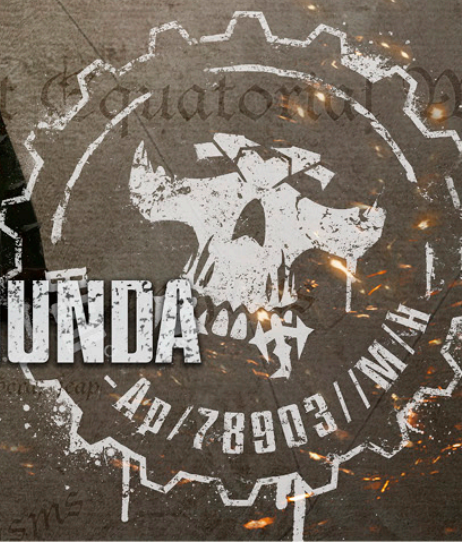


NECROMUNDA



APOCRYPHA NECROMUNDA





NECROMUNDA

**THE LAWS OF NECROMUNDA ARE A LUXURY OF THE GUILDERS,
THE GREAT MASTERS AND THE SOLDIERS WHO SERVE THEM.
FOR MOST, IT IS SIMPLY THE TOOL LORD HELMAWR USES
TO KEEP HIS SUBJECTS IN LINE.**

**FROM BIRTH, A HIVER STRIVES TO DO THEIR DUTY WITHIN THE
RIGID SOCIAL STRUCTURES OF THEIR WORLD. A SLAVE TO HOUSE
MASTERS THEY WILL NEVER SEE, WORK QUOTAS THEY WILL
NEVER MEET AND AN EMPIRE THAT DOES NOT CARE ENOUGH TO
COUNT THEM AS MARKS WITHIN THE LEDGERS OF NECROMUNDA.**

**IS IT, THEN, ANY WONDER THAT HIVES BREED THE CRIMINAL,
THE RECIDIVIST, THE OUTCAST? WHEN FREEDOM IS AS RARE AS
FRESH DRINKING WATER, THOSE WHO ARE LUCKY ENOUGH TO
SAMPLE IT MIGHT FIND THEMSELVES FOREVER ADDICTED TO ITS
TASTE. THE STRONG AND CUNNING LEARN TO USE THE LAWS
OF NECROMUNDA TO THEIR OWN ENDS, WHILE THE WEAK AND
FOOLISH ARE CRUSHED BY THEM, FOREVER FIGHTING AGAINST
A TIDE THEY CANNOT HOPE TO TURN BACK AGAINST ITSELF.**

**CRIME IS THE LAST RESORT OF THE CLASSLESS, CLANLESS AND
THE MAD. A TOOL THEY USE TO CARVE OUT THEIR PLACE IN
THE HELLISH DEPTHS OF A WORLD THEY DID NOT CHOOSE.**

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>>> Subject: Event log shift 647K of the year of Him of Terra 997.M41.
>>> Conduit Necro-vox AYK199.
>>> Thought for the Day: Aberration is the seed of heresy.

Subjects of Lord Helmawr, heed now the voice of Necromunda!

- ++ Subjects are reminded that in accordance with the second last cycle of Solset, the Great Horologium will be turning back one revolution. This is to allow for greater productivity in the first day cycle of the shift and should not be taken as a sign of impending apocalypse or a failure of the social structures of the system. Subjects will of course be required to make up this lost time in the first cycle of Solset night cycle.
- ++ Cannibalism in any form is strictly forbidden within the Imperial hive cities of Necromunda. Emergency protocols, dome lockdowns and limited outbreaks of insurrection are not valid excuses to consider eating your fellow hivers, regardless of how hungry you are or how 'almost dead' they might be. Failure to adhere to these laws is punishable by summary execution and conveyance to the Corpse Grinders for processing.
- ++ Criminal lords of Necromunda do not deserve your fealty or your coin. Subjects are advised to recognise the difference between a noble member of the Merchants Guild and a foul and despicable crime boss. One is tasked with exploiting the people of Necromunda for their toil unto death – the other usually sells illegal chems.
- ++ Gang violence is endemic to Necromunda as most subjects are doubtless aware. Gunfights, duels and heavy drinking are all methods used by the Clan Houses to settle their differences. When encountering gang violence, subjects are advised to avoid such things as bullets, knives and grenades. Clan House gangs are not held responsible for your death; however you will be if you miss your next work shift.
- ++ So called 'Hive Quakes' are not a cause for alarm to the loyal subjects of Lord Helmawr. The shaking of the hive and 'dangers' of falling machinery or dome ceilings is not to be taken as a sign of the God-Emperor's displeasure. In such instances subjects are to stand as still as possible and wait for the great city to settle on its foundations, thankful that they are well protected from the outside world by its walls... provided of course they survive the event.





NECROMUNDA: APOCRYPHA NECROMUNDA

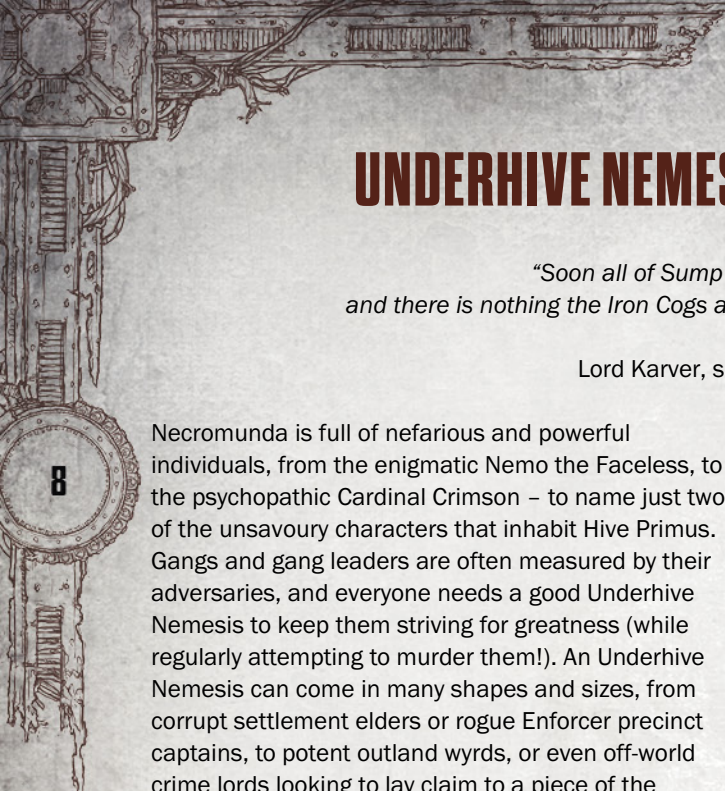
Welcome to *Necromunda: Apocrypha Necromunda*. This book contains updated material from previously published articles, *Necromunda: Dark Uprising* and some brand new content to help expand and enrich your games of Necromunda. Inside, you will find guidelines for adding Underhive Nemeses: powerful adversaries and evil overlords, to your campaigns, as well as rules to turn a campaign into a Living Setting that grows and changes with the players' actions. Resurrection Packages allow players to bring back fighters from the brink of death – but at a cost. We have also included a selection of savage Outlaw Brutes to add to Outlaw gangs. There are new vehicle weapon options for each of the Clan House gangs, as well as Delaque vehicle gang tactics. Next, there are various Arbitrator and Gang Raid scenarios to add more variety to your games and to allow for battles with only a handful of fighters on each side to be fought. Finally, the Uprising Campaign from *Necromunda: Dark Uprising* is presented in full to allow players to recreate the fall of Hive Arcos.

DESIGNER'S NOTE: USING THIS BOOK

Necromunda: Apocrypha Necromunda is a toolbox for both players and Arbitrators, providing them with a resource of previously out-of-print rules, updated rules or rules that don't have a logical place to live in other books. Some of these, such as the Outlaw Brutes or the Gang Raids can have a place in any campaign, while others, like the Underhive Nemesis or Living Setting rules are more ambitious and can form the foundation of entire campaigns. All the rules, scenarios and fighters presented here are optional additions to the Necromunda game, for players to pick and choose as they see fit when creating their ideal campaign.







UNDERHIVE NEMESSES IN NECROMUNDA

*"Soon all of Sump City will bend to my will,
and there is nothing the Iron Cogs and their Escher allies can do to stop me!"*

Lord Karver, shortly before Gurbad 'Gunback' drowned him in a gunk tank

8

Necromunda is full of nefarious and powerful individuals, from the enigmatic Nemo the Faceless, to the psychopathic Cardinal Crimson – to name just two of the unsavoury characters that inhabit Hive Primus. Gangs and gang leaders are often measured by their adversaries, and everyone needs a good Underhive Nemesis to keep them striving for greatness (while regularly attempting to murder them!). An Underhive Nemesis can come in many shapes and sizes, from corrupt settlement elders or rogue Enforcer precinct captains, to potent outland wyrds, or even off-world crime lords looking to lay claim to a piece of the underhive. The important thing is that an Underworld Nemesis is a powerful figure within the region of the hive the gangs find themselves fighting over, and may even have some personal connection to one or more of the gangs.

The rules presented here allow Arbitrators to create an Underhive Nemesis for their Necromunda campaign – a single commanding and cunning individual who will shape the events of the campaign even as the players' gangs struggle for supremacy. As well as becoming a focal point for the gangs to oppose – in addition to each other – an Underhive Nemesis becomes a recurring villain who enriches the campaign by adding another element to it. Long after the last shots have been fired and the creds have been counted, the players will remember a good Underhive Nemesis and how, or even if, they came out on top.

CREATING AN UNDERHIVE NEMESIS

An Underhive Nemesis is created by the Arbitrator in much the same way as a player might create a Hired Gun to add to their gang. The main difference is that an Underhive Nemesis is not restricted by the credit costs of items, nor by their Rare or Illegal values, when selecting items from the Trading Post – they are also far more powerful than just some scummer hired out of the local drinking hole.

The first step when creating an Underhive Nemesis for a campaign is to decide just who and what they are, there being many powerful people (and other things harder to classify) on Necromunda to oppose

the players and their gangs. This could be as simple as the Arbitrator having a particular model they like which they want to use as the recurring antagonist in their battles (see Representing the Underhive Nemesis on the Battlefield, [page 16](#)). More likely, the Arbitrator will want to create an Underhive Nemesis from the ground up to fit their campaign – or may even create the Underhive Nemesis first and shape the campaign around them.

To help the Arbitrator create their Underhive Nemesis, each one is made up of three different aspects: Archetype, Threat Level and Personal Traits. These aspects broadly help to define the Underhive Nemesis and determine their rules in the battles, when and where they might show up, and the actions they might take when they do make an appearance. When creating an Underhive Nemesis, the Arbitrator should go through each of these steps one by one.

ARCHETYPES

There is no restriction on the type of characteristics an Underhive Nemesis might portray, unlike a gang fighter whose character will be determined by their Clan House, cult origins, or similar background.

If the Arbitrator wants their Underhive Nemesis to be unreasonably strong, fiendishly intelligent or always cool under fire, they can adjust their characteristics to represent this. However, as a starting point, the Arbitrator is encouraged to create their Underhive Nemesis from the Archetypes that follow. An Archetype helps define what kind of character the Underhive Nemesis is – are they a skilled Warrior who likes to deal with their enemies personally, a cunning Schemer who commands the battlefield with tricks and traps, or perhaps an Overlord who lets their underlings do their dirty work?

Like a Bounty Hunter Hired Gun, within each Archetype there are several characteristic profiles, and the Arbitrator should choose the one that best suits their Underhive Nemesis. In addition to their characteristics, each Archetype also determines the skills available to the Underhive Nemesis, thus further shaping how they handle their enemies on and off the battlefield.

WARRIOR

Warriors are generally tough, strong and skilled in the use of weapons. They place great value on strength and prowess in battle, and tend to deal with their enemies head-on. The ex-gang boss turned underhive warlord, the outland wanderer who sells their blade to the highest bidder, or the uphive assassin trained from birth for murder are all examples of Warrior Underhive Nemeses.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	3+	3+	3	3	2	2+	2	7+	5+	8+	7+
5"	2+	3+	4	4	3	3+	3	7+	4+	7+	7+
4"	3+	2+	4	4	4	4+	2	7+	3+	7+	6+

Skills: Warrior Underhive Nemeses count Brawn, Combat, Ferocity and Shooting as their Primary Skill Sets.

SCHEMER

Schemers are masters of manipulation and defeat their foes through guile and trickery. Schemers are often psykers or techno-savants, using the powers of the Warp or dark technology to complete their goals. The debased heretek encased in custom exo-armour, the rogue wyrd corrupted by daemonic powers, or the soulless spymaster pulling the strings of everyone around them are all examples of Schemer Underhive Nemeses.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	3	3	3	3+	2	6+	5+	7+	7+
5"	3+	3+	4	3	2	2+	2	6+	5+	6+	6+
5"	3+	4+	3	4	2	3+	2	5+	5+	6+	5+

Skills: Schemer Underhive Nemeses count Agility, Cunning, Leadership and Shooting as their Primary Skill Sets.

OVERLORD

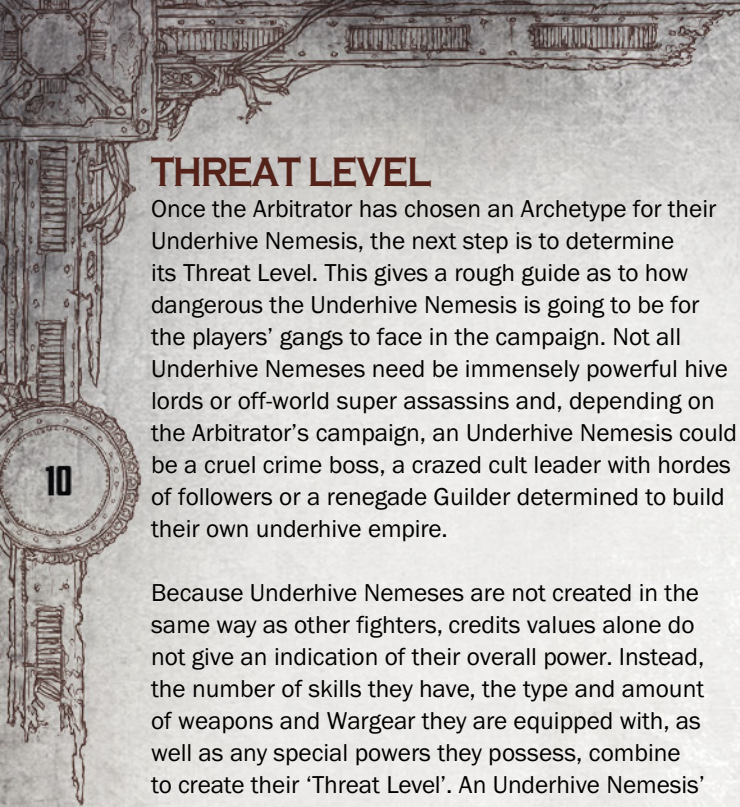
Overlords are consummate leaders who command an army of underlings through fear, respect or birthright. They are almost always surrounded by bodyguards and lesser underlings, who they enhance by their presence, and are more than willing to throw the lives of their followers away to get the job done. The spire noble turned renegade, the corrupted Enforcer captain or the debased Chaos cult leader are all examples of Overlord Underhive Nemeses.

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

Skills: Overlord Underhive Nemeses count Cunning, Leadership, Shooting and Savant as their Primary Skill Sets.

GANG-SPECIFIC SKILL SETS

These Archetypes are presented using only the core Skill Sets from the *Necromunda Core Rulebook*. If the Arbitrator wishes, it is entirely appropriate for an Underhive Nemesis to also have access to the gang-specific Skill Sets presented in other *Necromunda* supplements (such as *Necromunda: House of Iron* or *Necromunda: Book of Judgement*), as suits their background.



THREAT LEVEL

Once the Arbitrator has chosen an Archetype for their Underhive Nemesis, the next step is to determine its Threat Level. This gives a rough guide as to how dangerous the Underhive Nemesis is going to be for the players' gangs to face in the campaign. Not all Underhive Nemesis need be immensely powerful hive lords or off-world super assassins and, depending on the Arbitrator's campaign, an Underhive Nemesis could be a cruel crime boss, a crazed cult leader with hordes of followers or a renegade Guilder determined to build their own underhive empire.

Because Underhive Nemesis are not created in the same way as other fighters, credits values alone do not give an indication of their overall power. Instead, the number of skills they have, the type and amount of weapons and Wargear they are equipped with, as well as any special powers they possess, combine to create their 'Threat Level'. An Underhive Nemesis' Threat Level starts at 5 and increases as more skills, equipment and abilities are added.

The following table gives an indication of what the maximum Threat Level of the Underhive Nemesis should be in relation to the average Gang Rating of the gangs in the campaign. The Arbitrator can use this to ensure the Underhive Nemesis is well matched against the gangs. As the gangs' Gang Ratings increase over the course of a campaign, so too can the Threat Level of the Underhive Nemesis, by giving them new skills, weapons and abilities.

Gang Rating	Maximum Underhive Nemesis Threat Level
0-999	5
1,000-1,999	10
2,000-2,499	15
2,500-2,999	25
3,000-3,499	30
3,500+	35+

SKILLS

An Underhive Nemesis will have a number of skills which increase their overall power. The more they have, the higher their Threat Level will be. When selecting skills, each skill chosen from one of the Underhive Nemesis' Primary Skill Sets – as determined by their Archetype – counts as a single choice, while skills from any other skill group count as two choices.

Underhive Nemesis Skills	Threat Level Increase
Underhive Nemesis has 3 skills	5
Underhive Nemesis has 4 skills	10
Underhive Nemesis has 5 skills	15
Underhive Nemesis has 6 skills	25
Underhive Nemesis has 7 skills	30
Underhive Nemesis has 8+ skills	35+



NOMAD WARRIOR OF THE URH'NAG,
RAIDERS OF THE VAST CINDERBURN FLATS,
ASH WASTE NOMAD



WEAPONS AND WARGEAR

Underhive Nemeses can be equipped with any weapon or item of Wargear that suits the background the Arbitrator has created for them. Of course, the rarer, more illegal and more valuable a piece of equipment is, the greater the increase to the Underhive Nemesis' Threat Level. The Arbitrator can use the following table to determine how equipment carried by the Underhive Nemesis increases their Threat Level. For the purposes of determining Threat Level, an Underhive Nemesis' Underhive Minions or bodyguards are included in this calculation.

Underhive Nemesis Equipment	Threat Level
Underhive Nemesis has 150 credits or less of weapons and Wargear	+0
Underhive Nemesis has between 155 and 200 credits of weapons and Wargear	+1
Underhive Nemesis has between 205 and 250 credits of weapons and Wargear	+2
Underhive Nemesis has between 255 and 300 credits of weapons and Wargear	+3
Underhive Nemesis has between 305 and 350 credits of weapons and Wargear	+4
Underhive Nemesis has 355 credits or more of weapons and Wargear	+5
For every item with a Rare or Illegal value of 12 or higher	+2

PSYCHIC ABILITIES

Underhive Nemeses sometimes have psychic abilities, either because they are sanctioned psykers trained by the Imperium and working for the Imperial House or they are potent wyrds whose powers have been gifted to them by the toxic environment of Necromunda itself. The Arbitrator can use the following table to determine how the number and type of Wyrd Powers the Underhive Nemesis has increases their Threat Level.

An Underhive Nemesis can have and use any Wyrd Power published in a Necromunda supplement.

Underhive Nemesis Psychic Abilities	Threat Level
Underhive Nemesis has 1 Wyrd Power	+1
Underhive Nemesis has 2 Wyrd Powers	+2
Underhive Nemesis has 3 Wyrd Powers	+3
Underhive Nemesis has 4 Wyrd Powers	+4
Underhive Nemesis has 5 Wyrd Powers	+5
Underhive Nemesis has 6 or more Wyrd Powers	+6

UNDERHIVE MINIONS

Underlings, bodyguards, assassins and other lackeys in the employ of the Underhive Nemesis can be included in the cost of their weapons and Wargear. This doesn't include fighters who might show up on their own or as part of rival gangs doing the bidding of the Underhive Nemesis or working toward their goals, but rather dedicated followers who are always found no more than a few steps away from their boss. Underhive Minions can be drawn from almost any source, but Hired Guns (Bounty Hunters and Hive Scum) or Brutes make for a handy source of loyal killers to do the Underhive Nemesis' bidding. Simply create these fighters as if they were being hired on to a gang, then add their cost in credits to the cost of weapons and Wargear carried by the Underhive Nemesis. The entries for these fighters can be found in the various Necromunda supplements and used by the Arbitrator as appropriate. For example, a corrupt Enforcer may have Underhive Minions drawn from *Necromunda: The Book of Judgment*, while a fiery preacher converting the masses to their cult may have Underhive Minions drawn from House Cawdor using the *Necromunda: House of Faith* supplement. *Necromunda: Book of the Outcast* is especially suitable for any Underhive Nemesis to draw their Underhive Minions from.

Underhive Minions are also eminently replaceable. So should they die in battle, the Arbitrator can have the Underhive Nemesis show up to the next battle with new ones if they choose. The Underhive Minions are only permanently destroyed when the Underhive Nemesis itself is taken down.

PERSONAL TRAITS

An effective Underhive Nemesis is more than just characteristics and skills. What makes these Arbitrator-created fighters truly memorable, and why they will have a lasting effect on the campaign, are their personal traits. Rather than hard and fast rules, these are guidelines for how the Underhive Nemesis will act on and off the battlefield, what their ultimate goal is and how they might be brought down. By giving their Underhive Nemesis personal traits, the Arbitrator will have a roadmap for running them in the campaign, and the players and their gangs will become more invested in them as their behaviour makes sense in the overall arc of the narrative. Personal traits are divided into three categories: Motivations, Connections and Weaknesses.

MOTIVATIONS

An Underhive Nemesis should have a goal, even if it is as simple as opposing the goals of the players' gangs. A motivation helps guide the actions of the Underhive Nemesis, and helps the Arbitrator decide when and where during the course of the campaign they might make an appearance or make a move to stop the actions of the gangs. It can also be used as a measure of success for the gangs during the campaign – if the players' gangs stopped the Underhive Nemesis from completing their goal, then they have probably won a victory. If not, things might just be about to get a whole lot worse for them. The Arbitrator can give their Underhive Nemesis any motivation they see fit, and it is usually a good idea to match it to the type of campaign they want to run, or for ease you could roll on the table below.

D6 Underhive Nemesis Motivations

- 1 Kill Them All:** The Underhive Nemesis seeks death and carnage above all else, and wants to see the underhive littered with the corpses of everyone who stands in their way.
- 2 Take It All:** The Underhive Nemesis is driven by greed and a desire to own the region of the underhive they find themselves in. They might be swayed by stacks of credits or bribed to do others' bidding, but all their actions are made for profit.
- 3 No King Above Me:** The Underhive Nemesis seeks to shake off the social controls of Necromunda and answers to no one but themselves. They are looking to carve out their own empire, and will react badly to any effort to control them.
- 4 My Rival Must Die:** The Underhive Nemesis has a vendetta against a single individual. This could be one of the players' gang leaders, or perhaps a local settlement leader or Enforcer captain – either way, their goal is to make their rival suffer and die.
- 5 It Is My Master's Will:** The Underhive Nemesis serves a higher master, such as the head of one of the Clan Houses, the Merchants Guild or perhaps even Lord Helmawr himself. Their motivations are guided by their master's desires in this region of the underhive.
- 6 You Could Not Fathom My Plans:** The Underhive Nemesis' motivations are beyond the understanding of the gangs, or perhaps the Underhive Nemesis is insane and their motivations change from cycle to cycle – either way, they are a dangerous and unpredictable foe.



CONNECTIONS

An Underhive Nemesis rarely exists in isolation, but is more likely an agent or a leader of some kind of faction. While it is possible to have an Underhive Nemesis that is a lone killer or badzone monster, most will have resources beyond themselves they can draw upon, and allies who will come to their aid if they find themselves in trouble. Connections are a way for the Arbitrator to root their Underhive Nemesis in one of the great organisations of Necromunda, and give them an idea of what kinds of tools and Hired Guns they might be able to draw upon. It also informs the Arbitrator, and the gangs, that if someone opposes the Underhive Nemesis, or even takes them out, there is a larger group ready to carry on the fight. The Arbitrator can use connections not just to let the players know just who, or what, their gangs are fighting, but also to determine the kind of help the Underhive Nemesis might expect, either in the form of allied gangs, specialised Wargear or other favours from on-high. For ease, you could roll on the table below.

D6 Underhive Nemesis Connections

- 1 Clan Houses:** The Underhive Nemesis comes from, or is in the employ of, one of the Clan Houses, and may have a connection to one or more of the players' gangs, and is able to call in muscle or favours from their benefactor.
- 2 Noble Houses:** The Underhive Nemesis is either a noble or serves one of the Noble Houses, and has the wealth and power that comes with it. Perhaps they have come from a Noble House and this has given them powerful friends or access to certain equipment.
- 3 Imperial House:** The Underhive Nemesis serves, or is a scion of, the Imperial House itself. Such a connection always brings with it great power and danger, and they might be an agent of Lord Helmawr, or be fleeing his justice down-hive.
- 4 Merchants Guild:** The Underhive Nemesis is aligned to, or is part of, the Merchants Guild, perhaps specifically one of the great Mercators. This will influence the kind of equipment and Hired Guns they can call upon, as well as their areas of interest.
- 5 Criminal Organisations:** The Underhive Nemesis is a criminal, or serves one of the great criminal organisations of Necromunda. Such connections come with access to forbidden tech, dangerous outlaws and allies in low places.
- 6 Outlander:** The Underhive Nemesis comes from the depths of the hive, from beyond the wastes, or perhaps even from off-world. Their resources and allies could be almost anything, from Ash Waste Nomads or sump-spawned monsters to xenos horrors.



"No one knows where the Tyrant came from, one day she just appeared in Broken Chains and declared she was now in charge. Some resisted of course. They still hang from the walls of her residence..."

Jerry 'Twice-Bit', Agitator

15



WEAKNESSES

Every great villain has a weakness. Even if it is also a strength, such as limitless ambition, an enhanced yet unbalanced physiology or intelligence verging on madness, it helps define the Underhive Nemesis and gives the gangs a means to bring them down that doesn't just include plasma guns and krak grenades. A well-defined weakness will help the Arbitrator to decide upon the actions of the Underhive Nemesis in the campaign and, when combined with the Underhive Nemesis' motivations, will hopefully make them act in a believable manner that helps with the immersion of the players and the overall depth of the campaign. Importantly, a weakness gives the players' gangs something to work towards if the Underhive Nemesis is too powerful for them to overcome on their own, and makes for a far more satisfying end game than simply taking out their rival with a lucky roll of the dice. Arbitrators can give their Underhive Nemesis any weakness they feel is appropriate to their campaign, or for ease you could roll on the table below.

D6 Underhive Nemesis Weakness

- 1 **Greed Without Limit:** The Underhive Nemesis is exceptionally greedy and can be manipulated through the use of wealth. More importantly, they measure their strength by their wealth, and should it be taken away they would crumble and die.
- 2 **A Lust for Death:** The Underhive Nemesis is a blood-crazed killer who cannot help but spill blood. However, their frenzied nature can lead them into a trap, lure them away from their bodyguards or pit them against a foe they cannot hope to defeat.
- 3 **Misguided Honour:** The Underhive Nemesis has their own sense of honour, and it can be used to trap them. Their code might mean they must accept a challenge to one-on-one combat or, if bested, must leave the gangs be and retreat from the underhive.
- 4 **Biological Creation:** The Underhive Nemesis is not altogether human. Perhaps they are part mechanical or survive on some kind of specialised serum. If the exact nature of this weakness can be uncovered then perhaps the means to kill them can be found too.
- 5 **Precious Object:** The Underhive Nemesis dotes over an object or a person, and values them above all else. Discovering this entity and capturing or destroying it can be the key to defeating the Underhive Nemesis and unravelling their plans.
- 6 **An Unforgiving Master:** The Underhive Nemesis serves a master who does not take kindly to failure. If the Underhive Nemesis fails at a key task, or is perceived to have failed, then their master will take care of the Underhive Nemesis, saving the gangs the effort.

REPRESENTING THE UNDERHIVE NEMESIS ON THE BATTLEFIELD

All Underhive Nemesises need a model to represent them on the battlefield. This can be almost anything from the Citadel Miniatures range, as while an Underhive Nemesis might come from Necromunda, and be an ex-Clan House member or scion of a Noble House or the Merchants Guild, it is equally possible they have come from the greater Warhammer 40,000 universe and some other world of the Imperium. As such, an Underhive Nemesis model can be a lot of fun to convert and paint for the Arbitrator, as they raid their bits box to build a distinctive and fearsome individual to terrorise their players' gangs with.

The other source of models for an Underhive Nemesis is the players' gangs themselves. It can be fun to have a well-known gang Leader or Champion, perhaps one who has retired or was believed killed, return as an Underhive Nemesis. This brings a familiar figure back to the battlefield, one perhaps already laden with misdeeds and battles from previous campaigns, and one that will hold some emotional weight with the players. This can be especially fun if some of the fighters in the campaign have a connection to the Underhive Nemesis, perhaps the Underhive Nemesis gave them a lasting injury, or maybe they were once their old gang boss, making it all the more personal when the Underhive Nemesis opposes their plans.

USING THE UNDERHIVE NEMESIS

Once the Underhive Nemesis has been created, they are ready to make things difficult for the players' gangs and make their mark upon the campaign. Of course, they don't need to show up in every battle throwing their weight around, as even the most aggressive Underhive Nemeses are unlikely to want to get their hands dirty all the time. Choosing when and where to use the Underhive Nemesis will help impress their importance upon the players, as well as make those instances when the Underhive Nemesis does show up all the more special and desperate for the gangs. Even before the Underhive Nemesis shows up, it can be a good idea to let the players know they exist, either in the background for the campaign or by making them aware of some force moving behind the scenes as they attempt to carve out territory and influence for their gang, perhaps by changing the Territories at stake or making gangs take part in specific scenarios of the Arbitrator's choosing.

From a game mechanics point of view, there are two instances when the Arbitrator might want to represent the Underhive Nemesis on the battlefield. The first and most obvious is as an adversary controlled by the Arbitrator – perhaps in a special scenario or multi-player battle. In these instances, the Underhive Nemesis acts much like any other fighter, perhaps leading their own band of gangers or bodyguards and opposing the player, or players, and their efforts to win the scenario. This can be especially appropriate at the beginning or the end of a campaign cycle. A run-in with the campaign's Underhive Nemesis will set the tone for who is really opposing the players' gangs, while the Underhive Nemesis presents a suitable final obstacle for them to overcome to lay claim to a region of the underhive, secure a lost horde of archeotech or perhaps even escape the oppressive nature of their own existence and break 'free' into the wastes.

The second instance in which the Arbitrator can make use of an Underhive Nemesis is as an ally for one or more of the gangs. Perhaps one of the players has made a devil's bargain and secured the help of the Underhive Nemesis against their rivals, or maybe for a time the goals of both the gang and the Underhive Nemesis have aligned and they find themselves on the same side of a conflict. In these situations, the Arbitrator may 'loan out' the Underhive Nemesis to one of the players' gang, usually for a single scenario, in much the same way as a Hired Gun or ally might. Such instances always come with stipulations, however, and the Arbitrator is encouraged to impose restrictions on

what the Underhive Nemesis will or won't do for the gang. Perhaps they'll only hang about for the first three turns, or won't move further than 3" from the gang Leader. They may even act only as an observer, only attacking if attacked themselves. This can be a fun way to create conflict between gangs, one gang trying to protect the Underhive Nemesis, the other trying to bring them down.

KILLING YOUR UNDERHIVE NEMESIS

A great Underhive Nemesis never really dies, though should the Arbitrator wish, they can be killed off at the end of a campaign by a suitably impressive feat on the part of the players' gangs (see Weaknesses on [page 16](#) for ideas on how gangs might defeat an Underhive Nemesis).

Should an Underhive Nemesis be killed (i.e., suffer a Memorable Death result on the Lasting Injury table) while taking part in a scenario, it can be assumed that they survived somehow, and the Arbitrator should come up with a suitable narrative reason for their survival. Perhaps they were dragged off the battlefield by their retainers, or fell into the sump or an abyss, thought dead until they show up again. While on the surface this might seem frustrating for the players, it is actually far more satisfying to defeat an Underhive Nemesis by foiling their plans than with a lucky lascannon shot, and having an Underhive Nemesis remain a threat until the end of a campaign gives it a sense of ongoing drama in addition to the usual struggle between the gangs.

And, of course, even if an Underhive Nemesis is defeated by the players' gangs, they can always come back. One of their underlings could even rise up to take their place, donning the Underhive Nemesis' distinctive armour, taking up their signature weapon or continuing to enact their plans, proving that, on Necromunda, there is no such thing as victory – only surviving another cycle.

To highlight the importance of the Underhive Nemesis to the campaign, an extra Triumph can be invented for the player who managed to kill the Underhive Nemesis permanently. This makes for an ideal end to a campaign's multi-player scenario, as everyone attempts to claim the glory of ending the threat the Underhive Nemesis poses – and in doing so potentially opening up a chance for the Underhive Nemesis to escape!



LIVING SETTINGS

"A hive's like a great big beast made of plasteel and machines – listen closely and you can hear it breathing, and listen real close and you can even hear it talking to you..."

Jadice McGurm, Voltmaster, Mercator Lux

Necromunda campaigns can be as varied as the world of Necromunda itself. Some might focus solely on the struggle between Clan House gangs over underhive Territories or criminal rackets, while others might have a more grandiose scale and follow the events of a Corpse Grinder uprising or the razing of an outland settlement. Campaigns are also dependent on the desires of the players who play them and the Arbitrators who run them – some preferring simple campaigns that just allow gangs to fight it out as they grow in strength, others wanting to develop an ongoing narrative for their fighters to follow. In either case, there are numerous ways to enhance the campaign experience, among them the introduction of a Living Setting.

This, as the name implies, is a setting that evolves and changes as the campaign progresses. It can also influence the start of a campaign by determining such things as the kinds of gangs that are suitable or the Territories and other benefits they have access to. Like a fighter, a Living Setting is an ever-changing beast, and it falls to the Arbitrator to keep track of its development and then by extension pass this information on to the players involved. One of the great things about creating a Living Setting is that it can be used again and again, even if the Arbitrator who created it passes the mantle of Arbitrator to another player, and can be kept handy for when your group wants to visit it again with their gangs.

CREATING A LIVING SETTING

Creating a Living Setting is as easy as choosing a place to set your campaign. This could be a section of the underhive such as Badzone Delta-7, the collapsed tunnel networks of the Sump Run-off or the thriving settlement of Dust Falls. It could equally be out in the ash wastes, like the dismal scavvy haven of Carrion Town or the forlorn void ship graveyard of the Navis Mortis. You might even want to set your battles somewhere more esoteric such as the depths of the deep core mines of Bighole or Vex Tenebrium, or perhaps the spires of the dead hive of Hydrisium. Once a suitable location has been chosen, the next step is determining what effect it will have on the campaign. For ease, these can be divided up into three broad categories:

- **Population** – Who lives in the setting.
- **Commerce** – What goods are available in the setting and generally how much wealth is available.
- **Environment** – Any special locales that might influence Territories or fights taking place there.

Each of these factors will be determined by the Arbitrator and can, at their discretion, then be shared with the players.

MAINTAINING A LIVING SETTING

Living Settings are, in many ways, just like gangs, and will evolve and develop over the course of a campaign. It falls to the Arbitrator to keep track of how the campaign changes the setting, adding Hired Guns, Trading Post items or even new locations to it. To this end, the Arbitrator is encouraged to create a Living Setting roster, much like a gang roster, where they can note down the setting's starting Population, Commerce and Locations, and then amend them as the campaign progresses. This roster will also come in handy if the Arbitrator wants to change campaigns or take a break from Necromunda, acting as a ready-to-go reference sheet that can be dusted off and put straight back into action for a new campaign cycle.

One of the other great things about a Living Setting is that the players can have a real impact, and the Arbitrator should be open to letting them make changes to it. Perhaps one of the gangs retires or is disbanded after a bloody battle, forcing its leader to become a Bounty Hunter; or maybe a gang decides they are going to spend some creds and fortify one of their Territories, meaning the Territory will benefit from some permanent defences. There are no hard and fast rules for this; suffice to say the Arbitrator can make their own job easier by letting the players do some of the work when it comes to expanding and growing the Living Setting.

POPULATION

Quite simply, Population covers all the living things (besides the gangs) that inhabit the Living Setting. These fall into three categories:

- **Hired Guns** – Including Dramatis Personae, Bounty Hunters, Hive Scum and Hangers-on.
- **Underhive Nemesis** – A Narco Lord, cruel Enforcer Captain, Wyrd Overlord or other powerful villain.
- **Monsters** – Potent critters and creatures that infest the setting.

HIRED GUNS

For their Living Setting, the Arbitrator needs to create a pool of Hired Guns. This pool should include both generic and unique Hired Guns. For generic Hired Guns, the Arbitrator simply needs to figure out which Hired Guns and Hangers-on will be available in the setting. Usually, this will include all published Hired Guns, but in certain settings, some might not be available – such as if the setting has no access to Slave Ogryns, or a recent neuron plague has wiped out all the Rogue Docs.

Next, the Arbitrator creates a selection of unique Hired Guns. Each of these should be named and tied to the setting in some way – such as an ex-Enforcer Bounty Hunter who haunts the main settlement, or a Dome Runner known as an explorer of the local badzones. This pool should also include any Dramatis Personae the Arbitrator wants in their setting. Unlike the generic Hired Guns, these fighters will grow and develop as the campaign progresses, perhaps even dying, and should be treated in all other respects like fighters in a gang. Outside of the game, the Arbitrator maintains control of these unique Hired Guns and assigns them should a gang request their services – though they should remember the actions of the gangs they worked for, and may even have their own agendas and enemies!

UNDERHIVE NEMESIS

Every good campaign needs a villain, and this is where the Underhive Nemesis comes into play. Once they have chosen the location of their Living Setting, the Arbitrator should create a suitable Underhive Nemesis to rule over it. If the campaign is large enough and with enough gangs involved, they may even wish to create more than one Underhive Nemesis, perhaps as lords of competing settlements or factions,

each employing the services of the gangs to take down their rivals. A good Underhive Nemesis is as important as the setting itself, and should always be closely tied to the overall narrative of the campaign. If it is a Law and Misrule Campaign (as detailed in *Necromunda: The Book of Judgement*) then perhaps the Underhive Nemesis is a potent crime boss who controls the most lucrative rackets and must be taken down by all the gangs for victory. Equally, in a Dominion Campaign (as detailed in the *Necromunda Core Rulebook*, the Underhive Nemesis might be the local lord of the Merchants Guild, wishing to bring order and the will of the Imperial House to the region of the underhive while the gangs chip away at their power by taking over Territories.

The rules for creating an Underhive Nemesis can be found on [page 8](#).

MONSTERS

Just like Hired Guns, each Living Setting will have a pool of monsters and other terrifying critters to inhabit its outlands. These can be divided, in the same manner as Hired Guns, into generic monsters and unique monsters. Generic monsters include anything and everything suitable to the setting from underhive rats to rogue Sumpkrocs. These critters can then be included in scenarios and multi-player games to create more chaos during gang fights, giving the setting a unique feel – if the gangs of the Phyr Cat Warrens come to despise the wild felines that plague the badzones, then the Arbitrator is doing their job right!

Unique monsters are in essence the Dramatis Personae of the monster world, and might even include actual Dramatis Personae such as the Abomination of Badzone 12 (as detailed in *Necromunda: The Book of Ruin*) or Old Three-eyes (as detailed in *Necromunda: House of Chains*). These powerful beasts can be used by the Arbitrator to ‘crash’ multi-player games, aid the Underhive Nemesis or even become the focal point of their own scenarios where gangs try to claim the sizable bounty on the monster’s head (or heads). Like unique Hired Guns, unique monsters may also gain experience and form their own grudges and alliances – perhaps even coming to the aid of the gang that fed it all those captives that one time.

COMMERCE

Commerce governs the available wealth, weapons and Wargear in the Living Setting. These are divided into three categories:

- **Trading Post** – The rarity of items on offer as well as any special items suited to the setting.
- **Black Market** – The legality of items in the setting as well as any unique items on offer.
- **Wealth** – The overall abundance of credits and other resources in the Living Setting that the gangs can get their hands on.

TRADING POST

Weapons and Wargear have a huge impact on any Necromunda campaign, and mean the difference between gangs battling it out with lascannon and missile launchers and beating each other to death with bits of old pipe. When creating the Living Setting, the Arbitrator should decide if there are any pieces of equipment that are either absent or different in the setting. For instance, a campaign set in the peaks of the Spoil, close to the corona of the dead hive clusters might omit any energy weapons as their power supplies are prone to malfunction. Alternatively, in the Bonedry badzones of Hive Primus, credits are so scarce that no one could hope to maintain flashy weapons such as boltguns or plasma pistols for very long. In effect, this creates a unique Trading Post tailored to the Living Setting, and may even alter the weapons and Wargear gangs can start with – though the Arbitrator should consider the effects of these changes depending on the gangs involved in the campaign in case this excessively penalises one Clan House or another.

If the Arbitrator doesn't want to wholesale remove items from the Trading Post, or they want some items present but harder for gangs to get their hands on, then they can instead increase or decrease the Rare (X) level of items, or even add Rare (X) to an otherwise common item. This is especially appropriate for already difficult-to-get items like the most expensive heavy weapons, bolt and plasma weaponry, or advanced armours and force fields. When altering the Trading Post, the Arbitrator should remember to make all the players aware of any changes before they create their gangs, as well as the reasons behind it – players are always more accepting of something that penalises their fighters if it is in the aid of a cool narrative.

BLACK MARKET

When a ganger wishes to acquire illegal goods or weapons they head down to the Black Market – though, in practice, this is exactly the same place as the Trading Post, just with more under the counter goods and secret handshakes involved. In the same way as the Rare (X) levels of equipment, the Illegal (X) level of items can be changed to be higher or lower. It is even possible to switch these around, making a Rare (X) item an Illegal (X) item or vice versa. This opens up some interesting opportunities for a Living Setting, as it allows for items previously legal, such as boltguns, to be illegal, or illegal items like xenos tech to be made legal. This is all entirely dependent on the nature of the Living Setting. For example, a campaign set in the upper reaches of Hive City might come with stricter controls on weapons. Perhaps all weapons save for the most basic knives and stub guns have an Illegal (X) level, and gangs must conduct their battles far more clandestinely than they would in the underhive. By comparison, a campaign set along the Dust Wall, in the shadow of Hive Secundus, might take place on ancient alien battlefields that are so far from the hive cities that locals think nothing of using xenos weapons to fight their wars; in such circumstances rare and unusual weapons and Wargear are as common (and legal) as an autogun or laspistol might be in Hive Primus.

Black Markets are also a great way to introduce strange and powerful Wargear into any Living Setting. If a gang is after a potent weapon or piece of armour present in the greater Imperium, the Arbitrator might allow a gang to seek it out in the Black Market. Perhaps tools of the Astra Militarum or even the mighty Adeptus Astartes may find their way into a hive or wasteland settlement, where some 'lucky' ganger might cross paths with them. Such objects are always unique and difficult to hold on to, and usually come with a price that is counted in more than mere credits.



WEALTH

As rich as Necromunda is in the grand span of the Imperium, its wealth is far from distributed equally. This means the different areas, and the gangs who inhabit them, will enjoy different levels of comfort and access to credits. Wealth reflects this and can broadly be divided up into three types: Poor, Average and Rich. By default most hives are Average, covering the general harsh but sustained existence of most hivers and underhivers. If the Living Setting has Average Wealth then no changes to gang creation, scenario rewards or Territory benefits need to be made.

Poor Wealth represents areas where even the basic infrastructure of a hive city is lacking. There are fewer credits to go round, gangs can only afford the simplest of equipment and fighters, and what little resources are available are fought over bitterly by all sides. As a general rule, all credit rewards are halved in Poor Living Settings; this means players begin with half the normal amount of credits to start their gangs, and scenarios and Territories only yield half their amount of credits. Depending on the poverty of the setting, the Arbitrator can adjust this up or down, though a Poor setting should always be notably more desperate than a normal one.

Rich Wealth areas are, as you might expect, better off than other parts of Necromunda and reflect the largest settlements, most affluent hives or the upper reaches of a hive city. In a more abundant setting, gangs are larger and better equipped, while the rewards for victories are equally more substantial.

As a general rule, all credit rewards are doubled in Rich Living Settings. This means players start with twice the normal amount of credits to create their gangs, and scenarios and Territories yield twice their amount of credits.

ENVIRONMENT

Perhaps the most influential aspect of a Living Setting is its Environment. This determines a variety of things that can change the nature of the campaign being played. These are presented in three categories:

- **Battlefields** – Guidelines for all gang battles that take place in the setting.
- **Maps** – Where everything is located in the setting, and how easy it is for gangs to fight each other.
- **Territories** – The kind and types of Territories suitable for the Living Setting.

BATTLEFIELDS

A Living Setting that takes place in the ash wastes is going to have very different environments to one that takes place in the depths of a hive city, or even the upper reaches of a ruined spire. Battlefields reflect the predominant terrain and conditions in which a campaign takes place, and offer players a guide as to how to set up the battlefield for their games. This can be divided further into two main categories: environs and conditions.

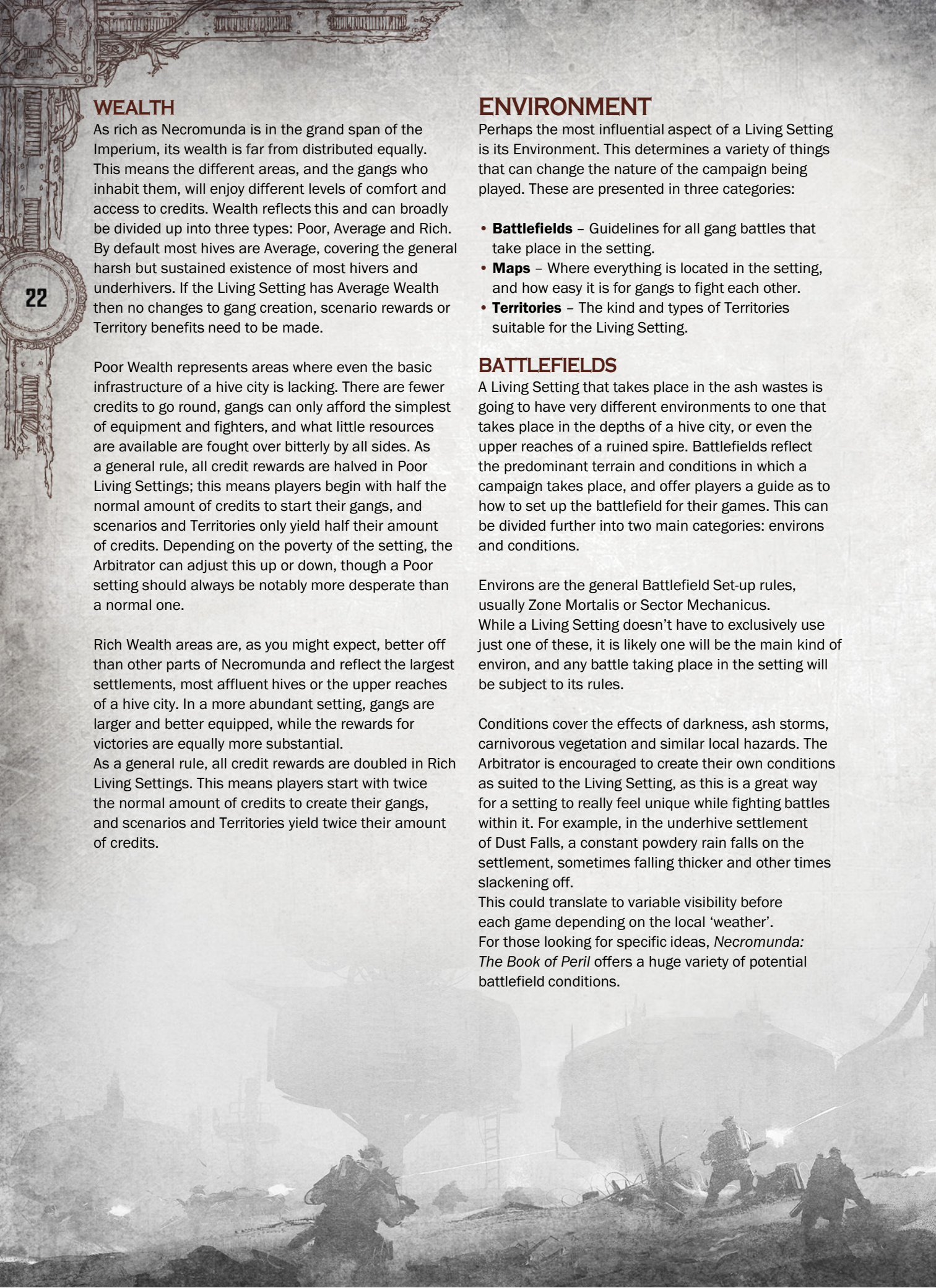
Environs are the general Battlefield Set-up rules, usually Zone Mortalis or Sector Mechanicus.

While a Living Setting doesn't have to exclusively use just one of these, it is likely one will be the main kind of environ, and any battle taking place in the setting will be subject to its rules.

Conditions cover the effects of darkness, ash storms, carnivorous vegetation and similar local hazards. The Arbitrator is encouraged to create their own conditions as suited to the Living Setting, as this is a great way for a setting to really feel unique while fighting battles within it. For example, in the underhive settlement of Dust Falls, a constant powdery rain falls on the settlement, sometimes falling thicker and other times slackening off.

This could translate to variable visibility before each game depending on the local 'weather'.

For those looking for specific ideas, *Necromunda: The Book of Peril* offers a huge variety of potential battlefield conditions.



MAPS

How easy it is for gangs to get around in a Living Setting can have a huge impact on the nature of a campaign. Are all the gangs forced together into a single settlement and always at each other's throats, or are there wide open badzones between them, forcing them to make dangerous journeys to expand their Territories? The default setting for any Necromunda campaign is that all gangs can fight each other at any time, as this allows players to meet up and have games whenever they can be arranged. Adding a Map component to a Living Setting changes this somewhat, and though it can add another interesting layer to a campaign, it also means a little more work for the Arbitrator.

If the Arbitrator decides to make Maps a feature of their Living Setting, the first thing they will need to do is map out the setting. This Map need not be hugely detailed, but should show where each gang is based, where Territories or other campaign resources can be found and what lies in between them. At the start of each Campaign Week it then falls to the Arbitrator to let the players know of any changes to the Map, what new threats and resources might have appeared near their hideout, and which other gangs are moving in on their turf. The advantage of using Maps as a factor in a Living Setting is it offers players a real sense they are fighting over a changing political landscape, and Territory becomes more meaningful not just for what it provides but also for where it is located.

TERRITORIES

All Necromunda campaigns include resources for the gangs to fight over. This is usually in the form of Territories, but could equally be criminal rackets, trade routes or the influence of the Noble Houses. When creating a Living Setting, the Arbitrator must decide if the setting is going to have an influence on the campaign's Territories, perhaps altering them in some way or even changing them completely. This could be as simple as a Living Setting centred on an underhive settlement where the Arbitrator decides just which Territories make up the settlement, such as a doc clinic, corpse farm or gambling den, giving each one its own unique name and making any changes that seem appropriate to the setting. Alternatively, the Arbitrator may choose to make up their own Territories entirely, taking those presented in the campaign and altering them to fit the kind of Living Setting they are creating. Often this can be done without changing the underlying rules, such as a settlement Territory changed to a militia outpost still providing gangs with the chance to recruit a Juve. Sometimes though, the Arbitrator might want to reinvent the Territories completely, taking locations from a Living Setting Map and giving them varying levels of income or other benefits. In either case, the structure of the chosen campaign remains the same – gangs fight to claim or steal Territories from their rivals, with only the nature of the Territories themselves being altered.



BONES OF THE PAST

Necromunda is a graveyard, each hive surrounded by millennia of cast-off structures, rubbish and ancient abandoned settlements. When the ash wind blows, when the toxic clouds part or when the ground heaves and opens, these forgotten places are revealed, drawing greedy scavengers and starving horrors in equal measure.





EXAMPLE SETTINGS

Over the following pages you will find some example Living Settings that Arbitrators can expand upon and use in their own campaigns.

DUST FALLS AN ANCIENT AVALANCHE

Dust Falls straddles the divide between Hive City and the underhive of Hive Primus, and is a centre for gangs, Guilders and criminals. Like most things in the underhive, however, Dust Falls was created by chance. Much of the lower hive is made up of domes, each an orb of plasteel, pipes, factoria and hab blocks all stacked on top of each other. Between these domes, even more tunnels, conduits and cables link everything together. Over centuries of neglect, the spaces between the domes gather dust, a lot of dust – among other things. Sometimes this dust builds up so much it causes a collapse, as was the case with the Falls, an avalanche of powdery detritus pouring down all the way to Hive Bottom, sweeping away all in its path. Around the ragged hole left behind grew the settlement of Dust Falls, a place where travellers from above and below could traverse the hive. While the disaster that created the settlement has long since faded into memory, the dust still falls from above, a fine pale rain that covers everything and gives the town its name.

GATEWAY TO THE UNDERHIVE

The wealth of Dust Falls comes from the Abyss. This is the name given to the yawning chasm that dominates the centre of the town. Scavengers, gangs and Guilders all use its hanging cages to be lowered down and winched out of the underhive. Given the depth of the Abyss, literally kilometres of darkness all the way to hive bottom, landings have been built at various places along its shaft. Some lead to other settlements such as Two Tunnels or Dead End Pass, while others have their own transport cages leading down into the badzones below, or even deeper. This area in the middle of the settlement is collectively known as the Gates, and it is why most folks come to Dust Falls. The town itself hangs from the upper edges of the Abyss and then sprawls out into the wreckage around it left by the ancient avalanche. Roads wind their way through this mess and on towards Hive City above and are constantly filled with traffic.

The second most important part of Dust Falls are its markets, known collectively as the Haggie Market, or just the 'Haggie'. Here the wealth pulled up from the underhive is sold to traders from Hive City and bored spire nobles who visit the town for a taste of the wild frontier – though one that is not too far from home. The importance of Dust Falls also means both the Guilds and the Clan Houses have heavily invested in its infrastructure. Warehouse silos and Guilder slave pens litter its outer streets, while the town's largest structures are the fortified Trader's Tower, controlled by the Mercator Gelt, and the Six Clans drinking hole, designated neutral ground by the Clan Houses. The size of Dust Falls also affords it an Enforcer presence, and Precinct 1313 looms over the settlement entrance like a dark sentinel, its patrolmen watching travellers come and go through the sights of their guns.



COUNCIL OF DUST

Like most underhive settlements, Dust Falls is a den of criminality tempered by the greed of the Guilders and the brutality of Lord Helmawr's Palanite Enforcers. It is ruled over by a loose alliance of civic leaders and Guild Procurators tolerated by the local Enforcer Precinct Proctor. In fact, Proctor Clause Bauhein doesn't care much about the goings-on in Dust Falls as long as the trade caravans keep running and the gates stay open. Only twice has the Proctor mustered the full might of his command. Once it was to lock down the settlement when Lord Helmawr's 17th Son, Gilbarn, was found passed out in a Haggle comfort parlour; the second time was during the great Plague Zombie Outbreak of '93, famous for Bauhein's chief sergeant, Rosco, barging into the taproom of the Six Clans and deputising anyone sober enough to stand.

The day-to-day running of Dust Falls is done by two individuals: Mistress of Coin Melerva and the Narco Lord Balthazar Van Zep. Together they govern the Guild and criminal businesses respectively and, despite their differences, get along quite well. Gangs find equal employment with both, and there is more than enough wealth flowing out of the Abyss for them to enjoy. This is, of course, not to say there are no conflicts, as neither Melerva nor Balthazar is the type to play well with others. But, for the most part, Balthazar tolerates the hefty bribes he must pay to move chems up into Hive City, while Melerva ignores the screams of those who have displeased the Narco Lord as they are thrown head first into the Abyss.

All told, though, Dust Falls works and, discounting crazies like the Brotherhood of the True Resurrection or the Hunters Triumvirate, is pretty safe by underhive standards, making it one of the most important settlements in Hive Primus and the gates that guard the underhive.

POPULATION

Hired Guns: Dust Falls is a gathering place for all kinds of ne'er-do-wells, so any Dramatis Personae or Hired Gun is appropriate.

Underhive Nemeses: Dust Falls has two major antagonists: Mistress of Coin Melerva and Narco Lord Balthazar Van Zep, though Proctor Clause Bauhein could also make a good Underhive Nemesis.

Monsters: Dust Falls is largely free of monsters, though there is the occasional escaped Sumpkroc and, of course, an endless supply of rats.

COMMERCE

Trading Post: Dust Falls is a centre for trade, and finding items in the Haggle is easier than in most places – reduce the Rare (X) level of all items by 1.

Black Market: So close to the hive proper, Dust Falls lies under the watchful eye of the Enforcers and their laws – increase the Illegal (X) level of all items by 1.

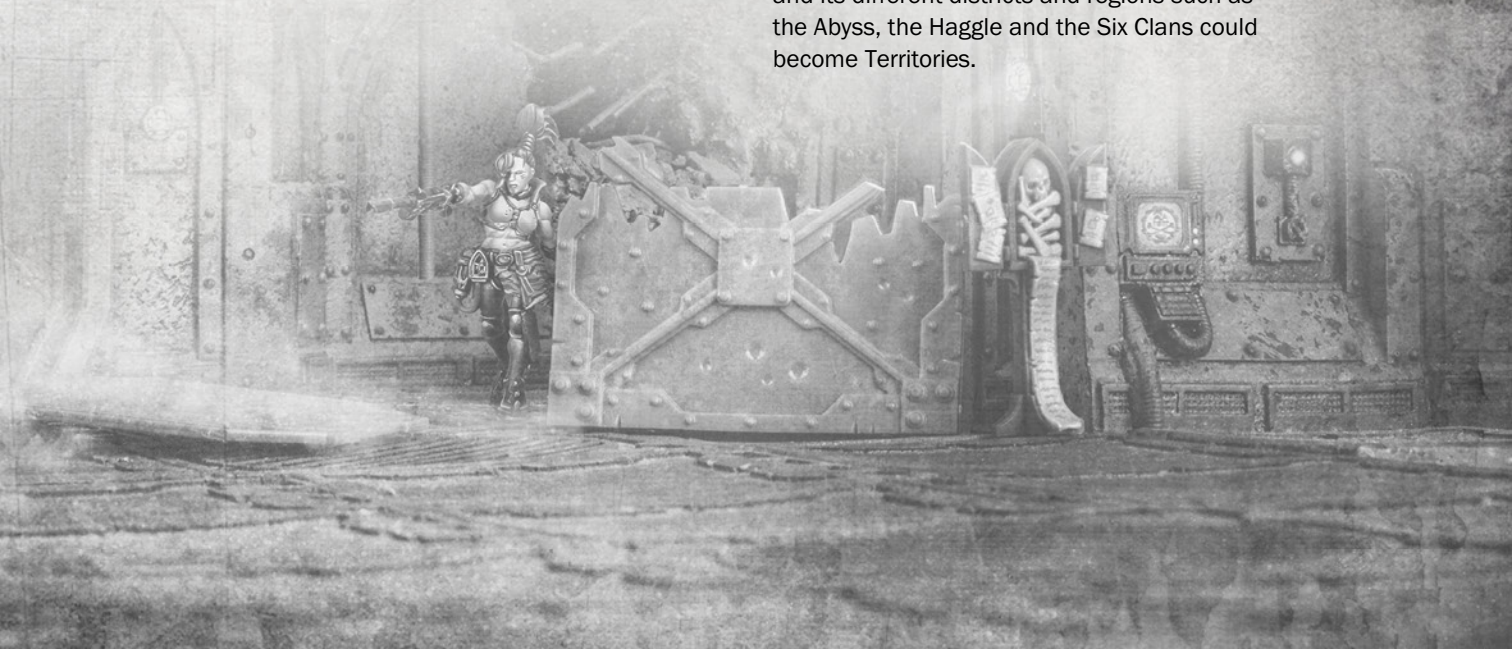
Wealth: Dust Falls is among the wealthiest of all underhive settlements, though for all that it is still an underhive settlement – Dust Falls has a Wealth rating of Average.

ENVIRONMENT

Battlefields: Dust Falls is a tangle of gantries and makeshift streets, and so Underhive battlefields with dense terrain will be the most common.

Maps: Dust Falls clusters around the Abyss, with those regions closest to it the wealthiest, though the settlement itself reaches well out into the surrounding underhive.

Territories: Dust Falls is a thriving settlement, and its different districts and regions such as the Abyss, the Haggle and the Six Clans could become Territories.



HERETIC'S HOLE DEN OF HERESY

Far from the inhabited regions of the underhive, where the still functioning lumens grow faint, ancient paths and tunnels lead to Heretic's Hole. Only the most dedicated travellers come this far, the journey in itself almost as dangerous as the destination. And yet, amongst the tangled badzones of the outlands, the settlement endures, built into the hull of an ancient void craft, jutting from a lake of slime. So old is the vessel that houses Heretic's Hole it conforms to no known Imperial pattern, only the barely legible Low Gothic script on its hull 'AN-A-R' hinting at its origins. The ramshackle town clings to the partially-sunken ship like some kind of obscene growth, its citizens living inside gaps between hull plating, gloomy cargo holds and the ship's flame-scarred engine mount. The most prominent inhabitants of Heretic's Hole reside in the vessel's rusting vox tower. This spire rises up from the town centre at an alarming angle but provides an excellent vantage to see anyone approaching the settlement.

The people of Heretic's Hole are as you would expect for such a lawless and remote place. These are the scum and outlaws who have been thrown out of more respectable places like Dust Falls or Rust Town, or those who really need to disappear. As an outlaw settlement, no one is turned away from its gates, provided they are willing to respect its ruler. Ursan Graves, the current overlord of Heretic's Hole, has only one rule: if you do something he doesn't like, he'll kill you. Graves and his cabal of Lost Ones have survived due, in no small part, to the overlord's psychic gifts of precognition. Rumour has it that he was once one of Lord Helmawr's slave psykers, reared in the Psykanarium of the spire, and put to work hunting down recidivists. After escaping, he went to the only place he believed to be beyond the reach of the Palanite Enforcers – Heretic's Hole.

Since then, Graves and his coven of wyrds have had to contend with numerous gang assaults, zombie outbreaks and the odd wandering sump horror, attracted by the big metal container full of crunchy things. In recent times, the crime lord Balthazar Van Zep has taken an interest in Heretic's Hole, seeing its access to Hive Bottom as a means of circumventing the monopoly on spider eyes and deep sump fungi held by the rulers of Sump City. So far though, Graves has countered every one of Balthazar's moves, and sent the crime lord's agents back to him in pieces. Things have escalated now, however, with Balthazar sending in the infamous killer Lothar Hex to clear things up for him.

TRUE RESURRECTION

Ursan Graves' open door policy on outlaws has its drawbacks. While the welcoming atmosphere has seen his motley collection of wyrds grow exponentially, it has also seen some less than desirable elements take root. For as long as Heretic's Hole has existed, it has been a favoured haunt of Cawdor gangs. The frontier nature of the settlement means it serves as a good forward base for scavenging expeditions into the outer badzones of the underhive, while the less than judgemental locals don't seem to mind the lax personal hygiene of the ragged gangers. Graves tolerates them provided they direct their religious zeal towards the badzones and not his citizens. It is not, however, a perfect system.

Over the years, Graves has clashed with Cawdor gangs who thought they could 'clean up' Heretic's Hole. On each occasion, though, the gangers have come off the worse for it, like the time Old Tym the Preacher's head exploded in the middle of giving a speech attempting to incite a purge of wyrds, or when the Pipe Rats gang tried to attack the tower and were found the next day all inexplicably turned inside out. Recently, however, a new and more insidious threat has been taking root in the settlement. A collection of outlaw Cawdor gangs have taken up residence in Heretic's Hole, calling themselves the Cult of the True Resurrection. Outcasts from the Clan House, they believe that only with the death of the Emperor and his domain can the galaxy be reborn, and they will spread their message to all who will listen. Part of their crazed beliefs also espouses self-mutilation, the cult cutting off limbs, putting out eyes and carving their own flesh to show their devotion to the belief that all things must die.

Most of the other inhabitants of Heretic's Hole avoid those areas controlled by the True Resurrection, but their influence is building. More worrying than their heretical beliefs is that they have found purchase in other settlements like Sump City and Dust Falls, converting those dedicated to the Redemption or who have lost all hope or reason. Though Graves keeps an eye on the cult and its activities, they are not his main concern. He has learnt that there is a secret war going on within House Cawdor between the traditionalists of the Redemption and extremists, like those who believe in the path of the True Resurrection. It is a war Graves fears might one day find its way to his town, and one he prepares for, bringing in new outlaw gangs and more wyrds for his Lost Ones.

WYRD AND WONDERFUL

The true value of Heretic's Hole for underhive gangs comes not from its criminal elements or black markets, but rather its large collection of wyrds. Outlaws willingly brave the strange occurrences of the settlement, such as the ghostly apparitions of long-dead gangers or reflective surfaces showing glimpses of the future, with the hope of contracting the services of one of Graves' Lost Ones. For most outlaw gangs the risk of employing a psychic Hired Gun is no more dangerous than spending a night cycle out in the badzones, or eating at Heretic's Hole's main drinking hole, The Slopper's Grave. Unnervingly, many wyrds tend to find gangs before the gangs even go looking for them. More than one visitor to the settlement has been greeted at the gates by a shifty-looking individual claiming that their fates are intertwined – sometimes these individuals even turn out to be psykers.

Psychic phenomena are a daily occurrence in Heretic's Hole. Hive wisps are often seen lurking at the edges of the settlement, luring gangers out into wilds and their doom – or sometimes to hidden stashes, giving credence to the belief that they are the spirits of dead hivers. Frost creeps around the chambers of the void ship with a life of its own, while ancient dead screens might suddenly flicker to life, revealing glowing eyes, grasping hands or grinning fangs. Gangers might even experience 'Heretic's Luck', which is often another way of saying 'misfortune'. Guns jam at the most inopportune time, or perfectly good blades dull while in their sheaths. Perhaps the most notorious incident related to these phenomena was when Venators came for Joe Twice-Shy and tried to execute him outside The Slopper's Grave. After three broken ropes, two failed beheadings and every gun the Venators had misfiring, they decided the bounty wasn't worth the effort, and gave Joe a job instead.



POPULATION

Hired Guns: Heretic's Hole is a gathering place for outlaws and outcasts and all manner of Hive Scum, but most notably there is an abundance of wyrds for hire.

Underhive Nemeses: The powerful psyker and ruler of Heretic's Hole, Ursan Graves, is a good candidate for an Underhive Nemesis, or perhaps one of the mysterious leaders of the True Resurrection. Lothar Hex also makes a good Underhive Nemesis as he tries to take over Heretic's Hole for his master.

Monsters: Located near the very base of the hive, Heretic's Hole is home to the worst kind of creatures, and everything from monstrous sump beasts to gibbering spawn are appropriate.

COMMERCE

Trading Post: It is difficult to get regular goods in Heretic's Hole given its remoteness; all Rare (X) levels are increased by 2, with perhaps even some common items gaining a Rare (X) level.

Black Market: So far from the eyes of the Enforcers, Heretic's Hole has a thriving Black Market; reduce the Illegal (X) level of all items by 2.

Wealth: Heretic's Hole is a dismal place where credits are always in short supply and, as such, it has a Wealth rating of Poor.

ENVIRONMENT

Battlefields: Heretic's Hole lends itself well to Underhive battlefields, especially tunnel battles, which can be supplemented by environmental effects found in *Necromunda: The Book of Peril*.

Maps: Heretic's Hole is located far from the nearest underhive civilisation and is surrounded by badzones and outlands filled with perilous locales.

Territories: Much of the settlement is built into the remains of an ancient void ship, and so places such as the galley, command deck and engine rooms can all be Territories.



THE DUST WALL THE FATE OF SECUNDUS

Over its long history, Necromunda has been the subject of planetary invasions, rebel uprisings and xenos incursions. Since coming under the control of the Imperium some ten thousand years ago, the world has, for the most part, remained in human hands.

There are still, however, places where the scars of xenos attacks are fresh and festering. One such blight is Hive Secundus. Once it was known as the second city of Necromunda, a place of architectural and arboreal beauty among the drab unending horror of its neighbours. Then, in 879.M41, a xenos cult rose to power in its underhive, before spilling out to take over the upper levels. For over twenty years, war raged throughout Secundus.

As Palanite Enforcers, gangs, Guilders and planetary militia regiments sold their lives to contain the threat, Lord Kael Helmawr prepared for the worst. Work was begun on a massive series of fortifications around Secundus to ensure nothing escaped. Dubbed the Dust Wall, the finest military minds of Necromunda, advised by agents of the Munitorum, the Adeptus Terra and the Imperial Fists of the Adeptus Astartes, devised its construction.

When at last the fortification neared completion, the hive was cut off, the regiments and gangs fighting in its nightmare domes abandoned, and the whole site cleansed with nuclear fire. After a thousand square kilometres were blasted from orbit, the hive broke and its spire fell across the ash wastes. And yet, despite the might of the Imperium unleashed upon it, the alien cult and its monstrosities endured amidst the radioactive ruins.

LIFE ON THE WALL

In the century since the fall of Hive Secundus, the Dust Wall has changed. While members of the Necromundan planetary militia still watch the ash-cloaked horizon beyond their gun pits and trench lines, hundreds of settlements now dot the wastes behind and beneath them. When a hive falls, even under such perilous circumstances, there are those who see not danger, but rather a rich scavenging ground just waiting to be looted. Towns were built to service the soldiers of the walls and the travellers who come to glimpse the ruins of Secundus through the ashen fog.

Some of these settlements are little more than specks on the map, such as Bane Town. Built in and around the hulls of a destroyed company of Baneblade tanks, it straddles the wall, each tank a dust bar, scrap merchant or slop house. Others, like the Crater, which nestles in a pit left by a stray apocalypse missile, is a teeming settlement home to almost three thousand souls.

The largest by far, however, is Ashgrad. Part of a tank refitting and repair complex, Ashgrad was abandoned by the militia not long after the war, when the precious Necromundan armoured divisions were withdrawn and replaced with static fortress battalions. House Orlock and the Guild of Coin were the first to move in, but since then, other Clan Houses and Guilds have all staked a claim.

"Getting over the wall to head to the ruins of Secundus? Easy. Getting back over the wall? Now that's why you need us."

Fornilog Karggel,
Envoy of the Port Vex
Abyssal Ferryman

Ashgrad survives off the soldiers who frequent its drinking holes, and off the scrappers who venture out into the no man's land beyond the wall to loot in the shadow of Secundus. In Scavenger's Row, gangs and wasters buy and sell all manner of things dug up from the ash deserts, from genuine xenos skulls to strange literature. Meanwhile in the Busted Skull, an old command bunker, travellers can try Ashgrad's infamous Gunshine Snakebite; made from real gunpowder (and 'snakes') – it even glows in the dark! All in all, Ashgrad is a place for gangs to try their luck in the wastes, sell their finds and maybe even live to make the long trek back to civilisation.

HORRORS BENEATH THE DUST

Of course, gangs don't come to Ashgrad just for the Gunshine, or the view. The militia tolerate gangers and wasters sneaking off into no man's land to loot wrecks and ancient bodies, provided they don't stray too far, or bring anything living back with them.

Such ash runs are, of course, only lucrative for a gang up to a point. Years of scavenging have left the area near the Wall almost devoid of good loot. For a real score, a gang needs to venture out deeper into the exclusion zone surrounding the ruined hive city. Crossing the open wastes, by day or night, is practically suicide for anyone on foot, regardless of their personal protection. Fortunately for scavengers, thousands of tunnels run under the Dust Wall, part of the old mag-lev and under-road network that once connected Secundus to the rest of the world. Dome runners, cold traders, mutie guides and ex-militia guardsmen will all guide fighters through these tunnels – for a price. Most of the tunnels were caved in or walled up when Secundus fell, but there remain pathways out under no man's land. If a gang is willing to risk run-ins with radioactive ash rippers, cannibal waster tribes and xenos abominations, then they might be able to return with something of real value. For the bravest gangs some tunnels even run all the way to Secundus, and offer the chance to loot the fallen spire. Of course, actually entering the ruins of Hive Secundus is something else entirely...

POPULATION

Hired Guns: The Dust Wall is a militarised wasteland settlement where gangs might find all manner of outlanders, treasure hunters and even ex-militia for hire.

Underhive Nemeses: There are always rumours of a powerful Genestealer Cult Magos operating near the Dust Wall, while militia commanders could equally complicate matters for gangs.

Monsters: All manner of wasteland creatures plague the Dust Wall, though it is the tunnels beneath it that are most dangerous, with some said to contain the spawn of Secundus itself.

COMMERCE

Trading Post: Given its proximity to a military installation, Heavy weapons are easier to get hold of, with their Rare (X) level decreased by 2.

Black Market: Scavengers find all manner of alien objects in the wastes near Secundus, and as a result xenos items have their Illegal (X) level reduced by 2.

Wealth: Trade traverses the length of the Dust Wall, with regular military resupplies and merchant caravans; as such, the Dust Wall has a Wealth rating of Average.

ENVIRONMENT

Battlefields: For the battles beneath the wastes, Underhive Tunnel Warfare battlefields are appropriate, while those topside take place in the unforgiving Ash Wastes.

Maps: The Dust Wall stretches for hundreds of kilometres and is tens of kilometres deep in places, allowing for a huge area that can be filled with interesting locales and outposts.

Territories: Ashgrad and Bane Town could both be Territories to control, while secret tunnels beneath the wall, and good scavenging grounds, might also be fiercely contested.





THE GREAT PALATINE NEXUS

They say the greatest hive city on Necromunda is built upon trade and within the kilometre-high vaults of the Nexus, this is literally true. Cargo from a thousand hives is funnelled through the massive sorting yards, containers stacked hundreds high, waiting for their turn to travel uphive and off-world through the Eye of Selene.



NAVIS MORTIS ANCIENT WRECKS

Thousands of years before the birth of the current Lord Helmawr, there was a schism within the Imperial House. In 459.M37, Lord Hyrodo Helmawr died suddenly in a freak bathing accident, without naming an heir. His two eldest children, Lady Cinderak and Lord Gothrul, both shared a claim to the mantle of planetary governor. They fought each other bitterly for over a century for the right to rule Necromunda, in what would later become known as the Two-faced War. Eventually, Cinderak triumphed and imprisoned Gothrul within his hive, the Needle. To cement her control of Necromunda she constructed the Eye of Selene, and declared all off-world goods and planetary production would now pass solely through Hive Primus. In the centuries that followed, hundreds of ship captains thought to brave this blockade and land at the Needle. Cinderak proved the worth of her words, and, as the years ground by, the wastes around the Needle grew thick with vessels shot down by the Eye of Selene and the Necromundan system fleet. This age was known to the locals as the Time of Raining Iron, for not a cycle passed without a flaming wreck falling from the sky, and the growing field of wreckage soon became known as the Navis Mortis. Despite being a rich picking ground, Cinderak declared the region off-limits to the Clan Houses. She refused to let anyone profit from cargoes carried by the dead captains, and soon the borders of the crash zone were heavily patrolled by the armoured vehicles of the Enforcers. Of course, where there is loot, there will be looters.

LORD HELMAWR'S GRAVEYARD

As the centuries slipped by, the details of the Two-faced War were forgotten. Ship captains no longer try to run the blockade and instead accept the hefty tariffs imposed by passing through the Eye of Selene. Smugglers still attempt to bring illegal goods to Necromunda but usually do so far from the hives. Meanwhile, among the wrecks of the Navis Mortis, an ash waste society has sprung up. From their void ship fortresses, tribes wage war on each other and anyone foolish enough to enter the graveyard. Some are Ash Waste Nomads who have put down roots, some are muties looking for a safe place to weather the constant ash storms, but many more are outlaws who have been driven out of the hives. Settlements and tribes take their names from the ships they control, such as: the red-robed Occludites who live in the broken bowels of the heavy hauler *Occlud Dias*; the Ash Terras, who rule the wreck of the fleet monitor *Pax Terra*; or the trade settlement of Pilgrim's Grave, built beneath the gutted hull of the Ministorum chartist vessel *Solar Pilgrim*. Clan House gangs and Guilders can also be found in the Graveyard, drawn by the chance to find lost treasures. They come up the old scrap roads from Gothrul's Needle, or down past the ruins of Hive Arcos, or from the north and south around the far edges of the Dust Wall. The Guild of Coin maintains trade settlements around the edges of the Navis Mortis, patrolled by officers of the outland Enforcer battalions, ensuring Lord Helmawr gets his cut of everything to come out of the Graveyard.

Visitors to the Graveyard have to contend with the locals. Powerful warlords rule from the conning towers of their ship-fortresses, commanding the wastes as far as the range of their guns extend. The largest of these gangs is the Noctus-Riders, who under the leadership of an eight-foot tall, masked savage, known as the Mhungan, have somehow restored the *Noctus*' void shields. Their main rivals, the Occludites and the Ash Terras, have, at times, challenged his rule by capturing nearby wreck-fortresses and turning their guns on the *Noctus*. Inevitably, these ship-to-ship engagements across the vast desert wastes end in the *Noctus*' shields keeping it intact, while ancient lance weapons and macro cannon pound the other wrecks to dust.



WAR OF THE DEAD

In recent years, the tribes, gangs and settlements of the Navis Mortis have been forced to band together against a common foe: the Grave Wurm. A vast underground brainleaf plant, the Wurm extends out from its nest for hundreds of kilometres, its tendrils reaching up through the ash into dozens of wrecks. During Necromunda's long winter, the plant slumbers and gangs risk warrens of brainleaf zombies to raid the ships it has infested. A few bold gang leaders, such as the Orlock Road Boss Ajax Bones, have even tried to find the heart of the Grave Wurm and kill it. Ajax, like so many before him, ended up vanishing into the Graveyard, though one of his lieutenants, Wall-eyed Joe, was later seen trying to eat someone's brain.

As the season of fire comes to the Graveyard, and Necromunda enters its summer cycle, the Wurm stirs. Amid the seasonal ash storms and burning sun-shafts that occasionally break through the planet's toxic cloud layer, hordes of brainleaf zombies shamle out across the desert. Made up of ash wasters, luckless scavengers and even the long dead crews of the ships themselves, these hordes seek to spread the dominion of the Grave Wurm. Five times Pilgrim's Grave has been attacked, Guilders and gangers fighting shoulder to shoulder with outlaws and ash tribesmen to see off the undead. Each time, though, the hordes have been larger and the margin of victory narrower. About the only place safe from the Wurm seems to be the *Noctus*, its guns sweeping the desert clear of zombies as the Mhungan stands on its battlements laughing.



POPULATION

Hired Guns: The Navis Mortis is a scavenger's delight; you might also find plenty of Ammo-jacks and tech scavengers. It is also a refuge for the dregs of society and criminal elements are always present.

Underhive Nemeses: The Mhungan makes an ideal Underhive Nemesis, trying to extend his influence over the other settlements in the Graveyard. The Grave Wurm can also be used as an Underhive Nemesis working through their many Underhive Minions. Also, any gang leader that has been taken by the Ravenous Zombie resurrection package fits perfectly (see [page 44](#)).

Monsters: The Navis Mortis is infested with zombies, hundreds, if not thousands of them, as the Grave Wurm spreads.

COMMERCE

Trading Post: Thanks to the reclaimed cargoes of the fallen vessels, Rare items are far more common in the Navis Mortis, reducing all Rare (X) levels by 2.

Black Market: The settlements of the Navis Mortis are far from the eye of the Imperial House and many smugglers' vessels have been downed in the Graveyard, their carcasses ripe for the picking. Reduce the Illegal (X) level of all items by 1.

Wealth: Even though it is cut off from official trade with the great hives of Necromunda, the Navis Mortis is flush with scavenged and looted goods; the Wealth rating is Rich.

ENVIRONMENT

Battlefields: Battles in the Navis Mortis are fought in either cramped conditions in the hulls of wrecked ships (Underhive tunnel battles) or in the wastes between vessels (Ash Wastes battles with low terrain density, or even modelled terrain of crashed starships). Many of the conditions in *Necromunda: The Book of Peril* are suitable for battles that take place in the open wastes.

Maps: The Navis Mortis is a large area where the important places are the settlements that have grown in the hulls of the downed ships.

Territories: The various settlements and ships such as Pilgrim's Grave and *Pax Terra* make suitable Territories for a campaign set in the Navis Mortis.

"Place your bets!
Next Run starts at
Ludate shift!"

Harkvor 'Short-Sell',
Rust Town Bookmaker

RUST TOWN BALD BRYEN'S DOMAIN

Quite possibly the oddest thing about Rust Town is not its location in the middle of the Bonedry, far from the main tunnels and domes of the underhive, but rather the fact that no one can say for sure how long it's existed. Some traders swear the isolated settlement only sprung up a few cycles ago, and claim to have crossed the Bonedry dozens of times without ever laying eyes on it before then. Others reckon it to be among the oldest of the underhive settlements, saying its foundations were laid long before the cataclysm that created Dust Falls, or before Sump City rose from the slime of Hive Bottom. Why it exists in the middle of what constitutes a man-made desert is unclear, though hivers, Guilders and nobles all make the trek to its gates to trade and visit the court of Bald Bryen.

The enigmatic Bryen, a lanky man of indeterminate age and origin, is the self-proclaimed mayor of Rust Town. He rules over a settlement of hivers who are devoted to maintaining the Rust Town Run – Bald Bryen's trap-filled dungeon extravaganza. Scrappers and scavengers bring in their finds from the Bonedry, while armoured convoys of wasters' rigs bring in trade goods from further afield, but in Rust Town the only thing the locals seem to produce are trinkets associated with their Rust Town Run. These range from Grinning Bryen gun belts and Runner Kill Coins, to 'genuine' Chrono-crystal polishing kits. Even the town itself seems to exist solely for the Run, its slanting streets and wonky buildings perched upon a plasteel hill containing the Run itself.

RUST TOWN RUN

While Rust Town might not produce junk-rounds, fungi paste, gunk or any of the other substances useful to underhivers, it does have one thing in abundance: entertainment. The Rust Town Run is legendary throughout the underhive. Even in Hive City and the Spire, people have heard of the Run, and challengers from throughout Hive Primus, and even beyond, have been known to make the journey to try their luck in Bryen's maze. Each great cycle, Bryen invites challengers to brave the gauntlet, these hopefuls entering into one of the mayor's lotteries to see who will be chosen. Even for those who aren't chosen to run, Bryen offers a chance for glory, this time as hunters. The hunters stalk the maze trying to stop the runners reaching their goal (one of Bald Bryen's fabled Chrono-crystals), and earn creds for each one they can take out.

The Run itself changes every time it is used, sometimes in subtle ways, like a previously safe door now rigged with a deadly booby trap, and sometimes in not so subtle ways, such as chambers being flooded with toxic chemicals or the entire Run being filled with plague zombies. Typically, the perils are those which gangs might face out in the badzones, ranging from the grinding teeth of ancient machinery to pitch-black tunnels riddled with pitfalls. All this becomes even more challenging when hunters are shooting at the runners or trying to push them into pits of Ripperjacks. While gangs rarely complete the Run, each time it is held the town's economy booms, and Bryen grows rich on the thousands of creds bet on the outcome.

CHRONOCATACLYSM

Only a handful of gangs and individuals have ever won one of Bald Bryen's Chrono-crystals. Some of these crystals are still in the hands of their original owners, though many have been lost, stolen or sold. Hagan's Hole has one above the bar, paid to Hagan to cover an outlandish drinking tab by a notable underhive bounty hunter. Some drinkers claim the gem does strange things to the flow of time when you look at it – or maybe it's just the booze...

'One-Eyed' Kitty, a blade dancer out of Two Tunnels, has one too, given to her by an admirer. When she dances, she wears the crystal in her belly button, its sparkling mesmerising the audience. Then there is the one owned by Caustus the Chain Lord, set into the hilt of his shock lash, its brilliance a stark contrast to the slaver's grimy appearance and broken grin.

To most hivers these crystals are nothing more than fancy baubles, and their owners and location throughout the hive completely random. However, there are those who would argue otherwise. These rumour-mongers claim Bald Bryen serves mysterious masters, and his crystals are part of some far-reaching plan to bring about the Chrono-cataclysm. And what is the Chrono-cataclysm? Well, that varies depending on which drunken conspiracy theorist you ask. Some will tell you that it is a plot by the Immortal Cult of Necromunda to bring about a psychic awakening of all humanity, others that it is a plan by the ancient Iron Lords of the Araneus Continuity to free Necromunda from the yoke of the Imperium. Then there are those that say Bald Bryen's plan has already come to pass, and we are all living in an alternative reality created by the Ordo Chronos...

POPULATION

Hired Guns: Bounty Hunters and Hired Guns of all flavours flock to Rust Town to try to win the Rust Town Run, so are freely available to hire on.

Underhive Nemesis: Bald Bryen is a great Underhive Nemesis – can the gangs stop him from enacting the Chrono-cataclysm?

Monsters: Rust Town is kept largely free of monsters, but if the gangs are brave (or foolish) enough to attempt the Rust Town Run, they could encounter anything down there.

COMMERCE

Trading Post: Rust Town sees a lot of trade flow through, even though it produces nothing itself; Rare (X) levels are unchanged.

Black Market: The abundance of gangs trying to complete the Rust Town Run means that all sorts of illegal equipment passes through the town, all of it available for the right price. Illegal (X) levels are all reduced by 1.

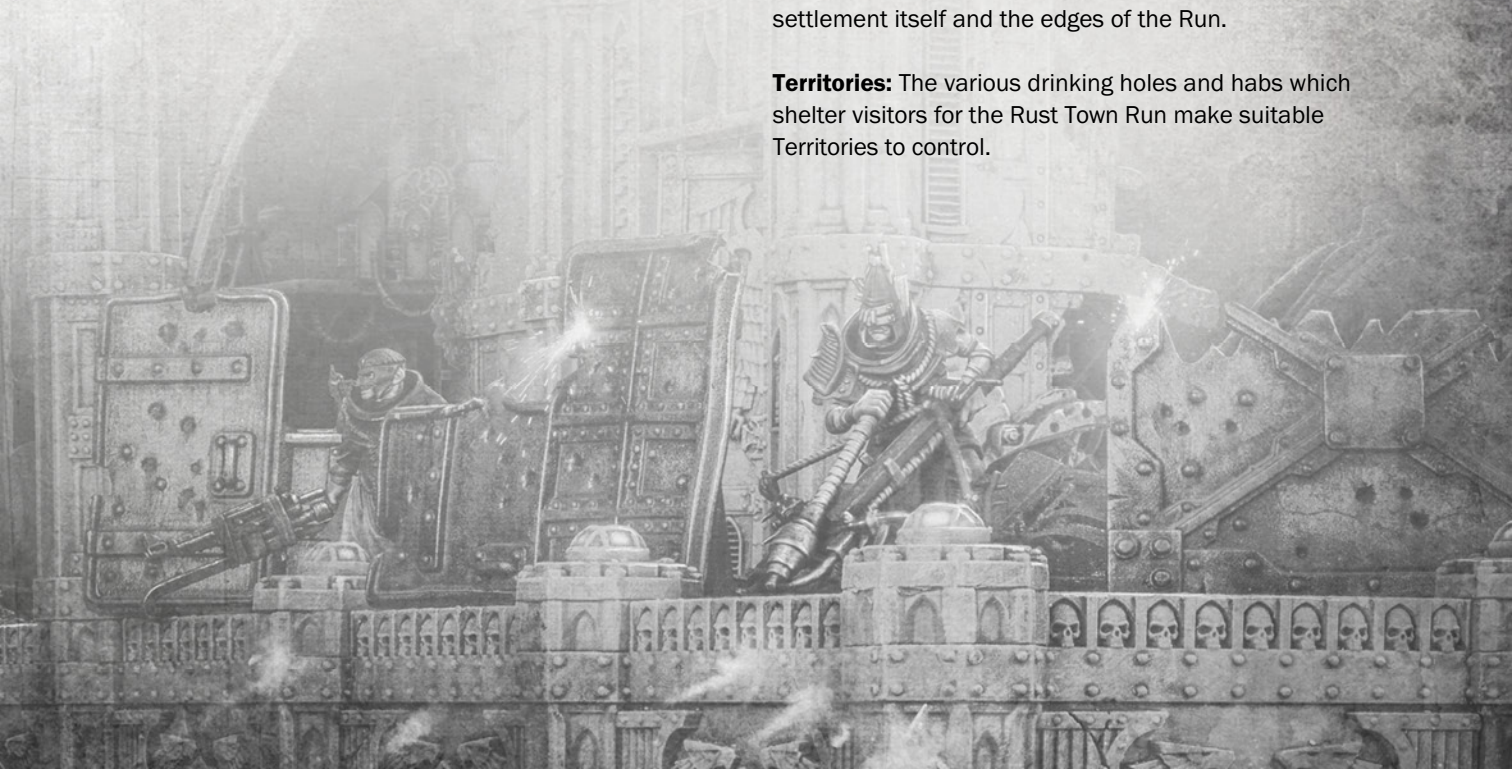
Wealth: Rust Town is a draw only while the Rust Town Run is on. The Arbitrator decides which Campaign Weeks the Run is active during; during those weeks the Wealth rating is Rich, and in all other weeks it is Poor.

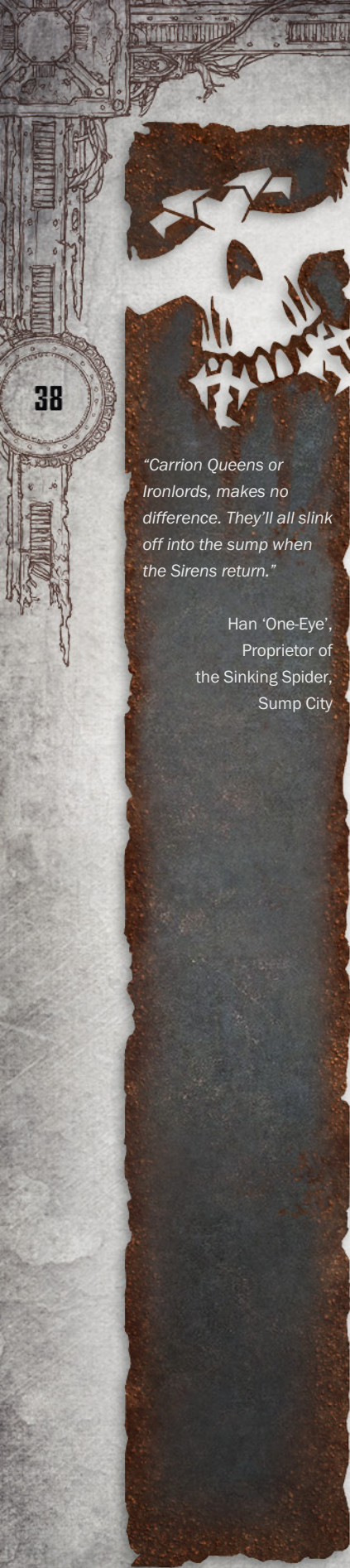
ENVIRONMENT

Battlefields: Underhive battles are suitable for Rust Town.

Maps: Rust Town itself is located in the middle of a man-made desert; the map should focus on the settlement itself and the edges of the Run.

Territories: The various drinking holes and habs which shelter visitors for the Rust Town Run make suitable Territories to control.





SUMP CITY BOTTOM OF THE HIVE

Travelling down the Abyss from Dust Falls, past the tunnels to Rust Town, Heretic's Hole and Port Mad Dog, the underhive grows dark. Deeper still, beneath the Delta-7 Badzones and the old dome runner trail to the White Wastes, the darkness becomes overwhelming as the light of Dust Falls is hidden by kilometres of twisting tunnel. Finally, beyond the road to Two Tunnels and the Tangle, the Abyss reaches its end, opening up over the vastness of Hive Bottom and the frontier settlement of Sump City. Rising up from the toxic sea around it, Sump City is the last port of call for gangs and guilders, who come here looking to seek wealth out in the midnight expanse of Hive Bottom, or sail out onto the sea itself in search of sump spiders and their priceless diamond eyes. Sump City's only connection to the underhive is a series of ancient cable cars, the battered gondolas ferrying hivers up into the lowest levels of the Abyss, from where they can make the long journey back up to Dust Falls.

"Carrion Queens or Ironlords, makes no difference. They'll all slink off into the sump when the Sirens return."

Han 'One-Eye',
Proprietor of
the Sinking Spider,
Sump City

Despite thin, poisonous air, chem clouds that would make a Goliath's eyes water, and regular mutie raids, Sump City is almost as prosperous as Dust Falls. The wealth brought in by spider hunters, archeotech scavengers and sump prospectors ensures its scrap markets are filled with rare and valuable items. Traders from Two Tunnels, Port Mad Dog and Dust Falls ferry the best of these goods up the Abyss and sell them on to the Guilds – at a substantial mark-up, of course. This is largely possible because there is no formal Merchant Guild presence in Sump City. Despite agents of the Guild of Coin and Slave Guild frequenting its streets, the settlement has always been run by one gang or another. Until recently, that was Sadie 'Original' Sinn and the Sump City Sirens, though nobody has seen the Sirens for a while, so the Carrion Queens and the Ironlords have been duelling over the settlement.

GREAT SPIDER HUNTERS

One of the principal industries of Sump City is the trade in giant spider eyes. Spire Nobles will pay a small fortune for these precious gems, with the largest worth enough for a slimedrifter captain to move uphive and live out their days in luxury. Harvesting the spider eyes, however, is no easy feat, and the larger the spider the greater the challenge. Even an immature sump spider is about the size of an Ogryn, with the largest as big as an Orlock battle-rig – gun turrets and all. With this in mind, serious hunters sail out in massive, armoured scrap-ships, often with flotillas of smaller craft to act as lookouts and bait-men, to herd the spider towards the larger ship's gas-harpoons. Of course, this is not always enough, and on the docks of Sump City, where hundreds of battered ships, barges and boats of all kinds hang over the inky blackness of the sump, sump-sailors like to talk of the ones that got away. The tale of the *Hydra*, and its captain Haagan Valgotha, is perhaps the most persistent of these. So the story goes, Valgotha and his crew were the greatest spider hunters to ever sail out of Sump City. Each cycle, his crew brought in the largest hauls of spider eyes, and the grizzled old veteran could have retired many times over. But Valgotha was hunting a legend – the Great Albino Spider. Time and again, the *Hydra* went out hunting the beast, and time and again its captain returned empty handed. Until one day, many great cycles later, when the *Hydra* was overdue by many cycles, a member of Valgotha's crew was found drifting on the sump, all alone and mad with fear. From what little sense could be wrung from the man, it was gleaned that Valgotha had at last found his nemesis, and the man claimed he had seen both gigantic spider and sump captain sink beneath the slime, Valgotha still hacking at the beast's massive diamond eyes even as the black claimed him.

FORGOTTEN RICHES

While some hivers come to Sump City to crew slimedrifters and trade in spider eyes, many come to hunt for archeotech. It is a widely accepted truth of the underhive that the lower you go, the better your chances of finding great wealth become. Guilders, nobles and crime bosses regularly hire gangs to head out into the wilds of Hive Bottom in search of lost treasures. These can be anything from tech left over from centuries past and veins of valuable scrap, pools of concentrated chemicals, to rare underhive fungi or even sump monsters for the fighting pits. Gangs, like the Covenant of Shadows, offer protection for archeo-hunters and claim to know the best places to explore. Though to no one's surprise, the Delaque gang seems to use each expedition to somehow advance their own standing in Sump City. Then there are enterprising individuals such as 'Gruesome' Gale, who professes to be the best dome runner in all Hive Bottom, and guarantees *"You'll come back richer than you went out – or, if her name ain't 'Gruesome', you won't come back at all!"*.



EMIL 'COLD-FURY',
DAEYGLOW DRAGONS,
HOUSE VAN SAAR

POPULATION

Hired Guns: Many desperate souls make their way to Sump City looking for riches; Dome Runners are especially prevalent.

Underhive Nemeses: The leaders of the Carrion Queens and Ironlords make for good Underhive Nemeses, with their respective gangs backing them up. Alternatively, you may wish to have Sadie 'Original' Sinn return to take back her town.

Monsters: On the edge of the Sump as it is, Sump City is constantly attacked by the denizens of Hive Bottom; large sump spiders in particular make ideal monsters for this Living Setting.

COMMERCE

Trading Post: With its only resource being the diamond eyes of sump spiders, Rare items can be difficult to get hold of in Sump City but are always available for the right price. The Rare (X) level of all items is reduced by 1, but the cost of all items with a Rare (X) level is increased by 10% (rounded up to the nearest 5 credits).

Black Market: As long as the diamond-like eyes keep flowing uphive, the Imperial House cares not what happens so far from its estates. The Illegal (X) level of all items is decreased by 3.

Wealth: Due to the wealth brought in by the trade in sump spider eyes, the Wealth rating of Sump City is Rich.

ENVIRONMENT

Battlefields: Underhive tunnel battlefields are particularly suitable for battles fought in the winding tunnels around Sump City. Alternatively, more open Underhive battlefields using the Stygian Depths and Sump Sea environments from *Necromunda: The Book of Peril* are also ideal.

Maps: The area around Sump City varies from the open sump to the maze of tunnels that lead down there.

Territories: Various jetties and establishments within Sump City, as well as known lairs for sump spiders, can all be controlled as Territories.



KAYRIID TORSON,
EXO-DRILLER PILOT,
ENGLISH MINING CLAN
IRONHEAD SQUAT PROSPECTOR

NECROMUNDA RESURRECTION PACKAGES

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

Resurrection Guild Flyer, Two Tunnels Bounty Board

Life is cheap on Necromunda and death is always waiting just around the corner – usually with a renderizer in its meaty fists. But, occasionally, dead isn't dead, and when a ganger buys it, sometimes, just sometimes, they come back. For whatever reason, be it unfinished business, xenos tech, or warp sorcery, the ganger has clawed their way out of the grave and returned to their gang. Of course, no one comes back from the beyond without paying a price and none return quite the same as before.

Resurrection Packages are a set of optional campaign rules for Arbitrators to introduce into their campaigns. They give players an opportunity to bring valued fighters back from the dead and return them to the ranks of their gang – but at a cost. In addition to giving the fighter a second chance – especially if they have died ignominiously, perhaps even in their first battle – Resurrection Packages are great storytelling tools for the Arbitrator, and with a little bit of work, entire campaigns can be built around them.

USING RESURRECTION PACKAGES

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

Unless the Arbitrator has a particular kind of campaign in mind, it is recommended that each player only ever have one fighter with a Resurrection Package at a time, and that each fighter only uses the option once. If one player in the campaign has access to Resurrection Packages, then all players should. Coming back from the dead, of course, is not without its consequences, and each Resurrection Package includes three special rules: the Benefits, the Price, and the End Game.

BENEFITS

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

PRICE

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

END GAME

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

A DEBT OF BLOOD

There are few things that create loyalty like the gift of unexpected life. The moment when a soul believes they will plunge into the abyss but then finds themselves still hanging by a thread, is a moment that the powerful can use to forge servants who will be loyal for the rest of their lives. For some, it is a gunshot that they thought would end their life, but instead saw their killer dead at the hands of an angel with a smile and an offer. For others, it is the surgeon with silver-bladed fingers who saves them and then moves aside to let their benefactor lay out the terms of this good fortune. No matter what, a debt of blood is a path back to a life lived at the end of a string.

Benefits: When this Resurrection Package is chosen, the Arbitrator or the player must choose a Criminal, Guild or Noble ally. The fighter's gang immediately enters into an Alliance with the chosen faction, forsaking all other allies. While the resurrected fighter is alive, the gang will always be allied to the chosen faction. In addition, extra fighters gained from the allies (e.g., Guild representatives or Criminal allies, etc.) ignore the A Band Apart rules, and so count as part of the fighter's gang, can gain XP (using the gang's Skill tables for skills and Advancements) and suffer Lasting Injuries. Note that, if they die, they are not replaced.

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

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

ARCHEO-REBIRTH

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

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

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

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

DAEMONIC POSSESSION

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

Benefits: There is a supernatural horror that emanates from the fighter, infecting all around them. The fighter gains the Fearsome skill if they do not have it, and enemy fighters must pass a Cool test to target them with ranged weapons. In addition, they gain the Non-sanctioned Psyker special rule and may generate a random Wyrd Power from the Helot Chaos Cult Wyrd Powers list (see *Necromunda: The Book of Ruin*).

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

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

DARK PACT

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

Benefits: The fighter may perform a Dark Ritual during the post-battle sequence, just as if they were part of a Helot Chaos Cult gang (see *Necromunda: The Book of Ruin*). If the fighter is already part of a Helot Chaos Cult gang then they may add 2 to the dice roll when performing Dark Rituals. In addition, they gain the Non-sanctioned Psyker special rule and may generate a random Wyrd Power from the Helot Chaos Cult Wyrd Powers list.

Price: The fighter's gang cannot sell Captives to the Guilders, and must instead sacrifice them to the Dark Gods, just as if they were a Helot Chaos Cult gang. If they are already part of a Helot Chaos Cult gang then this has no extra effects. In addition, the sinister reputation of the fighter has gotten around and the gang becomes an Outlaw gang.

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

RAVENOUS ZOMBIE

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

Benefits: The fighter cannot be pinned, ignores Flesh Wounds and automatically passes any Cool tests they are required to take. In addition, while weapons with the Blaze trait can set them on fire, while they are on fire they only suffer the additional damage component of the Blaze rule, and may otherwise act normally.

Price: The fighter becomes a zombie (see Zombies! as follows).

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

ZOMBIES!

Zombies in Necromunda are an all too common occurrence, each infestation created in its own unique way, though they all share certain traits. While a fighter is a zombie, they may only ever take a single action in each of their activations, suffer a -4 to the hit roll with all weapons that do not have the Melee or Versatile trait, treat the Charge (Double) action as a Basic action, and must perform the Charge (Basic) action or Coup de Grace (Simple) action, if able. They also cannot perform Group Activations with fighters who are not also zombies.

REVENANT

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

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

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

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





SKINDEEP DOPPELGÄNGER

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

Benefits: The fighter is not quite the same. When they are resurrected, the fighter may alter any skill advances they have received. They remove all their existing skills and choose an equal number of new skills. When choosing skills, including their starting skill for being a Leader or Champion, they may choose from any skill category and not just those available to their gang or fighter type.

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

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

XENOS RESURRECTION

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

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

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

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



THE STRANGER'S GIFT

Sometimes, just when they are needed, a stranger appears, bearing the solution to an impossible problem. Even when on death's door, the wise do not accept such gifts of resurrection lightly, for some fates are far worse than death. However, in the depths of the underhive, the wise are hard to come by, while eager fools are everywhere.

Benefits: The fighter has been brought back for a specific purpose, part of which includes getting some potent firepower to get the job done. They may choose up to 250 credits worth of weapons and Wargear from either the Trading Post or Black Market, ignoring restrictions for Rarity and Illegality.

Price: The fighter is pursuing their own agenda now, but may help out their old gang, and will do so on the cheap... for old times' sake. They become a Bounty Hunter who will only work for their old gang, but must be hired if their player wants to include them in a crew. However, they may be hired for half their total cost in credits (rounded up to the nearest 5 credits).

End Game: Eventually, the fighter will have to do the job they were paid for. After each battle the fighter took part in, roll a D6. If the result is less than the number of enemies Seriously Injured or taken Out of Action by the fighter during the battle, the player must immediately pay credits equal to the fighter's hiring fee, or permanently remove them from their gang roster.

DIVINE INTERVENTION

Miracles abound across the Imperium, if the rhetoric of the Ministorum is to be believed, and the Imperial Creed is built upon a belief in the divine power of the God-Emperor and his power to protect his people. True miracles are seldom seen, and it can be difficult to tell the hand of the Emperor at work from more nefarious powers, especially in the shadowy depths of the underhive where the price of faith is often an eternity of servitude.

Benefits: The fighter has been restored to life by a miracle. Others see the hand of the God-Emperor at work in them, and it rightly makes them fearful while some divine hand does seem to protect them from the powers of the Warp. The fighter gains the Fearsome skill if they did not already have it, and a special 2+ Save against any Wyrd Power that targets them.

Price: The fighter hears the voice of the God-Emperor in their dreams and is driven to do his bidding. If there is a fighter with the Non-sanctioned Psyker special rule, or their gang is facing a Helot Chaos Cult, Genestealer Cult, Corpse Grinder Cult or a Chaos Corrupted or Genestealer Corrupted gang, they must seek out and take out of action the Non-sanctioned Psyker or the most powerful fighter (i.e., the highest credit cost) in the opposing gang. If they fail to do so before the end of the battle, they feel they have failed the God-Emperor, fall into a deep depression and must go Into Recovery.

End Game: Eventually, the fighter will be called away to serve the God-Emperor or taken by the Ministorum for 'testing'. At the end of each campaign cycle, they must roll 2D6. If the result is equal to or lower than the number of battles they have fought in since their divine intervention, they must make a Willpower test. If this test is failed, they must be removed from the gang roster.



HEROES OF JARDLAN

Few inhabitants of Necromunda are as hardy or dogged as the Ironhead Squats. 'As stubborn as a Squat', is a common saying among outlanders, and even the Squats themselves use terms like 'grit' or 'gravel' to measure the worth of their warriors and workers. Among the countless stories of these stoic peoples few are as impressive as those told about the survivors of Jardlan. After the Malstrain consumed their holdfast, only the Jardlan Squats who were roaming the wastes remained to uphold the mining clan's name. Chief among these were the Grimjarl brothers, Urson and Orrin, sons of the Charter Lord Harro.

Shown here are the Dramatis Personae Urson Grimjarl, Last Charter Lord of Jardlan and the nomad hunter Orrin Grimjarl. Dripping in detail, these Squat models are shown carrying their trademark weapons and wargear, much of which is unique to the Ironhead Prospectors gangs. Along with their bespoke equipment, each also has a robotic assistant, many Squat champions and heroes creating their own techmites to help them in their tasks, whether that is repairing ancient machinery or hunting foes across the wastes.



ORRIN GRIMJARL,
LAST CHARTER LORD
OF JARDLAN



TECHMITE EXOVATOR



URSON GRIMJARL
JARDLAN NOMAD HUNTER



TECHMITE OCULI



VARTIJAN EXO-DRILLER

ENFORCER TAUROS VENATOR

The Palanite Enforcers only have a limited presence beyond the hive cities – their numbers far too few to effectively police the outlands. Rather than keep watch over every ramshackle settlement, however, the Enforcers concentrate on the vital ridgeways that connect the hives. Aiding them in this task are Tauros Venator ATVs, rapid interceptors ideal at swiftly traversing the ash wastes and bringing brutal justice to those who would threaten the guild convoys or respected hiver travellers. Though they are built for speed, Venators pack a healthy amount of firepower, from paired heavy stubbers to suppression cannons, allowing them to deal with a wide range of threats.



VHARG'RAI 'STORMGHOST',
URH'NAG DUST RIDER,
DUSTWALL CRAWLERS,
ASH WASTE NOMAD



ARBITRATOR SCENARIOS

Part of creating a memorable campaign is filling it with memorable battles – battles that explore the lives of the inhabitants of the hives and the unimaginable dangers they face. To date, the Necromunda game has well over one hundred scenarios for players to choose from, should they want to test the mettle of their fighters, ranging from straight-up gang fights to tense shootouts, daring heists and many, many more. Of course, players can never have too many scenarios to choose from. Presented in this section are a collection of scenarios from previous Necromunda publications, updated and expanded to work alongside the current incarnation of the rules.

USING ARBITRATOR SCENARIOS

There are several ways in which Arbitrator scenarios can be used. The first and possibly most simple way to use them is in Skirmish play, where two players want to play a 'pick-up' game – a stand-alone battle fought between two gangs created for Skirmish play rather than as part of an ongoing campaign. In such cases, it is a simple matter of choosing a scenario to play. The beauty of this method is that the players are free to create Skirmish gangs especially for the chosen scenario, which can make for either a very challenging and hard-fought battle or a very narrative, story-driven conflict, depending upon what the players prefer.

Alternatively, two players may decide they wish to play an Arbitrator scenario as part of a campaign, rather than one of those recommended in the *Necromunda Core Rulebook*. Perhaps they feel that a certain scenario better reflects the Territory being fought over during a Dominion Campaign, or captures the spirit of two rival gangs competing for control of a particular Racket during a Law and Misrule Campaign. Whatever the case, the players should inform the Arbitrator of their decision and give them the opportunity to make any modifications to the scenario (for example, some of the rewards in an Arbitrator scenario might need modifying to ensure fairness for all participants).

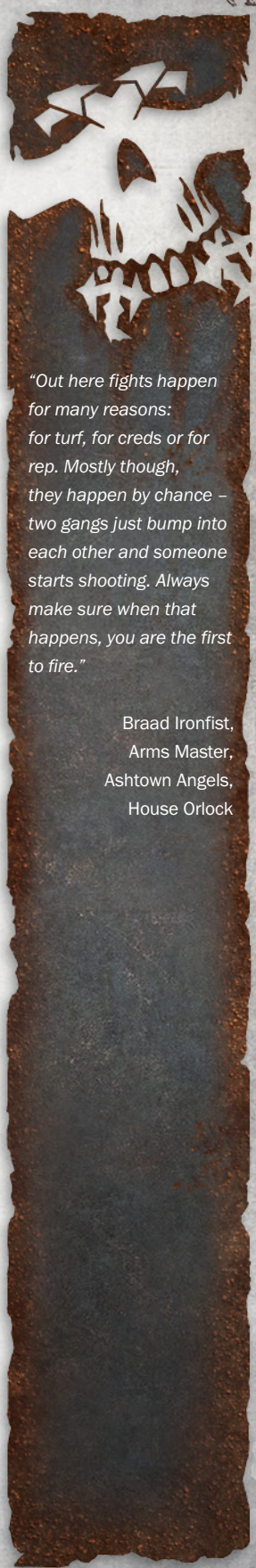
Finally, an Arbitrator may wish to intervene prior to a battle being fought and inform the participants that they will be playing a particular scenario. This can be for many reasons, perhaps to pursue a particular narrative plot that has been unfolding or to correct an imbalance between two gangs with very different Gang Ratings. It could be as simple as deciding to make a side battle fought during Downtime more exciting for the participants. Whatever the case, Arbitrators should not be afraid to make such decisions and to challenge the players (fairly, of course).

MULTI-PLAYER BATTLES

Many Arbitrator scenarios lend themselves to being fought as multi-player battles, and players are encouraged to explore these possibilities. The easiest way to do this is for two or more players to ally together, perhaps fielding a smaller crew, or increasing the size of the battlefield to accommodate more fighters.

If players do wish to ally together and field smaller crews, they may wish to use the amended Bottle check rules presented on [page 65](#). This allows them to field much smaller crews without bottling out at the first sign of trouble.

Another option is for several rival gangs to take part in a free for all. Certain scenarios, in particular *Terror in the Dark* ([see page 52](#)) and *Monster Hunt* ([see page 58](#)), are well-suited to this.



"Out here fights happen for many reasons: for turf, for creds or for rep. Mostly though, they happen by chance – two gangs just bump into each other and someone starts shooting. Always make sure when that happens, you are the first to fire."

Braad Ironfist,
Arms Master,
Ashtown Angels,
House Orlock

TERROR IN THE DARK

"It was horrifying! As we were fighting each other you just heard this rustle, then a scream as someone else was taken."

'Crazy Eyes' Pete, Hive Scum

In this scenario, gangs stumble into each other in the dark, but they are not alone!

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BATTLE TYPE

This scenario can be played as either an Underhive or Ash Wastes battle; if this scenario is being played as an Underhive battle, vehicles and Wargear that grant the Mounted condition cannot be included in either gang's starting crew.

BATTLEFIELD

This scenario uses the standard rules for setting up a battlefield, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. Both gangs use the Custom Selection (10) method to determine their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

GANG TACTICS

This scenario uses the standard rules for gang tactics as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

ENDING THE BATTLE

If either gang has no models left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

If only one gang has models remaining on the battlefield, they are victorious. Any other result is a draw.

REWARDS CREDITS

The victorious gang adds D6x10 credits to their Stash.

The losing gang adds D3x5 credits to their Stash.

If the battle is a draw, all gangs add D6x5 credits to their Stash.

EXPERIENCE

Every fighter belonging to the victorious gang earns 1 additional XP.

REPUTATION

Each gang that took part in the battle gains 1 Reputation.

If either gang bottled out, they lose 1 Reputation.



PITCH BLACK

Battles in forgotten corners of the underhive or out in the untamed wastes are often fought in almost complete darkness. For this battle, the Visibility (3") rule is in effect as well as the Horrors in the Dark rule.

HORRORS IN THE DARK

Wandering around in the dark in the depths of the underhive, or out in the wastes, is not without danger. Not only might gangs encounter unfriendly rivals, they might discover strange and hostile creatures. Sure enough, the gangs seem to have wandered into the hunting grounds of one or more unknown, mutated monstrosities.

When a fighter is activated, if they are not within 6" of any other fighters (from either side), roll a D6 on the following table:

D6	Result
1	The fighter suffers an immediate S6, AP-1, D2 hit from an unseen assailant. If they are Seriously Injured as a result of this attack, they are dragged away into the darkness and taken Out of Action.
2-3	A nightmarish creature emerges from the shadows, seeking easy prey. The fighter cannot make any actions during this activation as they are too busy driving the creature away.
4-5	The fighter hesitates, hearing a noise in the darkness. They can only make one action this turn.
6	The fighter goes unnoticed and can act normally.



PRISON BREAK

*"Me and Karli waited until the middle of the first night cycle, then we made our move!
The guards never knew what hit them, but then, neither did Karli."*

Albra 'Back-stabber', Hive Scum

In this scenario, captured fighters try to make their escape from a Guilder prison.

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ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. If this scenario is being played as part of a campaign, then the gang that issued the challenge is the attacker; otherwise, roll off with the winner deciding whether they will attack or defend.

BATTLE TYPE

This scenario is an Underhive battle; vehicles and Wargear that grant the Mounted condition cannot be included in either gang's starting crew or Reinforcements.

BATTLEFIELD

The defender sets up the battlefield, creating the Guild prison. The battlefield itself should be at least 3'x3', though larger is preferable. The battlefield should feature many walls and doorways, creating rooms and corridors to represent the Guild prison.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. The attacker uses the Random Selection (D3+2) method to determine their crew – these are the Captives, attacking the defenders in their attempt to escape. The defender uses the Random Selection (5) method to determine their crew – these are their Sentries. The rest of the defender's Fighter cards are shuffled together to form their Reinforcements deck.

DEPLOYMENT

The defender chooses a room, sealed off from surrounding tunnels by doors, as close to the centre of the battlefield as possible, and sets up the Captives within that room and within 2" of each other. Sentries are then placed anywhere on the battlefield provided they are not in the same room as the Captives and not within 8" of another sentry.

GANG TACTICS

Each player may choose a single gang tactic from those available to their gang. Alternatively, they may randomly select two gang tactics from those available to their gang.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

If at least half of the attacking fighters managed to escape (see opposite), the attacker is victorious. Otherwise, the defender wins.

REWARDS EXPERIENCE

Every Captive that escaped the battlefield earns 2 XP.

Defending fighters earn 1 XP for each Captive they take Out of Action.

REPUTATION

The attacker gains 1 Reputation for each Captive fighter that escapes the battlefield.

The defender gains D3+1 Reputation if no more than 1 Captive escapes the battlefield.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

SNEAK ATTACK

This scenario uses the Sneak Attack rules, as described in the *Necromunda Core Rulebook*.

GUILDER PRISON

The Captives are locked up in their cell, but have freed themselves from their bonds; now they just need to arm themselves and escape! This scenario uses a number of special rules in addition to those for Sneak Attacks and Reinforcements, to reflect the desperate situation the attacker's fighters find themselves in.

UNARMED PRISONERS

All attacking fighters begin the battle armed with only a fighting knife, regardless of the weapons listed on their Fighter card that they are normally equipped with. As the battle progresses, they may take possession of up to two additional weapons taken from any enemy fighters they take Out of Action in close combat (i.e., as the result of a Fight (Basic) action or a Coup de Grace (Simple) action).

However, some of the weapons carried by the enemy may be unusual and unfamiliar. Therefore, the attacking fighters may only take possession of weapons belonging to the Pistol, Basic or Close Combat Weapons sections of the equipment list they are drawn from. Special and heavy weapons are left behind.

Note that any weapon marked with an asterisk (*) takes up the space of two weapons.

At the end of the battle, these weapons are discarded (probably sold to fund replacements for the weapons taken away by the fighters' captors). Note that these weapons are not removed from the defending fighter's Fighter cards.

CAPTIVE FIGHTERS

During Campaign play, and at the Arbitrator's discretion, this scenario can be used in place of the standard Rescue Mission scenario in an attempt to rescue fighters that have been Captured.

Alternatively, it may be used after a gang has failed to rescue Captives during a Rescue Mission, in an attempt to recover fighters that have since been sold to the Guilders. In such cases, either another player or the Arbitrator may take on the role of the Guilders.

If this is the case, rather than the attacker randomly selecting their fighters, only those that have been sold to the Guilders are available. However, it may be that only a single fighter has been sold to the Guilders. To make up for this, the attacker may include D3+1 Hive Scum in their crew. These represent other Guild prisoners joining the fighter in their escape.

LOCKDOWN

All doors on the battlefield are locked – with the exception of one of the doors leading from the Captives' cell, which they are considered to have already unlocked. Whenever a Captive takes an enemy fighter Out of Action in close combat, roll a D6. On a 1-4, they find nothing. On a 5 or more, they find a code that can be used once to open any locked door.

ESCAPING THE BATTLEFIELD

A Captive can escape the battlefield during any End phase if they are within 1" of an edge of the battlefield and if there are no enemy fighters within 1" of them.

REINFORCEMENTS

The defender uses Reinforcements, as described in the *Necromunda Core Rulebook*. In the round that the alarm is raised, and in each subsequent round, D3 random fighters arrive.

LAST VOYAGE OF THE HYDRA

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

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

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

“Men of the Hydra,” he said. “Men of the Hydra. In my hand, I hold the key, the key to a life of riches, a life beyond your wildest dreams. This crystal will give you everything you desire. Never again to feel the beast of work at your back. Never again to feel the pain of an empty belly. Never again an empty bottle in your hands. For this diamond, the very Lords Helmawr will fall at your feet. All I ask in return is the hide of one spider. But, my lads, a particular spider.”

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

“The beast I speak of is white. Yes – she’s the last of the White Mares of Vaeran. And, oh by Holy Terra, she’s big! She will cast a shadow on your souls. She is covered with the scars of hunters’ harpoons, yet no one has taken her down. I myself came close once, but she took my leg. I, in return, took a fang and this bauble.”

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

“Some say this was a fair exchange. I say not! I want her hide, so mark my words and mark them well... I will not be denied!”

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

Every last one of us would have followed him to the deepest depths of the underhive and back, so fired up were we by his thunder. The veteran harpooners ran frantically across the deck, weapons at the ready, while we, the crew and pilots, lowered our gas skiffs onto the poisoned sump lake. Meanwhile, Valgotha urged us on with curses and threats from the deck of the Hydra, as one by one, our engines roaring, we sped towards our prey, leaving plumes of oily smoke in our wake. My harpooner, Skyle, a leathery skinned old underhiver, stood ready at the skiff’s prow, his gun held high, face and bare torso covered in spider kill marks. Then we were upon them. The spider whelps we ignored, the grazing stallions we hit unmercifully. They fought back savagely, ramming the skiffs to try to capsize them but we’d attacked at full speed and with complete surprise. Harpoon shots rang out, blades honed to a razor’s edge pierced the upper hide of the spiders’ backs with ease. Their yellow blood oozed freely and mixed with the putrid slime of the lake.

I brought the skiff about, engines throttled back, and stopped beside our first kill. Skyle jumped onto its lifeless carcass and crawled towards the beast’s head. Drawing his knife he prised the creature’s eyes free, all the while whispering a prayer to the spirits of the underhive. Then, with one deft blow, he punctured the spider’s venom sac and drank deeply from the fountain of violet poison. To most, one drop of this fluid meant a slow and agonising death, but, over many generations, those underhive spider hunters had built up an immunity and, instead, it filled them with indescribable ecstasy. Precious stones meant nothing to this man. The venom was his reward and he wanted more. Having made fast the kill, Skyle directed me towards the next target. Gunning the gas converter to full power, we carried on the hunt. Skiffs sped about the enraged creatures as one by one they were harpooned and slain.

Death had come swiftly and had been absolute. We killed them all. Harpooners, like Skyle, gorged on venom, stood alert at the front of each small craft, eyes glowing violet and voices joined in unison as they sang a folk song of the underhive. Weighed down by

our catch, I turned the skiff and slowly approached the Hydra. It was then that the mare spiders struck from the depths. Piercing screams burst from the rearmost craft. I turned and saw a skiff tossed into the air, its two crewmen hitting the murky lake. Corrosive fluids burned and ate their flesh. Before we knew it, five skiffs were gone, ripped to pieces by the spiders or upturned and dissolved in the corrosive sump water. Forcing ourselves to move despite the horrors we just witnessed, we engaged in a fight to the death with the fell creatures. Skyle fought like a devil. Each harpoon hit its mark as I drove the skiff in manic circles around the deadly mares. My heart lifted, we seemed to redress the balance as our remaining crews fought desperately for their lives. Then, as if by a miracle, the spiders drew off. We watched, exhausted, as their huge grey backs ploughed away through the oily surface. But our new-found hope was short lived. At about five hundred yards to starboard, they turned to face us, ten to twelve mighty mare spiders, their innumerable eyes burning with hatred, studying us with evil intent.

I heard Skyle muttering another of his prayers in readiness, but the spiders did not attack. Instead, almost quietly at first, but building into a nightmarish screech, they started to wail. I tell you, this sound will be with me to my grave. I tried in vain to shut it out, clapping my hands over my ears, but it was no use. I thought my head would burst, the wail was so excruciating. Then, by Terra, it came. I had seen many things on my voyages through the underworld of Hive Bottom, countless abominations that defy description, but this was beyond all reason. A white mare spider, a mountain of pale flesh, legs like the pistons of some great engine, albino eyes, red with daemon fire, it bore down upon us, its wide mouth revealing rows of dread white fangs dripping with venom.

At the sight of the awful creature, we screamed our terror. Skyle threw down his harpoon gun and fell, wailing, to his knees, as the thing attacked us head-on. I jerked into action and swung my craft around, firing the engine as the huge, pale bulk of the creature swept over us, snatching my crew-mate from the front of the skiff, sending him flailing into the toxic water. I could hear his cries above the motor, and those of my doomed companions, as I left them behind. The Hydra lay before me; I was nearly there when my skiff lurched in the wake of the great beast as it passed by.

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

Above the bedlam, I heard him, Haagan Valgotha, screaming vile curses at his loathsome adversary. He wielded a harpoon and rushed forward in a frenzied attack, stabbing wildly at the beast's pulsating flesh. For one mad moment I thought he would prevail, but then it struck and caught him. It held him fast by its two wicked mandibles, pulling him towards that fang-lined maw while he screamed insanely, still stabbing at its head with the harpoon. Then, the horrific vision was lost from sight as the Hydra, with its malignant passenger, plunged beneath the livid toxic surface, leaving behind a boiling turmoil of multi-hued waves. Then the wailing stopped, the surface slowly settled and all fell silent.

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

Now, as I tell you this, many years have passed – never mind how long precisely. Poverty has been my constant companion, loneliness my bride and never in a waking hour have I since set eyes upon the evil waters of Hive Bottom. But I tell you, when I can stay awake no longer, it comes back to haunt my dreams. That awful creature gliding gently across the livid slime, its body shining brightly in the gloom, to, as Valgotha decreed, lay its shadow on my soul.

MONSTER HUNT

"Die, you thrice-cursed beast! I shall see you destroyed even if I have to slay you with my bare hands!"

Haagan Valgotha, Captain of the *Hydra*

In this scenario, gangs fight for the right to claim the bounty for a massive beast.

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BATTLE TYPE

This scenario can be played as either an Underhive or Ash Wastes battle; if this scenario is an Underhive battle, vehicles and Wargear that grant the Mounted condition cannot be included in either gang's starting crew.

BATTLEFIELD

This scenario uses the standard rules for setting up a battlefield, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. Both gangs use the Hybrid Selection (D3+7) method to determine their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

GANG TACTICS

This scenario uses the standard rules for gang tactics as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

ENDING THE BATTLE

If, at the end of any round, either gang has no fighters left on the battlefield, or the Sump Horror has been taken Out of Action, the battle ends immediately.

VICTORY

If the Sump Horror is taken Out of Action, the gang that achieved this feat is victorious. Otherwise, the battle is a draw.

REWARDS CREDITS

The victorious gang adds 3D6x10 credits to their Stash.

EXPERIENCE

Each fighter that caused the Sump Horror to lose a wound earns 1 XP.

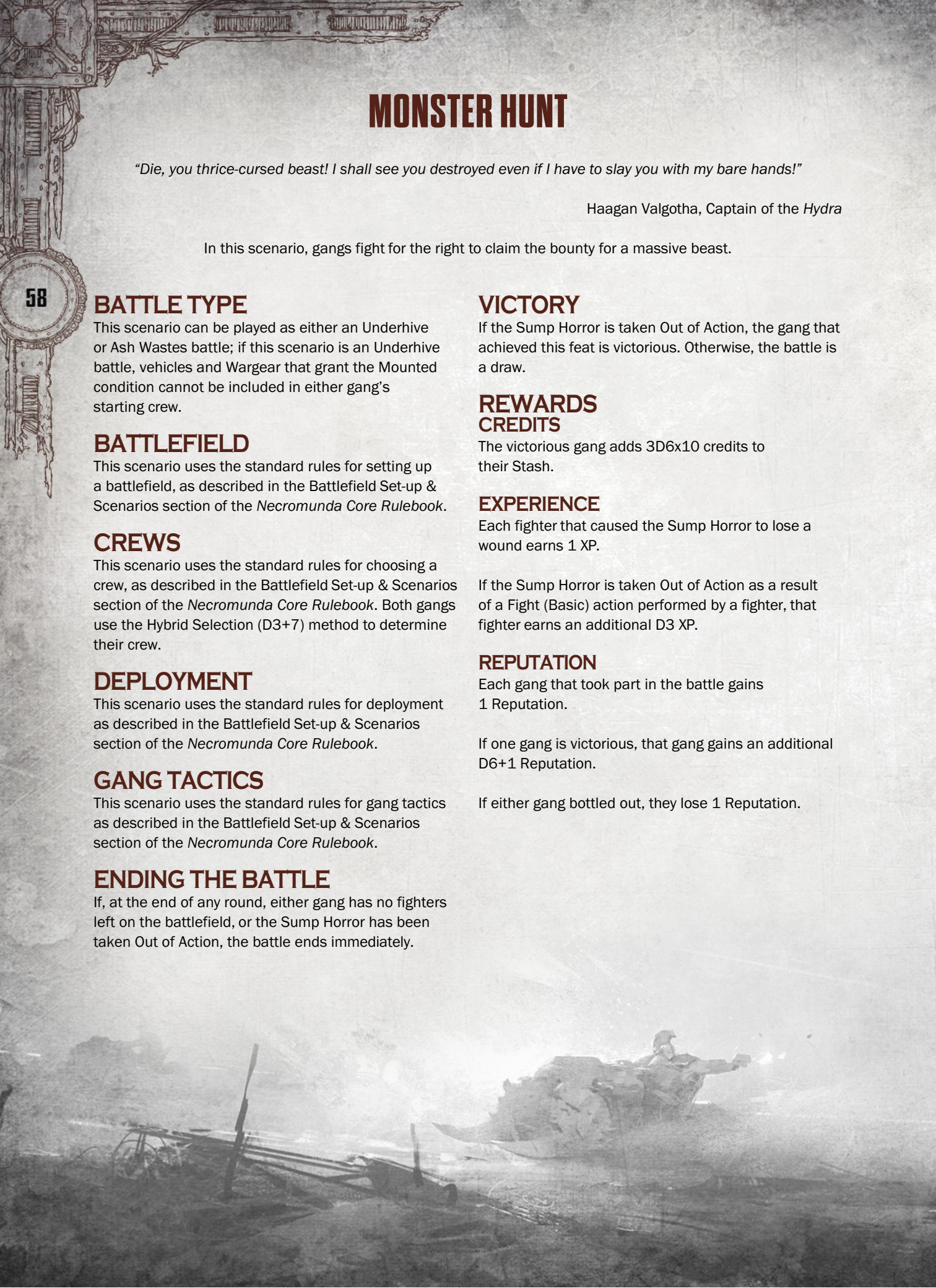
If the Sump Horror is taken Out of Action as a result of a Fight (Basic) action performed by a fighter, that fighter earns an additional D3 XP.

REPUTATION

Each gang that took part in the battle gains 1 Reputation.

If one gang is victorious, that gang gains an additional D6+1 Reputation.

If either gang bottled out, they lose 1 Reputation.



THE SUMP HORROR!

The gangs are trying to bag a massive sump horror (as well as scrag the competition), though first they must flush the creature out. The horror is attracted to wounded prey. Whenever a fighter suffers a Flesh Wound or is Seriously Injured, the player whose fighter was injured places a Beast's Lair marker anywhere within D6" of their fighter. These markers follow all the rules for the Beast's Lair (as described in the *Necromunda Core Rulebook*).

Once four Beast's Lair markers have been destroyed, the Sump Horror itself will emerge. Replace the final destroyed Beast's Lair marker with a larger marker or an appropriate model. The Sump Horror has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	6+	7	6	8	4	4	9+	2+	6+	12+

WEAPONS

The Sump Horror is armed with monstrous appendages:

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Monstrous appendages	E	4"	-	-	S	-3	2	-	Melee, Versatile

SKILLS

Hurl, Nerves of Steel, Spring Up

SPECIAL RULES

Impenetrable Hide: The Sump Horror is protected by a thick hide and scaly skin, granting it a 4+ save.

Acting on Instinct: The Sump Horror does not think or reason like a human. Instead, at the start of each End phase, the Sump Horror will activate and act on instinct alone. To determine the Sump Horror's actions when activated in this way, refer to the table below:

Trigger	Action
Fighter is within 4"	Fight (Basic) action, and/or Coup de Grace (Simple) action
Closest fighter is within 10" but not within 4"	Move (Simple) action followed by a Fight (Basic) action
None of the above	Move (Simple) action

The Sump Horror will always move towards the closest fighter, and will always target the closest fighter with its attacks. If there are two fighters equally distant then randomly determine its target.

RECREATING THE LAST VOYAGE OF THE HYDRA

Should players wish, this scenario provides an ideal way to recreate the last voyage of the *Hydra*. The scene opens with two rival groups of spider hunters fighting over their haul, but soon changes as the noise and bloodshed attracts larger hunters!

It is a simple matter to replace the Beast's Lair markers with models representing giant spiders, and to replace the Sump Horror itself with an especially large spider model representing the great white mare spider.

Representing the scene itself upon the battlefield might take a bit more thought. Players may wish to replace their normal battlefield with a surface representing the sump sea, and to place upon this several islands of terrain representing the skiffs of the spider hunters, and a single, larger island of terrain representing the *Hydra*. Skiffs could be piloted by a fighter, moving when that fighter is activated to perform one or more Move (Simple) actions. Other fighters could crew and fire harpoon launchers mounted onto the skiffs, instead of using their own weapons.

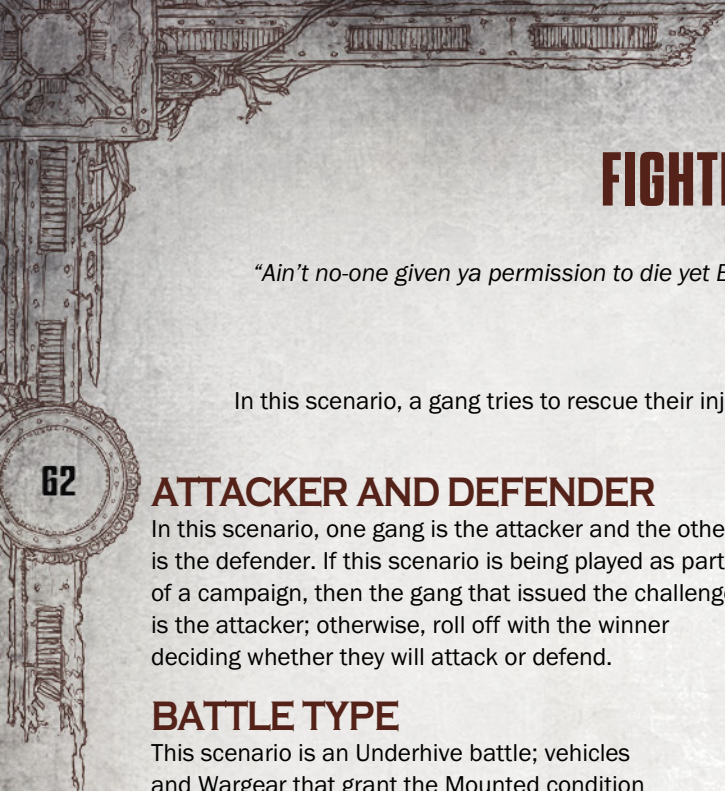
The sump sea itself, as described in the story, is highly toxic and corrosive. Any fighter that falls into it should be immediately taken Out of Action and removed from play, adding extra jeopardy to the scenario. To increase this further, players may wish to give the weapons of the spiders the Knockback trait.

Once the monster appears, the gangs taking part in such a scenario have a simple choice: to ally together and fight for survival, or sacrifice the enemy to secure their own lives!





BORHARG 'TWICE-FORGED'
SPIKED DEVILS
HOUSE GOLIATH



FIGHTER DOWN

"Ain't no-one given ya permission to die yet Brack, now on your feet – we're getting outta here."

Jarg 'Forge-fist', Iron Golems, House Goliath

In this scenario, a gang tries to rescue their injured comrade before the underhive can claim them.

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ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. If this scenario is being played as part of a campaign, then the gang that issued the challenge is the attacker; otherwise, roll off with the winner deciding whether they will attack or defend.

BATTLE TYPE

This scenario is an Underhive battle; vehicles and Wargear that grant the Mounted condition cannot be included in either gang's starting crew or Reinforcements.

BATTLEFIELD

This scenario uses the standard rules for setting up a battlefield, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. Both gangs use the Random Selection (D3+2) method to determine their crew, with the exception that the attacker must also randomly choose one Ganger or Juve belonging to their gang to be the wounded fighter (see opposite) before choosing the rest of their crew. The rest of each gang's Fighter cards are shuffled together to form the Reinforcements decks.

DEPLOYMENT

This scenario uses the standard rules for deployment as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. In addition, the attacker should place the wounded fighter Prone and Seriously Injured within 8" of the centre of the battlefield, anywhere that is not within 6" of any other fighter.

GANG TACTICS

This scenario uses the standard rules for gang tactics as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

ENDING THE BATTLE

If, at the end of any round, the wounded fighter is either taken Out of Action or escapes the battlefield, or either gang has no fighters left on the battlefield, the battle ends immediately.

VICTORY

If the wounded fighter is taken Out of Action, the defender is victorious. If the wounded fighter escapes the battlefield, the attacker is victorious. Otherwise, the battle is a draw.

REWARDS CREDITS

The victorious gang adds D6x10 credits to their Stash.

EXPERIENCE

If a defending fighter takes the wounded fighter Out of Action, they earn 1 XP.

REPUTATION

The attacker gains D3 Reputation if the wounded fighter escapes the battlefield.

The defender gains 1 Reputation if the wounded fighter is taken Out of Action.

If either gang bottled out, they lose 1 Reputation.



THE WOUNDED FIGHTER

For the purposes of this scenario, the wounded fighter is considered to have suffered a Serious Injury, one which they cannot recover from during the course of this battle – do not roll to see if they recover in the End phase. Instead, they remain Seriously Injured until they are either taken Out of Action by an enemy fighter, or they escape the battlefield. The wounded fighter may perform a Crawl (double) action as normal when activated.

The wounded fighter may only be taken Out of Action by a Coup de Grace (Simple) action. In other words, they cannot be shot from a distance and, should they be hit by a template of any sort, will be unaffected.

Friendly fighters may help the wounded fighter to safety by performing the Carry Fallen Comrade (Double) action:

Carry Fallen Comrade (Double): If this fighter is within 1" of the wounded fighter, they may move a distance up to their Movement characteristic, carrying the wounded fighter with them. At the end of this movement, the wounded fighter is placed anywhere within 1" of this fighter.

ESCAPING THE BATTLEFIELD

The wounded fighter can escape the battlefield during any End phase if they are both within 1" of an edge of the battlefield and within the attacker's deployment zone, and if there are no enemy fighters within 1" of them.

REINFORCEMENTS

At the start of the second End phase, and each End phase thereafter, each player rolls a D3 and receives that many Reinforcements. These are deployed one at a time, starting with the player that has the Priority marker and alternating until all Reinforcements are deployed.

CARRION HUNTERS

In the underhive there are countless predators skulking in the shadows – all on the lookout for easy prey. Carrion Hunters represent mutated rats, murder-pedes, rust vultures and other vile creatures. At the Arbitrator's discretion, Carrion Hunters can be added to this scenario, further complicating matters for the gangs. Carrion Hunters have the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	5+	6+	3	3	1	3+	1	9+	7+	9+	11+

WEAPONS

Carrion Hunters are armed with an assortment of beaks, claws and mandibles, all of which count as unarmed attacks.

SPECIAL RULES

Deployment: Carrion Hunters can be represented by any suitable models. After rolling for Priority at the start of the first round, the player with Priority rolls D6+3 to determine how many Carrion Hunters are present. The players then take turns, starting with the player with Priority, to place these creatures anywhere on the battlefield at least 8" from any fighters – including the wounded fighter.

Activating the Carrion Hunters: At the start of each End phase, starting with the player with Priority, players take turns moving the Carrion Hunters. Any Carrion Hunter that ends its movement in base contact with a fighter will immediately perform a Fight (Basic) action, targeting that fighter – after this attack has been resolved, move the Carrion Hunter D3" directly away from the fighter. The fighter may not make Reaction attacks.

GANG RAID SCENARIOS

"Most of the time, it's gangers shootin' each other 'coz someone higher up's tellin' 'em to. Other times, some jitter-buzzed waster's just seen a chance to let off some steam and help 'emselves to some free stuff at someone else's expense. That kind of trouble can kick off anywhere and any time..."

'Fingers Dall', Gun Lord Proprietor

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When a gang leader orders an attack on a rival, it's invariably part of a bigger picture, their goals ranging from taking turf to harming their enemy's operations or killing a valuable target. Sometimes, this can be achieved with just a handful of fighters, a small crack team sent out to do a job better kept quiet. Neither is every conflict a well-planned operation, as at times, small groups of gangers will stumble across an opportunity that's just too good to miss. Whether shaking down an ammo stall, or just roughing up some local thug-lord who looked at them wrong, such conflicts are isolated instances involving only a few members of a gang. Often, these are fights committed to on a whim, the victors returning to their gang afterwards to brag about their actions while the defeated slink away in shame. Regardless of the results, these small battles create quite the stir wherever they occur.

TERRAIN

The Gang Raid scenarios have been written with the plastic Zone Mortalis terrain sets very much in mind, allowing players to fight battles using a relatively small set of terrain which is convenient to transport. One or two sets of Zone Mortalis floor tiles and one or two sets of walls and columns should suffice for most games, and in time these small terrain collections can form the basis of fully fledged Necromunda terrain sets.

If players wish, they can use the card tiles from Necromunda: Hive War, making their games even more portable and simple to set up.

DESIGNER'S NOTE: USING GANG RAID SCENARIOS

The scenarios presented here are intended to make for quick games, perhaps played over a lunch break, or to allow several, smaller games to be played in an evening. In Campaign play, these scenarios are perfect for players wishing to strike at their opponents without risking their whole gang, or for gangs who have several fighters. In Recovery, allowing a gang to grow even when severely depleted. If both players agree, the winner of a pre-game roll-off can choose to play one of these scenarios. Players can also agree between themselves to play one of these scenarios instead of rolling off in the pre-game sequence. In an Arbitrated campaign, the Arbitrator may decide that one of these scenarios should be used at any given time if one player is particularly disadvantaged due to injuries.



GANG RAID SPECIAL RULES

Due to the relatively small size of Gang Raid scenarios, the following rules apply to them, in addition to any special rules listed in the scenario.

BOTTLE CHECKS

To make a Bottle check during a Gang Raid scenario, the player rolls a D3 instead of a D6, before adding the total number of fighters that are Seriously Injured or Out of Action.

BENEATH MY NOTICE

It is rare for a gang leader to lead small scale operations, instead giving these tasks to their most trusted champions. Whether small scale affairs requiring a measure of stealth, or nothing more than outbreaks of spontaneous violence, these operations are rarely anything more than a handful of gangers on each side.

To represent this, the following restrictions apply when a player is choosing their crews for Gang Raid scenarios:

- The player may not include a Leader as part of their crew. When using Random or Hybrid Selection, do not include their Fighter card(s) in the Fighter card deck.
- The player may only include one Champion as part of their crew. For Random or Hybrid Selection, the player may choose the Champion's Fighter card, which is then shuffled into the Fighter card deck as normal.
- The player may not include any Hangers-on, Brutes or Hired Guns as part of their crew. For Random or Hybrid Selection, do not include their Fighter cards in the Fighter card deck.

A MINOR AFFAIR

Gang Raid scenarios are small conflicts, far removed from the larger wars between gangs over territory and business. As such, Territory and Rackets cannot be staked on a Gang Raid scenario – delivering a blow to their opponent's pride is enough of a reward here.

DEPLOYMENT

Deployment in Gang Raid scenarios follows the rules as explained in the *Necromunda Core Rulebook*. The only exception is that fighters may not make use of the Infiltrate skill during Gang Raid scenarios. If a fighter has the Infiltrate skill, they deploy like any other fighter unless stated otherwise.

LOOT CASKETS

Unless otherwise stated, no Loot Caskets are placed upon the battlefield during Gang Raid scenarios.



"This will be the easiest score you've ever made! I've got it all planned out see, easy in, easy out."

Last words of
'Infallible' Rex,
Echo Beacons,
House Van Saar
before his
disappearance



DANTE CINDERS,
RUST DOGS,
HOUSE ORLOCK

DAYLIGHT ROBBERY

"No-one's around, it's our lucky day lads!"

Shale Lind, Gunk Riders, House Orlock, shortly before their capture by the Wyld Panthers

In this scenario, a small group of gangers come across a lightly defended warehouse and attempt to loot it before they're caught.

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ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. If this scenario is being played as part of a campaign, then the gang that issued the challenge is the attacker; otherwise, roll off with the winner deciding whether they will attack or defend.

BATTLE TYPE

This scenario is an Underhive battle; vehicles and Wargear that grant the Mounted condition cannot be included in either gang's starting crew or Reinforcements.

BATTLEFIELD

Starting with the defender, the players take it in turns to deploy six Zone Mortalis floor tiles (either card tiles or plastic tiles complete with walls) in a 3'x2' rectangle. The defender then places one more tile adjacent to either short edge – this is the vault in which the defender keeps their Stash. The short edge opposite the Stash vault is the escape route. In this scenario, the defender may place all of the barricades.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. The attacker uses the Custom Selection (3) method to determine their crew. The defender uses the Hybrid Selection (3+3) method to determine their crew. Three of these fighters are randomly selected to deploy at the start of the battle, the remaining three are set aside to form the Reinforcements deck.

DEPLOYMENT

The attacker deploys their entire crew within the vault. One of the attacking fighters must be given possession of the Stash marker (see opposite). The defender then deploys their fighters anywhere on the battlefield, at least 6" away from an enemy fighter.

GANG TACTICS

This scenario uses the standard rules for gang tactics as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

If, at the end of the battle, one (or more) of the attacking fighters has taken flight (see opposite) and if the Stash marker has been claimed, the attacker is victorious. Otherwise, the defender is victorious.

REWARDS CREDITS

If the attacker is victorious, they earn D6x10 credits.

EXPERIENCE

The Leader of the winning gang earns 1 XP (despite not taking part in the battle).

REPUTATION

If the attacker is victorious, they gain 2 Reputation.

If the defender is victorious, they gain D3+1 Reputation.

If either gang bottled out, they lose 1 Reputation.



**CUSTOMISED BOLTGUN
FEATURING AUXILIARY NEEDLER**

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

THE STASH MARKER

At the start of the battle, the attackers have broken into the defender's vault to steal something of great value. This is represented by the Stash marker, which can be represented by any suitable card marker, or modelled onto a 25mm base.

As mentioned previously, the attacking player gives the Stash marker to one of their fighters during deployment. It is the job of this fighter to take flight with the stolen goods. Should the fighter in possession of the Stash marker take flight (as described as follows), the attacking gang is said to have claimed the Stash marker.

If the Stash marker is not in the possession of a fighter, it can be picked up by any fighter that starts or ends an action within 1" of the marker, provided there are no enemy fighters within 1" of them at the time. Grabbing the Stash marker does not cost an action.

The fighter in possession of the Stash marker is not hindered by it and is able to act normally during their activations. In addition, if the fighter in possession of the Stash marker is Standing and Active, Prone and Pinned, or Prone and Seriously Injured, they may perform the "Take It!" (Basic) action:

"Take It!" (Basic): If this fighter is in possession of the Stash marker, they may hand it to a Standing and Active friendly fighter that is within 1" of this fighter. That fighter immediately takes possession of the Stash marker.

DROPPING THE STASH

Should the fighter in possession of the Stash marker be taken Out of Action, they will drop it. Immediately before removing the fighter from play, place the Stash marker on the battlefield, anywhere within 1" of the fighter.

TAKING FLIGHT

An attacking fighter can take flight from the battlefield during any End phase if they are within 1" of the escape route (the short edge of the battlefield, furthest from the vault) and if there are no enemy fighters within 1" of them.

ONLY ONE WAY OUT

For the attacking fighters, there's only one way out – through the enemy gang. During this scenario, the attacker does not take Bottle checks and cannot voluntarily flee the battlefield. If the attacker loses, any attacking fighters that did not take flight are automatically Captured by the defender.

FLEEING THE BATTLEFIELD

If the defender voluntarily bottles out and subsequently flees the battlefield, the attacker automatically wins the scenario. In addition, the attacker has the time to grab a few extra valuables, adding D3x5 credits to their winnings.

REINFORCEMENTS

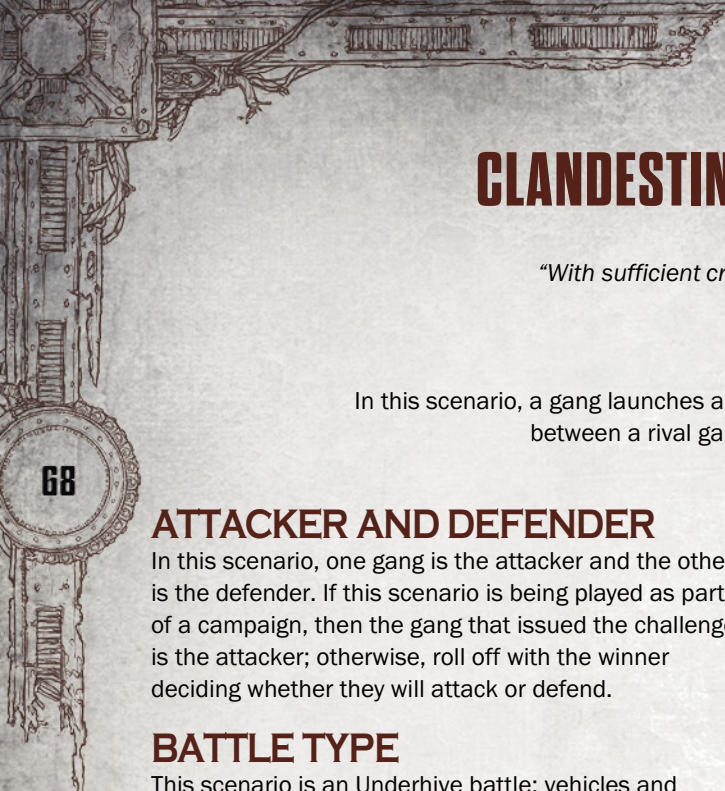
At the start of the fourth round's End phase, all of the defender's Reinforcements arrive. In this scenario, Reinforcements are deployed by the controlling player anywhere within 1" of the escape route, but not within 2" of an attacking fighter.

ARBITRATING THE SCENARIO

At the Arbitrator's discretion, they can take part in this scenario by fielding a gang of Watchmen. This could be a group of Guilder guards or an Enforcer patrol, or whatever else the Arbitrator wishes.

In addition, if the Arbitrator wishes, two players can take part, both starting the battle as allies in crime, both with three fighters in the vault. From there, they must escape past the Arbitrator's gang. If they succeed, they can split the winnings equally between them. That is, of course, if they don't betray one another!

If two gangs take part, the Arbitrator should double the size of their starting crew to 12, 6 of which will be Reinforcements.



CLANDESTINE RENDEZVOUS

"With sufficient creds, anyone is for sale."

Lars Mroven, Broken Brotherhood, House Van Saar

In this scenario, a gang launches an ambush during a surreptitious meeting between a rival gang and a corrupt official.

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ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. If this scenario is being played as part of a campaign, then the gang that issued the challenge is the attacker; otherwise, roll off with the winner deciding whether they will attack or defend.

BATTLE TYPE

This scenario is an Underhive battle; vehicles and Wargear that grant the Mounted condition cannot be included in either gang's starting crew.

BATTLEFIELD

This scenario uses the standard rules for setting up a battlefield, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. The battlefield should be no larger than 2'x2'.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. The attacker uses the Custom Selection (5) method to determine their crew. The defender uses the Custom Selection (4) method to determine their crew.

DEPLOYMENT

The defender sets up the Corrupt Enforcer (see opposite) in the centre of the battlefield. The rest of the defender's crew are then deployed within 4" of the Corrupt Enforcer. The attacker then deploys their entire crew anywhere on the battlefield, at least 4" from any enemy fighter.

GANG TACTICS

This scenario uses the standard rules for gang tactics as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

ENDING THE BATTLE

If, at the end of any round, the Corrupt Enforcer is no longer on the battlefield or either gang has no fighters left on the battlefield, the battle ends immediately.

VICTORY

If the Corrupt Enforcer is escorted to safety, the defender is victorious. If the attacker takes the Corrupt Enforcer Out of Action, they are victorious. Any other result is a draw.

REWARDS EXPERIENCE

If the Corrupt Enforcer is taken Out of Action as a result of a Fight (Basic) action performed by a fighter, that fighter earns D3 XP.

The Leader of the winning gang earns 1 XP (despite not taking part in the battle).

REPUTATION

If the defender is victorious, they gain 1 Reputation.

If the attacker is victorious, they gain D3 Reputation.

If either gang bottled out, they lose 1 Reputation.





FROM OUT OF THE SHADOWS

The attacker automatically takes Priority in the first round. Additionally, during the first round, the defender must make a Cool test for each fighter when they are activated. If the test is failed, the fighter can only perform one action during their activation, instead of the usual two.

CORRUPT ENFORCER

The Corrupt Enforcer is on the defender's payroll, leaking information to them and protecting them from Lord Helmawr's judgement. The defenders and the Enforcer are determined to ensure this secret arrangement and that the Enforcer's identity remains secret.

Corrupt or not, the Enforcer is a formidable fighter and has the following profile. The Enforcer is controlled by the defender and counts as part of their crew.

CORRUPT ENFORCER

CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	4+	4+	3	3	2	4+	2	7+	7+	7+	7+

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Enforcer shotgun									
- salvo rounds	4"	12"	+1	-	4	-	2	4+	Knockback, Rapid Fire (1)
- shredder rounds	-	T	-	-	2	-	1	4+	Scattershot, Template
Stub gun	6"	12"	+2	-	3	-	1	4+	Sidearm, Plentiful
Shock stave	E	2"	-	-	S+1	-	1	-	Melee, Shock, Versatile

SKILLS:

WARGEAR:

-
Flak armour

ALLY OF CONVENIENCE

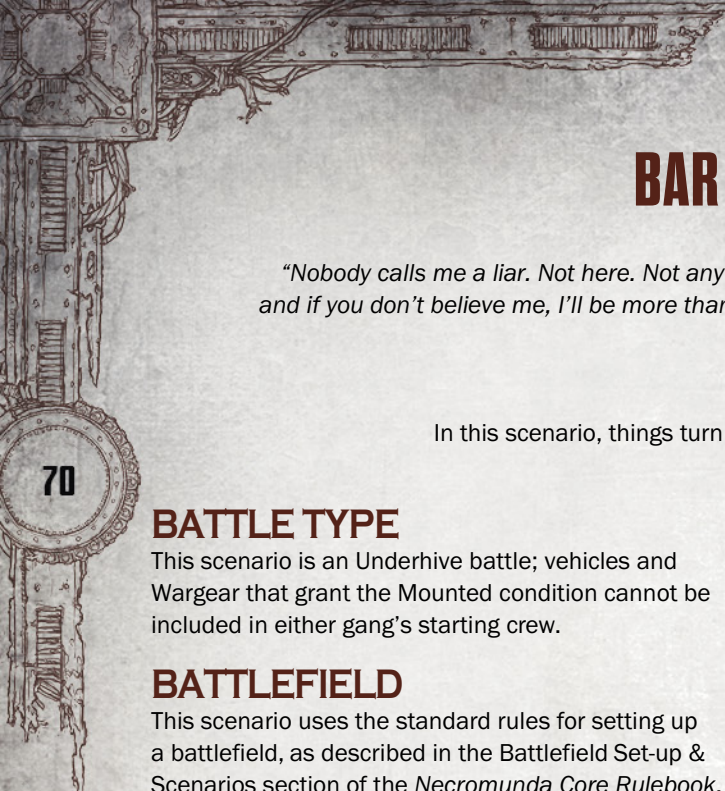
The Corrupt Enforcer is treated by the defender as a friendly fighter and part of their crew in all respects. However, the Enforcer cannot be activated as part of a Group Activation.

ESCAPE TO SAFETY

The defender's objective is to get the Corrupt Enforcer to safety. The Corrupt Enforcer can take flight from the battlefield during any End phase if they are Standing and Active within 1" of any edge of the battlefield and if there are no enemy fighters within 1" of them.

ARBITRATING THE SCENARIO

The Arbitrator may take control of the Corrupt Enforcer. The Corrupt Enforcer should work with the defender as they have the same goal – helping the Corrupt Enforcer to escape safely. However, there is no reason for the Corrupt Enforcer to make this easy, they might want to take down as many of the attackers as possible first, ensuring their identity is kept secret. They may even decide they have been betrayed by the defender and seek some immediate vengeance for the imagined double-cross.



BAR BRAWL

"Nobody calls me a liar. Not here. Not anywhere. The Sumpkroc was at least 12 foot long, and if you don't believe me, I'll be more than happy to tell it again to your bullet-riddled body!"

'Blood and Guts' Belle, Blood Orchids, House Escher

In this scenario, things turn heated at the local drinking hole.

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BATTLE TYPE

This scenario is an Underhive battle; vehicles and Wargear that grant the Mounted condition cannot be included in either gang's starting crew.

BATTLEFIELD

This scenario uses the standard rules for setting up a battlefield, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. The battlefield should be no larger than 1'x2'.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. Both gangs use the Custom Selection (4) method to determine their crew.

DEPLOYMENT

The winner of a roll-off chooses to deploy first or second. Players take it in turns to deploy a fighter anywhere on the battlefield, but not within 3" of another fighter, until both crews have been fully deployed.

Once both crews have been fully deployed, starting with the winner of a roll-off, the players then place D3+3 Hive Dwellers (represented with appropriate models or markers), taking turns to place one anywhere on the battlefield at least 1" from either player's fighters.

GANG TACTICS

Neither side can use gang tactics in this scenario.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

If only one gang has fighters left on the battlefield at the end of the battle, that gang is victorious. If neither gang has fighters left on the battlefield at the end of the battle, the battle is a draw.

REWARDS

"NO REWARDS FOR TROUBLE MAKERS!"

One randomly selected fighter from the loser's crew is locked up by the local Enforcers for causing trouble – a few days of solitary confinement and no food or water being just the cure for breaching the peace!

That fighter goes Into Recovery. If that fighter suffered a Critical Injury during the battle, they are assumed to have undergone the Medical Escort post-battle action, without the need for the controlling player to pick another fighter to escort them or pay any credits.

EXPERIENCE

The Leader of the winning gang earns 1 XP (despite not taking part in the battle).

REPUTATION

The victorious gang gains 2 Reputation.

Each gang gains 1 Reputation if this was their first battle against this opponent.

If either gang bottled out, they lose 1 Reputation.

A NIGHT OF REVELRY

Both gangs' fighters have consumed their share of drink before starting trouble, making them mean drunks indeed. As a result, all fighters are subject to the following rules:

- No fighter can take part in a Group Activation during this scenario.
- All fighters are suffering from the Intoxicated condition, with the following effects:
 - Each Intoxicated fighter reduces their Movement, Weapon Skill and Ballistic Skill characteristic by 1.
 - Intoxicated fighters automatically pass any Cool tests they are required to make.
 - Each time an Intoxicated fighter is activated, roll a D6. On a 6, that fighter is no longer Intoxicated.

GUNS AT THE DOOR

Most sensible saloon owners enforce a 'no guns policy' to avoid situations like these from rapidly escalating. No ranged weapons, no grenades and no close combat weapons with the Unwieldy trait a fighter possesses can be used during this scenario. If this would leave a fighter with no usable weapons, they are assumed to be equipped with a heavy club, representing a bar stool, table leg or similar improvised weapon, until the end of the battle.

MIND THE PATRONS

This scenario includes D3+3 Hive Dwellers, deployed as described previously. Hive Dwellers have the following profile:

HIVE DWELLERS

CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	5+	5+	3	3	1	4+	1	7+	8+	9+	9+

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Heavy club	-	E	-	-	S	-	2	-	Concussion, Melee

SKILLS: -

WARGEAR: -

ARBITRATING THE SCENARIO

If this is an Arbitrated scenario, the Arbitrator controls the Hive Dwellers. After the players have deployed all of their fighters, the Arbitrator can place any number of Hive Dwellers anywhere on the battlefield. Whenever the actions of the fighters would cause a Hive Dweller to activate, instead of rolling a dice, the Arbitrator chooses what the Hive Dweller's reaction will be.

BARROOM BRAWLERS

For all intents and purposes, the Hive Dwellers are treated like fighters and follow all of the normal rules for movement, stray shots, being Engaged, becoming Pinned, and so on. However, if they are reduced to 0 wounds, they are automatically taken Out of Action without rolling any Injury dice.

Hive Dwellers do not activate normally and instead react to the actions of nearby fighters. Hive Dwellers are triggered by the following actions:

- A fighter makes a Fight (Basic) action within 3".
- A fighter ends a Move (Simple) action within 2".

After working out the effects of the action that triggered the Hive Dweller, roll a D6 on the table below. Note that if there is more than one Hive Dweller triggered by the action, roll a separate D6 for each one:

D6	Hive Dweller Reaction
1-2	"Oh yeah?": The Hive Dweller picks up a bottle or tankard and attacks the nearest fighter: • If the nearest fighter is Standing and is within 2" of the Hive Dweller, the Hive Dweller moves into base contact with the fighter and immediately makes a close combat attack, targeting that fighter (ignoring assists and interference). • If the nearest fighter is Prone, or is more than 2" away from the Hive Dweller, they hurl something at the fighter. Make a hit roll using the Hive Dweller's BS. If a hit is scored, it is resolved at S2, AP-, and D1.
3-4	"OK, take it easy fella!": The Hive Dweller stands their ground, taking no action.
5-6	"I'm getting out of here!": The Hive Dweller flees the building. Remove them from the battlefield.

Unless triggered, a Hive Dweller takes no action.





MANKLE THE BUTCHER,
BLOODRUN BOYS,
HOUSE GOLIATH



THE UPRISING CAMPAIGN

The baleful gaze of the Lord of Skin and Sinew has fallen upon Hive Arcos, driving its people to savage hunger and bloody madness. Gangs must choose the role they are to play in the carnage to follow, either clinging to the ideals of the Imperium and the rule of law, or giving in to their basest instincts and surrendering themselves to the whims of the Blood God!

USING THE CAMPAIGN

The Uprising Campaign is a complete narrative campaign that can be used alongside the Necromunda rules. It incorporates many of the existing Necromunda campaign rules, adding additional special rules to capture the desperate decline of a hive in the grips of a Chaos uprising and the breakdown of Imperial law.

In the Uprising Campaign, players take sides, allying themselves with the Imperial authorities, offering their allegiance to the Dark Gods, or (at least in the beginning) attempting to remain neutral, looking out solely for their own interests. As the campaign progresses and the cannibal apocalypse unfolds, the power of one side or the other will wane, until a breaking point is reached, and a final battle to determine the fate of the hive is played.

DESIGNER'S NOTE

Whilst the Uprising Campaign is designed to allow players to recreate the events within the doomed Hive Arcos, players can use these rules to represent a similar, small scale uprising in almost any hive. Players may even wish to play an Uprising Campaign with gangs they have used in another campaign, representing such dire periods of civil unrest on a more local scale.

THE ARBITRATOR

The Uprising Campaign requires one of the players to take on the role of an Arbitrator. It is the Arbitrator's job to keep track of victories, offer guidance for the players and control any random events or elements. In the Uprising Campaign, the Arbitrator's responsibilities include:

- Organising the players and making a list of all of the gangs involved in the campaign.
- Keeping the players informed as to the progression of the campaign, and whether Chaos or Order are in Ascendancy (see page 80).
- Deciding when each phase of the campaign begins and ends, as well as when the overall campaign begins and ends.

THE GANGS

Hive rebellions and daemonic incursions are notoriously indifferent when it comes to who they affect, and all kinds of local factions can find themselves caught up in the fighting. The Uprising Campaign can be played with any Necromunda gangs – and guidelines for including different kinds of gangs are presented in the Setting up the Campaign section on page 76.

UPRISING TERRITORIES

While the focus of the Uprising Campaign is the struggle between Order and Chaos, Territories still play a large part in the conflict. These represent the turf controlled by the gangs and provide them with a steady supply of resources along with various other benefits. Players begin the campaign in control of one or more Territories, and have the opportunity to capture various Territories as the campaign progresses.

In the Uprising Campaign, each Territory can be under the influence of Order, or under the influence of Chaos. When the campaign begins, all Territories are under the influence of Order, but as the campaign progresses they can be Ruined and come under the influence of Chaos, representing the gradual corruption of the hive. The Boons gangs gain from Territories change depending upon which influence the Territory is under (see page 88).

PRE- AND POST-BATTLE SEQUENCE

The Uprising Campaign uses all of the standard rules for the pre- and post-battle sequences presented in the *Necromunda Core Rulebook*, including the gaining and spending of XP.

WINNING

Victory in the Uprising Campaign goes beyond the final domination of Chaos or Order. At the end of the campaign, the Arbitrator awards various Triumphs (see page 86) based upon such things as the most victories for Order or Chaos, the most people consumed or saved, or which gang has the highest Reputation.



**BLACKFIRE
HANDFLAMER**

"Hunger and desperation are the bedrock of Necromundan society; you only have to look down to see both in the faces of the poor wretch just beneath your boots."

Abeern Harden,
Precinct Warden,
Sump-rig City

SETTING UP THE CAMPAIGN

Setting up an Uprising Campaign is a task that falls to the Arbitrator. To set up the campaign, the Arbitrator must make sure that all of the players have founded their gang and chosen their Allegiance (or decided to begin the campaign unaligned). This is best done in a single evening or session where everyone playing in the campaign meets and goes through all the steps of setting up the campaign together and generally gets excited about the fun ahead.

SET START AND END DATES

The Uprising Campaign is divided into six campaign cycles, separated by a single cycle of Downtime after the first three cycles, meaning that the campaign will last a total of seven cycles. For ease, we have set each cycle as a week, as this is usually how often gaming groups or groups of friends get together to play. However, if the players choose, a cycle can represent a longer or shorter period of real time. The first step in setting up the campaign is for the Arbitrator to determine the start date, the end date and when the Downtime cycle will fall. They then share this information with the players.

ALTERNATIVE UPRISINGS

There are many insidious cults operating deep within the underhive. Although this supplement focuses on Corpse Grinder Cult uprisings, players may wish to experiment with other types of insurrection. Genestealer Cult gangs and Helot Chaos Cult gangs both make fine participants in an Uprising Campaign.

FOUNDING GANGS

Before the campaign begins, each player must found a gang using the rules presented in the *Necromunda Core Rulebook*. The Uprising Campaign is designed to be played using only Underhive battles, though if the Arbitrator wishes, Ash Wastes battles can be included.

COMPLETING A GANG ROSTER

When playing in an Uprising Campaign, players will need to complete a gang roster. The Uprising Campaign roster tracks additional information compared to the one provided in the *Necromunda Core Rulebook*.

The Uprising Campaign gang roster is made up of a number of elements, as shown opposite: the gang's name and Allegiance (1) and House (2), its Gang Rating (3), Reputation (4) and Meat (5), the Territories it holds (6) and its Stash (7), containing unspent credits, surplus equipment (both weapons and Wargear), and so on. It also has a line for each fighter in the gang, with space for their names (8), fighter type (9), Cost (10), Experience earned (11), the number of Advancements and/or Mutations gained (12), and whether they are currently In Recovery (13), are Starving (14) or have suffered any injuries or been Captured (15).

Note that although the number of rows is limited, there is no upper limit on the number of fighters a gang can contain. Should a gang be lucky enough to have more fighters than can be fitted onto one gang roster, simply use a second gang roster for extra space.

GANG NAME, ALLEGIANCE

1

HOUSE

2

GANG RATING REPUTATION MEAT

3

4

5

TERRITORIES HELD

6

STASH

7

FIGHTER NAME

8

TYPE

9

COST

10

XP

11

ADV

12

REC

13

STARVING

14

CAPTURED BY/LASTING
INJURIES, MUTATION

15, 12

CHOOSING SIDES

When a hive collapses into anarchy, gangs swiftly find themselves either defending the status quo, or putting a torch to everything in sight. In the Uprising Campaign, two opposed forces are battling for the fate of the hive – the instruments of Lord Helmawr's authority representing the agents of Order, and those aligned with the rebellion representing the servants of Chaos in all its many forms. When creating a gang for an Uprising Campaign, each player must decide if they represent Order, Chaos or wish to begin the campaign Unaligned. Each comes with its own benefits as detailed below, though be warned, no gang can stand on the sidelines forever and eventually Unaligned players will need to choose between one side or the other.

Some gangs can only be part of either Order or Chaos, their nature deciding their fate when they are created, and players fielding these gangs must join the faction indicated:

- Corpse Grinder Cult and Chaos Helot Cult gangs are always part of the Chaos side.
- Palanite Enforcer gangs and Genestealer Cults* are always part of the Order side.
- All other gangs may choose to be either Order, Chaos or Unaligned at the start of the campaign.

**Players should note that Genestealer Cults have their own insidious agendas and often hide in plain sight, masquerading as loyal Imperial subjects. The machinations of Chaos are anathema to such alien plans, and so Genestealer Cults will readily take up arms to help quell such an uprising, strengthening their own power in doing so...*

BENEFITS OF ORDER

Gangs aligned with the agencies of Order gain the following benefits:

- **Lord Helmawr's Coffers:** The gang may re-roll any dice when determining the amount of credits gained as part of a scenario.
- **Pax Imperium:** If the gang is the defender in a battle, they may add one more fighter of their choice to their crew than normally allowed by the scenario.

BENEFITS OF UNALIGNED

Gangs who have yet to choose their Allegiance gain the following benefits:

- **Hard as Nails:** When the gang gains Reputation as part of a scenario, it gains 1 more Reputation than normal.
- **No Gods or Masters:** If the gang's Leader participated in a battle and did not go Out of Action, they gain an extra D3 Experience points in addition to any other Experience gains.

BENEFITS OF CHAOS

Gangs aligned with the servants of Chaos gain the following benefits:

- **Bloody Harvest:** When the gang gains Meat as part of a scenario, it gains one more portion of Meat than normal.
- **Tear it all Down:** If the gang is the attacker in a battle, they may add one more fighter of their choice to their crew than normally allowed by the scenario.

BALANCING ORDER AND CHAOS

The Uprising Campaign has been designed to work with any mix of Chaos, Order or Unaligned gangs, and it is as possible to find the agents of Order fighting amongst themselves to control the hive as it is for the servants of Chaos to squabble over its ruins. However, as a guideline, an Uprising Campaign should include at least one Chaos aligned gang and one Order aligned gang at the start, with any number of Unaligned gangs. This allows for sides to form naturally over the course of the campaign, with gangs either choosing to fight to save their hive or succumb to the madness of Chaos.

Other alternatives include starting the campaign with all gangs but one aligned with either Order or Chaos – representing a lone beacon of light struggling to hold back the night, or the seeds of corruption planted in the heart of the hive's hierarchy.

CHANGING SIDES

By default, gangs cannot switch between Order and Chaos during the course of the campaign, as this keeps things simple and ensures that there will always be at least one gang fighting for either side of the rebellion. If the Arbitrator chooses, gangs can be allowed to change sides if certain conditions are met – representing the corrupting influence of the Ruinous Powers or the ruthless cunning of Lord Helmawr's servants in pitting enemies against one another. Order gangs will fall to Chaos if at least three of their fighters become Chaos Spawn as a result of Festering Injuries (see page 85). Chaos gangs will find themselves unwittingly aiding the forces of Order if at least three of their fighters are Captured, then returned to them willingly by their Captors (i.e., not recovered by the gang as part of the Public Execution scenario). Once a gang has changed sides it may not change back – both the Imperial House and the Dark Gods have little sympathy for traitors to their cause.

DETERMINE TERRITORIES

At the start of the Uprising Campaign, each player's gang begins in control of three Territories. One of these is determined by the type of gang they are playing as follows. This represents the gang's home base or hideout and can never be lost, even if it is the only Territory the gang controls. The two remaining Territories are generated randomly (see page 88). There are no uncontrolled Territories in an Uprising Campaign.

ISSUING AND ACCEPTING CHALLENGES

During an Uprising Campaign, battles are fought on a challenge basis:

- During each cycle, each player may issue one challenge to another gang to do battle:
 - In the first cycle, challenges are made in a random order.
 - In later cycles, they are made in ascending order of Gang Rating, starting with the gang with the lowest Gang Rating. If two gangs have the same Gang Rating, the winner of a roll-off makes their challenge first.
 - No Territories are declared as the stake of the battle.
- If one of a gang's fighters has been captured by another gang, rather than rolling on the Scenario table, a gang that has had one of its fighters captured by another gang may issue a challenge to that gang to play the Public Execution scenario (see page 108). If the challenge is declined, then the captured fighter is automatically returned.
- When a gang is challenged, they may accept or decline. If the challenge is accepted, a battle is fought. If the challenge is declined, the challenging gang automatically takes control of a random Territory controlled by the challenged gang.
- If a gang receives two or more challenges within a single cycle, they may decline the second and any subsequent challenges without penalty.
- If a player has played all outstanding battles (including their issued challenge and any challenges accepted) and there is still time left in the cycle, they may issue another challenge.

If, at the end of the battle, the winning gang inflicted three times as many Out of Action results on their opponent as they themselves suffered (not counting models that left the battlefield voluntarily or fled because of a failed Bottle check), then they take control of one of their opponent's Territories chosen at random. Otherwise, no Territory changes control.

SCENARIO SELECTION TABLE

Once players have determined who their gangs are fighting, they should roll on the Uprising Scenarios table below to determine which scenario they will play. In some cases, there will be a choice as to which scenario is played. In these cases, the player whose gang is fighting for the side with Ascendancy (see page 80) may choose.

UPRISING SCENARIOS TABLE

2D6	Result
2-3	Choose any scenario
4-5	Play Meat Harvest or Scavenge
6-7	Play Hit and Run or Show of Force
8-9	Play Search and Destroy
10-12	Choose any scenario

RUNNING THE CAMPAIGN

The Uprising Campaign is divided into three phases, all of which run for a fixed length of real time. It is important for the Arbitrator and players alike to pay careful attention to the passing Campaign Weeks during an Uprising Campaign as, at the start of each Campaign Week, gangs have the opportunity to 'work' their Territories for much-needed resources:

1. Insurrection phase	Three Campaign Weeks
2. Downtime	One Campaign Week
3. Damnation phase	Three Campaign Weeks

Each phase is broken down as follows:

1. INSURRECTION PHASE (3 CAMPAIGN WEEKS)

The first part of the Uprising Campaign charts the rise of the rebellion and the destruction of reason and law within the hive.

- At the beginning of each campaign week, gangs receive the benefits from their Territories.
- At the end of each campaign week in which Chaos gains Ascendancy (see below), each player must choose one of their Territories to become Ruined.

ASCENDANCY

A key part of the Uprising Campaign is the struggle between the Ruinous Powers and the iron authority of the Imperium. As each side waxes and wanes in strength, entire regions of the hive are turned into war zones and, piece by piece, the great city descends deeper into unrestrained mayhem.

At the start of the first campaign week, Order will automatically have Ascendancy.

At the end of each campaign week, the Arbitrator tallies up the number of scenarios won by Chaos and the number won by Order. The side with the most victories gains, or retains, Ascendancy for the following campaign week. In the case of a tie, whichever side has Ascendancy retains it.

ASCENDANCY EFFECTS

Ascendancy has an effect on every battle, reflecting the ebb and flow of the Uprising. When fighting a battle, during the pre-battle sequence, the player who issued the challenge rolls a D6. If Chaos has Ascendancy then apply the result from the Hand of Chaos table. If Order has Ascendancy, then apply the result from the Bonds of Order table.

*"Blessed are those
who partake of his
bounty, for they share in
his strength!"*

Graffiti found on fane
wall, Sector Epsilon
Protein Reclamation Plant

HAND OF CHAOS

D6	Result
1	Manufactorum Shortages: During the post-battle sequence of this battle, both players must add 10 credits to the cost of any items purchased from their gang lists or the Trading Post. If this battle is being fought during the Damnation phase then both players reduce their number of Scavenging rolls by 1.
2	Dark Dreams: During the battle, fighters that become Broken must make a Willpower test before testing to Rally in the End phase. If they fail then they are no longer Broken but become subject to the Insane condition.
3	Rotting Meat: At the end of the battle, Seriously Injured fighters succumb to their injuries on a D6 roll of 1, 2 or 3, rather than just a 1 or 2. If the rules for Festering Injuries are in effect then fighters at risk of suffering a Festering Injury must roll two D6 and choose the highest result.
4	Abundant Dead: At the end of the battle, any fighters killed (as indicated by a result on the Lasting Injuries table) are worth D6x10 credits to their gang. If the rules for Starvation are in effect, then each dead fighter is worth one additional portion of Meat.
5	Blood for the Blood God: When a fighter takes an enemy Out of Action with a weapon with the Melee trait, they earn an additional 1 XP.
6	Gnawing Hunger: After selecting crews, both players randomly select one friendly fighter in their crew. For the duration of the battle, the selected fighter reduces their Strength characteristic by 1. If the rules for Starvation are in effect then instead each player rolls a D3 and randomly selects that many fighters in their crew. These fighters gain the Starving condition.

BONDS OF ORDER

D6	Result
1	Price of Victory: At the end of the scenario, in addition to any other rewards, the victorious gang receives an additional D6x10 credits. If the rules for Scavenging are in effect then the victorious gang receives 1 extra Scavenging roll instead.
2	Head Hunters: For the duration of the battle, whenever a fighter takes a Leader or Champion Out of Action, they earn an additional 1 XP.
3	Crack Down: In the post-battle sequence, fighters belonging to the losing gang only avoid being Captured on a roll of a natural 6.
4	Suppression Orders: For the duration of the battle, whenever a fighter takes an enemy Out of Action with a ranged weapon, they earn an additional 1 XP.
5	Good Medicine: During the post-battle sequence of this battle, the credit cost for the Medical Escort post-battle action is D6x10, rather than 2D6x10. If the End of Days rule is in effect then the Medical Escort post-battle action does not cost any Meat.
6	Call to Arms: Halve the cost of any Gangers chosen during the Hire a Fighter sub-step of the post-battle sequence of this battle (rounded up to the nearest 5 credits).

1. DOWNTIME (1 CAMPAIGN WEEK)

During Downtime, gangs have a chance to recover and regroup, taking the opportunity to re-equip, and fix up wounded fighters. Exceptionally bold and active players might put their gangs through a special side battle (as follows) if they just can't be away from the roar of guns and chainblades for that long.

THE EFFECTS OF DOWNTIME

After their last battle of the Insurrection phase, players complete the following steps at the end of the post-battle sequence:

1. Fighters Recover
2. Captives are Returned
3. Experienced Juvies and Prospects are Promoted
4. Fresh Recruitment

1. FIGHTERS RECOVER

Any In Recovery boxes on the gang roster are cleared.

2. CAPTIVES ARE RETURNED

Any Captured fighters are released. The gang that had Captured them receives half their credits value (rounding up to the nearest 5 credits).

3. EXPERIENCED JUVES AND PROSPECTS ARE PROMOTED

If any gang contains any Juvies or Prospects with three or more Advancements, they may be promoted. Their characteristics and credits value are unaffected, but their Type is changed as described in their fighter entry.

SIDE BATTLES

Side battles are special battles fought during Downtime. While most players will be happy with taking a break for a week and getting ready for the Damnation phase, there may be a few who can't go a week without their fix of gang warfare. To satisfy this need, an Arbitrator can run one or more side battles during Downtime. Side battles are fought after the effects of Downtime are applied.

Side battles should, as a rule, be unusual, and have no effect on the campaign as a whole. They are a great opportunity for the Arbitrator to design a custom scenario, to use the Arbitrator tools from the *Necromunda Core Rulebook*, or to play some of the narrative scenarios. Fighters can earn Experience and suffer Lasting Injuries from a side battle, but should not gain or earn Income, or gain credits or Reputation as a reward for a side battle. Instead, the Arbitrator should create a special reward for the victor or victors of a side battle, such as an unpredictable piece of archeotech, a unique chem, or a custom gang tactic.

4. FRESH RECRUITMENT

All gangs gain 250 credits to spend on new equipment from their Gang Equipment List or to recruit new fighters, vehicles and/or Hangers-on. These credits must be spent now and cannot be added to the gang's Stash. Gangs may supplement these credits with extra credits from their Stash.



1. DAMNATION PHASE (3 CAMPAIGN WEEKS)

The third phase of the Uprising Campaign charts the hive's descent into madness and horror. During this phase the following rules apply:

- At the beginning of this phase, all Territories become Ruined if they are not already.
- At the beginning of each week, gangs receive the Benefits from their Territories.
- The rules for Scavenging, Festering Injuries and Starvation come into effect (see below).
- Chaos begins this phase in Ascendancy.

END OF DAYS

During the Insurrection phase, the rule of law remains mostly intact and the ancient mechanisms of Imperial authority ensure a semblance of order. In the Damnation phase, these systems begin to break down and true anarchy takes the hive within its grasp. This rise of lawlessness, open warfare and rampant corruption are represented by a number of special conditions coming into effect for this final phase of the campaign.

Gangs may no longer purchase equipment from their Gang Equipment Lists during the post-battle sequence. In addition, gangs cannot recruit new fighters, Hired Guns and Hangers-on.

Docs no longer accept credits when gangs visit them as part of the Medical Escort post-battle action. Instead, the cost of visiting the Doc becomes D3 portions of Meat.

Captured fighters cannot be sold to the Guilders. Captured fighters can instead be turned into one portion of Meat (as follows) after their gang has had a chance to rescue them as normal.

In addition to these changes to the post-battle sequence, three new rules are introduced: Scavenging, Starvation and Festering Injuries.

SCAVENGING

As the Guilds succumb to Chaos, fragment, or go into hiding, and entire regions within the hive become impassable, gangs are forced to forage among the ruins for equipment and allies. Gangs can gain Scavenging rolls from their Territories and as rewards for playing some scenarios. Each Scavenging roll can be used to roll once on the Scavenging table.

When a gang earns a Scavenging roll, the player makes a note of it on their gang roster, and may then use it in the post-battle sequence of any battle when they would normally be able to purchase equipment.

Scavenging is a dangerous business, for the hive wilderness is filled with cannibal cults and starving wildlife. Results on the Scavenging table range from encounters with monsters that will savage the gang's fighters and leave them empty handed, to discovering bands of survivors offering fresh recruits and precious weaponry. Because of these perils, players do not have to roll on the Scavenging table if they don't want to, and during the post-battle sequence may use any, all or none of their stashed Scavenging rolls.

SCAVENGING

2D6	Result
2-3	Unfortunate Encounter: Randomly select one of the gang's fighters and make a roll on the Lasting Injury table for them.
4-5	Paid in Blood: Roll 3D6 and add that many credits worth of items from the gang's Gang Equipment List to their Stash. Then, randomly select one of the gang's fighters and make a roll on the Lasting Injury table for them.
6-7	Useful Scrap: Roll D6x10 and choose a single item from the gang's Gang Equipment List up to this value in credits and add it to their Stash.
8-9	Hidden Cache: Roll D6x10 and add that many credits worth of items from the gang's Gang Equipment List to their Stash.
10-11	Band of Survivors: Add a Ganger to the gang's roster. This fighter may be equipped for free with 2D6x10 credits of weapons and Wargear chosen from the Gang Equipment List.
12	Lost Hometown: Roll a D6. On a 1-5, add a Ganger to the gang's roster. On a 6, add a Champion to the gang's roster. This fighter may be equipped for free with 4D6x10 credits of weapons and Wargear chosen from the gang's Gang Equipment List.

STARVATION

Hunger gnaws at the heart of the hive, making people savage with gluttonous madness. As the power of the Corpse Grinder Cults grows, the influence of their hidden master spreads, bringing with it an unnatural hunger for human flesh. With the breakdown of order and the cessation of corpse-starch production, food rapidly becomes more important than coin for the inhabitants of the hive.

When the Starvation rules come into effect, players are required to feed their gang during the pre-battle sequence of each battle before selecting their crew. Each fighter requires a portion of Meat to stave off hunger. Meat can be gained from Territories, earned as part of scenarios, 'acquired' from captive fighters or by 'retiring' fighters. Each fighter 'retired' from the gang in this way is worth one portion of Meat. Survivors acquired as part of Scavenging can also be turned into portions of Meat in the same way on a one-for-one basis. In either case, any weapons and Wargear that the fighter was equipped with are added to the gang's Stash.

If the player cannot feed a fighter, or chooses not to, the fighter gains the Starving condition (the player noting it on the gang's roster and placing a token on the fighter's card during battles as a reminder). Starving fighters retain the Starving condition until they either eat a portion of Meat in the pre-battle sequence or cannibalise a downed opponent (as follows). The Starvation condition has the following effects on a fighter:

The fighter counts their Strength characteristic as 1 lower when making Strength checks, unarmed attacks and when working out the strength of weapons with the Melee trait.

The fighter gains access to the Cannibalise (Basic) action and can use it during their activations as they would other actions.

Starving fighters must make a Willpower test when they activate if there is a Prone and Seriously Injured fighter (friend or foe) within their maximum Charge range. If they fail this test, they must Charge the downed fighter and perform a Cannibalise (Basic) action. If for any reason they cannot reach their intended victim, such as if there are other models in the way or impassable terrain then they must use their activation to move as close to the downed fighter as possible.

If the fighter has an opportunity to perform a Coup de Grace action (such as against an opponent that has been Seriously Injured in close combat), they instead make a Cannibalise action.

Cannibalise (Basic) Action: The fighter feeds on the flesh of a wounded fighter. This action can be performed in place of a Fight action or a Coup de Grace action. It can only be made against fighters who are Prone and Seriously Injured. Immediately roll on the Lasting Injuries table for the fighter being fed upon and apply the result, counting results of Lesson Learned (11) as Out Cold (15-26). Note, the Prone and Seriously Injured fighter remains on the battlefield, and may be fed upon again, unless they roll a Captured (55-56), Critical Injury (61-65) or Memorable Death (66) result, in which case they are removed from the battlefield and considered to have been taken Out of Action (do not roll again on the Lasting Injury table for them).

A fighter who has successfully fed using the Cannibalise action loses the Starving condition.

DESIGNER'S NOTE: MODELLING MUTATIONS

While mutations can simply be recorded on a fighter's card (after all, it is easy to imagine the members of a gang being a little circumspect about displaying their mutations openly), modelling mutations onto fighters can also be a fun way to represent them on the tabletop and as a reminder of who among a player's gang has succumbed to the taint of Chaos.





FESTERING INJURIES

Open wounds are a gateway for more than just disease and rot. The Blood God exalts in torn flesh and severed muscle, bestowing his blessings on those that spill gore in his sight. In addition to the ever-present risk of infection and death, gangers fighting beneath the gaze of the Lord of Skin and Sinew risk more unnatural dangers.

When the Festering Injuries rules are in effect and a fighter gains a Lasting Injury (regardless of the cause), there is a chance that it will become a mutation. If the result was Humiliated, Head Injury, Eye Injury, Hand Injury, Hobbled, Spinal Injury or Enfeebled roll a D6 with the following modifiers:

- Add 1 if the Lasting Injury was inflicted by a fighter aligned to Chaos.
- Add 1 if the Lasting Injury was sustained during a Campaign Week in which Chaos was in Ascendancy.
- Add 1 if the fighter who suffered the Lasting Injury has the Starving condition.

If the result of the roll is 6 or more then the Lasting Injury becomes a mutation. Do not apply the effects of the Lasting Injury to the fighter and instead make a note on their Fighter card of the corresponding mutation (see the Festering Injuries table below). The same mutation cannot be gained more than once. If a fighter would gain a duplicate mutation, the player may choose another mutation from the Festering Injuries table instead.

The boons of the Dark Gods always come with a price, and no one suffers their blessings for long without succumbing to madness and corruption. As soon as a fighter gains a number of mutations equal to their Toughness characteristic, they are transformed into a Chaos Spawn and removed from the gang roster. Alternatively, if you have access to *Necromunda: The Book of Ruin*, a Chaos Helot Cult, Corpse Grinder Cult or Chaos-corrupted gang may instead replace the lost fighter with a Chaos Spawn (see *Necromunda: The Book of Ruin*).

FESTERING INJURIES

Lasting Injury	Mutation
Humiliated	Hungering Pride: The fighter must activate before any other fighters in their crew. If there is more than one fighter in the crew with this mutation, the controlling player may choose which one to activate first. Fighters with this mutation gain 1 additional Experience point if they take an enemy Leader or Champion Out of Action.
Head Injury	Dark Madness: The fighter must make an Intelligence test when they activate. If the test is failed, roll a D6 to determine their first action: 1-2 Move (Simple) action, 3-4 Shoot (Basic) or Fight (Basic) action, 5-6 No action.
Eye Injury	Bestial Senses: The fighter cannot be included as part of a group activation, nor can they initiate a group activation if they are a Leader or Champion. The fighter counts as always being equipped with a bio-scanner.
Hand Injury	Disturbing Appendage: The fighter always counts as being equipped with a fighting knife which cannot be disarmed or destroyed. When using weapons with the Unwieldy trait, the fighter suffers a -1 modifier to their Weapon Skill or Ballistic Skill rolls.
Hobbled	Warped Limbs: Reduce the fighter's Move characteristic by 1. When the fighter makes a Charge action, roll three D3, instead of one, and choose the highest to determine the distance they move.
Spinal Injury	Crooked Body: Ranged attacks made against the fighter suffer a -1 modifier to hit while within the attacking weapon's Long range. The fighter cannot wear armour of any kind – any armour they are currently equipped with may be returned to the gang's Stash.
Enfeebled	Twisted Flesh: When the fighter activates, they may remove one Flesh Wound from their Fighter card. The fighter cannot benefit from bio-boosters, medicae kits or assistance from other fighters when making Recovery tests.

"Do not fear, brothers and sisters. What you feel is nought but the glory those above have denied you."

Felkormog,
Harvest Lord of the Lodge
of Tearing Hands

WINNING

Victory in the Uprising Campaign can be measured in many ways, although simply surviving the effects of starvation, societal collapse and the brutal madness of the Blood God is an achievement in itself. At the end of the campaign, the Arbitrator awards Triumphs to the players depending on how their gangs have performed during the uprising. Some of these reflect the final fate of the hive and the ascension of Chaos or the restoration of Imperial rule, while others are more personal and reward gangs who have earned the most impressive reputation or outlived the competition.

The Arbitrator should have a look at the Triumphs at the start of the Uprising Campaign as some of them require keeping track of how many battles each gang has won, and of which kind. Likewise, the Arbitrator might like to make the players aware of the different Triumphs at the beginning of the campaign so that each player can decide if there is one or more they wish to try to achieve. Below is a list of the Uprising Campaign Triumphs:

TRIUMPHS

Triumph	Condition
Champion of the Dark Gods	The player's gang which has won the most scenarios for Chaos.
Scion of the Imperium	The player's gang which has won the most scenarios for Order.
Flesh Harvester	The player's gang with the most portions of Meat.
Icon of Salvation	The player's gang which had the most fighters on its gang roster at the end of the campaign.
Legendary Status	The player's gang which had the highest Reputation score at the end of the campaign.
Survivor	The player who suffered the fewest deaths amongst their fighters.





OLLINA,
WYLD PANTHERS,
HOUSE ESCHER

UPRISING TERRITORIES

As the insidious threat of Chaos spreads, the hive districts are reduced to cannibal-haunted wastelands, and locals are driven into madness and depravity. This inevitable societal decay is reflected in the Territories controlled by the gangs. At the start of the campaign, gangs might have dominion over bustling underhive settlements or lucrative crossroads, reaping the benefits of trade and a large populace to draw recruits from. As the campaign wears on, these same settlements and byways can be reduced to ruins, inhabited by haunted survivors and ravenous beasts, from which the gang must scavenge equipment and food.

STARTING TERRITORIES

At the start of the Uprising Campaign, each player's gang begins in control of three Territories. One of these is determined by the type of gang they are playing as detailed below. This represents the gang's home base or hideout and can never be lost, even if it is the only Territory the gang controls. The two remaining Territories are generated randomly.

To determine these Territories, each player rolls on the Uprising Territories table that follows. Gangs may have the same Territory multiple times, though only Palanite Enforcer gangs may have a Precinct-Fortress, and only Corpse Grinder Cult and Helot Chaos Cult gangs may have a Chaos Fane.

GANG STARTING TERRITORY

Palanite Enforcer Gangs: Precinct-Fortress

**Corpse Grinder Cult Gangs and
Chaos Cult Gangs:** Chaos Fane

All Other Gangs: Settlement

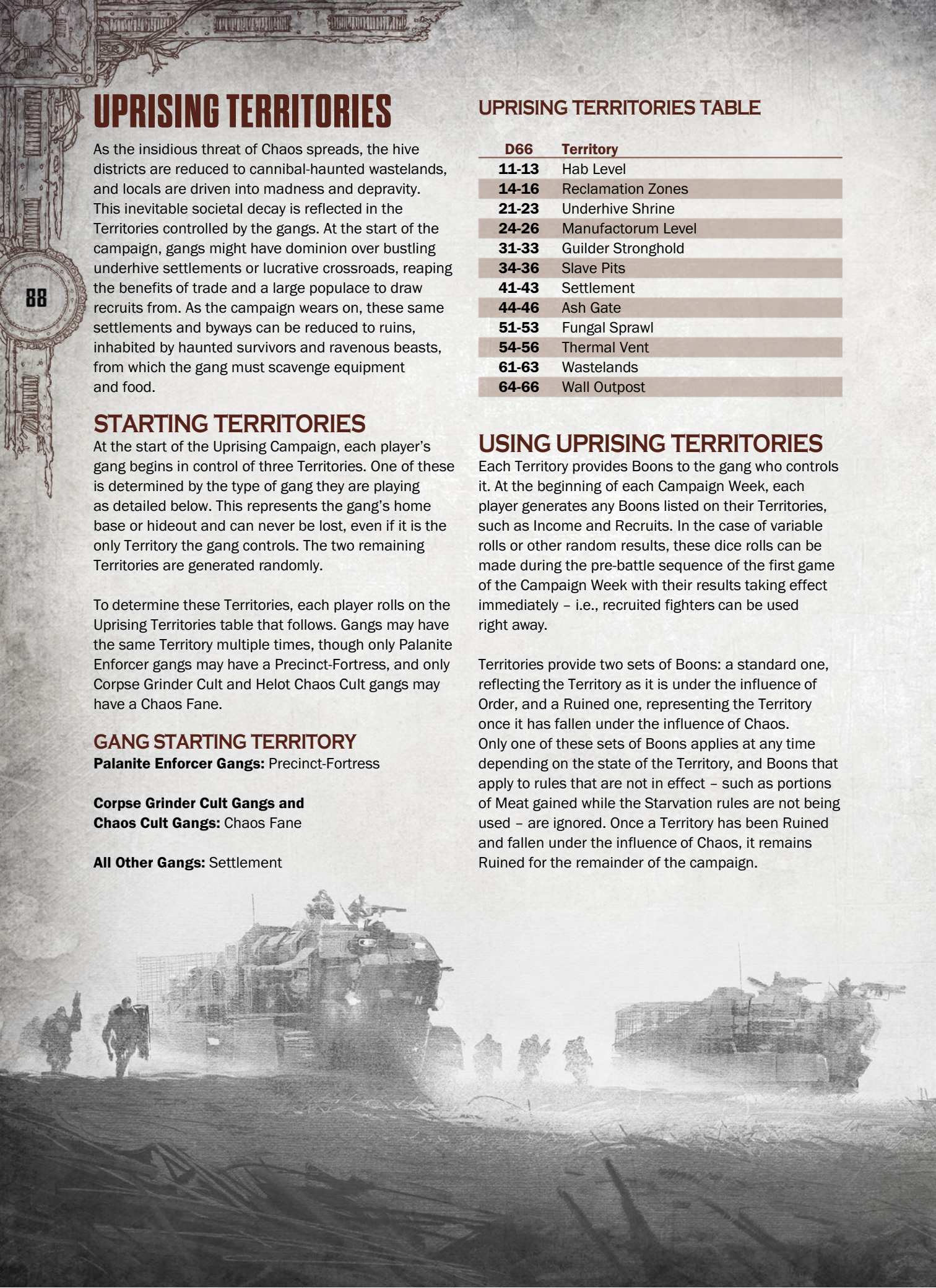
UPRISING TERRITORIES TABLE

D66	Territory
11-13	Hab Level
14-16	Reclamation Zones
21-23	Underhive Shrine
24-26	Manufactorum Level
31-33	Guilder Stronghold
34-36	Slave Pits
41-43	Settlement
44-46	Ash Gate
51-53	Fungal Sprawl
54-56	Thermal Vent
61-63	Wastelands
64-66	Wall Outpost

USING UPRISING TERRITORIES

Each Territory provides Boons to the gang who controls it. At the beginning of each Campaign Week, each player generates any Boons listed on their Territories, such as Income and Recruits. In the case of variable rolls or other random results, these dice rolls can be made during the pre-battle sequence of the first game of the Campaign Week with their results taking effect immediately – i.e., recruited fighters can be used right away.

Territories provide two sets of Boons: a standard one, reflecting the Territory as it is under the influence of Order, and a Ruined one, representing the Territory once it has fallen under the influence of Chaos. Only one of these sets of Boons applies at any time depending on the state of the Territory, and Boons that apply to rules that are not in effect – such as portions of Meat gained while the Starvation rules are not being used – are ignored. Once a Territory has been Ruined and fallen under the influence of Chaos, it remains Ruined for the remainder of the campaign.



PRECINCT-FORTRESS

Each hive zone operates under the watchful eye of an Enforcer Precinct-Fortress – each one an impressive fortification and a symbol of Lord Helmawr's authority.

TERRITORY BOON

Recruit: Roll a D6: on a result of 3+, the controlling gang can add a Palanite Patrolman to their roster without having to spend any credits. Equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash.

Income: Add D6x10 credits to the controlling gang's Stash.

BOONS WHEN RUINED

Recruit: Roll a D6: on a result of 4+, the controlling gang can add a Palanite Rookie Patrolman to their roster without having to spend any credits. Equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash.

Starvation: Add D6 portions of Meat to the controlling gang's Stash.

CHAOS FANE

Chaos fanes are focal points for the worship of the Dark Gods; each gore-spattered temple a place for heretics to muster their forces and practise their profane rituals.

TERRITORY BOON

Recruit: Roll a D6: on a result of 4+, the controlling gang can add a Skinner or Helot Cultist to their roster without having to spend any credits. Equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash.

Income: Add D3x10 credits to the controlling gang's Stash.

BOONS WHEN RUINED

Recruit: Roll a D6: on a result of 3+, the controlling gang can add an Initiate or Helot Cultist to their roster without having to spend any credits. Equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash.

Starvation: Add 2D6 portions of Meat to the controlling gang's Stash.

HAB LEVEL

Huge sections of the hive are given over to residential habitation, blocks of tiny living spaces and coffin quarters where workers might rest briefly between cycles.

TERRITORY BOON

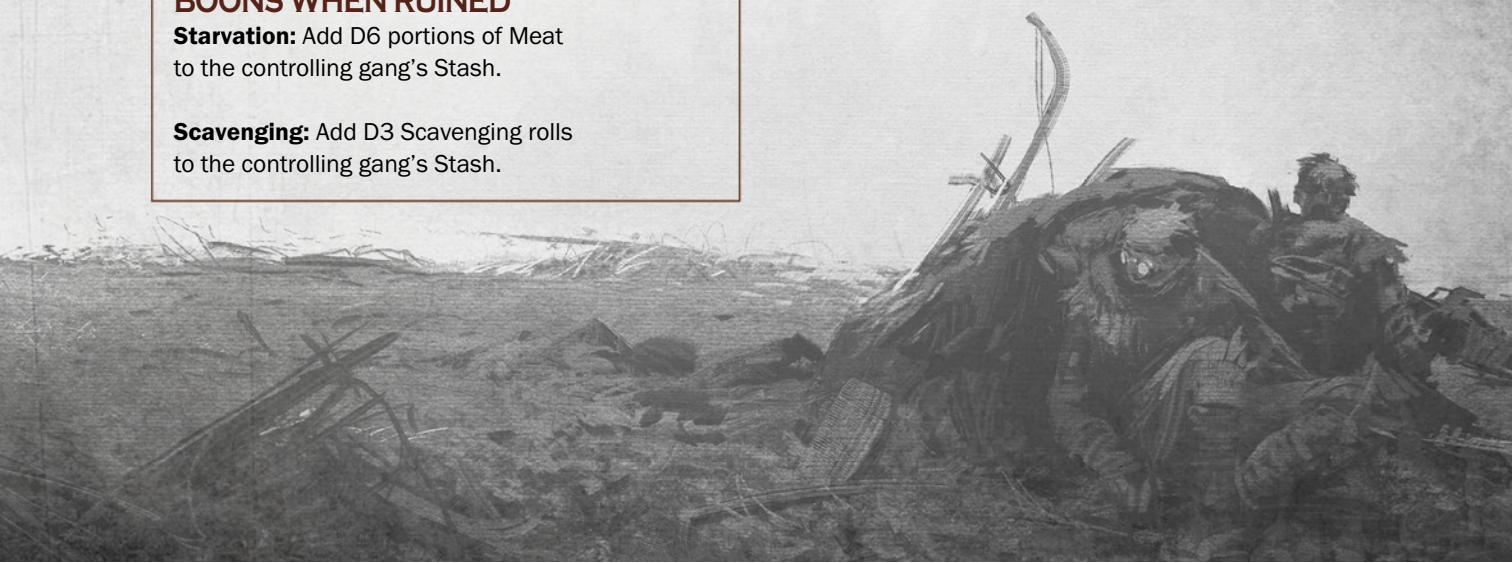
Reputation: Whist it controls this Territory, the gang adds D6 to its Reputation.

Income: Add D6x10 credits to the controlling gang's Stash.

BOONS WHEN RUINED

Starvation: Add D6 portions of Meat to the controlling gang's Stash.

Scavenging: Add D3 Scavenging rolls to the controlling gang's Stash.



SETTLEMENT

Hive settlements come in all shapes and sizes, from tiny scrapper holesteads and remote prospector outposts to sprawling walled towns and gateway cities.

TERRITORY BOON

Recruit: Roll a D6: on a result of 3+, the controlling gang can add a Palanite Rookie Patrolman, an Initiate, a Helot Cultist, a Juve or equivalent (as appropriate to their gang) to their roster without having to spend any credits. Fighters gained in this way come equipped with 25 credits of equipment purchased from their Gang Equipment List at no additional cost.

Income: Add D6x10 credits to the controlling gang's Stash.

BOONS WHEN RUINED

Recruit: Roll a D6: on a result of 3+, the controlling gang can add a Palanite Rookie Patrolman, an Initiate, a Helot Cultist, a Juve or equivalent (as appropriate to their gang) to their roster without having to spend any credits. Equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash.

Starvation: Add D6 portions of Meat to the controlling gang's Stash.

WASTELANDS

Wastelands offer isolation and protection from the watchful eye of both Enforcer patrols and Chaos renegades, and are also good places to lay ambushes.

TERRITORY BOON

Ambush: Once during this Campaign Week, after the roll to determine the scenario has been made, roll a D6. On a 3+, the gang with this Territory may decide who the attacker is and who the defender is for the scenario.

Income: Add D3x10 credits to the controlling gang's Stash.

BOONS WHEN RUINED

Ambush: Once during this Campaign Week, after the roll to determine the scenario has been made, roll a D6. On a 2+, the gang with this Territory may decide who the attacker is and who the defender is for the scenario.

Starvation: Add 1 portion of Meat to the controlling gang's Stash.

RECLAMATION ZONES

Scrapyards, vapour sinks and corpse farms are all vital to the continued existence of a hive city, and can provide great bounty to those who control them.

TERRITORY BOON

Equipment: Reduce the cost of items on the controlling gang's Gang Equipment List by 10 credits, to a minimum of 5 credits.

Income: Add D6x10 credits to the controlling gang's Stash.

BOONS WHEN RUINED

Starvation: Add D3 portions of Meat to the controlling gang's Stash.

Scavenging: Add 2D3 Scavenging rolls to the controlling gang's Stash.

UNDERHIVE SHRINE

Hives are filled with places holy to their inhabitants, where they might offer up prayers to the God-Emperor or the spirits of the hive itself.

TERRITORY BOON

Blessings: At the start of the Campaign Week, roll a D6 for each fighter in the controlling gang. On a natural roll of a 6, the fighter gains the Blessed condition for the Campaign Week. Fighters with the Blessed condition gain a 6+ save if they do not already have an armour save, and can never have their armour save reduced to less than 6+ by Armour Piercing.

Income: Add D3x10 credits to the controlling gang's Stash.

BOONS WHEN RUINED

Blessings: At the start of the Campaign Week, roll a D6 for each fighter in the controlling gang. On a 5 or 6, the fighter gains the Blessed condition for the Campaign Week. Fighters with the Blessed condition gain a 6+ save if they do not already have an armour save, and can never have their armour save reduced to less than 6+ by Armour Piercing.

Starvation: Add D3 portions of Meat to the controlling gang's Stash.

MANUFACTORUM LEVEL

Heavy industry is the heart and soul of Necromunda, the hives churning out vast amounts of weapons and wargear for its people and the greater Imperium.

TERRITORY BOON

Equipment: The controlling gang can add up to 30 credits worth of weapons or Wargear from its Gang Equipment List to its Stash for free.

Income: Add D6x10 credits to the controlling gang's Stash.

BOONS WHEN RUINED

Starvation: Add D3 portions of Meat to the controlling gang's Stash.

Scavenging: Add D3 Scavenging rolls to the controlling gang's Stash.

THERMAL VENT

Heat and light are vital commodities in a hive, and controlling them provides a powerful resource to trade for a gang as well as significantly better living conditions.

TERRITORY BOON

Better Living: The controlling gang is able to find a competent cook. At the end of Step 2 of the pre-battle sequence, roll a D6 for each of the gang's fighters that is In Recovery. On a 6, a constant supply of good food has helped them recover more quickly – their In Recovery box on the gang roster is cleared, and they are now available for this battle.

Income: Add 2D6x10 credits to the controlling gang's Stash.

BOONS WHEN RUINED

Starvation: Add D3 portions of Meat to the controlling gang's Stash.

Scavenging: Add a Scavenging roll to the controlling gang's Stash.

SLAVE PITS

Pit fighting is a common pastime throughout the underhive, offering both a venue for gangs to place wagers as well as hone the fighting skills of their gangers.

TERRITORY BOON

Training: Roll a D6 for each fighter in the controlling gang. On a 6, the fighter earns D3 XP.

Income: Add D6x10 credits to the controlling gang's Stash.

BOONS WHEN RUINED

Training: Roll a D6 for each fighter in the controlling gang. On a 6, the fighter earns D3 XP.

Starvation: Add D3 portions of Meat to the controlling gang's Stash.

GUILDER STRONGHOLD

The Merchant Guilds manage the exchanges between Houses, and are centres for commerce and control in every hive.

TERRITORY BOON

Recruit: Roll a D6: on a result of 3+, the controlling gang can add a Palanite Patrolman, a Skinner, a Ganger or equivalent (as appropriate to their gang) to their roster without having to spend any credits. Fighters gained in this way come equipped with 40 credits of equipment purchased from their Gang Equipment List at no additional cost.

Income: Add D6x10 credits to the controlling gang's Stash.

BOONS WHEN RUINED

Recruit: Roll a D6: on a result of 3+, the gang can add a Palanite Rookie Patrolman, an Initiate, a Juve or equivalent (as appropriate to their gang) to their roster without having to spend any credits. Equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash.

Scavenging: Add a Scavenging roll to the controlling gang's Stash.

FUNGAL SPRAWL

Fungal growths can dominate entire hive levels, and are both dangerous and profitable in equal measure; there being much wealth a gang can find among their wilds.

TERRITORY BOON

Equipment: Roll a D6 for each fighter in the controlling gang. On a 6, the player can choose to have one of the fighter's Melee weapons gain the Toxin trait for the duration of the Campaign Week. Weapons with the Toxin trait have a Strength characteristic of '-4'.

Income: Add D6x10 credits to the controlling gang's Stash.

BOONS WHEN RUINED

Equipment: Roll a D6 for each fighter in the controlling gang. On a 6, the player can choose to have one of the fighter's Melee weapons gain the Toxin trait for the duration of the Campaign Week. Weapons with the Toxin trait have a Strength characteristic of '-4'.

Starvation: Add D6 portions of Meat to the controlling gang's Stash.

WALL OUTPOST

The wall separates the Spire and its nobles from the rest of the hive. It is heavily fortified and those living within its shadows benefit from the trade that passes through it.

TERRITORY BOON

Finest Things: When purchasing weapons and Wargear, the controlling gang reduces the cost of equipment of 100 credits or more by 25 credits.

Income: Add D6x10 credits to the controlling gang's Stash.

BOONS WHEN RUINED

Finest Things: The controlling gang may re-roll one Scavenging roll in each post-battle sequence.

Scavenging: Add one Scavenging roll to the controlling gang's Stash.

ASH GATE

The great ash gates that connect a hive to the wastes and other regions of Necromunda are the loci of trade and contact with the outside world.

TERRITORY BOON

Recruit: Roll a D6: on a result of 4+, the controlling gang can add a Palanite Rookie Patrolman, an Initiate, a Helot Cultist, a Juve or equivalent (as appropriate to their gang) to their roster without having to spend any credits. Equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash.

Income: Add 2D6x10 credits to the controlling gang's Stash.

BOONS WHEN RUINED

Starvation: Add D6 portions of Meat to the controlling gang's Stash.

Scavenging: Add 2D3 Scavenging rolls to the controlling gang's Stash.

LORD CREDO,
LAST PATRIARCH
OF HOUSE CREDO,
REBEL LORD





UPRISING CAMPAIGN SCENARIOS

The Uprising Campaign is a struggle between the brutal rule of the Imperium and the subversive cults that seek to tear it down. At the beginning of the campaign, Imperial law firmly holds the denizens of the hive in their place, and the rebels must use stealth, sedition and guerrilla warfare to erode the control of their enemies. For the Enforcers of Lord Helmawr's rule, their task is to hunt down and burn out the cancerous elements of the uprising – before it is too late...

To capture the feel of a hive descending into lawlessness, the Uprising Campaign uses a collection of unique scenarios. Whenever gangs meet to fight for the fate of the hive, they use one of the scenarios detailed in this section, the outcome of which determines whether or not the iron fist of the Imperium retains its grip, or the servants of the Dark Gods advance their schemes.

ORDER OR CHAOS

In an Uprising Campaign scenario, one side will take on the role of Order, fighting to preserve the hive, and the other Chaos, seeking to bring it to ruin. Even in games between gangs of the same Allegiance (see page 78), one side will represent Order and the other Chaos, as during the mayhem of a hive-wide rebellion, sides may find themselves unwittingly aiding their enemies or turning on their allies out of fear. Before generating a scenario, players will need to work out who is fighting for which side using the guidelines below:

Gangs fight for their Allegiance, so a Chaos gang represents Chaos and an Order gang represents Order.

Unaligned gangs (see page 78) represent the opposing Allegiance, so if an Unaligned gang is fighting a Chaos gang then the Unaligned gang is fighting for Order.

If both gangs have the same Allegiance, or are both Unaligned, then the players roll a D6, re-rolling any ties. The player who rolled highest uses their gang's Allegiance (or may choose if their gang is Unaligned) and their opponent fights for the opposing Allegiance. For example, if two Chaos gangs fight each other, the winner of the roll-off represents Chaos, while their opponent represents Order.

SCENARIO REWARDS

Each scenario provides rewards, such as Experience, credits or Meat for the gangs playing it. At the end of the game, players should consult the scenario and see if they qualify for any of its rewards, adding them to their gang rosters if they do. Some rewards only apply depending on the phase of the campaign – Insurrection or Damnation – and are noted in the scenario descriptions.

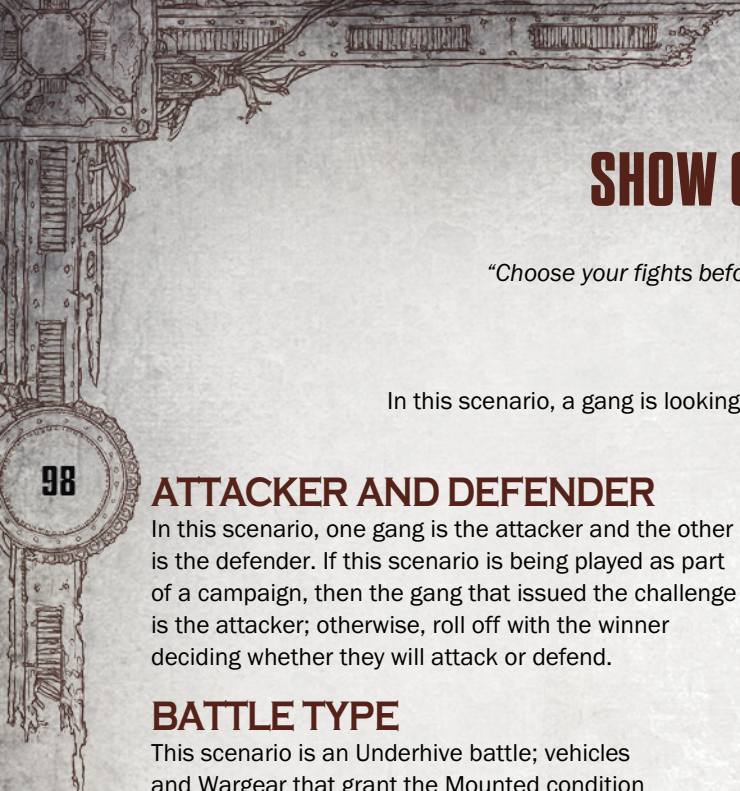
CAPTURING TERRITORIES

During an Uprising Campaign, war rages throughout the hive, with settlements, strongholds and entire districts changing hands in the aftermath of bloody battles. Each time two gangs fight each other, there is a chance that the victor might take a Territory from their opponent. At the end of the game, if the winning gang inflicted three times as many Out of Action results on their opponent as they themselves suffered (not counting models that left the battlefield voluntarily or fled because of a failed Bottle check) then they capture one of their opponent's Territories.

Randomly select one of the losing gang's Territories for the victor to claim; remembering that a gang's home base or hideout can never be captured. If a gang's only Territory is their home base or hideout then no Territories change hands. See page 88 for more details on Uprising Territories.



PROVOST-MARSHAL LOGUN KANE,
17TH PALANITE ENFORCER BATTALION



SHOW OF FORCE

“Choose your fights before your fights choose you.”

Necromundan underhive saying

In this scenario, a gang is looking to crush their enemy without mercy.

98

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. If this scenario is being played as part of a campaign, then the gang that issued the challenge is the attacker; otherwise, roll off with the winner deciding whether they will attack or defend.

BATTLE TYPE

This scenario is an Underhive battle; vehicles and Wargear that grant the Mounted condition cannot be included in either gang's starting crew or Reinforcements.

BATTLEFIELD

This scenario uses the standard rules for setting up a battlefield, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. The attacker uses the Custom Selection (D3+7) method to determine their crew. The defender uses the Random Selection (D3+5) method to determine their crew. The rest of the attacker's Fighter cards are shuffled together to form the Reinforcements decks.

DEPLOYMENT

This scenario uses the standard rules for deployment as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

GANG TACTICS

This scenario uses the standard rules for gang tactics as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

The gang who scored the most Victory Points is the winner. In the case of a tie, the gang whose Allegiance currently has Ascendancy is the winner.

REWARDS CREDITS (INSURRECTION PHASE ONLY)

The attacker adds D6x10 credits to their Stash for each defender taken Out of Action.

STARVATION (DAMNATION PHASE ONLY)

Each gang adds one portion of Meat to their Stash for each enemy fighter taken Out of Action.

SCAVENGE (DAMNATION PHASE ONLY)

The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

Each defender who escapes the battlefield earns 1 XP.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

SHOCK AND AWE

The attacker is seeking to make an example of their enemies and the best way to do that is with a substantial body count – ideally where their comrades can witness the price of heresy. Every defender taken Out of Action is worth 1 Victory Point or 2 Victory Points if they were taken Out of Action within 6" of another member of the defender's crew.

BACK INTO THE SHADOWS

The defender has been brought to battle before they are ready and must escape before they are all wiped out – hopefully taking some of their foes down in the process. The edge of the battlefield opposite the defender's deployment zone is their escape area. In the End phase, if a defender is within 2" of the escape area, and they are not Standing and Engaged then they may be removed from the battlefield. Fighters removed in this way do not count as having been taken Out of Action, though are also not counted as part of the crew when making Bottle checks.

Each fighter who escapes the battlefield is worth 1 Victory Point for the defender. In addition, every attacking fighter taken Out of Action is worth 1 Victory Point.

REINFORCEMENTS

At the start of the second End phase, and each round thereafter, one reinforcement arrives for the attacker.

FLEEING THE BATTLEFIELD

If either gang voluntarily bottles out and subsequently flees the battlefield, their opponent automatically wins the scenario.



SCAVENGE

“ACCEPT CORPSE-STARCH RATIONS FROM HIVE AUTHORITIES ONLY.
THOSE FOUND IN POSSESSION OF UNSANCTIONED RATIONS WILL SUFFER THE EMPEROR’S JUDGEMENT.
STARVATION IS PREFERABLE TO DAMNATION.”

Publicly broadcasted message in Hive Arcos

In this scenario, two gangs desperate for supplies loot the battlefield.

BATTLE TYPE

This scenario is an Underhive battle; vehicles and Wargear that grant the Mounted condition cannot be included in either gang’s starting crew.

BATTLEFIELD

This scenario uses the standard rules for setting up a battlefield, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. Both gangs use the Custom Selection (D3+7) method to determine their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. After all terrain has been set up, lootable objects are added to the battlefield (see Looting the Battlefield opposite).

GANG TACTICS

This scenario uses the standard rules for gang tactics as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

ENDING THE BATTLE

If there are no more loot objects or either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

The gang that gathers the most Loot points is victorious. In the case of a tie, the gang whose Allegiance currently has Ascendancy is the winner.

REWARDS

CREDITS (INSURRECTION PHASE ONLY)

Each gang adds D3x10 credits to their Stash for each Loot point they have.

STARVATION (DAMNATION PHASE ONLY)

Each gang adds one portion of Meat to their Stash for each enemy fighter taken Out of Action.

SCAVENGE (DAMNATION PHASE ONLY)

Each gang adds one Scavenging roll to their Stash for each Loot point they have.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.



LOOTING THE BATTLEFIELD

Gangs are out for loot and will steal anything that's not nailed down – and some things that are! Players roll 2D6 to determine the number of loot objects. These can be loot caskets, barrels, consoles or any other small pieces of terrain. Players then take turns placing these objects on the battlefield. Loot objects must be at least 6" from a board edge, and at least 3" from a battlefield object.

A fighter within 1" of a loot object can make a Loot (Double) action to see if it contains anything useful.

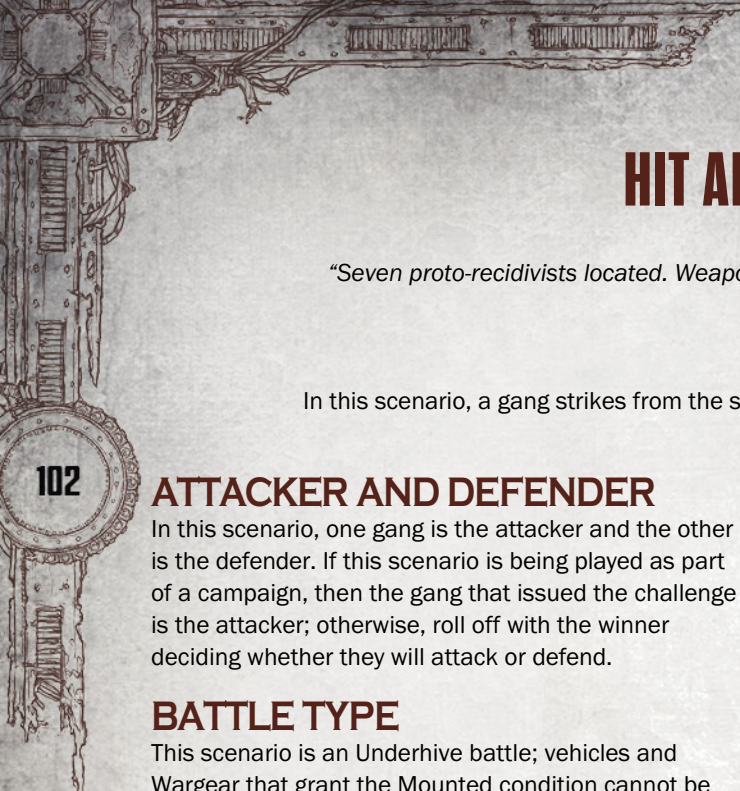
Loot (Double): Roll a D6. On a 4+, the fighter finds something useful and their gang gains 1 Loot point. On a 1, the fighter has discovered a booby trap and the loot object explodes like a frag trap. Regardless of the result of the roll, once a loot object has been interacted with, remove it from the battlefield.

MANDOTH 'DARK HAND',
SILENT ONES,
HOUSE DELAQUE



101





HIT AND RUN

"Seven proto-recidivists located. Weapons ready. Maximum lethality authorised."

Enforcer vox log during raid of Factorum Eta-135-Gamma

In this scenario, a gang strikes from the shadows hoping to take down a powerful foe.

102

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. If this scenario is being played as part of a campaign, then the gang that issued the challenge is the attacker; otherwise, roll off with the winner deciding whether they will attack or defend.

BATTLE TYPE

This scenario is an Underhive battle; vehicles and Wargear that grant the Mounted condition cannot be included in either gang's starting crew.

BATTLEFIELD

This scenario uses the standard rules for setting up a battlefield, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. The defender uses the Random Selection (D3+7) method to determine their crew. The attacker uses the Custom Selection (D3+7) method to determine their crew.

DEPLOYMENT

The defender deploys their entire crew within 6" of the centre of the battlefield. After the defending crew has been set up, the attacker sets up their fighters anywhere on the battlefield at least 8" from any enemy models.

GANG TACTICS

This scenario uses the standard rules for gang tactics as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

The side who scored the most Victory Points is the winner. In the case of a tie, the side whose Allegiance currently has Ascendancy is the winner.

REWARDS CREDITS (INSURRECTION PHASE ONLY)

The attacker adds D6x10 credits to their Stash for each enemy fighter taken Out of Action.

STARVATION (DAMNATION PHASE ONLY)

A gang adds one portion of Meat to their Stash for each enemy fighter taken Out of Action.

SCAVENGE (DAMNATION PHASE ONLY)

The victorious gang adds a Scavenging roll to their Stash.

EXPERIENCE

A fighter who takes an enemy Leader Out of Action earns 1 XP.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

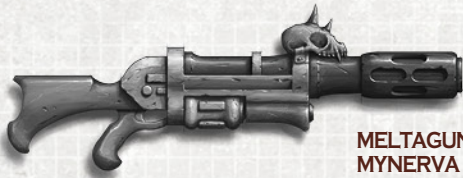
MAKE THEM PAY

Both sides are looking to cut down as many enemies as possible. A gang scores 1 Victory Point for each enemy fighter taken Out of Action, and an additional 2 Victory Points if the enemy gang's Leader is taken Out of Action.

BUTCHER AND BOLT

The attackers are trying to inflict as much damage as they can without being drawn into a protracted firefight. In this scenario, attacking fighters may make the Vanish (Double) action:

Vanish (Double): This action may only be made if the fighter is out of line of sight of any enemy fighters and at least 6" from any Standing and Active enemy fighters. Make an Intelligence test for the fighter. If successful, remove the fighter from the battlefield. Fighters removed in this way do not count as having been taken Out of Action, though are also not counted as part of the crew when making Bottle checks.



MELTAGUN
MYNERVA CLUSTER
MANUFACTURE (M.40)

I HAVE A SENSE OF FOREBODING...

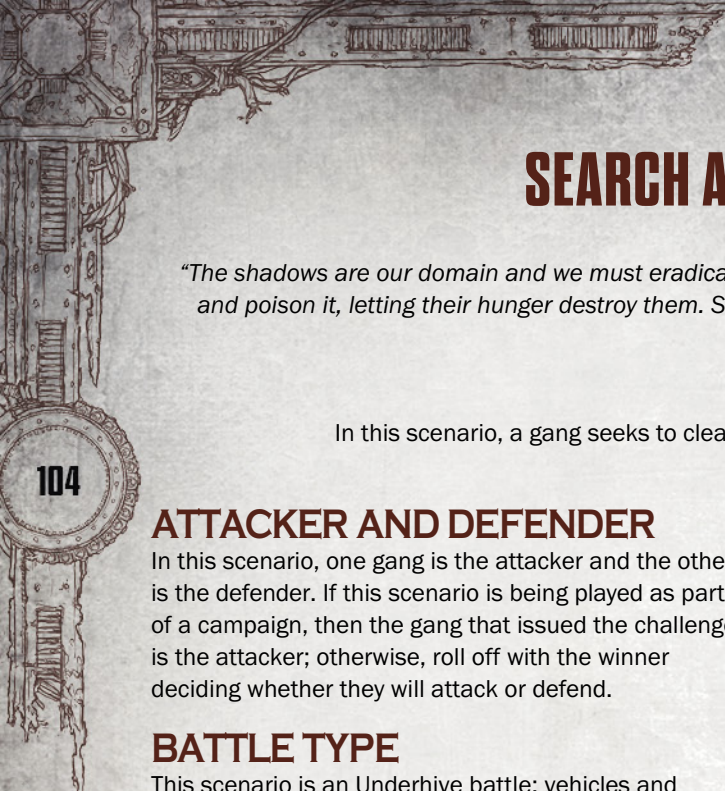
Only a fool wanders the hive wilderness without being on the lookout for danger. After both crews have been deployed, the defender checks to see if any of their fighters have line of sight to any attacking fighters. If a defending fighter can see an enemy model, make a Spotting test for them by making an Intelligence test for the fighter with the following modifiers applied to the dice roll:

Modifier	Condition
-1	The enemy model is in partial cover
-2	The enemy model is in full cover
-3	The enemy model is more than 12" away

SPOTTING TEST

If the test is passed, they may make a single Shoot (Basic) or Move (Simple) action. If there is more than one fighter in the defender's crew with line of sight to an enemy model, the defending player may choose the order in which the Spotting tests are made. Fighters may only make a single Spotting test regardless of the number of enemy models they can see.





SEARCH AND DESTROY

"The shadows are our domain and we must eradicate the vermin that live within them. Find their food source and poison it, letting their hunger destroy them. Should that fail then shine a light and watch them burn."

Phase, Shadow Walkers, House Delaque

In this scenario, a gang seeks to clear an area of their enemies' secret stashes.

104

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. If this scenario is being played as part of a campaign, then the gang that issued the challenge is the attacker; otherwise, roll off with the winner deciding whether they will attack or defend.

BATTLE TYPE

This scenario is an Underhive battle; vehicles and Wargear that grant the Mounted condition cannot be included in either gang's starting crew.

BATTLEFIELD

This scenario uses the standard rules for setting up a battlefield, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. The attacker uses the Custom Selection (10) method to determine their crew. The defender uses the Random Selection (D3+3) method to determine their crew. The rest of the defender's Fighter cards are shuffled together to form the Reinforcements deck.

DEPLOYMENT

This scenario uses the standard rules for deployment as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

GANG TACTICS

This scenario uses the standard rules for gang tactics as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

ENDING THE BATTLE

If all the weapon caches have been moved off the battlefield or been destroyed, or either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

The side who scored the most Victory Points is the winner. In the case of a tie, the side whose Allegiance currently has Ascendancy is the winner.

REWARDS CREDITS (INSURRECTION PHASE ONLY)

The attacker adds D3x10 credits to their Stash for each weapon cache they successfully destroy.

The defender adds D6x10 credits to their Stash for each weapon cache they successfully remove from the battlefield.

STARVATION (DAMNATION PHASE ONLY)

A gang adds one portion of Meat to their Stash for each enemy fighter taken Out of Action.

SCAVENGE (DAMNATION PHASE ONLY)

The attacker adds one Scavenging roll to their Stash for each weapon cache they successfully destroy.

The defender adds two Scavenging rolls to their Stash for each weapon cache they successfully remove from the battlefield.

EXPERIENCE

Each attacker who destroys a weapon cache earns 1 XP.

Each defender who removes a weapon cache from the battlefield earns D3 XP.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

SWEEP AND CLEAR

Divide the battlefield into four equal-sized areas. A weapon cache has been hidden in each area and must be discovered and either destroyed by the attacker or recovered by the defender. At the start of each round, a player may declare that one or more of their fighters are searching one or more areas. For a fighter to be eligible to search an area, they must be in the area to be searched, Standing and Active, and more than 6" from any board edge. Fighters selected to search lose their Ready status and may not be activated this round.

In the End phase, each player rolls for each area their fighters are searching to see if they have found something. If both the attacker and defender are searching the same area then the gang with Priority searches first. Roll a D6 for each searching fighter in an area being searched, provided the fighter is still Standing and Active. If any of the dice roll 5+, the cache has been found. When a weapon cache is revealed, place a Loot Casket on the battlefield next to the fighter who found it.

WEAPON CACHES

Once a weapon cache has been found, it must either be carried off the battlefield by the defender or safely destroyed by the attacker. A defender who moves a cache into their deployment zone may remove it from the battlefield in the End phase, provided that they are Standing and Active. Caches removed from the battlefield are worth 2 Victory Points to the defender.

An attacking fighter may attempt to destroy any one cache they are in base contact with as a Double action. Make an Intelligence test for the fighter, adding 1 to the dice result for each friendly fighter within 2". If successful, the cache is destroyed and the attacker earns 1 Victory Point.

In addition to the rules above, weapon caches also count as Loot Caskets.

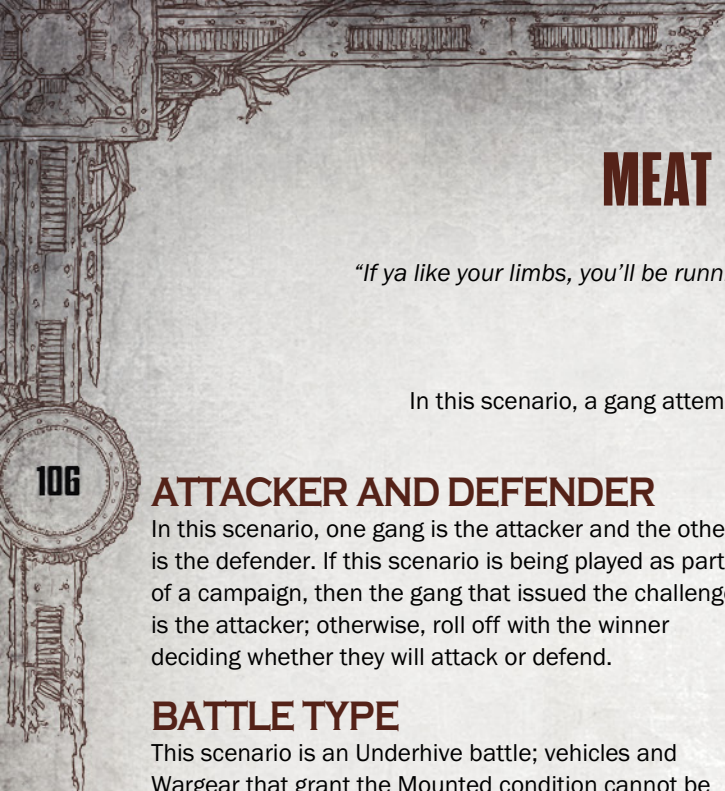
REINFORCEMENTS

The defender can use Reinforcements. At the end of the second round and each round thereafter, a random fighter will arrive in the End phase.

FLEEING THE BATTLEFIELD

If either gang voluntarily bottles out and subsequently flees the battlefield, their opponent automatically wins the scenario.





MEAT HARVEST

"If ya like your limbs, you'll be runnin' when you hear a chainsword whirlin'."

'Honest' Garth, Slumpden Doc

In this scenario, a gang attempts to acquire meat from the locals.

106

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. If this scenario is being played as part of a campaign, then the gang that issued the challenge is the attacker; otherwise, roll off with the winner deciding whether they will attack or defend.

BATTLE TYPE

This scenario is an Underhive battle; vehicles and Wargear that grant the Mounted condition cannot be included in either gang's starting crew.

BATTLEFIELD

This scenario uses the standard rules for setting up a battlefield, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. Then, hive dwellers are placed upon the battlefield (see A Bloody Harvest opposite).

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. Both gangs use the Random Selection (D3+2) method to determine their crew. The rest of each gang's Fighter cards are shuffled together to form the Reinforcements decks.

DEPLOYMENT

This scenario uses the standard rules for deployment as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

GANG TACTICS

This scenario uses the standard rules for gang tactics as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

ENDING THE BATTLE

If all the hivers have been removed from the battlefield or either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

The side who scored the most Victory Points is the winner. In the case of a tie, the side whose Allegiance currently has Ascendancy is the winner.

REWARDS CREDITS (INSURRECTION PHASE ONLY)

The attacker adds D3x10 credits to their Stash for each hive dweller harvested.

The defender adds D6x10 credits to their Stash for each hive dweller guided to safety.

STARVATION (DAMNATION PHASE ONLY)

A gang adds one portion of Meat to their Stash for each enemy fighter taken Out of Action.

The attacker adds one portion of Meat to their Stash for each hive dweller harvested.

SCAVENGE (DAMNATION PHASE ONLY)

The victorious gang adds one Scavenging roll to their Stash.

The defender adds one Scavenging roll to their Stash for each hive dweller guided to safety.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

A BLOODY HARVEST

The attacker is out on the search for fresh meat. After both crews have deployed, place 12 hive dwellers (see below) on the battlefield. Starting with the attacker, both players take turns placing the hivers anywhere on the battlefield more than 8" away from a board edge. Hivers do not have a profile – as they are unarmed, shell-shocked survivors of the uprising merely trying to get to safety – but they can be affected by some weapons.

If a Blast marker or a template touches a hiver, roll a D6. On a 5+, remove the hiver from the battlefield, otherwise they are unharmed.

If a hiver is hit by a ranged attack, roll a D6. On a 5+, remove the hiver from the battlefield, otherwise they are unharmed.

If a hiver is hit by a melee attack, roll a D6. On a 3+, remove the hiver from the battlefield, otherwise they are unharmed and are moved D6" directly away from the attacker. Hivers removed from the battlefield in this way by an attacking fighter count as being harvested.

In each End phase, roll a Scatter dice for each hiver who is more than 2" from any defenders. Move the hiver 2D6" in the direction indicated by the dice, coming to a halt if they contact impassable terrain or come within 1" of a fighter.

Each hiver who is harvested is worth 1 Victory Point to the attacker's gang.

DESIGNER'S NOTE: HIVE DWELLERS

Hive dwellers represent the common populace of the hive who have been thrown together by the uprising and are desperately trying to survive. The scenario has been designed so that these survivors can be represented by tokens, dice or other markers depending on what the players have to hand. However, players might also choose to use appropriate models from their miniatures collections to represent these disparate souls, or even convert their own from the large range of Citadel miniatures available.

CHYMIST MATRIARCH CYLENA SCAR,
HIVE MORTIS PRYMARI WYTCHES,
HOUSE ESCHER

SALVATION FOR THE WORTHY

The defender is attempting to guide the hivers to safety before the attacking gang harvests them for Meat. In this scenario, the defender's fighters can use the Shepherd (Basic) action.

Shepherd (Basic): Make a Leadership test for the fighter. If successful, any hivers within 8" immediately move 2D6" directly toward the fighter.

In each End phase, any hivers in the defender's deployment zone and also within 2" of a defending fighter may be removed from the battlefield. Each hiver removed from the battlefield is worth 2 Victory Points to the defender.

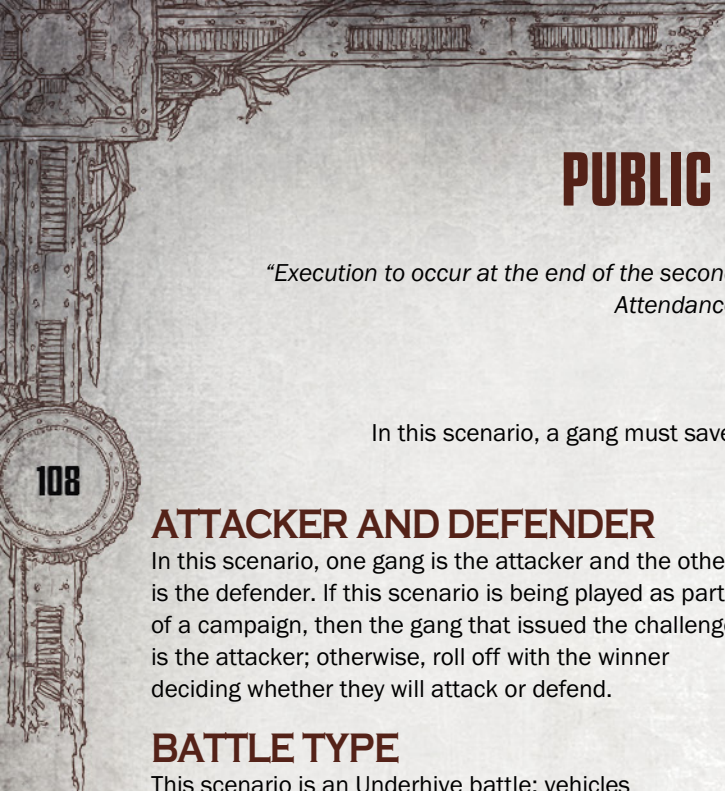
REINFORCEMENTS

Both the attacker and defender can use Reinforcements. At the end of the second round, and each round thereafter, a random fighter for each gang will arrive in the End phase.

FLEEING THE BATTLEFIELD

If either gang voluntarily bottles out and subsequently flees the battlefield, their opponent automatically wins the scenario.





PUBLIC EXECUTION

*"Execution to occur at the end of the second work cycle outside Precinct-Fortress Echo-Blue.
Attendance is mandatory."*

Vox Broadcast, Echo Sector, Hive Arcos

In this scenario, a gang must save one of their own before time runs out.

108

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. If this scenario is being played as part of a campaign, then the gang that issued the challenge is the attacker; otherwise, roll off with the winner deciding whether they will attack or defend.

BATTLE TYPE

This scenario is an Underhive battle; vehicles and Wargear that grant the Mounted condition cannot be included in either gang's starting crew or Reinforcements.

BATTLEFIELD

This scenario uses the standard rules for setting up a battlefield, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. The attacker uses the Custom Selection (D3+7) method to determine their crew. The defender uses the Random Selection (D3+5) method to determine their crew. The rest of the defender's Fighter cards are shuffled together to form the Reinforcements deck.

DEPLOYMENT

The defender deploys their crew first, starting by placing the prisoner (as follows) in the centre of the battlefield, and then their fighters within 6" of the prisoner. The attacker then deploys their crew within 2" of any battlefield edge.

GANG TACTICS

This scenario uses the standard rules for gang tactics as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

ENDING THE BATTLE

If the prisoner has been removed from the battlefield or either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

If the prisoner was executed then the defender wins, otherwise the attacker is victorious.

REWARDS CREDITS (INSURRECTION PHASE ONLY)

The attacker adds 2D6x10 credits to their gang's Stash if they successfully save the prisoner.

The defender adds D6x10 credits to their gang's Stash if they successfully execute the prisoner.

STARVATION (DAMNATION PHASE ONLY)

A gang adds one portion of Meat to their Stash for each enemy fighter taken Out of Action.

SCAVENGE (DAMNATION PHASE ONLY)

The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

If the prisoner was freed, the fighter who freed them earns 1 XP.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

EXECUTION CLOCK

Place a D6 next to the prisoner or on the edge of the battlefield with the number six face up. This dice represents the Execution Clock and counts down the prisoner's last moments.

In the End phase of any round, the clock is temporarily halted until the next End phase if any of the following is true:

- The attacker has at least one Standing and Active fighter within 3" of the prisoner.
- No fighter in the defending gang can draw a line of sight to any fighters in the attacker's gang.
- One of the attacking fighters is in possession of and able to use a Chrono-crystal.

In the End phase of a round in which the clock was not temporarily halted, turn the dice to reduce the number shown by one for each of the following:

- If the defender has at least one Standing and Active fighter within 3" of the prisoner.
- If one or more defenders were taken Out of Action this round.
- If the defending gang's Leader was taken Out of Action.

When the dice would count down to 0 or less, roll an Injury dice for the prisoner. On any result other than a Flesh Wound, they are removed from the battlefield and the execution is successful. On a result of a Flesh Wound, they are taking their time to die. Roll for them again in the following End phase, adding another Injury dice to the roll for each round they have been dying.

THE PRISONER FLEEING THE BATTLEFIELD

If the defender voluntarily bottles out and subsequently flees the battlefield, the attacker automatically rescues the prisoner and wins the scenario.



The prisoner is well restrained and consigned to their fate. A prisoner can be represented by a token or any appropriate model in either players' collection. Until freed by the attacker, the prisoner takes no part in the battle, cannot be targeted by attacks and is unaffected by weapons with the Blast (X") or Template traits. An attacking fighter may free the prisoner as a Double action if they begin their activation within 1" of them. Once freed, the prisoner will attempt to flee the battlefield. Once the prisoner has been freed, the Execution Clock rules no longer apply – the prisoner has slipped the noose!

In each End phase, the attacker moves the prisoner 3D6" toward the nearest board edge, remaining at least 1" away from enemy fighters. The fleeing prisoner counts as a fighter for all purposes and can be targeted by the defending gang (use the Ganger, or equivalent, profile from your gang's House List). The prisoner never gains a Ready marker and will flee again in each End phase as detailed above. As soon as the prisoner reaches the board edge, remove them from the table.

REINFORCEMENTS

The defender can use Reinforcements. At the end of the second round, and each round thereafter, a random fighter will arrive in the End phase.

DESIGNER'S NOTE: RESCUING GANGERS

If the attacker chooses, this scenario can be played in place of the Rescue Mission scenario to recover a fighter who has been Captured. The prisoner is replaced with the Captured fighter. If they are freed, they do not automatically attempt to flee the battlefield; instead they become Ready and join the attacker's crew armed with the weapons on their Fighter card (it can be assumed the attackers brought some extra guns with them).

If the attacker does not manage to save the Captive fighter, however, they are removed from the attacker's gang roster just as if they had been Sold to the Guilders (see the *Necromunda Core Rulebook*).

HAMZUL THE BEASTMASTER AND 'MAICI'
THE KROCDOGS
HOUSE GOLIATH





OUTLAW BRUTES

The underhive is filled with all manner of horrors, monsters and abominations, each one more than happy to eviscerate any ganger or hiver unlucky enough to get in their way. However, where most underhivers see only terrifying denizens of the badzones, some gang leaders see potential allies. Mutated Ogryns, underhive creatures that are bundles of glistening eyes and rubbery tentacles, scrapcode-infected cyber-automata and even otherworldly denizens are all potential additions to gangs who are unwilling, or perhaps unable, to acquire more 'mainstream' brutes.

With the right amount of bribery or training, even the worst of these dangerous creatures might be made to fight alongside a gang – provided of course they don't mind losing a few of their own from time to time to its 'appetites'. Outlaw gangs especially have far fewer scruples when it comes to hiring on unusual heavy-hitters, not limiting themselves to Servitor Ogryns or pilfered mining automata. Cut off from their Clan House armouries, these gangs are more than willing to recruit fighters most sane Necromundans wouldn't touch with the business end of a renderizer.

"Only a fool would trust one of those monstrosities. In the heat of battle it don't know friend from foe and is gonna kill them all. Still, they do fetch a fine price..."

Roga 'Fixer' Trall,
Bullet Runner,
Two Tunnels

0-1 SCRAPCODE-CORRUPTED AMBOT 220 CREDITS (AVAILABLE TO ANY OUTLAW GANG)

Not all monsters are made of flesh and bone. Some are Mankind's machines gone awry, their brains subverted by scrapcode, a malign tech-virus that drives its subjects to madness. On Necromunda, mining automata are sometimes the targets of this malady, their systems corrupted by Hereteks or tech-traitors. Such a beast is an abomination against the Machine God, a horror of iron, wires and whirring mining claws, loosed upon the denizens of the underhive. Outlaw gangs will pay well for a Scrapcode-corrupted Ambot, the mechanical monster easily as dangerous as a dozen gangers when unleashed into combat. Only the most desperate and heretical of individuals covet such monsters; men and women for whom the sacrilegious act of owning a mind-poisoned automata is the very least of their crimes.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	5+	5	5	3	5+	3	8+	6+	9+	10+

WEAPONS

A Scrapcode-corrupted Ambot is armed with two tunnelling claws and light carapace armour.

OPTIONS

- A Scrapcode-corrupted Ambot may replace one of its tunnelling claws with a grav-fist+90 credits
- A Scrapcode-corrupted Ambot can upgrade its light carapace armour to heavy carapace armour+55 credits
- A Scrapcode-corrupted Ambot may be given armour spikes.....+15 credits

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Grav-fist									
- melee	-	E	-	-	S	-1	2	-	Melee, Pulverise
- ranged	6"	12"	+1	-	*	-1	2	5+	Blast (3"), Concussion, Graviton Pulse
Tunnelling claw									
- melee	-	E	-	-	S	-1	2	-	Melee
- ranged	4"	8"	-	-	6	-2	2	5+	Melta, Scarce, Sidearm

SPECIAL RULES

Machine Madness: Scrapcode-corrupted Ambots are hopelessly insane, often as dangerous to their handlers as their enemies. All attacks made by a Scrapcode-corrupted Ambot have the Reckless trait. In addition, after a Scrapcode-corrupted Ambot Seriously Injures a fighter, or takes them Out of Action, roll a D6. On a 1, the Scrapcode-corrupted Ambot immediately gains the Insane condition.

Valuable: Should a Scrapcode-corrupted Ambot be captured by a rival gang and not be rescued, it may be sold to the Guilders as normal. However, if another Outlaw gang captures it, and the Ambot is not rescued, they may choose to either sell it on the Black Market for its cost in credits, or to keep it and add it to their gang roster for free, assuming they have sufficient Reputation to take on an extra Hanger-on or Brute.

Armour Spikes: When any fighter moves into base contact with a Scrapcode-corrupted Ambot with this upgrade, or an Ambot with this upgrade moves into base contact with any fighter, that fighter suffers an automatic S1, AP -, D1 hit before any other attacks are made.



SCRAPCODE-CORRUPTED AMBOT

This corrupted Ambot was converted using spikes from various Chaos kits and a skull from the Skulls set.

SKILLS

A Scrapcode-corrupted Ambot has the Berserker and Nerves of Steel skills.

SKILL ACCESS

A Scrapcode-corrupted Ambot has access to the following Skill Sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting
-	Secondary	Secondary	-	Primary	-	-	-



"I found the brute down in the depths beneath Scrag Town. It don't say much, but its appearance clearly glorifies our lord!"

Xiharka Sharr,
Cult of Unending Tears

0-1 MUTATED OGRYN 210 CREDITS (AVAILABLE TO ANY OUTLAW GANG)

Mutated Ogryns are nightmare brutes whose DNA has been twisted and changed by the insidious taint of the Warp. Such mistakes of nature are routinely purged by the Imperial House, lest they corrupt the good abhuman stock of their world, but sometimes they escape. Lured downhive by the promise of isolation and darkness, the dull-witted mutant Ogryns find new masters, to whom their twisted limbs and unreasoning, violent temper are regarded as beautiful gifts to be cherished and nurtured. Outlaw gang leaders mould these poor, misguided creatures into their personal protectors, the mutant Ogryns as faithful and loyal as their sanctioned counterparts – albeit with a greater knack for psychotic butchery.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	5	5	3	4+	3	7+	6+	8+	9+

WEAPONS

A Mutated Ogryn is armed with two open fists.

OPTIONS

- A Mutated Ogryn may replace one of its open fists with a power maul+30 credits
- A Mutated Ogryn may replace one of its open fists with a horrific appendage.....+20 credits
- A Mutated Ogryn may be upgraded with furnace plates.....+15 credits

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Horrific appendage	-	E	-	-	S	-1	2	-	Melee, Pulverise, Rending
Open fist	-	E	-	-	S	-1	1	-	Knockback, Melee
Power maul	-	E	-	-	S+2	-1	1	-	Melee, Power

SPECIAL RULES

Murderous Brute: In addition to the True Grit skill (see below), when recruited, a Mutated Ogryn may be given a single randomly determined skill from either the Ferocity or the Savagery (see *Necromunda: The Book of Ruin*) Skill Sets. This skill does not cost any XP and does not increase the fighter's value.

Slow-witted: Mutated Ogryns, like their sanctioned counterparts, are not especially bright or quick on the uptake. This fighter may never be activated as part of a Group Activation.

Furnace Plates: Furnace plates grant a 6+ save roll. This is increased to a 5+ save roll against attacks originating within the fighter's vision arc (the 90° arc to their front); check this before the fighter is placed Prone and is Pinned. If it is not clear if the attacker is within the fighter's Front arc, use a Vision Arc template to check – if the centre of the attacker's base is within the arc, use the 5+ save roll. Against attacks with the Blast trait, use the centre of the Blast marker in place of the attacker. If the fighter does not have a facing (for example, if they are Prone), use the 6+ save roll.



MUTATED OGRYN

The Chaos Ogryn from the Kill Team: Blooded set makes for an excellent Mutated Ogryn.

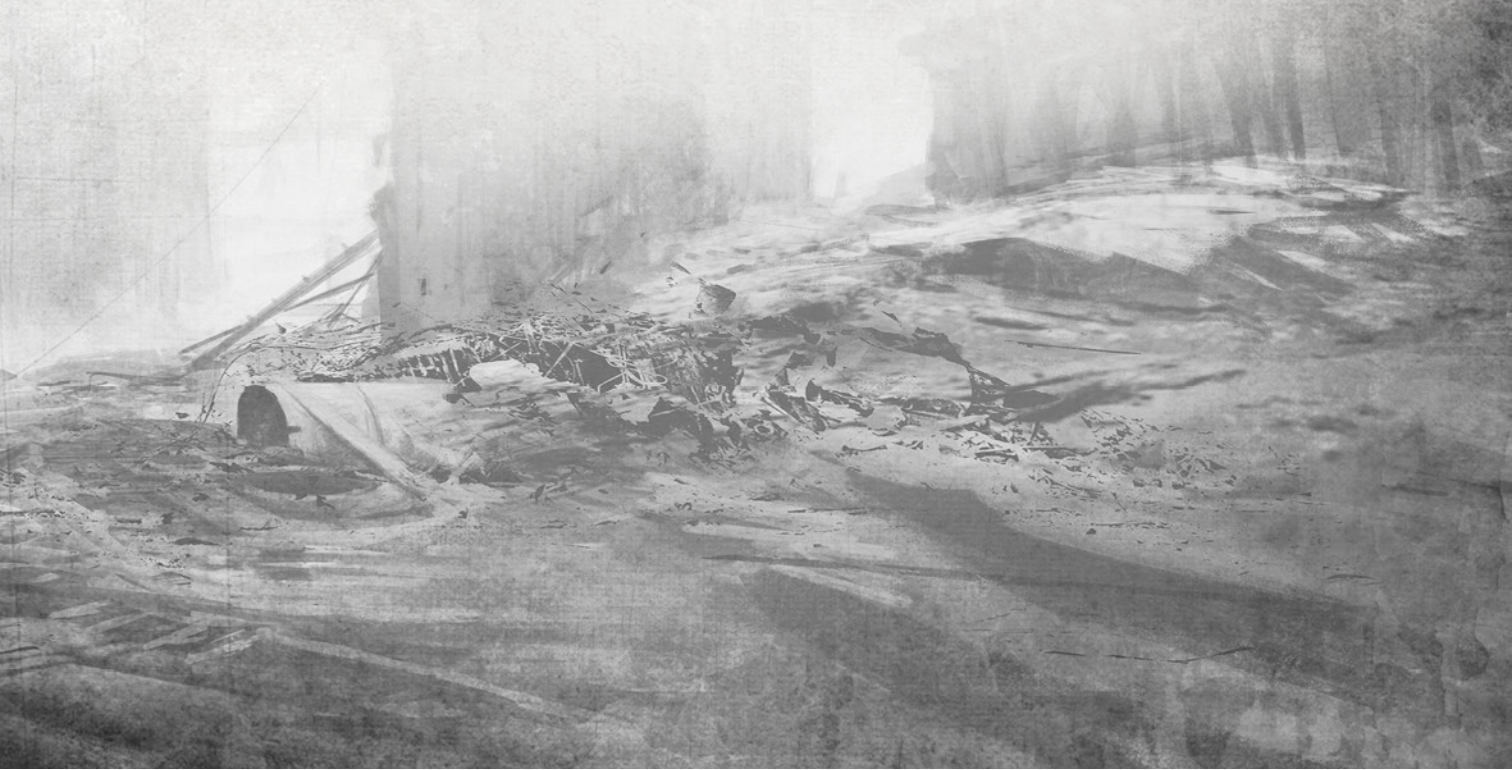
SKILLS

A Mutated Ogryn has the True Grit skill.

SKILL ACCESS

A Mutated Ogryn has access to the following Skill Sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting
-	Primary	Secondary	-	Secondary	-	-	-



0-1 SUMP BEAST 200 CREDITS (AVAILABLE TO ANY OUTLAW GANG)

Sump beasts come in countless variations, from multi-headed tox serpents and fanged dome-crawlers to mutant grox and albino sump-spiders. The only thing they all have in common is they are large predatory creatures and universally vile to look upon. However, despite their disturbing appearance, when reared from birth, some of these horrors can prove surprisingly loyal, seeing the gang leader as their adoptive parent and fighting furiously to defend them. A particularly venerable sump beast might even remain in a gang under successive generations of leaders, each new gang boss inheriting the creature from the predecessor as a faithful – if nightmarish – protector.

"Underhivers speak of pets washed down-hive thriving and growing into terrifying beasts. No-one believes them, not until they encounter their first one that is."

Helena Sawtooth,
Beast Handler

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	5	5	3	4+	3	7+	6+	8+	9+
5"	4+	5+	4	5	4	4+	2	8+	5+	6+	10+
4"	3+	4+	5	4	4	4+	2	9+	4+	5+	9+

WEAPONS

A Sump Beast is armed with ferocious jaws.

OPTIONS

A Sump Beast may take any of the following upgrades, in addition to its ferocious jaws:

- Crushing claws+70 credits
- Lashing tail+50 credits
- Multiple legs+20 credits
- Prehensile tongue+60 credits
- Scaly hide+40 credits
- Venomous bite+35 credits

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Crushing claws	-	E	-	-	S+3	-1	2	-	Knockback, Melee
Ferocious jaws	-	E	-	-	S	-1	1	-	Melee, Rending
Lashing tail	E	6"	-	-	S	-1	1	-	Impale, Melee, Versatile
Prehensile tongue	E	2"	-	-	S	-	1	-	Drag, Melee, Versatile

SPECIAL RULES

Many-shaped Horror: When a Sump Beast is recruited, the recruiting player chooses one of the profiles from those listed previously. In this way, the profile can be matched to the model being used to represent the creature, whether it is a lumbering brute, a rapidly moving predator, or a scuttling horror of many legs and eyes.

Underhive Monster: When a Sump Beast is activated, if there is a Seriously Injured fighter within 6" (friend or foe) it must make an Intelligence test. If this test is failed, the Sump Beast must make a Charge (Double) action or a Coup de Grace (Simple) action against the Seriously Injured fighter.

In addition, a Sump Beast must always make a Coup de Grace (Simple) action if able, rather than choosing to consolidate.

Scaly Hide: A Sump Beast with this upgrade has a 4+ Save.

Venomous Bite: The ferocious jaws of a Sump Beast with this upgrade gain the Toxin trait and change their Strength characteristic to '-'.

Multiple Legs: The Movement characteristic of a Sump Beast with this upgrade is increased by 2" and it gains the Clamber skill.



SUMP BEAST

This Sump Beast was converted using an Akhelian King's deepmare with the head of a Kharibdyss.

SKILLS

A Sump Beast has the Unstoppable, Fearsome and True Grit skills.

SKILL ACCESS

A Sump Beast has access to the following Skill Sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting
-	-	-	Primary	Secondary	-	-	-

"See the manifestation
of the Dark Gods' favour!
With them at our side,
all will be subjugated by
his will!"

Arrenus Nova,
Cult Demagogue of
the Painted Despoilers

0-1 WARP HORROR 210 CREDITS (AVAILABLE TO ANY OUTLAW GANG)

Most sane outlaws will have nothing to do with something as terrifying as a Warp Horror, seeing in the creature the anathema of all hivers, be they loyal subjects of Lord Helmawr or criminal scum. Chaos cults are, of course, another story. It is a great boon for a cult dedicated to the Dark Gods to gain the aid of a Warp Horror. Whereas more mundane Chaos Spawn are examples of mutation run rampant, the Warp Horror is a genuine creature of the Immaterium, and has unique powers and abilities as a result. Warp Horrors also come in myriad shapes and sizes, often defying the laws of nature and leaving no doubt as to the realm from whence they were birthed.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	6+	6	4	3	4+	3	9+	6+	7+	9+

WEAPONS

A Warp Horror is armed with two horrific appendages.

OPTIONS

A Warp Horror may take any of the following upgrades, in addition to its horrific appendages. Note, during a campaign, a Warp Horror can also do this in the post-battle sequence to represent it mutating:

- Massive tentacles.....+50 credits
- Undulating skin.....+40 credits
- Warpfire breath.....+90 credits

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Horrific appendage	-	E	-	-	S	-1	2	-	Melee, Pulverise, Rending
Massive tentacles	E	4"	-	-	S+1	-	1	-	Drag, Entangle, Melee, Versatile
Warpfire breath	-	T	-	-	3	-1	1	4+	Blaze, Template

SPECIAL RULES

Terrifying: If an enemy fighter wishes to make a Fight (Basic) action or Shoot (Basic) action that targets a Warp Horror, they must make a Willpower test. If the test is failed, they cannot perform the action and their activation ends immediately.

Warp Denizen: In the End phase of each round, roll 2D6. If the result is equal to or lower than the current game round, the Warp Horror suffers a Flesh Wound. As a creature of the Immaterium, a Warp Horror ignores all Lasting Injury results, with the exception of Memorable Death.

Undulating Skin: A Warp Horror with this upgrade reduces the damage of all hits it suffers by 1, to a minimum of 1.



WARP HORROR

SKILLS

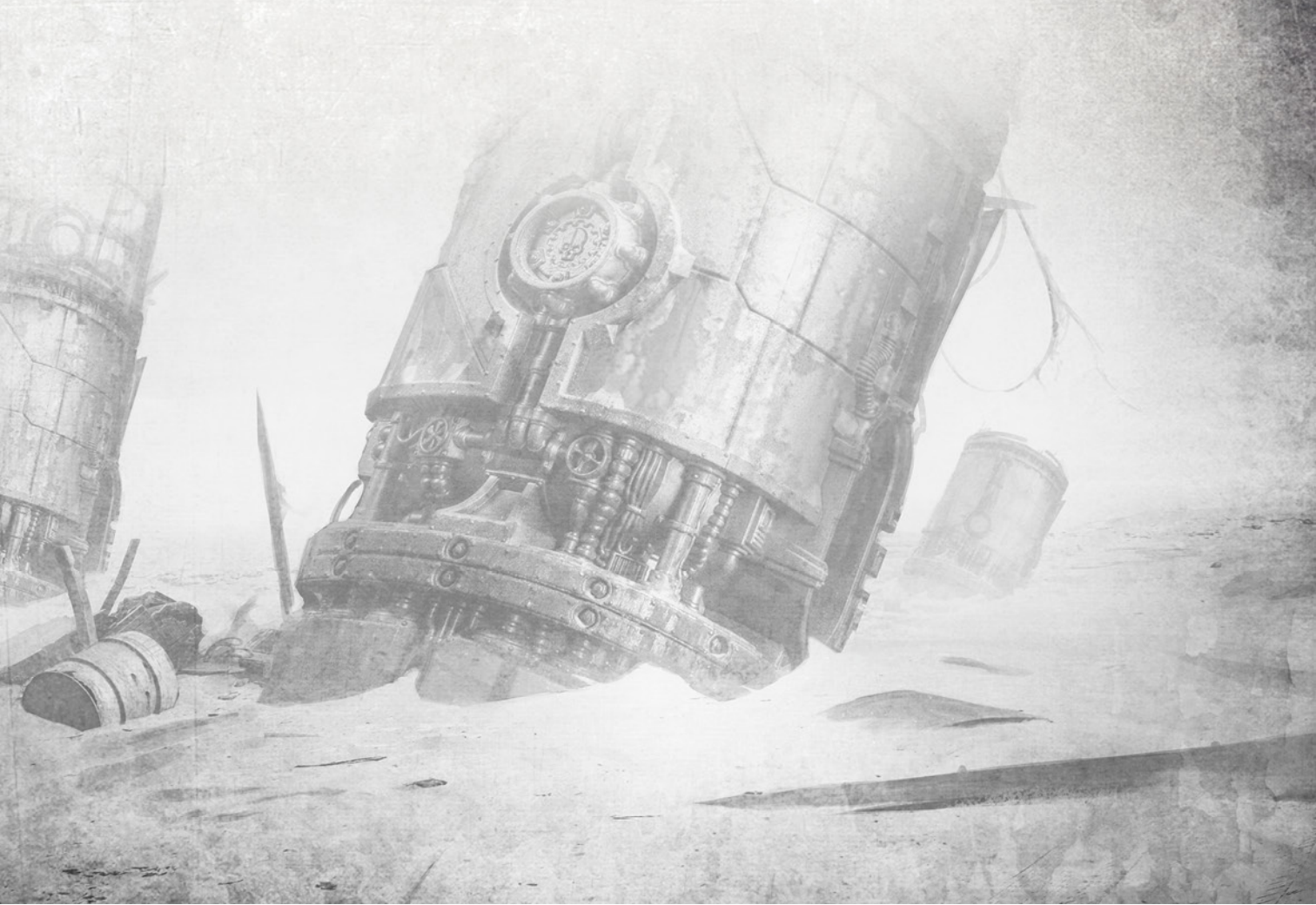
A Warp Horror has the Nerves of Steel skill.

SKILL ACCESS

A Warp Horror has access to the following Skill Sets:

This hideous-looking Warp Horror is represented by Vulgrar Thrice-cursed from the Kill Team: Gellerpox Infected set.

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting
-	Secondary	Secondary	-	Primary	-	-	-





'SAWTOOTH' YARELLA,
SCARLET PACK,
HOUSE ESCHER



ADDITIONAL CLAN HOUSE VEHICLE RULES

In this section, we present a collection of additional rules for using Clan House gangs in games of Necromunda. These rules are intended to provide these gangs with a variety of new options.

This section includes new vehicle equipment options for Van Saar, Escher, Goliath, Orlock, Cawdor and Delaque gangs, a Crew option for Delaque gangs and new vehicle gang tactics for Delaque gangs.

NEW VAN SAAR VEHICLE EQUIPMENT

All vehicles in a Van Saar gang add the following to their equipment lists:

VAN SAAR VEHICLE EQUIPMENT LIST

WEAPONS BASIC WEAPONS

- Las carbine20 credits

SPECIAL WEAPONS

- Grav gun120 credits
- Rad gun100 credits

HEAVY WEAPONS

- Lascannon155 credits
- Multi-melta180 credits
- Plasma cannon130 credits
- Rad cannon130 credits

WARGEAR WEAPON ACCESSORIES

- Hotshot las pack
(lasgun & laspistol only)20 credits
- Infra-sight† (Pistols, Basic and
Special Weapons only)25 credits
- Las-projector (Pistol, Basic and
Special Weapons only)35 credits
- Mono-sight† (Basic, Special and
Heavy Weapons only)35 credits
- Telescopic sight† (Pistols, Basic and
Special Weapons only)25 credits

NEW ESCHER VEHICLE EQUIPMENT

All vehicles in an Escher gang add the following to their equipment lists:

ESCHER VEHICLE EQUIPMENT LIST

WEAPONS BASIC WEAPONS

- Lasgun5 credits

SPECIAL WEAPONS

- Meltagun135 credits
- Needle rifle35 credits
- 'Nightshade' chem-thrower135 credits
- Plasma gun100 credits

HEAVY WEAPONS

- Plasma cannon130 credits

WARGEAR WEAPON ACCESSORIES

- Hotshot las pack
(lasgun & laspistol only)20 credits
- Las-projector (Pistol, Basic and
Special Weapons only)35 credits



NEW GOLIATH VEHICLE EQUIPMENT

All vehicles in a Goliath gang add the following to their equipment lists:

GOLIATH VEHICLE EQUIPMENT LIST

WEAPONS BASIC WEAPONS

- Boltgun55 credits
- Stub cannon.....20 credits

SPECIAL WEAPONS

- Meltagun135 credits

HEAVY WEAPONS

- Heavy bolter160 credits
- 'Krumpa' rivet cannon.....70 credits
- Missile launcher
(with frag & krak missiles)165 credits
- Multi-melta180 credits

WARGEAR WEAPON ACCESSORIES

- Telescopic sight[†] (Pistols, Basic and
Special Weapons only)25 credits

NEW CAWDOR VEHICLE EQUIPMENT

All vehicles in a Cawdor gang add the following to their equipment lists:

CAWDOR VEHICLE EQUIPMENT LIST

WEAPONS BASIC WEAPONS

- Reclaimed autogun10 credits

SPECIAL WEAPONS

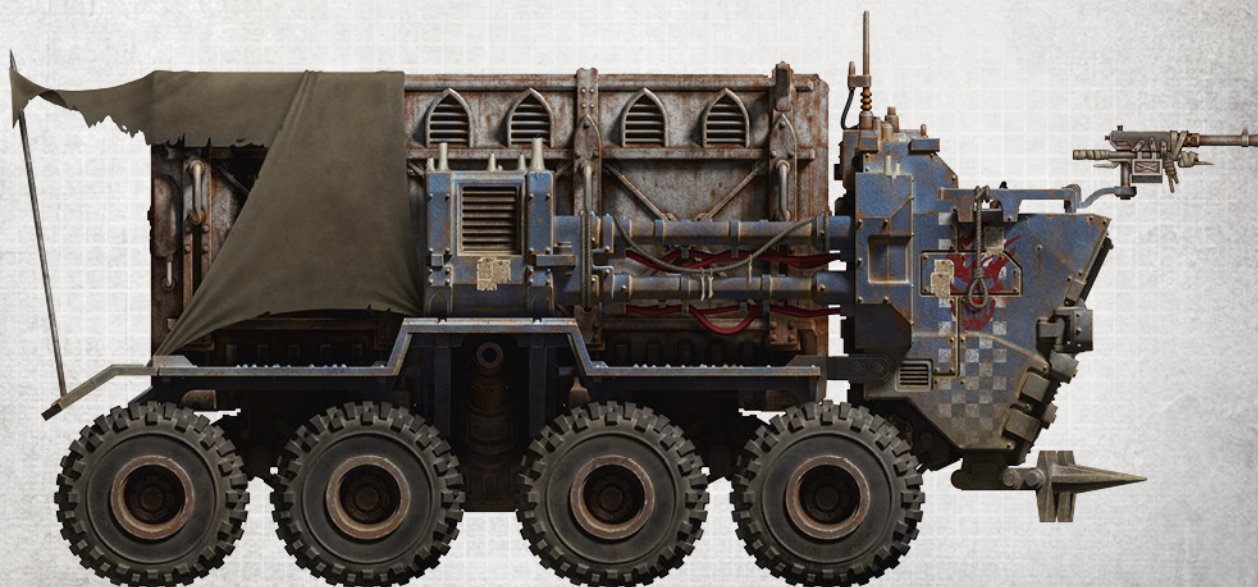
- Fire pike.....140 credits
- Flamer130 credits

HEAVY WEAPONS

- Cawdor heavy crossbow
with frag & krak shells.....125 credits
- Heavy flamer.....195 credits

WARGEAR WEAPON ACCESSORIES

- Infra-sight[†] (Pistols, Basic and
Special Weapons only)25 credits
- Mono-sight[†] (Basic, Special and
Heavy Weapons only)35 credits



PILGRIM PATTERN RIDGEHAULER

NEW ORLOCK VEHICLE EQUIPMENT

All vehicles in an Orlock gang add the following to their equipment lists:

ORLOCK VEHICLE EQUIPMENT LIST

WEAPONS BASIC WEAPONS

- Combat shotgun
with salvo & shredder ammo55 credits
- Shotgun with solid & scatter ammo30 credits
 - Executioner ammo+20 credits
 - Inferno ammo+15 credits

SPECIAL WEAPONS

- Flamer140 credits
- Meltagun135 credits
- Plasma gun100 credits

HEAVY WEAPONS

- Harpoon launcher110 credits
- Heavy bolter160 credits
- Mining laser125 credits
- Seismic cannon140 credits

WARGEAR WEAPON ACCESSORIES

- Telescopic sight[†] (Pistols, Basic and
Special Weapons only)25 credits

NEW DELAQUE VEHICLE EQUIPMENT

All vehicles in a Delaque gang add the following to their equipment lists:

DELAQUE VEHICLE EQUIPMENT LIST

WEAPONS SPECIAL WEAPONS

- Grav gun120 credits
- Meltagun135 credits
- Plasma gun100 credits
- Web gun115 credits

HEAVY WEAPONS

- Heavy flamer195 credits

WARGEAR WEAPON ACCESSORIES

- Infra-sight[†] (Pistols, Basic and
Special Weapons only)25 credits
- Mono-sight[†] (Basic, Special and
Heavy Weapons only)35 credits



ORLOCK OILRUNNER ASH RIG

DELAQUE WRAITH (CREW) 35 CREDITS

Available to Delaque gangs only

VEHICLE CHARACTERISTICS

CREW CHARACTERISTICS

TOUGHNESS											
M	Front	Side	Rear	HP	Hnd	Sv	BS	Ld	CI	Will	Int
*	*	*	*	*	*	*	4+	7+	6+	7+	7+

SPECIAL RULES

Gang Fighter (Crew): Models with this special rule form the backbone of House Delaque gangs. The total number of models with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of models without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.

Vehicle Crew: A Delaque Wraith must always be equipped with a vehicle.

SKILL ACCESS

A Delaque Wraith has access to the following Skill Sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Driving
-	-	-	-	-	Secondary	Secondary	Primary	Primary

EQUIPMENT

A Delaque Wraith must be equipped with a vehicle and they may purchase Wargear and weapons from the Delaque Wraith equipment list.

- During the course of a campaign, a Delaque Wraith may be given additional Wargear from this list and the Trading Post.
- During the course of a campaign, a Delaque Wraith may be given additional weapons from this list and the Pistols section of the Trading Post.
- A Delaque Wraith may be given a replacement vehicle from either this list or the Trading Post, in which case their existing vehicle (if present) is placed into the gang's Stash.

DELAQUE WRAITH EQUIPMENT LIST

VEHICLES

- Custom vehicleVariable credits
- Ridgerunner95 credits
- Rockgrinder.....145 credits
- Wolfquad70 credits

WARGEAR

PERSONAL EQUIPMENT

- Filter plugs.....10 credits
- Photo-goggles35 credits
- Respirator.....15 credits

WEAPONS

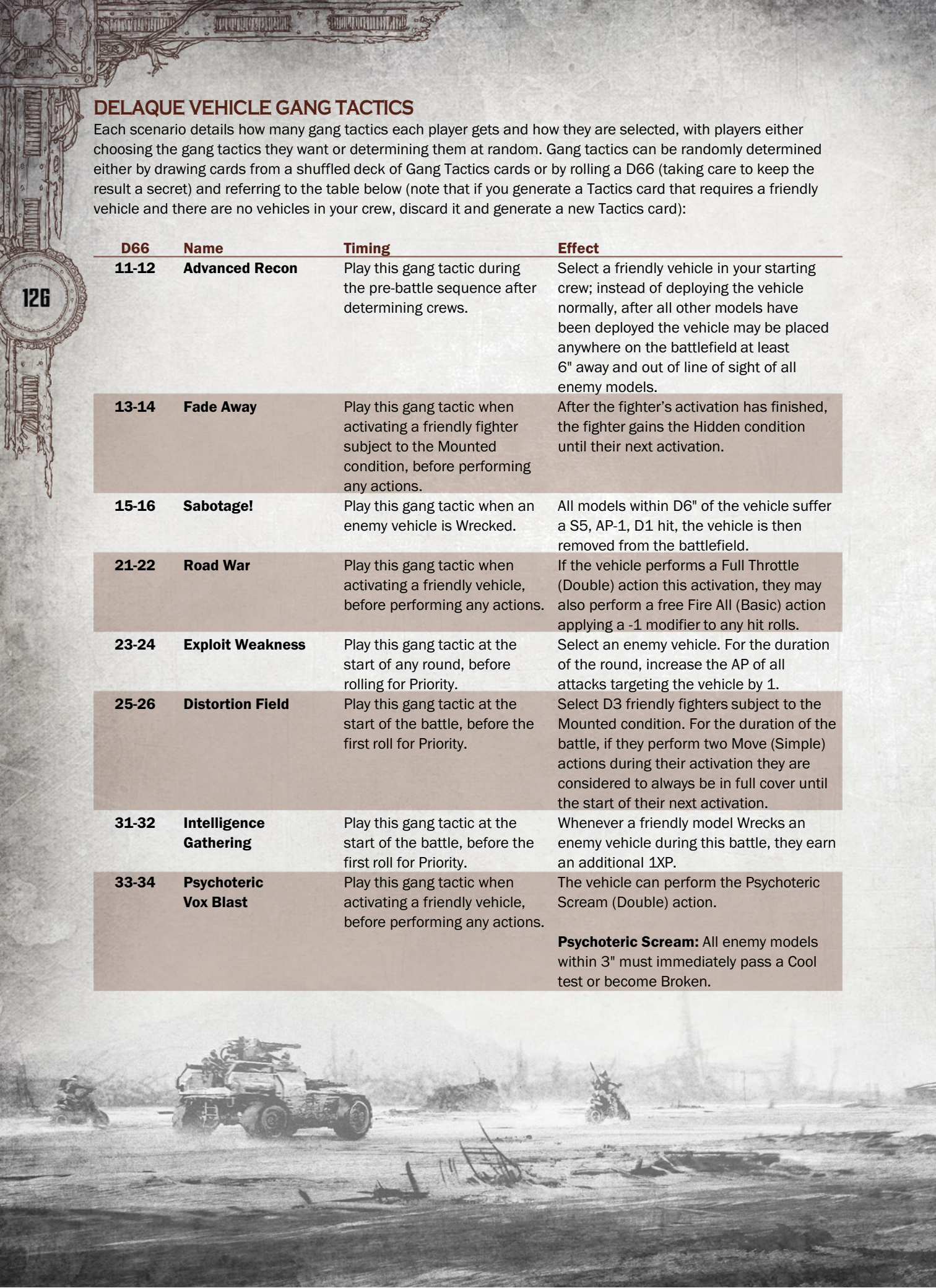
PISTOLS

- Autopistol5 credits
- Flechette pistol
with solid & fleshbane ammo30 credits
- Laspistol10 credits
- Stub gun5 credits
 - Dumdum rounds+5 credits

DELAQUE VEHICLE GANG TACTICS

Each scenario details how many gang tactics each player gets and how they are selected, with players either choosing the gang tactics they want or determining them at random. Gang tactics can be randomly determined either by drawing cards from a shuffled deck of Gang Tactics cards or by rolling a D66 (taking care to keep the result a secret) and referring to the table below (note that if you generate a Tactics card that requires a friendly vehicle and there are no vehicles in your crew, discard it and generate a new Tactics card):

D66	Name	Timing	Effect
11-12	Advanced Recon	Play this gang tactic during the pre-battle sequence after determining crews.	Select a friendly vehicle in your starting crew; instead of deploying the vehicle normally, after all other models have been deployed the vehicle may be placed anywhere on the battlefield at least 6" away and out of line of sight of all enemy models.
13-14	Fade Away	Play this gang tactic when activating a friendly fighter subject to the Mounted condition, before performing any actions.	After the fighter's activation has finished, the fighter gains the Hidden condition until their next activation.
15-16	Sabotage!	Play this gang tactic when an enemy vehicle is Wrecked.	All models within D6" of the vehicle suffer a S5, AP-1, D1 hit, the vehicle is then removed from the battlefield.
21-22	Road War	Play this gang tactic when activating a friendly vehicle, before performing any actions.	If the vehicle performs a Full Throttle (Double) action this activation, they may also perform a free Fire All (Basic) action applying a -1 modifier to any hit rolls.
23-24	Exploit Weakness	Play this gang tactic at the start of any round, before rolling for Priority.	Select an enemy vehicle. For the duration of the round, increase the AP of all attacks targeting the vehicle by 1.
25-26	Distortion Field	Play this gang tactic at the start of the battle, before the first roll for Priority.	Select D3 friendly fighters subject to the Mounted condition. For the duration of the battle, if they perform two Move (Simple) actions during their activation they are considered to always be in full cover until the start of their next activation.
31-32	Intelligence Gathering	Play this gang tactic at the start of the battle, before the first roll for Priority.	Whenever a friendly model Wrecks an enemy vehicle during this battle, they earn an additional 1XP.
33-34	Psychoteric Vox Blast	Play this gang tactic when activating a friendly vehicle, before performing any actions.	The vehicle can perform the Psychoteric Scream (Double) action. Psychoteric Scream: All enemy models within 3" must immediately pass a Cool test or become Broken.



D66	Name	Timing	Effect
35-36	Flare Ram	Play this gang tactic when a friendly vehicle is involved in a vehicle collision, after resolving all damage.	All models (both friend and foe) within 6" of the friendly vehicle must test as if they had been hit by a weapon with the Flash trait.
41-42	Hallucinogenic Fumes	Play this gang tactic when activating a friendly Mobile vehicle, before performing any actions.	Once the vehicle's activation has finished, any fighters (both friend and foe) that were within 1" of the vehicle at any point during its activation must pass a Willpower test or become subject to the Insane condition.
43-44	Strike and Fade	Play this gang tactic when activating a fighter subject to the Mounted condition, before performing any actions.	For the duration of this activation, enemy fighters may not make Reaction attacks against this fighter when they perform Ride By attacks.
45-46	Shadow Slide	Play this gang tactic when activating a friendly vehicle, before performing any actions.	The vehicle may be placed anywhere within 6" of its starting position facing any direction. It may then activate as normal.
51-52	Night Runner	Play this gang tactic at the start of the battle, before the first roll for Priority.	Select a friendly vehicle. For the duration of the battle, all of its weapons are considered to have the Silent trait.
53-54	Slash the Tyres!	Play this gang tactic at the start of any round, before rolling for Priority.	Select an enemy vehicle. For the duration of the round, any close combat attacks against the vehicle are resolved at +1 Damage.
55-56	Reinforced Webs	Play this gang tactic at the start of the battle, before the first roll for Priority.	Select up to D3 weapons with the Web trait. For the duration of the battle, if a vehicle is hit by one of these weapons, the vehicle must make a Handling test. If the test is failed, reduce the vehicle's Movement characteristic by 3" until the start of its next activation.
61-62	Smoke and Shadows	Play this gang tactic at the start of the battle, before the first roll for Priority.	Select up to D3 friendly vehicles. They may be redeployed following the scenario's rules for deployment.
63-64	Off-road Run	Play this gang tactic at the start of the battle, before the first roll for Priority.	For the duration of the round, friendly fighters subject to the Mounted condition are not slowed down by moving over difficult terrain.
65-66	Secret Roadways	Play this gang tactic at the start of a Rolling Roads battle, before the first roll for Priority.	Friendly models may re-roll the Intelligence test to see if they manage to rejoin the battle.

HOUSE DELAQUE

Skilled in stealth and subterfuge, House Delaquer are the mysterious cloaked spymasters of Necromunda. Adept at ambush and assassination, there is something undeniably alien about the House of Shadow, its pale, augmented-eyed fighters appearing barely human as they skulk among the shadows of the hive, always waiting, always watching, and preparing for the moment to strike.



DELAQUER
GANG LOOK-OUT



DELAQUER
ROGUE DOC



GHOST WITH
SHOTGUN



SHADOW WITH
THROWING KNIVES



GHOST WITH
TWO AUTOPISTOLS

