

NECROMUNDA

THE GAME OF UNDERHIVE BATTLES

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COMMUNITY EDITION

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Note this fan rulebook is completely unofficial and in no way endorsed by Games Workshop.

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GANG RATING	

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STASH

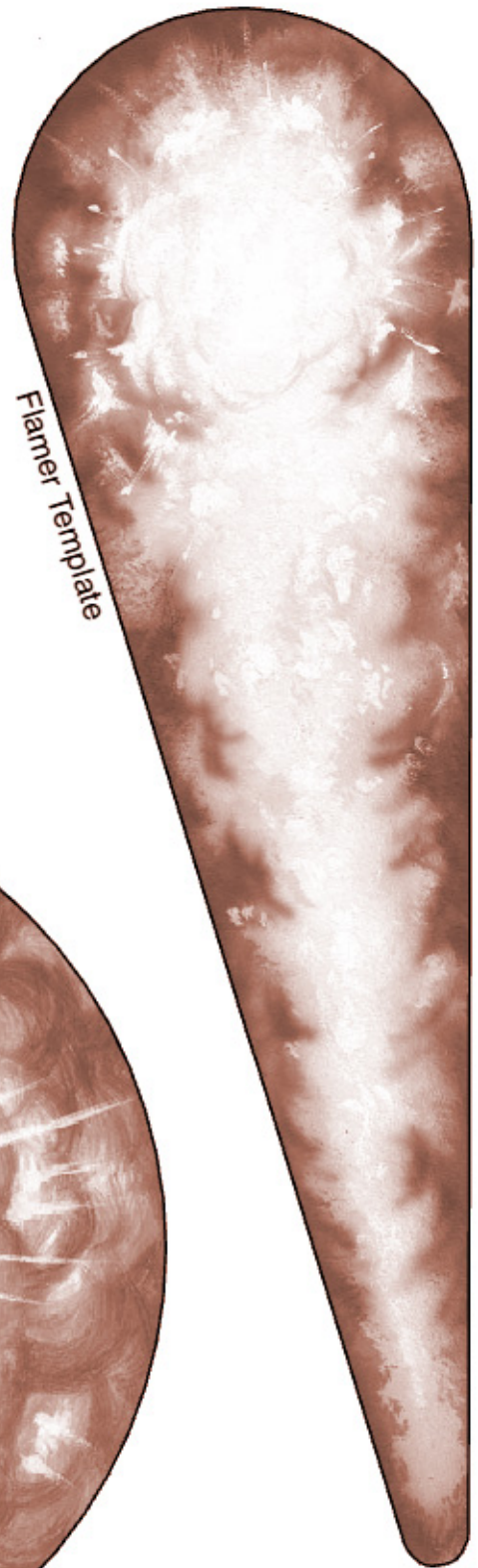
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HOUSE:

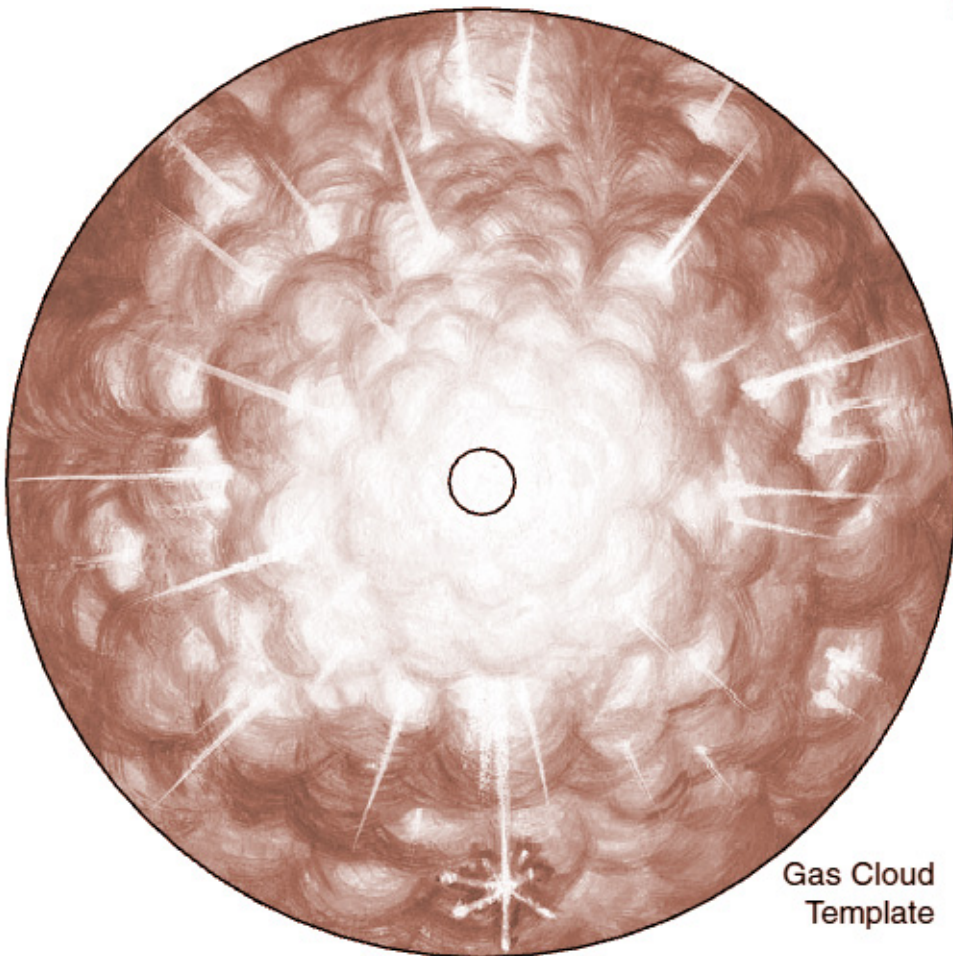
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Blast Template



Flamer Template



Gas Cloud Template

	Pistols	Range		To Hit		Strength	Damage	Save Modifier	Ammo Roll	Special		
		Short	Long	Short	Long							
	Stub Gun	0-8	8-16	+1	-1	3	1	-	4+	-		
	Autopistol	0-8	8-16	+2	-	3	1	-	4+	-		
	Laspistol	0-8	8-16	+1	-	3	1	-	2+	-		
	Hand Flamer	-	-	-	-	3	1	-1	5+	Flamer, Ammo Roll, Catch Fire (5+)		
	Bolt Pistol	0-8	8-16	+2	-	4	1	-1	6+	-		
	Plasma Pistol (Low)	0-8	8-16	+1	-	4	1	-1	4+	-		
	Plasma Pistol (Max)	0-8	8-16	+2	-	5	1	-2	6+	Gets Hot		
	Needle Pistol	0-8	8-16	+2	-	3	1	-1	6+	Toxic Dart, Injuries, Silent		
	Web Pistol	0-6	6-9	-	-1	-	-	-	6+	Webbed Targets, Solvent, Capture		
Basic Weapons												
	Autogun	0-12	12-24	+1	-	3	1	-	4+	-		
	Shotgun (Solid Slug)	0-4	4-18	+1	-1	4	1	-	4+	Knock-back		
	Shotgun (Scatter Shot)	0-4	4-18	+1	-1	3	1	-	4+	Pellets		
	Shotgun (Manstopper)	0-4	4-18	+1	-	4	1	-	4+	Knock-back		
	Shotgun (Hot Shot)	0-4	4-18	+1	-1	4	1	-	6+	Knock-back, Catch Fire (5+)		
	Shotgun (Bolt)	0-4	4-24	+1	-	4	1	-1	6+	-		
	Hunting Rifle	0-8	8-32	-1	-	3	1	-	4+	Head Shot		
	Lasgun	0-8	8-24	+1	-	3	1	-1	2+	-		
	Boltgun	0-12	12-24	+1	-	4	1	-1	6+	-		
Special Weapons												
	Autoslugger	0-12	12-24	+1	-	3	1	-	5+	Sustained Fire (1)		
	Flamer	-	-	-	-	4	1	-2	4+	Flamer, Ammo Roll, Catch Fire (4+)		
	Grenade Launcher	0-14	14-28	-	-1	-	-	-	6+	Ammo		
	Plasma Gun (Low)	0-8	8-24	+1	-	5	1	-2	4+	-		
	Plasma Gun (Max)	0-12	12-24	+1	-	6	1	-3	6+	Sustained Fire (1), Gets Hot		
	Meltagun	0-6	6-12	+1	-	8	D6	-5	4+	High Impact		
	Needle Rifle	0-16	16-32	+1	-	3	1	-1	6+	Toxic Dart, Injuries, Silent		
Heavy Weapons												
	Heavy Flamer	-	-	-	-	5	D3	-3	3+	Flamer, A. Roll, C. Fire (3+), M.&Fire		
	Heavy Stubber	0-20	20-40	-	-	4	1	-1	4+	Sustained Fire (2)		
	Heavy Bolter	0-20	20-40	-	-	5	D3	-2	6+	Sustained Fire (2)		
	Missile Launcher (Frag)	0-20	20-72	-	-	4	1	-2	6+	Gas Cloud		
	Missile Launcher (Krak)	0-20	20-72	-	-	8	D6	-5	6+	High Impact		
	Heavy Plasma Gun (Low)	0-20	20-40	-	-	7	D3	-4	4+	Blast, High Impact		
	Heavy Plasma Gun (Max)	0-20	20-72	-	-	8	D6	-5	6+	Gas Cloud, High Impact		
	Autocannon	0-20	20-72	-	-	8	D6	-5	4+	Sustained Fire (1), High Impact		
	Lascannon	0-20	20-60	-	-	9	2D6	-6	2+	High Impact, Terrifying Force		
H-T-H Weapons												
H-T-H Weapons	Str.	Dam.	Save	Mod	Special	Grenades		Str.	Dam.	Save	Mod	Special
Knife	User	1	-	-		Smoke Bombs		-	-	-		Gas Cloud, Smoke
Chain, Flail	User+1	1	-		Nullify, Clumsy	Choke		-	-	-		Gas Cloud, Choke
Club, Maul, Bludgeon	User+1	1	-	-		Scare		-	-	-		Gas Cloud, Scare
Massive Weapon	User+2	1	-		2band, Draw, M.Blow	Photon Flares		-	-	-		Blast, Blind
Sword	User	1	-		Parry	Frag		3	1	-1		Gas Cloud
Chainsword	4	1	-2		Parry, Noisy	Plasma		5	1	-2		Blast, Plasma Ball
Power Axe	User+3	1	-		Dual-banded	Krak		6	D6	-3		-1 Hit, Demolition
Shock Maul	5	1	-2		Out of Action, Injury	Melta Bombs		8	2D6	-5		Demolition
Power Sword	User+2	1	-		Parry	Hallucinogen		-	-	-		Gas Cloud, Halluc
Power Fist	User+5	D3	-	-								

INTRODUCTION

Necromunda is a game of fierce combat between rival gang fighters in the dangerous underworld of the Necromundan hives.

A hive is an ancient and incomprehensibly vast city, built up layer upon layer, stretching ten miles into the planet's atmosphere. To those who live in the depths the dark and ruinous Underhive offers every opportunity for wealth and power. Its collapsed caverns conceal the riches of the distant past: rare and precious metals, unfathomable archeotech devices, wondrous mutated fungi and much more. It is also a place of danger, where mutant creatures, renegades and killers hide from the laws of House and Hive. And, of course, there are others who want the riches of the Underhive for themselves.

Outside the hives the planet's surface is covered by endless miles of toxic ash wastes and the atmosphere is so polluted that it corrodes the hive's armoured walls. Above is a harsh sky and the sun's deadly light. Beyond the planet itself is the wider galaxy and the great realm of the Imperium of Man, an empire of a million worlds held in thrall by the Adeptus of Earth. But such things are nothing but legends in the Underhive where sky and space, planets and even the ground itself are concepts so wild and abstract that many refuse to believe they exist.

TABLETOP CONFLICT

The Necromunda game allows you to fight conflicts between rival Underhive gangs on the tabletop. The opposing gangs are represented by models, assembled and painted by yourself, each representing an individual gang fighter. You'll find more information about the different cultures and peoples of Necromunda in the later sections of this book. Your tabletop becomes a part of the Underhive, the scene of the action, with ruined buildings, gantries and multi-level walkways.

The aim of the game is to outfight your opponent, which requires a mixture of skill and luck. You'll soon learn how to arm and equip your gang efficiently, and how to exploit the ruins and other terrain to your best advantage. You'll also want to expand your gangs beyond the models provided in the game. Many models are available for the different gangs and new models are coming out all the time. With these you can expand your collection, equip fighters with different weapons, and add more powerful characters.

BUILDING THE GANG

Every time you play Necromunda you earn the opportunity to improve your gang. By winning games you gain territory, discover ancient artifacts, uncover mineral wealth, and so on. With this wealth you can buy more weaponry and hire more gang fighters.

Your gang will also improve with time. Every time a gang fights, its members gain in skill and experience. Young juves quickly progress to become full gang fighters, and fighters learn new abilities which make them superior combatants.

As the gang's leader becomes richer and his followers ever more deadly, his fame will spread throughout the Underhive. Famous gunfighters and other renegades will come and seek him out, perhaps to join him, maybe to collect the inevitable bounty that piles upon his head!

By recording the details of your gang you can watch it grow from a bunch of young hopefuls to hardened fighters feared and respected throughout the domes.

THE RULEBOOK

This book, the Necromunda rulebook, contains the rules of the game. You don't need to learn all the rules to play, but we suggest you read through the rulebook before attempting your first game. The most important rules are summarised on the separate playsheets, and you'll quickly find these are all you need in most situations. For more detailed rules and to resolve more complex situations, you can always refer to the rulebook itself.

NEW PLAYERS

If you're new to Games Workshop games then you'll be reassured to know that finding other players isn't normally a problem – you'll be surprised how many there are! There may be a Games Workshop store nearby, where you can obtain models, paints and game supplements. Games Workshop stores are not just shops, they are hobby centres where the staff will happily help you learn the rules, show you how to paint, and suggest ways to use and develop your collection. Games Workshop staff are also players who collect and paint their own forces and fight battles themselves.

WHAT IS THE COMMUNITY EDITION

NCE is not an attempt to overhaul or hugely expand the Necromunda game, instead it should be seen as a fan update to an already solid set of rules.

There are three main aims to this project. To better balance the weapons and skills alongside minor tweaks to improve general gameplay. To clarify ambiguities and patch up rule holes. And finally to introduce select new equipment and scenarios that conform with the spirit of the game and add variety.

All changes to the official rules are marked in red. Their origins stem from many years of discussions by players from all over the world, each of whom deserves a big ol' bottle of Wildsnake.

WHAT YOU WILL NEED

MODELS

Games of Necromunda are fought out using model fighters, each approximately 28mm tall. Before playing you need enough models to assemble a complete 'gang' as detailed later in the rules. A large variety of different models are available from Games Workshop, illustrations of which can be found throughout this book, and particular in the colour section at its centre.

TEMPLATES

Special templates are used to determine the effects of many weapons. For example, grenade and shell bursts, and the gout of burning fire projected by a flamer. You can find these near the front of the book. You can photocopy the page and cut out the templates for use in your games, or alternatively purchase more sturdy plastic versions available from Games Workshop.

DICE

A variety of different dice are used in the Necromunda game, as follows.



From left to right: Two D6's, a scatter dice, and an artillery dice

Ordinary dice (known as D6's) are marked 1 to 6 in the usual way. These dice are used a lot during play and to save space on charts they are always referred to as D6 (where 'D' stands for dice). So, when the rules call upon you to roll a D6 we are simply asking you to roll a dice. D6+1 means roll a dice and add 1 to the score. 2D6 means roll two dice and add the scores together to obtain a score of 2-12.

The Scatter dice is marked with four arrows and two HIT symbols. This dice is used to determine where grenades and shells land if they miss their target, hence 'scatter'. The dice can be used to establish any random direction from a point. Note that the HIT symbol also has a small arrow on it to facilitate this.

The Artillery dice is marked 2, 4, 6, 8, 10 and MISFIRE. This dice is used in conjunction with the Scatter dice to determine how far shells land from their mark. A MISFIRE result can result in a shell proving dud or even exploding in the breach.

In some cases, you will also find references to a dice called a D3. There isn't actually any such thing as a 3-sided dice, instead a D3 means roll a D6 and halve the result rounding up.

So, for a D3, a roll of a 1 or 2 = 1, a roll of 3 or 4 = 2 and a roll of 5 or 6 = 3.

RE-ROLLS

Sometimes you may be offered the chance to re-roll a dice throw. This is exactly what it sounds like, pick up the dice and roll them again. You must accept the result of the second roll even if it's worse than the first roll and re-rolled dice cannot ever be re-rolled a second time. Note if you re-roll a single 2D6 or D66 roll then both dice must re-rolled. For example, when taking a Leadership test you cannot re-roll just one of the dice, both dice must be re-rolled.

HALVING VALUES

Sometimes you may need to halve a value, in which case fractions are always rounded up – eg a fighter with a Weapon Skill of 5 that finds himself inside a smoke cloud must halve his Weapon Skill to 3.

WHAT ELSE YOU WILL NEED

In addition to the game components mentioned above you will need two or more players and a firm, level tabletop or area of floor. A kitchen table will do fine. Some gamers make their own gaming tables from a sheet of chipboard or something similar. Such a table can be slightly larger than the table or trestles that support it, and can be divided into two or more pieces for ease of storage.

You will need at least one retractable tape measure marked in feet and inches. All distances in Necromunda are given in Imperial units.

Pens and pencils, and plenty of paper will also be required. When you play a game you will need to keep track of wounds suffered by your fighters, the weapons they are carrying, and other details. This is most easily done using a roster sheet, an example of which is included in this book. We recommend that you copy or photocopy additional roster sheets and use them to record details during the game. We'll explain more about roster sheets and how to use them later in this book.



THE RULES

CHARACTERISTICS

The Underhive fighters of Necromunda have wildly varied martial skills and physical abilities. Some are faster than others, some are stronger, some more determined, some are better shots, and so forth. This tremendous variety is fully represented in the form of characteristics and special skills. Right now we won't worry about the special skills – these come later with practice and battle experience.

Each model fighter is defined by their characteristics which are assigned a value of between 1 and 10. The higher value your model has for any characteristic the better – for example, a model with a Strength of 6 is stronger than a model with a Strength of 2. Descriptions of the characteristics are given below.

Move (M): A model's move shows the number of inches it can move in a turn. The usual number is 4 as almost all fighters move 4" per turn, although they can move faster when they are running or charging.

Weapon Skill (WS): Weapon Skill is a measure of close combat ability – how good the person is at hand-to-hand fighting.

Ballistic Skill (BS): Ballistic Skill shows how good a shot the person is. When you shoot a gun the chance of hitting a target depends upon your Ballistic Skill.

Strength (S): Strength simply shows how strong a person is! Strength is especially important when you fight hand-to-hand combat because the stronger you are the harder you can hit or thrust.

Toughness (T): Toughness is a measure of how easily an individual can withstand a hit from a weapon or a blow from a club, hand weapon or fist. The tougher you are the harder you are to wound or kill.

Wounds (W): A model's Wounds value shows how many times a fighter can be wounded before he collapses and goes down dead or incapacitated. Most individuals have a Wounds value of only 1 but tough veteran gangers might have a value of 2 or more.

Initiative (I). The Initiative value represents alertness and reaction speed. It determines a fighter's chance of dodging a sudden blow or gathering his wits while shells and bombs explode around him.

Attacks (A). The Attacks value indicates the number of 'Attack dice' rolled when the model fights in hand-to-hand combat. The more dice you roll the more chance you have of beating your opponent!

Leadership (Ld). Leadership represents raw courage and self-control. The higher a person's Leadership the more likely he is to remain steadfast in combat while others run off or are slain around him.

CHARACTERISTIC PROFILE

A model's characteristic values are written in the form of a convenient chart which we call his characteristic profile. Below is the average profile for a 'Ganger'.

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

When you raise your first gang it will include many gangers with exactly this profile. As you fight games against other players your fighters will get better and their characteristics will rise. All these details are recorded using your gang rosters. This is explained properly later on. For now it's enough to know what the characteristics are and how the values vary.

MINIMUM VALUES

Gang fighters can sometimes suffer penalties to their characteristic profile, usually due to serious injuries. Even if a model suffers multiple penalties to the same value it's not possible to modify a characteristic to below 1. The only exception to this is Wounds which can be reduced to 0 if the fighter becomes injured.

CHARACTERISTIC TESTS

During a game fighters will often be required to take characteristic tests. For example, a model hit by a scare grenade must take a Toughness test to see if he succumbs to the effects of the gas.

If a model must take a characteristic test then roll a D6. If the result is equal to or below the characteristic involved then the test is passed. If the result is higher than the characteristic then the test has been failed.

Leadership tests work in exactly the same way except that the test is rolled using 2D6. The two scores are added together and compared against the model's Leadership value to see if the test is passed.

Some experienced gangers can have a characteristic value that is 6 or even greater. Obviously it's not possible to roll above that value using a D6, but it's still possible for the model to fail the test. If a model is required to take a characteristic test against a value that is 6 or above and you roll a 6, roll a second D6. If you a roll 1-3 then the test is failed, while a roll of 4-6 results in the test being passed. Note Leadership tests ignore this rule as gang fighters cannot have a Leadership value of 12 or greater.

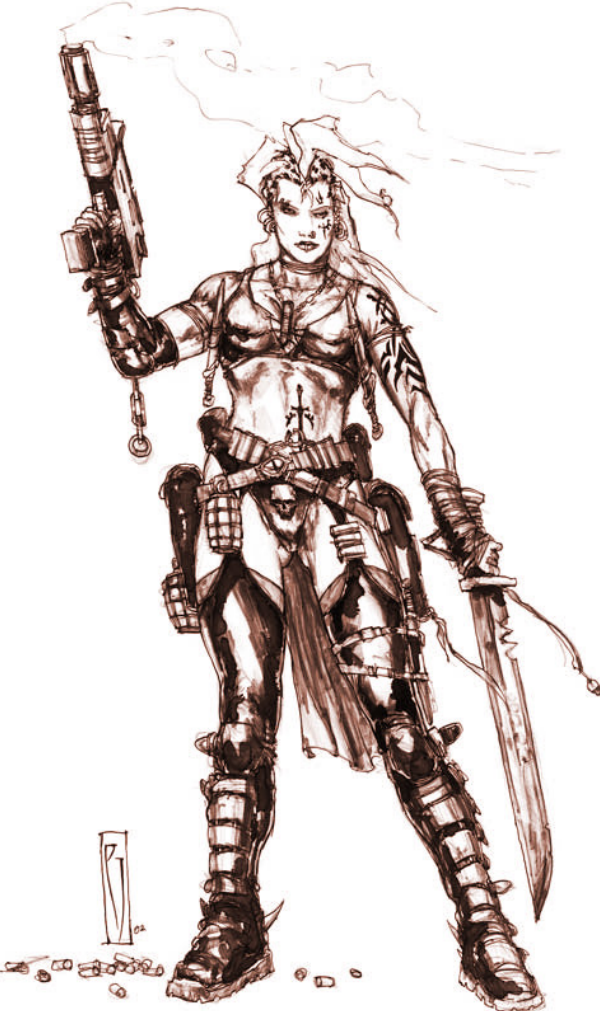
It's possible for a model to have two separate Strength values, one for each arm. This can happen if the fighter suffers an Arm Wound or is using a bionic arm. If the model is required to take a Strength test then the arm with the highest Strength is used for the test.

THE TURN

During the game you take command of a gang of Necromundan Underhive fighters. Your opponent commands a rival gang, your deadly opponents in the forthcoming conflict.

The model fighters and scenery are set up on the tabletop as appropriate for the encounter you are fighting (see the Scenarios section in the Sourcebook). There are many different types of encounter, varying from the straightforward shoot-out to rescue missions, ambushes and daring raids. Depending on the encounter played, you can set the gang fighters up in different ways, but all the games are basically played in the same fashion.

To begin with one side takes a turn, then the other side, then the original side and so on, much like a game of draughts or chess. When it is your turn you can move all your models, shoot with any fighters that are able to do so, and fight hand-to-hand combats. Once your turn is complete it is your opponent's turn to move, shoot and fight with his gang.



PHASES

To keep track of who's doing what and when, your turn is divided into four distinct phases as follows. Each phase is completed before beginning the next. So, begin by moving all your models, then shoot with all models that can do so, then fight hand-to-hand, and finally recover any models that have run from the fight.

1 MOVEMENT

During the movement phase you may move your gang fighters according to the rules given later for movement.

2 SHOOTING

In the shooting phase you may shoot with any appropriate weapons as described in the rules for shooting.

3 HAND-TO-HAND

During the hand-to-hand phase all models in hand-to-hand combat may fight. Note that both sides fight in hand-to-hand combat regardless of whose turn it is.

4 RECOVERY

During the recovery phase you can attempt to recover individuals whose nerve has broken. The rules for keeping your nerve, running away and recovery are described later.

Once your turn is complete it is your opponent's turn. Your opponent works through each phase, moving, shooting, fighting hand-to-hand and recovery, after which his turn is over.

Games last until one side either gives in or is forced into defeat as described later. You can also be obliged to withdraw from the fight if your side takes too many casualties. During some encounters, there is a specific objective which you must achieve, perhaps to destroy a machine or rescue a captive. Each of the special encounters describes what you must do to win, and therefore end, the game.

MOVEMENT

During the movement phase you can move your models as you wish in accordance with the rules given below. Move your model fighters one at a time and finish moving each before moving the next one. You can move your fighters in any order except where noted below.

1 CHARGERS

If you want a model to charge at an enemy and attack him hand-to-hand then you must do this before moving any other models. When you charge you must declare to your opponent that you are charging and indicate which enemy model you are attacking.

2 COMPULSORY MOVES

Sometimes a model is obliged to move in a certain way and this is called a 'compulsory move'. For example, a fighter whose nerve breaks must run away from his enemies and take cover. Make all your compulsory moves before finishing any remaining movement.

3 THE REST

Once you have moved chargers and compulsory movers you can move the rest of your models as you wish.

MOVING

During their movement phase models can move up to their move rate in inches in any direction. Most fighters have a move characteristic (M) of 4 and so can move 4" in any direction including up or down ladders.

In normal circumstances you do not have to move the full permitted distance or at all if you do not wish. Any exceptions are described later and invariably involve charging or compulsory moves.

At the end of a fighter's move the model can be turned to face in any direction. Pivoting on the spot does not count as movement. This is important to remember as some weapons can only be fired if the model remained stationary.

Justice in the Underhive is a rough and ready affair, administered chiefly by the local Guilders Courts under the supervision of each settlement's most powerful Guilders. These rich and influential individuals keep the peace inside the towns and oversee any trading that goes on the merchant posts.

The Guilders hire local fighters called Watchmen to man the gates and walk the streets during lights out. If bigger problems arise, such as outlaw gangs raiding the surrounding holes, the Guilders pay local gang leaders to deal with them. This provides a lucrative income for the most successful gangs. Strangers, trouble-makers and quarrelsome citizens are targeted by the diligent Watchmen and dealt with by means of a swift crack on the head or a night in the pit. Belligerent or persistent types are hauled up before the next Guilder Court for trial and sentence.

RUNNING

The normal 4" move represents a person moving at a fairly rapid rate but allowing time to aim and shoot a weapon and generally observe what is going on around him. If you wish a model can move much quicker than this – he can run! A running fighter can move at double speed: 8" rather than 4", for example.

A running model loses his chance to shoot in the turn. He is concentrating on running and is not prepared to fight, having shouldered his weapons or replaced them in holsters. You should declare that models are running as they move, as this will help to remind both players that the model is unable to shoot that turn.

If a fighter starts the turn with any enemy models within 8" then he cannot run that turn. The fighter is unwilling to holster his weapons with enemy gang members so close and must stay alert to them. Note this applies even if the fighter cannot visually see the enemy as he could well have heard them moving or loading their guns. Any enemy models in hiding are ignored as the fighter is unaware of their presence.

CHARGE!

If you wish a model to engage an enemy in hand-to-hand combat then you must declare and make a special move called a charge. The reason we do this is that the enemy may get a chance to shoot as you leap towards him waving your weapons and yelling a bloodcurdling cry. Without measuring the distance, declare that you are charging and indicate which enemy model you wish to attack. **You can declare a charge against any enemy model that is not in hiding, even enemy models that the charger cannot see at the start of his move.**

A charge is like a run, at double move rate, but ends with the attacker touching his enemy base-to-base. Once opposing models are touching bases in this way they are engaged in hand-to-hand combat. Models are also engaged in hand-to-hand combat if separated by a low wall or obstacle, where it is literally impossible for the bases to touch because the wall is in the way.

If you can move your fighter into base-to-base contact with more than one enemy model with his charge move, he can charge them both. This might be inadvisable as he will then be fighting two enemies at once!

It can happen that you charge an enemy but fail to reach him because you have miscalculated the distance. If this happens the model is moved as far as possible towards his enemy and can do nothing for the rest of the turn.

Note that you cannot move models into hand-to-hand combat except by charging – any move intended to bring a fighter into hand-to-hand combat is a charge by definition.



HIDING

The Hiding rule allows us to represent the fact that real people can duck down and conceal themselves in a way our unmoving and dramatically posed models cannot. A hiding fighter keeps as still as possible, just peeking out over his cover or around a corner. Hiding is sometimes useful if you want to keep out of a fight until the enemy gets within close range, or if you want a breather to recover and to regroup your forces.

A model can hide if it **is** behind a low wall or column, at the corner of a building, or in a similar position where a person might reasonably conceal himself. The player declares that his fighter is hiding **at any point during the move** and can indicate this by placing a Hidden counter beside the model.

While hidden a fighter cannot be seen or shot at, even if a portion of the model is actually sticking up or out from its cover. While hidden a model cannot shoot without giving away its position or coming out of hiding. If a hiding model shoots or moves so that it can be seen then it is no longer hidden and can be shot at as normal.

A model that runs or charges is not able to hide that turn. His sudden burst of speed does not give him time to conceal himself from view.

A model may stay hidden over several turns so long as it remains behind a concealing wall or similar feature. It may even move around behind cover so long as it remains concealed while it does so. If an enemy moves into a position where he would clearly be able to see the hidden fighter, then the model cannot claim to be hidden any longer and the counter is removed.

A model may not hide if it is too close to an enemy – he will be seen or heard no matter how well concealed he may be. This distance varies according to the enemy fighter, who will always see, hear, or otherwise spot hidden foes within his Initiative value in inches. So, a fighter whose Initiative value is 3 will automatically spot all hidden enemy within 3").

Silent Attacks

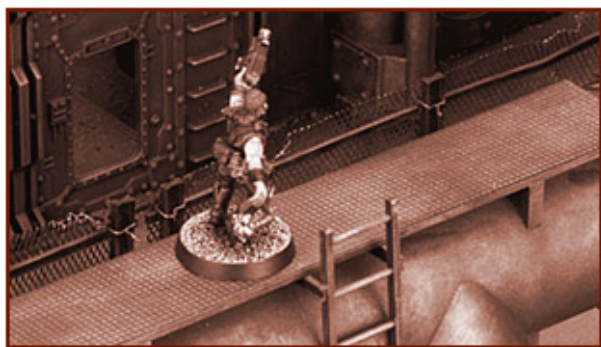
Normally a hidden fighter that shoots must come out of hiding, the sound of the gunshot and flare of its muzzle flash easily giving away his position. However, some weapons emit no sound nor flare. If a hidden fighter fires a silent weapon then there is a chance he will remain undetected. After the shot has been made, roll a D6. On a roll of 4+ the enemy gang is unable to detect the shooter's position and so will remain in hiding. On any other roll the shooter is spotted and must come out of hiding as normal.

TERRAIN

Battles mostly take part in open areas where movement is easiest. Obviously high walls and other constructions will block your progress, but the ground level and raised surfaces are reasonably solid. However, should you find yourself struggling over shifting ash wastes or up to your elbows in marshes of bubbling pollutant, your progress will be impeded as indicated below.

OPEN GROUND

The tabletop surface, building floors, connecting walkways and ladders are all considered to be open ground which does not affect your movement. You can also move through doors or hatches without slowing your speed.



DIFFICULT GROUND

Difficult ground includes steep or treacherous slopes, dense stands of hive foliage such as giant fungi, pools of pollutant liquid or effluvia, and thick or sodden hive dust. Models move over difficult ground at half speed or half rate, so 1" of movement counts as 2". For example, to cross a 1 1/2" wide pool of bubbling algal slime you must expend 3" of your move. Similarly, if moving over a steep mound of ash waste you'll move at 2" per turn rather than 4".

A fighter who is running is slowed down by difficult ground. He will run at 4" rather than 8" over steep slopes for example, because all models move at half speed over difficult terrain.



VERY DIFFICULT GROUND

This is the really nasty stuff you wouldn't want to go near. It includes tar pits, deep or noxious pools of liquid wastes, and narrow crawlholes through the rubble. Models move over very difficult ground at a quarter rate, so each 1" of movement counts as 4".



IMPASSABLE GROUND

Much of the Underhive is simply impossible to move over or through, such as deep or corrosive pools, enveloping layers of soft hive dust, and, of course, solid walls, collapsed tunnels and the like.



WALLS AND BARRIERS

Walls, pipelines, small heaps of debris, and other low obstacles form barriers that you can either go around or leap over. A model can leap over a barrier less than 1" high and no more than 1" deep without impeding its movement at all. A barrier between 1" and 2" high, and no more than 1" deep, can still be crossed by climbing over but you must give up half of your total move that turn to do so. For example, if you would otherwise move 4" then you must give up 2". A barrier higher than 2" is too tall to climb over and is effectively impassable.



SHOOTING

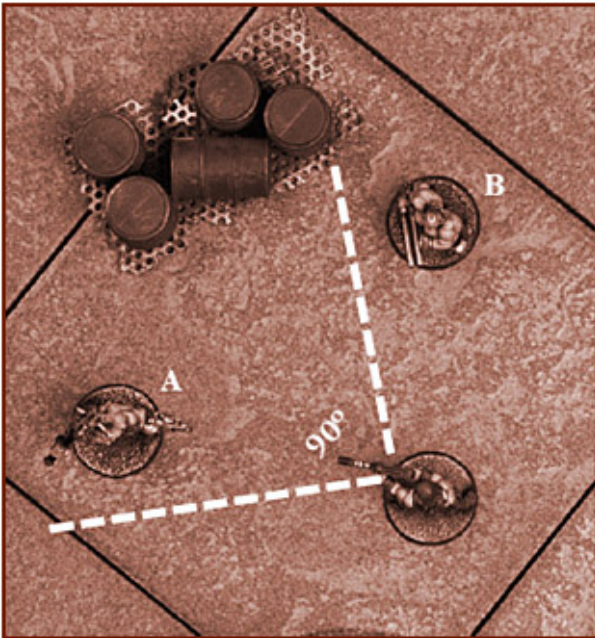
Necromundan Underhive fighters carry a variety of weaponry. Individual fighters often have several different weapons such as grenades, pistols, knives and guns.

During the shooting phase of your turn each of your fighters may shoot once with one of his weapons. So you can either shoot a laspistol, fire a boltgun, or throw a grenade, for example.

Work through your models one at a time. Pick which fighter is going to shoot, nominate his target, work out if he hits his enemy and, if he does so, any wounds or injuries caused, and then continue to the next shooter. You can take shots in any order you wish.

WHO CAN SHOOT

Each model can shoot once in the shooting phase so long as he can see a target and assuming he has a suitable ranged weapon or a supply of grenades. The fighter is always assumed to face in the direction faced by the model itself, and is able to see within a 90 degree arc to his front. You can only shoot at a target within this arc as shown on the diagram below.



In the diagram target A is within the 90° arc of sight and so can be shot at. Target B cannot be shot at because he is outside the 90° arc of sight.

To shoot at a target a fighter must be able to see it, and the only way to check this is to stoop over the tabletop for a model's eye view. Sometimes it will be obvious whether a target can be seen, at other times it will be more difficult as buildings and girders will be in the way. **Note fighters can also block line of sight just like terrain.**

So long as the shooter can see at least a part of the target's body he can shoot, even if all that can be seen is an arm or leg. If he can see nothing but the tip of a gun or the end of a sword then he cannot shoot as he is unable to see the target's body. If in doubt, and if you've checked the shot from both the firer's and the target's view and still can't decide, then roll a dice – on a 1, 2 or 3 you can't see and on a 4, 5 or 6 you can.

CLOSEST TARGET

You must shoot at the closest enemy as he represents the most immediate threat and therefore the most obvious target. However, you can fire at a more distant target if it is easier to hit. For example, a closer target may be hard to hit because it is partly obscured by cover whilst a more distant target might be in the open and therefore an easier shot.



In this diagram the closest target is A but he is obscured by cover and so is more difficult to hit than the more distant targets B, C and D. In this situation the firer may shoot at Target B since he is the closer of the more distant targets even though he is further away than target A.

Once the target of the shot has been declared the model is turned to directly face the target. If due to this move a new enemy model falls within the fighter's arc of sight that is both closer than the original target and isn't harder to hit then he must become the new target of the shot and the fighter is repositioned accordingly.

MOVING AND SHOOTING

All fighters can move at their normal movement rate and shoot in the same turn. There is no penalty for this as a normal move assumes a certain amount of time spent stationary or nearly so.

RANGE

Once you have decided to shoot and have chosen your target you must measure to see whether the shot is within range. Each type of weapon has a maximum range as indicated later in the Armoury section. The following examples show the short range, long range and maximum ranges of some typical weapons.

Weapon	Short Range	Long Range	Max Range
Laspistol	0-8"	8-16"	16"
Bolt Pistol	0-8"	8-16"	16"
Autogun	0-12"	12-24"	24"
Lasgun	0-8"	8-24"	24"
Meltagun	0-6"	6-12"	12"
Shotgun	0-4"	4-18"	18"
Missile Launcher	0-20"	20-72"	72"
Heavy Stubber	0-20"	20-40"	40"

Assuming your target is within range you can proceed with the shot. If the target is out of range then you have automatically missed, but you still have to test to see whether your weapon develops a fault (see Ammo Rolls, later in this section).

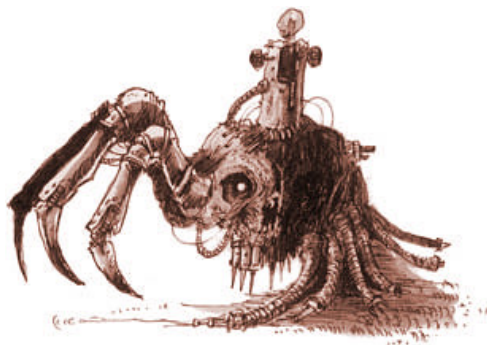
HITTING THE TARGET

To determine whether a shot hits its target roll a D6. The dice score needed will depend upon how good a shot the firer is (as indicated by his Ballistic Skill or BS). The chart below shows the minimum D6 roll needed to score a hit.

BS	1	2	3	4	5	6	7	8	9	10
D6 score	6	5	4	3	2	1	0	-1	-2	-3

For example: If the shooter is a ganger with a BS of 3, a dice roll of a 4 or more is required to hit the target. An easy way to remember this is simply to subtract the firer's BS from 7 to find the number needed to hit.

You will notice that the chart covers scores of 1 and even less. However, a dice roll of a 1 is always a miss regardless of circumstances. There is no such thing as a certain hit – if the dice turns up a 1 you have missed!



HIT MODIFIERS

Some shots are easier than others. It is easier to hit a target that is in the open compared to a target behind cover. Usually it is easier to hit a target if it is close compared to one further away. These are represented by the following modifiers.

-1 IN PARTIAL COVER

Up to half the target is obscured as defined in the section on cover.

-2 IN COVER

More than half the target is obscured as defined in the section on cover.

-1 OVERWATCH

The shooter is firing at a target whilst on overwatch.

-1 CHARGING

The shooter is firing at a target that is charging him whilst on overwatch.

-1 RAPID MOVING TARGET

The target moved 12" or more in his previous move phase.

-1 SMALL TARGET

The whole target is less than 1/2" tall or wide. Such targets might include unexploded bombs, mechanical devices, or a specific point on the floor. Gang models are always larger than this!

+1 LARGE TARGET

The whole target is 2" tall or wide. Such targets include large processor tanks, bulkhead doors and other sizeable bits of industrial equipment.

Modifiers for range depend upon the weapon used. All weapons have their own range bands and different modifiers at short or long range, as indicated in the Armoury section of this book. The following examples show how this works.

Weapon	Short Range	Long Range
Laspistol	+1	-
Bolt Pistol	+2	-
Autogun	+1	-
Shotgun (solid slug)	+1	-1
Grenade Launcher	-	-1
Plasma Gun	+1	-
Heavy Bolter	-	-
Lascannon	-	-

Pistols, basic and special weapons are sensitive to range: they are likely to hit at short range but can be inaccurate at long range. Remember, long range isn't very far in the case of a pistol! Heavy weapons aren't sensitive to range. With these weapons it is as easy to hit at a distance as it is at short range because a close moving target is hard to track with a weighty or clumsy weapon.

COVER

The many walls, girders, buttresses and ruined buildings in the Underhive provide plenty of cover. If a target is partly obscured by intervening cover then it will be harder to hit. How much harder depends upon how much of the target is obscured by the cover. **Although fighters in the way of a shot can block line of sight, they do not provide any cover modifiers and so are ignored when working out how much of the target is obscured.**

If the shooter can see at least half of the target's body but not the entire body, then the target is said to be 'in partial cover'. The shooter suffers a -1 to hit penalty.

If the shooter can see some of the target's body but less than half of it, then the target is said to be 'in cover'. The shooter suffers a -2 to hit penalty.

If a target model is in cover or partially in cover and hiding, then it cannot be seen or fired at even if the shooter can see a portion of the model's body. The fighter is assumed to be keeping still, concealing himself in the shadows and hugging his cover as closely as he can (see Hiding in the Movement section).

A certain amount of judgement is called for by the players when deciding whether a model can be seen, if it is in cover, or whether it can reasonably continue to hide behind cover. In practice, players quickly reach an agreeable method of determining this for themselves, but if you really cannot decide in a particular case then each player rolls a dice to settle the matter, the highest scorer deciding in that instance.



In Cover: less than half of the fighters' body is in view.



In Partial Cover: more than half of the fighters' body is in view.



In The Open: a shooter would incur no penalties to hit.

SMALL & LARGE TARGETS

These modifiers are not normally used unless the encounter involves a specific target which is especially large or small. For example, perhaps you must destroy a water still collecting vane or a chemical storage tank to achieve your objective. Enemy fighters are never small or large targets.

7+ HIT

Because of the modifiers it is quite possible that you will end up needing a score of 7 or more to hit the target. It is obviously impossible to roll a 7 on a D6, but you can still hit if you are lucky. Roll a D6 as before. If you roll a 6 then you might have hit. Roll a further D6 – the additional score required is shown on the chart below.

Score Needed to Hit	7	8	9	10
Additional D6 Score	4+	5+	6+	Miss

Example: A juve is shooting a stub gun at a target 12" away and behind partial cover. The juve's BS is 2 so he requires a 5 to hit. The modifiers are -1 for long range and a further -1 for partial cover. A score of 7 is therefore needed. To achieve this the juve must roll a 6 followed by a further roll of a 4 or more.

PRONE TARGETS

When a fighter is pinned or down the model is placed on its back or its front to reflect that he has hit the dirt and is keeping his head down. It's important to take this into account when working out if the prone target can be seen and when working out cover modifiers. For example, if a fighter becomes pinned behind a barricade then it might not be possible to target the model again as he may no longer be visible behind the barricade. This requires fair judgement from both players as the model itself won't always make this obvious.



PINNED

As soon as a fighter is hit the model is knocked over and placed face up. We say the model has been pinned by enemy fire.

The force of the shot has knocked the fighter off his feet. The shot may have hurt or even killed him, or he may be lucky and escape without significant harm. Even if he survives he is momentarily confused, or, at best, his instincts force him to hit the dirt and keep his head down.

Later we'll deal with what happens to the pinned fighter if he survives unharmed. First, we'll find out whether the shot has wounded him.



WOUND

Once you have hit a target you must test to see whether a wound is inflicted. A shot may fail to cause a wound because it hits part of the target's equipment or weaponry, or perhaps it just scratches the skin or causes some very minor injury which the fighter bravely ignores. If you fail to cause a wound then the target is unharmed but is still pinned by enemy fire as described later.

To determine whether your shot has caused a wound you must compare the Strength value of the weapon with the Toughness (T) characteristic of the target. You will find a complete description of the various weapons together with their Strength values and special rules in the Armoury section, but a few examples are given here.

Weapon	Strength
Laspistol	3
Bolt Pistol	4
Stub Gun	3
Autogun	3
Lasgun	3
Boltgun	4
Meltagun	8
Lascannon	9
Autocannon	8
Heavy Stubber	4

The chart below shows the D6 score required to turn a hit into a wound. Remember, an average Toughness characteristic value is 3 for gangers and other humans. However, the Underhive contains many foul other denizens whose toughness can range from average to unbelievable high proportions.

TARGET'S TOUGHNESS

	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N					
2	3	4	5	6	6	N				
3	2	3	4	5	6	6	N			
4	2	2	3	4	5	6	6	N		
5	2	2	2	3	4	5	6	6	N	
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

INJURIES

Most fighters have a Wound characteristic of 1 but some have a value of 2 or more. If the target has more than 1 wound then deduct 1 wound from his total for each wound he suffers. Make a note on the roster sheet. So long as the model has a least 1 wound left he can continue to fight.

As soon as a fighter suffers his last remaining wound roll to determine the extent of his injuries. The player who inflicted the wound rolls a D6 consults the following chart.

1 FLESH WOUND

The target has sustained a minor wound. Deduct -1 from both his Weapon Skill and Ballistic Skill for the rest of the game.

2-5 DOWN

The target falls down to the ground where he lies wounded and barely conscious. Turn the model over or face down, to show that the fighter has gone 'down'.

6 OUT OF ACTION

The target has been badly wounded and falls to the ground unconscious. He takes no further part in the game and the model is immediately removed from play.

Flesh Wound

If a model only sustains a flesh wound then he suffers a mild injury and is able to fight on. **His Wounds value is reinstated to 1 and he can move and act as normal.**

A fighter can sustain several flesh wounds and still continue to fight, albeit at reduced effectiveness. Make a note on your roster sheet and apply the penalties indicated for the rest of the game. Leave the model lying face upmost to show it is still pinned (see later).

Each time a model suffers a flesh wound, it loses a further point of WS and BS **to a minimum of 1. Once a model with a Weapon Skill and Ballistic Skill of 1 suffers a further flesh wound then** the fighter drifts into unconsciousness due to severe loss of blood and is taken out of action.

Down

When a fighter goes down he is either badly injured or temporarily knocked senseless: he might recover or he might lapse into unconsciousness and even die. Turn the model face down to show the fighter has gone down. A model which goes down may do nothing except crawl as noted below.

A player must roll to see what happens to any of his fighters who are down at the end of his recovery phase. Fighters may recover, stay down, or go out of action. Roll a D6 and consult the Injury chart again. Models which recover to flesh wounded can continue to fight but suffer the -1 WS/BS penalty, and are pinned for one turn (see Pinned). Turn the model face up to show this. Models which stay down remain face down and unchanged. Models which go out of action are removed.

During his movement phase a model who is down can crawl 2", but other than this the fighter cannot do anything else. This enables a badly wounded character to get behind cover (if he's lucky!).

Out of Action

'Out of action' indicates a man is out of combat and also out of the game. Remove the model from the tabletop. It is impossible to tell whether the fighter is alive or dead, but for game purposes it makes no difference at this stage. After the fight is over you can test to see whether he survives and if he sustains any serious lasting injuries as a result of his wounds (see the later Campaign sections for details).

MULTIPLE WOUNDS

Some weapons inflict more than 1 wound when they hit. A model cannot be reduced to fewer than zero wounds, but each extra wound inflicted means you roll another Injury dice. So, if a fighter has 1 wound remaining and suffers 4 wounds he rolls four Injury dice.

Multiple 'down' results are ignored but a fighter can suffer multiple flesh wounds. A fighter who suffers flesh wounds and goes down at the same time is treated as going down but suffers the penalties indicated for his flesh wounds as well.

HIGH IMPACT

Some weapons inflict hits with such devastating force that any fighters struck by them are likely to be severely injured. All weapons with a strength of 7 or more are known as high impact weapons.

When a fighter is hit by a high impact weapon they will go out of action on a roll of 5 or 6 on the injury chart rather than the normal 6. **In addition, if a 5 or 6 is rolled then make a special note on the gang roster as there is a greater chance of the impact causing fatal injuries.**

Note these rules only apply when making the initial injury rolls. Injury rolls made during the recovery phase follow all of the normal rules as described in the Down paragraph instead.

SAVING THROWS

Armour is less important and less readily available in the confines of the Underhive than on a conventional battlefield. Gangers rely more upon the natural cover of the hive and their own wits to avoid injury. However, some fighters wear protective clothing which may save them from a wound if they are lucky. Armour is represented in the game by saving throws.

Armour Saving Throw

If a fighter is wearing armour and suffers a wound then roll a D6. If the dice roll is sufficiently high then the wounding shot has struck the armour and not hurt the wearer at all. The dice score required varies according to the type of armour. The most common armour types and the D6 roll required to effect a save are given below.

Armour	Saving Throw
Flak	6+
Mesh	5+
Carapace	4+

For example: A fighter is hit by a shot from a laspistol and suffers a wound. Fortunately, he is wearing carapace armour, a hardened armaplas jacket. He rolls a D6 and scores 5 – easily enough to deflect the shot and save him.

If a fighter has multiple armour saving throws then the score required to save against a wound is combined into a single roll. For example, a fighter wearing mesh armour (5+) who is fitted with a bionic chest (6+) receives a single 4+ armour saving throw. However, an original roll of 1 is always a failure, even if the fighter has a saving throw greater than 2+.

Some weapons are better at penetrating armour than others. A shot from a laspistol might be deflected relatively easily, but a shot from a huge lascannon is a different matter! To represent this, each weapon has an armour save modifier as indicated in its description in the Armoury section. For example, a boltgun has a -1 save modifier so all armour saves must deduct 1 from the dice roll.

Special Saving Throw

Some exotic equipment and special skills confer a special save instead of an armour save. Special saving throws work in exactly the same way as an armour saving throw except in the following ways.

Special saves ignore all save modifiers so the fighter will always receive the saving throw, even against high Strength weapons such as a lascannon. Special saves cannot be combined into a single roll, instead each special save must be rolled separately. If a fighter successfully rolls a special save then the model not only avoids the wound, but also the hit. This means that the fighter will not be pinned, even if the hit originated from a template.

PINNED FIGHTERS

Often a fighter is hit and pinned by enemy fire but doesn't go down or out of action. He might be hit and not wounded, or he might suffer a flesh wound.

A model that is pinned remains knocked over lying face up. **Whilst pinned a fighter cannot do anything except crawl up to 2" during the movement phase.**

A model which is pinned at the start of his turn will automatically recover from pinning at the end of that turn. In effect, the model misses his turn and is then ready to fight once more in his following turn. At the end of the turn stand the model up to show that he is no longer pinned.

If a model has at least one other model from the gang within 2" then he can try to escape pinning at the start of his turn **by taking an Initiative test.** If the test is **passed** then stand the model up as the fighter will not have to miss his turn at all. The fighter can move and fight normally that turn.

Note that when testing to escape pinning at the start of the turn juvenes, fighters who are down, and fighters whose nerve is broken do not count. Rather than reassuring the fighter and offering covering fire, the proximity of these unreliable comrades will only encourage him to keep his head down!

HITS & PINNING

There are several instances where a fighter may suffer a 'hit' that wasn't from enemy fire. His weapon may have exploded or perhaps he landed clumsily when jumping down from a ledge. Unless specifically mentioned otherwise, any model that suffers a hit is also pinned, even if no damage is inflicted.

SHOOTING INTO HAND-TO-HAND COMBAT

Normally it would be considered very rash indeed to shoot at fighters who are grappling with each other at close quarters – it would be very easy to hit the wrong man! Although the models themselves are immobile the fighters are actually ducking, diving and rolling about in a whirlwind of action. **Note you do not have to shoot at an enemy model that is involved in hand-to-hand combat with your own gang fighter, even if he is the closest target.**

Should you wish to shoot at a model engaged in hand-to-hand combat roll to hit as normal. If you hit then you must decide whether you have hit the intended model or his hand-to-hand opponent. There is as much chance of hitting the target as there is of hitting each model he is fighting. So, if there are two models fighting, a D6 roll of 1-3 indicates one model while a 4-6 roll indicates the other. If the target is fighting two opponents then you'll need a 5 or 6 to hit the right man, and so on.

SHOOTING AT A FIGHTER WHO IS DOWN

You do not have to shoot at a target who is down even if he is the closest target. However, you can shoot at a fighter who is down if you want to and he is the closest or easiest shot. You can... If you're really that mean. You are... Read on!

If a fighter who is already down takes a further wound or wounds, roll again on the Injury table and apply the result. A flesh wound will inflict further WS/BS penalties. If the fighter goes down again then ignore the result. If he goes out of action remove the model from combat.

Generally speaking, it is rare for players to shoot at enemy fighters who are down unless they are stranded in the open and there are no other targets available. However, it sometimes happens that blast weapons scatter from their point of aim and accidentally hit men who are already down.

BLAST WEAPONS

Some weapons fire an exploding shell or energy blast which inflicts damage over a large area. The spread of this shot is represented by the circular blast and gas cloud templates.

When you shoot a weapon that uses a blast or gas cloud template nominate your target and roll to hit exactly as you would with any other weapon. If the target lies beyond the weapon's range then the shot dissipates harmlessly causing no damage. Otherwise take the template and proceed as follows.

If you hit the target place the template with its centre directly over the target model. The target is hit, and any other model that lies wholly inside the template is hit too. If a model lies partially within the template then it is hit on a further D6 roll of a 4, 5 or 6. Roll for wounds and injuries on each model that is hit following the usual rules.

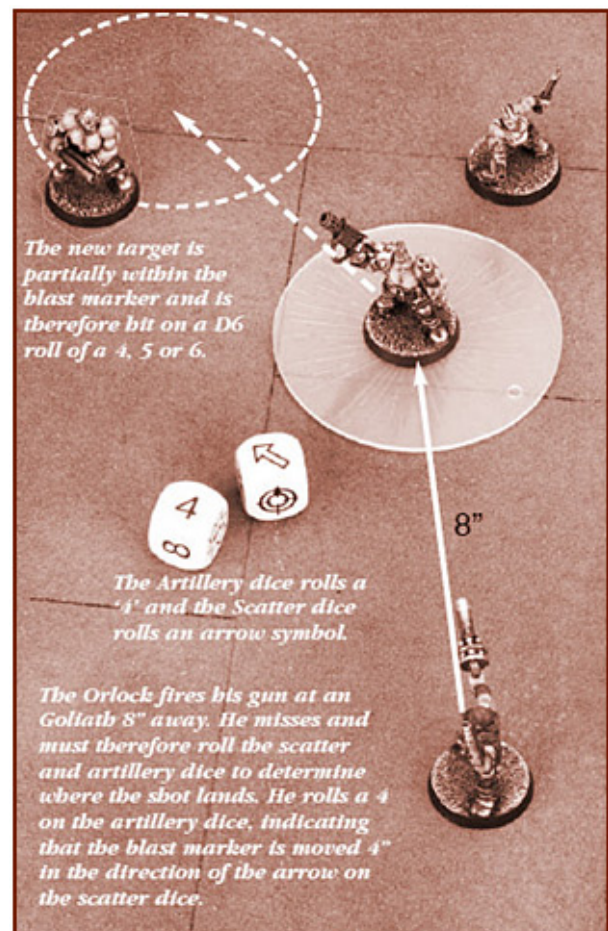
If you miss the original target then your shot has flown wild but may still land close enough to cause damage. To determine where the shot has landed you must make a Scatter roll. To do this you will require the two special dice, the Scatter dice (marked with arrows and a hit symbol) and the Artillery dice (marked with numbers and a '!' symbol). Take both these dice and roll them so that they land as close to the target as possible.



If the Artillery dice shows a number this indicates how far you have missed the target by – 2", 4", 6", 8" or 10". The direction in which the shot lands is indicated by the scatter dice arrow. Note the Hit symbol also has an arrow marked on it to indicate a direction. Place the template in the position indicated by the dice.

If a Misfire is rolled then the shot dissipates in the air or is a dud and has no effect. If the dice show both a Hit and Misfire then the shell **explodes in the breach or the grenade goes off in the fighter's hand. The weapon malfunctions and explodes as described in the Ammo Rolls and Exploding Weapons sections.**

Once the template is positioned any models that lie wholly under the template are hit. Any models which lie partially under the template are hit on a D6 roll of a 4+. Work out the effect of hits normally.



Note that no shot can ever scatter by more than half the range between the shooter and their target. If the target is 10" away, for example, the miss may not scatter by more than 5". However, a wildly scattering shot may land outside its usual fire arc (90 degrees in front of the firer) or beyond its usual maximum range.

If the centre of a blast or gas cloud template scatters from above ground level off over a ledge, then it dissipates harmlessly in mid-air unless the centre reaches another ledge of the same level.

GRENADES

There are many different sorts of grenades available to gang fighters. The most common are explosive fragmentation grenades and implosive grenades called *krak*. If a model carries grenades then it is assumed that he has enough to last the entire battle, regardless of how many he might actually throw.

A model can throw a grenade rather than shoot a weapon. A grenade throw is treated exactly like any other shot, so roll to hit using the thrower's Ballistic Skill (BS) characteristic.

Frag grenades and most of the special grenade types use either a blast or gas cloud template. **Grenades that use a template** scatter if they miss just like other weapons with blast markers. Work out scatter as described already, except that the number on the Artillery dice is always halved because grenades are thrown at very short ranges. On the other hand, the maximum scatter limit does not apply to grenades, which can bounce around all over the place before going off! A grenade thrown at a target 2" away may therefore scatter up to 5" in any direction.

The maximum range of a thrown grenade depends upon the Strength characteristic of the fighter. A fighter can throw a grenade a distance equal to his Strength x3. For example, a ganger with a Strength of 3 can throw a grenade up to 9".

Cover

Grenades are especially good at blasting fighters out from behind cover as they can be simply lobbed over barricades or bounced around bulkheads. A fighter throwing a grenade reduces the to hit penalty when targeting a model in cover by 1. So, partial cover is ignored and cover counts as -1 to hit rather than -2. Note this bonus doesn't apply to grenade launchers.

Smoke Bombs

As the name suggests, smoke bombs are designed to produce clouds of smoke which are used to provide cover. When you throw a smoke bomb you don't want to actually throw it at an enemy fighter but at a specific point on the ground. You can do this by simply nominating the point you wish to aim the grenade at, as such the normal targeting restrictions do not apply. Note that since the smoke bomb is being thrown towards an area of the ground, it doesn't count as a small target.

SUSTAINED SHOOTING

Some especially large and dangerous weapons can fire a sustained burst of shells which may hit several targets at a time. This is called sustained shooting or sustained fire. Weapons which are capable of making sustained shots are indicated in the Armoury section. Basically, these are machine gun type weapons such as the heavy stubber and autocannon which can rake targets with a hail of shells.

When you shoot with a weapon of this kind declare whether you are firing a normal single shot or a sustained shot. A single shot is worked out as normal following the usual shooting rules, while a sustained shot is worked out as follows.

First roll to determine how many separate shots the weapon makes by rolling a number of D3s equal to the weapon's sustained fire value. **If the weapon has a sustained fire value of greater than 1 then you can choose to either roll the number of dice indicated, or you can roll less if you prefer. You may choose to roll fewer dice as this can reduce the chances of running out of ammo.**

The number of shots rolled is how many ranged attacks the fighter can make that turn which follow the usual shooting rules. Each shot is treated as a separate shot and must all be worked through before moving on to another fighter. Each of the shots follow the usual targeting restrictions and all shots must target either the same model or another model within 4" of the first original target.

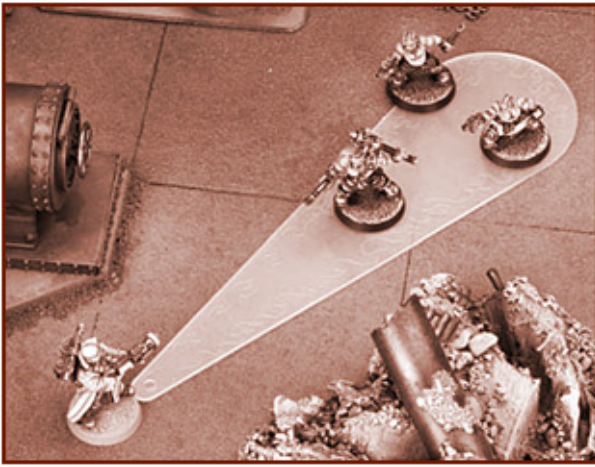
All of the shots indicated by the sustained fire dice must be fired. If the fighter can no longer see any targets but he still has shots remaining then they are wasted. Wasted shots must still roll a to hit dice in case it causes an Ammo roll.

FLAMER TEMPLATE

All flamer type weapons use a special teardrop-shaped template to represent the jet of flame.

To shoot a flamer weapon take the flamer template and place it with the narrow end touching the base of the shooter and the broad end over your target. **Take special care when positioning the template as it must be centrally directed at the targeted model. You cannot for example adjust the direction of the template in order to hit more enemy models.** Any models wholly covered by the template are hit automatically and any models partially covered are hit on a further D6 roll of a 4, 5 or 6.

Any hits are resolved as normal, roll for wounds and then determine injuries for any wounded models. Note that the hit modifiers for range, cover, and such like do not apply to flamer weapons. Flamers are especially good at winking enemy fighters from behind cover!



A Delaque armed with a flamer shoots at three Goliaths. Two are completely covered by the template and are therefore hit automatically. The other Goliath is partially covered by the template, and will be hit on a D6 roll of 4+.

AMMO ROLLS

Ammo rolls represent faults in guns or ammunition as well as the possibility of simply running out of ammo. Power packs can fade or suddenly release a burst of energy, shells jam in the loading mechanism, explode or prove dud. No gun is absolutely reliable or has an infinite ammo supply, some are notoriously fickle.

When rolling to hit a target a dice score of 6 indicates that your weapon may have malfunctioned after firing and an Ammo roll is required. Note you still hit your target with the roll of a 6 and the successful shot is worked out as normal.

Some weapons are more reliable than others. This is reflected by the weapon's Ammo Roll rating as shown in the Armoury section. Roll a D6. If you roll less than the number indicated the weapon has malfunctioned and is useless for the rest of the game. Make a note on your gang roster. If you roll the score indicated or more then the weapon is alright and you can continue to use it normally.

Grenades

Grenades will automatically fail any Ammo roll they are required to make. This means that you have thrown your last grenade of that type, or that all further grenades of that type are duds.

Out of Range

If you shoot and your target is out of range then you must still make a hit roll to see whether an Ammo roll is required (ie on the D6 score of a 6).

Repairs and Supplies

If a weapon runs out of ammo, malfunctions, or explodes then it's automatically assumed the weapon is fixed and its ammo replenished in time for the next battle. Supplies of grenades are also restocked as are any other specialist equipment, such as bio-boosters.

OVERWATCH

The Overwatch rule allows a model to shoot during the enemy player's turn, representing a fighter taking up position to shoot at an enemy as he appears in view. The reasoning behind the Overwatch rule will become apparent once you have played a few games.

A model can go onto overwatch at the start of his turn. A model must give up his whole turn to go on overwatch. The model cannot therefore move or shoot. The model cannot hide, but can remain hidden if he started his turn in hiding.

During the enemy's **movement phase** the model can shoot at any target as it presents itself. For example, the model could shoot before the target moves, after it has completed its move, or actually while the target is moving. Overwatch is obviously very useful for shooting at enemy models as they dash from cover.

Once a model has **finished shooting**, it ceases to be on overwatch and is free to move and shoot normally in its own turn, or go onto overwatch again if you prefer. If the model doesn't shoot in the enemy's turn then it also ceases to be on overwatch and can act as normal during his own turn as above.

If a model is hit whilst on overwatch it loses its overwatch status immediately. The same applies if the model is forced to move for any reason – eg if a fighter's nerve breaks he will lose overwatch status.

When you wish to shoot with a model on overwatch begin by declaring that you are doing so and then determine the position of the enemy model at the moment of fire. Work out the shot as normal.

There is a special -1 to hit modifier for shooting whilst on overwatch. A further -1 to hit modifier is also applied if the target is charging the model on overwatch, representing the unnerving effect of the enemy's rapid approach. **Note this only applies if the charger would be able to reach base-to-base contact with the overwatcher.**

When determining rapid moving targets the fighter's move that turn is used rather than his previous turn. The whole of the move is also taken into account, not just the move up until he was shot. For example, if a model is shot after moving 6" but was going to move a further 6", then he counts as a rapid moving target.

Fleeing Targets

If a fighter on overwatch targets an enemy model that both started his move and would end his move out of sight of the overwatcher, then he counts as a fleeing target. A fighter attempting to shoot at a fleeing target must take an Initiative test. If the test is failed then he is too slow to react and cannot shoot at the evasive figure as he darts back out of sight. The model will still remain on overwatch, so can attempt to shoot another enemy fighter that turn. If the test is passed then the model can be targeted as normal.

HAND-TO-HAND COMBAT

Hand-to-hand fighting is the most dangerous and desperate kind of combat. With adversaries using swords and knives, point blank fire from pistols, and even fists, feet and heads to take out an opponent it is either a very brave or foolish ganger to initiate hand-to-hand.

WHO CAN FIGHT

Models which are touching base-to-base are said to be engaged in hand-to-hand combat. This can only happen once a fighter has charged an enemy, as models are not otherwise allowed to move into physical contact. See the Charge! section of the Movement rules.

In the hand-to-hand combat phase all close quarter fighting is worked out. Regardless of whose turn it is, all models that are engaged in hand-to-hand combat will fight. Unlike shooting, a model in hand-to-hand combat can fight all round against enemies to its side, front or rear. In reality the models are constantly moving, dodging, ducking and weaving as they struggle to kill their adversaries.

Models fighting in hand-to-hand combat **cannot do anything else as** they are far too busy struggling with their adversaries. Any very close range shots they are able to make with pistols are taken into account in the hand-to-hand combat rules that follow.



PROCEDURE

Most fights are 'one-on-one' where a model is fighting one other model. These combats are worked out as described below. Fights involving several models attacking a single opponent are worked out slightly differently as described later.

1 THROW ATTACK DICE

Both players roll a number of D6's equal to their model's Attacks characteristic.

2 WORK OUT COMBAT SCORE

Each player picks his highest scoring dice and adds his model's Weapon Skill (WS) to the score. He then adds any Combat Score modifiers as shown on the opposite page. The total is the Combat Score.

3 DETERMINE WINNER

The player with the highest Combat Score wins. In the case of a tie the model with the highest Initiative characteristic wins. If there is still a tie the combat is a stand-off.

4 NUMBER OF HITS

Compare the Combat Scores of both combatants. The difference between their Combat Scores is the number of times the winner has hit the loser. If you win the combat on a tie you still cause 1 hit.

5 THROW TO WOUND

For each hit scored the winner rolls a D6 on the Wound chart in exactly the same way as hits from shooting. The Strength value will depend upon the weapon used.

6 SAVING THROW

Models which are wearing armour **or that receive a special saving throw** can attempt saves in the same way as troops hit by shooting.

7 RESOLVE INJURIES

Resolve injuries in the same way as you would for wounds inflicted by shooting.

ATTACK DICE

Roll the number of Attack dice indicated by the model's Attacks characteristic. This will normally be one but some especially mean fighters may have two or more Attacks.

Although a model can roll more than one Attack dice it is only the best result that counts towards the Combat Score. The advantage of rolling more dice is that it gives you a better chance of rolling high, however, it will also increase the chances of a model fumbling as described later.

FIGHTING WITH TWO WEAPONS

If the model carries a weapon in each hand, such as two pistols, two swords, or a pistol and a knife, then the model rolls one extra Attack dice.

This bonus only applies to fighters armed exclusively with pistols and/or hand-to-hand combat weapons. **Fighters who carry a basic, special or heavy weapon never receive this bonus as the extra bulk of the weapon limits their agility.** Carrying grenades does not prevent you using an extra weapon as they are assumed to be clipped to the model's belt or stowed conveniently out of the way. These different types of weapon are discussed in the Armoury section.

DETERMINE WINNER

Each player takes his best Attack dice roll, adds the model's Weapon Skill (WS) and then applies the following modifiers. The highest score is the winner. In the case of a tie the highest Initiative wins, in which case the winner will score a single hit. If both models have the same Initiative the result is a stand-off and no blows are struck.

COMBAT SCORE MODIFIERS

+1 OPPONENT FUMBLES

Add +1 to your score for each of your opponent's fumbled dice (rolls of 1). See the Fumble rule for an explanation of how this works.

+1 CRITICAL HIT

Add +1 to your score for each critical hit inflicted (additional rolls of 6). See the Critical Hit rule for an explanation of how this works.

+1 CHARGING

If your fighter charged into combat this turn add +1 to his Combat Score.

+1 HIGHER UP

If your fighter is standing on a higher level, platform, or slope then add +1 to his Combat Score.

-1 ENCUMBERED

If your fighter is carrying a heavy weapon, or other heavy piece of equipment, he suffers a -1 penalty on his Combat Score.

-1 OBSTACLE

If you charge an enemy who is sheltering behind cover such as a low wall, then you suffer a -1 penalty on your Combat Score that turn. Note this penalty only applies during the turn when you charge.

Note that hit modifiers for ranged weapons are never applied in hand-to-hand fighting. These only apply when shooting at a distance as described in the Shooting section.

NUMBER OF HITS

The difference between the winner's Combat Score and the loser's Combat Score is the number of times the winner has hit the loser.

***Example:** A ganger (WS3) is fighting a juve (WS2). The ganger rolls a 4 and adds his WS of 3 to make a total of 7. The juve rolls a 5 and adds his WS of 2 to make 7, but the juve has charged and so adds a further +1 making 8. The juve has won by 8 to 7, and the difference (1) is the number of hits he has struck against his opponent.*

WOUNDS, ARMOUR AND INJURIES

Once you have established the number of hits, the remaining procedure is the same as for shooting. Refer back to the Shooting section for a description of how to do this.

Note that models cannot be pinned by hand-to-hand hits, but they suffer wounds in the same way and injuries are resolved in the same way too.

WEAPONS

Only hand-to-hand weapons and pistols can be used to fight hand-to-hand combat. All fighters carry a knife at the very least, and are assumed to have one tucked out of sight if the model itself does not show it.

A fighter will, generally speaking, fight hand-to-hand combat with the weapons he carries as depicted on the model. **However, models are allowed to swap any weapons at the start of the hand-to-hand combat. For example, a fighter holding a laspistol and a stub gun could put away his stub gun and draw a sword, or he could put away both pistols and draw two swords.**

Even fighters that recently fired a basic, special or heavy weapon can still pull out combat weapons as it's assumed his original weapon is slung or simply dropped during the hand-to-hand combat. Remember though that fighters equipped with a basic, special or heavy weapon do not gain the +1 Attack dice even when using two close combat weapons in the hand-to-hand combat.

The player must declare what weapons the fighter is using at the start of the combat. Fighters cannot swap weapons around once they are fighting hand-to-hand; they must persevere with their chosen weapons until they are no longer involved in hand-to-hand combat.

HITS

If a fighter is using a single weapon then any hits inflicted in hand-to-hand fighting are assumed to have been made with that weapon – be it a sword, knife, pistol etc. Resolve the hit using the Strength of the weapon as indicated in the Armoury section.

If a fighter uses two weapons (one in each hand) then any hits are inflicted alternately, first with one hand and then the other. For example, a fighter carrying a sword and a laspistol who inflicts 2 hits will strike once with the sword and once with the laspistol. Any odd hits can be resolved with either weapon.

ARMOUR MODIFIERS

Knives, swords and other close combat weapons often use the fighter's own Strength. The chart below is used to determine any saving throw modifiers when a model's own Strength is used.

Model's Strength	Armour Save Modifier
3 or less	0
4	-1
5	-2
6	-3
7	-4
8	-5
9 or more	-6

THE PARRY

Fighters armed with swords can attempt to turn aside an opponent's blows. To represent this, a model with a parry can force an opponent to re-roll **one** of his highest scoring Attack dice before working out his Combat Score. **However, you can only parry if your opponent's highest scoring Attack dice is greater than your own highest scoring Attack dice. For example, if you rolled a 5 and your opponent rolled a 3 then he cannot be parried, but he can parry you.** Remember, if your opponent has 2 or more Attack dice he can always choose his next highest score rather than the score of the re-rolled dice.

If both combatants are fighting with swords then the ability to parry cancels out and neither may do so. In the unlikely event that a model carries two swords it may parry twice – that is, it may force two re-rolls or one re-roll against a model with a single sword.

FUMBLE

In the mayhem of close combat it is only too easy to trip or overbalance and leave yourself open to a quick punch or stab. Any Attack dice rolls of a 1 indicate that you have tripped, dropped a weapon, or otherwise fumbled. For each fumble rolled your opponent may add +1 to his own Combat Score.

CRITICAL HITS

A critical hit represents a lucky blow, a spectacular feint or a cunning trick. You must roll at least two 6's to score a critical hit. The first 6 is taken as your highest score and each extra 6 counts as a critical hit adding a further +1 to your total.

MULTIPLE COMBAT

When two or more models are fighting a single enemy this is called a multiple combat. The outnumbered model must fight each of his opponents one after the other during the hand-to-hand combat phase. The outnumbering player can decide the order in which his models will fight. Having chosen the first model to fight the combat is worked out exactly as described for one-on-one fights.

If the outnumbered model survives he must go on to fight his second opponent. The outnumbering player chooses his second fighter and the combat is worked out as before except that the outnumbering model now rolls an extra Attack dice and adds a +1 bonus to his Combat Score.

If the outnumbered model survives he goes on to fight the third, fourth, fifth and each successive enemy until there are none remaining. Each subsequent enemy he fights gains a further Attack dice and adds a further +1 to his Combat Score. For example the third enemy has +2 Attack dice and +2 Combat Score, the fourth has +3 Attack dice and +3 Combat Score, and so on.

FOLLOW-UP

If all of a model's hand-to-hand opponents go out of action the model may make a special follow-up move. This is an exception to the normal turn sequence and it makes no difference whose turn it is. The model can be immediately moved up to 2". You can use this 2" move to get behind cover, to engage another model in hand-to-hand combat, or in any way you wish. You can cross an obstacle without penalty during a follow-up, but other terrain penalties apply as normal.

If you use a follow-up move to engage another enemy then move the model but don't work out further combat that turn. The fight continues in the next hand-to-hand combat phase. This is because the fighter has insufficient time to do anything other than follow-up. **Note using a follow-up in this way is considered a continuation of hand-to-hand combat, so the fighter will not receive the usual charging bonus to his Combat Score nor can he swap weapons.**

Note that a follow-up doesn't affect a model's ability to move in its following movement phase. The follow-up is an extra bonus move which reflects the intense activity of close quarter fighting.

FIGHTERS DOWN

Fighters who are wounded and go down are completely at the mercy of their enemy. In a one-on-one combat any model that goes down is automatically out of action. His enemy finishes him off with a quick blow and the model is removed.

In multiple combats a fighter who goes down has more chance of survival. Where all models on one side go down they are automatically taken out of action. Where two or more models are fighting on the same side, some can go down and crawl away at 2" in their movement phase so long as at least one friendly model continues to fight.

PINNED FIGHTERS AND HAND-TO-HAND COMBAT

Fighters cannot be pinned when fighting hand-to-hand combat. A fighter who is hit whilst engaged in hand-to-hand combat, even if hit by shooting in the shooting phase, is not pinned. If a fighter is already pinned when he is charged then the pin is discounted as soon as he is engaged. The pressing need to defend himself galvanises the fighter into action.

MOVING FROM COMBAT

Once models are engaged in hand-to-hand fighting they cannot move away in their movement phase. They must stand and fight until they are taken out of action, until they take out their enemies, or until one or the other breaks and runs as described later. The only exception to this is in a multiple combat, where fighters who go down can crawl away so long as friends continue to fight.

CHARGING DOWN FIGHTERS

A fighter can charge an enemy model that is down and finish him off. This is a useful way of quickly taking fighters out of action instead of waiting for them to roll a 6 on the injury chart. The downed model is taken out of action during the hand-to-hand phase. Note this counts as a hand-to-hand combat so the fighter can make a follow-up move.

SPECIAL INJURIES

Some weapons have special injury rules such as the shock maul and high impact hand-to-hand weapons. These special rules only apply if the weapon inflicted a wound in hand-to-hand combat and rolled an Out of Action injury result. If the fighter was using multiple weapons which each inflicted an Out of Action injury then you can choose which one of the weapon's special rules will take effect. Note this only applies to wounding injuries inflicted in hand-to-hand combat, down fighters that are automatically taken out of action ignore this rule.

LEADERSHIP

KEEPING YOUR NERVE

This section of the rules is concerned with how your fighters react under fire: whether they bravely continue to fight while shells explode around them or whether they turn tail and run for cover. Regardless of your own feelings or those of the gang's leader, even the most hardened gang fighter can be driven off or forced to take cover as the action hots up.

NERVE TESTS

A fighter may be called upon to take a test to see if his nerve holds. **A nerve test works in exactly the same way as a Leadership test. If the test is failed then the fighter's nerve is broken and he runs to cover as described below. If the test is passed then the fighter keeps his nerve. In this case there is no further effect and the model continues to fight as normal.**

WHEN TO TEST

If a model goes down or out of action then each friendly fighter within 2" must take an immediate Leadership test.

If a model is struck by a high impact weapon and goes down or out of action then any resulting nerve tests incur a -1 Leadership penalty. The sight of a fellow ganger being ripped to shreds by such a devastating weapon is enough to knock the confidence of even the hardest of fighters.

BROKEN FIGHTERS

If a model fails a Leadership test then the fighter's nerve has broken. For this reason we refer to such fighters as broken and you can indicate this by placing a Broken counter by the model if you wish.

The broken fighter is momentarily panicked or shaken and will attempt to run for cover. He might recover sufficiently to return to the fray once he has steeled himself to fight on.

Run to Cover

As soon as a fighter is broken he turns tail and runs for cover. This movement takes place outside the normal turn sequence and is worked out immediately. The fighter makes a dash of up to 2D6" away from his enemy and towards cover. Roll the dice and determine how far the model runs.

If he can reach a position of cover within this distance where he cannot be seen then he stops there.

If he is unable to reach cover where he cannot be seen the fighter runs the full distance rolled. In subsequent movement phases he continues to move 2D6" away from the enemy until he reaches such a position. If he can get out of sight by staying where he is and hiding then he will do so instead (see the Movement section).

A broken fighter can do nothing other than run to cover and remain there while he attempts to recover his nerve as described below. He may not otherwise move and he will not shoot.

Combat with Broken Fighters

Should a broken fighter be charged and forced into a hand-to-hand engagement then he is in deep trouble! While broken a fighter's WS counts as **1**. If he survives the hand-to-hand phase, even if he wins, he automatically breaks from combat and runs for cover at the end of the phase as described below.

Breaking from Hand-to-hand Combat

A fighter who loses his nerve and breaks while fighting hand-to-hand combat turns away from his enemy and runs away 2D6" just like any other broken fighter. Because a broken fighter is turning his back upon the enemy he is very likely to be struck as he turns to flee. To represent this the model takes one automatic hit from his enemy. Work this out as soon as the fighter breaks and before he is moved.

Recovering Your Nerve

A broken fighter may attempt to recover his nerve during his recovery phase so long as he is in cover and he cannot be seen by an enemy model. To attempt to recover a fighter's nerve roll 2D6. If the score is equal to or less than the fighter's Leadership he has passed the test and can fight normally from then on. If the score is more than the fighter's Leadership he fails the test and remains broken.

Broken That Turn

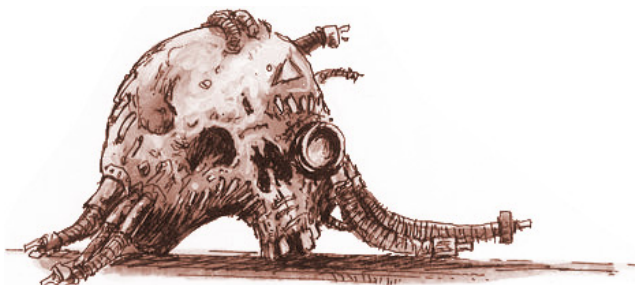
It is not possible to be broken and recover your nerve during the same turn. Consequently, a fighter who loses his nerve during his own side's turn will not be able to recover in the recovery phase of that turn.

Pinned Fighters

If a pinned fighter is broken then he automatically escapes from pinning and makes a dash for cover as normal. Broken fighters cannot be pinned.

Downed Fighters

Fighters that are down can be broken as normal, however their injuries mean that they must crawl 2" towards cover instead of the usual 2D6" dash.



THE BOTTLE ROLL

The Bottle roll is a special test the player must make at the start of his turn if a quarter (25%) or more of his gang is down or out of action. For example, in a gang of 10 men a test is required if 3 or more men are down or out of action.

Sometimes not all gang members will show up to a fight. Only the fighters that have participated in the game thus far are used to determine when a Bottle roll is needed – ie not the total size of the full gang.

Some scenarios also allow fighters to voluntarily leave the fight. For example, attackers in a Hit & Run can move off a table edge when they have completed their mission. Fighters that leave a fight do not count as down or out of action for purposes of the Bottle roll.

To take a Bottle test roll 2D6. If the score is more than the Gang leader's Leadership characteristic then the test is failed and the gang bottles out of combat. The game ends immediately and surviving fighters retreat from the area. A failed Bottle roll is the most common way for a game to end. If the score is equal to or less than the Leadership characteristic the player has passed the test and may continue to fight.

If the gang's leader is out of action or is down, then the player may not use his Leadership to take the test. Instead, use the highest Leadership characteristic amongst those of the remaining fighters who are neither down nor out of action.

A player may voluntarily fail a Bottle roll if he wishes to do so. In which case there is no need to actually take the test, it is assumed to automatically fail as the gangers melt into the shadows and retreat. Note that all the conditions for taking a Bottle roll (25% casualties) still need to be met.

ADVANCED RULES

This section includes a variety of new rules which add further detail and complexity to the game. They are not necessary in order to play, and for this reason the rules have been gathered together at the end here to avoid potential confusion.

We recommend that new players ignore this section to start with, or at least until they are familiar with the way the game works. If you consider yourself to be an experienced games player then you'll have no problem introducing these more complex elements as you go along.

FALLING

The multiple levels and gantries of the Underhive afford fighters ample opportunity to fall from a great height.

TEST TO FALL

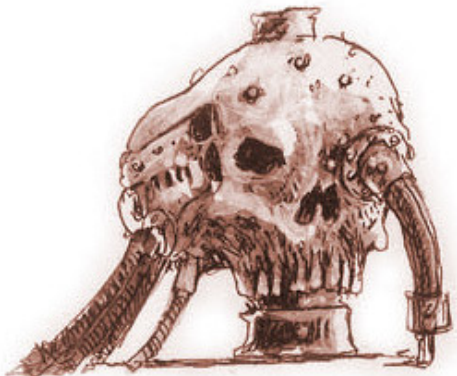
If a fighter **becomes** pinned or goes down within 1" of an edge there is a chance he will slip and fall off. To determine this **he must take an Initiative test. If the test is failed** then he falls over the edge to the ground.

If a fighter is engaged in hand-to-hand fighting within 1" of an edge then he may fall off if he loses the combat. **The fighter must take an Initiative test. If the test is failed** then he falls over the edge to the ground.

If a fighter is forced to move in a random direction, such as due to moving through smoke, then there is a chance he may fall if he touches an edge. The fighter must take an Initiative test. If the test is failed then he falls over the edge to the ground. If the test is passed then the fighter ends his move at the edge.

DAMAGE

A fighter who falls sustains an automatic hit at a strength equal to the height of the fall in inches. Where a wound is suffered a fall of up to 3" will inflict 1 wound, and a fall of more than 3" will inflict D6 wounds. A dizzying fall of more than 10" is assumed to automatically take the fighter out of action. Note the usual rules for High Impact also apply to falling.



Armour saves do apply to wounds sustained by falling. Save modifiers are the same as for hand-to-hand combat hits from combatants with high strengths. So S4 counts -1, S5 -2, S6 -3 and so forth. See the Hand-to-Hand Combat section for the full chart. A model which falls without going down or out of action is pinned, just as if he was hit by enemy fire.

FALLING ONTO ANOTHER MODEL

In the unlikely event that someone else lies directly in the path of a plummeting fighter then he may also be hurt. The hapless individual is hit on a D6 roll of a 4, 5 or 6. He sustains the same strength hit as the faller, suffering 1 or D6 wounds depending on the distance of the fall. If struck by the falling fighter, and assuming he doesn't go down or out of action, the victim is pinned as if hit by a shot. Assuming the faller and victim survive, position the models 1" apart to make it clear they are not in hand-to-hand combat.

JUMPING DOWN

A model can jump down from a higher level to another below. If the fighter elects to do this and the height is 3" or less then he may take an Initiative test.

If the test is failed the fighter lands clumsily and suffers a hit just as if he fell. If the test is passed then the fighter lands safely and can continue his move. **Each 1" fallen costs 1/2" of movement. So for example, if a ganger moved 2" to a ledge and successfully jumped down 2" then he will have used 3" of movement. If the fighter doesn't have enough movement to cover the fall or the height is more than 3" then he follows the usual rules for falling.**

JUMPING ACROSS

A model can attempt to jump across a horizontal gap from one side to the other.

Move the model up to the gap and roll a D6. If the number rolled is equal to or greater than the number of inches required to jump the gap then he successfully leaps over to the other side. The fighter can continue his move if he has any remaining movement left. Each 1" leapt costs 1" of movement. If he fails to cover the gap, either because the D6 was too low or he doesn't have enough movement left, then the fighter plummets down as per a fall.

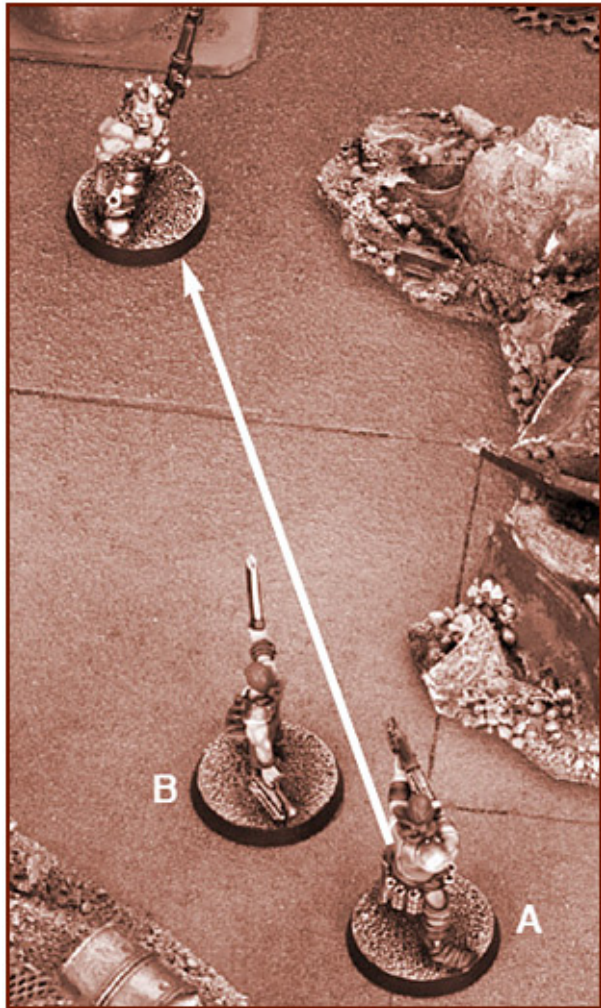
STRAY SHOTS

When a fighter shoots and misses it sometimes happens that the path of the shot passes close to one of your own fighters.

If a shot passes within 1/2" of a friend at any point along its path then there is a chance of accidentally hitting the friend. This can only happen when you miss and roll a 1 to hit.

Roll a further D6 to determine if the stray shot hits the intervening model. On the roll of a 1 the intervening model is hit. Work out whether the target is wounded as normal.

There may be a choice of more than one model that could be hit by a stray shot. In this case randomise which target is hit in some convenient way – eg 1, 2 or 3 the target on the left, 4, 5 or 6 the target on the right.



Orlock A shoots at the Goliath, but rolls a 1 on his 'to hit' roll. As Orlock B is within 1/2" of the line of fire, there is a chance he will be hit by the stray shot.



EXPLODING WEAPONS

Badly maintained weapons, home-made ammunition and old corroded power packs can explode **damaging** the weapon and probably harming the shooter. This represents the weapon overheating, plasma leakage, or a magazine exploding as the next shell is auto-loaded. While not as dangerous as a direct hit from the weapon, this is still bad news and can easily take a man down or out of action.

When a 6 is rolled to hit then an Ammo roll is required as already described in the Shooting section. In the case of flamers, an Ammo roll is required every time a weapon shoots.

If an Ammo dice roll is a 1 then the weapon is not only useless for the rest of the game (as a 1 will inevitably fail) but there is a chance it might explode. Roll a further D6. If the score is less than the weapon's standard Ammo Roll rating then the weapon explodes.

If a weapon's ammo rating is 'auto' then it automatically fails an Ammo roll so none is taken. However, roll a dice anyway with the weapon exploding on the roll of a 1.

An exploding weapon inflicts an automatic hit on the user as if he were struck by his own weapon but with a Strength value of 1 less than normal (**the Save Modifier is also reduced if applicable**). In the case of weapons that use templates, no template is used: the blast is confined solely to the firing model.

CATCHING FIRE

Some weapons fire short bursts of flaming chemicals that not only burn the victim's flesh but can also set their clothes on fire. If a fighter is hit by a flame weapon then he stands a chance of catching fire. The chance of this happening is based on the weapon used as the more powerful flame weapons can unleash a more concentrated sheet of fire. Any models that suffer a hit from a flame weapon and that don't go out of action must roll a D6. If the score is equal to or greater than the number shown below then the unfortunate fighter has caught fire!

Weapon	Chance of Catching Fire
Hot Shot Shells	5+
Hand Flamer	5+
Flamer	4+
Heavy Flamer	3+

Any models that are on fire must take a Strength test at the start of their turn. If the test is passed then the fighter manages to beat out the flames. The model is no longer on fire but cannot do anything else for the remainder of the turn.

If the test is failed then the fighter is unable to extinguish the flames and he continues to burn. The model automatically suffers a flesh wound and is unable to do anything except he staggers D6" in a random direction.

Any friendly fighters in base-to-base contact with a model on fire at the start of his turn can help beat out the flames. The model cannot do anything else that turn. If the fighter helps out in this way then his Strength characteristic is added to the model's when he takes the Strength test.

Fighters that are down can catch fire and follow the rules as above, except that if the fighter fails the Strength test then he doesn't move at all that turn. Fighters that are on fire are immune from pinning and nerve tests and so will automatically recover if already pinned or broken.

Any fighters that are on fire cannot be involved in hand-to-hand combat and so cannot be charged. If a fighter was already in hand-to-hand combat before catching fire then the combat is immediately broken and the two models are separated from base contact.

FLYING

Some winged beasts are capable of flying through the ruinous Underhive. Models that can fly can move in any direction and ignore any difficult and very difficult ground penalties. Note the model must end its turn on the ground – ie not flapping in mid-air.

Flying models can also glide between structures as long as the whole move is downwards. Each 1" down allows the model to move an extra +1". However, the extra move cannot exceed the model's base move. For example, a model with a Move characteristic of 4 can gain a max bonus of +4" when moving normally, or a max bonus of +8" if the model runs.

ATTACKING TERRAIN

Sometimes a fighter may want to attack an inanimate object rather than an enemy. Perhaps he wants to cave in a door, destroy a fuel pipe, rip apart a power cable, or smash a water still. These are all structural features and can be attacked as described below. Note the following rules can only be used as described in the scenarios or under special conditions if agreed by both players. You cannot for example shoot a blast weapon at a bulkhead next to a model simply in order to avoid a cover modifier.

Although not strictly accurate it is convenient to think of structures as being able to take a fixed number of 'wounds', just like fighters. Structures also have a Toughness value and they can sustain a certain number of wounds before they are destroyed or damaged. For example, the water still in the Hit and Run scenario has a Toughness of 6 and 1 Wound.

A structure can be shot at just like an enemy fighter. You must therefore roll to hit and score wounds as normal. Many structures will be easier to hit than fighters because they are large targets (+1 to hit).

A fighter can also use Krak grenades or Melta bombs as demolition charges. The device can be placed upon a structure within 1" of the fighter during the shooting phase. This is considered to be shooting although no roll is required to hit. The bomb is fastened to the structure by means of its magnetic casing, it explodes, and the target is hit automatically.

A fighter can strike a structure in base contact in the hand-to-hand combat phase. He cannot fight hand-to-hand combat against an enemy or shoot his weapon in the same turn. In effect the fighter is attacking the structure during the turn, hacking away at it with whatever weapons he has. A fighter automatically strikes 1 hit on a structure for each Attack on his profile. Work out the result of hits in the normal way.

FEAR

Fear is a natural reaction to horrific mutants, unearthly psychic powers, and some particularly gruesome injuries. To represent this, models must take a Leadership test when confronted by fearsome creatures or circumstances.

If the fighter is charged by a model which causes fear and reaches base-to-base contact then he must take a **nerve** test. If the test is failed then the fighter is broken as described in the Leadership section.

If the fighter declares a charge against a model which causes fear then he must take a **nerve** test. However, if the test is failed then **the fighter is not broken, instead** he remains transfixed by fear. The fighter is unable to move or do anything else for the rest of his turn.

TERROR

Terror is a more potent form of fear. Just as some horrific creatures are so ghastly they cause fear, others are even worse and cause terror instead.

Circumstances which cause terror automatically cause fear as described above, so you will need to test if you want to charge a terrifying creature, or if the creature charges you.

In addition, a **nerve** test is required if the model is within 8" of a creature which causes terror at the start of the model's turn.



SPECIAL FEAR AND TERROR LIABILITIES

Later on you may acquire fighters who are sufficiently repulsive to cause fear themselves! Obviously individuals who are so impressively hideous are not going to be put off by others of their kind.

A model which causes fear does not have to test Leadership for fear. It treats any enemy which causes terror as causing fear instead – ie, it does not have to test just because the model is within 8" at the start of its turn. A model that causes terror cannot be affected by either fear or terror.

STUPIDITY

Many large and severely mutated creatures are so dim-witted that they often behave in a fairly random and stupid way. A gang fighter can also sometimes be reduced to a state of bafflement as a result of injuries or shock. Such individuals are described as stupid.

Stupid models must take a Leadership test at the start of each of their turns to determine how they react. If the test is passed the model may act normally. If the test is failed the following rules apply until the start of the next turn.

- 1 If fighting in hand-to-hand combat the model is temporarily disoriented or confused. Roll a D6 before each hand-to-hand phase.
 - 1-3: Roll no Attack dice this turn. Your WS still counts towards the Combat Score representing basic instincts only.
 - 4-6: Fight normally.
- 2 If not fighting in hand-to-hand combat roll a D6 to determine how the model moves at the start of your movement phase.
 - 1-3: Roll a Scatter dice. The arrow indicates the direction in which the model moves this turn. The model moves its full normal move distance. If the model moves into contact with an enemy it becomes engaged in hand-to-hand combat and may or may not fight (roll as above).
 - 4-6: The model does not move.
- 3 The model can do nothing else this turn. The fighter will not shoot weapons or otherwise move unless he loses his nerve and runs 2D6" to cover as described in the Leadership section.
- 4 The model does not have to take any further Leadership-based tests for fear or terror. It must still take tests to keep its nerve as described in the Leadership section. If such a test is failed the model will run 2D6" to cover. The rules for broken fighters override the rules for stupidity.

WILDSNAKE

The favoured drink of Underbivers is the potent spirit known as Wildsnake. It is brewed from the skins and flesh of snakes caught in the wilds of the badzones. Some hunters and farmers can spend their whole lives catching and breeding snakes for the Wildsnake industry, such is the popularity of the drink. The provenance of each bottle is guaranteed by the dead snake preserved within. Wildsnake is a clear sharp tasting liquid the bitterness of which is derived from the venom in the snakes themselves.

For those who cannot afford the price of Wildsnake the next best is quite literally Second Best. Second Best is brewed from rat pelts too mouldy to use for anything else, slugs too rancid to sell as slave food, and household waste so disgusting that it's better not to think about it.

Conveniently, it is almost impossible to think about anything after drinking a bottle of Second Best...

HATRED

Hate is a powerful emotion and in the Underhive there is plenty of opportunity for gangs to develop bitter rivalries. Grudges and ingrained animosity can lead to feuds that tear gangs apart and leave dozens dead. This is represented by the special rules for hatred. Hatred can often develop following disturbing injuries.

Most gangs will have fighters that hate an enemy gang member over the course of a campaign. The following rules apply to models which hate their rivals.

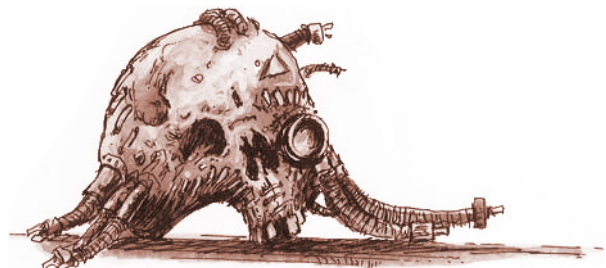
- 1 If a fighter can see a hated adversary then all nerve, fear and terror tests are taken as if he had a Leadership characteristic of 10.
- 2 A model fighting hand-to-hand combat with a hated foe can re-roll any Attack dice in the first turn of any hand-to-hand combat engagement. After the first turn the model has vented his pent-up anger and fights as normal.
- 3 A model in hand-to-hand combat must use his 2" follow-up move to engage a hated enemy if possible. Otherwise he must use the follow-up to move towards a hated enemy he can see. He may not use follow-up to move away from hated enemies or take cover if there are any hated enemy models in sight.

FRENZY

Some fighters are more than a bit crazed and can be driven into a frenzy of slaughter during combat. Such wild and dangerous individuals are described as frenzied. How or exactly why a fighter may go over the edge in this way is not particularly important – he could be psychotically deranged, under the influence of dangerous hive fungi, or affected by localised gases or radiation.

If an individual is frenzied the following rules apply.

- 1 A frenzied model must always charge the closest enemy within his charge move (usually 8") if able to do so.
- 2 The frenzied model doubles his Attacks characteristic. For example, A1 becomes A2, A2 becomes A4 and so on.
- 3 Frenzied models cannot parry (see Parry in the Hand-to-Hand Combat section).
- 4 Frenzied models must use their 2" follow-up move to engage in hand-to-hand combat if possible. Otherwise they must use the extra move to move closer to their enemy. They may not use a follow-up move to get behind cover or retreat (see Hand-to-Hand Combat).
- 5 Frenzied models are never affected by fear or terror, nor are they affected by stupidity or hatred.
- 6 If a frenzied model loses his nerve and is broken as described in the Leadership section, then the Frenzy rules no longer apply. The fighter has taken a beating and his sense of selfpreservation asserts itself.
- 7 A player may try to gain full control over a frenzied model at the start of his turn. This is purely up to you – you may not wish your splendidly berserk fighter to calm down and behave sensibly! To gain control over the model take a Leadership test as you would for testing your nerve. If the test is passed then the fighter is under control and can act normally – however, none of the special Frenzy rules described above will apply. This control lasts until the start of your following turn.



ARMOURY

This section of the Necromunda rulebook describes the different weapons which gang fighters carry as well as other equipment such as armour and gunsights. In addition to commonplace weapons and easily obtained items of equipment there are many unusual or exotic weapons and rare devices of various kinds. These much sought after and expensive items are carried only by the richest and most successful gangs, but they have been collated here for ease of reference.

Some of the items described on the following pages are used in the various scenarios given in the 'Playing a Campaign Game' section (see page 109). For example, screamers and stummers are used with the special rules in the Raid and Rescue scenarios, being alarm devices and sound mufflers respectively. Players fighting these scenarios will appreciate how useful such devices can be.

Other items are used in the context of the broader Necromundan Underhive campaign described later in the 'Playing a Campaign Game' section (see page 109). For example, the lobo-chip will cure a fighter of the longterm effects of a head wound sustained in a previous game. Other devices can help to acquire territory. For example, the Isotropic fuel rod enables a gang to set up a new settlement, while the Ratskin map guides the gang through secret passages and into old treasure domes.

Don't worry about learning the rules for every weapon and item of equipment as this isn't necessary. The pages that follow provide you with all sorts of information which can be referred to as and when needed. There is a summary chart for the various weapons for convenience. To start with, players should familiarise themselves with the weapons their gang is armed with. Once players have mastered these, new weapons and unusual items of equipment may be introduced as required.

This section describes the different weapons that gang fighters can carry. Some of these weapons are common, simple and even cheap, whilst others are rare, technically complex and expensive.

A gang may be equipped with any weapons it can afford within the limits discussed later. Models are available with a wide variety of weaponry, and are always assumed to carry the weapons they are depicted with. Holstered pistols can obviously represent any pistol weapon, whilst grenades can be assumed to be concealed, so a model not depicted with grenades can still carry them. All fighters are assumed to carry a knife even if the model itself does not visibly have one.

TYPES OF WEAPON

All weapons are divided into one of the following broad categories.

Hand-to-Hand Combat Weapons

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.

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.

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.

Special Weapons

Special weapons are similar to basic weapons in terms of their size and the way they are used. However, they are more complex in design, costly, and far more specialised in nature. Due to this, only the gang's leader and heavies can use special weapons.

Heavy Weapons

Heavy weapons are even larger and heavier than basic weapons, and are generally more powerful and have a longer effective range. Many can spit out vast amounts of bullets while others are designed to punch holes in tanks or create large blasts. Heavy weapons are difficult to maintain and are cumbersome to fire so only the gang's heavies can use them. In hand-to-hand combat a weighty weapon is a disadvantage and fighters carrying one will suffer a penalty.

Grenades

Grenades are small bombs or grenades that are thrown by hand and which explode on impact. A model can throw a grenade instead of shooting a weapon in the shooting phase.

WEAPON PROFILES

HAND-TO-HAND COMBAT WEAPONS

As the name suggests, hand-to-hand combat weapons are used only in hand-to-hand combat, so usually have only a short profile.

As an example, here is the profile of a chainsword, a very typical weapon in the Underhive.

Range	Strength	Damage	Save Mod.
Close Combat	4	1	-1

Strength

The strength value of a hit inflicted by the weapon. This is used to determine the chances of the target being wounded by the attack. In this case, the chainsword has a strength of 4. Some hand-to-hand combat weapons have no strength of their own, but instead act as a modifier to their wielder's strength, e.g. As user +2.

Damage

The number of wounds inflicted by a hit – usually 1 but large weapons can inflict more. Sometimes the amount of damage will be random, e.g. D6.

Save Modifier

The modifier applied to the target's armour saving throw if he has one. In the case of weapons which act as a bonus to their wielder's strength, the weapons have no modifier of their own, so remember to calculate the save modifier using the total strength after the bonus has been applied to the model itself.



RANGED WEAPONS

Ranged weapons include pistols, basic weapons, special weapons and heavy weapons. These all have a slightly longer profile than hand-to-hand combat weapons, which describes their ability to make a ranged attack by shooting at a target.

As an example, here is the profile of an autogun, a very typical weapon in the Underhive.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12	12-24	+1	-	3	1	-	4+

Short Range

The short range of the weapon, for example 0-12. The range given is always in inches, so in this case, the autogun has a short range of 0-12"

Long Range

The long range of the weapon, for example 12-24. The range given is always in inches, so in this case, the autogun has a long range of 12-24".

To Hit Short/Long

The hit modifiers applied when shooting at short and long range. The to hit modifier for short range applies when shooting at a target within short range, so in this example the autogun would gain a +1 'to hit' modifier when shooting at a target within 0-12".

Strength

The strength value of a hit inflicted by the weapon. This is used to determine the chances of the target being wounded by the attack.

Damage

The number of wounds inflicted by a hit – usually 1 but in the case of larger weapons possibly more. Sometimes the amount of damage will be random, e.g. D6 or even 2D6.

Save Modifier

The modifier applied to the target's armour saving throw if he has one.

Ammo Roll

The D6 dice score needed to pass an Ammo test. The lower the number the more reliable the weapon, so 2+ is good and 6+ not so good. Some weapons fail automatically and are indicated as 'Auto' (automatic fail). **Note although weapons with an 'Auto' Ammo Roll automatically fail Ammo rolls they can still benefit from items and skills that ignore failed Ammo rolls. For example, even grenades can benefit from Auto-repairers and Armourers.**

HAND-TO-HAND COMBAT WEAPONS

Hand-to-hand combat weapons include a whole variety of primitive weapons intended to inflict vicious injuries up close and personal, as well as more advanced weaponry such as power axes. These weapons cannot be used to shoot, they are used exclusively for hand-to-hand fighting.

Special Rules: All Necromundan fighters carry a knife in addition to whatever other weapons they carry. If not apparent on the model it is assumed to be tucked into a boot or concealed by the fighter's clothes.

CLUBS, MAULS & BLUDGEONS

Simple primitive weapons are often used by juves, impoverished fighters and the hordes of mutant creatures that plague the Underhive. This type of weapon comprises crude clubs or metal bars, murderous hammers or axes, and other weighty blunt instruments such as spiked mauls and bludgeons. They can be used with one hand, leaving the other free to carry a pistol or another close combat weapon. Because these weapons are crude and heavy they are marginally more dangerous than bladed weapons, although it is impossible to use them to parry.

Range	Strength	Damage	Save Mod.
Close Combat	As user +1	1	-

MASSIVE AXE, SWORD OR CLUB

A few unhinged individuals prefer to fight with a massive sword, club, metal bar, axe, hammer or some other large and unlikely implement. A massive weapon is hard to swing because of its weight, but when it strikes an enemy it will cut him in two or crush him to a pulp.

Range	Strength	Damage	Save Mod.
Close Combat	As user +2	1	-

Two-handed: It requires two hands to swing a massive weapon so it can never be used together with another weapon.

Mighty Blow: The sheer mass of a massive weapon combined with the momentum of a charge makes it difficult to retaliate against such an onslaught. If you charged into combat that turn then your opponent rolls one less attack dice for the duration of the turn (to a minimum of 1).

Draws: Due to the ponderous lurching swing required to wield this weapon your opponent is likely to catch you on the upswing. If the combat ends in a draw then your Initiative is halved when working out which fighter wins.

CHAINSAW

The chainsword is a deadly if noisy weapon with a powered chainsaw edge. Its rending saw-teeth are made from sub-atomically honed adamantium and can slice through plasteel. It is an expensive and prestigious weapon favoured by gang leaders.

Range	Strength	Damage	Save Mod.
Close Combat	4	1	-2

Parry: You can parry with a chainsword, as described in the game rules.

Noisy: This weapon emits a loud and distinctive sound so must test to sound the alarm when used during scenarios such as The Raid.

CHAINS & FLAILS

A length of chain or a chain fastened to a metal bar is a dangerous and unpredictable weapon. Only the most maniacal fighters would use a weapon like this, swinging it around their head with long powerful strokes. It is also a dangerous weapon to use because the wielder must struggle to keep his balance whilst avoiding the chain itself.

Range	Strength	Damage	Save Mod.
Close Combat	As user +1	1	-

Nullify: Each flail cancels out an opponent's parry. Note any parries that nullify each other take precedence. For example, a fighter equipped with a flail and a sword cannot parry against an opponent equipped with a sword.

Clumsy: Each flail will double one of your fumbles. For example, if a fighter uses two flails then the first two fumbles he rolls will each add +2 to your opponent's Combat Score.

SWORDS & KNIVES

Every Necromundan fighter carries a knife of some kind. Heavy bladed single-edge fighting knives are the most common type, but needle thin stilettos and long double-edged daggers are favoured by some fighters.

Longer blades are carried by some fighters as well as their knives. Short, broad-bladed weapons are easy to carry and are well suited to fast and bloody combat. Fighters make use of a great variety of other bladed weapons including cleavers and machetes. All of these bladed weapons are essentially similar and they have the same weapon profile. The principle difference is that fighters with swords are able to parry.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-

Parry: Fighters with swords are able to parry as described in the game rules.

POWER SWORD

The power sword may look much like an ordinary sword but it is actually a technically sophisticated and very deadly weapon. The sword's hilt and blade incorporate an energy source and a disruptor generator which sheathes the blade in a shimmering blue energy field. The field demolecularises any solid matter allowing the sword to easily tear through even the hardest of materials.

Range	Strength	Damage	Save Mod.
Close Combat	As user +2	1	-

Parry: Fighters with swords are able to parry as described in the game rules.

POWER AXE

The power axe is a large bladed weapon often as tall as a man. It utilises the same energy field technology as the power sword and is even more devastating on account of its greater size and more powerful disruptor generator. Because of its size the weapon is often wielded with both hands, although it can be used one-handed with a slight reduction in effect.

Range	Strength	Damage	Save Mod.
Close Combat	As user +3	1	-

Dual-handed: A power axe can be wielded in one hand using the profile above. Alternatively you can choose to wield a power axe with both hands, in which case it receives a further +1 Strength bonus.

POWER FIST

The power fist is the most potent weapon of its kind, being even more deadly than a power axe. It is a very rare weapon and requires a powerful energy source for its large generator. The fist is a massive armoured glove surrounded by a shimmering blue energy field. The demolecularisation field allows the user to tear and punch huge chunks out of his target. Whilst fighting hand-to-hand it's impossible to hold another weapon in the power fist, but at other times it can be deactivated and used to hold another weapon.

Range	Strength	Damage	Save Mod.
Close Combat	As user +5	D3	-

SHOCK MAUL

Shock mauls are used by Arbitrators and Enforcers, the uniformed guardians of Imperial justice. Arbitrators are almost never seen in the Underhive. Their duties go beyond the laws of individual planets, and their concerns rarely interfere with planetary government except on the very highest level. None-the-less, shock mauls can sometimes reach the Underhive where they make a prestigious alternative to the power sword. The maul contains an adjustable energy generator that can produce a powerful electrical discharge. This allows the user to bash a hole through a wall or conveniently stun a victim.

Range	Strength	Damage	Save Mod.
Close Combat	5	1	-2

Out of Action: A fighter who goes down to a blow from a shock maul will go out of action automatically, even in multiple combats where this would not normally be the case.

Injury: Due to the unique nature of the shock maul, any models taken out of action by it must roll on the following injury chart instead of the normal Serious Injuries chart.

D6	Result
1	Chest Wound
2	Shell Shock
3	Old Battle Wound
4-5	Full Recovery
6	Captured

PISTOLS

Pistols are small hand-held weapons that are especially useful for close ranged fighting and hand-to-hand combat. At short ranges their lightness means they are easy to aim and fire, though at longer ranges their lack of stability and power means they are inaccurate.

AUTOPISTOL

The autopistol is a rapid firing automatic pistol, effectively a smaller and handier version of the larger autogun. Auto weapons are easy to manufacture and simple to use, and are amongst the most commonly employed weapons in the Underhive.

Most weapons are made in the factories of the Hive City and traded down through the hive. Crude but effective versions are made in the Underhive workshops themselves. Ammunition, spares and repair facilities are relatively easy to find throughout the Underhive, and traders always have guns and ammunition for sale. Because of its high rate of fire, the autopistol is astonishingly accurate at the short ranges favoured by some gang fighters.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-16	+2	-	3	1	-	4+

BOLTPISTOL

Bolt weapons are sophisticated weapons that fire self-propelled explosive ammunition in the form of small missiles called bolts. Bolt pistols and boltguns are manufactured in the factories of the Hive City, but the fine engineering tolerances and quality materials required means few if any are made in the Underhive. For the same reason bolt weapons are hard to maintain, spares are rare, and ammunition is expensive. Furthermore, ammunition made in the Underhive is often unreliable. On the whole this is a weapon best suited to the technically sophisticated armies of Space Marines for which it was designed.

Despite its drawbacks the bolt pistol is still a highly favoured weapon. It may not always work, but when it does the results are usually impressive. For one thing, it makes a lot of noise and creates a great deal of obvious damage. More deadly and far more obvious than an autopistol or laspistol, it makes the ideal side-arm for a gang leader keen to impress rivals.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-16	+2	-	4	1	-1	6+

STUB GUN

The stubber or slugger is a primitive hand gun which fires solid bullets. It is recognisable as a revolver or small automatic of the kind used since the Twentieth century. Stub guns are made locally in the Underhive and are readily available, simple to maintain, and fairly reliable. The quality and appearance of individual weapons varies a great deal. Their effectiveness can be increased by using more powerful, if somewhat expensive, dum-dum bullets.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-16	+1	-1	3	1	-	4+

Dum-dum Bullets: A stub gun can be loaded with dum-dum bullets. A supply of these hand-made bullets costs extra, but they are more powerful than standard ammunition and add +1 to the Strength of any hits (Strength 4 rather than 3). **However, a stub gun firing dum-dums must test to see if it explodes on an Ammo roll of 1, 2 or 3 instead of just a roll of 1.**

LASPISTOL

Laser weapons are manufactured in vast quantities in the factories of the Hive City and are exported to the armed forces of the Imperium throughout the galaxy. Laspistols find their way into the Underhive via the Guilder traders. Power packs come from the same source and some are made in local settlements. Supplies of parts are plentiful and repairs are cheap.

Laser technology is reliable and easy to replicate, and although the weapons are not the most powerful they are certainly the most trustworthy. A laser power pack will last for many shots and can be recharged from a standard power source or by exposing its thermal cells to heat or light. In an emergency a pack can be recharged by placing it in a fire, although such treatment tends to shorten the life of the pack and increase the probability of it failing. Many experienced fighters prefer the laspistol over more powerful weapons for these very reasons.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-16	+1	-	3	1	-	2+

NEEDLE PISTOL

The needle pistol or needler is a complex laserpowered weapon. Its tight laser beam carries a tiny toxic needle or dart which pierces the target's flesh to send its deadly poisons into their body. The laser carrier beam will dissolve or blow away armour or clothing and burrow into exposed flesh enabling the darts to penetrate more deeply. The needler is a rare and expensive weapon in the Underhive. Its chief advantage is that it is virtually silent, and consequently the favoured weapon for assassins and other unwelcome characters.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-16	+2	-	3	1	-1	6+

Toxic Dart: No wound roll is required when shooting a needler: if the target is hit then the toxins will automatically inflict 1 wound. Armour may still save a target as normal. **Note this only applies against living targets. If a needle pistol hits an unliving target, such as a water still, then a normal to wound roll must be made using the Strength shown in the profile.**

Injuries: A target suffering his final wound from a toxic dart does not roll on the standard Injury chart. Instead, roll on the chart below both when the injury is inflicted and in subsequent recovery phases.

D6	Result
1	No Effect: The toxin has no effect or wears off. The target may continue to fight in the same way as if he'd suffered a flesh wound except that he suffers no penalties on his WS/BS.
2-4	Comatose: The target is knocked comatose and falls to the ground. The model counts as down except he cannot move.
5-6	Out of Action: The target slumps lifelessly to the ground. He may be dead or barely living, but is overcome by the toxin for the rest of the game. Remove the model as you would any other that was out of action.

If a needle pistol hits a model that is already down and inflicts a Comatose result, then the model must continue to roll on the chart above in subsequent recovery phases instead of the standard injury chart.

Silent: This weapon emits no noise so when fired doesn't test to sound the alarm during scenarios such as The Raid.



PLASMA PISTOL

Plasma weapons fire energy shells of bright glowing plasma – matter in a super-heated energised state. When a plasma shell strikes its target there is a tremendous release of energy and the target blows apart in an almighty explosion. Plasma weapons are extremely effective and very dangerous, **however, they are also highly unstable, difficult to maintain and frequently malfunction.** The user can mitigate this by firing as short a blast as possible with slightly reduced effectiveness.

Firing on Low Energy:

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-16	+1	-	4	1	-1	4+

Firing on Maximum Power:

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-16	+2	-	5	1	-2	6+

Energy Levels: You can choose to shoot the plasma pistol on a low energy setting or maximum power. The profiles for each setting are different. If you shoot the plasma pistol on maximum power then **after all shots with the gun have been resolved you must roll a D6 on the Gets Hot table below to see if the weapon malfunctions.** Note a plasma pistol cannot be fired on maximum power during hand-to-hand combat.

Gets Hot

- 1-2 Critical:** The weapon vents super-heated gases that inflict a D3 Strength hit against the user. The weapon also cannot be fired again for a full turn.
- 3-4 Overheat:** The weapon cannot be fired again for a full turn as it needs to cool down.
- 5-6 Stable:** The weapon remains stable and can be fired again as normal next turn.

WEB PISTOL

The web pistol, or glue gun as it is cheerfully called, is a common sight in the Hive City. It's used by enforcers or the Houses' security forces to suppress crowds and take captives without harming them.

The weapon fires a tangle of gluey threads which envelop and ensnare their target, trapping and rendering them immobile. The sticky mass quickly shrinks and hardens holding the target fast and preventing them from making the slightest move. A victim who struggles too hard may be strangled or crushed by the constricting mesh. Web pistols are bulky with a coned nozzle and a distinctive canister containing the web chemical. Although easily available uphive, both the weapon and its chemical ammo are hard to get hold of by Underhive traders.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-6	6-9	-	-1	-	special	-	6+

Webbed Targets: Once a web pistol has hit its target the victim is automatically enmeshed – there is no roll for wounds and no armour saving throw is allowed. This also applies in hand-to-hand combat, any extra hits that must be allocated to the pistol are wasted.

A webbed target cannot move or do anything else other than attempt to struggle free at the start of his turn. If the fighter wishes to make an attempt to struggle free roll a D6 and add the model's Strength. If the total is 9 or more the victim frees himself **but may not do anything for the rest of the turn**. If the total is less than 9 then he automatically suffers 1 wound, though an armour save can be attempted. If a webbed model is involved in hand-to-hand combat then treat him as if he was down.

Friendly fighters in base contact with a webbed model at the start of their turn can help cut away the steely webbing. The model cannot do anything else that turn. If the fighter helps out in this way then his Strength characteristic is added to the D6 roll.

Web Solvent: All web pistols incorporate a solvent spray for removing the web material. Any model that has a web pistol can automatically free a webbed fighter at the start of the turn if he is in base contact and doesn't do anything else that turn. However, a model can never free itself from a web using a web pistol, as the strands are far too tight to allow the fighter to reach his solvent spray.

Capture: If a fighter equipped with a web pistol takes an enemy model out of action in hand-to-hand combat then he will be automatically captured on a roll of 4+. Models captured in this way do not have to make a roll on the Serious Injuries chart. Note this rule only applies so long as the web pistol has not ran out of ammo.

HAND FLAMER

Amongst the Underhive gangs this weapon is also known as the flame pistol or burner. It fires a short burst of flaming chemical, an unstable sticky material that ignites upon contact with air. This volatile fuel is held within a small pressurised container that fits into the weapon. A single container contains very little fuel, so hand flammers often run out of ammo after a few shots. The unstable and temperamental nature of the fuel also means that some containers prove useless whilst others explode unexpectedly as they are loaded.

The flamer is a very dangerous weapon that spreads a sheet of flame over a short distance. At this range it is almost impossible to miss and several victims can be claimed with a single shot.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
Template	-	-	-	3	1	-1	5+

Flamer: The hand flamer's shot is represented by the teardrop-shaped flamer template. This is used as described in the Shooting section.

Ammo Roll: The hand flamer must take an Ammo roll each time it fires, except during hand-to-hand combat.

Catch Fire: Any models hit by a hand flamer catch fire on a roll of 5+. Note the hand flamer cannot set hand-to-hand combat opponents on fire.



BASIC WEAPONS

This section covers weapons designed to be carried and used with two hands like an automatic rifle or sub-machine gun. These comprise some of the most common and effective weapons available to the Underhive fighters.

AUTOGUN

The autogun is a rapid firing automatic weapon. Auto weapons are easy to manufacture and simple to use, and are amongst the most commonly employed weapons in the Underhive.

The majority of autoguns are made in the factories of Hive City and traded down through the hive. But some crude but effective versions are also made in the ramshackle Underhive workshops. Ammo, spares and repair facilities are relatively easy to find throughout the Underhive, and traders always have plenty of guns and ammunition for sale.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12	12-24	+1	-	3	1	-	4+

BOLTGUN

The boltgun or bolter is the standard armament of the Imperium's finest fighting forces the Space Marines. It is a weapon made in limited quantities and to the highest standards using the most costly materials. Boltguns require constant attention and regular expert maintenance if they are to work properly.

Bolt weapons fire a self-propelled armour-penetrating mass-reactive explosive missile called a bolt. Even bolts are expensive to make and cannot be easily fabricated in the Underhive. Overall, boltguns are rare, expensive and prone to going wrong. However, they are very effective indeed.

Despite their drawbacks boltguns are still highly favoured weapons. They make a great deal of noise and cause immense damage to any target they hit. They are prestige weapons carried by gang leaders and other fighters who are wealthy and don't mind advertising the fact. A fighter with a bolter means business.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12	12-24	+1	-	4	1	-1	6+

LASGUN

Laser weapons are manufactured in vast quantities in the Hive City and are exported to the armed forces of the Imperium throughout the galaxy. Lasguns are traded in Underhive settlements and the Guilders bring shipments from the factories above. Power packs come from the same source and some are made locally. Supplies of parts are plentiful and repairs easily effected.

Laser technology is reliable and easy to replicate, and although the weapons are not the most powerful they are certainly the most trustworthy. A laser power pack will last for many shots and can be recharged from a standard power source or by exposing its thermal cells to heat or light. In an emergency a pack can be recharged by placing it in a fire, although such treatment tends to shorten the life of the pack and increase the probability of it failing. Many experienced fighters prefer the lasgun over more powerful weapons for these very reasons.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-24	+1	-	3	1	-1	2+

HUNTING RIFLE

The bolt action hunting rifle is designed to accurately deliver bullets over extreme ranges. Due to the claustrophobic and ruinous nature of the Underhive domes, hunting rifles aren't especially popular with the gangs that live there. But they have garnered niche markets among hivers excelling in long ranged combat and in particular open areas of the badzones, such as the Ash Flat Wastes.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-32	-1	-	3	1	-	4+

Critical Shot: If a fighter shooting a hunting rifle remained stationary that turn and rolled a to wound score of 6, then that wound will inflict D3 Damage.

SHOTGUN

A shotgun is a simple low velocity weapon which any Underhive workshop can make to order. They vary in appearance, often incorporating special features or decoration to the taste of the owner or the gunsmith. Some are pump-action guns, fed from a tubular magazine slung under the barrel, others have box magazines or long ammo belts. The ammunition itself is easy to make, and many owners make their own shells. There are several recognised types, each tailored to a particular type of shot or range. The ingenuity of the Underhive gunsmiths is quite remarkable in this respect.

Knock-back: The high impact of a shotgun is quite capable of knocking a man off balance or even off his feet. To represent this a target making a roll for falling over an edge as a result of a shotgun hit **from a solid slug, manstopper or hot shot shell** counts his Initiative with a -1 penalty. For example, if his I is 3 he will fall on a score of 3-6 rather than 4-6.

Ammo: A variety of shell types are available and you can decide which to use before shooting. Their different effects are summarised on the profile. Each type has its advantages. Some are effective but expensive and often unreliable. If you fail an Ammo roll the weapon and all ammunition carried cannot be used for the remainder of the game.

Solid Slug

This is the standard type of solid ammunition. It takes the form of a heavy shell which is fairly inaccurate but quite powerful.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-4	4-18	+1	-1	4	1	-	4+

Scatter Shot

This is a cartridge filled with lots of small pellets. Although it's not as powerful as other types of ammunition it is very useful for blasting enemies out of cover. The hundreds of pellets ricochet around and often score hits on partially concealed targets. When firing a scatter shot, disregard any cover modifiers for hitting the target – the hundreds of pellets saturate the area with shot and can catch partially concealed targets as if they were in the open. In addition, roll a dice for any other models in base contact with the target model. Any such models are hit on a 4+, in a similar way to blast weapons. Resolve hits as normal.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-4	4-18	+1	-1	3	1	-	4+

Manstopper Shell

This is a particularly heavy solid cartridge with a massive propellant charge. It is more powerful than a normal solid shot and more accurate over longer ranges. However, it is more expensive than an ordinary solid shot.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-4	4-18	+1	-	4	1	-	4+

Hot Shot Shell

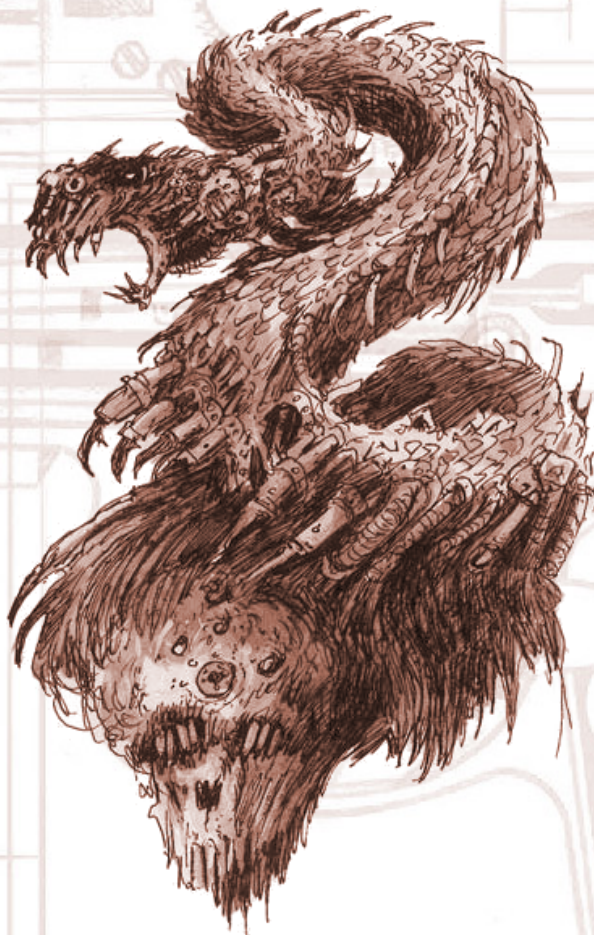
This is a hollowed out shot which contains a small charge of flamer chemical. If a target is hit **by a hot shot shell then he will catch fire on a roll of 5+.**

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-4	4-18	+1	-1	4	1	-	6+

Bolt Shell

This is a small self-propelled missile. In fact it is a charge adapted from a boltgun round, and has similar properties including being somewhat temperamental.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-4	4-24	+1	-	4	1	-1	6+



SPECIAL WEAPONS

Special weapons are similar in size and design to basic weapons and like them require both hands to fire. These are expensive and technically sophisticated weapons which require above average care and skill to use. For this reason not everyone can use such a weapon and they are mostly carried by heavies or gang leaders.

FLAMER

The flamer fires a burst of flaming chemical, an unstable sticky material that ignites upon contact with air. This volatile fuel is held within a pressurised container that fits underneath the weapon or is attached by a separate fuel pipe. A canister contains little fuel, so flamers often run out of power after a few shots. The unstable and temperamental nature of the fuel also means that some containers prove useless whilst others explode unexpectedly as they are loaded.

The flamer is a very dangerous weapon that spreads a sheet of flame over a short distance. At this range it is almost impossible to miss and several victims can be claimed with a single shot.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
Template	-	-	-	4	1	-2	4+

Flamer: The flamer's shot is represented by the teardrop-shaped flamer template. This is used as described in the Shooting section.

Ammo Roll: The flamer is required to take an Ammo roll each and every time it fires.

Catch Fire: Any models hit by a flamer catch fire on a roll of 4+.

AUTOSLUGGER

An autoslugger is a crude weapon assembled in the Underhive workshops and rarely seen uphive. Their design widely varies and often incorporate cannibalised parts from other guns, but they all share the same purpose, to rapidly fire a hail of bullets. They are simple weapons and cheap to maintain so have become popular with the Underhive gangs, especially amongst outlaws who find it difficult to find, afford and maintain the more powerful heavy weapons.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12	12-24	+1	-	3	1	-	5+

Sustained Fire: 1 dice.

GRENADE LAUNCHER

A grenade launcher is a light tubular launcher capable of firing most grenade types by means of a compressed gas charge. The most common grenades are explosive Frag grenades and implosive Krak grenades which are designed for cracking open tough and well armoured targets. These grenades are often home-made affairs, simple devices manufactured in the Underhive itself.

The launcher is a very robust and straightforward weapon. Its supply of compressed gas is soon expended, but recharging is a simple matter using a high pressure source to fill its internal tank.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-14	14-28	-	-1	-	-	-	6+

Ammo: Grenades need to be specially modified in order for them to be fired from a launcher, so they must be allocated their own supply of grenades. Grenades allocated to the launcher cannot be thrown during a game. Likewise, grenades not allocated to the launcher cannot be fired from it. Grenades can be easily modified by the gang so you can freely choose whether a supply of grenades is allocated to the launcher or not after each game.

MELTAGUN

The meltagun is also known as the melter, cooker or vape gun. It works by means of sub-molecular thermal agitation, literally cooking, and eventually vaporising the target. A meltagun can melt plasteel and its effect upon living tissue is horrible indeed.

The weapon itself makes no noise when fired. However, the passage of the beam heats the air to super-hot temperatures, causing a distinctive hiss which becomes a roaring blast as living flesh is hit and body moisture vaporises explosively.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-6	6-12	+1	-	8	D6	-5	4+

NEEDLE RIFLE

The needle rifle is a sniper's weapon and for this reason it is often referred to as a needle sniper rifle. It is a complex laser powered device and relatively rare in the Underhive. Its tight laser beam carries a tiny toxic needle or dart which can easily penetrate flesh to send its deadly poisons into the target. The laser carrier beam will dissolve or blow away armour or clothing and burrow into exposed flesh enabling the darts to penetrate more deeply. The needler's chief advantage is that it is virtually silent, and consequently the favoured weapon for assassins and other unwelcome characters.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-16	16-32	+1	-	3	1	-1	6+

Toxic Dart: No wound roll is required when shooting a needler: if the target is hit then the toxins will automatically inflict 1 wound. Armour may still save a target as normal. **Note this only applies against living targets. If a needle rifle hits an unliving target, such as a water still, then a normal to wound roll must be made using the Strength shown in the profile.**

Injuries: A target suffering his final wound from a toxic dart does not roll on the standard Injury chart. Instead, roll on the chart below both when the injury is inflicted and in subsequent recovery phases.

D6 Result

- 1 No Effect:** The toxin has no effect or wears off. The target may continue to fight in the same way as if he'd suffered a flesh wound except that he suffers no penalties on his WS/BS.
- 2-4 Comatose:** The target is knocked comatose and falls to the ground. The model **counts as down except he cannot move.**
- 5-6 Out of Action:** The target slumps lifelessly to the ground. He may be dead or barely living, but is overcome by the toxin for the rest of the game. Remove the model as you would any other that was out of action.

If a needle rifle hits a model that is already down and inflicts a Comatose result, then the model must continue to roll on the chart above in subsequent recovery phases instead of the standard injury chart.

Silent: This weapon emits no noise so when fired doesn't test to sound the alarm during scenarios such as The Raid.

PLASMA GUN

Plasma weapons fire energy shells of bright glowing plasma – matter in a super-heated energised state. When a plasma shell strikes a target energy is released and the target blows apart in an almighty explosion. Plasma weapons are extremely effective and very dangerous weapons, **however, they are also highly unstable, difficult to maintain and frequently malfunction.** The user can mitigate this by firing as short a blast as possible which has slightly reduced effectiveness.

Firing on Low Energy:

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-24	+1	-	5	1	-2	4+

Firing on Maximum Power:

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12	12-24	+1	-	6	1	-3	6+

Sustained Fire: 1 dice. Note that sustained fire can only be used when shooting on maximum power.

Energy Levels: You can choose to shoot the plasma gun on a low energy setting or maximum power. The profiles for each setting are different. If you shoot the plasma gun on maximum power then **after all shots with the gun have been resolved that turn you must roll a D6 on the Gets Hot table below to see if the weapon malfunctions.**

Gets Hot

- 1-2 Critical:** The weapon vents super-heated gases that inflict a D3 Strength hit against the user. The weapon also cannot be fired again for a full turn.
- 3-4 Overheat:** The weapon cannot be fired again for a full turn as it needs to cool down.
- 5-6 Stable:** The weapon remains stable and can be fired again as normal next turn.

HEAVY WEAPONS

This category covers particularly large and powerful weapons. They are too heavy and clumsy to be used by all fighters, and are also difficult to maintain and repair. Only fighters with appropriate technical skills can hope to own heavy weaponry of this kind, though most gangs have one or two fighters who carry heavy weapons. These individuals are known as 'heavies' on account of the weapons they carry and also because they tend to be big, muscular fighters able to bear the weight of their weapon, ammunition and spares.

Special Rules: All of the heavy weapons described below are weighty, cumbersome affairs which take quite a bit of physical strength and energy to carry and use. Spare parts, ammunition and a basic tool kit all add to the weight a heavy must bear. Because of this, **a fighter cannot fire a heavy weapon if it moved that turn.** As this rule applies to all heavy weapons it is not included in the special rules for individual weapons.

AUTOCANNON

The autocannon is a heavy automatic weapon – a larger and more powerful version of the autogun. It is a rapid firing, high-velocity weapon capable of spitting out a hail of deadly shells. The blaze of shells, scream of the loading mechanism and brutal recoil mean that it is a difficult and energy sapping weapon to use. It is also extremely effective, and one of the most popular heavy weapons.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-20	20-72	-	-	8	D6	-5	4+

Sustained Fire: 1 dice.

HEAVY BOLTER

All bolt weapons are highly advanced and technically sophisticated, and the heavy version is the most effective and most complex weapon of its type. They are extremely bulky and are often known as the 'back breaker' by those who carry them. Like all bolters it is noisy and the shells explode when they hit their target causing great devastation.

Only very experienced and relatively wealthy fighters can afford to own and use a heavy bolter. The constant and demanding maintenance routine also makes it an unwise choice for a novice. For those who know what they're doing it is a prestigious weapon carried by the most dangerous of fighters.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-20	20-40	-	-	5	D3	-2	6+

Sustained Fire: 2 dice.

HEAVY PLASMA GUN

The heavy plasma gun, or sun gun, fires energy shells of bright glowing plasma – matter in a super-heated energised state. When a plasma shell strikes a target energy is released and the target blows apart in an almighty explosion. Plasma weapons are extremely effective and very dangerous and the heavy version is the most deadly of all, **however, they are also highly unstable, difficult to maintain and frequently malfunction.** The user can mitigate this by firing the weapon on a low energy discharge.

Firing on Low Energy:

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-20	20-40	-	-	7	D3	-4	4+

Firing on Maximum Power:

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-20	20-72	-	-	8	D6	-5	6+

Blast/Gas Cloud: A heavy plasma gun shot envelops an entire area in a searing discharge so uses the blast template. **If it is fired on maximum power then it uses the gas cloud template instead.**

Energy Levels: You can choose to shoot the heavy plasma gun on a low energy setting or maximum power. If shot on maximum power then **after the shot has been resolved you must roll a D6 on the Gets Hot table below to see if the weapon malfunctions.**

Gets Hot

- 1-2 Critical:** The weapon vents super-heated gases that inflict a D3 Strength hit against the user. The weapon also cannot be fired again for a full turn.
- 3-4 Overheat:** The weapon cannot be fired again for a full turn as it needs to cool down.
- 5-6 Stable:** The weapon remains stable and can be fired again as normal next turn.

LASCANNON

The lascannon is the most powerful of the laser technology weapons available in the Underhive. It is a military weapon, made in the factories of the Hive City for the armed forces of the Imperium. Examples find their way into the hands of gang fighters, though the Guilders are reluctant to trade such powerful weaponry into the anarchic Underhive.

The lascannon fires a powerful energy burst, a single mighty blast of energy that can burn up a target or vaporise plasteel. It is designed for destroying large armoured vehicles and other fighting machines, its massive energy discharge is reckoned unnecessarily potent in the cramped Underhive where targets are generally living men. As a result it is not highly favoured, most fighters preferring something which spreads its shots over a wide area or fires rapidly.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-20	20-60	-	-	9	2D6	-6	2+

Terrifying Force: The effects of a lascannon blast on a living target are horrifying to behold. Usually if a ganger goes down or out of action then friendly fighters within 2" must take a nerve test, however, this range is extended to 6" when struck by a lascannon.

HEAVY FLAMER

The heavy flamer fires a concentrated tide of flaming chemical, an unstable sticky material that ignites upon contact with air. This volatile fuel is held within pressurised canisters carried in a backpack which contains a reasonable amount of fuel but can only be expected to make a few short bursts of fire. The heavy flamer spreads a sheet of flame over a short distance. At this range it is almost impossible to miss and several victims can be claimed with a single shot, even those hunkering behind cover.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
Template	-	-	-	5	D3	-3	3+

Move And Fire: Unlike other heavy weapons the heavy flamer has no recoil and requires little aiming, so a fighter can move and fire it just like a normal gun.

Flamer: The heavy flamer's shot is represented by the teardrop-shaped flamer template. This is used as described in the Shooting section.

Ammo Roll: The heavy flamer is required to take an Ammo roll each and every time it fires.

Catch Fire: Any models hit by a heavy flamer catch fire on a roll of 3+.

HEAVY STUBBER

This heavy and old-fashioned weapon is affectionately known as the 'big stubber'. It rattles off a hail of heavy bullets sufficient to stop a man in his tracks. The workshops of the Underhive can turn out weapons like this quite easily, all slightly different in design but basically the same in terms of their effect. It is a simple weapon to maintain and relatively cheap to buy. Many gangs start out with a big stubber to back them up, and its deadly rain of bullets has put an end to the aspirations of many an Underhive fighter.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-20	20-40	-	-	4	1	-1	4+

Sustained Fire: 2 dice.

MISSILE LAUNCHER

The missile launcher is a complex and weighty piece of machinery. Although expensive the weapon is highly regarded on account of its versatility, and those who can afford the exorbitant costs of maintenance and ammunition often choose to carry a missile launcher. Not all launchers are identical but most are similar, deriving from the armaments factories of the Hive City rather than individual workshops in the Underhive. A few Underhive gunsmiths will adapt or modify missile launchers, but this requires considerable skill. Powered missiles are fed into the weapon by means of a magazine or hopper, though some versions must be loaded one shot at a time.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-20	20-72	-	-	-	-	-	6+

Super Krak Missile

This missile contains a powerful implosive charge designed to crack open heavy armour. As such it is intended to destroy armoured fighting machines and other well armoured targets.

Strength	Damage	Save Mod.	Special
8	D6	-5	High Impact

Frag Missile

This missile explodes upon impact, scattering shrapnel over a wide area. The missile is ideal for scything down groups of exposed fighters.

Strength	Damage	Save Mod.	Special
4	1	-2	Gas Cloud

Gas Cloud: A frag missile spills its explosive contents over a large area, and so uses the **gas cloud** template.

GRENADES

Grenades are thrown by hand or can be fired from a grenade launcher, a tubular device powered by compressed gas or an electromagnetic charge. There are many different kinds of grenade available in the Underhive, including strange and unreliable devices concocted by the Underhive fighters themselves, but the most common by far are Frag and Krak grenades.

Whatever type of grenade you carry, a grenade throw counts as a 'shot' in the shooting phase, so a fighter can shoot a gun or throw a grenade, but not both. For the rules on grenades see the Shooting section of the main rules.

When you equip a fighter with grenades he is assumed to carry enough actual grenades to last the entire encounter. His supply of grenades will automatically run out if an Ammo roll is required, ie the Ammo roll is 'auto' for all grenades.

KRAK GRENADES

Krak grenades are designed to pierce armoured targets by means of a concentrated implosive charge. Although a Krak grenade can easily kill a man, its contained blast makes it less useful than Frag grenades for Underhive fighting. However, it is very effective at destroying hard targets, building structures, and for blasting into defended holes.

Strength	Damage	Save Mod.	Special
6	D6	-3	-

-1 to Hit: A krak grenade is a heavy and cumbersome grenade with a concentrated blast. It is therefore harder to hit a target with a krak grenade than with other grenades and a -1 to hit penalty is imposed when throwing one. *Note this penalty doesn't apply to krak grenades fired from a grenade launcher.*

Demolition: The krak grenade can be affixed to any stationary structure as explained in the Attacking Terrain part of the Advanced Rules section. *Note krak grenades allocated to a grenade launcher cannot be used in this way.*

FRAG GRENADES

A Frag grenade contains an explosive charge as well as a casing which is designed to fragment into deadly shrapnel. It is a common weapon, easy to make and effective in use. Frag grenades are often home-made in Underhive workshops or by the gang fighters themselves.

Strength	Damage	Save Mod.	Special
3	1	-1	Gas Cloud

Gas Cloud: As the name would suggest, a fragmentation or 'frag' grenade spills its explosive contents over a substantial area, and hence uses the gas cloud template.

MELTA BOMBS

Melta bombs or thermal bombs contain a subatomic thermal charge capable of melting through a sheet of plasteel or vaporising flesh. The intense heat caused is very localised in effect, so the weapon is little use in conventional fighting, its primary purpose is as a demolition charge to melt doors or machines. For these purposes it has a special contact plate used to affix it to stationary targets.

Strength	Damage	Save Mod.	Special
8	2D6	-5	-

Demolition Only: The melta bomb cannot be thrown like an ordinary grenade and its size prevents its use in a grenade launcher. Instead it may be affixed to any stationary structure as explained in the Attacking Terrain part of the Advanced Rules section.

GAS GRENADES

There are many different kinds of gas grenades or gas bombs. Some of these weapons are made in the factories of the Hive City, others are fabricated by cunning armourers in the Underhive itself. All of these weapons are rare and somewhat specialised in nature, so they are not commonly used by gang fighters. The different effects of the various gas grenades are discussed below.

When you throw a gas grenade choose your target and work out where the grenade hits. Place a gas cloud marker, or a patch of cotton wool, to represent the gas. Models within the cloud are hit automatically; models partially within the cloud are hit on a D6 roll of 4 or more, exactly as for ordinary weapons. Fighters hit by gas are not pinned as a result. In other words, although 'hit' the targets are not actually struck or hurt so the hit doesn't count in quite the same way as a regular weapon hit.

Any model hit by gas must **take a Toughness test**. If the test is passed then they are unaffected by the gas. If the test is failed then they cannot do anything except as described below. A model that is not already affected by the gas must make this roll if it finds itself within the gas cloud at the start of its turn. Fighters can move into a gas cloud but must test to see if they are affected as soon as they enter it and are 'hit' following the usual template rules.

Gas clouds can last for several turns, or slowly disperse or drift away altogether. Test at the beginning of both players' turns. At the start of each turn roll a D6. Note if a cloud dissipates it still affects models within it at the start of the turn, and if a cloud drifts it affects all models 'hit' by the gas as it drifts.

- 1-2 The cloud shrinks to a blast template in size. If the cloud has already been shrunk then it dissipates with no further effect.
- 3-5 The cloud remains where it is.
- 6 The gas cloud drifts D6" in a random direction. Models will be hit by the moving cloud following the usual template rules. If the cloud drifts from above ground level off over a ledge, then the cloud dissipates in mid-air unless it reaches another ledge of the same level.

Choke

Fighters affected by Choke fall to the floor and are helpless whilst they remain in the cloud. Models can crawl 2" and attempt to leave the cloud, but they cannot shoot or do anything else if within the cloud at the start of their turn. Affected models in hand-to-hand combat are treated as down so may be taken out of action. Once they have crawled free of the gas or it has dispersed they recover by the end of the turn.

Scare

A fighter affected by scare gas is sent into a mindless panic and is immediately broken, just as if he had failed a nerve test. The effect of the gas wears off once he manages to recover his nerve.

Hallucinogen

Fighters affected by this dangerous hallucinogenic gas become subject to all kinds of strange delusions and can behave in an extraordinary manner. If an affected model is within the gas cloud at the start of his turn roll a D6 and consult the chart below. Note if a hallucinogen cloud dissipates it still affects models within it at the start of the turn, and if a cloud drifts it affects all models 'hit' by the gas as it drifts. If a model fails the original Toughness test when struck by the grenade then he's automatically affected by the gas at the start of the turn.

- 1 **Resist!** Wild and dizzying visions spin before the victim's eyes as he battles to overcome his inner madness. The model must take a Leadership test. If passed the victim resists the visions and is unaffected. If failed, roll again on this chart.
- 2 **They're Crawling All Over Me!** The victim is convinced that he is covered with spiders, plague rats, or other unpleasant creatures. The victim is pinned in place by sheer horror just as if he had been hit by a shot. He cannot test to avoid this and can do nothing for his next turn.
- 3 **Over There!** The victim is convinced the enemy is all around him, hiding behind every piece of cover, lurking just out of sight, ready to drop from above. The victim doesn't move this turn but must blast off a random weapon once in a random direction. The nearest model, friend or foe, that lies in the 90 degree arc becomes the shot's target. If there is no eligible target then roll a dice anyway to see if an Ammo roll is required.
- 4 **Run For It!** The victim is overcome with terror, his eyes widen and he starts to dribble and gibber. The model is automatically broken, just as if he had failed a nerve test.
- 5 **Traitors!** The victim becomes convinced his fellow fighters are out to get him and that the whole thing is a set-up. The victim doesn't move this turn but pivots to shoot at the nearest friend that he can draw a line of sight to. He shoots with the highest Strength weapon that is within range and if he can shoot multiple times then he will try to hit as many different friendly fighters as many times as possible starting with the nearest.
- 6 **Errrr...** The victim lapses into a mindless slackjawed state for the remainder of the game. The fighter is immediately taken out of action but is automatically assumed to roll a Full Recovery result on the Serious Injuries chart.

PLASMA GRENADES

Plasma is a dangerous and unstable matter in a highly energised state. When a Plasma grenade explodes it creates a plasma ball like a miniature sun.

Strength	Damage	Save Mod.	Special
5	1	-2	Blast

Use: Throw the grenade as normal and when you have established where it lands place a blast template on the spot. Work out damage on the targets within the plasma ball in the usual way. Once casualties have been determined do not remove the marker as you normally would but leave it in place. The area indicated is undergoing a matter energy transformation and is glowing like a small sun.

A plasma ball can persist for several turns. Test at the beginning of each player's turn. At the start of each turn roll a D6.

- 1-3 The plasma ball collapses in upon itself and disappears causing no further damage.
- 4-5 The plasma ball remains in place. **Any fighters that move into the ball or end the turn in contact with it are hit following the usual template rules.**
- 6 The plasma ball expands to a gas cloud template size before collapsing in upon itself. **Any models that come into contact with it are hit following the usual template rules. Any models that started the turn inside the ball also suffer a hit.**

Because of the nature of the shining plasma ball it's not possible to see or to shoot through it. The height of the plasma ball is assumed to be 2".

PHOTON FLASH FLARES

Also known as the flash bomb, Photon grenade or simply as a flare, this device explodes with a burst of intense light, blinding or stunning those nearby. A Photon grenade can dazzle fighters and damage sensitive range finding equipment such as targeters.

Strength	Damage	Save Mod.	Special
-	-	-	Blast

Use: Throw the grenade and place the template as normal. Models hit by the flash may be affected as described below, however, fighters hit by a flash are not pinned. In other words, although 'hit' the targets are not actually struck or hurt so the hit doesn't count the same as a regular weapon hit. Each model hit by a photon flare must **take an Initiative test.**

If the fighter passes the Initiative test then he is merely dazzled **until the end of his turn**, counting his WS and BS as 1. Otherwise the fighter is unharmed.

Any models that **fail the Initiative test** are blinded. Blinded fighters are unable to see **so cannot do anything except stagger around in a haphazard manner.** If they do decide to move then they do so at half speed and in a random direction. If engaged in hand-to-hand combat they can fight but their WS is reduced to 1.

A model who is blinded remains blinded, but can test at the start of each of his subsequent turns to recover his sight. Roll a D6. On the score of a 5 or 6 the model regains his sight and can see and move normally once more.

SMOKE BOMBS

A Smoke grenade or smoke bomb releases a cloud of oily smoke that is impossible to see through without special visual devices such as bionic eyes.

When you throw a Smoke grenade you must aim at a specific point of ground. **Work out where the grenade lands and place a a gas cloud template to show the extent of the smoke cloud.** You can use a patch of cotton wool to represent this if you like. The height of the cloud is assumed to be 2".

Models cannot see through smoke unless equipped to do so, and therefore cannot fire through it. Models within a smoke cloud can see nothing **so cannot do anything except** attempt to move out of the cloud in their movement phase. Models moving within a cloud always move in a random direction (established using the Scatter dice) and at half speed.

If any fighters find themselves engaged in hand-to-hand combat within a smoke cloud they still fight, but their Weapon Skill is halved.

A smoke cloud can last for several turns, slowly disperse or drift away altogether. At the beginning of both players' every turn, roll a D6.

- 1-2 The cloud shrinks to a blast template in size. **If the cloud has already been shrunk then it dissipates with no further effect.**
- 3-5 The cloud remains where it is.
- 6 The smoke cloud drifts D6" in a random direction established using a Scatter dice. **If the cloud drifts from above ground level off over a ledge, then the cloud dissipates in mid-air unless it reaches another ledge of the same level.**

ARMOUR

The armed forces of the far future make use of advanced powered armoured suits and energy fields which are necessary to protect them against the awesome weaponry used on the battlefields of the 41st millennium. Armour is much less useful in the depths of the Underhive. Its bulk hinders movement amongst the tangled ruins and its cost is beyond the reach of most gangs. Although advanced armour is sometimes traded, by far the most common forms of protection are the simpler types of armour.

Special Rules: A fighter can only wear one suit of armour at a time, either flak, mesh or carapace armour.

MESH ARMOUR

Mesh armour is a fabric-like material made from tiny cells of bonded thermoplas. The resultant mesh is light but very strong and can be fashioned into garments or used as a protective lining. Mesh absorbs physical blows or heat energy by becoming momentarily solid, effectively absorbing the energy of an attack to switch from one morphic state to another. Repeated hits to the same area will tend to erode this effect and reduce the protective value of the mesh.

Armour Save: A fighter wearing mesh armour receives a 5+ armour saving throw.



FLAK ARMOUR

Flak armour is made from high-tensile padded fabric usually in the form of a sleeveless jacket which covers the upper torso. Flak is rather uncomfortable and not especially popular despite its low cost. It offers minimal protection against low powered weapons and is most useful against blasts and explosive impact from near-misses.

Armour Save: A fighter wearing flak armour has a basic D6 saving throw of 6 against a wound. This is increased to 5 or 6 against weapons which use a template as these are generally the low velocity weapons that flak is most effective against – flamers, blast weapons and Frag grenades, for example. The save modifiers for these weapons may reduce or cancel out this save in many cases.

CARAPACE ARMOUR

Carapace armour is made of rigid plates of armaplas moulded to fit parts of the body. A typical suit of carapace covers the vital chest region, with separate plates for the arms and legs. The armaplas plates offer quite good protection from low-powered weaponry but are rather heavy.

Armour Save: A fighter wearing carapace armour receives a 4+ armour saving throw.

Initiative: Because of its cumbersome weight a fighter wearing carapace armour suffers a -1 Initiative characteristic penalty.

FORCE FIELD

Force fields are the simplest and most common form of protective energy shield used throughout the Imperium. Nevertheless, personal force fields are expensive and rare in the Underhive, only gangs with the right connections can ever hope to own one.

All ranged attacks made against a fighter protected by a force field suffer a -1 penalty to their Strength and Save Modifier. Note a force field offers no protection against hits struck in hand-to-hand combat.

AMMUNITION & GUNSIGHTS

This section covers special types of gun ammunition and advanced gunsights which are rare and highly sought after in the depths of the Underhive.

Special Rules: Alternate ammo and sights are specific to individual guns so you must note down which weapon it's for. A weapon can be fitted with any number of sights, though a fighter can only benefit from using one sight per shot unless noted otherwise. Before taking a shot you must declare which sight and ammo type the model is using. You can decide not to use a sight, which can be useful to avoid the target spotting the dot from a laser sight. If a gun is bought alternate ammo then the fighter will still also have a supply of regular ammo. If a model can make multiple ranged attacks in the same turn then it must use the same weapon combination for all shots.

HOTSHOT LASER POWER PACK

The hotshot pack uses a more expensive and less robust power matrix, with the advantage that it can force more power through a standard laser weapon. However, the risk of burning out the weapon or exhausting the pack itself is much greater.

A laspistol or lasgun firing hotshot packs receive a +1 Strength bonus. However, the weapon's Ammo roll is reduced to **5+** if a hotshot pack is **fired**.

INFRA-RED SIGHT

An infra-red sight is calibrated to register infra-red rather than visible light. The enhanced image appears in the **scope** and makes it easier to pick out targets that are concealed behind cover. Like a **telescopic** sight, the infra-red sight works most effectively from a stable platform and is of no advantage to a shooter whose own movement disrupts the sensor's image.

An infra-red sight can be fitted to either an autogun, lasgun, boltgun, hunting rifle or needle rifle. A stationary fighter using a weapon with an infra-red sight reduces the to hit penalty when shooting at a model in cover by 1. So, partial cover is ignored and cover counts as -1 to hit rather than -2.

MONO-SIGHT

A mono-sight is an optical sensor worn over one eye, attached to the fighter's weapon by a power link. The fighter sees an enhanced image and superimposed targetting reticule with its crosshairs clearly showing where his shot will land. The high resolution of the image makes this sight useful only from a stable platform, it is of no advantage to a moving shooter.

A mono-sight can be fitted to either a basic, special or heavy weapon. A stationary fighter using a weapon with a mono-sight receives a +1 to hit bonus.

HELLFIRE BOLTS

The core of hellfire bolts contain highly corrosive acids that inflict horrendous wounds on unprotected flesh. Poorly maintained hellfire bolts are notoriously explosive as any leaking acid can eat away at the bolt weapon's innards.

A hit from a bolt pistol or boltgun firing hellfire bolts inflicts **D3 Damage**. However, a gun firing hellfire bolts must test to see if it explodes on an Ammo roll of 1, 2 or 3 instead of just a roll of 1.

RED-DOT LASER SIGHT

This sight shines a continuous low-powered red laser beam, placing a red dot wherever it's aimed. Wary fighters look out for the glint of the laser beam and take cover if they spy a red-dot scanning nearby.

A red-dot sight can be fitted to either a pistol, basic weapon or special weapon. A fighter using a weapon with a red-dot sight receives a +1 to hit bonus.

A fighter hit by a weapon with a red-dot sight stands a chance of spotting the red dot and ducking aside. If the shooter is within the vision arc of the target then he receives a **6+** special save. If the target is a sentry and spots the dot then the alarm will also be raised.

TELESCOPIC SIGHT

A telescopic sight is a simple optical aid to accuracy. The sight can be fitted to **most rifle type weapons** to increase the shooter's chances of scoring a hit at **extreme** range. It requires concentration to use and is only a benefit to shooters who stop and aim carefully.

A telescopic sight can be fitted to an autogun, lasgun, boltgun, hunting rifle or needle rifle. The sight can be used in conjunction with a red-dot sight or an infra-red sight, but not both. A stationary fighter using a weapon with a telescopic sight increases the weapon's Long Range by a number of inches equal to its Short Range – eg, a lasgun's maximum range becomes 32".

BIONICS

The Underhive presents a weird mixture of advanced technology and primitive technical improvisation. Conditions are rough and ready in the settlements, and those who live there are used to making compromises. To the wealthy inhabitants of the Spire bionic implants and transplants of living tissue are readily available and affordable solutions to disease and injury. In the Underhive people cope as best they can, making do with simple prosthetics and putting up with debilitating injuries. However, even in the Underhive there are a few skilled bio-surgeons able to perform transplants for those who are able to pay the price.

Special Rules: Bionics are specially modified by the bio-surgeons to suit the host before implantation to become a living extension of the body. Because of this, once a fighter is implanted with a bionic it's not possible to remove it by any means. So for example, it's not possible to swap a skull chip between gang members once it has been installed nor can you steal a bionic from a captive sold into slavery.

Bionic Injury: If a model suffers a serious injury to an area replaced with a bionic arm, eye, chest or leg then roll a D6. On a roll of 4+ the bionic is repaired and the fighter suffers no lasting injury. On a roll of 1-3 the bionic is damaged and the fighter suffers from the serious injury following the usual rules.

BIONIC EYE

A bionic eye's photosensitive cells offer protection against photon flash flares and enable the fighter to see in darkness and through smoke.

A fighter that is Partially Blinded can be implanted with a bionic eye, in which case all serious injuries to a chosen eye are struck from the gang roster.

A fighter implanted with a bionic eye counts as wearing a photo-visor and infra-red goggles. The model is also unaffected by smoke clouds, though any shots through the cloud suffer a -1 to hit penalty.

BIONIC LEG

A bionic leg is very much stronger than an ordinary leg and affords the fighter the opportunity of making a devastating kick attack.

A fighter suffering from a Leg Wound can be implanted with a bionic leg, in which case all Leg Wounds that a chosen leg suffers from are struck from the gang roster.

A fighter implanted with a bionic leg gains +1 to his Attacks characteristic in hand-to-hand combat. In addition, if the fighter attempted to jump down from a ledge and the Initiative test is failed, roll a D6. On a roll of 4+ the bionic leg takes the brunt of the force. The fighter suffers no damage and may continue his move, just as if the Initiative test was passed.

BIONIC ARM

A bionic arm is a particularly expensive device which offers greatly amplified strength, grip and dexterity compared to a normal arm.

A fighter suffering from an Arm Wound or Hand Injury can be implanted with a bionic arm, in which case all Arm Wounds and Hand Injuries that a chosen arm suffers from are struck from the gang roster.

A fighter implanted with a bionic arm receives a +2 Strength bonus when using that arm. He also receives a +2 Initiative bonus during hand-to-hand combat or when testing to see if the fighter falls off a ledge.

BIONIC CHEST

A bionic chest is a toughened membrane that sheathes the sternum and frontal rib cage. The material absorbs impact trauma and spreads the energy throughout the membrane thus reducing the chance of penetration.

A fighter suffering from a Chest Wound can be implanted with a bionic chest, in which case all Chest Wounds are struck from the gang roster.

A fighter implanted with a bionic chest counts as wearing a respirator and also receives a 6+ armour saving throw.

MISCELLANEOUS EQUIPMENT

The Underhive merchants sell all kinds of equipment ranging from advanced gear smuggled down from Hive City, ancient archeotech devices, mystical items fashioned from the flora and fauna unique to Hive Bottom as well as simple accessories made to make Underhive life a little more bearable.

AUTO-REPAIRER

An auto-repairer is a large device kept back in the gang's hideout or in one of its workshops. The machine is used by a gang's heavies to check and repair equipment, scan for hidden structural weaknesses and test batteries, power packs and internal generators.

If a gang has an auto-repairer it can be used in between fights to check out the gang's weapons. The gang must include a heavy **that did not go out of action** to do this and you must assign a fit ganger to help him. The ganger cannot collect income from territories or search for rare trade goods if he is helping the heavy.

In the next game, any weapon that fails its Ammo roll may roll a D6 and **ignore the failed Ammo roll on a** roll of 4, 5 or 6 regardless of the kind of weapon it is. Weapons which automatically fail an Ammo roll can still **ignore it** on a 4 or more.

Note that the auto-repairer is kept in the gang's territory and is not associated with any specific heavy. As it does not belong to a specific model its value is not included in the gang's rating. If the gang is raided in the Raid scenario then the auto-repairer is automatically destroyed if the encounter is lost.

BIO-BOOSTER

A bio-booster is a small chemical charge that fits into a wrist band or similar. The booster's bio-sensor is activated when the wearer is injured, administering a shot of booster chemical into the bloodstream by means of a pressure diffuser. The bio-booster is self-administering and completely automatic.

If a fighter wearing a bio-booster is required to roll on the injury chart then a roll of 1-3 counts as a flesh wound. **Note this only applies to injury rolls made in the recovery phase – ie, not to rolls made when initially suffering a wounding hit.**

BIO-SCANNER

A bio-scanner detects life signs within the proximity of the user. The device is small, about the size of a pistol, and can be worn upon a belt or around the owner's neck. A fighter who carries such a device improves his chances of spotting enemy intruders.

A model carrying a bio-scanner will automatically spot any hidden enemies within **16"**.

BLINDNSNAKE POUCH

The Ratskins milk venom from the albino blindsnake, mix the toxin with certain secret fungi, and place the resultant paste into a small leather pouch which is worn around the neck. The spirit of the blindsnake is said to watch out for bad spirits and to guide its owner in the darkness. The mixture in the leather pouch is absorbed by the fighter's skin and enhances his natural psychic sensitivity, endowing him with a sort of rudimentary sixth sense.

A fighter who carries a blindsnake pouch can sense when an enemy is waiting to shoot at him. If a fighter is shot at and hit from overwatch, he has a chance of ducking or weaving to avoid the shot. The model receives a 4+ **special save** against overwatch shots.

CLIP HARNESS

Fighters who must constantly climb the sheer ruins and crumbling superstructure of the Underhive often choose to make use of a clip harness to save them from falling. The harness is nothing more than a safety line that is fastened round the body, with a strong steel clip or magnetic clasp which can be attached to a nearby object. If the wearer should fall the harness will save him and enable the fighter to scramble to safety.

The end of the safety line must be fastened for it to work. A model can fasten a harness if it does not move in its movement phase. **The fighter can still perform other actions in addition to fastening the harness, such as shoot or go onto overwatch.** The harness is automatically unfastened when the model moves **or enters a hand-to-hand combat.**

If the model becomes pinned or goes down within 1" of an edge then he does not have to test to fall. The fastened harness prevents him from falling, just as if he had passed the Initiative test.

CONCEALED BLADE

Although it is possible to hide any small blade about your person, the concealed blade is something a little different. This tiny blade is cunningly concealed in a specially designed boot heel, or inside a small biocompartment under the owner's skin. The blade is not used unless the owner is captured, in which case he can use it to try and escape.

A captured fighter can try and escape if he has a concealed blade. Roll a D6.

- 1 The fighter is killed while trying to escape.
- 2 The fighter is recaptured immediately.
- 3 The fighter escapes but loses all his weapons and equipment to the capturing gang.
- 4-6 The fighter escapes together with his weapons and equipment.

A concealed blade is only good for one escape attempt.

FILTER PLUGS

Filter plugs, or 'flugs', are simple filters which Necromundans stick firmly up their nostrils to purify the air they breathe. Cheap and disposable, these are used in their millions throughout the lower regions of Hive City and the Underhive, where hive smog, pollutant clouds and toxic gases are constant hazards. Flugs sieve out the worst of the pollution including most harmful substances.

A fighter wearing flugs can re-roll a failed Toughness test against dangerous gases including Choke, Hallucinogen and Scare.

GRAV CHUTE

The grav chute is a passive gravitic repeller which reduces the downward pull of gravity to a fraction of its normal strength. It enables the wearer to float from a great height and land softly, even from a fall of several hundred feet.

A fighter wearing a grav chute takes no damage from falling or jumping regardless of the height he falls.

GRAPNEL

The grapnel consists of a magnetic grapnel attached to a long wire which is fired from a small launcher.

A fighter can fire the grapnel in the shooting phase instead of shooting with a weapon. Choose the spot you wish to aim for, counting it as a small target, and roll to hit as for weapons fire. **If you miss the target then it fails to grapple and is recoiled ready for the next shot.** If you hit then the magnetic grapnel sticks to the point indicated and this can be marked with a suitable counter. In its following movement phase the model may winch itself to the position of the marker. **If the fighter elects to winch himself then he cannot do anything else that turn. If the fighter is forced to move before managing to winch himself, such as because he loses his nerve, then the grapnel is automatically recoiled. Note the grapnel can be aimed at the edge of a level from below, thus allowing the model to scale up on to a ledge above.**

The grapnel isn't really a weapon, but the chances are someone will want to use it as such, so it has a standard weapons profile. It also has an Ammo roll taken in the normal way for weapons.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-16	+2	+1	2	1	-	6+

INFRA-RED GOGGLES

These take the form of a pair of goggles or visor which allows a fighter to see the thermal images of enemy fighters. This enables the wearer to see foes who are hiding or partially concealed behind cover.

At the start and end of the fighter's move, or at any point during his opponent's turn, a fighter wearing infra-red goggles can spot hidden enemy at triple his normal distance – ie, his Initiative x3. However, the enemy model must be within the fighter's arc of sight. Sentries wearing goggles will also automatically spot fighters in cover, just as if they were in the open.

ISOTROPIC FUEL ROD

Isotropic fuel rods are used to provide power for almost everything in the Underhive. Rods are made uphiv in the Hive City factories, and sometimes turn up as archeotech. Underhive settlers often use them to set up small out-holes in the wastes using the fuel rod to power its air-pumps, water still and generators.

If a gang has a fuel rod it can convert any one piece of territory into a Settlement at the start of the post game sequence. The fuel rod can be used only once and is kept in the gang's stash so its value is not included in the gang rating.

Note outlawed gangs that use a fuel rod set up an Outlaw Settlement instead. This behaves like a regular Settlement except outlaws generate the full 30 credits.

LOBO-CHIP

The lobotomy chip is similar in general function to a standard skull chip. The effect is to anaesthetise part of the brain, reducing the wearer's sensitivity and curbing excessive and violent behaviour.

A fighter fitted with a lobo-chip is immune from the effects of stupidity, frenzy and hatred, as well as nerve tests. However, the model's Initiative is reduced to 1 and it cannot be modified in any way.

Bionic: A lobo-chip is a bionic so cannot be removed once implanted into a fighter.

MUNG VASE

The Mung vase is a much sought after and extremely rare kind of archeotech. Genuine vases are prized by collectors amongst the noble houses throughout Necromunda and first class examples are said to change hands for millions of credits.

But for every genuine newly discovered vase found in the deadzone wastes a thousand replicas are made in the shanty towns of the Underhive.

If you are offered a Mung vase then the chances are it is a worthless copy or a damaged or restored example of only token value. Canny investors will no more touch a Mung vase than a festering sore on a rabid plague rat. Unfortunately, not everyone is so circumspect. You can buy the vase if you're feeling lucky (some would say gullible).

You must commit to buying the vase before establishing the cost (this represents the process of lengthy haggling involved in all such transactions). The vase costs D6 x 10 credits.

You can sell the vase in any subsequent trading session. Meanwhile it is kept hidden in a secret place known only to the gang's leader. If the leader is killed the location of the vase is lost forever. The vase's cost is not included in the gang's rating. When you decide to sell the vase roll a D6.

- 1 The vase is an obvious and worthless fake. Whoever you attempt to sell it to throws you and your vase out into the street. The vase is broken and you have wasted your cash.
- 2 It's a fake but quite a nice one and the trader gives you D6 credits for it. You accept the credits and thank the trader for his generosity. The following day you learn that he has left town in a hurry. He is never seen again.
- 3 You sell the vase for 30+4D6 credits.
- 4 You sell the vase for 30+6D6 credits.
- 5 You sell the vase for 2D6x5 credits.
- 6 You sell the vase for 2D6x10 credits.

MEDI-PACK

The medi-pack is a diagnostic medical computer that can alleviate the major symptoms of wounds by means of electro-chemical impulses.

A fighter who carries a medi-pack can use it upon a friend who is down and in base contact. The fighter must move base-to-base, not run, and then spend the rest of the turn attending to his comrade. He cannot shoot, fight hand-to-hand or do anything else. At the end of the turn in the recovery phase an Injury roll is made for the down model as normal except that a score of 1-4 recovers the injured fighter to flesh wound, a 5 is down, and a 6 is out of action.

Note that a fighter cannot use a medi-pack on himself, nor may another individual use the medipack once its owner is injured or otherwise incapacitated.

ONE IN A MILLION WEAPON

The One in a Million Weapon is a rare example of the weaponsmiths' art, made from the best materials to the finest standards and the most exacting tolerances. Such weapons are prized beyond mere cash. Men have fought and died to own a weapon such as this.

The weapon is normal for its type but automatically passes any Ammo roll it's required to make. Roll a D6 to find out what kind of weapon you have been offered: 1-2 pistol, 3-4 basic, 5 special, 6 heavy. You can choose any weapon from the category rolled.

Note only the base cost of the weapon is used to determine its cost. The cost of extra ammunition types is not doubled.

SKULL CHIP

This is a small bio-chip that looks like a tiny metal plate covered in circuitry. It is attached to the skull by means of a fine needle-like pin which fixes straight into the brain. The chip melds with the wearer's mind improving his reaction time and memory functions.

A fighter wearing a skull chip can re-roll any failed Initiative tests, such as when testing to avoid pinning early or when seeing if the model falls off a ledge. However, if the re-rolled dice fails the test then the chip's effect is exhausted and it will no longer have any effect for the remainder of the game.

Bionic: A skull chip is a bionic so cannot be removed once implanted into a fighter.

PHOTO-CONTACTS

Photo-contacts are multi-layered plastic lenses worn on the eyes to enhance vision in poor light conditions. They also incorporate a photochromatic layer which protects the wearer's sight against sudden bright flashes.

A fighter wearing photo-contacts cannot be blinded by a photon flash flare, instead they are always only dazzled.

RATSKIN MAP

It is commonly supposed that the Underhive contains huge amounts of treasure: collapsed tunnels leading to untapped mines, caverns containing piles of gemstones and long lost domes brimming with archeotech. It is also common knowledge that the Ratskins know of many such places as well as paths through and under the hive that no ordinary man has ever travelled. It is equally common knowledge that anyone trying to sell you an ancient Ratskin treasure map is inevitably on the make. On the other hand, the map looks real, it's certainly very old, and the trader sounds genuine. Dare you take the risk?

If you decide to buy the map roll to see how accurate it is before you play your next game. If the map is accurate it will enable you to manoeuvre round your enemy, and gives you an advantage when deciding which scenario to fight. If it's a good one you can use the map from then on. Roll a D6:

PHOTO-VISOR

A photo-visor is a special visor that enhances vision in poor light conditions. It also incorporates a photochromatic layer that protects the wearer against sudden bright flashes.

A fighter wearing a photo-visor is immune to the effects of a photon flash flare.

SILENCER

A silencer damps out the sound of weapons fire as well as any tell-tale muzzle flash.

An autopistol, stub gun, autogun, hunting rifle or autoslugger can be fitted with a silencer. When equipped with a silencer the weapon is effectively silent, a useful factor in some of the scenarios.

- 1 Fake:** Your opponent can choose the next scenario automatically, there is no need to roll.
- 2 Treasure map:** The map shows the whereabouts of an ancient archeotech hoard. Roll a further D6 to determine whether it is real or a fake. On a 1-5 it is a fake. On a 6 the map is genuine and you can add an Archeotech Hoard to your territory for free. The map has no further use.
- 3 Vague and inaccurate:** The map is a vague and inaccurate copy but it does reveal some worthwhile information. When you fight a battle you may add or subtract 1 from the Scenario chart to decide which scenario is played.
- 4 Worn and incomplete:** Though badly worn and incomplete the map is essentially accurate. When you fight a battle you may add or subtract up to 2 from the Scenario chart to decide which scenario is played.

- 5 **Ancient and faded:** Barely legible though it is the map is a genuine ancient relic. When you fight a battle you may add or subtract up to 2 from the Scenario chart to decide which scenario is played. In addition, the map reveals the location of ancient **service ducts**. You can choose to add either a **Vents or Tunnels territory to your gang roster** – you must do this immediately or never.
- 6 **Recent and accurate:** The map is recently made and accurate. When you fight a battle you may add or subtract up to 3 from the Scenario chart to decide which scenario is played.

The map is carried by the gang's leader and is lost if he is killed. Its cost is therefore included in the leader's value and gang rating in the normal way. **The cost paid for the map is its value.**

RESPIRATOR

Respirators are an essential item in the lower regions of Hive City and the Underhive, where hive smog, pollutant clouds and toxic dust are everyday hazards. Respirators remove the worst of the pollution including most harmful substances.

A fighter wearing a respirator **is immune to the effects of dangerous gases** including Choke, Hallucinogen and Scare.

SCREAMERS & STUMMERS

Screamers are small proximity alarms used to protect a gang's hideout. Individual screamers are tiny but the noise they make is horrendous. A gang will scatter dozens around the perimeter of its hideout in order to warn of approaching intruders.

Stummers look like screamers (see above). They are spread about by intruders as they move. Where screamers make a loud noise stummers stop noise dead. Once stummers are activated all sound within a few metres is momentarily muffled and even loud noises are barely audible.

Screamers

Screamers can only be used for one game after which they are expended. The cost at the Trading Post buys enough screamers to last for one game.

If a gang owns screamers they can be deployed in the Raid and Rescue scenarios where the defenders are initially unaware of the intruders. If any intruder models move in their movement phase then roll a D6 **for each model that moved**. On a roll of a 6 one of the intruders steps on a screamer and sets off the alarm.

Screamers are not carried by any particular model and their value is not included in the gang rating.

Stummers

Stummers can only be used for one game after which they are expended. The price at the Trading Post buys enough stummers to last for one game.

If a gang has stummers they can be used in the Raid and Rescue scenarios where the defenders are initially unaware of the intruders. If the intruding gang has stummers then reduce all chances of setting off the alarm by -1. **In addition, if any attackers shoot or use a noisy weapon then the Strength of the weapon is halved for the purposes of setting off the alarm.** Stummers also nullify screamers completely. **Note the choice to use stummers is taken after your opponent decides whether or not to use screamers.**

Stummers are not carried by any particular model and their value is not included in the gang rating.

WEAPON RELOAD

When a fighter carries a weapon such as an autogun or bolter, which fires a great many individual shells in a short burst, he is assumed to carry extra ammunition to last most of the battle. However, a fighter can, if he wants, carry additional magazines, batteries, power packs and fuel over and above the normal amount. This extra ammo is carried in the form of reloads. Carrying extra ammo is expensive, but it goes some way to ensure you won't run out of firepower at the critical moment.

Although a reload is helpful it doesn't guarantee a fighter will pass an Ammo roll. The Ammo roll doesn't just represent the chance of running out of ammunition or carrying a defective magazine, it also represents the possibility of a gun jamming, overheating or proving defective and of course extra ammo is useless if the gun explodes.

If a fighter carries a reload for the weapon he is using **and the weapon fails an Ammo roll then roll a D6. On a roll of 4+ the extra ammo comes in handy and the failed Ammo roll is ignored. This only applies to the first failed Ammo roll. If the weapon fails a second Ammo roll then it really has ran dry. Note even weapons with an 'Auto' Ammo Roll can be bought a weapon reload, such as grenades.**

Reloads are specific to individual weapons; when a reload is bought the player must note down which specific weapon the reload is for. **When working out the cost of a reload only the base cost of the weapon is used. The cost of any extra ammunition types bought for the weapon are ignored and you only need to buy a reload for the weapon itself, not for each individual ammo type.** Reloads which are used during a game will be replaced before the next game as part of the gang's usual expenses.

SUSPENSOR

Suspensors are sophisticated devices that are able to manipulate magnetic fields. They are used extensively within the industrial Hive City workshops to reduce the effects of gravity on heavy loads, such as when moving large containers or machinery. Smaller personal units are used by nobles throughout the Spire for recreation and in every day life. Naturally Underhive gangs have found numerous ways to exploit the suspensors unique magnetic altering effects, one of which is to lighten heavy weapons to allow gangers to more easily bring them to bear on their rivals during a fight.

Any heavy weapon can be fitted with a suspensor. A heavy weapon fitted with a suspensor ignores the normal move or fire restriction allowing the model to both move and shoot in the same turn, just like a normal gun. However, if the model both moves and shoots then he suffers a -1 to hit penalty when firing the heavy weapon.

STINGER POUCH

The healing stinger mould blooms are such a rare fungi that merchants commonly split their stock and combine it with other curious substances to maximise their profits. They are sold in small pouches so that they can be easily stored and carried around by gangers for when it's needed most.

If a fighter equipped with a stinger pouch ends the game down and goes out of action due to rolling a 4-6, then he can use the curative stinger paste on his wounds. If used the model doesn't suffer a serious injury, instead it's assumed a Full Recovery result is rolled. A stinger pouch is a one use only item, after it has been used it must be struck from the gang roster.

BERSERKER CHIP

Berserker chips are small bio-plates that attach to the skull by means of a fine needle-like pin which plunges straight into the brain. The chip's circuitry melds with the wearer's mind and on command can flood the body with adrenaline and other chemicals.

Once per game, a fighter implanted with a berserker chip can activate it at the start of any of his turns. If the chip is activated then the model gains a +2 bonus to his Movement and Strength characteristics and follows the rules for frenzy. The effects of the chip last until the start of the fighter's following turn. However, the chip is taxing to use so once its effects wear off the model's Initiative is reduced to 1 for the remainder of the game.

Bionic: A berserker chip is a bionic so cannot be removed once implanted into a fighter.

DRUM MAGAZINE

Many gunsmiths have the expertise to modify an autogun's firing mechanisms to use larger ammo feeds. Such guns commonly use 'drum' magazines capable of supplying a vast ammunition expenditure, though belt-fed devices are also used.

Any autopistol, autogun and autoslugger can be modified and fitted with a drum magazine. Before the fighter shoots you can elect to use the full capabilities of the gun mod. If you decide to do so then the model receives a +1 to hit bonus. However, the shot will always cause an Ammo roll, even if the hit roll didn't score a 6.

BIONIC IMPLANT

Bionic implants cover a variety of small cybernetic devices tailored to an individual hiver to remove the negative effects of a lasting injury.

If you decide to fit a bionic implant to a model then you can choose for it to nullify the effects of one serious injury. A bionic implant is a one use only item, after it has been used both the injury and the bionic implant are struck from the gang roster.



CREATING A GANG

Before you are ready to play Necromunda, you need to start a gang. A gang can be from any one of the six houses which we have already described. You could start with one of the boxed set gangs, available from Games Workshop, by simply working out a gang based on the fighters and weapons that come in the box, or you could work out which figures you need and purchase them individually.

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.

GANG FIGHTERS

There are four types of gang fighter available for hire: Gang Leaders, Gangers, Heavies, and Juves.

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.

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.

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 fullblooded 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 at the beginning of this document. 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'.

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 this book.

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.

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.

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 recruited together with a free knife. Fighters cannot unequip or sell their free knife and their cost is not added to the gang rating. Any 'free' knives captured from enemy fighters are treated as regular knives that follow the usual rules.

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 when and where to fight, when to recruit new fighters, and how to spend the gang's hard-earned stash. The gang leader is the most respected and formidable fighter in the gang

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

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

Leader: 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 early.

Any fighter within 6" of the leader can use the Leadership characteristic of the gang leader when taking any Leadership tests. This only applies to Leadership tests to see if a fighter loses his nerve and also to tests to see if the fighter recovers his nerve when broken. In addition, any fighters within 6" of the gang leader can use the Initiative characteristic of the leader when testing to escape pinning early. This represents the leader's ability to encourage and inspire his fellow gang members and push them beyond their normal limits.

However, a leader cannot confer these benefits if he is down or broken. The sight of an injured gang leader bleeding out is far from encouraging.

GANGER

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 can be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic Weapons and Extras lists.



JUVE

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 can be armed with weapons chosen from the Hand-to-Hand, Pistols and **Extras** lists.



HEAVY

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 can be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic, Special, Heavy Weapons and **Extras** lists.

ARMING YOUR MODELS

A gang fighter's weapons must be represented on the model itself. The exceptions are knives and grenades, which are assumed to be tucked inside clothing, and pistols contained in holsters can represent any type. Otherwise models are armed as depicted, so it is a good idea to decide how you'd like to arm new recruits before assembling and painting your models.

A fighter who changes his weaponry after a game must be represented by a new model, or can be converted to carry the appropriate weapons. Other items don't always need to be modeled onto the miniature, such as photo-visors. It's up to the player to decide how much detail they want to add.

Unless specifically mentioned otherwise, it's not possible for a gang fighter to modify or change his equipment mid-game. For example, a fighter cannot switch a telescopic sight from one gun to another, or give a weapon to a fellow gang member, nor can he steal the equipment of enemy fighters.

WEAPONS

Each fighter you recruit can be armed with one or more of the weapons listed on the relevant weapons list for their house. In addition to being restricted to weapons available to their house, different types of fighter are restricted to different types of weapon. Juves, 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.

Leader Only Weapons

When a gang is first created, certain weapons are restricted to their leader, as noted in the weapon lists. **A Gang Leader can be recruited with up to two Leader Only Weapons and must be equipped with them for the first game. After the first game the Leader Only Weapons section of the weapon list is removed. Any fighter can buy and use such weapons after the first game following the usual rules for buying weapons not on your house weapon list.**

Extras

Regardless of which house the fighter belongs to, the same grenades, ammo **and miscellaneous equipment** can be bought, as shown below.

Grenades	Cost
Frag Grenades	25
Krak Grenades	40
Missiles	
Frag Missiles	35
Super Krak Missiles	50
Ammunition	
Dum-dum Bullets	5
Manstopper Shells	5
Hot Shot Shells	5
Bolt Shells	15
Miscellaneous	
Clip Harness	10
Filter Plugs	10
Photo-contacts	15
Lobo-chip	20
Weapon Reload	Weapon ÷ 2

HOUSE CAWDOR WEAPON LIST

Leader Only Weapons	Cost
Chainsword	25
Boltgun	35
Autosluggger	45
Hand-to-Hand Weapons	
Knife (first knife free)	5
Chain or Flail	10
Club, Maul or Bludgeon	10
Massive Axe, Sword or Club	15
Sword	15
Pistols	
Stub Gun	10
Autopistol	15
Laspistol	15
Hand Flamer	20
Basic Weapons	
Autogun	20
Shotgun	20
Lasgun	25
Special Weapons	
Flamer	40
Meltagun	95
Heavy Weapons	
Heavy Flamer	100
Heavy Stubber	120
Missile Launcher	140

HOUSE GOLIATH WEAPON LIST

Leader Only Weapons	Cost
Chainsword	25
Hand Flamer	20
Meltagun	95
Hand-to-Hand Weapons	
Knife (first knife free)	5
Chain or Flail	10
Club, Maul or Bludgeon	10
Massive Axe, Sword or Club	15
Pistols	
Stub Gun	10
Autopistol	15
Bolt Pistol	25
Basic Weapons	
Autogun	20
Shotgun	20
Boltgun	35
Special Weapons	
Autosluggger	45
Grenade Launcher	60
Heavy Weapons	
Heavy Stubber	120
Heavy Bolter	180
Autocannon	260

HOUSE DELAQUE WEAPON LIST

Leader Only Weapons	Cost
Sword	15
Hand Flamer	20
Grenade Launcher	60
Hand-to-Hand Weapons	
Knife (first knife free)	5
Pistols	
Stub Gun	10
Autopistol	15
Laspistol	15
Bolt Pistol	25
Plasma Pistol	30
Basic Weapons	
Autogun	20
Shotgun	20
Hunting Rifle	25
Lasgun	25
Boltgun	35
Special Weapons	
Flamer	40
Plasma Gun	80
Meltagun	95
Heavy Weapons	
Heavy Stubber	120
Heavy Bolter	180
Heavy Plasma Gun	240
Lascannon	300

HOUSE ESCHER WEAPON LIST

Leader Only Weapons	Cost
Chainsword	25
Boltgun	35
Meltagun	95
Hand-to-Hand Weapons	
Knife (first knife free)	5
Chain or Flail	10
Club, Maul or Bludgeon	10
Sword	15
Pistols	
Stub Gun	10
Autopistol	15
Laspistol	15
Plasma Pistol	30
Basic Weapons	
Autogun	20
Shotgun	20
Lasgun	25
Special Weapons	
Flamer	40
Plasma Gun	80
Heavy Weapons	
Heavy Flamer	100
Heavy Stubber	120
Heavy Plasma Gun	240

HOUSE ORLOCK WEAPON LIST

Leader Only Weapons	Cost
Chainsword	25
Boltgun	35
Grenade Launcher	60
Hand-to-Hand Weapons	
Knife (first knife free)	5
Chain or Flail	10
Club, Maul or Bludgeon	10
Sword	15
Pistols	
Stub Gun	10
Autopistol	15
Laspistol	15
Bolt Pistol	25
Plasma Pistol	30
Basic Weapons	
Autogun	20
Shotgun	20
Lasgun	25
Special Weapons	
Flamer	40
Autosluggger	45
Heavy Weapons	
Heavy Stubber	120
Missile Launcher	140
Heavy Bolter	180

HOUSE VAN SAAR WEAPON LIST

Leader Only Weapons	Cost
Sword	15
Hand-to-Hand Weapons	
Knife (first knife free)	5
Chainsword	25
Pistols	
Stub Gun	10
Autopistol	15
Laspistol	15
Bolt Pistol	25
Plasma Pistol	30
Basic Weapons	
Autogun	20
Shotgun	20
Hunting Rifle	25
Lasgun	25
Boltgun	35
Special Weapons	
Grenade Launcher	60
Plasma Gun	80
Meltagun	95
Heavy Weapons	
Heavy Stubber	120
Heavy Bolter	180
Heavy Plasma Gun	240
Lascannon	300

NECROMUNDA 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 page 109). 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 'Dodge' or 'Fast Shot'.

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

Gang fighters that are wounded during fights stand a chance of picking up long-term serious injuries, and those are the lucky ones. Other fighters may be captured or even die as a result of their 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. He might for example be captured by a rival gang or become lost in the hive depths and have to fight his way back home. 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.

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.

Over the course of a campaign fighters can suffer the same serious injury multiple times. Many of the injuries have cumulative effects if they are rolled again. For example, a model suffering from two Shell Shock injuries suffers a -2 Leadership penalty. Some injuries though once rolled multiple times may not have a cumulative effect. Injuries such as Horrible Scars if rolled for a second time have no effect, as do injuries that modify values already reduced to 1. However, even these types of injuries must be noted on the gang roster. This is important to remember as some gang fighters can become so terribly injured that not even an Experience advance or bionic implant will improve his condition.

HIGH IMPACT INJURIES

If a fighter is taken out of action by a high impact weapon then there is a chance he will be simply ripped apart by the devastating force. The model rolls for serious injuries as normal, however, if a double is rolled then the unfortunate fighter has been reduced to nothing more than gibs. So for example, on a roll of 11, 22, 33, 44, 55 or 66, all that now remains of the gang fighter is a red smear on the dome floor. This is treated as a Dead result, however, it cannot be re-rolled or modified in any way. Ratskins are just as susceptible to being obliterated as any other hiver and even the finest Medics cannot put all of the pieces back together again.

DEATH OF A GANG LEADER

Even hardened and much loved Gang Leaders can fall victim to the twists of fate. If the leader of your gang dies or is sold to slavers then don't despair, your gang will live on to avenge his untimely demise!

It's not possible to recruit a new Gang Leader mid-campaign, instead the Ganger with the highest Leadership characteristic will take over as the new leader of your gang. If multiple Gangers have the same Leadership value then the Ganger with the most Experience points out of those will take command.

Heavies and Juvies cannot become the gang's new leader. Heavies spend all of their time tinkering with weapons and gubbins while a gang led by a Juve would hardly be respected or feared.

The new leader from then on follows all of the usual rules associated with a Gang Leader. For example, he will gain access to new skills and special weapons and will no longer be able to work territories. Note the cost value of the new leader remains at 50 credits.

MISSING GAMES

Sometimes a gang fighter will be forced to miss a game. This is usually due to a serious injury, such as a fighter suffering from an Infected Wound or Old Battle Wound, but also a ganger might miss a game due to being thrown in a Guildier pit if captured by a Bounty Hunter. Such fighters automatically count as out of action for the purposes of post game actions. For example, the ganger would not be able to work a territory or look for rare trade, nor could he use his Medic or Inventor skills.

SERIOUS INJURIES CHART

11-15: DEAD

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.

16: MULTIPLE INJURIES

The fighter isn't dead but has suffered many serious wounds. Roll a further D3+1 times on this chart. All Dead, Multiple Injuries, Captured and Full Recovery results must be rolled again.

21: INFECTED WOUND

The fighter eventually recovers but it takes time for the wound to fully heal. The model must miss the next D3 games.

22: CHEST WOUND

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.

23: LEG WOUND

The fighter has smashed a random leg. An injured leg confers a -1 Movement characteristic penalty. If it's injured for a second time then the model can run/charge -1". Further injuries to the leg have no effect. For example, a model suffering from two Leg Wounds in the same leg can move 3" and run/charge 5".

24: ARM WOUND

The fighter has gashed a random arm. The fighter's Strength characteristic is reduced by -1 when using that arm – eg when throwing a grenade or striking in hand-to-hand combat.

25: HEAD WOUND

A serious head injury leaves the fighter unhinged. At the start of each game roll a D6 for each Head Wound to determine how he is affected. On a 1-3 the fighter is dazed and confused – he is affected by the rules for stupidity. On a roll of 4-6 the fighter is enraged and uncontrollable – he is affected by the rules for frenzy.

26: PARTIALLY BLINDED

The fighter's sight in a random eye is impaired. An injured eye confers a -1 Ballistic Skill penalty. If the eye is injured again then it confers another -1 BS penalty. Further injuries to the eye have no effect.

31: PARTIALLY DEAFENED

The fighter survives but is partially deafened as a result of his injuries. His Initiative characteristic is reduced by -1.

32: SHELL SHOCK

The fighter survives but is extremely nervous and jumpy due to the traumatic injuries he has suffered. His Leadership characteristic is reduced by -1.

33: HAND INJURY

The fighter has badly wounded a random hand. An injured hand confers a -1 Weapon Skill penalty. If the hand is injured again then it confers another -1 WS penalty. Further injuries to the hand have no effect.

34-36 OLD BATTLE WOUND

The fighter recovers but his old wound sometimes affects his health. Roll a D6 before each game for each Old Battle Wound suffered. 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.

41-55: FULL RECOVERY

The fighter has been knocked unconscious or suffers a mildly incapacitating wound from which he makes a full recovery.

56: BITTER ENMITY

Although he makes a full physical recovery, the fighter has been mentally scarred by his experiences. He develops a bitter enmity for the gang responsible for his injury. Roll a D6 to see who he now hates.

1-4: The individual enemy who inflicted the injury (if unknown, roll a random enemy model).

5-6: The leader of the gang who inflicted the injury.

61-63: CAPTURED

The fighter is captured. If both gangs hold captives then they must be exchanged on a one-for-one basis with their gear, starting with models of the highest value. Remaining captives must be ransomed back to their gang. There is no fixed value for ransoms, it's up to the players to negotiate deals on captives, their gear and how they are paid – either with credits, equipment, etc. If a player refuses to rescue or pay a ransom then the captive can be sold to the guilders as slaves earning the captor D6x5 credits. Captives who are exchanged or ransomed keep their equipment; if captives are sold their gear is kept by the captors. Any credits earned are added straight to your stash.

64: HORRIBLE SCARS

The fighter recovers but is left horribly disfigured. His scarred and distorted features means he causes fear.

65: IMPRESSIVE SCARS

The fighter recovers and is left with impressive scars as testament to his bravery. The model receives a +1 Leadership bonus. This bonus applies only once.

66: SURVIVES AGAINST THE ODDS

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. He recovers fully and his uncanny survival earns him +2D6 Experience points.

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.

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

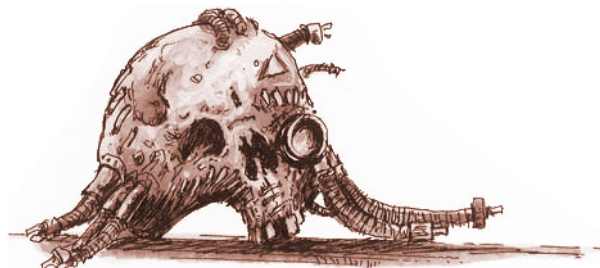
EARNING EXPERIENCE

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 Playing a Campaign Game section (page 109) 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 then 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 on page 86 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.

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. The new Ganger from then on follows all of the usual rules associated with a Ganger. For example, he will gain access to new skills and basic weapons and can work territories or search for rare trade. **Note the cost value of the new Ganger remains at 25 credits.**

EXPERIENCE ADVANCE TABLE

Experience	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 Gang Leaders and 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.

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 page 88.

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.

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 'Hard as Nails'. 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 means he gains +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	Id
Maximum	4	6	6	4	4	3	6	3	9

When working out if a fighter has reached his characteristic limit, all modifiers to his profile except characteristic advances are ignored. For example, if a fighter suffers a Chest Wound then it's not possible for him to advance beyond a Toughness value of 3.

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. 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. Gangers will have fought in many different situations and their abilities usually reflects this, while Juves only have a limited knowledge of how the Underhive battles are fought.

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	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
CAWDOR							
Juve	-	✓	✓	-	-	-	-
Ganger	✓	✓	✓	-	-	-	-
Heavy	-	-	✓	✓	✓	-	✓
Gang Leader	✓	✓	✓	✓	✓	-	✓
ESCHER							
Juve	✓	✓	-	-	-	-	-
Ganger	✓	✓	-	-	-	✓	-
Heavy	✓	-	-	✓	✓	-	✓
Gang Leader	✓	✓	✓	-	✓	✓	✓
DELAQUE							
Juve	-	-	-	-	✓	✓	-
Ganger	✓	-	-	-	✓	✓	-
Heavy	-	-	-	✓	✓	✓	✓
Gang Leader	✓	✓	✓	-	✓	✓	✓
GOLIATH							
Juve	-	✓	-	✓	-	-	-
Ganger	-	✓	✓	✓	-	-	-
Heavy	-	✓	-	✓	✓	-	✓
Gang Leader	✓	✓	✓	✓	✓	-	✓
ORLOCK							
Juve	-	✓	-	-	✓	-	-
Ganger	-	✓	✓	-	✓	-	-
Heavy	-	✓	-	✓	✓	-	✓
Gang Leader	✓	✓	✓	-	✓	✓	✓
VAN SAAR							
Juve	-	-	-	-	✓	-	✓
Ganger	-	✓	-	-	✓	-	✓
Heavy	-	✓	-	✓	✓	-	✓
Gang Leader	✓	✓	✓	-	✓	✓	✓

AGILITY SKILLS

1: Catfall

If a model with the Catfall skill falls then he can take an Initiative test. If the test is passed then he suffers no damage from the fall but will still be pinned. The fighter is also no longer restricted to jumping down from heights of no more than 3", instead he can jump down from any height.

2: Dodge

A model with this skill receives a 6+ special save against hits from shooting.

3: Jump Back

At the start of any hand-to-hand combat phase the model may attempt to disengage from combat by jumping back. The fighter must take an Initiative test to do this. If the test is passed then he may immediately jump back 2" leaving any hand-to-hand opponents behind. If the test is failed then he must remain and continue to fight as normal.

4: Leap

If the model runs or charges then he can move an extra +D6" that turn. Note you can roll the D6 before deciding where to move but you must commit to a charge before the roll is made.

5: Quick Witted

Just before the first turn of the game is about to begin the fighter can make a special extra move, just as if it was his movement phase. So for example, the model can choose to run, charge, hide, go onto overwatch etc. Note this skill cannot be used in scenarios that don't allow special deployment rules.

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 the enemy models don't gain the usual Attack dice and Combat Score bonuses. The fighter can also 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 phase. The model must take an Initiative test. If the test is passed then he knocks his opponent's weapons aside and he must fight the remainder of the turn using only a knife. It's assumed the fighter recovers his weapons in time for the next turn.

3: Feint

The fighter uses cunning feints to lure his opponent into making mistakes. Hand-to-hand opponents will fumble on a roll of 1-2, instead of the usual roll of 1.

4: Deflect

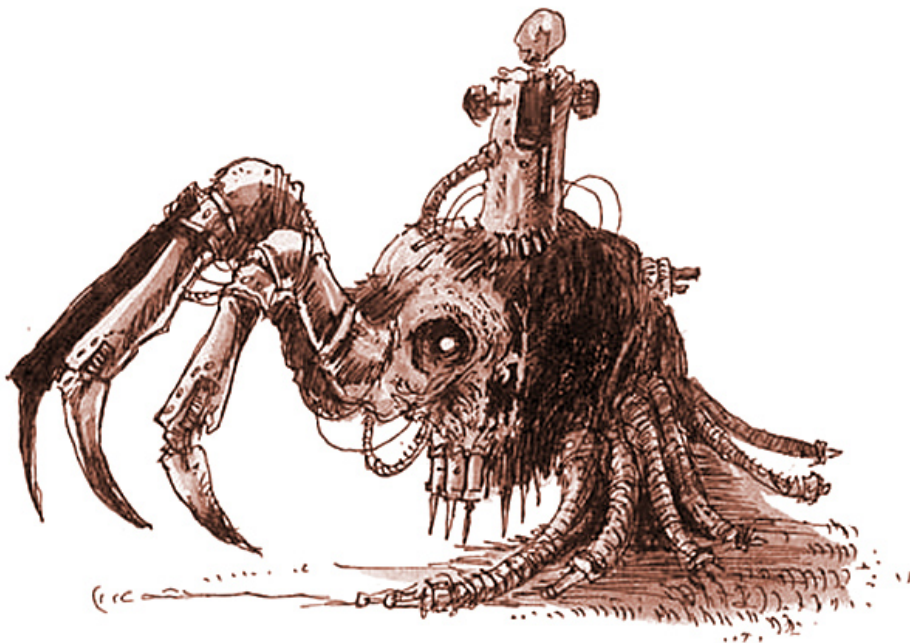
The fighter is able to knock aside blows using the flats of his hands and the haft of his weapons. During each hand-to-hand combat the model can force his opponent to re-roll one of his Attack dice.

5: Counter Attack

The fighter is able to repulse his opponent's advances, swiftly turning defence into attack. Each hand-to-hand combat the model can re-roll one of his Attack dice.

6: Step Aside

The model has an uncanny ability to dodge blows in close combat. The fighter receives a 4+ special save against any hits struck during hand-to-hand combat.



STEALTH SKILLS

1: Ambush

If the model goes on overwatch then he can also hide. Normally a fighter must expend his entire turn to go on overwatch, but a fighter with this skill can 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 this skill can do both.

3: Escape Artist

If the model is captured, such as from a serious injury or a bounty hunter, then the fighter will automatically escape and it is treated as a Full Recovery serious injury result instead.

4: Evade

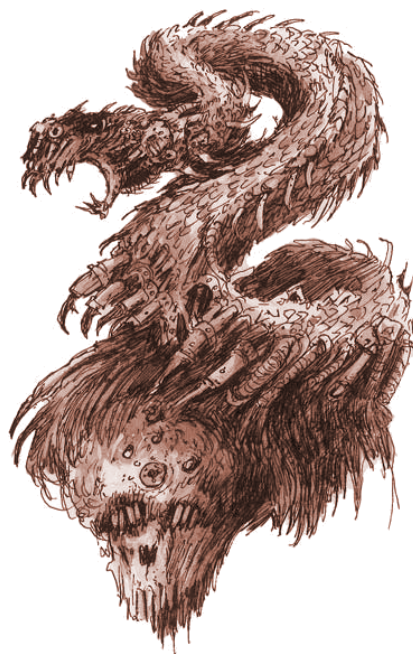
The model ducks and weaves as he moves making him very hard to hit. Any enemy shooting from short range suffers a -2 to hit penalty, while any enemy shooting at long range suffers a -1 penalty. This penalty only applies if the fighter is in the open and not if he is benefitting from a cover modifier.

5: Infiltration

A model with this skill can be deployed anywhere on the battlefield at the end of your first turn, though not within 8" of an enemy model.

6: Sneak Up

If the model is targeted from overwatch and he counts as a fleeting target then the shooter's Initiative characteristic is reduced to 1 when he takes the Initiative test to see if he reacts in time.



MUSCLE SKILLS

1: Body Slam

If the model charged that turn then he may take a Strength test at the start of the hand-to-hand phase. If the test is passed then an opponent's Weapon Skill is reduced to 1 for the duration of the turn.

2: Bulging Biceps

The fighter's Strength characteristic is increased by +1. Note this can take him above the usual maximum characteristic profile.

3: Hard as Nails

If the fighter must roll on the Serious Injuries chart, roll a D6 first. On a roll of 6 it's automatically assumed a Full Recovery result was rolled.

4: Juggernaut

If the model suffers a hit but isn't wounded by the attack then he may immediately take a Strength test. If the test is passed then the fighter ignores the hit so won't be pinned either. Note this can allow the fighter to continue his move if attacked from overwatch.

5: Hurl Opponent

The model may use this skill against one close combat opponent at the start of the hand-to-hand phase. The model must take a Strength test. If the test is passed then the opponent is thrown in a direction of your choice up to D6". The hurled model is unharmed but pinned. He can also be hurled at an enemy fighter, in which case he will stop at the target and both models are pinned. Note that the best way to use this skill is to throw opposing models off tall buildings!

6: Iron Jaw

The model receives a 6+ armour saving throw which can be combined with any other forms of armour.

FEROCITY SKILLS

1: Berserk Charge

If the model charged that turn then he rolls an extra +D3 Attack dice during the hand-to-hand combat.

2: Impetuous

A fighter that is pinned, down or using a follow-up move can only move up to 2". However, a model with the Impetuous skill can move up to 4" instead.

3: Iron Will

The model can re-roll any failed nerve tests. If the fighter's Leadership is being used for the Bottle roll then you can also re-roll it if failed.

4: Killer Reputation

A model with this skill has such a reputation as a vicious and depraved killer that he causes fear.

5: Nerves of Steel

The model can test to escape pinning early even if there are no friendly models within 2". If the fighter could already test to escape pinning early then he can re-roll the Initiative test if it is failed.

6: True Grit

Treat a roll of 1 or 2 as a flesh wound when rolling to see the extent of any injuries the model suffers. When using special injury charts (eg needle guns) add 1 to the lowest result band in the same way as above.

TECHNO SKILLS

1: Armourer

As long as the model didn't go out of action last game the gang can choose to ignore a failed Ammo roll, instead it's treated as if the test was passed.

2: Fixer

As long as the model didn't go out of action the gang's leader will be offered one extra rare item.

3: Inventor

As long as the model didn't go out of action, roll a D6 after each battle. On a 6 the model has invented something! Randomly select an item from the Rare Trade Chart in the Trading Post section. Whatever is selected is the item that has been invented.

4: Medic

As long as the model didn't go out of action, you can re-roll a result on the Serious Injury table for one fighter after a battle. This decision must be made straight after the injury roll, otherwise the chance is wasted. Note a Medic cannot patch himself up.

5: Specialist

This skill can 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 can ignore failed Ammo rolls and weapon explosions on a D6 roll of 4+.

SHOOTING SKILLS

1: Crack Shot

If the model inflicts any damage when making a ranged attack and must make an injury roll, then the enemy model will be taken out of action on a roll of 5 or 6 instead of just a 6. When using special injury charts (eg needle guns or high impact) add 1 to the highest result band in the same way as above. Note this only applies when making the initial injury roll, not to injury rolls made in the recovery phase.

2: Fast Shot

The model is allowed to go onto overwatch even if he moved in the same turn. However, he still cannot go onto overwatch if he ran. Normally a fighter must expend his entire turn to go on overwatch, but a fighter with the Fast Shot skill can also move.

3: Gunfighter

The model can make an extra ranged attack following the usual shooting rules, but only when shooting a pistol. The fighter can aim and fire a pistol from each hand or alternatively fire the same pistol.

4: Hip Shooting

The model is allowed to shoot even if he ran in the same turn. However, if he does so he suffers a -1 to hit modifier. 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 can ignore the normal restriction which obliges fighters to shoot at the nearest target. Instead, he can shoot at any target he can see.

6: Rapid Fire

If the model doesn't move in his movement phase then he can make an extra ranged attack following the usual shooting rules, but only when firing the same pistol or basic weapon.



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 page 94). Some scenarios allow gangs to gain extra territory or lose it to their rivals (see page 109). 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.

To generate a random territory from the Territory table on pages 94-95, roll two dice. The first dice roll is taken as 'tens' and the second as 'units'. This is called a D66 roll. The table indicates the type of territory, and the income it provides, with a short description underneath and any special rules.

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.

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.

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

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.

'Must be ten metres long,' gasped Cleitus.

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

'You know Abel,' said Cleitus. '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 with a smirk.

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. **It's not possible to send more than one ganger to work the same territory. Each territory can only be worked once after each battle.**

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.

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.

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.



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 traders are keen to expand their dealings with the Giant Killers.

The chart below shows the extra income a gang earns after beating an enemy with a higher gang rating. Note this is added to the gang's income, not 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

Income	NUMBER OF MODELS IN GANG						
	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+	155	150	145	135	125	100	70

TERRITORY TABLE

D66	Territory	Income
11-12	Chem Pit	2D6
A 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. Selling these chemicals earns you 2D6 credits.		
The work is extremely hazardous. If you roll a double 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 fear. No income is collected.		
13-16	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.		
21-24	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.		
25-26	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.		
31-34	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, there is a chance of a young relative leaving the settlement to join your gang. Roll a D6 after each battle. On a 6 you can recruit a Juve for free if you want to. He comes equipped with a knife , but you have to pay for any other weapons.		
35-36	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 they can use these ducts to deploy 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. No more than 50% of the gang's initially deployable fighters can use Tunnels and Vents.		
43-44	Vents	10
The gang has found a concealed entrance into a network of ancient ventilation shafts.		
When the gang fights a battle they can use these vents to deploy up to three fighters anywhere on the top surface level of any building on the battlefield. Models are set up at the end of the player's first turn and cannot be placed within 8" of an enemy. No more than 50% of the gang's initially deployable fighters can use Vents and Tunnels.		
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 a D6x10 credits cut of the proceeds.		
51-52	Drinking Hole	D6x10
Your gang leader has inherited an old drinking hole in payment of an outstanding gambling debt. The hole earns D6x10 if visited by a ganger and also provides the gang with a convenient base in the local settlement.		
In addition, roll a D6 after each battle. On a 6 your contacts overhear rumours about a rival gang's activities. You can add or subtract 1 from the Scenario Table roll next game.		

53-54 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 metals in return for cheap repair work or cash. Visiting the workshop will earn you D6x10 credits.

Thanks to your workshop's meticulous care, you **can choose to ignore a failed Ammo roll** during each battle. It's assumed the roll is passed instead.

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 loot during a **Scavengers, The Hoard or a Package Run scenario** then you can trade it in to your guilder contact. Each loot counter is worth an additional +5 credits of income.

61 Mineral Outcrop D6x10

Out in the wastes 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. **If a 6 is rolled then a vein of high quality gemstones is uncovered adding an extra D6x10 credits to the gang's income.**

62 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.

If a gang member rolls a Dead result on the Serious Injuries chart then there is a chance the doc can patch him up before it's too late. Roll a D6. On a 5+ the injury roll is treated as a Multiple Injuries result instead. Note each Friendly Doc can only patch up a single fighter per battle.

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 a double 4 means 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 then he has been spotted entering the dome. You still collect the income rolled but the hoard is no longer a secret and is stripped bare by treasure hunters. The territory then becomes an 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.

TRADING POSTS

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 CREDITS

After every game a gang can collect income from its territories as described earlier. Credits 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. Remember that each house must adhere to its own house weapons list as well.

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 to buy later on.

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 by their dealer contacts, guilders and local merchants**.

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 **must not have gone out of action and** 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.

RARE TRADE CHART

- 11 **Power Weapon:** Roll again
1-3: Power Sword, 4-5: Power Axe
6: Power Fist
- 12 **Rare Weapon:** Roll again
1-3: **Needle Weapon:** Roll again
1-4: Needle Pistol
5-6: Needle Rifle
4-5: Web Pistol
6: One in a Million Weapon (see page 54)
- 13-14 **Gas Grenades:** Roll again
1-3: Choke, 4-5: Scare
6: Hallucinogen
- 15-16 **Grenades:** Roll again
1: Melta Bombs, 2-3: Photon Flash Flares
4: Plasma Grenades, 5-6: Smoke Bombs
- 21-23 **Ammo:** Roll again
1-3: Hotshot Laser Power Packs
4-5: Drum Magazine, 6: Hellfire Bolts
- 24-25 **Gunsight:** Roll again
1-2: Red-dot Laser, 3: Mono-sight
4-5: Telescopic Sight, 6: Infra-red Sight
- 26 **Heavy Gear:** Roll again
1-4: Auto-repairer
5-6: Suspensor
- 31-33 **Armour:** Roll again
1-3: Flak, 4-5: Mesh
6: **Exotic Armour:** Roll again
1-4: Carapace, 5-6: Force Field
- 34 Medi-pack
- 35 Isotropic Fuel Rod
- 36 **Bionic:** Choose one of the following:
Bionic Arm, Eye, Leg, Chest or Implant
- 41-46 **Items:** Roll again
1: Skull Chip, 2: Shock Maul
3: Grapnel, 4: Grav Chute
5: Bio-scanner, 6: Bio-booster
- 51-56 **Items:** Roll again
1: Concealed Blade, 2: Respirator
3: Photo-visor, 4: Berserker Chip
5: Blindsnake Pouch, 6: Infra-red Goggles
- 61-63 **Raid Gear:** Roll again
1-3: Silencer
4-6: Choose one of the following:
Screamers or Stummers
- 64 Stinger Pouch
- 65 Ratskin Map
- 66 Mung Vase



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 second-hand value of gear is not high due to the considerable wear and tear inflicted on it by your fighters.

Gangs can 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. For example, a Red-dot laser sight costs $40+3D6$ credits so it can be sold for 20 credits.

Old gear can be hoarded for future use (make a note in the gang's stash) 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.

HOUSE WEAPON LISTS

During the post game sequence your gang can buy any weapons on your house weapon list. The lists reflect the fighting styles and character of the houses so it's unusual for gangers not to be armed with weapons from it. It's possible to still buy weapons not on your house weapon list, but to represent the rarity of this the following rules apply.

When your Gang Leader and accompanying Gangers search for rare trade, they can instead look for weapons not on their house weapons list. Before determining what rare items are offered to your gang (by rolling D66) you can instead choose to exchange one or more of those offers to purchase a weapon not on your house weapons list. Each non-house weapon purchased reduces your rare trade offers by one.

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. Likewise, the cost of all common items is included, though again these are restricted to the particular gangs who have them listed on their House's weapon lists.

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

Pistols	Cost	Availability
Stub Gun	10	Common
Autopistol	15	Common
Laspistol	15	Common
Hand Flamer	20	Common
Bolt Pistol	25	Common
Plasma Pistol	30	Common
Needle Pistol	80+4D6	Rare
Web Pistol	120+4D6	Rare

Basic Weapons	Cost	Availability
Autogun	20	Common
Shotgun (+Solid, Scatter)	20	Common
Hunting Rifle	25	Common
Lasgun	25	Common
Boltgun	35	Common

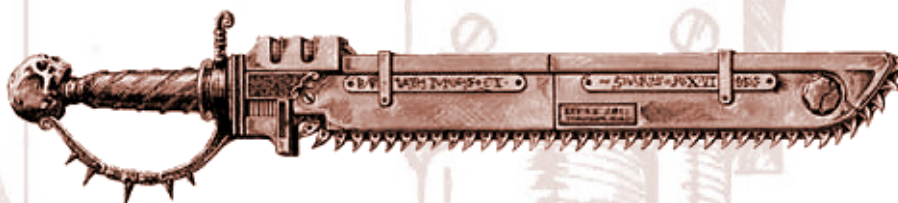
Special Weapons	Cost	Availability
Flamer	40	Common
Autosluggger	45	Common
Grenade Launcher	60	Common
Plasma Gun	80	Common
Meltagun	95	Common
Needle Rifle	180+4D6	Rare

Heavy Weapons	Cost	Availability
Heavy Flamer	100	Common
Heavy Stubber	120	Common
Missile Launcher	140	Common
Heavy Bolter	180	Common
Heavy Plasma Gun	240	Common
Autocannon	260	Common
Lascannon	300	Common

Grenades	Cost	Availability
Smoke Bombs	10+3D6	Rare
Choke Grenades	15+2D6	Rare
Scare Grenades	20+2D6	Rare
Photon Flash Flares	20+2D6	Rare
Frag Grenades	25	Common
Plasma Grenades	35+3D6	Rare
Krak Grenades	40	Common
Melta Bombs	40+3D6	Rare
Hallucinogen Grenades	40+4D6	Rare

Missiles	Cost	Availability
Frag Missiles	35	Common
Super Krak Missiles	50	Common

Ammo	Cost	Availability
Dum-dum Bullets	5	Common
Manstopper Shells	5	Common
Hot Shot Shells	5	Common
Bolt Shells	15	Common
Hotshot Laser Power Packs	15+2D6	Rare
Hellfire Bolts	20+3D6	Rare



Sights	Cost	Availability
Infra-red Sight	30+3D6	Rare
Telescopic Sight	30+3D6	Rare
Mono Sight	40+3D6	Rare
Red-dot Laser Sight	40+3D6	Rare

Armour	Cost	Availability
Flak Armour	10+2D6	Rare
Mesh Armour	25+2D6	Rare
Carapace Armour	60+3D6	Rare
Force Field	100+4D6	Rare

Bionics	Cost	Availability
Bionic Chest	50+3D6	Rare
Bionic Eye	50+3D6	Rare
Bionic Arm	80+3D6	Rare
Bionic Leg	80+3D6	Rare

Miscellaneous	Cost	Availability
Clip Harness	10	Common
Filter Plugs	10	Common
Concealed Blade	10+D6	Rare
Silencer	10+2D6	Rare
Stinger Pouch	10+3D6	Rare
Screamers	10+3D6	Rare
Stummers	10+3D6	Rare
Photo Contacts	15	Common
Drum Magazine	15+2D6	Rare
Respirator	15+2D6	Rare
Lobo-chip	20	Common
Photo-visor	25+2D6	Rare
Berserker Chip	25+3D6	Rare
Blindsnake Pouch	30+2D6	Rare
Infra-red Goggles	30+3D6	Rare
Skull Chip	30+3D6	Rare
Grapnel	30+4D6	Rare
Grav Chute	40+4D6	Rare
Bio-scanner	50+3D6	Rare
Bionic Implant	50+3D6	Rare
Suspensor	50+3D6	Rare
Bio-booster	50+4D6	Rare
Isotropic Fuel Rod	50+4D6	Rare
Auto-repairer	80+4D6	Rare
Medi-pack	80+4D6	Rare
Mung Vase	D6x10	Rare
Ratskin Map	D6x10	Rare
Weapon Reload	Weapon ÷ 2	Common
One in a Million Weapon	Weapon x2	Rare

ADJUSTING THE GANG RATING

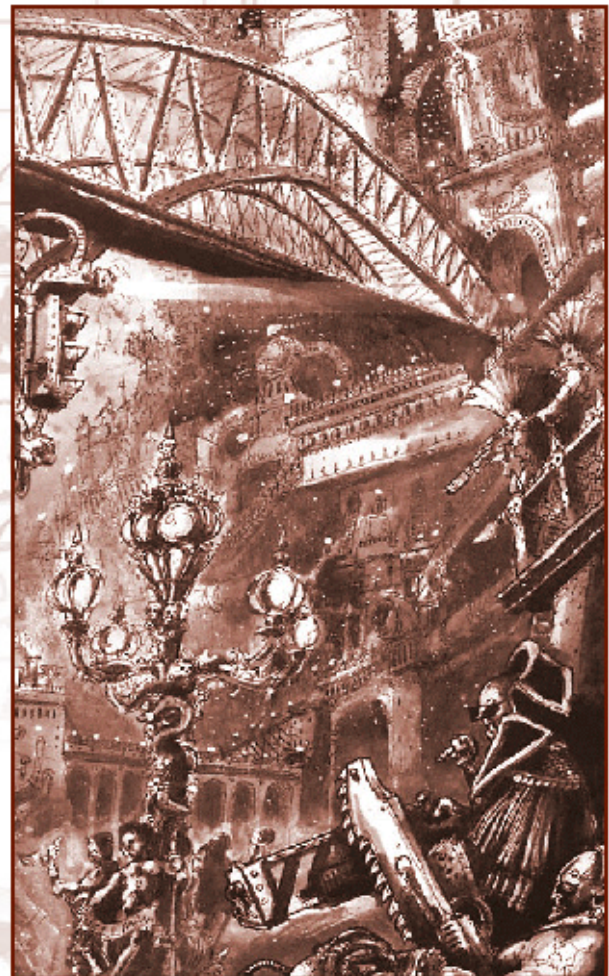
The gang rating of each gang is equal to the value of its fighters plus their Experience points. As the value of fighters includes their equipment, players must alter the sub-totals on the gang roster sheet every time equipment is bought, sold or swapped.

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 is lost. This is very important to remember as it is not possible to reallocate his equipment once he is dead.



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 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. **Hired Guns count as gang members for the purposes of working out when the gang must start taking Bottle rolls, however, a hired gun's Leadership characteristic cannot be used for the Bottle roll if the gang's leader is incapacitated.**

A player cannot buy extra weapons or equipment for a Hired Gun, and he cannot swap or sell a Hired Gun's gear. Hired Guns earn no Experience points cannot gain further skills or characteristic advances. **They must roll for serious injuries if taken out of action just like regular gang members.**

HIRE FEE

The gang must pay the hire fee for the Hired Gun when he is recruited and after each battle including the first. **Note hired guns must be paid even if they don't participate in the game.** 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 x5.

Although Hired Guns are good value, especially for new gangs, there are disadvantages. Firstly they don't accumulate Experience 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 gear, which are vital to a gang's future.



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 Scum 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.

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

SCUM ADVANCES

A Scummer has 6 'advances' which are either bonuses on his profile or skills. Roll a D6 six times and consult the chart opposite, noting down the advances as you go along. A Scummer may not improve any characteristic by more than +2 and follows the usual maximum profile rules. If a duplicate advance that the Scummer cannot take is rolled, re-roll the result.

SCUM GEAR

A Scummer fights with his own weapons and cannot buy or use other gear as they notoriously spend all of their money on gambling and booze. Scum are armed with a Knife and one of the following combinations:

- 2 Bolt Pistols
- Plasma Pistol & Laspistol
- Plasma Pistol & Autopistol
- Bolt Pistol & Hand Flamer
- 2 Las pistols each with Hotshot Power Packs



D6 Advance

- | | |
|-----|--|
| 1 | +1 Ballistic Skill |
| 2 | Roll a further D6:
1-3: +1 Initiative
4-6: +1 Leadership |
| 3 | Roll a further D6:
1: +1 Weapon Skill
2: +1 Strength
3: +1 Toughness
4: +1 Wounds
5: +1 Attacks
6: +1 Leadership |
| 4-6 | Roll a further D6:
1-2: Gunfighter (Shooting)
3: Quick Witted (Agility)
4-6: Roll a further D6:
1: Crack Shot (Shooting)
2: Fast Shot (Shooting)
3: Hip Shooting (Shooting)
4: Dodge (Agility)
5: Rapid Fire (Shooting)
6: Killer Reputation (Ferocity) |

QUICK DRAW

Understandably scummers have had their fair share of boozy bar room shoot outs. To reflect this they double their Initiative when making a fast draw.

BOUNTY HUNTER

Bounty hunters are amongst the toughest and most dangerous of all Necromundan Underhivers. They survive in perilous conditions, living out in the bleak and inhospitable wastezones, pursuing outlaws and mutants through the ruins. Out here they can only rely on their own cunning wits, skills and a bagful of the best weapons.

Bounty hunters are loners who neither need nor want to be associated with a gang. Bounty hunters will hire their esteemed 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 trading posts, offering rewards to anyone who brings in outlaw leaders, gangs, mutants and other criminal types. Sometimes general bounties are declared on ratskin renegades, mutants, vermin or on a particular Underhive monster that's terrorising the locals. 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 only hire a single Bounty Hunter. The profile and skills for the Bounty Hunter are worked out only 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 many 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.

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

BOUNTY HUNTER ADVANCES

In addition to his enhanced profile a Bounty Hunter has **four** further 'advances' which are either additional bonuses on his profile or skills. Roll a D6 **four** times and consult the chart opposite, noting down the increases and skills as you go along. **Bounty Hunters follow the usual maximum profile rules.** If a duplicate advance that the Bounty Hunter cannot take is rolled, re-roll the result.



D6 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
- 4-6: +1 Toughness

6: Roll a further D6:

- 1-3: +1 Wounds
- 4-6: +1 Attacks

3-6 Roll a further D6:

- 1: Crack Shot (Shooting)
- 2: Nerves of Steel (Ferocity)
- 3: Marksman (Shooting)
- 4-6: Roll a further D6:
 - 1: Dodge (Agility)
 - 2: True Grit (Ferocity)
 - 3: Weaponsmith (Techno)
 - 4: Quick Witted (Agility)
 - 5: Iron Will (Ferocity)
 - 6: Killer Reputation (Ferocity)

INDEPENDENT

Bounty Hunters are used to working alone and prefer it that way too. To reflect their self reliance a Bounty Hunter can always test to escape pinning early even if there are no friendly fighters within 2".

CAPTURE

If a Bounty Hunter takes an enemy 'out of action' in hand-to-hand combat then the enemy fighter is automatically captured rather than rolling on the Serious Injury chart after the game. However, if the Bounty Hunter is taken out of action then his captives are left to their fate and must roll for serious injuries instead as normal.

CLAIM BOUNTY

For every enemy fighter captured by the gang that wasn't from an outlawed gang, roll a D6. On 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 reward is a number of credits equal to his total Experience points plus $D6 \times 5$, which is added to the gang's stash. The gang may also keep any of his equipment.

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 including the value of his weapons and equipment. His gang may free the fighter together with his weapons and equipment by paying his fine.
- 4 **Fined:** $D6 \times 10$ 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 $D6 \times 5$ 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 and never seen again. Only in the case of a 'Fined or Sentenced' result does the gang have the choice of paying or missing a game.



BOUNTY HUNTER GEAR

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 as they hoard all of their money and dream of retiring to the opulent Spire.

Bounty Hunters are armed with the following:

- Knife
- Bolt Pistol with Red-dot Laser Sight
- Boltgun, Lasgun or Hunting Rifle
- Chainsword
- Shotgun (Solid, Scatter, and Manstopper Shells)
- Respirator or Filter Plugs
- Photo-visor or Photo-contacts

Plus any one of the following:

- Bio-Booster
- Blindsnake pouch
- Infra-red Goggles
- Weapon Reload (for all weapons)
- Mesh Armour
- Any one Bionic

RATSKIN SCOUT

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

Some adventurous Ratskins hire out to Underhive gangs as guides or trackers and become semicivilised as a result of this contact, though sadly they often acquire a taste for intoxicants, gambling and riotous living. 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 are 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 in the Ratskin Scout Advances section.

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

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.

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.



RATSKIN SCOUT ADVANCES

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 and follows the usual maximum profile rules. If a duplicate advance that the Ratskin Scout cannot take is rolled, re-roll the result.

D6 Advance

- 1 Roll a further D6:**
 - 1-3: +1 Weapon Skill
 - 4-6: +1 Initiative
- 2 Roll a further D6:**
 - 1: +1 Ballistic Skill
 - 2: +1 Strength
 - 3: +1 Toughness
 - 4: +1 Wounds
 - 5: +1 Attacks
 - 6: +1 Leadership
- 3-6 Roll a further D6:**
 - 1: Dodge (Agility)
 - 2: Leap (Agility)
 - 3: Sprint (Agility)
 - 4-6: Roll a further D6:
 - 1: Catfall (Agility)
 - 2: Dive (Stealth)
 - 3: Ambush (Stealth)
 - 4: Evade (Stealth)
 - 5: Sneak Up (Stealth)
 - 6: Infiltration (Stealth)



EXPLORE

If the gang that has hired a Ratskin Scout wins the scenario **and the Scout didn't go out of action** then he is allowed to explore the local area for new territory after the game. The Ratskin searches for mineral deposits, likely looking places for settlement, fungus caves, and other possibly useful finds.

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

- 1 **Lost:** The Ratskin disappears and is neither seen nor heard from again.
- 2-5 **Nothing to See:** The Ratskin reports no useful discoveries in this area.
- 6 **Discovery:** The Ratskin finds enough resources for 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

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

To represent their resilience to injury a Ratskin Scout who goes out of action **can re-roll the result when rolling on the Serious injuries chart.**

RATSKIN SCOUT GEAR

A Ratskin Scout fights with his own weapons as described below. They cannot buy or use 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:

- **Knife**
- Club, Maul or Bludgeon
- Blindsnake Pouch

Plus one of the following:

- Shotgun (Solid, Scatter and **Manstopper** Shells)
- Autogun
- Lasgun
- **Hunting Rifle**

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 pre-battle 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.

SCENARIO TABLE

2D6	Result
2	The player whose gang has the highest gang rating may choose which scenario is played. This is also a grudge match so any Experience earned from causing wounding hits is doubled. In addition, if any fighters taken out of action roll a Full Recovery result then it is treated as a Bitter Enmity result instead.
3-4	The player with the higher gang rating chooses.
5-6	Play the Gang Fight scenario.
7-11	The player with the lower gang rating chooses.
12	The player with the lower gang rating may choose which scenario is played. In addition, this is a grudge match as outlined in the 2 roll.

WOUNDING HIT AWARDS

Gang fighters earn +5 Experience points for inflicting an unsaved wounding hit on an enemy model.

Fighters don't receive this award if the hit roll failed or if the fighter already had zero Wounds. For example, scattering blasts and shooting at down models will not confer any awards.

Weapons that inflict more than 1 Damage will score an award for each wound inflicted until the model is reduced to zero Wounds. Note flesh wounds are ignored when calculating this.

If a template weapon hits then all models wounded in the blast confer awards.

In hand-to-hand combat each wound inflicted confers an award until the model is reduced to zero Wounds. Note flesh wounds are ignored when calculating this.

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.

SCENARIO MODIFIERS

Sometimes a gang may be able to modify the Scenario Table roll. If both gangs are able to modify the roll then each point will nullify each other's bonus. For example, if a gang hires a Ratskin Scout (+/-1) while the opposing gang is using a worn and incomplete Ratskin Map (+/-2) then he will only be able to modify the Scenario Table roll by 1 point.

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. Note the normal fighter cost is still used for purposes of the gang rating.

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.

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 rival 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. They yell insults and test each other's nerve until finally gunfire echoes through the dome.

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 wins.

EXPERIENCE

Fighters who take part in the Gang Fight scenario earn Experience points as noted below.

- +D6 Survives:** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens **as described in the Playing A Campaign Game section.**
- +10 Winning Gang Leader:** The Gang Leader of the winning side earns +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.



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

Each player rolls a dice. The low scorer chooses which table edge he wishes to set up on, and places all of his gang 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.

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 **is automatically taken out of action**.





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 can claim Loot counters which are loose on the table when the game ends.

EXPERIENCE

Fighters who take part in the Scavengers scenario earn Experience points as noted below.

- +D6 Survives:** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +1 Loot Carrier:** If a fighter is carrying loot at the end of the game he receives +1 Experience point per Loot 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 this happens *as described in the Playing A Campaign Game section.*
- +10 Winning Gang Leader:** The Gang Leader of the winning side earns an extra 10 Experience points.

SPECIAL

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.

HIT & 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 on a rival gang's hideout. The aim isn't 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 defenders' hideout. It is suggested that the terrain is set up within an area of roughly 4' x 4'.

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 atmosphere.

The defender can place the loot anywhere on the table, and 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 significance in the Blitz mission, whilst the loot is used in the Stick Up mission.

THE MISSION

After the terrain is placed the attacker **secretly** rolls a D6 on the table opposite and notes down what his mission is. **The defender shouldn't know the mission, it's up to him to guess the attacker's intentions.**

- 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 **from the initially deployed defenders** 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 12" 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 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 and may place them anywhere on the table, but must be placed at least 8" away from a table edge. **Special deployment rules cannot be used by the defenders – eg Infiltration, Vents etc.**

The attacker then deploys his gang anywhere on the table but not within 12" of an enemy fighter. However, note that in the Shoot Up mission attackers must be placed within 12" of one table edge.

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 can choose which of his fighters he will commit to the hit and run.

STARTING THE GAME

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

REINFORCEMENTS

At the start of each of his turns after his first the defender can bring reinforcements 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 fighters all arrive on the same table edge. **To see what table edge they appear on, first nominate a number for each of the table sides, then roll a D6. On a roll of 1-4 the reinforcements arrive on the table edge that corresponds with the nominated number. On a roll of 5-6 the defender can choose which table edge they appear on.** 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 **and all surviving raiders have moved off a table edge**. 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 rolls until it has lost 50% of its 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 & Run scenario earn Experience points as noted below.

- +D6 Survives:** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens **as described in the Playing A Campaign Game section.**
- +10 Winning Raider:** Each surviving raider earns an extra 10 Experience points if the attackers win.

AMBUSH

The debris strewn ruins 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 fighters must set up behind cover and in hiding. They may not set up within 12" of a defending fighter, but otherwise can 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 deploy and rolls a D6. On a roll of 1-5 the fighters must set up within 4" of one defender that has already been placed. On a roll of 6 the group may be placed anywhere on the table, **though must still set up within 4" of one another**. This enables them to ambush the ambushers! **Special deployment rules cannot be used by the defenders – eg Infiltration, Vents etc.**

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.

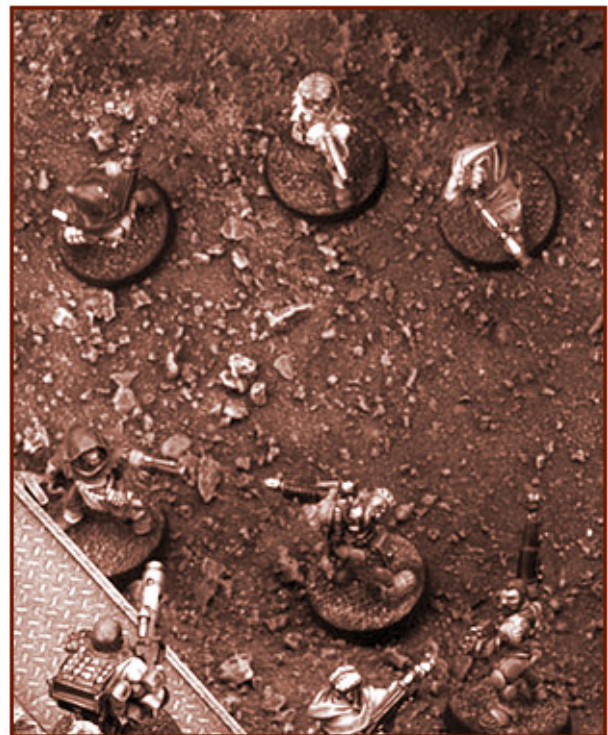
EXPERIENCE

Fighters who take part in the Ambush scenario earn Experience points as noted below.

- +D6 Survives:** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens **as described in the Playing A Campaign Game section.**
- +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.



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 for newer players it's worth leaving this scenario 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. **However, the attackers don't have to raid the territory of highest value, instead the attackers can choose any one of the defender's territories to raid.** 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 in (such as a Guilder 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 piece anywhere **on the ground level** of 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. Once the Gateway has been reduced to zero Wounds it counts as 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 can be placed anywhere on the table at least 8" away from a table edge.

The attacker then deploys his gang within 8" of a randomly selected table edge. **The attacker has a random number of gang fighters taking part in The Raid. 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. The attacker can choose which of his fighters he will commit to the raid. **Special deployment rules cannot be used by either gang in The Raid scenario – eg Infiltration, Vents etc.**

STARTING THE GAME

The attacker takes the first turn of the game.

SENTRIES

Sentries move D6-3 inches per turn, rolling separately for each sentry. If the distance is negative then the attacking player can move the sentry model instead, **though cannot move him into an obviously harmful position (such as walk him straight off a ledge).** For example, a roll of 1 gives a move of -2, so the attacker moves the sentry up to 2".

SOUNDING THE ALARM

Until the alarm is sounded sentries move as described above, their Weapon Skill is halved and they cannot shoot **or do anything else.** After the alarm is sounded sentries can move and attack as normal. The alarm can be sounded in a number of different ways:

Spotting: Roll a D6 at the **start** of the defender's turn. Sentries can try to spot any raiders that are within **their Initiative distance multiplied by the dice score** so long as they could normally be seen – ie they are within his arc of sight and not hidden. Raiders in the open will be spotted **automatically.** Raiders in partial cover will be spotted on a D6 roll of 4+. Raiders in cover **will** be spotted on a D6 roll of a 6.

Sentries will spot any raider within their Initiative distance in inches **regardless** of cover or hiding.

Raiders are also spotted if they move within sight of a sentry during their own turn. The sentry's spotting range being the same as in his turn.

If a sentry spots a raider **or is hit by a ranged attack and isn't taken down** then he sounds the alarm if he survives the turn. Sentries taken out of action cannot give the alarm. **Sentries that end the turn down sound the alarm on a roll of 4+.** If at the end of the turn a sentry can see a persistent template (e.g. a smoke cloud) then he sounds the alarm on a roll of 4+.

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. 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.

The noise of fighting may also cause the alarm to be sounded even if the sentry doesn't survive to do so himself. Roll a D6. If the score is not more than the number of raiders fighting in the hand-to-hand combat then the scuffle has been noticed and the alarm is sounded. For example, if three raiders mug a sentry then a roll of 4+ will not sound the alarm.

Gateway: The alarm is automatically sounded if the Gateway is destroyed.

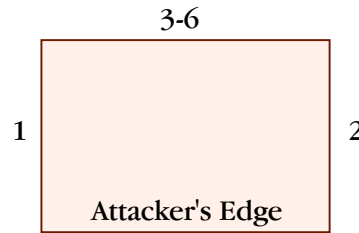
Note although it's possible to set off the alarm mid-turn, the special sentry rules still apply until the end of that turn.

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 can enter as reinforcements.

Once the alarm is sounded the defender can attempt to bring on one group of reinforcements per turn. Nominate the group you wish to bring on and roll a D6. If the roll equals or beats the number of models in the group, or on the roll of a 6, then the group may enter the table. 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 they enter as shown on the diagram. Reinforcements cannot be placed within 8" of an attacker but can move and fire normally on the turn they are placed.



ENDING THE GAME

The game ends 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.

As the attackers have so few raiders and because they are hyped up for the attack, the gang does not have to take Bottle rolls until it has lost 50% of its 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. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

If the Gateway is destroyed then the attackers win the game otherwise the defenders win.

EXPERIENCE

Fighters who take part in The Raid scenario earn Experience points as noted below.

- +D6 Survives:** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the **Playing A Campaign Game** section.
- +5 Destroy Gateway:** A raider earns 5 points if he inflicts a hit which destroys the Gateway.
- +10 Successful Defence:** If the defender wins then his Gang Leader earns 10 Experience points.

SPECIAL

If the Gateway was destroyed then roll a D6. On a 1-4 the territory is disrupted. It cannot be worked after the battle and confers no bonuses, but it can be worked again in subsequent games. On a 5 the territory is damaged. It cannot be worked after the battle and confers no bonuses. The territory must also be repaired so cannot be worked until D3 games have passed. On a 6 the territory is destroyed and must be struck from the gang roster.

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 chosen when **one of your gang members has been captured by your opponent. Before rolling on the Scenario Table the player who has lost his fighter may attempt a rescue rather than pay a ransom. If the player refuses then a roll is made on the Scenario Table as normal.** Except where noted otherwise below the rules are the same as for the Raid scenario already described. **Note the Gateway isn't used in a Rescue scenario.**

THE PRISONER

When he sets up his gang the defending player places his captives anywhere he likes on the table. The prisoners may not move until they are 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 **rescued and** 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. Note the captive has no weapons or other equipment **apart from any bionics**, but is given a knife by his liberator. **It's assumed his equipment is scooped up into a bag and cannot be used during the game.**

ENDING THE GAME

The game ends if **all the captives and attackers are either down, taken out of action or leave the table edge that they were deployed from.** The game also ends if the attacker bottles out. The defender is guarding his gang's hideout so doesn't have to take Bottle rolls and cannot bottle out voluntarily. **The attackers are hyped up for the attack so the gang does not have to take Bottle rolls until it has lost 50% of its fighters rather than the usual 25%.**

If all captives are rescued then the attackers win the game otherwise the defenders win. If any prisoners are not rescued then another attempt cannot be made and they may be sold to the guilders as a slave.

EXPERIENCE

Fighters who take part in the Rescue Mission scenario earn Experience points as noted below.

- +D6 Survives:** Fighters that survive the battle earn D6 points. Even fighters who are taken out of action receive experience for taking part.
- +5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts. Make a note every time this happens **as described in the Playing A Campaign Game section.**
- +5 Free Captive:** A raider earns 5 points if he cuts the captive free.
- +10 Successful Defence:** If the defenders win then their Gang Leader earns 10 Experience points.



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.

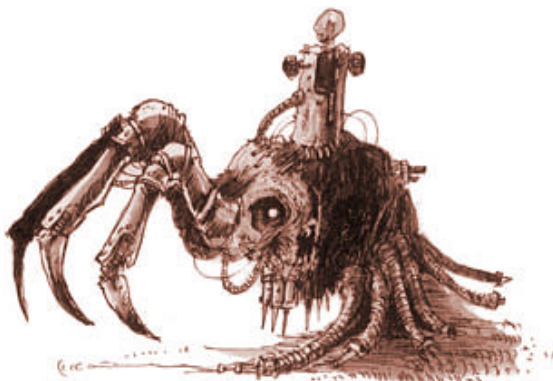
TERRAIN

The terrain represents a small wastezone settlement. Each player takes it in turn to place a piece of terrain, either a ruined building or a connecting walkway. **Terrain that blocks line of sight cannot be placed in between the two gangs.** It is suggested that the terrain is set up within an area 4' x 4' or thereabouts.

GANGS

Each player rolls a D6 to see how many of his gang are present: 1-3 = 3 fighters, 4-5 = 4 fighters, and 6 = 5 fighters. These models are randomly selected from the gang – ie you cannot choose the fighters involved.

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. **Special deployment rules cannot be used by either gang – eg Infiltration, Vents etc.**



THE BUILD-UP

The build-up to a shoot-out is a tense affair. To recreate the tense atmosphere at the start of a shootout 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 hectic shooting begins!

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 **must 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 model, 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 guns first. If both players have exactly the same score, then they both go for their guns at exactly 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 can move but both sides **can make ranged attacks, such as shoot or lob a grenade.**

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 **is not equipped with any basic, special or heavy weapons** 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 bottling gang loses.

EXPERIENCE

Fighters who take part in the Shoot Out scenario earn Experience points as noted opposite.



- +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 this happens **as described in the Playing A Campaign Game section.**
- +? 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 Winning Side:** Each surviving fighter on the winning side earns an extra D6 points.

SPECIAL

If you win the shoot-out and the defeated gang drew first, roll a D6. On a roll of 1-5 your opponent can only draw half his normal income following the fight as 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 random territory to the winner – associates of the gang no longer have faith in its leadership.



THE HOARD

The Underhive settlements are full of gangers passing the time of day in the drinking holes, trade posts and gambling dens. They wait for rumours of ore strikes, caravan raids and any information that might lead them to a fortune. Rumours, real or false, spread faster than rat pox and when news of a newly discovered valuable hoard becomes common knowledge it's a race against time to secure and loot the hoard before rival gangs can seize control.

The Hoard scenario represents one gang's lucrative discovery being attacked by a rival gang before reinforcements have arrived to secure and loot the hoard. It could also represent a gang being hired by the guilders to protect something of value with the opposing gang launching a daring raid to get one over on their rivals.

TERRAIN

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

Firstly the defender must choose a table edge and places a loot counter to represent the hoard 18" away from that edge in the middle. Starting with the defender, each player then 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

The defender has a randomly determined number of gang fighters initially protecting the hoard. Roll a D6 to see how many models this is: 1-2 = 3 fighters, 3-4 = 4 fighters, 5-6 = 5 fighters. The chosen gang members are placed anywhere on the table but must be within 6" of the loot counter. The defenders can also choose to start the game on overwatch.

The attacker then sets up his entire gang within 8" of the opposite table edge.

STARTING THE GAME

The attacker takes the first turn of the game.

REINFORCEMENTS

After the defender's first turn there is a chance the rest of the gang will show up to help defend the hoard. At the start of each of the defender's subsequent turns, roll a D6. On the first roll, a score of 6 will result in the reinforcements arriving. The remainder of the gang can enter anywhere along the defender's table edge and can move and fight normally from that turn onwards. If the reinforcements don't show up then each subsequent roll receives a cumulative +1 modifier. So for example, if the reinforcements fail to show up the first time then they will show up at the start of the following turn on a roll of 5+, and a roll of 4+ on the turn after that, and so on.

THE HOARD

The hoard is represented by the loot counter which cannot be picked up, destroyed or affected in any way. Fighters close to the gleaming and lucrative hoard are naturally emboldened and more willing to fight on. To reflect this, models within 6" of the hoard can always test to escape pinning early, even if there are no friendly fighters within 2", and can re-roll failed nerve tests. If the gang's leader is within 6" of the hoard then you can also re-roll failed Bottle rolls.

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.

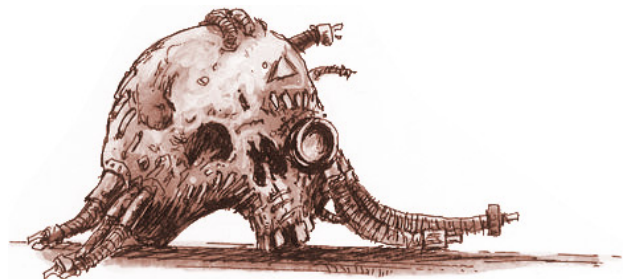
EXPERIENCE

Fighters who take part in The Hoard scenario earn Experience points as noted below.

- +D6 Survives:** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- +10 Successful Defence:** If the defender wins then their Gang Leader earns 10 Experience points.

SPECIAL

The winning gang takes control of the valuable hoard which is worth 3D6x5 credits. The income generated is added to the income from the gang's territories.



PACKAGE RUN

The Underhive regions beyond the reach of the relatively civilised settlements are lawless deadzones where marauding outlaws terrorise those that dare venture through them. Merchants are especially vulnerable to raiders so they regularly pay the gangs to deliver their wares to hivers in nearby settlements. These contracts can be lucrative so gangs employ all manner of strategies to secretly and safely make delivery, but occasionally a rival can be tipped off about a planned package run. Ambushing gangs that steal merchant packages either ransack its contents or deliver it for themselves to receive the waiting fee and make a score against the other gangs.

The Package Run scenario represents a group of gangers hoping to ambush the package runners and attempt to steal the wares for themselves.

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 defenders' hideout. It is suggested that the terrain is set up within an area of roughly 4' x 4'.

GANGS

The attacker has a randomly determined number of gang fighters taking part. Roll a D6: 1-2 = 4 fighters, 3-4 = 5 fighters, 5-6 = 6 fighters. The attacker can choose which fighters to commit and are deployed within 24" of a chosen table edge. They must start the game behind cover and in hiding.

A randomly determined number of defending fighters are attempting to deliver the package. Roll a D6: 1 = 3 fighters, 2-3 = 4 fighters, 4-5 = 5 fighters, 6 = 6 fighters. The defender chooses which gang fighters will take part and deploys them within 8" of the opposite table edge. Special deployment rules cannot be used by the defenders – eg Infiltration, Vents etc.

Before the game starts the defender must give each of his fighters a loot counter. One of these loot counters is the real package, the rest are decoys.

STARTING THE GAME

The defender takes the first turn of the game.

THE PACKAGE

The real package is well concealed by the runners so the attacking gang has no way of knowing which of the defenders has it until they are searched. Both the package and decoys follow all of the usual rules for loot counters (refer to the Scavengers scenario for details). Only when an attacking fighter picks up a loot counter can it be flipped over to find out whether it's the real package or a decoy. Decoys are removed from the game when found. Once the real package is found all decoys are also removed.

It is possible, and encouraged, for the defender to play all sorts of mind tricks to confuse the attackers. For example, you could pretend for a ganger to hand over the package to a runner, perhaps with multiple switches taking place, who promptly makes a mad dash for the table edge. The attacking player must react but only later finds out it was all one big distraction, it was actually the plucky juve who snuck across from the other side of the table and was carrying the package all along!

ENDING THE GAME

The game ends if a gang member holding the package moves off the attacker's table edge. The gang in possession of the package wins and the opposing gang loses. The game also ends if a gang bottles out. The bottled gang loses and the opposing gang wins.

The defenders are eager to fulfil their lucrative contract so do not start taking Bottle rolls until at least 50% of the gang have gone down or out of action. If a gang member is currently in possession of the package then that gang does not take any Bottle rolls and cannot bottle out voluntarily.

EXPERIENCE

Fighters who take part in the Ambush scenario earn Experience points as noted below.

- +D6 Survives:** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- +10 Successful Delivery:** If a defender with the package moves off the attacker's table edge then the fighter earns 10 Experience points.

SPECIAL

The winning gang can ransack or deliver the package which is worth D6x10 credits. The income generated is added to the income from the gang's territories.

BLIND FIGHT

Outside of the Underhive settlements and their connecting biveways, many of the domes beneath Hive City are swathed in pitch black. Gang fighters are well-versed to moving and fighting in gloomy conditions, but poor light is still a good deal better than no light and even veteran gangers think twice before venturing out to fight in an area of total darkness. The gangs have learnt that the darkness can not only be a dangerous enemy, but also a valuable ally. After all, if you can't see the enemy then surely they can't see you too, or can they?

It's uncommon for gangs to meet in domes shrouded in total darkness, though it isn't unheard of. The inky blackness offers the perfect cover for sneaking around thus allowing gangs to continue about their business undisturbed. Newly discovered lucrative hoards are often uncovered in dilapidated lightless domes, and gangs equipped with specialist photo-devices can easily get the jump on their unprepared rivals.

If a player picks the Blind Fight scenario then roll a D6 to find out in what circumstances the gangs meet.

- 1 Hit & Run
- 2 Scavengers
- 3-4 The Hoard
- 5-6 Ambush

The scenario is fought using the usual rules for its type, however, to reflect the blind conditions the following rules also apply.

VISION

A gang would never venture out in total darkness unprepared. All Underhivers make use of cheap commonly available devices, such as blue-lights and photonoculars, which allow them to see a few metres in front of them. During a Blind Fight scenario, gang fighters are only able to see within a distance of 12". This means enemy models beyond this range cannot be shot at nor charged.



Some specialist gear is designed to augment a fighter's vision in total darkness, though since there isn't much light to begin with they don't help a great deal.

A model wearing photo-contacts has a vision range of 18", while a fighter wearing a photo-visor has a vision range of 24". A fighter wearing infra-red goggles can always see enemy models, as can a fighter using an infra-red scope. The Ratskin Scout's innately acute senses means they count as wearing a photo-visor for purposes of the Blind Fight rules.

Models that are on fire can always be seen. If a fighter is using a red-dot laser sight then his target can spot the dot on a roll of 4+ instead of 6.

RUNNING

Running in pitch black is fraught with danger. The rubble strewn floors, overhanging girders and broken walkways are all hazards to runners that are difficult to see until it's too late.

If a model attempts to run or charge then the player must first nominate the path he will take before then rolling 2D6. If the number rolled is equal to or more than the number of inches that the model would move, then he safely traverses the path and can continue his turn as normal. However, if the number is less than the total number of inches then he trips up and hits the dirt. The model trips at the point along the path equal to the number rolled – eg, if you roll a 2 and 1 then he trips 3" from the start of the move. A fighter that trips is unharmed but cannot finish the move or do anything else that turn. If he trips within 1" of a ledge then he must test to fall.

Any fighters equipped with photo-contacts, photo-visor or infra-red goggles roll 3D6 when testing to see if they trip instead of 2D6.

If a 2 is rolled when rolling the 2D6 (or a 3 when rolling 3D6) then the fighter bangs his head, falls awkwardly or something more disastrous befalls him. The model trips as explained above, but he also suffers a D6 Strength hit and counts as pinned.

EXPERIENCE

Fighting in pitch black sharpens the senses and develops a heightened awareness of danger. Usually gangers that participate in a scenario earn +D6 Experience points, however, in a Pitch Black scenario this is increased to +2D6 points.