D6).</p> <ul style="list-style-type: none"> 1-2 The individual enemy who inflicted the injury (if unknown, the gang leader). 3-4 The leader of the gang who inflicted the injury. 5 The entire gang responsible for his injury. 6 All gangs from the same House as the gang that inflicted his injury. If the same House as the fighter, roll again. <p>61-63 <i>CAPTURED.</i> The fighter regains consciousness to find himself held captive by the opposing gang. Captives may be exchanged, ransomed back or sold into slavery. If both gangs hold captives then they must be exchanged on a one-for-one basis, starting with models of the highest value. Any remaining captives must be ransomed back to their own gang if the player is willing to pay the captor's asking price. There is no fixed value for ransom – it is a matter for the players to decide for themselves. Finally, fighters who are neither exchanged or ransomed may be sold to the Guilders as slaves earning the captor D6 x 5 Guilder credits. Captives who are exchanged or ransomed retain all of their weapons and equipment; if captives are sold their weaponry and equipment is kept by the captors.</p> <p>64 <i>HORRIBLE SCARS.</i> The fighter recovers from his injuries but is left horribly disfigured. His scarred and distorted features inspire <i>fear</i> as described in the Advanced Rules section of the rulebook.</p> <p>65 <i>IMPRESSIVE SCARS.</i> The fighter recovers and is left with impressive scars as testament to his bravery. Add +1 to the fighter's Leadership characteristic. This bonus applies only once, further impressive scars have no additional effect.</p> <p>66 <i>SURVIVES AGAINST THE ODDS.</i> The fighter regains consciousness alone in the darkness, given up for dead by his companions and overlooked by his enemies. Despite his injuries he makes his way back home, fighting off mutants, rats, and other horrors, and overcoming the endless dangers of the Underhive. He recovers fully and his uncanny survival earns him an additional D6 Experience points.</p> |
|--|---|

EXPERIENCE

As gangers take part in fights, those who survive become more experienced, and improve their battle skills. This is represented in the campaign game by **experience**.

Gang fighters earn Experience points when they take part in a battle. Once a gang fighter has enough Experience points he gains an advance. This takes the form of either an increased characteristic or a special skill. Gang fighters who survive long enough may progress to become mighty heroes with many special abilities that they have picked up over the course of their combat career.

When fighters are recruited they already have some experience. This is determined as soon as they join the gang. The table below shows how much experience the different types of fighters have to begin with. Make the appropriate dice rolls and record each new fighter's Experience points on your gang roster.

Type of Fighter	Initial Experience Points
Juve	0
Ganger	20+1D6
Heavy	60+1D6
Leader	60+1D6

EARNING EXPERIENCE

The Experience points your fighters can earn will depend on the scenario you choose to fight. Different scenarios have different objectives, and consequently the fighters earn experience in slightly different ways. In the *Scavenger* scenario for example, a fighter earns 1 extra Experience point for each piece of valuable loot he recovers.

Extra Experience points are always added to the fighter's total after the game is over.

If you look through the scenarios you will notice that a gang



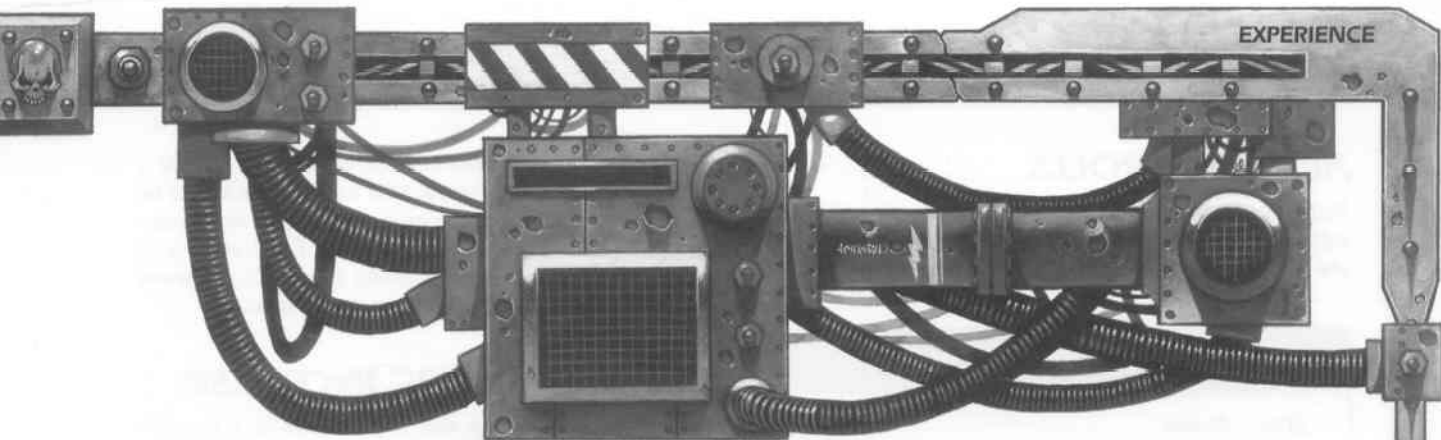
fighter always earns D6 Experience points for surviving a battle. He earns this even if he is hurt or captured – so long as he lives to tell the tale!

The Scenario section includes full details of the Experience points that can be earned for each scenario.

UNDERDOGS

When a gang fights an enemy gang with a higher gang rating than its fighters earn extra Experience points. The higher the enemy gang's gang rating the more points the underdog earns. The number of bonus points is shown on the table below. This shows the extra points earned for each fighter who survives the battle both for a win and a defeat.

Difference In Gang Rating	Experience Bonus Win/Lose
1-49	+1/+0
50-99	+2/+1
100-149	+3/+2
150-199	+4/+3
200-249	+5/+4
250-499	+6/+5
500-749	+7/+6
750-999	+8/+7
1,000-1,499	+9/+8
1,500+	+10/+9



EXPERIENCE ADVANCES

As fighters earn more Experience points they are entitled to make **Advance rolls**. The table below shows how many Experience points a fighter must earn before he can make a further roll. The roll must be taken immediately after the game when the advance is gained, while both players are present to witness the result.

For example, a newly recruited ganger has 25 Experience points. During his first battle he does well and receives an extra 9 Experience points. This takes his total to 34 and moves him into the next Experience points bracket or level, entitling him to an Advance roll. A further roll is earned when his experience hits 41, 51, 61, 81 etc. You will notice that the amount of experience needed to make advances increases as the fighter becomes more powerful.

JUVES

Once a juve has earned 21 or more Experience points he becomes a fully fledged ganger. You can replace the model with a ganger model and re-arm the fighter as a ganger rather than a juve. Note that his profile stays the same – however, he is now experienced enough to be a fully fledged ganger.

Note that when a ganger reaches 61 or more Experience points he does not become a heavy or gang leader but remains a ganger – albeit a particularly tough and dangerous one called a Gang Champion.

EXPERIENCE ADVANCE TABLE

Experience Points	Title	Notes
0-5	Green Juve	
6-10	Juve	
11-15	Juve	
16-20	Top Juve	
21-30	New Ganger	Starting level for Gangers. Juves that reach this level become Gangers.
31-40	Ganger	
41-50	Ganger	
51-60	Ganger	
61-80	Gang Champion	Starting level for Leaders & Heavies
81-100	Gang Champion	
101-120	Gang Champion	
121-140	Gang Champion	
141-160	Gang Champion	
161-180	Gang Champion	
181-200	Gang Champion	
201-240	Gang Hero	
241-280	Gang Hero	
281-320	Gang Hero	
321-360	Gang Hero	
361-400	Gang Hero	
401+	Mighty Ganger	A gang fighter that reaches this level may not advance any further.

ADVANCE ROLLS

Make any Advance rolls that are due immediately after the battle so that both players can witness the result. Roll 2D6 and consult the Advance Roll table below.

ADVANCE ROLL TABLE

2D6	Result
2	New Skill. Choose any of the Skill tables and randomly generate a skill from it.
3-4	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.
10-11	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.

NEW SKILLS

There are seven types of skill and each has its own separate table: Agility, Combat, Ferocity, Muscle, Shooting, Stealth and Techno. If you refer to these tables you'll see that each offers six different skills.

The type of skill that a fighter can have is restricted by the gang's House and whether the fighter is a juve, ganger, heavy or leader. For example, Goliath juves can only take Muscle and Ferocity skills, Goliath gangers can take Muscle, Ferocity and Combat skills and so on. These restriction are indicated on the Skill tables.

On the roll of a 2 or 12 the fighter can ignore the normal restrictions for his House or type, and select from any of the Skill tables.

To determine a new skill for a fighter, pick the type of skill you want from those available, then roll a D6 to determine which skill has been learned. If you roll a skill that the fighter already has or that he is not allowed to take for any reason, you may pick any skill of that type.

For example, a player rolls a 3 indicating a new skill for a Goliath juve. Referring to the Skill tables he finds that he may choose between Muscle or Ferocity skills. He decides to take a Muscle skill and then rolls a D6, scoring a 3. Muscle skill number 3 is 'Crushing Blow'. This is noted against the fighter's other details on the gang roster.

CHARACTERISTIC INCREASE

An Advance roll of 5-9 will increase one of a fighter's characteristics. For example a roll of 7 increases either Initiative or Leadership. Roll a D6 to see which of the two characteristic increases applies. To continue our example, a roll of 1-3 means the fighter has gained +1 Initiative and a roll of 4-6 indicates he has gained +1 Leadership.

However, characteristics may not be increased beyond maximum limits as shown on the characteristic profile below. If one of the two characteristics indicated by the advance roll has already reached its maximum level, you must take the other. If both have already been taken to their maximum level, you may choose to increase any other permitted characteristic by +1 instead.

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

Record characteristic increases for each fighter on the gang roster.



SKILL TABLES

The Skill tables are used to randomly determine skills earned as advances. If you roll a 2 or 12 on the Advance table then you can make a roll on any of the Skill tables on the following pages. Otherwise, your fighter is restricted to specific Skill tables depending upon his House and whether he is a juve, ganger, heavy or leader.

The different characters of the six Houses means that they all have areas of strength and weakness in relation to the skills that are commonly available to them. For example, Goliaths encourage a spartan and rugged lifestyle and

Goliath fighters are often physically strong and ferocious. Conversely, they are not very agile or stealthy.

Similarly, a fighter's age and experience count for a great deal in terms of what skills he is able to learn.

The chart below shows what kind of skills are commonly available to fighters of the different Houses. To use the chart cross reference the fighter against the skill type. If the column is marked '✓' then you can roll on that Skill table. A blank column indicates that you cannot roll for that type of skill unless you rolled a 2 or 12 on the Advance table.

SKILL TYPES AVAILABLE

HOUSE/FIGHTER

CAWDOR

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Juves	-	✓	✓	-	-	-	-
Gangers	✓	✓	✓	-	-	-	-
Heavies	-	-	✓	✓	✓	-	✓
Leader	✓	✓	✓	✓	✓	-	✓

ESCHER

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Juves	✓	✓	-	-	-	-	-
Gangers	✓	✓	-	-	-	✓	-
Heavies	✓	-	-	✓	✓	-	✓
Leader	✓	✓	✓	-	✓	✓	✓

DELAQUE

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Juves	-	-	-	-	✓	✓	-
Gangers	✓	-	-	-	✓	✓	-
Heavies	-	-	-	✓	✓	✓	✓
Leader	✓	✓	✓	-	✓	✓	✓

GOLIATHS

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Juves	-	-	✓	✓	-	-	-
Gangers	-	✓	✓	✓	-	-	-
Heavies	-	✓	-	✓	✓	-	✓
Leader	-	✓	✓	✓	✓	✓	✓

ORLOCKS

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Juves	-	-	✓	-	✓	-	-
Gangers	-	✓	✓	-	✓	-	-
Heavies	-	✓	-	✓	✓	-	✓
Leader	✓	✓	✓	-	✓	✓	✓

VAN SAAR

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Juves	-	-	-	-	✓	-	✓
Gangers	-	✓	-	-	✓	-	✓
Heavies	-	✓	-	✓	✓	-	✓
Leader	✓	✓	✓	-	✓	✓	✓

AGILITY SKILLS

1. **Catfall.** A model with the Catfall skill halves the distance fallen when calculating the strength of any hits which result from falling. Round fractions down.
2. **Dodge.** A model with this skill receives a 6+ saving throw against hits from shooting or in hand-to-hand combat. This is an unmodified save – ie, it is not affected by a weapon's armour save modifier. The save is taken separately and in addition to any saves for armour.

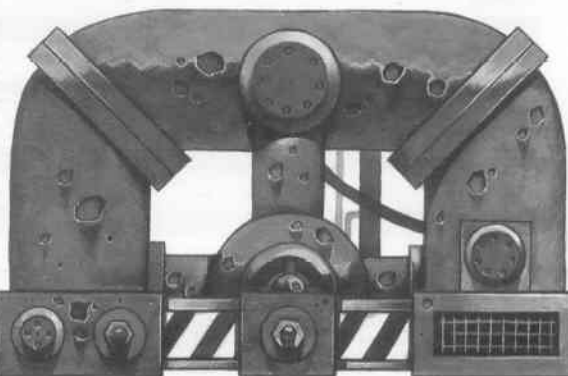
If a model successfully dodges from a weapon which uses a template or blast marker then move the model up to 2". As long as his move gets him outside the template area the fighter avoids the hit. Otherwise he may still be hit, even though he has dodged successfully.
3. **Jump Back.** At the start of any hand-to-hand combat phase the model may attempt to disengage from combat by jumping back. Roll a D6. If the score is less than the model's Initiative it may immediately jump back 2" leaving any hand-to-hand opponents behind. If the score is equal to or greater than the model's Initiative it must remain and continue to fight as normal.
4. **Leap.** The model may leap D6 inches during the movement phase **in addition** to his normal movement. He may move and leap, run and leap or charge and leap, but he can only leap once during the turn.

A leap will take the model over any man-high obstacle without penalty, including enemy models. In addition, the model can leap out of hand-to-hand combat at the end of any hand-to-hand combat phase without suffering any penalty whatsoever.

The leap may be used to jump across gaps, but in this case the player must commit the model to making the leap before rolling the dice to see how far the model jumps. If the model fails to make it all the way across, then it falls through the gap.
5. **Quick Draw.** A model with this skill can double its Initiative when it makes a fast draw in a gunfight. See the *Gunfight* scenario to find how this works.
6. **Sprint.** The model may triple its movement rate when it runs or charges, rather than doubling it as normal.

COMBAT SKILLS

1. **Combat Master.** If the model is attacked by multiple opponents in hand-to-hand combat then it can use the enemies' numbers against them. For each opponent over one, add +1 to the model's Weapon Skill.
2. **Disarm.** The model may use this skill against one close combat opponent at the start of the hand-to-hand combat phase. Roll a D6. On a roll of 4+ the enemy automatically loses one weapon of your choice. This weapon is destroyed and can no longer be used – it is deleted permanently from the gang roster. A model is always assumed to have a knife, even if he has been disarmed of all his other weapons.
3. **Feint.** The model may 'convert' any parries it is allowed to use into extra attacks at +1 A per parry. The attack is used instead of the parry. The model may choose to feint or parry each time it attacks (eg, you could parry one time and feint the next).
4. **Parry.** A model with the Parry skill may parry in hand-to-hand combat even if he does not have a sword or another weapon suitable for parrying. The model knocks aside blows using the flats of his hands or the haft of his weapon. If the model has a weapon that may parry, it may force an opponent to re-roll up to 2 Attack dice when parrying, rather than just 1.
5. **Counter Attack.** If a model carries a sword he is normally able to parry (force his opponent to re-roll his best Attack dice). However, a parry is cancelled out if the opponent is also armed with a sword or has the Parry skill as described above. If a fighter has the Counter Attack skill and his parry is cancelled for whatever reason, then he may make a Counter Attack – roll an extra Attack dice immediately.
6. **Step Aside.** The model has an uncanny ability to step aside and dodge blows in hand-to-hand combat. If the model is hit in hand-to-hand fighting roll a D6. On a roll of 4+ the model steps out of the way of the blow and is unharmed.



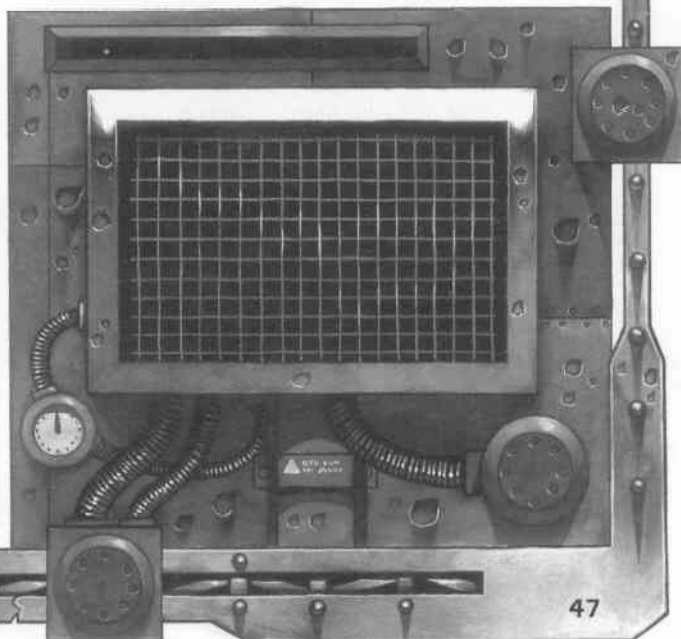


FEROCITY SKILLS

1. **Berserk Charge.** A model with this skill rolls double the number of Attack dice on its profile in the turn when it charges. However, a model making a berserk charge may not parry that turn.
2. **Impetuous.** If a model has this skill he may increase the range of his follow-up move in hand-to-hand combat from 2" to 4".
3. **Iron Will.** Only the gang leader may have this skill. It allows you to re-roll a failed Bottle roll as long as the leader is not down or out of action.
4. **Killer Reputation.** A model with this skill has such a reputation as a vicious and depraved killer that his foes quail when he charges them. This causes *fear* and the enemy must take a psychology test for fear as appropriate.
5. **Nerves of Steel.** If the model fails a dice roll to avoid being pinned it may make the roll again.
6. **True Grit.** Treat a roll of 1 or 2 as a flesh wound when rolling for the extent of injuries. A roll of 3-5 indicates the model has gone down, and a roll of 6 means it is out of action, as normal. When using special injury charts (needle guns, for example) add 1 to the lowest result band in the same way as above.

MUSCLE SKILLS

1. **Body Slam.** The model adds +2 to its WS in the turn when it charges instead of only +1.
2. **Bulging Biceps.** This skill may only be taken by a heavy. The heavy is allowed to move and shoot with weapons that would normally restrict the model to either moving or shooting. However, if the model moves and shoots in the same turn it suffers a -1 to hit penalty.
3. **Crushing Blow.** A model with Crushing Blow skill has a +1 Strength characteristic bonus in hand-to-hand combat. As a fighter's own Strength is used as the basis for calculating the strengths of hand-to-hand weapons the bonus will apply to all such weapons.
4. **Head Butt.** If the model inflicts 2 or more hits in hand-to-hand combat then he may choose to exchange all hits for a single hit with a further strength bonus. The bonus equals +1 for each extra hit scored, so you could exchange 2 S4 hits for a single S5 hit, or 3 S4 hits for a single S6 hit, and so on.
5. **Hurl Opponent.** If you win a round of combat, instead of hitting your opponent you can throw him D6" in the direction of your choice. The thrown model takes a single hit equal to half the distance rolled. If it hits a solid object (such as a wall) before it reaches the full distance thrown it will stop there. If it hits another model, then both models take a hit equal to half the distance rolled. Note that the best way to use this skill is to throw opposing models off tall buildings!
6. **Iron Jaw.** If a model with this skill is hit in hand-to-hand combat reduce the strength of each hit suffered by 1 point.



SHOOTING SKILLS

1. **Crack Shot.** A model with this skill can re-roll the Injury dice when rolling injuries he has inflicted by shooting. You must accept the result of the second roll regardless of the result.
2. **Fast Shot.** If a model has Fast Shot skill he may shoot several times in the shooting phase and not just once as normal. The model can shoot as many times as his Attacks characteristic. He can shoot at the same target or at separate targets as you wish.

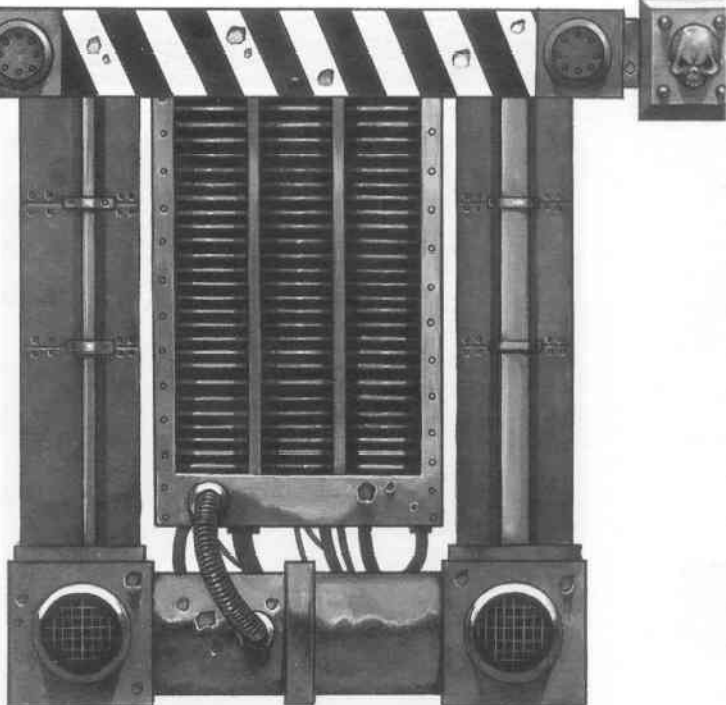
This skill may only be used with pistols and basic weapons. It may not be used with special or heavy weapons as they are far too cumbersome.

3. **Gunfighter.** The model can aim and fire a pistol from each hand. This enables him to take two shots in the shooting phase if he carries two pistols. If he carries a basic, special or heavy weapon he always requires one hand to hold this and so cannot use two pistols at once.
4. **Hip Shooting.** The model is allowed to shoot even if it ran in the same turn. However, if it does so it suffers a -1 to hit modifier and cannot count any bonuses from sights. Note that it is impossible to run and shoot with a heavy weapon, even with the Hip Shooting skill.
5. **Marksman.** A model with the Marksman skill may ignore the normal restriction which obliges fighters to shoot at the nearest target. Instead, he can shoot at any target he can see.

In addition, a model with the Marksman skill may shoot at targets at extreme range – this is between normal maximum range and half as far again. For example, a lasgun has a normal maximum range of 24" and an extreme range of 24-36". Shots at extreme range suffer the same 'to hit' penalty as long range.

This skill may only be used with basic weapons. It may not be used with pistols, special or heavy weapons.

6. **Rapid Fire.** If the model does not move in its movement phase it can shoot twice in the shooting phase. This skill only works with one specified kind of pistol or basic weapon which you must choose when the skill is earned. Note this down on the gang roster – eg, Rapid Fire/Bolt pistol.



STEALTH SKILLS

1. **Ambush.** The model is allowed to go into overwatch and hide in the same turn. Normally a fighter must expend his entire turn to go into overwatch, but a fighter with the Ambush skill may do both.
2. **Dive.** A model with this skill can run and hide in the same turn. Normally a fighter who runs cannot hide in the same turn, but a fighter with Dive skill can run *and* hide.
3. **Escape Artist.** This model may never be captured after a battle. If you roll a 'Captured' result on the Serious Injuries table then the fighter escapes unharmed together with his equipment.
4. **Evade.** The model ducks and weaves as he moves making him very hard to hit. Any enemy shooting from short range suffers a -2 to hit penalty, while any enemy shooting at long range suffers a -1 penalty. This penalty only applies if the fighter is in the open and not if he is behind cover.
5. **Infiltration.** A model with this skill is always placed on the battlefield after the opposing gang and can be placed anywhere on the table as long as it is out of sight of the opposing gang. If both players have models that can infiltrate roll a D6 each, lowest roll sets up first.
6. **Sneak Up.** Any sentry attempting to spot this model must halve his normal spotting distance. Rules for sentries and spotting are covered in the relevant scenarios.

TECHNO SKILLS

1. **Armourer.** The armourer checks all the weapons being used by the gang before the battle starts. Any model in the gang may add +1 to any and all Ammo rolls (including a roll to determine if a weapon explodes). A roll of 1 is always a failure regardless.
2. **Fixer.** Gangers only. If the model is used to work a piece of territory with a randomly generated income, you may re-roll the dice if you do not like the first result. You must accept the result of the second roll.
3. **Inventor.** Roll a D6 after each battle. On a roll of 6 the model has invented something! Randomly select an item from the price chart in the Trading Post section. Whatever is selected is the item that has been invented.
4. **Medic.** The model has some experience of patching up his fellow fighters. If your gang includes a fighter with this skill you can re-roll a result on the Serious Injury table for one model after a battle.
5. **Specialist.** This skill may only be taken by juves or gangers. It allows the model to be armed with a special weapon.
6. **Weaponsmith.** A model with this skill may ignore failed Ammo rolls and weapon explosions on a D6 roll of 4+.



This one's BIG!' exclaimed the larger of the two trappers as they carefully approached the coiled serpent.

The snake regarded them with cold obsidian eyes. It perceived two men, one old and lean, the other a youngster but big and clumsy-looking. Its forked tongue flickered in and out as it tasted the strong man-scent.

'Quiet Cleitus,' mumbled the older man. 'He's got the taste of us.'

Abel, ancient and wiry, held the long catchpole ready. The sprung metal jaws were open ready to bite, held in place by a tiny trigger. The snake rose up on its coils and hissed at the intruders.

The old catcher struck with practised expertise. The jaws of the catchpole snapped shut upon the serpent's neck. Its coils erupted into a frenzy of movement, lashing about as it struggled to free itself from the steely grip.

Abel hung on to the long shaft, fully aware that should the creature free itself then a single bite from its fangs would bring instant death. The thrashing coils turned the pole this way and that, so that it was almost wrenched from his hands. The old catcher hung on grimly.

'Net him! Net him Cleitus you damn fool!' he shouted. 'What are you waiting for!'

Cleitus ran forward and hurled the heavy net. The net fell upon the snake, its weights dragging the creature down to the ground where it lay thrashing and twisting but safely contained. Cleitus, having

heaved the net with all his might, overbalanced and toppled backwards into the dust.

'Must be ten metres long,' gasped Cleitus picking himself up and brushing the dirt from his clothes.

Abel wiped the sweat from his brow and grunted. The snake was quiet. He released the bloodied jaws and laid down the pole.

'Should fetch a few credits in Dust Falls,' he agreed. 'There's a few barrels of Wildsnake in that beauty and just look at the hide! Let's bag him quick.'

Cleitus pulled on a pair of armoured gloves and reached into the net. He caught the creature behind the neck and pulled it out.

'Dead. Good,' he muttered. The creature's head hung limply from its torn and bloody neck. The steel jaws had killed it in the end.

The two men gradually worked the snake from under the net and into a large leather bag. Then they tied the bag to the end of the catchpole and slung it between them. It was almost a day to Dust Falls and the snake was heavy. Its meat would keep, snakes brewed better well hung anyway, but the skin would be ruined if they delayed.

'You know Abel,' said Cleitus after they had walked for about two hours. 'I've been thinking... This is such a big snake - How'll they fit it in the bottle?'

Abel shook his head and let out a long sigh. 'I guess they'll need a real big bottle,' he replied.

TERRITORY

The gang's territory represents local resources that the gang members can exploit in various ways. It includes nearby wastes where the gang can scavenge for the odd bit of ore or scrap, and encompasses the efforts of the fighters' friends and relatives who may live inside the big settlements or in out-holes nearby. Territory also represents contacts that the gang has developed with local workshops or the owners of drinking holes and gambling dens.

YOUR TERRITORY

Every gang begins with five territories generated from the Territory table (see overleaf). Some scenarios allow gangs to gain extra territory or lose it to their rivals (see the Scenario section). The more and better territory a gang has the richer it will become.

There is room to record the gang's territory and how much income it generates on the left of the gang roster sheet. To begin with players randomly generate five territories and record them on their roster.

INCOME

At the end of a battle a gang can collect income from its territories as described below. This is done as soon as the game is over so that players can witness each other's dice rolls.



Each ganger who survives the game without going out of action can generate income from any one of the gang's territories. This represents his efforts scavenging the wastes, trading, working, running gambling sessions, collecting money owed and dealing with favoured contacts.

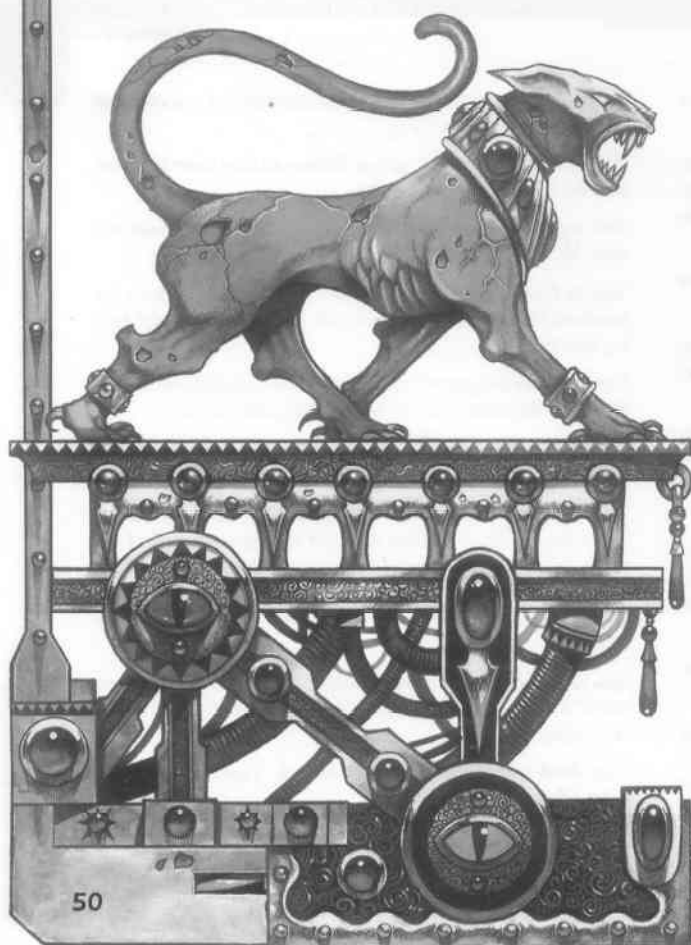
Fighters who go out of action during or after a game cannot generate income. They are recuperating instead. Remember, fighters who are still down at the end of a game must test to see whether they recover or go out of action.

Fighters who sustain flesh wounds can collect income as normal. Their wounds are superficial and make no difference to their normal activities.

Leaders, heavies and juves never collect income – only gangers do so. Leaders spend their time organising the gang's affairs and sussing out the local news. Heavies spend their time maintaining their own weapons, repairing the gang's other weaponry, and trading for or making new ammunition. Juves get used as dogsbodies and make no appreciable difference to the gang's income.

COLLECTING INCOME

Each ganger can generate income from one territory. The player chooses the territories he wishes to collect income from and adds up the total amount generated. Most territories generate a variable income: D6x10 or 2D6x10 credits, in which case the player makes the appropriate dice rolls to determine the total.



Regardless of how many territories or how many gangers a gang has it may never collect income from more than ten.

The gang must spend a proportion of its income on basic necessities such as food, drink, ammunition and general weapon maintenance. This is determined by cross referencing the gang's income with the number of models in the gang.

The more models in a gang the more it costs to maintain, to buy ammo, grub, booze and so forth. The number indicated on the chart below is the profit in credits earned after deducting basic maintenance costs. The profit is added to the gang's stash.

NUMBER OF MODELS IN GANG

INCOME	1-3	4-6	7-9	10-12	13-15	16-18	19+
0-29	15	10	5	0	0	0	0
30-49	25	20	15	5	0	0	0
50-79	35	30	25	15	5	0	0
80-119	50	45	40	30	20	5	0
120-169	65	60	55	45	35	15	0
170-229	85	80	75	65	55	35	15
230-299	105	100	95	85	75	55	35
300-379	120	115	110	100	90	65	45
380-459	135	130	125	115	105	80	55
460-559	145	140	135	125	115	90	65
560-669	155	150	145	135	125	100	70

EXAMPLE

A gang consists of a leader, two heavies, four gangers and three juves. The gang fights a battle and two of the gangers go out of action but survive to fight another day. After the game is over the player works out his income. He has only two remaining gangers to work the gang's territories. These naturally collect income from the two best territories held by the gang, which happen to be Old Ruins (10 points) and Mine Workings (D6x10). A roll of '4' for the mine gives a total of $10+40 = 50$ credits. There are 10 fighters to support so the gang is left with a total of 15 credits profit to add to its stash.



GIANT KILLER BONUS

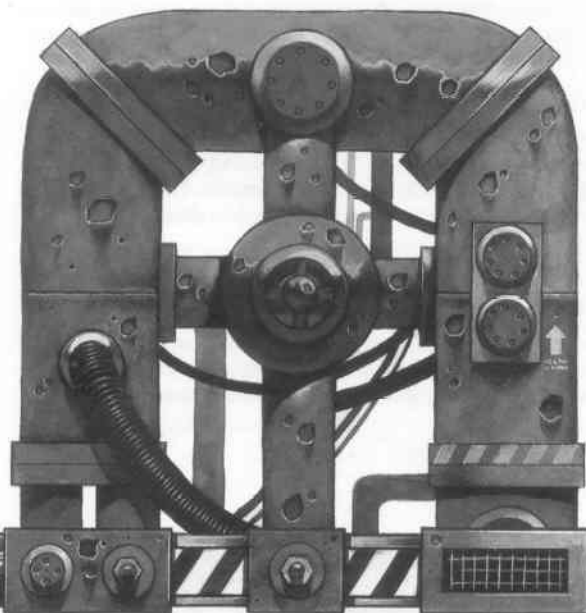
When a gang fights and beats an enemy with a higher gang rating it receives extra income. The gang's contacts are impressed by its success and local traders are keen to expand their dealings with the new Giant Killers.

The chart below shows the extra income a gang earns after beating an enemy with a higher gang rating. Note that this is added to the income earned from territory, not to its profit.

Difference In Gang Rating	Income Bonus For Winning
1-49	+5
50-99	+10
100-149	+15
150-199	+20
200-249	+25
250-499	+50
500-749	+100
750-999	+150
1,000-1,499	+200
1,500+	+250

SPENDING THE STASH

You can spend stash on weapons, hiring new fighters, or any of the items available at the trading post. See the Trading Post section for details.



TERRITORY TABLE

D66 Roll	Territory	Income	Description
11	Chem Pit	2D6	An extensive and highly dangerous chemical pit lies nearby. The pit is a source of constantly changing chemicals, sulphurous deposits, and all kinds of poisonous and corrosive substances. If you want to collect chemicals from the pit you gain 2D6 credits. The work is extremely hazardous. If you roll a double or a 6 when working out your credits then the ganger falls into the chem pit but manages to haul himself free. He struggles back to base horrifically scarred, his skin covered with blisters. His appearance is so foul that from now on he causes <i>fear</i>. No income is collected.
12-16	Old Ruins	10	There is an exposed area of ancient ruins not far from your settlement. If a ganger searches through the ruins he may find scrap pieces of archeotech, bits of old metal, or interesting old curios – enough to sell for 10 credits.
21-25	Slag	15	Near your settlement there is an extensive network of tunnels and crawlholes full of iron slag and other solidified chemical wastes. A ganger can work the slag by breaking it up ready to sell to the local Guilders for 15 credits.
26	Mineral Outcrop	D6x10	Not far from your settlement there is an outcrop of mineral wastes where a ganger can collect valuable sparstones, adonite crystals, igneous adamantorite, or one of the many other kinds of mineral gems that are formed in the Underhive. You will earn D6x10 credits by searching the outcrop for precious stones.
31-35	Settlement	30	The families of your gang fighters own holes or workshops inside the settlement where the gang is based. These holdings help to support the gang by providing food, shelter, and a vital link with the local traders. If a ganger visits his family he collects 30 credits. In addition, whether the territory is used or not, there is a chance of a young relative leaving the settlement to join your gang. Roll a D6 after each game. On the roll of a 6 you may recruit a juve for free. You will have to pay for his weapons though.
36	Mine Workings	D6x10	In a secret location in the wastes your gang has discovered a mine. The excavations yield carnotite gems or some other valuable ores or stones. Friends of the fighters are already working in return for a slice of the proceeds. You can collect D6x10 credits as your share of the profits to date. If you capture an enemy fighter then you can put him to work in your mine instead of selling him to slavers. Each captive worker adds +1 to your D6 dice roll for income from the mine.
41-42	Tunnels	10	Your gang has found a buried entrance to a labyrinth of ancient service ducts beneath the dome floor. When the gang fights a battle 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. This represents the fighters working their way behind the enemy using their secret tunnels.
43-44	Vents	10	The gang has found a concealed entrance into a network of ancient ventilation shafts. When the gang fights a battle it can use these vents to position up to three fighters anywhere on the battlefield above ground level. Models are set up at the end of the player's first turn and cannot be placed within 8" of enemy models. This represents the fighters working their way over and around the enemy using their secret air shafts.
45-46	Holestead	D6x10	One of the gang fighters comes from a holestead out in the wastes. The hole produces a crop of nutritious slime which the ganger can help his family carry to the local trade post in return for D6x10 credits' cut of the proceeds.
51-52	Water Still	D6x10	The gang has discovered and renovated an old water still out in the wastes. The still is worked by the family or friends of one of the gangers. Guilder slave trains carry the water to local settlers making the gang a share of the proceeds amounting to D6x10 credits.

To generate a random territory from this table roll two dice. The first dice roll is taken as 'tens' and the second as 'units'. This is called a D66 roll.

D66 Roll	Territory	Income	Description
53-54	Drinking Hole	D6x10	Your gang leader has inherited an old drinking hole in payment of an outstanding gambling debt. The hole earns a small sum and also provides the gang with a convenient base in the local settlement. You can visit the drinking hole to collect your share of D6x10 credits.
55-56	Guilder Contact	D6x10	A local Guilder has offered you favourable rates in return for your business. As a result you are able to increase your income substantially. If you wish to deal with your Guilder contact you gain an extra D6x10 credits. If you recover any loot during a fight you can trade it in to your Guilder contact for an extra +5 credits income for each item.
61	Friendly Doc	D6x10	One of the local medical practitioners has offered to patch up your wounded fighters at favourable rates in return for blood and tissue donations from your gangers. If a ganger wants to part with a few pints of blood or some other renewable tissue you gain D6x10 credits. The Doc will also give you D6x5 credits for the body of any of your fighters who dies in combat, providing him with a useful supply of organs and limbs for transplant.
62	Workshop	D6x10	The family or friends of one of your gang fighters runs a workshop in the local settlement. You can trade in bits of scrap or other odds and ends in return for cheap repair work or cash. If you want to visit the workshop you earn D6x10 credits. In addition, thanks to your workshop's meticulous care, you always ignore the first Ammo test during a battle. It is assumed you pass the test and no dice are rolled. Note that this only applies to the first test, not to subsequent ones.
63	Gambling Den	2D6x10	Your gang runs a gambling den in an old disused hole in your settlement. Although the income from running a game is good, it is a risky business because Underhivers are notorious cheats and bad losers too. If you decide to run a gambling session you receive 2D6x10 credits. However, if you roll a double you lose that number of credits from that turn's income instead – eg, double 4 you lose 80 credits. Note that losses are deducted from your income before making reductions for basic running costs. If a gang is unable to pay gambling debts out of its income then the difference must be made up from its stash. If this still isn't enough to cover the gang's debts then weapons or equipment must be sold off.
64	Spore Cave	2D6x10	Your gang has discovered a hidden cave where many kinds of rare fungi grow, such as pearl spore and iron mould. A ganger can harvest the fungi and sell it to local traders for 2D6x10 credits. If you roll double 1 when harvesting fungus the collecting ganger has contracted 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 future battles until he recovers by rolling a 4, 5 or 6 at the start of a game. Once recovered he may fight as normal.
65	Archeotech Hoard	2D6x10	Your gang has discovered a hidden entrance into a small unexplored dome. A ganger can collect remnants of ancient technical devices which can be sold for 2D6x10 credits. So long as your gang is careful not to sell too many items at once no one will suspect that you have discovered a new dome. No risk is incurred by collecting 2D6x10 credits. However, if you want to work the dome more intensely you can do so. A ganger can collect 3D6x10, 4D6x10, 5D6x10 or even 6D6x10 from the hoard, but if he rolls any doubles at all then he has been spotted entering the dome. You still collect the income rolled but the hoard is secret no longer and it is immediately stripped bare by treasure hunters. The territory then becomes an area of Old Ruins instead.
66	Green Hivers	Choose	You befriend a group of settlers who have migrated from Hive City to the Underhive to start a new life. Possibly your gang has chanced upon the settlers lost or dying in the wastes. Maybe they are relatives or friends of one of your gang fighters who have deliberately sought him out. Thanks to your contacts and influence you are able to give the green hivers a good start, and naturally they are grateful for your assistance and only too pleased to help in the future. You may choose any type of territory from the chart. The territory represents the vocation of the settlers or a discovery they have chanced across in their journey to the Underhive. The territory yields the appropriate income for its type.

THE TRADING POST

Every medium-sized 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.



The trading post in a large settlement might enclose a substantial area with many traders offering goods and services. Small settlements are served by travelling Guilders, poor cousins to the rich merchants of the Hive City, itinerant tradesmen who hike their wares from one place to another.

SPENDING CASH

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

NEW RECRUITS

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 restrictions apply regarding the

number of leaders, heavies and so on. For example, a player cannot recruit a second leader or have more than two heavies in a gang.

RECRUITING HIRED GUNS

Players may hire mercenary fighters for the gang if they wish. Refer to the Hired Guns section for details. Hired Guns are wanderers who are willing to sell their expert skills to anyone prepared to pay.

WEAPONS

If players want 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. Rarer items and weapons are not always available and vary in price.

WHEN TO BUY

Players should preferably complete their recruiting and trading after the battle is over, making any appropriate dice rolls while both players are present.

Alternatively, players may prefer to wait until the heat of battle has cooled and they are able to consider purchases more carefully. Determine which rare items are offered for sale whilst both players are together. The players can then work out what they will buy later.

TRADING

Common items can 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. 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 and above their true value. Players must be prepared to snap up useful 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 his trading session to determine what goods are offered to him. To determine how many rare items are offered roll a D3 (ie, a D6 counting 1-2 as 1, 3-4 as 2 and 5-6 as 3). This is the number of items offered to the gang leader as he scours the trade posts and visits his contacts in the drinking holes and gambling dens.

Roll D66 for each item and consult the Rare Trade chart to discover what is on offer. The player may buy any of the items offered, but only one of each item unless the same result 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.

GANGERS AND TRADING

If a player wishes he can use a ganger to search around the trade post and make enquiries about further rare items which might be for sale. A ganger who does this cannot collect income from the gang's territory that turn; searching out rare items is an alternative to collecting income.



For each ganger employed in this fashion you may add a further +1 randomly generated rare items to the list of those offered for sale.

RARE TRADE CHART

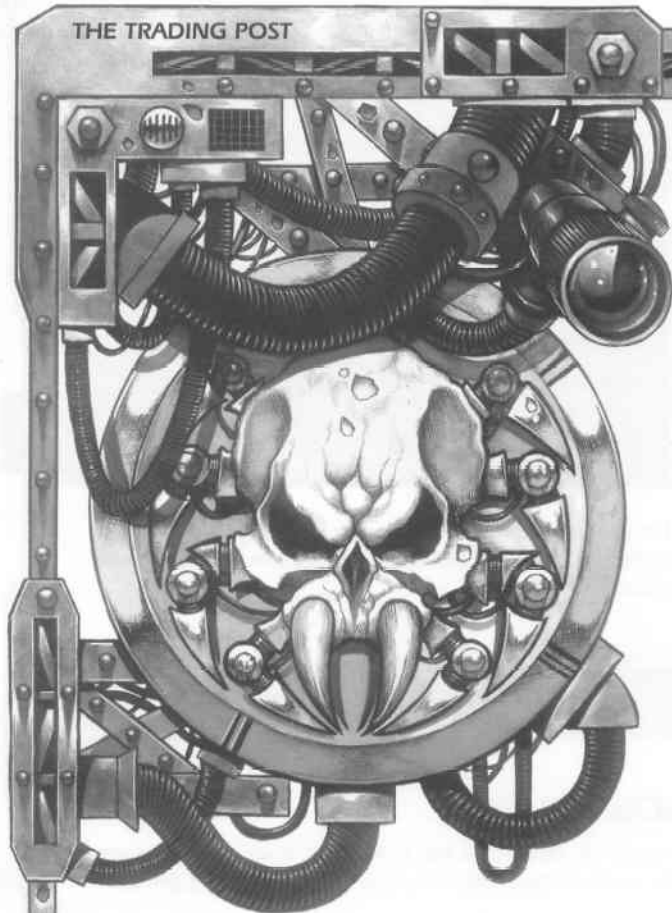
The following chart is used to determine what rare trade items are offered for sale to the gang leader. D3 items are offered automatically and a further +1 for each ganger sent to search them out. The prices of rare items are given on the main trade charts.

D66 Roll Item

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 – Needle Weapon. Roll a D6. 1-4: Needle Pistol, 5-6: Needle Rifle 4-5 – Web Pistol 6 – One in a Million Weapon
16	Gas Grenades – Roll a D6: 1-2 – Choke 3-4 – Scare 5-6 – Hallucinogen
21-22	Grenades – Roll a D6: 1 – Melta Bomb 2-3 – Photon Flash Flare 4 – Plasma Grenade 5-6 – Smoke Bomb
23-24	Hotshot Laser Powerpack
25-31	Gunsight – Roll a D6: 1-2 – Red-Dot Laser Sight 3 – Mono Sight 4 – Telescopic Sight 5-6 – Infra Red Sight

D66 Roll Item

32-34	Armour – Roll a D6: 1-4 – Flak 5 – Carapace 6 – Mesh
35	Bionics. Choose one of: Bionic Arm, Bionic Eye, Bionic Leg.
36	Auto-repairer
41	Bio-Booster
42	Bio-Scanner
43	Blindsnake Pouch
44	Concealed Blade
45	Grav Chute
46	Grapnel
51	Infra-Goggles
52	Isotropic Fuel Rod
53-54	Medi Pack
55	Mung Vase
56	Ratskin map
61	Screamers
62	Skull Chip
63	Silencer
64	Stummers
65-66	Weapon reload



SELLING

A player may wish to trade-in weapons at the same time as he buys new ones. After all, as gangs get more powerful they often abandon their earlier armament in favour of something better. However, the secondhand value of equipment is not high due to the considerable wear and tear inflicted on it by your fighters.

Gangs can automatically sell equipment for half its listed price. In the case of rare weapons which have a variable price the gang receives half of the fixed cost component only (delicate machinery taking a particular hammering in combat). For example, a Red-dot laser sight costs 40+3D6 credits so it can be sold for 20 credits.

Alternately, old weaponry can be hoarded for future use (make a note on the gang roster) or it can be swapped around the gang from one fighter to another (though not between gangs). As the value of old weapons is low compared to the cost of equipping new recruits, a gang can usually find a use for its cast off armaments.

PRICE CHART

The following charts indicate the cost 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 an item 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.

HAND-TO-HAND WEAPONS

Item	Cost	Availability
Sword	10	Common
Chainsword	25	Common
Club, Maul or Bludgeon	10	Common
Chain or Flail	10	Common
Knife (Nb 1 knife is free)	5	Common
Massive Axe, Sword or Club	15	Common
Power Axe	35+3D6	Rare
Power Fist	85+3D6	Rare
Power Maul	35+3D6	Rare
Power Sword	40+3D6	Rare

PISTOLS

Item	Cost	Availability
Autopistol	15	Common
Bolt Pistol	20	Common
Hand Flamer	20	Common
Laspistol	15	Common
Needle Pistol	100+4D6	Rare
Plasma Pistol	25	Common
Stub Gun	10	Common
Web Pistol	120+4D6	Rare

BASIC WEAPONS

Item	Cost	Availability
Autogun	20	Common
Boltgun	35	Common
Lasgun	25	Common
Shotgun		
(solid shot + scatter shells)	20	Common

SPECIAL WEAPONS

Item	Cost	Availability
Flamer	40	Common
Grenade Launcher		
(Grenades extra)	130	Common
Meltagun	95	Common
Needle Rifle	230+4D6	Rare
Plasma Gun	70	Common

HEAVY WEAPONS

Item	Cost	Availability
Auto-cannon	300	Common
Heavy Stubber	120	Common
Heavy Bolter	180	Common
Heavy Plasma Gun	285	Common
Lascannon	400	Common
Missile Launcher (Missiles extra)	185	Common

GRENADES

Item	Cost	Availability
Choke gas grenades	15+2D6	Rare
Frag grenades	30	Common
Hallucinogen gas grenades	40+4D6	Rare
Krak grenades	50	Common
Melta Bomb	40+3D6	Rare
Photon Flash Flare	20+2D6	Rare
Plasma grenade	30+3D6	Rare
Scare gas grenades	20+2D6	Rare
Smoke Bomb	10+3D6	Rare

MISSILES

Item	Cost	Availability
Frag Missiles	35	Common
Krak Missiles	115	Common

SPECIAL AMMO

Item	Cost	Availability
Man-Stopper Shotgun shell	5	Common
Hot-Shot Shotgun shell	5	Common
Bolt Shotgun Shell	15	Common
Hotshot Laser power pack	15	Rare
Dum-dum Bullets for Stub gun	5	Common

GUNSIGHTS

Item	Cost	Availability
Red-Dot Laser Sight	40+3D6	Rare
Mono Sight	40+3D6	Rare
Telescopic Sight	40+3D6	Rare
Infra Red Sight	30+3D6	Rare

ARMOUR

Item	Cost	Availability
Flak	10+2D6	Rare
Carapace	70+3D6	Rare
Mesh	25+3D6	Rare

BIONICS

Item	Cost	Availability
Arm	80+3D6	Rare
Eye	50+3D6	Rare
Leg	80+3D6	Rare

MISCELLANEOUS

Item	Cost	Availability
Auto-repairer	80+4D6	Rare
Bio-Booster	50+4D6	Rare
Bio-Scanner	50+3D6	Rare
Blindsnake Pouch	30+2D6	Rare
Clip Harness	10	Common
Concealed Blade	10+D6	Rare
Filter Plugs	10	Common
Grav Chute	40+4D6	Rare
Grapnel	30+4D6	Rare
Infra-Goggles	30+3D6	Rare
Isotropic Fuel Rod	50+4D6	Rare
Lobo-chip	20	Common
Medi-pack	80+4D6	Rare
Mung vase	D6x10	Rare
One in a Million Weapon	As Weapon x 2	Rare
Photo-Contacts	15	Common
Photo-Visor	10	Common
Ratskin map	D6x10	Rare
Respirator	10	Common
Screamers (one encounter)	10+3D6	Rare
Silencer	10+2D6	Rare
Skull Chip	30+3D6	Rare
Stummers (one encounter)	10+3D6	Rare
Weapon Reload	Half Weapon base cost	Rare

ADJUSTING THE GANG RATING

The gang rating of each gang is equal to the value of its fighters plus their Experience points. As the value of fighters includes their equipment, players must alter the sub-totals on the gang's roster sheet every time equipment is bought or sold.

Any weaponry or other equipment that the gang keeps but does not give to a fighter is hoarded. It remains unissued in your hideout and its value is not included in the gang rating.

Where the cost of equipment varies the variable amount is discounted when calculating a fighter's total worth. So, a fighter with a bionic leg is worth an extra 80 credits not 80+3D6. The variable cost of rare weaponry and other equipment represents an additional 'rarity' cost charged over and above the actual worth of the item.

DEATH OF A FIGHTER

When a fighter is killed all of his equipment and weaponry is lost. This is a very important rule, so be sure to be clear about it right from the start. It is not possible to reallocate a fighter's weapons or equipment once he is dead.



Call me Krukneck, the Outcast, only survivor – may the gods forgive me – of that ill fated slimedrifter Hydra. It seems now a lifetime ago since we set out upon the toxic sump deep in the black heart of the hive to hunt the savage Raft Spiders of the underworld. Their eyes, diamonds of purest white shot with crimson, are much prized by the masters of the Spire.

We churned across the many hued effluent where violent swells released gaseous flaming balls that rose into the overhead caverns and lit our path. The captain, Haagan Valgotha, had not left his cabin since we set forth, but we heard in the silence of dog watch heavy footfalls from within.

Many days passed before we spied our first brood, their grey bodies skimming the filthy depths in the distance. At the sound of our cries he walked onto the greasy deck, his presence filling us with dread. Valgotha. A giant of a man, hair red as blood, face a tissue of scars, dressed in black but for the gleaming white spider fang that made his right leg. He glared at each of us in turn, black soulless eyes glinting in the half-light and with a scream of triumph he held above his head a diamond, a diamond of exquisite beauty, a diamond that was to be our doom.

'Men of the Hydra,' he said. 'Men of the Hydra. In my hand I hold the key, the key to a life of riches, a life beyond your wildest dreams. This crystal will give you everything. Never again to feel the beast of work at your back. Never again to feel the pain of an empty belly. Never again an empty bottle. For this diamond the very Lords Helmaur will fall at your feet and

all I ask in return is the hide of one spider. But, my lads, a very particular spider.'

We hung upon his every word, mouths open, eyes wide as he spoke.

'The beast I speak of is white. Yes – she's the last of the White Mares of Varan. And, oh by the gods she's big! She'll cast a shadow on your souls, a dark shadow. The thing is covered with the scars of Ratskin harpoons, yet no man has put her under. I myself came close once but she took my leg. I in return took a fang and this bauble.'

He held towards us the diamond, tempting each man with its glittering surface.

'Some say this was a fair exchange. I say not! I want her hide, so mark my words and mark them well...'

At that he drew himself to his full height, cruel fire burning in his eyes and said, 'Are you with me?'

To a man we would have followed him to the gates of hell and back so fired up were we by his thunder. The Ratskins ran frantically about the deck, harpoon guns at the ready, while we lowered our gas skiffs onto the poisoned sump lake. Meanwhile Valgotha urged us on with curses and threats from the deck of the Hydra as one by one our engines roaring we sped towards our prey leaving plumes of oily smoke in our wake.

My harpooner, Skylé, a leathery Rat, stood ready at the skiff's prow, his gun held high, face and bare torso covered in spider kill marks. Then we were upon them. The spider whelps we ignored, the grazing stallions we hit unmercifully. They fought back savagely but we'd attacked at full speed and with complete surprise. Harpoon shots rang out, blades honed to a lethal razor's edge pierced the upper hide of the spiders' backs with ease. Their yellow blood oozed freely and mixed with the putrid slime of the lake.

I brought the skiff about, engines throttled back, and stopped beside our first kill. Skylé jumped onto its lifeless carcass and crawled towards the beast's head. Drawing his knife he prised free the creature's eyes, all the while chanting a Ratskin prayer to the spirits of the underworld. Then with one deft blow he punctured the spider's venom sac and drank deeply from the fountain of violet poison. To any other one drop of this fluid meant a slow and agonising death, but these spider hunters of many generations had built up an immunity and rather than kill them it filled the Ratskins with indescribable ecstasy. Precious stones meant nothing to this man. The venom was his reward and he wanted more.

Having made fast the kill Skylé directed me towards the next target. Gunning the gas converter to full power we carried on the hunt. Skiffs sped about the enraged creatures as one by one they were harpooned and slain.

Death had come swiftly, death had been absolute. We killed them all. Each skiff towed the floating corpses of many spiders. Ratmen gorged on venom stood erect at the front of each small craft, eyes glowing violet as they chanted prayers to invisible spirits.

Weighed down by our catch I turned the skiff and slowly approached the Hydra. It was then that the mare spiders struck from the depths. Piercing screams burst from the rearmost craft. I turned and saw a skiff tossed into the air, its two crewmen hit the murky lake. Corrosive fluids burned and ate their flesh. Before we knew it five skiffs were gone, ripped to pieces by the spiders or upturned and dissolved in the hellish sump water. Regaining our senses, we cut free our catches and engaged in a fight to the death with the fell creatures.

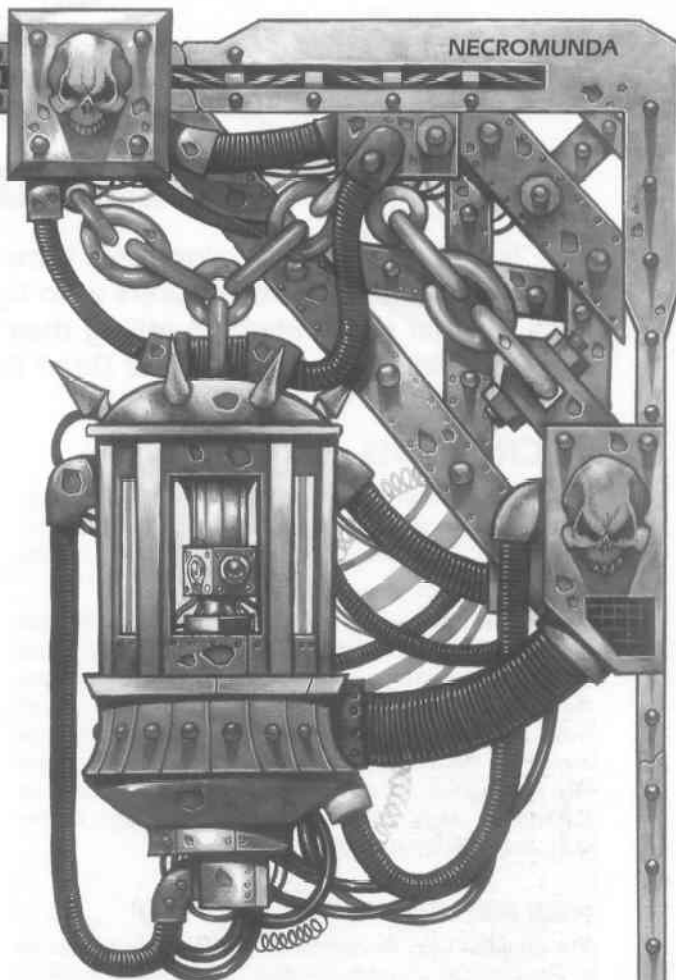
Skyle fought like a devil. Each harpoon hit its mark as I drove the skiff in manic circles around the deadly mares. My heart lifted, we seemed to redress the balance as our remaining crews fought desperately for their lives. Then, as if by a miracle, the spiders drew off. We watched exhausted as their huge grey backs ploughed away through the oily surface. But our new found hope was shortlived. At about five hundred yards to starboard they turned to face us, ten to twelve mighty mare spiders, their innumerable eyes burning with hatred studied us with evil intent.

I heard Skyle and the other Ratskins bless their harpoons in readiness, but the spiders did not attack again. Instead, almost imperceptibly at first, they started to wail. I tell you this sound will be with me to my grave. I tried in vain to shut it out by jamming my hands over my ears but it was no use. I felt my head would burst the pitch was so intense. Then, by god, it came. I had seen many things on my voyage through the underworld of the Hive Bottom, countless abominations that defy description, but this was beyond all reason. A white mare spider, a mountain of pale flesh, legs like the pistons of some great engine, albino eyes red with the fires of hell, bore down upon us, its wide mouth revealing rows of dread white fangs dripping venom.

To a man we screamed at the sight of the awful creature. Skyle threw down his harpoon and fell to his knees in terror as the thing hit us head on. I jerked into action and swung my craft around, fired the engine and headed towards the Hydra. I could hear above the engine the cries of my doomed companions as I left them behind. The Hydra lay before me, I was nearly there when my skiff lurched in the wake of the great beast as it passed me. I was not its target.

The Hydra sat a hundred tons in the sump lake, but the spider hit the slimedrifter head on again and again and again. At first I thought the Hydra would hold but then with a sickening yaw she began to list as the spider pulled itself out of the scum, its forelegs sprawled across the deck. It was only now the full horror of the thing was revealed. Its back was covered with hundreds of scars and broken harpoons, while great pulsing veins traced its massive underbelly where, to my utter dismay, hundreds of her offspring clung tightly to folds in the creature's skin.

Above the bedlam I heard him, Haagan Valgotha, screaming vile curses at his loathsome adversary. He wielded a harpoon and rushed forward in a frenzied attack, stabbing wildly at the beast's pulsating flesh. For one mad moment I thought he would prevail but then she struck and caught him. She held him fast by her two wicked mandibles pushing him relentlessly towards that fang-lined maw while he screamed insanely, still stabbing at her



head with the harpoon. Then the horrific vision was lost from sight as the Hydra with its malignant passenger plunged beneath the livid toxic surface leaving behind a boiling turmoil of multi-hued bubbles. Then the wailing stopped and the surface slowly settled and all fell silent.

I sat rigid at the skiff's controls, the small craft bobbing gently on the swell. Skyle had come to his senses and keenly scanned the filthy lake, his harpoon gun clutched tightly in his hands. Suddenly a white spider leg broke the surface and knocked him from his feet. He made no sound as he vanished beneath the surface.

Days later I was picked up by an Orlock drifter. They thought I'd gone mad and many weeks passed before I came out of my delirium. The captain of that vessel, an honest man, found the diamonds in my skiff and held them for me. I recounted my tale to him before we made landfall and gave him a handful of crystals as we said farewell. Then, a few days afterwards, standing upon a lonely promontory, I threw the remaining diamonds back into the slime from whence they came. The blood of my companions had stained their beauty forever.

Now as I tell you this many years have passed. Poverty has been my constant companion, loneliness my bride and never in a waking hour have I set eyes upon the evil water of the underworld. But I tell you, when I can stay awake no longer, she comes back to haunt my dreams. That awful creature gliding gently across the livid slime, her body shining brightly in the gloom, to, as Valgotha decreed, lay her dark shadow on my soul.

HIRED GUNS

This section of the Campaign rules introduces **Hired Guns** into the game. **Hired Guns** are mercenary adventurers who fight for money. They are essentially loners who wander the Underhive selling their services at the trade posts in settlements like **Dust Falls**, **Two Tunnels** and **Dead End Pass**.

RECRUITING HIRED GUNS

A player can recruit **Hired Guns** when he creates his gang. **Hired Guns** can also be recruited from the trade post after any game. A gang can dispense with the services of a **Hired Gun** after any game.

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. **Hired Guns** earn no Experience points which means they never gain further skills or characteristic bonuses.

HIRE FEE

The gang must pay the hire fee for the **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 the stash to pay a **Hired Gun** he leaves the gang and the gang may not recruit further **Hired Guns** until it has fought another battle.

For purposes of the gang rating the value of a **Hired Gun** is his hire fee x 5.

Although **Hired Guns** are good value, especially for new gangs, there are disadvantages. Firstly and most importantly they do not accumulate Experience points and cannot advance beyond the level they are at when hired. This means that they are less useful for established gangs that already have good quality fighters. Secondly, the hiring fee of these mercenaries reduces the cash available to recruit new fighters and weapons – both of which are vital to a gang's future.

The three different types of **Hired Gun** are **Underhive Scum**, **Ratskin Scouts** and **Bounty Hunters**. Any of these three can be found quite easily. They hire out from the trade posts and rates are well established.

Down Town is the deepest permanent settlement below the Wall and it stands in the lowest portion of the Underhive, at the bottom of an ancient effluent worn shaft that men called the Abyss. In truth it lies beyond the region of domes and tunnels that comprise the Underhive itself, upon the shores of the poisoned sump lake at the very bottom of the hive.

Few come as far down as **Down Town**, for the surrounding domes are crushed and compacted, riddled with narrow crawlholes that are infested with evil things which feed upon the unwary. But some come, attracted by the sump lake itself, to hunt its monstrous spiders whose faceted eyes are hard as diamonds and greatly prized by the jewellers of a thousand worlds. Others come to feed upon the spoils of the hunt, to bid for the tough spider pelts and chitin, to boil down the creature's nutritious fat or extract its deadly venom. There are a hundred petty industries that thrive upon the spiders, and upon the lesser creatures of the lake, the skimmers and slime-spawn, and other monstrous beasts of the sump.



UNDERHIVE SCUM



Underhive Scum, or Scummers, prefer the carefree, wandering life of a mercenary to that of a ganger. They travel from town to town, making few friends or commitments, earning whatever easy money is around before moving on. Scum are too wild and independent to submit to the leadership of anyone for very long, and they hire out their services as they feel like it. Despite their carefree lifestyle and happy-go-lucky attitude Scummers are good fighters so their services are always in demand. Many end up working for the Guilders, but there are always a few willing to tag along with a gang for a share of the spoils.

RECRUITING SCUM

If a player wants to hire Underhive Scum he must pay the standard hire fee, which is 15 credits for each Scummer. A gang can recruit as many Scummers as the player wishes. The profile and skills for Scummers are worked out after they are hired.

For purposes of calculating the gang rating each Scummer has a value of 75 (ie, his hire fee of 15x5).

SCUM PROFILE

Scum are likely to have special skills as well as superior characteristic values. This is worked out only after the

Scummer is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this the Scummer will have a number of 'advances' as explained below.

SCUM ADVANCES

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

A Scummer has 6 'advances' which are either bonuses on his profile or skills. Roll a D6 six times and consult the chart below, noting down the increases and skills as you go along. A 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 Roll	Advance
1	+1 Ballistic Skill
2	+1 Initiative
3	+1 Leadership
4	Roll a further D6: 1: +1 Weapon Skill, 2: +1 Strength, 3: +1 Toughness, 4: +1 Wound, 5: +1 Attack, 6: +1 Leadership
5-6	Roll a further D6: 1-3: Gunfighter (Shooting skill) 4-5: Quick Draw (Agility skill) 6: Roll a Further D6: 1: Crack Shot (Shooting skill) 2: Fast Shot (Shooting skill) 3: Hip Shooter (Shooting skill) 4: Marksman (Shooting skill) 5: Rapid Fire (Shooting skill) 6: Killer Reputation (Ferocity)

SCUM WEAPONS

A Scummer fights with his own weapons which can be any of the combinations listed below. He will never buy or use other weapons or equipment (Scum notoriously spend all their credit on booze and gambling). Choose one of the following combinations for the Scummer.

Knife + 2 Bolt Pistols
Knife + Plasma Pistol + Lasipistol
Knife + Plasma Pistol + Autopistol
Knife + Bolt Pistol + Hand Flamer

BOUNTY HUNTERS



Bounty Hunters are amongst the toughest and most dangerous of all Necromundan Underhivers. They survive in perilous conditions, living out in the wastes, pursuing outlaws and mutants through the ruins. Bounty Hunters are loners who neither need nor want to be associated with a gang. Bounty Hunters will hire their services to a gang leader if there are no decent bounties to be had, but such allegiances tend to be temporary.

Bounties are displayed at all trade posts, offering rewards to anyone who brings in outlaw leaders, gangs, mutants and other criminal types. Sometimes general bounties are declared on Ratskin Renegades or on Underhive monsters. The rewards offered are good, but the job is a hard one, and many Bounty Hunters die out in the wastes, slain by the outlaws and mutants they set out to hunt.

RECRUITING BOUNTY HUNTERS

If a player wants to hire a Bounty Hunter he must pay the standard hire fee, which is 35 credits. A gang can have only one Bounty Hunter. The profile and skills for Bounty Hunters is worked out after they are hired.

For purposes of calculating the gang rating a Bounty Hunter has a value of 175 (ie, his hire fee of 35 x 5).

BOUNTY HUNTER PROFILE

Bounty Hunters have special skills as well as superior characteristic values. This is worked out only after the Bounty Hunter is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this the Bounty Hunter will have a number of 'advances' as explained below.

BOUNTY HUNTER ADVANCES

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

In addition to his enhanced profile a Bounty Hunter has three further 'advances' which are either additional 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. A Bounty Hunter may not improve any characteristic by more than +2, nor may he increase his Wounds beyond 3. If a further increase is rolled re-roll the result. Similarly, if you roll the same skill twice re-roll to get another.

D6 Roll Advance

1-2 Roll a further D6:

- 1: +1 Weapon Skill
- 2: +1 Ballistic Skill
- 3: +1 Initiative
- 4: +1 Leadership
- 5: Roll a further D6:
 - 1-3: +1 Strength
 - 4-5: +1 Toughness
- 6: Roll a further D6:
 - 1-3: +1 Wound (Max 3)
 - 4-6: +1 Attacks

3-6 Roll a further D6:

- 1-2: Crack Shot (Shooting skill)
- 3-4: Nerves of Steel (Ferocity skill)
- 5: Marksman (Shooting skill)
- 6: Roll a Further D6:
 - 1: Dodge (Agility skill)
 - 2: True Grit (Ferocity skill)
 - 3: Weaponsmith (Techno skill)
 - 4: Quick Draw (Agility skill)
 - 5: Leap (Agility skill)
 - 6: Killer Reputation (Ferocity)

SPECIAL BOUNTY HUNTER RULES

Bounty Hunters are tough, mean and deadly. In addition, they have unique abilities which are represented by the following rules.

CAPTURE

If a Bounty Hunter takes an enemy 'out of action' in hand-to-hand fighting the enemy fighter is automatically captured at the end of the game. Rather than rolling on the Serious Injury chart after the game, the fighter is automatically taken captive regardless of which side won the game or whether the Bounty Hunter survives.

CLAIM BOUNTY

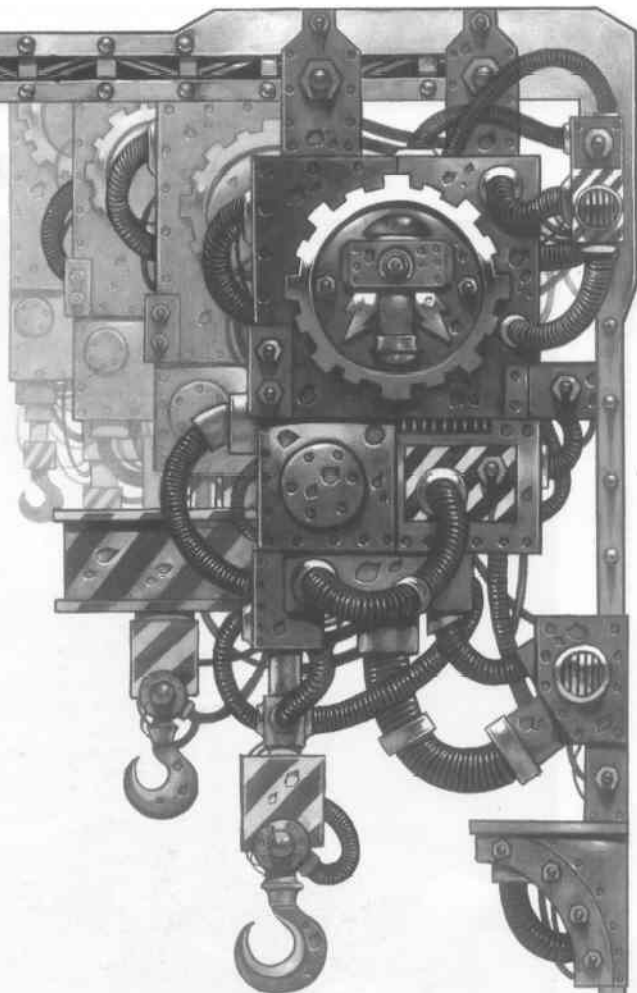
For every enemy fighter captured by the gang roll a D6. On the roll of a 6 the Bounty Hunter recognises the fighter as a wanted outlaw. The gang can turn in the wanted outlaw to the Guilders. Note that the player doesn't have to turn in an outlaw, he may still prefer to ransom the captive back to his own gang.

If an outlaw is turned in for bounty the gang's share of the reward is equal to the total points value of the captive including his weapons and equipment (which must also be turned over). Add this reward money to the gang's income along with income from territories.

To find out what happens to a gang fighter who is turned over to the Guilders roll a D6.

- 1 Sold into Slavery. The fighter disappears forever.
- 2 Fined his value in credits and equipment confiscated. His gang may free the fighter by paying his value in credits including the value of his weapons and equipment. All of his weapons, and any equipment that is not physically part of him (bionics/lobo chip etc) are confiscated by the Guilders.
- 3 Fined his value in credits. His gang may free the fighter together with his weapons and equipment by paying his fine.
- 4 Fined D6x10 credits. His gang may free the fighter by paying his fine as above.
- 5 Fined or Sentenced. The gang may choose to free the fighter for D6x5 credits or let him serve his sentence in the pit, in which case he misses the next game.
- 6 Insufficient evidence. Released immediately.

Fines must be paid out of the gang's stash before the gang's next game. If a player is unable or unwilling to pay the fine the fighter is sold to the slavers. Only in the case of a 'Fined or Sentenced' result does the gang have the choice of paying or missing a game.



BOUNTY HUNTER WEAPONS

A Bounty Hunter fights with his own weapons as described below. They are invariably armed to the teeth (it goes with the job). Bounty Hunters cannot buy or use other weapons or equipment (Bounty Hunters hoard their money and dream of retiring to the Spire).

Bounty Hunters are armed with the following.

- Any number of knives
- Bolt Pistol with red-dot laser sight
- Boltgun or Lasgun with Hotshot pack
- Chainsword
- Shotgun with solid, scatter, and man-stopper shells
- Respirator or filter plugs
- Photo-visor or photo-contacts

Plus any one of the following:

- Bio-Booster
- Blindsnake pouch
- Weapon reload (choose weapon)
- Mesh armour
- Any one bionic part

RATSKIN SCOUTS



The Ratskins are the native inhabitants of Underhive. They know its ancient tunnels and labyrinthine passages far better than the Underhivers themselves. Most Ratskins care little for the ways of settlers who they regard as desecrating the hive's great and noble spirit. Ratskins will avoid hiver towns if they can.

Some adventurous Ratskins hire out to Underhive gangs as guides or trackers and a few become semi-civilised as a result of this contact. They can be found and hired in the larger settlements such as Dust Falls, Glory Hole and Dead End Pass. There are few expeditions that would venture into unknown zones without the expert aid of a Ratskin Scout.

RECRUITING RATSKIN SCOUTS

If a player wants to hire a Ratskin Scout he must pay the standard hire fee, which is 15 credits. A gang can have only one Ratskin Scout. The profile and skills for Ratskin Scouts is worked out after they are hired.

For purposes of calculating the gang rating a Ratskin Scout has a value of 75 (ie, his hire fee of 15x5).

RATSKIN SCOUT PROFILE

Ratskin Scouts may have special skills and superior characteristic values. This is worked out only after the Ratskin Scout is recruited. The basic characteristic profile is

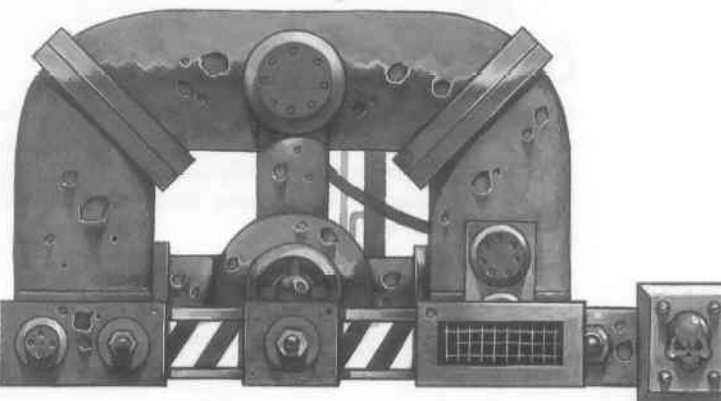
given below, which is the base level for characteristic values. In addition to this the Ratskin Scout will have a number of 'advances' as explained below.

RATSKIN SCOUT ADVANCES

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

A Ratskin Scout has 3 '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. A Ratskin Scout 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 Roll	Advance
1	+1 Weapon Skill
2	+1 Initiative
3	Roll a further D6: 1: +1 Ballistic Skill 2: +1 Strength 3: +1 Toughness 4: +1 Wound 5: +1 Attack 6: +1 Leadership
4-6	Roll a further D6: 1: Dodge (Agility skill) 2: Leap (Agility skill) 3: Sprint (Agility skill) 4-6: Roll a further D6: 1: Step Aside (Combat skill) 2: Nerves of Steel (Combat skill) 3: Ambush (Stealth skill) 4: Evade (Stealth skill) 5: Infiltration (Stealth skill) 6: Sneak Up (Stealth skill)



SPECIAL RATSKIN SCOUT RULES

Ratskins are expert guides and trackers, and this is represented by the following special rules.

GUIDE

A gang which includes a Ratskin Scout is able to exploit his knowledge of the Underhive and its countless half-forgotten passages and tunnels. This gives the gang a distinct advantage when it comes to confronting an enemy, permitting the gang to move rapidly to their objective.

To represent this a gang that includes a Ratskin Scout can add or subtract 1 from the Scenario dice roll to determine which scenario the players will fight. If both sides include a Ratskin Scout this ability is cancelled out.

Note that if a gang has a Ratskin map which also gives a bonus on the Scenario roll then the Ratskin Scout confers no further advantage. The gang already has access to all the hidden tunnels and passages in the area.

EXPLORE

If the Ratskin's gang wins a scenario he is allowed to explore the local area for new territory after the game. The Gang Leader tells the Ratskin to search for mineral deposits, likely looking places for settlement, fungus caves, and other possibly useful finds.

If the player wishes to send his Ratskin exploring roll a D6.

- 1 The Ratskin disappears and is never seen again.
- 2-5 Ratskin reports no useful discoveries in this area.
- 6 Ratskin discovers a new territory. Refer to the Territory table and randomly determine a new territory. This is immediately added to the gang's existing territory unless it is an Archeotech Hoard or Green Hivers. Ratskins regard ancient places as sacred, and the discovery of an archeotech hoard will not be reported to the gang. Similarly, if he discovers Green Hivers the Ratskin will say nothing and leave them to their fate, for such is the will of the hive spirit. The Ratskin Scout reports no discoveries instead.

RESILIENCE TO INJURY

Ratskins are remarkably resilient to injury and have a natural ability to survive in the Underhive. They are less likely to get lost or captured than ordinary fighters and, if hurt, they are better at hiding from danger.

To represent their resilience to injury a Ratskin who goes out of action rolls twice on the Serious Injuries table and the player chooses which result will apply.

RATSKIN SCOUT WEAPONS

A Ratskin Scout fights with his own weapons as described below. They cannot buy other weapons or equipment. Ratskin Scouts are rumoured to spend every penny they earn on drink and hallucinogenic fungus which is why so many go bad and become renegades.

Ratskins are armed with the following.

Any number of knives
Club, Maul, Bludgeon, or Axe
Blindsnake pouch

Plus one of the following

Shotgun + solid and scatter shells
Autogun
Lasgun



PLAYING A CAMPAIGN GAME

When playing a campaign game you have two extra things to do. Firstly, before the game starts, you must decide where the fight is to take place and sort out any other **pre-battle** details. Secondly, after the game is over, you must roll for income, injuries and other **post-battle** details.

PRE-BATTLE SEQUENCE

Before the battle can begin the players work their way through the following sequence.

1. The player with the lowest gang rating rolls on the **Scenario table** to determine which scenario will be played. If the scenario has an attacker and a defender, then the player who picks the scenario **must** attack.
2. Roll for fighters with Old Battle Wounds or Head Wounds to see what part they play in the battle.
3. Set up the terrain and gangs according to the rules for the scenario you are playing.

POST BATTLE SEQUENCE

After the battle is over the players work their way through the following sequence. You do not have to work through the entire sequence at once, as you may wish to consider further purchases, but any dice rolls required must be observed by both players or a neutral third party. It is convenient to complete up to Section 4 (*Collecting Income*) straight after the game.

1. Determine the extent of injuries for each fighter out of action at the end of the game. Fighters who are down at the end of the game are considered to be out of action on the D6 roll of a 4, 5 or 6 and must also roll for injuries. See the **Serious Injuries chart**.
2. Allocate Experience points for your fighters and make any Advance rolls. See the **Experience section** and **Scenarios** for details of how this works.
3. Re-allocate territory if appropriate. Territory may be lost or won according to the scenario played.
4. Collect income from territory as described in the **Territory section**.
5. Recruit new fighters and buy new equipment as described in the **Trading Post section**.
6. Update your total gang rating and you are ready to fight again.

DISBANDING GANGS

You may choose to disband your gang at the end of any game and start again with a new one. All of the old gang's territories are lost, but gang fighters may be hired for the new gang if you wish. Gang fighters who are 're-hired' have a cost equal to the value listed for them in the gang list plus their equipment, plus 1 credit per Experience point.

The leader of a disbanded gang, if he is still alive, may not be hired into the new gang. He wanders alone and defeated into the wastes and is never seen again.

BUYING NEW EQUIPMENT BETWEEN GAMES

As explained in the Trading Post section fighters may be bought new equipment using credits from the gang's stash. Fighters may trade in old equipment they no longer want. Gang fighters can also swap equipment between themselves. Alternatively, old equipment can be hoarded and re-used at a later date.

Weapons purchased, swapped or taken from storage must be of an appropriate type for the fighter as indicated in the recruitment lists. You can't give a ganger a heavy weapon, for example.

Record any changes to a gang fighter's equipment on the gang roster. Bear in mind that models must always carry the appropriate weaponry. A fighter who changes his weaponry must be represented by a new model, or the existing model may be converted so that he carries the appropriate weapons.

SCENARIO TABLE

2D6	Result
2	The player whose gang has the highest gang rating may choose which scenario is played. The battle 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, 5 or 6. 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 without further harm. Any fighters who fail this test sustain a S4 hit with a -1 armour save modifier.
3	The player whose gang has the highest gang rating may choose which scenario is played.
4-6	Play the <i>Gang Fight</i> scenario.
7-11	The player with the lower gang rating may choose which scenario is played.
12	The player with the lower gang rating may choose which scenario is played. In addition, this is a real 'grudge match', so both sides earn double Experience points for the battle.

SCENARIOS

Necromundan Underhive gangs rarely risk battle without good reason. The following scenarios represent seven different kinds of fight from the straightforward rivalry of the Gang Fight to more involved missions such as Ambush and Rescue. Each scenario presents its own problems and opportunities, enabling you to vary the type of game from one battle to the next.



SCENARIO 1: GANG FIGHT

Gangs run the risk of encountering rivals as they explore the ruined Underhive landscape. Not all encounters end in violence. Sometimes two gangs meet and, finding no good reason to fight, go their own way. Other encounters end in bloody fire-fights with neither side prepared to give way. Ultimately, every gang must be prepared to defend itself, to protect friends or family in the wastes, or simply to maintain the respect of its trading contacts and rivals.

The *Gang Fight* scenario represents one such encounter. Two gangs meet while travelling through a ruined dome. Both gang leaders are looking for trouble – neither is prepared to turn his back and let his opponent get away without a fight.

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' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.



GANGS

Each player rolls a dice. 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 *Gang Fight* has no specific objective other than to drive off the enemy gang.

If a gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins.

EXPERIENCE

Fighters who take part in the *Gang Fight* 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. 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.
- +10 Winning Gang Leader.** The gang leader of the winning side earns an extra 10 Experience points.

SPECIAL

If the winning gang takes at least three enemy models out of action, and inflicts three times as many casualties out of action as it suffers itself, then it can take over one piece of randomly selected territory from the opposing gang. To randomly determine a piece of territory roll a D6 and count down from the top of the opposing player's territory list, or use some other suitable method as appropriate.

SCENARIO 2: SCAVENGERS



The deep Underhive is a maze of ancient and abandoned ruins, concealed entrances and long forgotten domes. Sometimes these contain priceless archeotech, gems, precious mutant fungi and other valuable items which can be scavenged from the depths. Treasure hunting is not without risk though, and these isolated places can be home to ferocious mutant creatures.

In this scenario two gangs encounter each other while scavenging and each tries to drive the other off and grab the loot for itself.

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' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

Once you have placed the terrain you must place a number of **Loot counters** on the table to represent items of value. Roll a D6 to see how many counters there are.

Each player takes it in turn to place a counter. Roll a D6 to see which player goes first. Loot counters must be placed more than 8" from the edge of the table and at least 4" away from each other. Note that the counters are placed before deciding which edge the gangs will play from, so it is a good idea to put the counters towards the middle of the table.

GANGS

Once all the Loot counters have been placed each player rolls a dice. 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

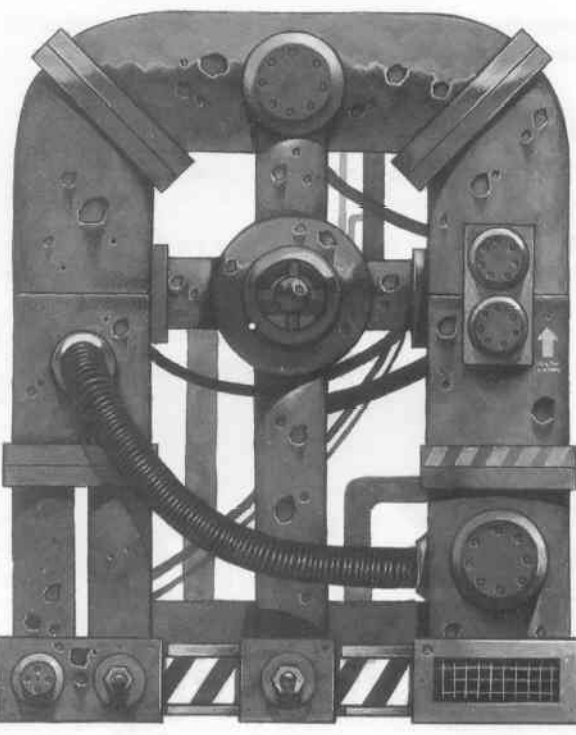
Both players roll a D6 and the highest scoring player takes the first turn.

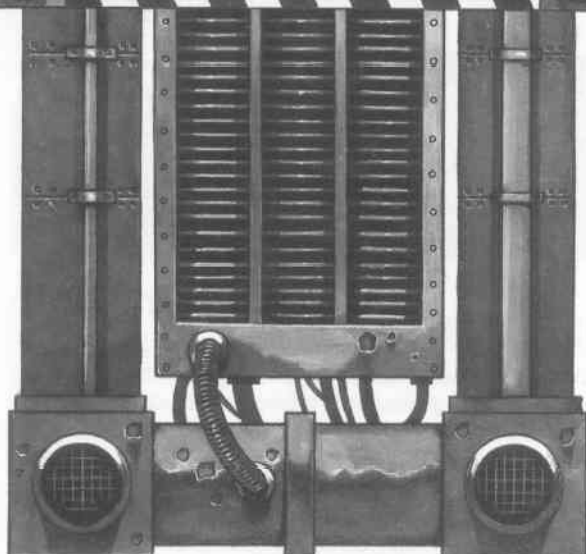
THE MONSTER ROLL

Each player may, if he wishes, roll a D6 at the start of the **opposing player's** turn. On a roll of 1-5 nothing happens. On a roll of 6 some unknown mutant monstrosity has attacked a member of the rival gang. The fighter who is attacked is always the one furthest from any other models (friend or foe). If there are several fighters equally isolated then the one closest to the edge of the table is attacked.

Roll the D6 again to see what happens to the fighter.

- 1 The fighter manages to beat off the creature. The fighter may not do anything else this turn. In addition, the fighter must make an Ammo roll for his main weapon – he has fired off loads of ammo to drive off the attack.
- 2-5 The fighter manages to beat off the creature. The fighter may not do anything else this turn.
- 6 There is a gunshot, a shriek, silence, and the inky blackness swallows another victim. The fighter vanishes, never to be seen again.





PICKING UP LOOT

Loot counters may be picked up by any model that passes over them during its movement. A fighter can carry any number of pieces of loot without affecting his movement or ability to shoot or fight.

Fighters who go out of action drop Loot counters where they happen to be at the time. Remove the model but leave the counters in place. Models can transfer loot to other models in base-to-base contact during the shooting phase, but neither model may shoot during the turn.

If a fighter takes an enemy out of action in hand-to-hand combat he automatically captures any loot the model is carrying.

ENDING THE GAME

The fight continues until one of the gangs is driven off or until one gang has all of the loot in its possession as described below.

If a gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the winner is left in possession of the battlefield.

If a gang succeeds in capturing all the Loot counters, and the fighters carrying them are within 8" of their own table edge at the start of their turn, then the game ends and that gang has won.

The winner of the scenario may claim any Loot counters which are loose on the table when the game ends.

EXPERIENCE

Fighters who take part in the *Scavenger* 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.
- +1 Per Loot Counter.** If a fighter is carrying loot at the end of the game he receives +1 point per counter.
- +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.
- +10 Winning Gang Leader.** The gang leader of the winning side earns an extra 10 Experience points.

LOOT

After the game is over each gang is allowed to cash in its loot. The income generated is added to the income from the gang's territory. Each Loot counter is worth 1D6 x 5 credits.

In ages past a trickle of waste seeped downwards through the hive and into an abandoned dome. In time the trickle became a torrent, and the dome's roof collapsed under the relentless pressure. The falling fluids brought masses of debris into the dome, burying the floor beneath a thick layer of sediment. Eventually, further erosion of the dome's floor caused it to collapse too, and the fall plunged into a yet older dome beneath.

The effluent flow grew year by year, carrying debris further down, and wearing away a whole series of domes to produce a roaring fall of multi-hued effluent and a gaping chasm into

the deepest levels of the hive.

Today the effluent is gone but a thin trickle of dust still cascades from above. In its stead there is the shaft itself, plunging through the Underhive to the darkness of the hive bottom. This is called the Abyss, a mile-deep hole that pierces dome after dome in the path of the old river falls.

Perched upon the edge of the Abyss is Dust Falls, a large settlement from which ambitious gangs take the steep path down into the depths of the hive. The trail leads to the Hive Bottom itself and the pollutant sump lake of chemical slime that lies at its base.

SCENARIO 3: HIT AND RUN



Gangs who want to explore far from their home settlement rely upon isolated hideouts where they keep stocks of supplies, emergency rations, spare ammo and the like. Sometimes they hole up in lone slime farms or mines run by friends or family.

The *Hit and Run* scenario represents a daring raid by a small group of fighters upon one of a rival gang's hideouts. The hit and run doesn't aim to destroy the hideout, just to cause a bit of damage and remind rivals that your gang is a force to be reckoned with.

TERRAIN

In this scenario the player who picked the scenario is the attacker and the other player is the defender.

Starting with the defender, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. The area of ruins represents the area around the defenders' hideout. It is suggested that the terrain is set up within an area 4' x 4' or thereabouts.

Once the terrain is set up the defender places a Loot counter to represent a hoard which the gang has collected ready to take back to their main settlement. The defender also places the Water Still piece which represents the collecting vanes of a vapour trap, a device that extracts water from the Underhive atmosphere.

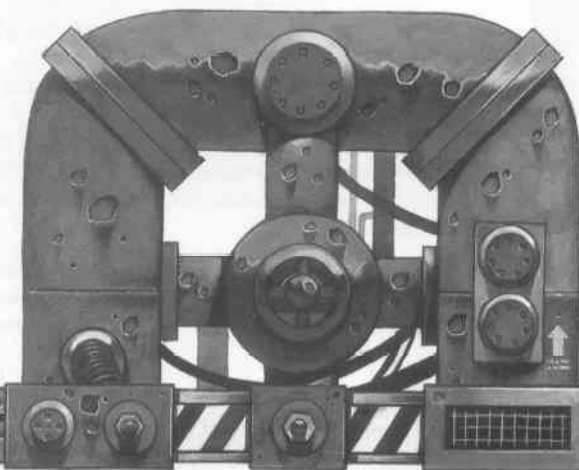
The defender can place the loot anywhere he likes on the tabletop, and he can place the water still on the top surface

level of any building. He must place the loot and the water still at least 8" apart. These are not necessarily going to play an important part in the game. The water still is only of special significance in the *Blitz* mission, whilst the loot is used in the *Stick Up* mission, as explained below.

THE MISSION

The *Hit and Run* scenario can be played with any of the mission objectives described below. The attacker rolls a D6 to determine which mission he undertakes once the scenery has been set up.

- 1 **Blitz.** The attackers try to wreck the water still. They win if they cause any damage to the water still vapour collecting vanes. The still has a Toughness of 6 and is damaged if it sustains 1 or more 'wounds'.
- 2 **Bushwack.** The raiders try to gun down the opposing gang leader. They win if they take the opposing gang leader out of action.
- 3 **Scrag.** The attackers aim to ambush and 'scrag' an enemy gang fighter who they have a personal grudge against. The target gang fighter is chosen randomly before the attackers are set up. The raiders win by putting the target fighter out of action in hand-to-hand combat.
- 4 **Shoot Up.** The raiders plan to make a pass through the area, firing weapons in the air, whooping and yelling, and generally scaring the hell out of everyone. They win by setting up within 4" of one table edge and exiting at least one model from the opposite edge.
- 5 **Stick Up.** The raiders try and steal the opposing gang's loot. They win if a raider model leaves the table with the loot. The Loot counter can be picked up and moved exactly as described in the *Scavenger* scenario. If successful the raiders gain D6x10 credits to add to their income after the battle, and the losers' income is reduced by the same amount.
- 6 **Choose.** The attacker can choose any of the five missions described above.



GANGS

The defender sets up first. He deploys up to D6 of his gang to represent fighters in the immediate area around the gang's camp. The defender chooses which fighters he wishes to deploy. Defenders may be placed anywhere on the table but must be placed at least 8" away from a table edge.

The attacker then deploys his gang anywhere on the table but not within 8" of an enemy fighter. However, note that in the *Shoot Up* mission attackers must be placed within 4" of one table edge as described above.

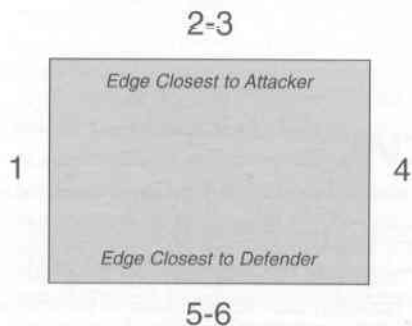
The attacker has a randomly determined number of gang fighters taking part in the Hit and Run. Roll a D6: 1-2 = 4 fighters, 3-4 = 5 fighters, 5-6 = 6 fighters. The remaining fighters are not available as they have been left behind so as not to draw attention to the raiding party and to protect the gang's own territory against reprisals. The attacker may choose which of his fighters he will commit to the hit and run.

STARTING THE GAME

The attacker takes the first turn of the game.

DEFENDER REINFORCEMENTS

At the start of each of his turns after his first the defender may bring further gang fighters onto the table. Roll a D6 at the start of each turn after the first: 1-2 = up to 1 fighter, 3-4 = up to 2 fighters, 5-6 up to 3 fighters. The reinforcements all arrive on the same table edge. Determine which edge they arrive at by rolling a D6.



Defenders arriving at the start of the turn may move and fight normally that turn.

ENDING THE GAME

The game ends once the mission objective is met. The game also ends if all the attackers are down or taken out of action or if the attacker bottles out.

As the attackers have so few raiders and because they are hyped up for the attack, the gang does not have to take Bottle tests until it has lost 50% of his fighters rather than the usual 25%.

The defender is protecting his gang's family, friends or vital possessions, and so doesn't have to take Bottle tests at all. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

EXPERIENCE

Fighters who take part in the *Hit and Run* 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.
- +10 Winning Raider.** Each surviving raider earns an extra 10 Experience points if the attackers win the game.

All the big Underhive settlements have their own fighting pits. The pit fights are one of the most common kinds of public entertainment in the Underhive and take many forms. Although fights involving criminals, mutants, beasts from the wastes, and 'have-a-go' citizens are all popular, the professional pit fighters are the main attraction.

Successful fighters become famous and very popular. Huge sums are wagered on their performance and people will travel for miles to see a clash between the best combatants. Most pit fighters are slaves although some are free men who actually enjoy taking part in these blood-thirsty competitions.

SCENARIO 4: AMBUSH



The ruins and enclosed tunnels of the Underhive afford ample opportunity for gangs to ambush their rivals.

In the *Ambush* scenario one gang has set a trap for the other. The ambushers must plan their ambush very carefully, however, because if their opponents are able to avoid it the hunters could very quickly become the hunted!

TERRAIN

In this scenario the player who picked the scenario is the attacker (the ambusher) and the other player is the defender (whose gang is about to be ambushed).

Starting with the attacker, 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' x 4'.

GANGS

Before setting up his gang the defender splits his fighters into one or more groups each of two or more models. The defender chooses one group and places it in the approximate centre of the table.

The attacker then sets up his entire gang. All the attacking gang fighters must set up behind cover and in hiding as described in the rules. They may not set up within 12" of a defending fighter, but otherwise they may be placed where you wish.

The defender then sets up the rest of his gang one group at a time. He nominates the group he wishes to set up and rolls a D6. On a roll of 1-5 all the fighters in that group must be set up within 4" of one defending model that has already been placed. On a roll of 6 the group may be placed anywhere on the table – this enables them to set up in a position to ambush the ambushers!

Note that although attackers may not set up within 12" of a defender, this is **not** true of the defending fighters who may set up within 1" of ambushers. They cannot set up in hand-to-hand combat.

STARTING THE GAME

Once both sides have completed their set-up the defending player rolls a D6 for each group that he was allowed to place freely (that he rolled a 6 for). On a total of 1-5 the attacking player gets the first turn. On a total of 6 or more the defender goes first.

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 the *Ambush* 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.
- +10 Winning Gang Leader.** The gang leader of the winning side earns an extra 10 Experience points.

SPECIAL

If the winning gang takes at least three enemy models out of action, and inflicts three times as many casualties out of action as it suffers itself, then the gang can take over one piece of randomly selected territory from the opposing gang. To randomly determine a piece of territory roll a D6 and count down from the top of the opposing player's territory list, or use some other suitable method as appropriate.

The cage door opened, steam belching from hydraulic hinges, and through the cloud walked Spike and Lukas: dark silhouettes against the bright glowlight of the liftcage. Looking around they noted with unease the battery of weapons aimed at their heads, but their attention was drawn to the huge iron throne in the centre of the floor. There, sat like a monstrous spider, was Balthazar Van Zep.

Balthazar Van Zep! Once he had been a friend to the Merchant Guild – a trader and warrior – the most feared gang leader and the greatest ally of the Guilders. Then in a fit of drunken rage he had murdered the Guilder Alta Lago.

During the subsequent manhunt he was pursued from dome to dome, eventually disappearing from the Underhive. They said the price upon his head would buy a planet.

'Gentlemen,' hissed Balthazar Van Zep. 'It seems you have a problem. Someone has been greedy, our takings are down, credit is missing.'

After decades of intrigue Van Zep had built an empire of crime. Now his tendrils reached into every vice den, his influence stretching from the illicit trade posts of Heretics Hole to the seedy gambling dens of Down Town.

Balthazar Van Zep glared at the two men and reached into a small dish drawing out a glistening beetle which he popped into his mouth and crunched. Spike and Lukas shuffled uneasily.

'I am at a loss to explain it,' continued Van Zep. 'For years I have fed and looked after those loyal to me. Now it seems that generosity is not enough.'

He raised his hand and snapped his fingers. A battered, headless corpse was thrown from the shadows. Spike and Lukas stepped back hastily as the gruesome body landed at their feet. The two men gaped with horror at the sight before them. They saw the familiar snake tattoo on the well-muscled arm. It was Sliding Jak, or what was left of him.

'That, as I'm sure you've already noticed, was a former colleague of ours, and I can assure you he took a long time to die. Before he did, he gave us this list of names.'

From his robes Balthazar Van Zep produced a piece of mnemonic paper.

At the sight of the paper Spike went for the gun concealed beneath his padded robe. His hand moved with the swiftness of a striking snake, pulled the bolt pistol from its shielded holster, and levelled it at Balthazar Van Zep.

Lukas threw himself to the floor as Spike exploded in a hail of bolt shells. Remnants of his companion fell to the floor around him with bloody splashes. The deafening gunfire stopped and its echo reverberated round the vaulted room until it too died away.

From the shadows stepped Lothar Hex, the Widowmaker, his boltgun smoking. He walked over to where Lukas lay and put his boot upon the man's neck, pointing the gun at the back of his head.

'Take him away Hex,' sneered Balthazar Van Zep, 'and take this too.' He handed his henchman the piece of paper.

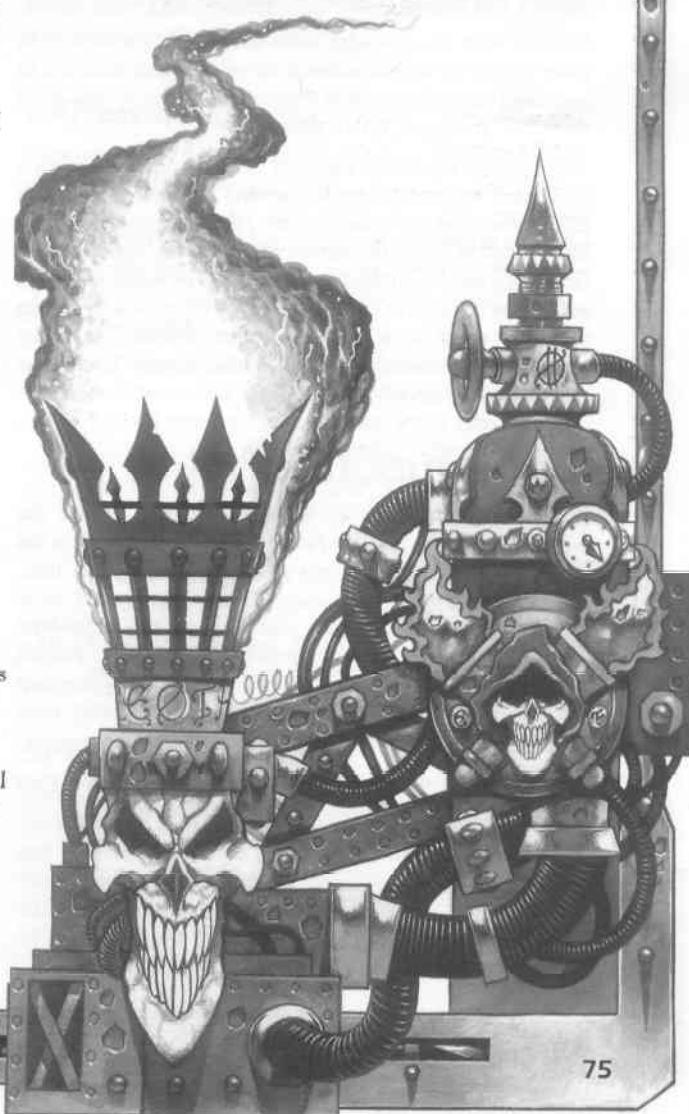
'These are the names that Sliding Jak gave me – and', he smiled cruelly at the quaking Lukas, 'your names do not appear on it.'

Lothar Hex hauled Lukas to his feet and led him out of the chamber.

'When you've finished with him see to that list,' cried Van Zep. 'I want them all dead... and their people. Leave no survivors.'

Balthazar Van Zep thought for a moment until a sly grin played across his ruined features. He reached into the dish by his side and dropped another beetle into his mouth. He gestured to one of the slaves in the shadows.

'Clean away this mess,' he said, 'and then bring down the next two.'



SCENARIO 5: THE RAID

Gangs rely upon trading contacts and friends to generate their income, either by providing cash, food, shelter, or by trading things the gangs discover in the wastes. These are all known as territories, although some territories actually take the form of contacts with third parties rather than physical places in the Underhive. A gang's territories are always vulnerable to attack by other gangs, and one of the most effective ways of crushing a rival gang is to raid its territories.

In the *Raid* scenario one gang attacks the territory of another. The territory is guarded by one or more sentries and additional reinforcements are close at hand. The raiders must eliminate or get past the sentries, destroy the objective and then get away as quickly as possible.

This scenario introduces new rules for sentries which make the game particularly nail-biting. The scenario is slightly more complex than earlier ones and is worth leaving aside until you have a firm grasp of the game rules.

TERRAIN

In this game the player who picked the scenario is the attacker and the other player is the defender.

Starting with the defender, 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' x 4' or thereabouts.

The tabletop represents the most valuable of the defender's territories. If the defender has several territories of equally high value then the attacker may raid whichever he likes. The terrain is either the territory itself or the entrance to it (such as a mine or tunnel entrance, hole or water still) or a part of the Underhive that a contact has asked you to protect or search (such as a Guildler contact, Friendly Doc, the owner of a workshop, or friends in an Underhive settlement.)

RAID OBJECTIVE

After the terrain is set up the defender places the Gateway/Tunnel Entrance piece anywhere he likes on the table. This represents the entrance way to the mine, hole, tunnels etc. Possibly it leads to an underground store containing a valuable find that one of the defenders' contacts has asked them to protect or transport. Players should feel free to invent something they feel is appropriate for the type of territory being raided. The raiders must destroy the Gateway to win the game.

The Gateway structure has a Toughness of 6 and can sustain the equivalent of 3 wounds before it is destroyed.

GANGS

The defender sets up first. He deploys up to D6 of his gang as sentries, choosing which fighters he wishes to put on sentry duty. Sentries may be placed anywhere on the table at least 8" away from a table edge.

The attacker then deploys his gang within 4" of a randomly selected table edge. The attacker has 2D6 of his gang fighters for the raid; the remaining fighters are not available as they have been left behind so as not to draw attention to the raiding party and to protect the gang's own territory against reprisals. The attacker may choose which of his fighters he will commit to the raid.

STARTING THE GAME

The attacker takes the first turn of the game.

SENTRIES

Until the alarm is sounded (see below) sentries move D6-3 inches per turn. Roll separately for each sentry to determine how far he moves. If the distance is negative then the attacking player is allowed to move the sentry model. For example, a roll of 1 gives a move of -2, so the attacker moves the sentry 2" in any direction.

After moving each sentry, roll the Scatter dice, and turn the model to face the direction indicated.

SOUNDING THE ALARM

Until the alarm is sounded sentries move as described above. In addition their Weapon Skill is halved (rounding fractions up) and they may not shoot any weapons.

After the alarm is sounded sentries may move and attack freely. In addition, the defender may bring on reinforcements as described below.

The alarm can be sounded in a number of different ways:

SPOTTING. Roll 2D6 at the end of the defender's turn. Sentries can try to spot any raiders that are within the distance rolled so long as they could normally be seen – ie they are within his arc of vision.

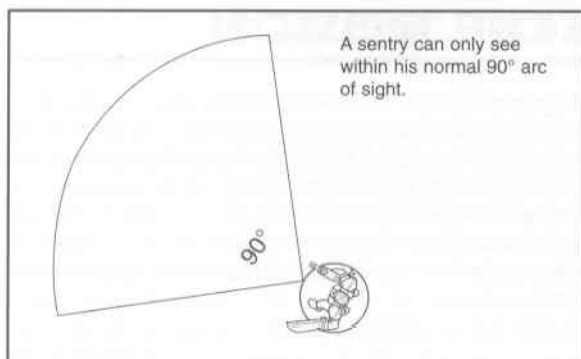
Raiders in the open will be spotted on the D6 roll of 2 or more.

Raiders in partial cover will be spotted on the D6 roll of 4 or more.

Raiders in cover or hiding will be spotted on the D6 roll of a 6.

Sentries will spot any raider within their Initiative distance in inches on the D6 roll of a 2 regardless of cover or hiding. For example, a sentry with Initiative 4 spots hidden raiders within 4" on a roll of 2.

If a sentry spots a raider he sounds the alarm.



Raiders are also spotted if they move within sight of a sentry during their own turn. The sentry's spotting range is the same as in his turn and the same dice rolls are required. Remember, sentries can only see within their normal arc of vision as described above.

A sentry can only give the alarm if he survives the raiders' turn. If he is taken out of action then he cannot give the alarm.

SHOOTING. If a raider shoots a weapon roll 2D6 and add the weapon's Strength to the score. If the result is over 10 then the alarm is sounded. However, this rule does not apply to silent weapons like needle guns. Note that shooting can sound the alarm even if there are no sentries left.

FIGHTING. A sentry who is attacked in hand-to-hand combat will sound the alarm if he survives the turn. Remember that the sentry's Weapon Skill is halved until the alarm is sounded. If the raider shoots a pistol or uses a chainsword in hand-to-hand combat then you must roll as described above to see whether the shots sound the alarm even if the sentry is killed.

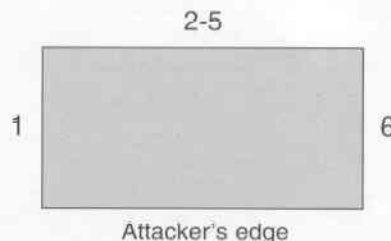
In addition, the noise of fighting may cause the alarm to be sounded even if the sentry doesn't survive to do so himself. The attacker rolls a D6. If the score is not more than the number of raiders fighting in the hand-to-hand combat then the noise of the scuffle has been noticed and the alarm is sounded. For example, if three raiders mug and kill a sentry then you must roll 4 or more for this to go unnoticed.

REINFORCEMENTS

At the start of the game the defender divides any fighters not deployed as sentries into groups of one or more models as he sees fit. These fighters are not set up on the table, but may enter later as reinforcements.

Once the alarm is sounded the defender may attempt to bring on one group of reinforcements per turn. Nominate the group you wish to bring on and roll a D6. If the dice roll equals or beats the number of fighters in the group, or on the roll of a 6, then the group may enter the table as described below. If the dice roll required to enter is less than the size of the group then no reinforcements enter that turn. As you can see, the larger the group the less likely it is to enter, so the defender must try to enter as many models as he dares each turn.

Reinforcements enter together on any of the three table edges other than the edge where the attacker deployed. Roll a D6 to determine which edge the reinforcements enter as shown on the diagram below. Reinforcements cannot be placed within 8" of a raider model. Reinforcements may move and fire normally the turn they are placed.



ENDING THE GAME

The game ends and the raiders win if the Gateway is destroyed and all surviving raiders leave the table by the edge where they originally set up.

The game also ends if all the raiders are down or taken out of action or if the attacker bottles out. In this case the defenders win. The defender is protecting his gang's family, friends or vital possessions, 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 Destroy Gateway.** A raider earns 5 points if he inflicts a hit which destroys the Gateway.
- +10 Successful Defence.** If the defender wins the game then his gang leader earns 10 Experience points.

SPECIAL

If the Gateway is destroyed during the game then roll a D6. On a score of 6 the territory is lost. The defender strikes out the territory from his gang roster and may not collect income from it. On the score of 1-5 the territory is damaged or a trading contact is disrupted. The player may not collect income from the territory after the battle, but he keeps the territory and can collect income from it in the future.

SCENARIO 6: 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.

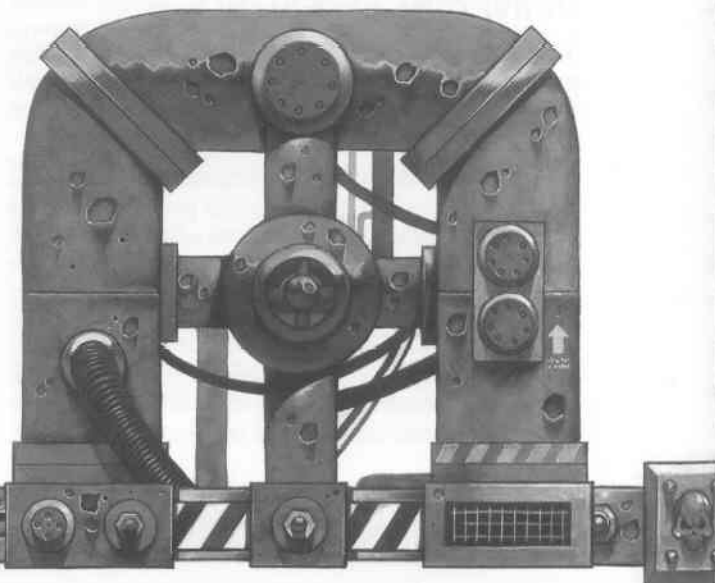
ENDING THE GAME

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 7: SHOOT-OUT

Settlements of any significant size are regarded as neutral territory by gang fighters and other Underhivers alike. The Guild traders take a dim view of gangs who bring their disputes into town – especially when innocent customers get hurt and property damaged. Existence in the Underhive is precarious enough without the added danger of rampaging gangs using local settlements as battlegrounds. Only outlaw gangs pay no heed to this unwritten code, shooting up settlements, killing Underhivers and robbing drinking holes.

In this scenario fighters from two rival gangs meet in a small wastezone settlement. The situation is tense because neither side wants to be seen breaking the peace. The locals hide behind closed doors, fearful that a firefight may develop. Meanwhile the fighters converge from opposite sides of the settlement. As they catch sight of each other they prepare to stand their ground, neither willing to give way, but not wishing to be seen drawing a weapon first. Soon they stand almost face to face, hands hovering above guns, eyes fixed intently upon their targets.

The objective of the Shoot-out scenario is **not** to draw a weapon before your enemy. At the same time you must entice your rival to draw first and then drive him out of town with your return fire.

TERRAIN

The terrain represents a small wastezone settlement. 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' x 4' or thereabouts.

THE GANGS

Each player rolls a D6 to see how many of his gang are present for the shoot-out: 1-2 = 2 fighters, 3-4 = 3 fighters, and 5-6 = 4 fighters. These fighters are **randomly** selected from the gang – the player cannot choose which of his fighters are involved in the shoot-out.

The two gangs are set up 16" apart at ground level and in a position where they are in full view of each other. Roll a dice to decide which side sets up first. Each gang must set up in a small group with no model more than 1" away from any other model.

All fighters are assumed to have their weapons holstered or slung at the start of the game. Until a weapon is drawn a special **build-up** and **fast draw** sequence of play is used.

THE BUILD-UP

The build-up to a shoot-out is a tense affair. To recreate the tense atmosphere at the start of a shoot-out a special series of turns called the **build-up** is used.

Each turn of build-up has its own sequence of play. First both sides move, then both sides test to keep their nerve as described below. If both sides pass this test then proceed to the next turn, and so on, until one side loses its nerve, at which point the shooting starts!

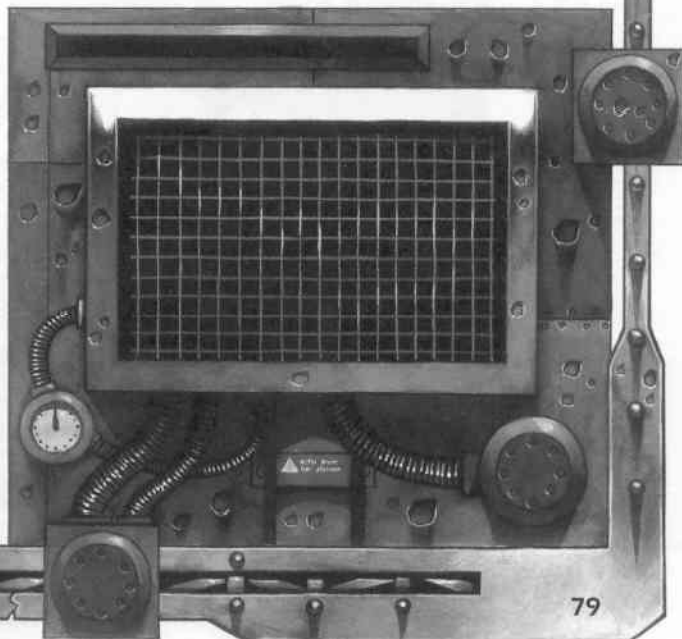
During the build-up both gangs move at the same time rather than one after the other. The fighters walk slowly and deliberately towards each other until somebody's nerve fails and guns are drawn. To represent this, gang fighters may move up to 1" per turn. Fighters must move towards the enemy and may not move into cover. Once models are within 4" of the enemy they stop. Players take it in turn to move one gang fighter, starting with the player that has the most.

After both sides have moved each player must make a Nerve roll. Each player rolls a D6 and writes down the score. At the end of the next move each player makes another Nerve roll, and adds it to their previous turn's score. Both players keep on rolling a dice at the end of each move and adding it to their score until one player's total score goes over 15.

IMPORTANT: A roll of '6' counts as '0' when making a nerve roll, so if you roll a 6 your score stays the same as it was on the previous turn.

Once a player's score goes over 15 his gang's nerve has cracked and they go for their guns (see *The Fast Draw* below). If both players' scores go over 15 on the same turn then the player who has the highest total score is the one that is assumed to have gone for his gun first. If both players have exactly the same score, then they both go for their guns at the same moment!

Assuming that one player drew first, then each of the *opposing* gang fighters gets a number of Experience points equal to the difference between the two players' scores, to represent the fact that they have held their nerve in the face of great danger. For example, if one player ended up with a total of 14 points and his opponent had a total of 17, then



each ganger belonging to the player with the lower score would get 3 Experience points.

THE FAST DRAW

Once a fighter goes for his gun everyone draws their weapons and the shooting starts. For a second or two all hell breaks loose as guns are drawn and shots fired. This is called the **fast draw**. During the fast draw neither side is allowed to move but both sides are allowed to shoot.

In the fast draw both sides can shoot but the order in which individual models shoot is determined separately. To decide the firing order roll a D6 for each model and add the fighter's Initiative characteristic to the score. Then add +1 if the fighter has a pistol, and subtract -1 if armed with a heavy weapon. The result is the fighter's Fast Draw score.

Work out the Fast Draw score for each fighter – the fighter with the highest score shoots first. Work out the shot exactly as you would normally. Once the first model has shot the

next highest score shoots, then the next, and so on. In the case of a tie, a pistol weapon will shoot before a basic, special or heavy weapon, but otherwise shots are assumed to be simultaneous. This means that it is possible for two gang fighters to shoot each other at the same time! Fighters who are hit before they get a chance to fire lose their shot.

Once all fighters have shot the normal sequence of play resumes. Each player rolls a D6, and the player that scores the highest gets the first turn.

ENDING THE GAME

The game ends if one side fails a Bottle roll, or volunteers to bottle out. The other side automatically wins the shoot-out and the other side loses.

If you win the shoot-out and the defeated gang drew first, roll a D6. On a roll of 1-5 your opponent may only draw half his normal income following the fight – his gang's contacts are reluctant to deal with the troublemaker. On a roll of 6 the defeated gang draws half its normal income and must surrender one randomly determined territory to the winner – associates of the gang no longer have faith in its leadership.

EXPERIENCE

Fighters who take part in the shoot-out earn Experience points as noted below.

- +2 Held Nerve.** Each surviving gang fighter of the side that held their nerve the longest scores a number of victory points equal to the difference between the two sides' scores (see **The Build Up** rules above).
- +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.
- +D6 Winning Side.** Each surviving fighter on the winning side earns an extra D6 points.



DELAQUE GANG



HOUSE DELAQUE

Wrapped in long cloaks and with eyes cowed by protective goggles, the Delaque are the most sinister looking of all Underhivers.



Delaque bring death from the shadows.



The Delaque are masters of espionage in the Underhive.



A sinister Delaque heavy armed with a flamer.



Orlock close combat gear – stub gun and a knife.



Life without faith is like a gun with no ammo.



A Ratskin Scout's knowledge covers every pipe and tunnel.



The Underhive scum follow no code.



Goliath ganger on guard with an autogun.



Gun for sale! Scum are brutal mercenary fighters.



Escher juve in action.



An Orlock ganger on stakeout.

ORLOCK GANG



HOUSE ORLOCK

Such is the industrial might of House Orlock that it is also known as the House of Iron. Orlocks are amongst the Underhive's most dangerous fighters.



The ultimate status symbol for gang leaders is a boltgun.



Juvs must learn quickly if they are to survive.



The mighty stub gun, weapon of choice in the dark Underhive.



A chance meeting of Orlocks and Cawdor turns into a fight to the death.



The lasgun is as tough and reliable as an Orlock.



Gangs defend their hideouts against intruders.



In the Underhive your life is in your hands.



Orlocks are grim and determined fighters.