

NECROMUNDA[®]

ASH WASTES



RULEBOOK

RUTHLESS COMBAT ON A NIGHTMARE WORLD
IN THE 41ST MILLENNIUM



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IN THE 41ST MILLENNIUM

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>>> Subject: Event log shift 317 of the year of Him of Terra 996.M41

>>> Conduit Necro-vox MFP979.

>>> Thought for the Day: The hive is Life.

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

- ++ The Great Ash Storm approaches! Subjects of Hive Primus are cautioned against lingering in those zones close to the hive shell during this time, and are prohibited from travel to the Nexus or the Great Ash Gates without the express sanctioning of the Merchants Guild. Those attempting to subvert these orders and journey outside the hive will be exiled to the wastelands for their crimes.
- ++ Outlander and waster raids continue to plague the lower levels of the hives. The great Lord Helmawr has dispatched Subjugator patrols to deal with these malcontents – subjects in the presence of our noble Subjugators are required to lie down on the ground and be as still as possible, this offering the best chance of not being mistaken for a raider and getting shot.
- ++ The Mercator Gelt is seeking enterprising and bold hivers to join their Great Ash Road caravans. A new life of adventure and freedom awaits those willing to sign onto the Guild of Coin – leave the grind of the factorum behind and take your place turning the great wheel of trade that keeps Necromunda working. [Permission to join subject to overseer approval. Mercator Gelt ash wastes promotional material not representative of actual ash wastes.]
- ++ As the great ash storm batters the walls of our mighty hive, do not be alarmed if visibility, air quality or structural integrity temporarily declines. This change in local environment is not the herald of imminent death but rather the hive protecting its inhabitants from the horrors of the wastes. Noises, such as those that sound like great pieces of plasteel being torn from some kind of structure, are also to be ignored.
- ++ Average authorised gang violence quotient +16.5% (cf CS Storm Rationing)
- ++ Average unauthorised gang violence quotient +83% (cf Ash Gate Raids)

>>> [Additional] Lord Helmawr has placed bounties on all outcasts of the hive. True subjects of Primus can collect these bounties by delivering the remains of any outlanders or wasters to their nearest Enforcer Precinct-Fortress. Signs of a waster include (though are not limited to) a ragged appearance, face coverings and perpetually wearing a rebreather (to deal with the high quality of air present within a hive). Wasters may also be covered in a fine layer of dust or ash and favour colours common to their wasteland environments. Finally, a waster can sometimes be caught by asking them what cycle it is, the waster looking to the ceiling as they momentarily forget they are inside.



TSUN'GHAR CHIEFTAIN OF
THE GREAT EQUATORIAL
WASTES, SCOURGE OF THE
SOUTHERN SPIDER POINTS



WELCOME TO THE WASTES

'Three-hundred-kilometre-an-hour winds that'll strip the flesh right off your bones, radzones that'll cook your blood in seconds, and locals that'll kill you and eat you as soon as look at you – and you thought life in the hives was rough...'

Fingerless Freya, Mercator Gelt Rig Jockey

Beyond Hive Trazior, the Great Equatorial Wastes stretch south as far as the eye can see – at least on a relatively clear day when the toxic yellow skies of Necromunda are not pressing down on the oily ash flats or roiling mustard-coloured clouds are not advancing in from the west or east in one of the planet's endless storm fronts. Here, the hives grow smaller and sparser, until, when the uppermost spire of Hive Trazior is only a speck just visible over the northern horizon, the vast regions of scorched dunes and shimmering hardpan become ever wider. Of course, the Equatorial Wastes are far from empty,

and waster settlements, trade roads, tubeways and scrap-mines dot the expanse. It is a region vital to north/south trade, goods constantly travelling from hive to hive, and to and from Hive Primus to pass into and out of the Necromundan orbital sphere. Clan Houses, nobles and Guilds all vie for control of this region, looking to exert their influence over the trade roads, or sponsor prospectors and mining settlements that might themselves turn a profit. And with settlements, trading posts and mines comes all the outcast and criminal elements that thrive where people and profit are to be found.

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Slate Merdena punched the wheel lock and threw the rig into a hard right turn – its engine screaming against the ash-laden wind as plumes of dust and debris were thrown up around it. Out in the shifting gloom of the storm, muzzle flashes lit up the darkness and the staccato sound of heavy stubbers firing reached his ears. Slate grimaced, tasting the metallic wind on his tongue where it blew in through the truck's shattered storm shield. The cab of the rig was already perforated with a dozen bullet holes, a few of which marked points where bullets had found the Orlock Road Boss himself, their squashed forms lodged in his armour or the cracked plasflex driver's seat. These raiders were persistent, he'd give them that, but they didn't know who they were dealing with.

The roar of engines and squeal of tyres on the old ferrocrete road announced them as they came, a pair of quads racing through the storm to reach the rig. One hand still on the wheel, Slate leaned out of the cab and pulled out his plasma pistol, the glow of its power coils brilliant blue against the battered metal side of the truck. As the first quad lurched into view, a pair of screaming wasters on its back, Slate squeezed the trigger. Hot plasma turned the quad into a lurid azure fireball; the two wasters sent tumbling away into the storm, their bodies trailing flame. No sooner had the first been dealt with, the second quad came alongside the rig, a thud on the cab roof announcing its rider leaping from the back of their vehicle onto the truck. Slate hard-turned the rig again, swerving across the broken road and pitching the would-be raider out over the shattered storm shield and under the rig's eight massive tyres – Slate barely felt the bump.



The Great Equatorial Wastes cover millions of square kilometres, bordered to the north by the Palatine Cluster, to the east by the Dust Wall and Hive Secundus, to the south by the Mynerva Cluster, and to the west by the Irradium Oceanus. It is a lawless place where the power of the Imperial House diminishes, and infrequent Enforcer patrols and wasteland Precinct-Fortresses can do little to keep the peace. Even the Clan Houses must rely upon the most fringe elements of their subjects to get jobs done in this hellish wilderness.

CINDERAK CRATER

Central to the region – and the focus of all this trade, conflict and prospecting – is Cinderak Crater, also known as the Great Crater or Gothrul's Grave. A wound on the western edge of the Great Equatorial Wastes, it is all that remains of the once great Hive Meridian. Over a hundred kilometres across, it was created during the Two-Faced War when Gothrul Helmaur tried to starve Hive Primus by sabotaging Hive Meridian's macro plasma reactor – at the time, the hive was the breadbasket of Necromunda's western hemisphere. The resulting explosion obliterated the hive, scattering its remains over hundreds of kilometres and leaving a hole in the wastes almost a kilometre deep. Ultimately Gothrul was defeated by his sister Cinderak, though the terrible evidence of his crime remains. In the centuries since, it has become a centre for north/south trade on the Palatine Plateau, and a rich scavenging ground.

In the middle of the Great Crater, built upon the gutted remains of Hive Meridian, stands Cinderak City. A major settlement, it sprawls across kilometres of the wastes, and is the centre for the trade convoys from north, south, east and west, as well as hundreds of smaller settlements across the Equatorial Wastes and beyond. Each of the Clan Houses has a stake in Cinderak City and it is a hotbed for conflict between them.

CINDERAK CITY

The largest settlement in the wastes, Cinderak City is a meeting point in the middle of the Great Equatorial Wastes. Major roads reach out from the walled city to the edges of the Great Crater and beyond, linking up to the Bullet Road in the north and the Road of Bones in the south, as well as the Great Ash Road that rings the planet. Cinderak City is a gathering place for hivers, wasters, outlanders and everyone in between, its macro gun towers (each one scavenged from the hive defences of Hive Meridian) a beacon to travellers for kilometres in all directions. Duster clans and scavengers come to Cinderak City to trade with Mercator Gelt delegations or Squat prospectors from the Near Spoil, while the great road trains taking goods to and from Hive Primus pass through the settlement, its six Clan Lords levying taxes in the 'name' of their Clan Houses. For better or worse, Cinderak City serves as the heart of the Great Equatorial Wastes, and it represents the only real civilisation for almost half a continent in all directions.

HOUSE STRONGHOLDS

As it is within the hives, the six great Clan Houses of Necromunda are active within the wastelands. These are the workers of the world, their peoples overseeing the production of everything that is manufactured, mined or scavenged on the blighted hive world.

Through their efforts, the coffers of the Noble Houses, who stand above them, grow rich and Necromunda earns its place within the Imperium. To belong to a Clan House is to belong to Necromunda, the two societal structures one and the same. Each of the Clan Houses has a stronghold either inside the walls of Cinderak City or nearby in the wastes. There are also strongholds for the agencies of the Noble Houses and Merchants Guild, though these prefer to operate through agents and proxies within the structures of the Clan Houses.

HOUSE ORLOCK

House Orlock is known as the House of Iron and is the most numerous Clan House active beyond the great hive cities. It is responsible for much of the planet's mining operations and provides raw materials to the other Clan Houses, House Goliath especially, for their factoria. The House of Iron is a paradox within the Clan Houses, the bulk of its people forming the drudging classes who work the mines and factoria of House Orlock at odds with the rebellious gang culture that protects its interests. Though their masters espouse freedom and individuality, outside of House Goliath there are few Clans that repress their underclass so well or so extensively – a necessity given the hellish mines the House of Iron must keep working to feed the factories of Necromunda.

Road Boss Arkansus Hammer runs the Orlock operations out of Cinderak City. As can be imagined, the presence of the House of Iron is everywhere in the Great Crater, their gangs working with both the prospectors and the Mercator Gelt to keep the wealth of the wastes flowing back toward the hives. Hammer is also responsible for waging the war against the Ash Waste Nomads, and Orlock hunting parties regularly roar out into the wastes on bikes and buggies looking to destroy nomad camps or raiding parties. When not hunting wasters or guarding ore convoys, the Orlocks congregate in Cinderak City, often around one of its many drinking holes such as the Old Hive, the Dead Waster or the Six Ways, causing trouble and keeping the peace in equal measure.



OUTRIDER QUAD
BULLET ROAD RAIDERS
HOUSE ORLOCK

HOUSE GOLIATH

Once, the men and women of House Goliath were slaves, genetically engineered to be the perfect docile workers. Grown in vats and conditioned to survive the worst of conditions Necromunda has to offer, they stand taller and broader than most other clanners, their bodies making up in brawn what their heads lack in brains. Despite its origins, House Goliath won its freedom from its creators and has since become the preeminent workers of metals, many calling Clan Goliath the Forgers of Necromunda. Goliath ferrite compounds are used by all Clan Houses, while their massive gang fighters can be found from one end of the planet to the other.

The Rockforge and Brokebone Fighting Pits are the centres of Goliath power in Cinderak City. Alpha Djrogo Coldfist is the master of the Rockforge and commands all major smelting operations throughout the Great Crater, making him a vital 'friend' for all the other Clan Lords if they want their vehicles machined and their bullets minted. A Natborn, Djrogo has ambitions to rule all of Cinderak City, and his Goliaths take full advantage of their hardness to set up shop where even Ash Waste Nomads find life difficult.

Located outside the city, the Brokebone Fighting Pits are a spectacle everyone who visits the Great Crater is eager to see. Considered too violent by the other Clan Lords to exist within its limits, there are even fewer laws governing the Brokebone than the fighting pits within the hives, the Goliaths welcoming anyone, or anything, willing to spill blood within its walls.

HOUSE ESCHER

House Escher is unique among the Clan Houses of Necromunda in that it is populated predominantly by women. Long ago, a genetic malady swept through the Clan cursing its menfolk to weakness, feeble-mindedness and short lives. Since that time, it has fallen on the females of House Escher to maintain its dominance on Necromunda. The House is well-known for its use of exotic animals and toxins, many of which are produced by the Clan House itself. The famed Chymist Cults of House Escher provide much of the chems used by Necromundans and other Clan Houses such as House Goliath rely upon them to keep their augmented bodies functioning and to create more of their kind.

The House of Gilded Grace (an establishment for lost souls and wayward wylds) is the stronghold of the Escher in Cinderak City. Its mistress, Elvera Kayne, owns and operates the chem-labs of the city, and pays well for rare ingredients and creatures from the wastes. Cast out of the Chymist Cults for her unorthodox methods, the residents of the wastes pay her well for her talents. Then there is Nomeia Glasswalker, leader of the Ash Wyld. Another powerful Escher, she is both Elvera's most able agent but also her most uncontrollable one – along with the other young women of the Ash Wyld, Nomeia sees the Great Equatorial Wastes as a playground and means to have her fun.

HOUSE VAN SAAR

House Van Saar are the inventors and innovators of Necromunda, no other clan able to match their understanding and skill with technology. Under the shadow of the Imperium, and its stagnant view of all tech, the Van Saar must guard their secrets carefully, none more so than their ownership of a Standard Template Construct system. A relic of a lost age, the STC is the source of all the Van Saar's power, and it is from its workings that they can produce weapons, armours and equipment the likes of which few can match. The boon of the STC comes with a curse, however, and for all the good it does the Clan House it is a source of exotic energy that degrades the bodies of the Van Saar, to the point where they must wear customised survival suits to keep themselves alive.

The House of Artifice maintains the Ash Storm Observatory on the northern face of the Great Crater. Built upon the remains of the toppled spire of Hive Meridian, the observatory lens can see the length and breadth of the Crater and even as far north as the tip of Hive Trazior. The Archeotek Azymundus runs the settlement and it is a haven for Van Saar of all kinds, as well, it is rumoured, tech-gangs and even hereteks. The Observatory is also the centre for the largest tech bazaar in the wastes, and Azymundus is always interested in archeotech brought in from the wilds, paying well, especially for relics scavenged from the old hive depths beneath Cinderak City. Many Van Saar gangs come to Cinderak City just to delve down into the old foundations of Hive Meridian, and Azymundus is more than happy to sponsor their efforts.

HOUSE CAWDOR

House Cawdor is a bastion of the religious cult known as the Redemption. Its people are bonepickers and scavengers who, while more numerous than any other Clan House, live in poverty, even by the dismal standards of Necromunda. They subsist on faith, embracing the notion that all life in the universe is doomed, and only through their suffering will they be made worthy of a place at the God-Emperor's side in the next life. As they dig among the refuse of the hives for wealth, the people of House Cawdor spread the word of the Redemption, and their churches and shrines can be found almost anywhere hivers have set down roots or carved a settlement from the toxic face of Necromunda.

The Pilgrim's Way in Cinderak City teems with the followers of the Redemption. It is here amid the 'Street of a Hundred Shrines' that the House of Faith has its power base. Far from the watchful gaze of the Imperial House and beyond the remit of the lords of Cawdor, the more extreme elements of the Redemption have taken root. Keeper Morgeth oversees the congregations of Cinderak City and 'blesses' travellers as they wander from one holy site on the blighted world to another, even those fools of the True Path who seek to convert wasters to the faith (but who often as not end up feeding the horrors of the ash wilds). But it is Cardinal Hayte who really runs things for House Cawdor this far from the hives. Hayte and his fellow Redemptionists bring fire and blood to the unclean – and in the wastes there are a lot of unclean folks that need dealing with. Most clued-in clanners and wasters give the Redemptionists and their flamer-toting purge squads a wide berth but occasionally some tribe or mutie lord thinks it's their duty to rid Cinderak City of the Redemption, and usually ends up burning for their trouble.

HOUSE DELAQUE

The most mysterious of all the Clan Houses is that of House Delaque. Known as the House of Shadow they are the spies and information brokers of Necromunda, their augmented eyes piercing the gloom of the hive cities in search of secrets to buy and sell. All the Clan Houses are forced to deal with the Delaque if they want to maintain their place within the hierarchy of the Houses, but none like to do so. Even if their corpse-pale skin and long coats were not enough to make the Delaque seem sinister, their whispery voices and androgenous features make all who must converse with them intensely uncomfortable. More than mere appearance, the Delaque seem to project an alien aura, as well as the ability to communicate with each other without words, leading many to wonder if they are even human at all.

No one knows for sure how House Delaque moves about the wastes or why they are even there, but there they are, and they live in the shadows of Cinderak City just as they do the hives. Some say the Delaque act as Lord Helmawr's eyes and ears this far out in the wilds, proving the old saying that nothing happens on Necromunda without the Imperial House knowing about it. Others, though, reckon they are there for a different reason. There are stories about a hidden underground oasis somewhere beneath the wastes – a relic of a long gone age when pure water flowed and green things grew – and something long thought dead sleeps, dreaming of its ancient masters. They say this is the place the Delaque seek, especially their leader, Yithir the Fade. Fade, or the Half-Seen as he/it/she is sometimes called, always seems to be about when the Delaque make their presence known, but then just as swiftly disappears back into the shadows.



PALANITE ENFORCERS

The Palanite Enforcers are the law and order as imposed by the Imperial House, the ruling House of Necromunda. To call them a force for justice would be wrong, for they do not seek to punish transgressors or stop criminal enterprises unless it either threatens the rule of Lord Helmawr – planetary governor of Necromunda – or the world's massive production quotas. Enforcers, as they are most commonly known, do not waste time sorting out the innocent from the guilty, nor is it their role to investigate crimes against the Imperium. Rather, if the might of the Enforcers falls upon a settlement or stronghold, it is as a boot crashing down upon a hive rat – their heavily-armed patrols only letting up when the whole area has been suitably 'pacified'.

Cinderak City and the Great Crater are not without a little law and order though. Precinct-Fortress 99 looms over the centre of the city sprawl, while watch-stations dot the wastelands along the great north/south highway to Hive Primus. Proctor-Captain Harlin Gin is the hard-bitten overseer of the Enforcers of the Great Equatorial Wastes and her patrols, in their dust-covered armour and storm-coats, are the thin black line that keeps the peace in Cinderak City. Gin and her troopers mostly concern themselves with protecting the Mercator Gelt convoys and their crews while they are resting in Cinderak City, but have been known to range out into the wilds on jobs for the Imperial House. Most wasters and clanners know better than to mess with the armoured vehicles of the Palanite Enforcers, their black hulls bearing the skull and eagle of Lord Helmawr and promising swift reprisals to anyone who messes with them.

CULTS

In the trackless wastes and small wilderness settlements of the toxic wasteland, cults are rife. Some are simply debased tribal gatherings, where malformed humans worship ashen spirits and radiation idols or the storm winds themselves, praying to these formless masters for another cycle of life. But there are also more nefarious cults who praise the Dark Gods or xenos masters. The Brethren of the Black Dawn is one such following, its members seeking to find and resurrect their dead god – a daemon-engine slain out in the wastes in ages past, that in recent times has begun calling to them. Then there are the Children of the Second Son, who pray to the ruins of Secundus, and prepare for the return of their lost lord. Within Cinderak City, Corpse Grinder Cults have also been known to take root – the grip of the Mercator Pallidus not being as firm as it is in the hives.

PROSPECTORS

There is great wealth out in the wastes for those willing to find it. In addition to those passing through Cinderak City from one place to another, duster clans and prospectors gather to range out into the far reaches of the Crater and beyond looking for Necromunda's lost wealth. As can be imagined, the Crater itself, being the ruins of Hive Meridian, is a rich picking ground, even centuries after the hive's destruction. The Utarnos Mining Combine (UMC) are the agents of the Mercator Gelt and House of Iron in Cinderak City, and their rigs can be seen crawling the wastes all along the road to Mynerva – often with gangs in tow guarding their finds.

Not all prospectors are human. A large population of Squat prospectors live in Cinderak City. Some work for the UMC or the Mercator Gelt as independent contractors, but others follow their own clan bosses, such as the Shalefist Miners of the Dust Rifts. Almost all live out of their Squat crawlers, ranging from one dig site to another, while both wasters and clanners know better than to challenge them – the Squats known for their use of heavy firepower.

TRIBAL LANDS OF THE ASH WASTE NOMADS

Hundreds of Ash Waste Nomad Tribes inhabit the Great Equatorial Wastes. While the term 'waster' or 'outlander' is often used to refer to the disparate populations of Necromunda (i.e., those who live outside the great hive cities), the Ash Waste Nomads see themselves as a distinct group separate from the mutant bands, duster clans, prospectors and scavvies who make their homes across the planet's toxic surface. Known to themselves as the World Walkers or the People of the Ash, they are an ancient society whose history stretches back countless generations, and one that has managed against the odds to survive the planet's brutal conditions.

The Great Equatorial Waste is the traditional homeland of many of these tribes, and they do not take well to hivers and outsiders in their territories. For the most part, they stay away from the established settlements of the Clan Houses (with the exception of raiding), but there are places where the two sides clash almost constantly. Cinderak City is such a place, for it has long been rumoured that the survivors of Meridian's destruction themselves merged

with the local Ash Waste Nomad tribes, and still, thousands of years later, see the Great Crater as their ancestral home.

The largest of the tribes who live near the Crater are the Tsun'ghar (known to hivers as the Grey Waste Walkers). A massive tribe, the Tsun'ghar seasonally traverse the entire length of the Great Equatorial Wastes, often travelling as far as the Poison Sea in the west or the far Spoil in the east. Their chieftains gather in the wilds south of the Great Crater each grand cycle, to share resources and news from other parts of the wastes, and also sometimes to form war parties to attack the settlements of the hivers, and occasionally even the hives themselves.

In addition to the Tsun'ghar, there are three other major tribes near the Great Crater – the Baak'hau (known as the Oilrun Stalkers who dwell near the Slick Black Sump), the Urh'nag (known as the Dust Wall Crawlers who live in the shadow of Secundus, the Dust Wall and the Skull), and the Ka'toka (known as the Leadsy Seers who dwell in temporary cliff cities along the edge of the Irradium Oceanus).

They came out of the wastes like shadows blown on the ash wind, their cloaks billowing around them and making their outlines blur and shift. Scorsha barely had time to reach for her gun before the first sentry fell, his head snapping back as it was hit by the sniper's round, blood spraying out over the sand. They had thought themselves safe this close to the Great Crater, the lights of Ash City a glow on the far horizon, but the wasters were proving them wrong. Scorsha fell back toward the laager of Merchant Guild vehicles, the tarnished symbol of the Mercator Gelt visible on their hulls in the faint rays of first light cycle. Everywhere, guards and Guilders were firing into the storm, the ruby glow of las-fire cutting across the campsite like sword slashes, her own stub gun cracking in the gloom as she tried to pick out targets.

The Ash Waste Nomads moved like vengeful ghosts among the Guilders, their dull blades flashing in the gloom, the snap of their guns barely audible over the wind, but with each sound another defender fell. Scorsha watched as men and women she had travelled with since Mynerva Prime died, bleeding out their last into the ash like so much cattle to the slaughter. The wasteland raiders had no interest in taking prisoners; even their cargo of ferrite ingots was of little use to them. She knew they were here to strip the vehicles for food, water and fuel, leaving the rest to the scavengers. A raider loomed up before her; the attacker's mask a tangle of old rebreather parts and metal plates, a curved blade in their hand. Without thinking, Scorsha emptied her pistol into the figure, three quick shots that threw them off their feet in a red mist – Scorsha pleased to discover, despite all the stories, that the wasters bled real blood. Hers was a fleeting victory, however, as she could see the battle was already over, several of the Mercator Gelt rigs already ablaze, the raiders retreating into the wastes with their prizes. Scorsha looked back to the raider she had killed – or thought she had killed – to find they were gone, only a crimson stain in the ash to mark where they had been. She could not summon up any surprise, nor any emotion at the fact that she had somehow survived the attack.

Turning her attention to the burning vehicles and the ground littered with the bodies of those she knew, the Ash Waste Nomads might have let her live, but the wasteland would not be so forgiving.

THE CHANGING WASTELAND

One of the reasons Cinderak City has survived for so long, where other settlements have been buried or blown away by ash storms, is the protection of the Great Crater. As the seasons shift and toxic weather rolls over the Equatorial Wastes the residents of the Crater are, to a degree, shielded from the worst their planet can throw at them. This is not to say there have not been times when great rad storms or other calamities have descended on Cinderak City, but so far it has escaped serious damage. Cinderak City also benefits greatly from the periodic storms as while they bury some things they reveal others, and in the wake of such powerful disturbances, scavengers will range out from the Crater looking for wasteland bounty.

NEEDLES IN THE STORM

Necromunda is a world forever teetering on the edge of complete environmental collapse. Its atmosphere, after millennia of abuse, is almost completely toxic to biological life, and even the great hive cities struggle to protect their inhabitants. Worse, the lack of potable surface water on Necromunda has led to huge amounts of CO₂ being released into the atmosphere and, left unchecked, it would become uninhabitable to even those few souls currently able to survive outside the hives. While the Imperium cares little for the fate of Necromunda's biosphere, it does demand the world remain productive so it might meet the Imperial Tithe. To this end, shortly after the world was conquered by the Imperium, skilled terraformers were brought to Necromunda. Many of these were itinerant clans of Squats, whose engineering technology is particularly valued in this age where the Adeptus Mechanicus has jealously forbidden so much. The terraformers erected great thermal convergence towers at the planet's poles and around its equator. These Needles, as they became known, processed the CO₂ and quieted the storms. Centuries later many of the Needles still stand, doing their vital work to hold back the inevitable destruction of the biosphere, maintained by the same Squat clans whose ancestors erected them.

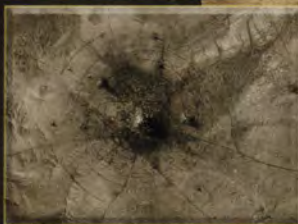
SEASONS AND STORMS

While the atmosphere of Necromunda is toxic, it is not at all times and in all places deadly. Knowing where and when a traveller might pass through a region of the world means understanding the seasons of Necromunda and different storms they give rise to. There are two main seasons on the planet, Furia: the Season of Flame and Noctia: the Season of Ash.

During Furia, temperatures soar and chem deserts react to the heat by catching aflame, while toxic rivers are brought to the surface by geological evaporation. During the Season of Flame, the storms are fewer and weaker, and travel in some regions is 'safer'. During Noctia, the great western winds blow hard, circling the planet without ever abating and their storms cause immense destruction to both the lands and the hives. Many places on Necromunda are impossible to reach during the Season of Ash, and travel everywhere becomes harder.

Between these great seasons are several lesser seasons, such as Raythum, the cycle between the start of Furia and the full heat of the Season of Flame. During Raythum, vast areas of the thick shroud that smothers Necromunda's sky are boiled away, continent-sized gaps exposing its lands to the destructive radiation of the system's star, while creatures who spend years in slumber are awoken by the calling void. Raythum is also known as the Smuggler's Season, as the holes it creates in the toxic clouds allow void craft to navigate their way to the planet's surface without the need to pass through the Eye of Selene. By contrast Tenaria, or the Time of Shadow, takes place in the wake of the great Noctia storms when the planet's atmosphere is thick with ash. A permanent night comes to parts of the world, and for cycles on end, not even the feeble light of its star reaches the wastes.

Storms are a constant of the ash wastes, and there is seldom a time when the endless howling wind does not blow. Clouds endlessly roil and churn in the skies and the horizon is nearly always obscured by a moving cliff face of ash and sand. Daily visibility will drop as the clouds descend, and travellers can but hope the toxic winds will only bring the usual hazards of the wastes and not something worse. When a real storm lashes the wastes it can be strong enough to rip people from their feet, or even snatch vehicles from the road and hurl them tumbling into the sky. Vivid purple and red lightning can lance down from these clouds to set the ground aflame, while the wind itself can bring deadly radiation, corrosive toxins or acid rain. The greatest storms can even threaten a hive city, battering its shell, burying its base in metres of ash, and scouring them of the shanty towns that cling to each like limpets. More than one outland settlement has vanished in such a storm, wiped off the face of the planet by Necromunda's volatile weather.

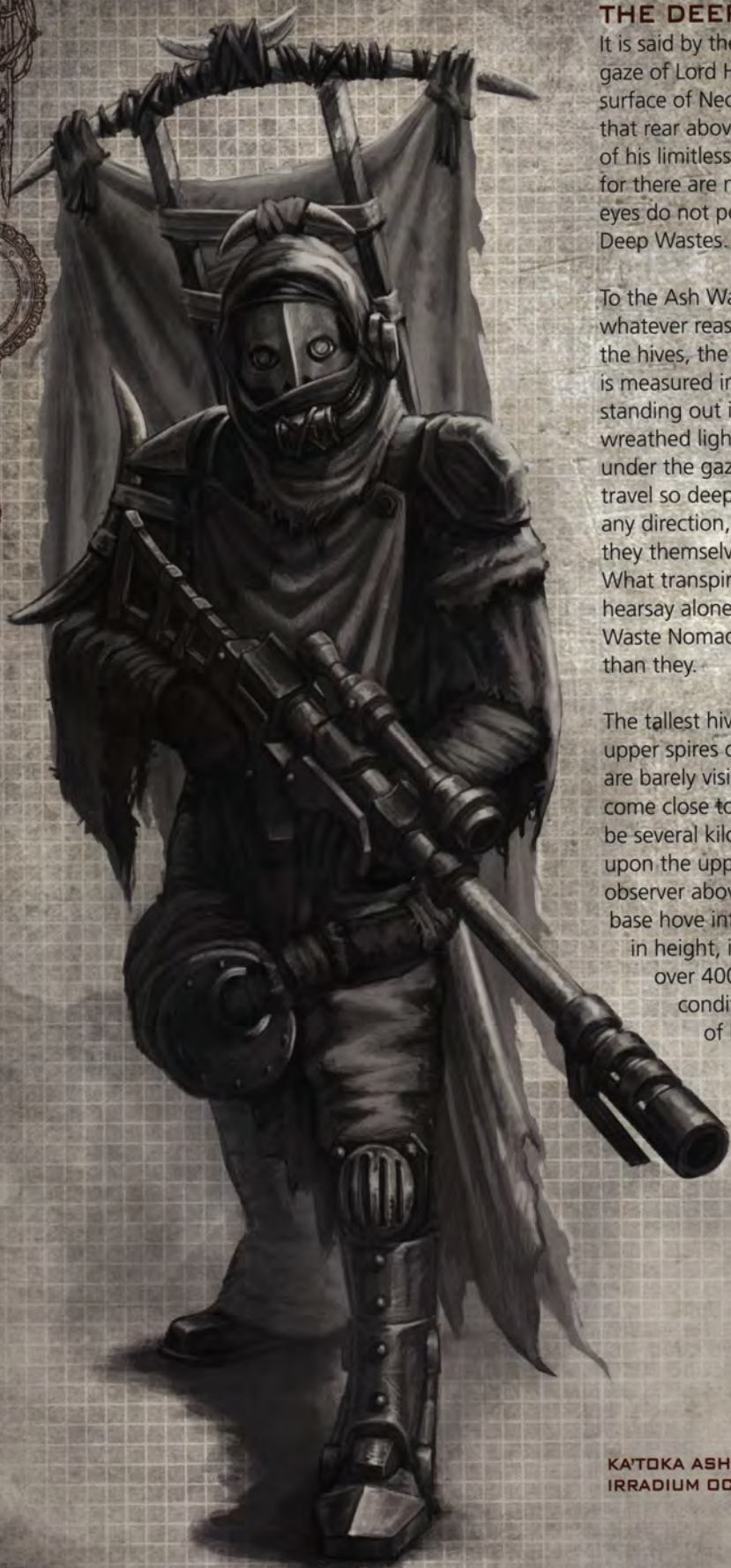


Western Hemisphere of Necromunda

MERCATORS CARTOGRAPH PRIMUS M41 ++60Y95254K++







THE DEEP WASTES

It is said by the masters of Necromunda that the gaze of Lord Helmawr sees all that transpires on the surface of Necromunda, the spires of the many hives that rear above the planet's tortured surface beacons of his limitless authority. Yet this is not entirely true, for there are numerous places that his ever watchful eyes do not penetrate, and the most terrible are the Deep Wastes.

To the Ash Waste Nomads and others who, for whatever reason, would prefer to exist far from the hives, the extent of the Imperial House's power is measured in a very practical sense. If a person standing out in the wastes can see the distant, cloud-wreathed lights of a hive's uppermost spire, they are under the gaze of Lord Helmawr. If, however, they can travel so deep into the wastes that no hive is visible in any direction, then they are in the Deep Wastes, and they themselves, and not Lord Helmawr, are master. What transpires in the Deep Wastes is often known by hearsay alone, but certainly they are the haunt of Ash Waste Nomads and other beings even more terrible than they.

The tallest hive on Necromunda is Hive Primus, the upper spires of which penetrate the toxic clouds and are barely visible from the ground. Many other hives come close to this height, and even the smallest may be several kilometres tall. This means that the lights upon the uppermost spires become visible to the observer above the horizon long before the body and base have into view. Hive Primus being 16 kilometres in height, its uppermost spires are visible from over 400 kilometres away, depending on cloud conditions, meaning that of all the masters of Necromunda, Lord Helmawr's gaze truly does see further than that of any of his subordinates.

KA'TOKA ASH WARRIOR
IRRADIUM OCEANUS

TRADE AND TRANSPORT

Despite the perils of the wastes, the expanses between the hives remain vital for trade. All trade flows to and from Hive Primus, and all roads on Necromunda lead to the Palantine Cluster. Long ago, Necromunda was ringed by great transport arteries, roads, rails and tunnels reaching out in ever widening circles from its cities. These transit ways connected the people of the planet and allowed goods to move swiftly from factory to city and out into the wider galaxy. The greatest of these roads, such as the ones that ringed the whole world, were cut through mountains, oceans and all other natural obstacles by huge melta drills, making them run straight and true for thousands upon thousands of kilometres. War, environmental collapse and neglect have reduced these networks to a shadow of their former glory. Where once thousands of roads connected the cities, now only a handful of highways remain. This is compounded by the will of the Imperial House that only allows off-world travel through the Eye of Selene and, by extension, Hive Primus. Many goods vital to the astronomical production quotas of the planet reach Hive Primus via the surviving tubeway systems and its maglev trains; while compact luxury goods are usually carried between hives by stratoplane from cloud-spearing spire to spire without descending below the cloud level. The rest, however, must travel overland in huge convoys – braving the wastes and the many dangers it poses.

It is the purview of the Mercator Gelt, or Guild of Coin to operate and maintain their convoys, often with the aid of the Clan Houses who they rely upon for protection. Some of the most valuable cargos might even be afforded the protection of Lord Helmawr's Palanite Enforcers, though such is the volume of goods being transported the Enforcers can only oversee a small percentage of it. As important as protecting the convoys and their cargo is keeping the trade routes open. Some stretches of the wastes can still be crossed using the old highway systems, but there are significant gaps. Where a highway has fallen into the earth or been scoured away by constant storms, new routes must be found, and there is always good money for gangs that can chart these and protect the haulers that use them.

A metre of ash had already fallen while Jorn was sheltering under the overturned crawler, and it looked like a metre more might fall before the sun came up. His rebreather tasted more metallic than usual, which probably meant the canister had been damaged in the crash. Peering out into the worsening ash storm he could just about make out the bodies of his road crew, their broken limbs sticking up from the grey expanse. The words of the clan ran through his mind – my gang before my House, my House before the rest – as he looked at the remains of his gang mates, and cursed again the raiders who had run them off the road. Focused on the wreckage, Jorn didn't notice that his breathing was becoming laboured until a coughing fit almost made him tear off his mask – he needed to replace that canister, and that meant going out into the storm.

Fighting knife gripped in one fist – his laspistol holster empty, the weapon lost somewhere in the crash – Jorn edged out into the ashen gale. Whirlwinds of grey dust danced and raced across the roadway, and the shifting ground swallowed up his legs almost to mid-thigh as he pushed on toward the nearest body. Stealing a glance upward, he could see fat yellow arcs of lightning jumping between roiling clouds as curtains of ash fell ceaselessly from above. But worse than the ash and the lightning was the wind. A constant howl, it cut through him like a blade, driving grit through any gap it could find in his clothes and forcing him to walk almost bent double to stay on his feet. Almost there – he reached for an arm sticking up from the ash – and then the ash came alive and lunged at him.

Face burnt black and oozing blood, the Goliath's meaty hands reached for Jorn, the ganger rising up from under the body that had been hiding him. Jorn felt fingers wrap around his arm, and the limb suddenly felt weak and fragile in the giant's hands. For a moment he thought the dying brute had him, but even before he was aware he was doing it, the fighting knife was plunging downward. A dozen savage blows rained down on the Goliath, stabbing his neck, face and eyes, each motion driven by Jorn's terror. As quickly as he had emerged, the Goliath fell back into the ash – but not before Jorn yanked the rebreather canister from the ganger's belt. Not today, he thought as he screwed the fresh canister into place... not today.

TOKENS



HULL POINT MARKER
(see page 88).



HIDDEN MARKER
(see page 35).



REVEALED MARKER
(see page 35).



INTOXICATED MARKER
(see page 35).



WEBBED MARKER
(see page 35).



READY MARKER
(see page 33).



BROKEN MARKER
(see page 33).



WOUND MARKER
(see page 82).



FLESH WOUND MARKER
(see page 82).



OUT OF AMMO MARKER
(see page 33).



BLAZE MARKER
(see page 34).



LOOT MARKER
(see page 139).



GAS MARKER
(see page 140).



FLASH MARKER
(see page 34).



CONCUSSION MARKER
(see page 34).



INSANITY MARKER
(see page 35).



STALLED MARKER
(see page 31).



SMOKE MARKER



BOX CONTENTS

The Necromunda: Ash Wastes boxed set features a wealth of accessories, components and gaming aids. Below is a run-down of the box contents, with a handy page guide showing where in this rulebook further details of each item can be found.

Range ruler (see page 23).

Vision Arc template (see page 24).

Fighter cards (see page 44).

Terminals (see page 28).

Barricades (see page 28).

Beast's Lair (see page 138).

Loot casket (see page 139).

Ammo cache (see page 139).

Ductway Opening (see page 70).

Priority marker (see page 58).

Dice (see page 29).

Blast markers and Flame template (see page 77).



WEAPONS OF (GANG) WAR

The most important elements required to play a game of Necromunda are models to represent the fighters and vehicles, and terrain to build the battlefield. In addition, there are a few other essential items players will need.

MARKERS

The game of Necromunda makes use of a number of markers to keep track of such things as fighter Status and ongoing conditions. Markers usually apply to a specific model, and can be placed next to them on the tabletop or on their 'Fighter card' (see opposite). Sometimes, however, they do not apply to a model at all, but are placed on the battlefield to mark the presence of items or effects.

Markers can be used to represent a model's Status (as described on page 30), to indicate a model is subject to a 'Condition' (see page 32), or to keep track of such things as lost Wounds (see page 82). Examples include Ready markers (one of which is placed next to every model at the start of each round, and removed after they have been activated), as well as Out of Ammo markers (used to indicate a weapon has run out of ammunition, jammed or otherwise malfunctioned) or Blaze markers (used to indicate a model is on fire or, as the rules would say 'subject to the Blaze condition'), amongst others.



TEMPLATES

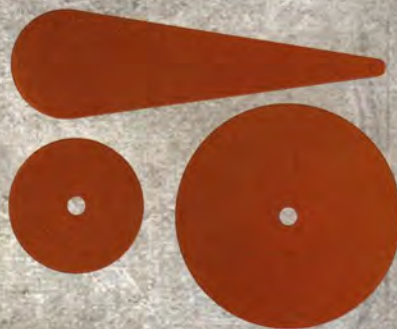
In Necromunda, templates are used to represent the effect of certain weapons:

BLAST MARKERS

A Blast marker is a circular template 3" or 5" in diameter. They are used most often by weapons with the Blast trait (as described on page 77) and represent such things as shrapnel-filled explosions caused by detonating shells or grenades, clouds of smoke and even clouds of toxic gas or radiation.

FLAME TEMPLATES

A Flame template is a teardrop-shaped template, approximately 8" in length, which is used most often by weapons with the 'Flame' trait (as described on page 77). Flame templates represent weapons that launch a devastating torrent of flaming liquid that will burn until all available fuel is exhausted, to horrific chemical weapons that spew forth vile concoctions that will dissolve all matter they come into contact with.



RULER/TAPE MEASURE

In games of Necromunda, all distances are measured in inches (") with a ruler or tape measure. Distances can only be measured when the rules call for it (for example, when checking the range between an attacking model and their target) – out in the wastes, there are very few certainties! Therefore, pre-measuring distances when making any kind of action is not allowed. Declare the action and nominate any other fighters involved before range is measured.



VISION ARC TEMPLATE

Each model has a vision arc, representing the area that is visible to them (as described on page 24). A Vision Arc template is a triangular template that can be used to help determine a model's vision arc quickly and easily.



FIGHTER AND VEHICLE CARDS

Each player's gang is made up of a number of fighters and vehicles, each of which is represented by a model on the tabletop and by a Fighter card or Vehicle card filled in with their characteristics, equipment and other useful reference information. During a battle, these cards provide a handy reference for each model and a reminder of their equipment and any special rules. During a battle, players can also place markers on each model's card rather than next to the model itself on the battlefield, thus keeping it free from clutter.

Az'tor (Ganger)														95 CREDITS
M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT			
6	4+	4+	3	3	1	3+	1	7+	6+	7+	8+			
Weapon		Rng	S	L	Acc	S	L	Str	Ap	D	Am	Traits		
Blast rifle		10"	24"			+	-	3	-	1	4+	Shock		
Stalking knife		-	E			-	+	5	+	1	-	Backstab, Melee		
SKILLS: -														
WARGEAR: Ash cloak, Sky mantle														

Rad-runner														TYPE: Quad Bike	230 CREDITS
VEHICLE CHARACTERISTICS										CREW CHARACTERISTICS					
M	FRONT	SIDE	REAR	HP	HND	SV	BS	LD	CL	WIL	INT				
9	4	3	3	2	4+	5+	4+	6+	6+	7+	7+				
Weapon		Rng	S	L	Acc	S	L	Str	Ap	D	Am	Traits			
Harpoon launcher		6"	18"			+	-	5	-3	1	5+	Are (Front), Crew Operated, Drag, Impale, Scarce			
SPECIAL RULES: Agile, Wheeled															
UPGRADES: Pneumatic Radials, Tyre Claws															
WARGEAR: Searchlight															

NECROMUNDA DICE

Necromunda uses several different types of dice to determine the outcome of various actions and events. These are:

D6

The most frequently used dice in Necromunda is a regular six-sided dice, marked 1 to 6. It is common for the '6' to be replaced by a logo – either that of the game or a specific gang – on many Necromunda dice.

D3

The rules might also call for a D3 to be rolled, but an actual three-sided dice is not necessary. To roll a D3, simply roll a D6 and modify the result by halving it, rounding fractions up.

FIREPOWER DICE

Unique to Necromunda, a Firepower dice is used whenever a fighter makes a ranged attack. For the majority of weapons, the Firepower dice is rolled as there is a chance of the weapon's ammunition being depleted or a malfunction occurring. In some cases, it is rolled to determine how many shots a rapid fire weapon can make.

SCATTER DICE

This is a six-sided dice, marked with a Hit symbol on two faces and an arrow on each of the other four. The Hit symbol also incorporates a small arrow. This dice is used to determine random directions, and is most often used when firing weapons that have the Blast (X) trait.

INJURY DICE

Another dice unique to Necromunda, Injury dice are special dice used to determine the severity of the injury a fighter suffers, ranging from a Flesh Wound all the way up to being taken Out of Action.

LOCATION DICE

Location dice are special dice used to determine exactly where a vehicle is hit when it is damaged by an attack.

DAMAGE DICE

Damage dice are special dice used to determine how severely a vehicle has been damaged, ranging from Glancing Hits up to Catastrophic Hits.

CONTROL DICE

The Control dice is a special dice used to determine what happens when a vehicle loses control.



D6



Firepower Dice



Scatter Dice



Injury Dice



Location Dice



Damage Dice



Control Dice



GENERAL PRINCIPLES

Before starting on the rules and complexities of the game, it is worth establishing some general principles and conventions to keep in mind in all games. This section deals with measurement, line of sight and cover, offers an overview of terrain and further explains the different dice and their use.

Additionally, this section explains fighter Status, Secondary Status and Conditions. All important factors that dictate the actions a model can or cannot perform.

FIRST PRINCIPLES

In any game, there are certain conventions for all players to be aware of. In Necromunda, these include such things as when players can or cannot measure distances, when it is acceptable to change one's mind, and so forth.

FIGHTERS, VEHICLES & MODELS

In games of Necromunda, players use finely-detailed models to represent their gangs on the tabletop, and to represent the vehicles of the ash wastes. In game terms, it is sensible to be quite precise in how such things are defined in order that players can easily interpret the rules:

- Any model that represents a single humanoid or a single animal is referred to as a 'fighter' by the rules. This could be a lowly gang member, a renowned hired gun, or even an exotic beast owned by a mighty gang champion.
- Any model that is mounted on a single-person animal or bike is a fighter subject to the Mounted condition (see page 36).
- Any model that represents a vehicle of any type, be it a small vehicle operated by a single driver or large vehicle crewed by many, is referred to as a 'vehicle' by the rules.
- Battlefield details such as Beast's Lair (see page 138) are never referred to as models but rather as markers.
- Where the rules use the terms 'fighter' or 'vehicle', they are referring specifically to models of that type. However, where the rules use the term 'model' or 'models', they are referring to both fighters and vehicles. Note, however, that vehicle crews may be considered fighters where appropriate.

CONTROLLING AND OPPOSING PLAYER

Frequently, rules will refer to the controlling player, this is the player whose model is being affected, the opposing player is their opponent.

TAKE-BACKS & CHANGING ONE'S MIND

It is not uncommon for players of any game to second-guess themselves occasionally, saying they are about to do something before immediately changing their mind. As a general rule, players should be tolerant of this in their opponents, as they will likely do it themselves! However, once dice have been rolled for any reason, or the range of a declared action measured, players must abide by their decision; they can no longer go back and change anything that came before the dice roll or the act of measuring!

MEASUREMENT

Necromunda is a game that relies greatly on players measuring distances, be it between two models when making a ranged attack, or the distance a model can move during their activation.

MEASURING DISTANCES

In games of Necromunda, all distances are measured in inches (") with a range ruler or tape measure. Distances can only be measured when the rules call for it (for example, when checking the range between an attacking fighter and their target) – on Necromunda, there are very few certainties! Therefore, pre-measuring distances when making any kind of action is not allowed. Declare the action and nominate any other models involved before range is measured.

Distances between models and any other battlefield objects (terrain features, objectives and so forth) are measured from the closest point of one base to the closest point of the other. If a model or an object does not have a base, measure to or from the closest point of the model or object overall.

When measuring to or from a Prone fighter, assume that their base occupies the same space as it would if they were Standing, as shown in the diagram below:



MEASUREMENT & SOLID TERRAIN FEATURES

Some terrain features such as the thick walls that separate corridors, the floors and ceilings that separate levels, or large rock formations looming up from the landscape are defined by the rules as 'solid'. Unless stated, distances cannot be measured through any terrain feature defined as being solid.

LINE OF SIGHT & COVER

Visibility in Necromunda is vitally important; fighters need to be able to see where their enemies are in order to shoot at them. But in the dense and dark terrain of the underhive, or within the thick clouds of dust and pollution that hang over the ash wastes, a clear and unobstructed line of sight is often hard to find.

FIGHTER VISION ARCS

Each fighter has a vision arc, representing the area that is visible to them. This is 90° to the front of the model – as determined by the direction the model's head is facing or the direction in which its weapon is pointed, whichever the controlling player prefers – starting from the centre of their base, as shown in the diagram below. As mentioned previously, Vision Arc templates can be used to help determine the extent of a fighter's vision arc.



VEHICLE VISION ARCS

Like fighters, vehicles have vision arcs. Where they differ is that larger vehicles with more crew may have up to four vision arcs, as shown on the following diagram. All vehicles have a front vision arc, representing what the crew can see in the moment. Those with more than one vision arc will invariably also have crewed weapons that face into that vision arc. Where a vehicle does not have a certain vision arc, this is known as a 'blind spot'.

Determine a vehicle's vision arc by drawing two imaginary lines through the corners of the vehicle as shown below.



LINE OF SIGHT

While a model's vision arc is determined by their facing, their line of sight (i.e., what they can see) is determined by the presence of terrain and other models. Unlike measuring distances, which can only be done when the rules call for it, a model's line of sight can be checked at any time.

To check one model's line of sight to another model, stoop down to look from the first model's point of view:

- If a straight, uninterrupted line can be drawn from within the first model's vision arc to any part of the other model, the first model has a line of sight to them.
- If no such line can be drawn to the other model due to intervening terrain or the presence of other models (excluding their base or any insignificant elements, such as a protruding hairstyle, the barrel of a gun or a spike from their armour, for example), the first model does not have a line of sight to them.

If players cannot agree whether one model has a line of sight to another, it should be settled by rolling off.

LINE OF SIGHT

& SOLID TERRAIN FEATURES

Solid terrain such as the walls between corridors, the floors and ceilings between levels, or large rock formations looming up from the landscape are, by their nature, impossible to see through. Unless stated, a line of sight can never be drawn through any terrain feature defined as being solid.

DESIGNER'S NOTE:

AGREEING ON LINE OF SIGHT

It pays to be gracious when your opponent claims line of sight – in other words, if they claim their model has line of sight and your immediate thought is anything less than "*There is no way that model has line of sight!*", we recommend allowing it. If both players take this approach (with both line of sight and cover), the game will flow more smoothly and will be much more satisfying.



COVER

In the majority of cases, the line of sight between one model and another will be checked for the purposes of shooting and, in many cases, a model that wishes to shoot at an enemy model may be able to draw a line of sight only to part of their intended target.

To see if a target is in cover, stoop down to look from the attacker's point of view, in exactly the same manner as described for checking line of sight. However, when checking to see if the target is in cover, disregard any friendly fighters in base contact with the attacker – moving them aside temporarily if necessary, as long as they return to the right place (and facing) once the shot has been resolved (note that vehicles in base contact will still block line of sight):

- If the target is fully visible, they are not in cover (i.e., they are 'in the open').
- If less than half of the target is obscured by terrain or models, they are in partial cover.
- If at least half of the target is obscured by terrain or models, they are in full cover.

As with line of sight, ignore the target's base and any minor elements such as hair, gun barrels and spikes – and again, if a decision cannot be reached, the players should roll off.

The benefits of partial and full cover are discussed in more detail under the rules for Shooting on page 75.



The first example shows a fighter in the open. Even though their base is obscured, a clear, unobstructed line of sight can easily be drawn to them. They are not in cover.





The second shows a fighter in partial cover. A line of sight can be drawn to them, but they are not in the open.



The fourth example shows a fighter in full cover. Whilst a line of sight can be drawn to them, they are mostly obscured by terrain.



The third example shows a vehicle in partial cover. A line of sight can be drawn to them, but they are not in the open.



In the final example, there is no line of sight to the fighter. Only their weapon can be seen from behind the terrain, and therefore they are considered to be hidden by the terrain.

TERRAIN

Terrain plays a vitally important role in Necromunda. Not only does it provide a dense and challenging battlefield for gangs to fight over, but it also instils games with the character of the world in which those gangs exist.

How terrain can impact the game and the rules governing specific terrain features will be presented elsewhere within this book. For example, the ways in which terrain can hamper movement is dealt with in the Movement section. There are, however, a few features that should be dealt with here as general principles.

Impassable Terrain: Any terrain can be designated impassable when setting up the battlefield, regardless of size. Impassable terrain may include solid sections of wall, vertiginous rock formations or towering vats of molten metal. Impassable terrain cannot, as the name suggests, be moved through or over.

Walls: Walls are almost always considered impassable terrain. On a battlefield of only one level, it is assumed that at the top of each wall sits a ceiling, preventing fighters from climbing over a wall. However, on a battlefield that covers multiple levels, featuring ladders, staircases and even lifts, it is possible for fighters to scale and even climb over walls.

Solid Terrain Features: Particularly solid terrain features are treated similarly to walls. Any terrain designated as solid when setting up the battlefield is considered impassable, as described previously.

Doors: These come in various sizes, but their rules are the same regardless of size – they are set up as part of the pre-battle sequence (see page 135). By default, all doors are closed at the start of a battle, unless a scenario specifies otherwise. Closed doors are considered impassable terrain. They cannot be moved through and block both line of sight and measurement in the same way as walls and solid terrain as described previously.

Any fighter may open a closed door or close an open door by performing an Operate Door (Simple) action during their activation (see page 61). If a door opens or closes within 1" of a booby trap (see page 140), it may be triggered.

Closed doors, locked or otherwise, can be targeted by attacks and are automatically hit. All doors have a Toughness of 5 and 4 Wounds; if a door is reduced to 0 Wounds, it is removed from the battlefield.

Locked Doors & Terminals: When a door is set up during the pre-battle sequence, two door terminals may be placed, one on either side of the door, touching the wall within 1" of it. The presence of a door terminal indicates that the door is locked and very secure indeed!

A fighter cannot perform an Operate Door (Simple) action against a locked door. Instead, they must perform an Access Door Terminal (Basic) action or a Force Door (Basic) action (see page 61) in order to unlock the door. Once a locked door has been opened in this way, it remains unlocked for the remainder of the battle.

In a scenario where one gang is the attacker and the other gang the defender, the defender is assumed to have the access codes for any locked doors, and can make an Operate Door (Simple) action on them as normal.

Obstacles & Structures: Obstacles are any free standing terrain feature measuring no more than 2" high and no more than 2" across, although they may be far longer, such as barricades, barrels and pipelines.

Structures are any terrain feature measuring more than 2" high or more than 2" across, be they free standing or connected to other terrain features in some way. Structures may feature many different levels, platforms and walkways on which fighters may be placed. Structures may be further classified as being 'sturdy' or 'flimsy'. Sturdy structures cannot be knocked down by vehicles (see page 68).

Both obstacles and structures may interrupt line of sight and offer cover to models as described previously and in the shooting rules.

Fighters may climb over obstacles or up onto structures as described in the Movement rules, but players should be aware that movement may be reduced or not possible in some cases.

ROLLING DICE

A game of Necromunda uses dice rolls a great deal. The roll of a dice determines everything, be it a fighter's ability to keep their cool in the heat of battle, or the effectiveness of a shot fired from a lasgun. Throughout the rules, players will encounter certain terms that relate to the rolling of dice.

SINGLE DICE ROLLS

The rules will often require a player to roll a single dice, in which case the rules will state quite simply 'roll a D6'. Sometimes the rules might require several single dice to be rolled at once, for example, 'roll three D6' means three dice are rolled together, but the result of each dice is considered separately.

MULTIPLE DICE ROLLS

Often the rules will require a player to roll multiple D6s and add the results together. For example, the rules might instruct a player to 'roll 2D6'. In such cases, two D6 are rolled and the results added together to give a total between 2 and 12. This is a multiple dice roll.

DICE POOLS

Sometimes the game may require two or more dice be rolled and a single result selected – for example, a player might roll two or three Injury dice and select one result to apply. In this case a 'pool' of dice has been rolled.

TARGET NUMBER ROLLS

Usually, when making a single dice roll or a multiple dice roll, the rules will require a player to roll a specific number followed by a '+'. This indicates that the roll is a 'target number roll'. Making a target number roll is simple. If a player is required to roll a 4+ on a single D6, for example, a roll of 4, 5 or 6 would be a success, but a roll of 1, 2 or 3 would not be.

MODIFYING DICE ROLLS

The rules will often call for a dice roll to be modified, particularly when making a target number roll. To do this, simply roll the dice and then add or subtract the modifier(s) shown, effectively changing the outcome of the dice roll. If the rules ever require a player to divide a dice roll in any way, any fractions should be rounded up, unless the rules state otherwise.

ROLLING OFF

The rules may call for both players to roll a dice (usually either a D6 or a D3). Often a characteristic of some sort will be added to the result. This is called 'rolling off' and the highest score always wins a roll-off. In the case of a tie, roll again unless otherwise instructed.

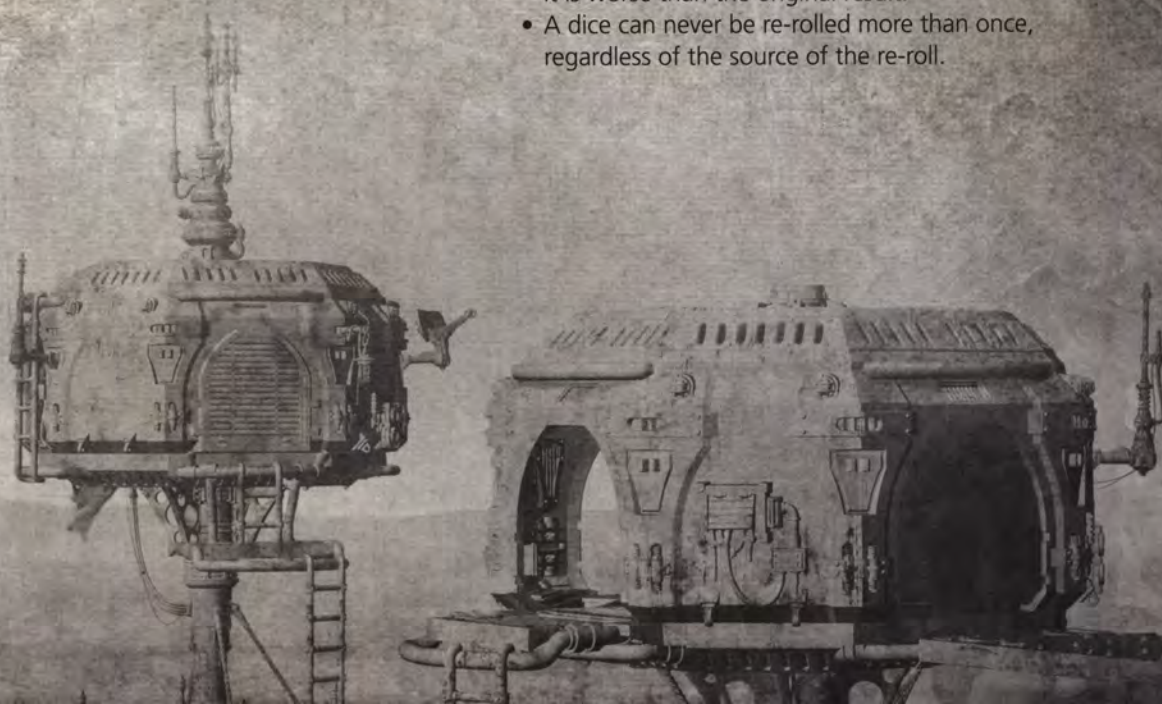
NATURAL ROLLS

A 'natural' roll is the actual number rolled on a dice, regardless of modifiers (including the halving of the result rolled on a D6 when rolling it as a D3). It is not uncommon for a natural roll to grant a bonus or a penalty, or to grant an automatic success or cause an automatic failure, regardless of any modifiers that might apply to the dice roll.

RE-ROLLS

When rolling dice, it is common for things to go wrong! Fortunately, there are many special rules that allow for certain dice rolls to be re-rolled:

- The second result must always be accepted, even if it is worse than the original result.
- A dice can never be re-rolled more than once, regardless of the source of the re-roll.



FIGHTER STATUS

A fighter's Status dictates what they can or cannot do. The actions a fighter can perform during their activation will depend heavily upon their current Status. During a game of Necromunda, a fighter's Status can change. This is generally represented by how the fighter is positioned on the battlefield, be they Standing or Prone, as described below, but may also depend upon other factors.

STANDING

A fighter that is upright on the battlefield is said to be 'Standing'. Whilst Standing, a fighter may perform a wide range of actions with relative ease.

SECONDARY STATUSES WHILE STANDING

Whilst Standing, a fighter will always be subject to one of two Secondary Statuses as well; 'Active' or 'Engaged'. This Secondary Status will affect the actions a Standing fighter may perform during their activation.

Active: A Standing fighter is Active if they are not currently Engaged with any enemy fighters. This is the default Status for a fighter; Standing and Active, and such fighters enjoy the greatest freedom to perform actions.

Engaged: In order for fighters to make close combat attacks, they must be Engaging an enemy model:

- If the base of a Standing fighter is touching the base of an enemy fighter, they are said to be in base to base contact and are Engaged with that enemy fighter.
- If the base of a Standing fighter is within 1" of any part of an enemy vehicle, they may choose to Engage that vehicle.
- A vehicle cannot Engage an enemy fighter.

A Standing fighter that is Engaged can generally only choose actions that allow them to fight or retreat, but other factors such as skills may increase the number of available options.

Players should note that in some cases a fighter may be able to Engage an enemy fighter they are not in base to base contact with, or an enemy vehicle that they are not within 1" of. For example, weapons with the Versatile trait allow a fighter to Engage enemy models from further away.

PRONE

A fighter that is laid down is 'Prone'. A Prone fighter has no facing and they effectively have no vision arc. Unless otherwise stated, Prone fighters never block line of sight – they are considered to be well out of the way of the action. A Prone fighter may be placed face-up or face-down, depending upon their Secondary Status.

SECONDARY STATUSES WHILE PRONE

Whilst Prone, a fighter will always be subject to one of two Secondary Statuses as well; 'Pinned' or 'Seriously Injured'. This Secondary Status will affect the actions a Prone fighter may perform and the way in which other models may interact with them.

Pinned: Fighters generally become Prone and 'Pinned' as a result of being hit by enemy fire, and will need to spend an action to stand up, becoming Standing and Active. If a Prone and Pinned fighter ever becomes Engaged by an enemy fighter, they will immediately perform a Stand Up (Basic) action for free (i.e., without having to spend an action to do so), becoming Standing and Engaged. A fighter can never be both Prone and Pinned and Engaged.

A Prone fighter that is Pinned is laid face-up, representing the fighter keeping their head down to avoid enemy fire.

Seriously Injured: If a fighter should suffer a 'Serious Injury' result on an Injury dice (either as the result of being reduced to 0 Wounds, or as the result of an attack from a weapon with a Trait such as Gas or Toxin), that fighter is laid face-down and becomes Prone and Seriously Injured. A fighter is very vulnerable whilst this is their Status, being susceptible to enemy attacks against which they cannot defend themselves and being unable to move quickly towards safety.

VEHICLE STATUS

The Status of a vehicle indicates its degree of mobility. The actions available to a vehicle during its activation will depend heavily upon its current Status. During a game of Necromunda, a vehicle's Status can change. This generally represents how fast the vehicle is moving or, if it has halted, why it has done so, as described below, but may also depend upon other factors.

MOBILE

Whilst a vehicle is 'Mobile' it is able to move quite freely around the battlefield, performing a range of actions with ease.

STATIONARY

A vehicle that is unable to move for any reason is 'Stationary'. Whilst Stationary, the actions available to the vehicle may be dramatically reduced.

SECONDARY STATUS WHILST STATIONARY

Whilst Stationary, a vehicle will always be subject to one of two Secondary Statuses as well: 'Stalled' or 'Wrecked'. This Secondary Status essentially explains why the vehicle is Stationary and will determine how easily it can become Mobile (if at all) and which actions it can perform during its activation.

Stalled: A Stationary vehicle is Stalled if it has been forced to stop moving by an enemy attack, by damage, or by any other in-game effect or special rule that prevents the vehicle from moving. Stalled vehicles can often fire their weapons, but must 'Restart' (see page 96) before they can move off.

Wrecked: During the course of a battle, a vehicle might become Stationary and Wrecked due to damage sustained. Once a vehicle is Wrecked it can no longer perform any actions and is treated like a piece of terrain.

DETERMINING STATUS

The Primary and Secondary Status of both fighters and vehicles can change often. Most often, Status will change during the model's activation, but it can also change during the activation of other models. Players should determine the Primary and Secondary Status of each model at the end of its activation for the benefit of their opponent and keep track of any changes as play progresses. When a model is activated, confirm its current Primary and Secondary Status.



'I've seen a lot of things out in the wastes – living lighting that screams in the dark as it chases gangers to their doom, Ridgehaulers picked up by storm winds like they were nothing and sent tumbling into the sky, and whole settlements vanish under clouds of ash as if they never existed at all. You wander the wastes long enough, and trust me, you'll see them too!'

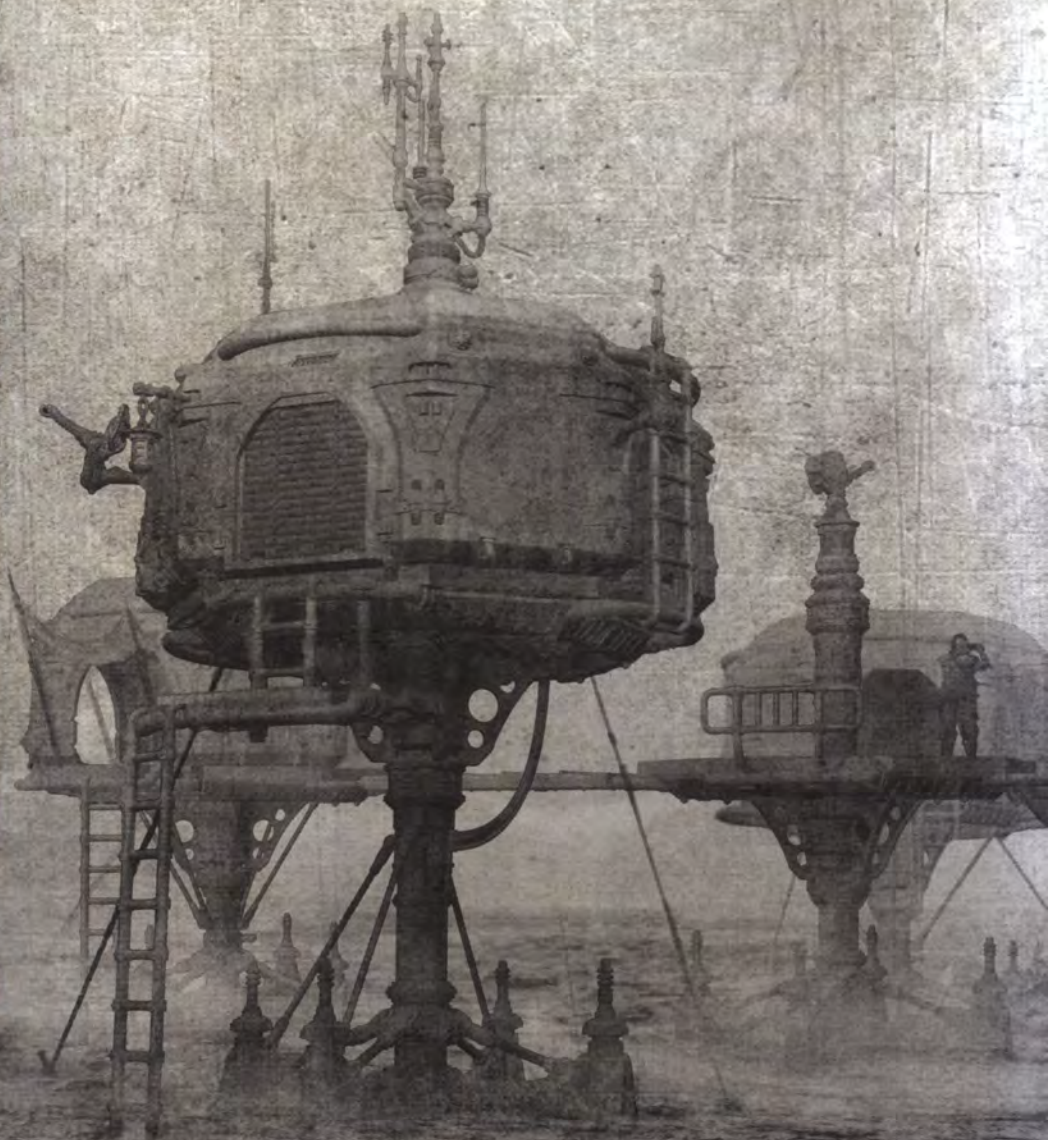
Kavel Geltrig,
Mercator Scripwarden

CONDITIONS

A fighter's Status is always either Standing and Active, Standing and Engaged, Prone and Pinned or Prone and Seriously Injured, but they may also be subject to one or more of the following Conditions. Conditions are denoted by placing a Condition marker either next to the fighter on the tabletop or on their Fighter card as a reminder that the Condition is in effect. Some Conditions can also affect vehicles, in these cases the Condition marker is placed either next to the vehicle or on their Vehicle card.

The following list of Conditions is not exhaustive. Some Conditions are common and will apply to a model many times during a battle. Others are less common and may be the result of an attack from a weapon with a certain Trait, the full rules for such Conditions can be found in the corresponding Weapon Trait rules. Other Conditions, in particular Out of Ammo, may apply specifically to a weapon the model carries rather than the model themselves. A model may be subject to several Conditions at the same time.

Any in-game effect that results in a marker being placed on a model should be considered a Condition.



COMMON CONDITIONS

The following Conditions are those most commonly used. A model can become subject to them for numerous reasons:



Ready: The most simple but arguably the most important Condition. At the start of each round, during the Priority phase, all models will have a Ready marker placed on them. Once that model has activated during the Action phase, this marker is removed, indicating that the model may not be activated again.



Broken: A fighter may become Broken as the result of either seeing a friendly fighter Seriously Injured or taken Out of Action within 3" of them, or seeing a friendly vehicle Wrecked within 6" of them. Broken fighters may not perform any actions other than Running for Cover (Double). If Engaged, a Broken fighter may only make Reaction attacks, and must apply a -2 modifier to their Hit rolls. Fighters subject to this condition will make a Running for Cover (Double) action every time they are activated. Broken fighters may be rallied in the End phase.

A vehicle may become Broken as the result of seeing a friendly vehicle Wrecked within 6" of them. Broken vehicles may not perform any actions other than Break For Air (Double) if Mobile or Burn Out (Double) if Stationary and Stalled, which they perform every time they are activated. Broken vehicles may be rallied in the End phase.



Out Of Ammo: Should a model roll the Ammo symbol on the Firepower dice (as described on page 76), they are required to make an immediate Ammo check for that weapon. If this is failed, that weapon is now Out of Ammo. To represent this, a marker is placed on the appropriate weapon profile on the model's Fighter card or Vehicle card as a reminder that the weapon cannot be used until it has been reloaded.

Note that, unlike other Conditions, Out of Ammo is applied to a weapon carried by a model rather than the model themselves. It is therefore possible for a model to have multiple Out of Ammo markers on them at one time, indicating more than one weapon is subject to the Condition.



Flesh Wound(s): These are suffered as a result of Injury dice rolls made against a fighter, or the Driver Wounded result on the Crew Damage table (see page 89). A fighter can suffer multiple Flesh Wounds, each of which reduces their Toughness characteristic by 1 for the remainder of the battle. If a fighter is reduced to Toughness 0 as a result of multiple Flesh Wounds, they go Out of Action.



'No walls, no ceiling, nothing but emptiness as far as the eye can see in all directions. It's enough to break the mind of any good honest hiver – and that's before you tell 'em about the storms, murderous locals and less than friendly wildlife!'

Jurno Bucket,
Cinderak City
Scrapper

OTHER CONDITIONS

The following Conditions are less frequently seen, but are no less significant. Models may become subject to them as the result of an attack from a weapon with a certain Trait, or as the result of a scenario or terrain special rule:

VEHICLES AND CONDITIONS

There are a huge number of Conditions in Necromunda, unless stated otherwise they do not affect vehicles at all.

Blaze: How the Blaze condition affects a model depends upon whether it is a fighter or vehicle.

Fighter: When activated, a fighter subject to the Blaze condition suffers an immediate Strength 3, AP -1, Damage 1 hit (see page 81) and must act as follows, after which their activation will end:

- If Prone and Pinned, the fighter immediately becomes Standing and Active and acts as described below.
- If Standing and Active, the fighter moves 2D6" in a random direction, determined by the Scatter dice. The fighter will stop moving if this movement would bring them within 1" of an enemy fighter or into base contact with impassable terrain. If this movement brings them within ½" of the edge of a level or platform, they risk falling. If this movement takes the fighter beyond the edge of a level or platform, they will simply fall. At the end of this move, the fighter may choose to become Prone and Pinned. The fighter may then attempt to put the fire out.
- If Standing and Engaged or Prone and Seriously Injured, the fighter does not move and attempts to put the fire out.

To attempt to put the fire out, roll a D6, adding 1 to the result for each other Active friendly fighter within 1". On a roll of 6 or more, the flames go out and the Blaze condition is removed. Pinned or Seriously Injured fighters add 2 to the roll to see if the flames go out.

Vehicles: When activated, a vehicle subject to the Blaze condition suffers an immediate S3, AP -1, Damage 1 hit against the Rear Toughness (roll location as normal, see page 85). They must then make a Cool check:

- If passed, nothing happens, they can continue their activation as normal.
- If failed and the vehicle is Mobile, they act as if they had failed a Loss of Control test (see page 92) then their activation ends.
- If failed and the vehicle is Stationary and Stalled, they must perform the Burn Out (Double) action then their activation ends.

At the end of their activation, roll a D6. On a 4+, the flames go out and the Blaze condition is removed.

Blind: When hit by a weapon with the Flash trait, a model risks becoming Blind (note a vehicle must pass a Handling check to avoid becoming Blind (instead of rolling against Initiative as a fighter would). A Blind model loses their Ready marker; if they do not have a Ready marker, they do not gain a Ready marker at the start of the following round. Until the next time the model is activated, they cannot make any attacks other than Reaction attacks, for which any hit rolls will only succeed on a natural 6 (note: vehicles cannot make Reaction attacks).

Concussion: Any fighter hit by a Concussion weapon will have their Initiative reduced by 2, to a minimum of 6+, until the end of the round. Any vehicle hit by a Concussion weapon will suffer a negative -2 penalty to all Handling checks.

Hidden/Revealed: Some scenarios or terrain special rules, such as the Pitch Black rules (see page 137) allow models to gain the Hidden condition. Hidden models can then lose this condition over the course of a game by gaining the Revealed condition.

Ranged attacks may not be made against Hidden targets more than 3" away. Fighters with photo-goggles or infra-scopes extend this range to 12". If any model subject to the Hidden condition makes a ranged attack (with the exception of weapons that have the Silent Weapon trait), or makes a close combat attack using a weapon with the Power trait, remove from them the Hidden condition and replace it with the Revealed condition. If a vehicle subject to the Hidden condition moves, remove from them the Hidden condition and replace it with the Revealed condition. In the End phase of each turn, Revealed models become Hidden once more unless they are also subject to the Blaze condition.

Intoxicated: There are numerous special rules that can cause a model to become intoxicated. These include certain skills, special rules associated with terrain or Wargear, and more besides. Whatever the cause, the ways in which the Intoxicated condition affects a model are many and varied, and will be detailed by the special rules that cause the Condition.

Insane: Certain skills, some types of terrain and some scenario rules may lead a model to become temporarily insane. Models that have become subject to the Insane condition for any reason can act quite erratically when activated. When a model subject to the Insane condition is activated, roll a D6 and consult the Insanity table on page 63 to see how the condition affects the model.

Webbed: Weapons with the Web trait might leave a fighter who has been hit unable to move or act. Whilst subject to the Webbed condition, a fighter is treated as if they were Seriously Injured and will roll for Recovery during the End phase (as described on page 96). If a Flesh Wound result is rolled, apply the result to the fighter as usual and remove the Webbed condition. If a Serious Injury is rolled, the fighter remains Webbed. If an Out of Action is rolled, the fighter succumbs to the powerful sedative contained within the web and is removed from play, automatically suffering a result of 12-26 (Out Cold) on the Lasting Injuries table.

A fighter that is Webbed at the end of the battle does not succumb to their Injuries and will automatically recover. However, during the Wrap-up, when rolling to determine if any enemy fighters are Captured at the end of the battle, add +1 to the dice roll for each enemy fighter currently Webbed and include them among any eligible to be Captured.

Weapons designed to incapacitate a fighter are ineffective against vehicles, as such vehicles are not subject to the Webbed condition and can never gain it.



MOUNTED CONDITION

Several items of wargear, ranging from beasts of burden to dirtbikes, give the fighter the Mounted condition. This comprises of the following group of rules:

Hands Full: A fighter that is Mounted reduces the total number of weapons they can carry by one and cannot be equipped with any weapon with the Unwieldy trait unless it also has the Lance trait. In addition, they can never use more than one weapon in close combat.

Ride By: A Mounted fighter may move within 1" of a single enemy model during their movement. When doing so, or if moving within Long range of a weapon with the Versatile trait, the fighter may interrupt their movement to make a single close combat attack against that model. However, that model may attempt to make a single Reaction attack. If this fighter is hit, use the distance they have moved during this activation instead of their last activation to determine the strength of the hit they take (see "I Get Knocked Down..." as follows).

Quick Retreat: A Mounted fighter may add a +2 modifier to their Initiative check when attempting to perform a Retreat (Basic) action.

Grounded: A Mounted fighter cannot climb terrain or vehicles.

My Mount is my Life: A Mounted fighter may have two different Fighter cards even if they do not have the Tools of the Trade special rule, in which case the only difference allowed is the presence of their mount. A fighter stranded in the wastes without their mount is in dire trouble, and therefore a fighter can never become separate from its mount mid-battle.

"I Get Knocked Down...": A Mounted fighter does not automatically become Pinned when hit by a ranged attack. Instead, they immediately make an Initiative check (applying a -1 modifier if they were hit by a weapon with either the Blast (X) or Knockback traits). If this check is passed, the fighter does not become Pinned. If this check is failed, they are Knocked Down.

When a Mounted fighter is Knocked Down, they immediately suffer an automatic hit. The Strength, AP and Damage of this hit is determined by how far the fighter moved during their last activation, rounded up to the nearest inch:

Distance Moved	Strength	AP	Damage
0"-5"	3	-	1
6"-9"	5	-1	1
10"+	7	-2	2

Once a Mounted fighter has been Knocked Down, they become Prone and Pinned. However, they must pass an Initiative check before they can successfully perform the Stand Up (Basic) action. If this check is passed, the fighter may stand up as normal and immediately becomes Standing and Active once more. If this check is failed, the action is wasted and they remain Prone and Pinned.





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



GANG FIGHTERS & THEIR WEAPONRY

In Necromunda, each player controls a 'gang', which is made up of a number of models. Each of these models is referred to as a 'fighter' within the rules. Each fighter available to a gang is of a named type; this is the name given to that fighter's rank within the hierarchy of their gang and the parlance of Necromunda: Leader, Ganger, Underhive Scum, Brute and so forth – but the term 'fighter' covers them all within the rules.

FIGHTER CHARACTERISTICS PROFILES

Each fighter has a 'characteristics profile', which details their capabilities in battle. For example, here is the profile for an Orlock Gunner:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	4+	1	6+	7+	7+	7+

Each of these characteristics represents a different trait or attribute, and each characteristic is used differently within the game. In some cases a low number is better, but in other cases, a high number is better:

- Movement Allowance (M), Strength (S), Toughness (T) and Wounds (W) are all shown as simple numbers, in which case a higher number is better.
- Weapon Skill (WS), Ballistic Skill (BS) and Initiative (I) are all shown as target numbers; a number followed by a '+' symbol, as described on page 29. In the case of WS, BS and I, a lower number is better.
- In addition, all four of a fighter's psychology characteristics, those contained within the shaded section of their profile: Leadership (Ld), Cool (Cl), Willpower (Wil) and Intelligence (Int), are also all shown as target numbers; a number followed by a '+' symbol. In the case of all four psychology characteristics, a lower number is better.

During Campaign play, characteristics may be improved or reduced as fighters gain experience and suffer injuries. No characteristic may ever be improved beyond the maximum shown on the table below. No characteristic may ever be reduced below the minimum shown on the table below.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	2+	2+	6	6	6	2+	10	3+	3+	3+	3+
1"	6+	6+	1	1	1	6+	1	10+	10+	10+	10+

In addition to these maximums, no fighter may improve their Movement, Strength or Toughness characteristics more than twice beyond that given in the basic profile for a fighter of their current type. No fighter may improve their Wounds or Attacks characteristics more than once beyond that given in the basic profile for a fighter of their current type.

Players should note, however, that this does not mean these characteristics cannot be improved by more than 1 or 2 throughout a fighter's career. During Campaign play, many fighters are eligible for promotion, causing their category to change.



*'First rule of driving
a Ridgehauler – if
something gets in your
way, you floor it!'*

Pennos Grud,
Orlock Ridgerunner,
Five Irons

FIGHTER CHARACTERISTICS & CHARACTERISTIC CHECKS

A fighter's characteristics are defined as follows:

MOVE (M)

This is the distance, in inches, the fighter can move when making a standard Move action.

WEAPON SKILL (WS)

This shows the fighter's proficiency in close combat, when using weapons that have either the Melee trait or the Sidearm trait.

BALLISTIC SKILL (BS)

This characteristic represents the fighter's proficiency with ranged weapons.

STRENGTH (S)

How strong the fighter is. The higher a fighter's Strength characteristic, the more likely they are to inflict damage on an opponent in close combat, for example.

TOUGHNESS (T)

This represents how tough the fighter is. The higher a fighter's Toughness characteristic, the less likely they are to be wounded by an attack.

WOUNDS (W)

A fighter's Wounds characteristic is a measure of how much punishment they can take before succumbing to their injuries.

INITIATIVE (I)

A fighter's Initiative characteristic provides a measure of their agility and dexterity, and the quickness of their reflexes.

ATTACKS (A)

This is a measure of a fighter's speed and ability in melee. When a fighter is Engaged in close combat, their Attacks characteristic determines how many dice are rolled, with each dice representing one attack made against their enemies.

LEADERSHIP (LD)

A fighter's Leadership characteristic represents their ability to issue or follow commands in the heat of battle.

COOL (CL)

A fighter's Cool characteristic represents their capacity for keeping calm under fire.

WILLPOWER (WIL)

Willpower is a measure of a fighter's mental fortitude and resilience against the horrors of Necromunda.

INTELLIGENCE (INT)

This represents a fighter's mental acuity and ability to apply knowledge.

MODIFYING CHARACTERISTICS

Sometimes, the rules will modify a characteristic. If the characteristic is given a simple number, the modifier is applied as written – for example, if a fighter with Strength 3 is given a +1 Strength modifier, their Strength counts as 4.

If the characteristic is given as a target number (for example, a characteristic of 4+ means a dice roll of 4 or higher would be a success) the modifier is applied to the dice roll, rather than the characteristic. For example, if a fighter with Initiative 4+ is given a +1 Initiative modifier, the characteristic would be 3+ because a roll of 3 with a +1 modifier applied becomes a roll of 4.

CHARACTERISTIC CHECKS

Players will often be called on to make a characteristic check for a fighter – for example, a Ballistic Skill check is made when a fighter attacks with a ranged weapon. Characteristics checks are made as follows:

- Weapon Skill, Ballistic Skill and Initiative checks are made by achieving a target number roll on a single D6 (as described on page 29). If the result is equal to or higher than the characteristic, the check is passed.
- Leadership, Cool, Willpower and Intelligence checks are made by achieving a target number roll on 2D6. If the result is equal to or higher than the characteristic, the check is passed.

To test against a characteristic presented as a simple number, such as Strength or Toughness, roll a D6. If the result is equal to or lower than the characteristic, the check is passed.

WEAPON PROFILES

In the same way as a fighter, each weapon has its own characteristics profile, detailing the range of its attacks, the damage it deals and so forth. For example, here is the profile of a heavy stubber mounted on an Orlock Outrider Quad:

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Heavy stubber	20"	40"	-	-1	4	-1	1	4+	Passenger Operated, Rapid Fire (2), Arc (Front)

A weapon's characteristics are defined as follows:

RANGE (RNG)

Each weapon has two ranges: Short (S) and Long (L), usually presented as a number of inches. If the target of an attack(s) made with the weapon falls within Long range, the attack(s) can be made and the weapon used, but there may be other benefits associated with an attack being within the Short range of the weapon – the most common of which is that many weapons grant a positive Accuracy modifier, as explained below.

Some weapon ranges are shown as a letter rather than a number of inches. If a weapon's range is listed as an 'E', it can only be used in close combat against targets that are Engaged with the wielder. If a weapon's range is 'T', it uses the Flame template – see page 77. Weapons with range E or T normally only have a Long range given, not a Short range, indicating that this is the furthest range at which the weapon can be used. Note, however, that in the case of weapons with the Versatile trait, a weapon will have a Short range of E and a Long range presented as a number of inches.

ACCURACY (ACC)

This shows the modifiers that are applied to the hit roll when attacking with the weapon within Short range or Long range. The 'S' modifier applies if the weapon is being used to attack a target within its Short range, and the 'L' modifier applies if the weapon is being used to attack a target beyond Short range but within Long range. Most such modifiers are positive, but some may be negative.

STRENGTH (STR)

This is the weapon's Strength, which is used when making wound rolls against the target. For most weapons, particularly ranged weapons, this is a simple number. For close combat weapons – those with a range of E – this may be shown as 'S', meaning the strength of the wielder should be used, or as S with a modifier, meaning the Strength of the wielder is used but with a modifier applied.

ARMOUR PIERCING (AP)

This shows how good the weapon is at punching through a target's armour. This is always a modifier which is applied to the dice rolled to make an armour save. Most often, this will be a negative modifier, but in some cases it may be a positive modifier.

DAMAGE (D)

This represents how much damage the weapon inflicts. This in turn indicates how many Wounds a fighter loses or how many Injury dice are rolled against them as a result of the attack. This is explained in more detail on page 82. Against a vehicle it determines how many Damage dice are rolled. This is explained in more detail on page 87.

AMMO (AM)

If this characteristic is presented as a target number, a Firepower dice must be rolled as well as the hit dice when attacking with it, as there is a chance of it running Out of Ammo, jamming or otherwise malfunctioning.

Weapons with a low target number Ammo characteristic enjoy a ready supply of ammunition, or are quick and easy to reload. Weapons with a high target number Ammo characteristic, however, are more specialist and ammunition may be scarce, reloading may be difficult or clearing a jam may be time consuming.

TRAITS

Most weapons have one or more Traits, each of which gives the weapon a unique bonus or changes the way in which it works.

'You can always tell when the Ash Waste Nomads have hit a caravan or a settlement – mostly because they don't leave anything behind to let you know it was them.'

Tufor,
Scraptown Lookout

VEHICLE CHARACTERISTIC PROFILES

Similar to fighters, each vehicle has a 'characteristics profile', which details its strengths and weaknesses. For example, here is the profile for an Ash Rig:

VEHICLE CHARACTERISTICS							CREW CHARACTERISTICS				
TOUGHNESS							BS	Ld	CI	Wil	Int
M	Front	Side	Rear	HP	Hnd	Sv	4+	8+	5+	9+	8+
7"	8	7	6	3	6+	3+					

Each of these characteristics represents a different trait or attribute of either the vehicle itself or of its crew, and each characteristic is used differently within the game. In some cases a low number is better, but in other cases, a high number is better:

- Movement Allowance (M), Toughness (Front, Side and Rear) and Hull Points (HP) are all shown as simple numbers, in which case a higher number is better.
- Save (Sv), Ballistic Skill (BS) and Handling (Hnd) are all shown as target numbers; a number followed by a '+' symbol, as described on page 29. In which case, a lower number is better.

In addition, a vehicle has four psychology characteristics, just like a fighter, Leadership (Ld), Cool (CI), Willpower (Wil) and Intelligence (Int). In the case of a vehicle, these represent the psychological traits of the crew rather than the vehicle itself. These are also all shown as target numbers; a number followed by a '+' symbol. In the case of all four psychology characteristics, a lower number is better.

During Campaign play, characteristics may be improved or reduced as vehicles are upgraded and as the crew gains experience or suffers injuries. No characteristic may ever be improved beyond the maximum shown on the table below. No characteristic may ever be reduced below the minimum shown on the table below:

VEHICLE CHARACTERISTICS							CREW CHARACTERISTICS				
TOUGHNESS							BS	Ld	CI	Wil	Int
M	Front	Side	Rear	HP	Hnd	Sv	2+	3+	3+	3+	3+
12"	10	10	10	6	3+	2+					
1"	3	3	3	1	10+	6+	6+	10+	10+	10+	10+

VEHICLE CHARACTERISTICS & CHARACTERISTIC CHECKS

A vehicle's characteristics are defined as follows:

MOVE (M)

This is the distance, in inches, the vehicle can move when making a standard Move action.

TOUGHNESS (FRONT, SIDE, REAR)

All vehicles have three Toughness characteristics; Front, Side and Rear, corresponding to their vision arcs (see page 24). This shows how sturdily built a vehicle is, the higher a vehicle's Toughness characteristic, the less likely it is to be damaged by an attack.

HULL POINTS (HP)

A vehicle's Hull Points characteristic is a measure of how much punishment it can sustain before it is Wrecked.

HANDLING (HND)

This represents how manoeuvrable a vehicle is and how responsive it is to the crew's commands. Handling is used to avoid damage from dangerous terrain, to determine the success when a vehicle attempts to ram an enemy vehicle, and even when attempting to Restart a Stalled vehicle.

SAVE (SV)

This indicates how heavily armoured a vehicle is.

BALLISTIC SKILL (BS)

This characteristic represents the proficiency of the vehicle's crew with ranged weapons fitted to the vehicle.

LEADERSHIP (LD)

A vehicle's Leadership characteristic represents the ability of its crew to issue or follow commands in the heat of battle.

COOL (CL)

A vehicle's Cool characteristic represents the capacity of its crew for keeping calm under fire.

WILLPOWER (WIL)

Willpower is a measure of the mental fortitude and resilience against the horrors of Necromunda shown by the crew of a vehicle.

INTELLIGENCE (INT)

This represents the mental acuity and ability of the crew to apply knowledge.

MODIFYING CHARACTERISTICS

Sometimes, the rules will modify a characteristic. If the characteristic is given as a simple number, the modifier is applied as written – for example, if a vehicle with a Front Toughness of 6 is given a +1 modifier to its Toughness, its Front Toughness counts as 7.

If the characteristic is given as a target number (for example, a characteristic of 4+ means a dice roll of 4 or higher would be a success), the modifier is applied to the dice roll rather than the characteristic.

CHARACTERISTIC CHECKS

Players will often be called on to make a characteristic check for a vehicle – for example, a Ballistic Skill check is made when a vehicle attacks with a ranged weapon. Characteristics checks are made as follows:

- Ballistic Skill checks are made by making a target number roll on a single D6 (as described on page 29). If the result is equal to or higher than the characteristic, the check is passed.
- Handling, Leadership, Cool, Willpower and Intelligence checks are made by making a target number roll on 2D6. If the result is equal to or higher than the characteristic, the check is passed.
- To test against a vehicle's Toughness, roll a D6. If the result is less than or equal to the Toughness characteristic for that facing the test is passed. A natural roll of a 6 is always a fail.

"Your wheels are your life out here – take care of your ride like you would yourself, because if it dies, you ain't walking home!"

Dormund Hess,
Greasehound,
House Goliath

FIGHTER CARDS

Each fighter within a player's gang is represented by a model on the tabletop and a Fighter card filled in with their characteristics, equipment and other useful reference information. Blank Fighter cards can be found in the Necromunda: Ash Wastes boxed set. Blank Fighter cards with the logo of each House can be found in the various Tactics cards packs, perfect for Leaders and Champions.

Each Fighter card is split into several areas:

1. The fighter's name. If they are a Leader or Champion, it will also be shown here.
2. The fighter's cost, in credits.
3. The fighter's characteristics. The last four (Ld, Cl, Wil, Int) are shaded as a reminder that they are psychological characteristics rather than physical (see page 39).
4. The weapons the fighter is carrying.
5. Any skills the fighter may have.
6. Any equipment (including armour) carried by the fighter.

1. Az'tor (Ganger)										2. 95 CREDITS	
M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
3. 6"	4+	4+	3	3	1	3+	1	7+	6+	7+	8+
Weapon		Rng S L		Acc S L		Str	Ap	D	Am	Traits	
4. Blast rifle		10" 24"		+ -		3	-	1	4+	Shock	
Stalking knife		- E		- +		3	-	1	-	Backstab, Melee	
SKILLS:		5.									
WARGEAR:		Ash cloak, Sky mantle									
6.											

VEHICLE CARDS

As with fighters, each vehicle within a player's gang is represented by a model on the tabletop and a Vehicle card filled in with their characteristics, upgrades, special rules and other useful reference information. Blank Vehicle cards can be found in the Necromunda: Ash Wastes boxed set.

Each Vehicle card is split into several areas:

1. The vehicle's name.
2. The vehicle's type.
3. The vehicle's cost, in credits.
4. The vehicle's characteristics. The last five (BS, LD, CL, Wil, Int) are shaded as a reminder that they are the characteristics of the crew rather than the physical characteristics of the vehicle (see page 42).
5. The weapons the vehicle is equipped with.
6. Any special rules the vehicle has, as described in its entry in the gang list.
7. Any upgrades the vehicle has been equipped with.
8. Any Wargear the vehicle has been equipped with.

1. Rad-runner										TYPE: 2. Quad Bike					3. 230 CREDITS	
VEHICLE CHARACTERISTICS										CREW CHARACTERISTICS						
TOUGHNESS																
M	FRONT	SIDE	REAR	HP	HND	SV	BS	LD	CL	WIL	INT					
4. 9"	4	3	3	2	4+	5+	4+	6+	6+	7+	7+					
Weapon		Rng S L	Acc S L	Str	Ap	D	Am	Traits								
5. Harpoon launcher		6" 18"	+2 -	5	-3	1	5+	Are (Front), Crew Operated, Drag, Impale, Scarce								
SPECIAL RULES:		6. Agile, Wheeled														
UPGRADES:		7. Pneumatic Radials, Tyre Claws														
WARGEAR:		8. Searchlight														

'You keep a weather eye on that horizon; all that swirling cloud might look the same to a hiver, but give it time and you'll learn to see the signs, like when you got time to leg it back to safe haven or finish up a run, and when you got precisely zero cycles to bury your head before all hell breaks loose.'

Ragnos,
Ashblinder,
House Van Saar



FOUNDING A GANG

The first thing any aspiring gang leader needs is a gang of followers. Most gang leaders are experienced fighters, champions or heroes who have struck out on their own to further their legend and strengthen their position within their House. Accompanying these renowned fighters will be a core of close allies from their former gang, competent and seasoned fighters all. These fighters will form the core of the new gang, creating its hierarchy and leadership.

To these dangerous individuals will flock aspiring gangers, the footsoldiers of their House. These fighters will be joined by green Juves and youthful Prospects. Juves are inexperienced rookies, in the parlance of Necromunda, those individuals with little to no fighting experience, hoping to be accepted into a gang and prove their worth. Prospects represent the young hopefuls of the House. Often these fighters are the sons and daughters of past gangers. Such fighters bring with them great potential, and a great weight of responsibility to their forebears.

FOUNDING A GANG

When founding a gang, players will have a maximum budget of credits to spend on fighters, weapons, Wargear and vehicles chosen from the entries within their gang list. How much this budget is will depend upon whether the gang is being founded for Skirmish play or Campaign play. In either case, this budget may not be exceeded. Any unspent credits will be added to the gang's Stash if the gang has been founded for Campaign play. However, if a gang has been founded for Skirmish play, any unspent credits are simply lost.

CAMPAIGN PLAY

When founding a gang for Campaign play, the budget available is 1,000 credits. Note, however, that should they wish, the Arbitrator can increase or decrease this budget.

Additionally, if using vehicles in your campaign each gang gains an extra 400 credits that can only be spent on vehicles, fighters that come default with Wargear that grants the Mounted condition or on Wargear that grants the Mounted condition. Any unspent credits from this allowance is lost after the gang is founded.

SKIRMISH PLAY

When founding a gang for Skirmish play, the budget available should be agreed upon by the players. This can be as much or as little as they think appropriate, but as a general guideline, a budget of between 1,250 credits and 2,000 credits is recommended.

MODEL NAMES, CATEGORIES & TYPES

Each model available to a gang is of a named type; this is the name given to that model's rank within the gang hierarchy of their House. In addition, each has a category listed in brackets. For example, a lowly gang fighter in an Orlock gang is an Orlock Gunner (Ganger). This indicates that within House Orlock, such fighters are called 'Gunners', whereas within the rules of the game, this fighter is a 'Ganger'.

Very often the rules will refer to models by category (Leader, Champion, Prospect, Ganger or Juve, for example). In such cases, the rule is universal to all such models, regardless of their type. At other times, the rules will refer to a model by their specific type, 'Orlock Gunner' for example. In these cases, the rule is specific only to models of that type.

GANG COMPOSITION

The first step is to choose and purchase the models that make up the gang. Each of the different gang lists details all of the models available to that gang. These models are purchased by paying the credits cost shown in their entry from the budget available. Most gangs must always follow the rules presented below. In the case of any gangs that follow different rules, these will be presented as part of that gang's gang list:

- There must be one model with the Leader special rule.
- 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.

Should it occur during the course of a campaign that the number of models without the Gang Fighter (X) special rule exceeds the total number of models with the Gang Fighter (X) special rule, the controlling player must either:

- Retire a number of models without the Gang Fighter (X) special rule during the post-battle sequence in order to correct the imbalance.

Or:

- Recruit fresh models with the Gang Fighter (X) special rule during the post-battle sequence in order to correct the imbalance.



WEAPONS & WARGEAR

The next step is to choose and purchase the weapons and Wargear each model will be equipped with. Each model's entry within their gang list includes a detailed list of the weapons and Wargear that model may purchase.

EQUIPPING A FIGHTER

All fighters can be equipped as follows:

- A fighter on foot can be equipped with a maximum of three weapons purchased from those listed in their entry.
- Weapons marked with an asterisk (*) take up the space of two weapons.
- Any fighter may purchase Wargear that is listed in their entry.
- Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.
- If the gang is being founded for Campaign play, fighters will be limited to the equipment listed in their entry, whereas fighters in a gang founded for Skirmish play may also have access to some items of equipment from the Trading Post and Black Market. This should be agreed upon by the players.

NEW EQUIPMENT

During a campaign, gangs may gain new equipment, either by purchasing it from the Trading Post or Black Market during the post-battle sequence, or as a result of Boons (see page 102). These items are added to the gang's Stash and may be distributed among fighters during any post-battle sequence:

- Any fighter may discard any Wargear they are equipped with in favour of new Wargear. Any Wargear discarded in this way is placed in the gang's Stash and may be given to other fighters. Note that this means Wargear can only be discarded if being replaced by an alternative item that fulfils a similar purpose.
- No fighter may discard a weapon. The gang fighters of Necromunda become attached to their weapons of choice and would rather hoard weapons than discard them.
- No fighter may discard Wargear that grants the Mounted condition, out in the ash wastes having access to transport means the difference between life and death and no fighter would discard theirs.
- Fighters with the Gang Fighter (X) special rule that do not also have the Tools of the Trade special rule cannot be given a new weapon if it would take them above the limit of three weapons carried.
- Fighters with the Tools of the Trade special rule can be given more than three weapons as they can have multiple Fighter cards, each representing a different 'equipment set', as follows.

EQUIPPING A VEHICLE

Vehicles can be equipped with a wide variety of weapons, wargear and upgrades. Most vehicles have on them a number of Weapon Hardpoints, each of which can be equipped with a weapon from those available to that vehicle. In some cases it may be possible to add additional Weapon Hardpoints through upgrades or Wargear.

There is no limit to the amount of Wargear that a vehicle may be fitted with, though some Wargear may not be combined with others, where this is the case it will be explained under the Wargear's rules. Each vehicle also has a set number of Upgrade slots that can be used, broken down into Body, Drive and Engine.

VEHICLE UPGRADES

As mentioned previously, during a campaign gangs may gain new equipment, either by purchasing it from the Trading Post or Black Market during the post-battle sequence, or as a result of Boons (see page 102). This includes vehicle upgrades, new items of equipment that can be fitted to vehicles to improve their performance in a number of ways. These upgrades are added to the gang's Stash and may be assigned to vehicles during any post-battle sequence.

Any upgrade may be discarded from a vehicle in favour of a new upgrade of the same type. The gang may attempt to place any upgrades discarded in this way into the gang's Stash. Roll a D6:

- On a 1, the upgrade is trashed. It may have suffered too much wear and tear, or it may have been removed with too much force. Whatever the case, the upgrade is of no use and must be thrown away.
- On a 2 or more, the upgrade is removed intact. It may be fitted to another vehicle, kept in the gang's Stash or it may be sold during the post-battle sequence (see page 102).

Note that this means upgrades can only be discarded if being replaced by an alternative item that fulfils a similar purpose.

FIGHTER CARDS & VEHICLE CARDS

Finally, a blank Fighter card or Vehicle card should be completed for each model when they are added to the gang; the characteristics of the model and any equipment they now have should be noted down in the appropriate sections of the model's card.

*'There's chems in that
thar hill!'*

Luft Ordenson,
Ironhead Prospector

EQUIPMENT SETS

Senior gang members, enjoying the privilege of rank, often maintain a cache of weapons that allow them to equip themselves appropriately for each battle. As such, fighters with the Tools of the Trade special rule can have multiple Fighter cards, each representing a different set of equipment:

- The controlling player can make an additional Fighter card for a fighter with the Tools of the Trade special rule at any time.
- An appropriate model should be available for each different equipment set and/or Fighter card a fighter has.
- There is no additional cost for having multiple equipment sets. If, for example, an Orlock Road Captain owns a two-handed hammer, they may include that weapon in as many or as few different equipment sets as the controlling player wishes without additional cost. The weapon is only purchased and paid for once.
- Regardless of the number of equipment sets a fighter has, they still have a single entry on the gang roster. This entry should include the total Cost of the individual weapons and items of Wargear that fighter owns. But remember, each individual weapon or item of Wargear is only counted once.
- If the fighter suffers any Lasting Injuries or gains any Advancements, they should be recorded on all of their Fighter cards.
- Only one of a fighter's cards can be used for a battle.
- If a battle uses random fighters from the gang, all of the fighter's cards should be shuffled together and one should be drawn at random and added to the rest of the gang's Fighter cards before any cards are drawn. This means that only one of this fighter's cards can be drawn for the battle, and that the controlling player cannot choose which of their equipment sets they will be using.
- When distributing equipment from the gang's Stash, it can be moved to any or all of a fighter's cards, and can even be moved to more than one.

DEATH OF A LEADER

All gangs must include a single fighter with the 'Gang Leader' special rule. This fighter is, naturally, the Leader of the gang.

If a gang's Leader is killed, a new leader must be nominated:

- The new Leader is the fighter with the highest Leadership characteristic, selected from among those fighters that have, in order of priority:
 - 1. The Gang Hierarchy (X) special rule.
 - 2. The Tools of the Trade special rule.
- If the gang contains no fighters with either special rule, the fighter with the highest Leadership characteristic must be selected from among the remaining gang members.

If two or more eligible fighters have the same Leadership characteristic, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide which fighter will become the new gang Leader.

When a fighter is promoted in this way, they gain the Gang Leader special rule, and from now on their category changes to 'Leader' and their type changes to that appropriate for their gang for the purposes of determining which equipment and Skill Sets they can access (for example, should an Orlock Road Sergeant be promoted to Leader, not only does their category change from Champion to Leader, but their type becomes 'Orlock Road Captain'). Their existing characteristics and special rules do not change.



THE GANG ROSTER

As well as filling in a Fighter card or Vehicle card for each fighter or vehicle in their gang, players will need to complete a gang roster. This tracks additional information during Campaign play, such as Territories held, Gang Rating, Reputation, Wealth and so on, as well as each model's Experience and Advancements. During Skirmish play, such information is of less importance, but a gang roster is still a useful tool.

COMPLETING A GANG ROSTER

The gang roster is made up of a number of elements, as shown on page 53. Many of these elements are explained over the following pages. Those that are not are dealt with in detail in the campaign rules (see page 112). These elements include: the gang's name (1) and Type (2), its Gang Rating (3), Reputation (4) and Wealth (5), the Territories it holds (6) and its Stash (7), containing unspent credits, surplus equipment (both weapons and Wargear), and so on.

The gang roster also has a line for each model in the gang, with space for their names (8), fighter or vehicle type (9), Cost (10), Experience earned (11), the number of Advancements gained (12), and whether they are currently In Recovery or Repair (13) or have suffered any Lasting Injuries, Lasting Damage or been Captured (14).

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

GANG ATTRIBUTES

In Campaign play, gangs have a number of attributes, which are tracked on their roster. These attributes, and their starting values, are explained below:

GANG RATING

The Gang Rating is an indicator of how powerful the gang is – the proficiency of its model, how well equipped it is, and so on. The Gang Rating is the total cost of all of the fighters and vehicles in the gang, including the cost of all the equipment and upgrades they have.

WEALTH

In Campaign play, gangs also have a Wealth value – this is equal to the total cost of all of the fighters and vehicles in the gang, plus the value of any credits or equipment they have in their Stash.

REPUTATION

Reputation is the measure of a gang's standing and power in their Zone. It is separate from Gang Rating, which is a measure of the gang's size and resources; a small gang can build up quite an impressive reputation. A gang's Reputation starts at 1, and cannot drop below 1.

'Nothing truly prepares a hiver for the wastes; they think cause they ran with some gang they are double hard and can handle anything from berserk enforcers to sump horrors. Truth is... once you get outside those giant metal tombs, you start to realise just how good you had it!'

Cabot Twice-cut,
Road Boss,
House Orlock

MODEL CAMPAIGN ATTRIBUTES

In Campaign play, each model in a gang has a number of attributes that are tracked in their entry on the gang's roster:

EXPERIENCE (XP)

Models can spend Experience in order to purchase Advancements – when they do so, their Experience total is reduced accordingly.

ADVANCEMENTS

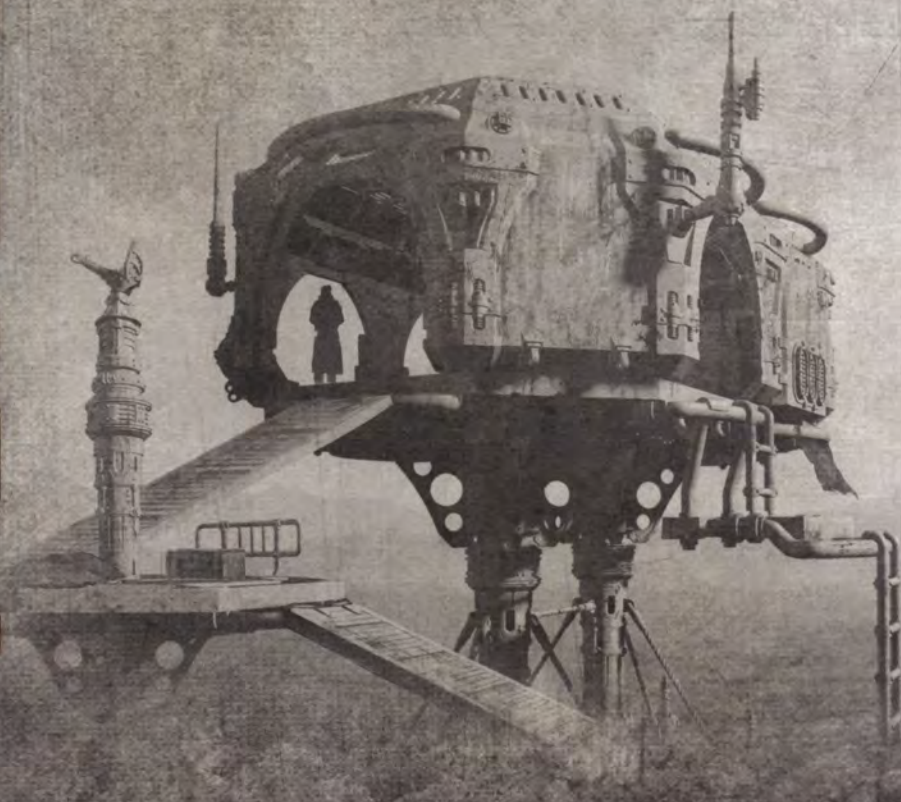
The more Advancements a model has, the more expensive any future Advancements will be. In the case of models that start with an Advancement (such as a free skill), this should be noted on the gang roster, though in most cases this will not increase the expense of future Advancements.

CAPTURED BY, IN RECOVERY & IN REPAIR

When a fighter goes Out of Action during a battle fought as part of a campaign, there is a chance that they will suffer a Lasting Injury (see page 83). Many of these will cause them to go Into Recovery and miss the next battle. When this is the case, their In Recovery box is ticked.

Similarly, during campaign play fighters might be Captured by an enemy gang (see page 99) – while this is the case, a note is made in the Lasting Injury/Captured By box of the name of the gang that has Captured them.

Should a vehicle be Wrecked during a battle fought as part of a campaign, there is a chance that it will suffer Lasting Damage (see page 91). This may cause it to go Into Repair and force both it and its crew to miss the next battle. When this is the case, the vehicle's In Repair box is ticked.



GANG NAME

1.

GANG TYPE

2.

GANG RATING REPUTATION WEALTH

3.

4.

5.

TERRITORIES

6.

STASH

7.

FIGHTER/VEHICLE NAME

8.

TYPE

9.

COST

10.

XP

11.

ADV

12.

REC/ REP

13.

CAPTURED BY/ LASTING INJURIES/ LASTING DAMAGE

14.



THE RULES

This section contains rules that allow players to fight out the bitter and vicious skirmishes that punctuate the daily lives of the underhive gangs and groups in the ash wastes. The Round sequence, activating models, attacking the enemy with ranged weapons or in combat, suffering and recovering from injuries, gangs or individual models losing their bottle and fleeing – all of these things are dealt with over the following pages.

Many of the rules that follow will be familiar to players of Warhammer 40,000, as they utilise a lot of the same core mechanics and principles. But beware, certain elements have been modified in order to bring to the fore the highly tactical and narrative character of the ash wastes and the vehicles rivals use to do battle.

THE PRE-BATTLE SEQUENCE

Prior to any battle, there are several important steps that need to take place, as listed below. Some of these only apply during Campaign play, and can therefore be skipped during Skirmish play, as mentioned in the appropriate entries. Whatever the case, this sequence must be followed in the order shown, and must be done while both players are present.

The pre-battle sequence consists of the following steps:

1. Make a Challenge & Stake Territory
2. Recruit Hired Guns
3. Determine Scenario
4. Set up the Battlefield
5. Choose Crews
6. Announce Territory Boons
7. Gang Tactics
8. Deployment

1. MAKE A CHALLENGE & STAKE TERRITORY

For a battle to be fought, a challenge must be issued and accepted. In Campaign play, challenges are handled as described by the Arbitrator, though campaigns will provide guidance. In Skirmish play, a challenge is issued and accepted when two players decide to play a battle.

In Campaign play, an eligible Territory is nominated as the stake for the battle (as described in each campaign). This may be an as yet unclaimed Territory or a Territory controlled by one of the players that their opponent wishes to seize control of; each campaign will specify.

2. RECRUIT HIRED GUNS

Players can spend credits to recruit Hired Guns. In Campaign play, the gang may spend credits from those it has in its Stash. In Skirmish play, any unspent credits left over from creating the gang can be spent to recruit Hired Guns. Additionally, in Campaign play, gangs may be able to recruit Hired Guns through other means, such as House favours or as Boons granted by Territories.

If both players wish to recruit Hired Guns, the player with the lower Gang Rating may do so first.

3. DETERMINE SCENARIO

In Skirmish play, players may simply choose a scenario they wish to play. If they cannot decide, they should roll off to see who decides which scenario is played. In Campaign play, the scenario may be determined by the Arbitrator, though many campaigns include their own Scenario table.



*'Don't ever trust you
got 'em when dealing
with nomads. If one
goes down, you put
two more rounds into
it just to make sure...'*

Caine Waylander,
Enforcer Marshall,
88th Palanite Enforcers

WARNYNG! DEDLY
NOMDZ TERRITORY!
ALL DED HERE! ENTAR
AT PERIL OF MURDOR!

Way Marker 667.5,
Bullet Road Run Est

DETERMINING THE ATTACKER & DEFENDER

Many scenarios state that one gang is the attacker and the other the defender. In Campaign play, the player who chooses the scenario is the attacker. In Skirmish play, or when the stake is a Territory neither gang controls, the player who chose the scenario should decide which gang will be the attacker and which will be the defender. If neither player chose the scenario, then both players should roll a D6, with the player who rolls the highest choosing.

HOME TURF ADVANTAGE

The scenario being played may indicate that the defender benefits from the Home Turf Advantage, representing the gang fighting furiously to defend their valuable turf from attackers. A gang fighting with the Home Turf Advantage is far less likely to bottle out and in some cases will fight ferociously until the last, as described on page 137.

RESCUE MISSION

In Campaign play, it is not uncommon for fighters to be taken Captive by rival gangs (see page 99). If one player has Captured a fighter belonging to a rival gang, the player that controls the gang the Captive belongs to may issue a challenge to play the Rescue Mission scenario. If the challenge is accepted, then the Rescue Mission scenario is automatically used for the battle. If the player holding the Captive refuses the challenge, they automatically forfeit the Captive. No Territory is staked on this battle; the Captive is effectively the stake.

4. SET UP THE BATTLEFIELD

The players now set up the battlefield. Some scenarios have special instructions for terrain. The default methods are detailed in full on page 133.

5. CHOOSE CREWS

After the battlefield has been set up, before gangs can be deployed, players must select their starting crews for the battle ahead. The scenario being played will detail the method of selection to be used, how many and what kind of models can be selected. The selection methods are explained in full on page 134.

6. ANNOUNCE TERRITORY BOONS

In Campaign play, many of the territories grant a 'Boon' to the gang that controls them, and many of these Boons will have an effect during a battle. Players should announce which, if any, of their Territory Boons grant them a bonus that will have an effect on the upcoming battle at this stage, forewarning their opponent. If a Territory Boon is not announced, it cannot be used during this battle.

In Skirmish play, this step of the pre-battle sequence can be ignored.

7. GANG TACTICS

Each scenario details how many gang tactics each gang gets and how they are selected, with players either choosing the gang tactics they want, or selecting them at random, either by drawing cards from a shuffled deck or by rolling on any Gang Tactics table their gang is allowed to use.

8. DEPLOYMENT

The final step of the pre-battle sequence is deployment, in which the players set their gangs up on the battlefield, ready for the battle ahead. Many scenarios will provide details of the size and location of 'deployment zones', the name given to the areas in which gangs can be set up. For those which do not, the standard deployment rules can be found on page 135.

GAME STRUCTURE

A game of Necromunda is split into several rounds. During a round, players will determine who has Priority, take turns activating one or more fighters or vehicles and perform actions with them. They will attempt to recover Injured fighters, repair Damaged vehicles, rally fleeing models and determine if their gang can hold its nerve in the face of the enemy.

ROUND SEQUENCE

Each round is split into three phases, each in turn consisting of a number of steps resolved one at a time. These are as follows:

PRIORITY PHASE

During the Priority phase:

1. **Roll For Priority:** Both players roll for Priority.
2. **Ready Gang:** Both players give each of their fighters and vehicles a Ready marker.

ACTION PHASE

During the Action phase:

1. **Activate Gang:** Starting with the player that holds Priority, players take turns to choose one of their Ready fighters or vehicles to activate.

END PHASE

During the End phase:

1. **Bottle Tests:** If a player has at least one Seriously Injured or Out of Action fighter, or at least one Wrecked vehicle, they will have to make a Bottle test for their gang. Often, passing this test is a formality, but as the casualties increase, failing a Bottle test becomes ever more likely!
2. **Fleeing the Battlefield:** If either gang has failed a Bottle test, the controlling player makes a Cool check for each of their models that is still on the battlefield. Any models that fail will flee the battlefield.
3. **Recover & Restart:** Starting with the player that holds Priority, both players make Recovery tests for any Seriously Injured fighters and/or Restart tests for any Stalled vehicles belonging to their gang.
4. **Rally Tests:** Starting with the player that holds Priority, both players make Cool checks for Broken models belonging to their gang to see if they can Rally.

Day and night cycles are relative terms in the ash wastes. Without the sun to gauge the passing of time, and cloud cover as often as not making even high noon a time of long shadows and perpetual gloom, travellers and locals of the wastes must rely on other means to measure the passing of the cycles. The most common of these methods is the Storm Gauge, a collection of orbs, rocking cradles and weather vanes that measure the ambient temperature and density of the atmosphere. As the sun passes far overhead it stirs the clouds below, and as they move so does the Storm Gauge, giving its owner a clue to the passing of each cycle.



'Fuel and ammo – more important than good drinking water or food out in the wastes. After all, what's the point of a full belly and a cold drink if you're left high and dry in the middle of nowhere with a nomad shiv stuck in your gut!'

Talur Swyn,
Reckless Riders,
House Orlock

THE PRIORITY PHASE

The Priority phase is split into the following steps:

- 1. Roll For Priority:** Both players roll for Priority.
- 2. Ready Gang:** Both players give each of their fighters and vehicles a Ready marker.

1. ROLL FOR PRIORITY

This step determines which player wins the Priority marker for this round. The Priority marker is a coin or token, such as that contained in the Necromunda: Ash Wastes boxed set, that is held by the player with Priority for the round, acting as a reminder. Holding the Priority marker gives a player a huge advantage, as they are able to activate first and can dictate the flow of the action during the round, often putting their opponent onto the back foot and making their gang behave reactively rather than proactively in response to their foes moving and attacking first.

Each player rolls a D6, and the player who rolls the highest takes Priority for this round. In the case of a tie, the player who had Priority in the previous round passes it to their opponent. If the first Priority roll of the battle is tied, neither player will have held Priority previously, therefore both players roll again.

PRIORITY IN MULTI-PLAYER GAMES

Sometimes, more than two gangs find themselves fighting on the same battlefield – either allying together to take out hated foes, or in a bloody free-for-all.

Players roll for Priority as normal, but ties are handled differently. Players determine play order based on their dice score when rolling for Priority. Any ties are re-rolled (for example, if four players roll for Priority and score a 5, 4, 4 and 2, the player that rolled 5 has Priority, the player that rolled 2 goes last and the players that each rolled a 4 roll off again to determine who is going second and third).

2. READY GANG

During this step of the Priority phase, both players place a Ready marker on each model (both fighters and vehicles) in their gang that is currently on the battlefield, regardless of Status, Secondary Status or any other Conditions. The Necromunda: Ash Wastes boxed set contains a number of Ready markers that can be used for this. Ready markers should be placed either on the model's Fighter card or Vehicle card or next to the model itself on the battlefield.

Once a model has been activated, its Ready marker is removed. Under normal circumstances, a model that is no longer Ready may not activate again, but players should take note that there are some instances in which a model may activate again, notably in the case of some skills and gang tactics.

THE ACTION PHASE

The Action phase consists of just one step:

1. Activate Gang: Starting with the player that holds Priority, players take turns to choose one of their Ready fighters or vehicles to activate.

1. ACTIVATE GANG

The bulk of a game of Necromunda takes place during the Action phase. The Action phase consists of play alternating back and forth between the players and the gang they control, activating individual models one at a time, or small groups of fighters as part of a 'Group Activation' (see opposite).

When it is a player's turn, they choose one of the models within their gang that is Ready and perform a number of actions with it. This is referred to as 'activating' the model. The number of actions a model can perform depends upon its type:

- When activated, a model may perform up to two actions, depending upon the type of actions it chooses to perform.
- Sometimes a model may only be able to perform one action when activated. In such cases, the types of action it can choose to perform are limited to Simple and Basic.
- Sometimes a model may be able to perform additional actions when activated. In such cases, the rules will specify either the type of action, or a specific action.

The actions a Ready model can perform are governed by its current Status and Secondary Status. Players should note that certain Conditions will also limit the actions a model may make, most notably Broken. For example, a fighter subject to the Broken condition may only make a Running for Cover (Double) action when activated, regardless of Status or Secondary Status.

If one player runs out of models to activate, the other player can activate all of their remaining models in an order of their choosing. Once all models have been activated, even if they performed no actions during their activation, the Action phase ends.

GROUP ACTIVATIONS

Some fighters, most notably Leaders and Champions, have a special rule called 'Group Activation (X)' listed on their profile. In all such cases, the 'X' in brackets will be replaced by a number (usually 1 or 2). When a player activates such a fighter, they can choose to use this special rule, allowing them to activate additional Ready fighters at the same time as the fighter (note that only fighters can be activated as part of a group activation, vehicles cannot):

Group Activation (X): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready friendly fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all of the fighters who will be activated in this way before any of them are activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.



TYPES OF ACTION

The following section covers the types of actions models can perform when activated. The actions available to a model differ depending on whether it is a fighter or a vehicle.

Players should take note that whilst the actions a model can perform are based upon their current Status and Secondary Status, performing an action can and will, in many cases, change either their Status, their Secondary Status, or both.

There are three types of action a model may perform when activated:

SIMPLE ACTION

A model can perform the same Simple action more than once during its activation. Each time a Simple action is repeated during an activation, it uses up one action. For example, a Standing and Active fighter may perform two Move (Simple) actions, using both of their actions but allowing them to move twice. If an active model's first action is a Simple action, it may fully resolve it before declaring its second action.

BASIC ACTIONS

A Basic action can only be performed once per model activation. If an activated model's first action is a Basic action, it may fully resolve it before declaring its second action.

DOUBLE ACTIONS

Performing a Double action counts as making two actions. For example, if a Mobile vehicle makes a Ram (Double) action, it will have used both of its actions and cannot perform another during this activation. If a model can only perform one action during its activation for any reason, it may not perform a Double action.

FIGHTER ACTIONS

The following pages detail all of the core actions fighters may perform in Necromunda. This list is by no means exhaustive, however, with skills, scenarios, special terrain features and more introducing further actions that fighters may perform.

STANDING FIGHTERS

Standing fighters can perform a wide range of actions. The exact actions available to them depend upon their Secondary Status: Active or Engaged.

STANDING & ACTIVE FIGHTERS

Fighters that are Standing and Active are able to perform any of the following actions:

Move (Simple): The fighter may:

- Move a distance up to their Movement characteristic.
- Climb vertically upwards or downwards – see page 70.
- Cross any gap between two platforms that is no wider than their base.
- Attempt to leap across a bigger gap provided that they have enough movement left to do so – see page 71.
- Attempt to jump down to a level below – see page 71.

Charge (Double): The fighter moves as if making a Move (Simple) action, but adds D3" to the distance they can move. A charging fighter can move to within 1" of one or more enemy fighters that are Standing and either Active or Engaged, or that are Prone and either Pinned or Seriously Injured, but if they do move to within 1" they must have sufficient movement to get into base to base contact with at least one enemy fighter. If they do not have sufficient movement to get into base to base contact, they must stop 1" away. If they are Engaged at the end of this move, they must immediately make a free Fight (Basic) action.

Crawl Through Ductway (Double): If the fighter is within 1" of a ductway, they may be placed within 1" of the other end of the ductway, provided they can be set up so that they are not within 1" of an enemy fighter and so that their base does not overlap that of another friendly fighter or an obstacle.

Take Cover (Basic): This fighter moves up to half their Movement characteristic and is then Prone and Pinned.

Shoot (Basic): The fighter makes an attack with a ranged weapon.

Aim (Basic): If the fighter makes a subsequent Shoot (Basic) action, apply a +1 modifier to any Hit rolls they make.

Fire Through Ductway (Basic): If this fighter is within 1" of a ductway, they may make a ranged attack against an enemy fighter that is within 1" of the other end of the same ductway. The attack will hit on a 5+, regardless of BS or modifiers. Weapons that normally use a Flame template instead automatically hit all fighters within 2" of the other end of the ductway.

Reload (Simple): Pick one of the fighter's weapons that is Out of Ammo and make an Ammo check. If the check is passed, the weapon is reloaded and the Out of Ammo marker is removed.

Reload Vehicle Weapon (Simple): Pick a weapon with the Passenger Operated trait mounted on a vehicle within 1" that is Out of Ammo and make an Ammo check. If the check is passed, the weapon is reloaded and the Out of Ammo marker is removed.

Coup De Grace (Simple): If this fighter is not Engaged with any other fighters, choose one Seriously Injured enemy fighter within 1" and within the vision arc of this fighter. That enemy fighter immediately goes Out of Action.

A fighter performing a Charge (Double) action may make a Coup De Grace (Simple) action instead of a Fight (Basic) action if they end their move within 1" of a Prone and Seriously Injured fighter and not Engaged by any enemy fighters.

Operate Door (Simple): Either open a closed door or close an open door within 1" of this fighter.

Access Terminal (Basic): If this fighter is within 1" of a door terminal, make an Intelligence check with a -2 modifier. If the check is passed, this fighter immediately makes a free Operate Door (Simple) action on the door that the terminal operates, regardless of their distance from the door.

Force Door (Basic): If this fighter is within 1" of a locked door, roll a D6 and add this fighter's Strength, adding 2 for each friendly fighter that is also in base contact with the door. If the total is 9 or more, the door is opened.

Smash Open Loot Casket (Basic): If this fighter is within 1" of a Loot casket, roll a D6 and add their Strength. If the total is 6 or more, the casket is opened. However, subtract 1 from the roll to determine the casket's contents, to a minimum of 1.

Bypass Loot Casket Lock (Basic): If this fighter is within 1" of a Loot casket, make an Intelligence check for this fighter. If the check is passed, the casket is opened.

Carry Loot Casket (Simple): If this fighter is within 1" of a Loot casket, they may make a Move (Simple) action, carrying the Loot casket with them. When the action ends, the casket is placed in base contact with this fighter.

STANDING & ENGAGED FIGHTERS

Fighters that are Standing and Engaged may only perform the following actions:

Fight (Basic): The fighter makes close combat attacks against one or more enemy fighters they are Engaged with.

Retreat (Basic): Make an Initiative check for this Engaged fighter. If it is passed, they can make a Move (Basic) action, moving up to D6" instead of their Movement characteristic. Each enemy fighter that is Engaged with them can make an Initiative check. If they pass, they can make Reaction attacks.

'Don't be fooled by all that hand waving and cat-calling those nomads do – they're just savages who'll gut you as soon as look at you. You see one of them, you do what I do, start shooting!'

Daga Nineknives,
Wasterunner,
Cinderak City

PRONE FIGHTERS

Prone fighters are not able to perform as many actions as Standing fighters. The exact actions available to them depend upon their Secondary Status: Pinned (face-up) or Seriously Injured (face-down).

PRONE & PINNED FIGHTERS

Fighters that are Prone and Pinned are able to perform any of the following actions:

Stand Up (Basic): For most fighters, quickly getting back to their feet when they have been knocked down is a priority. The fighter stands up, returning to Active status. The controlling player can choose the fighter's facing.

Crawl (Double): Wanting to stay low, close to the ground and hidden from enemy fire, the fighter crawls along the ground. The fighter may move up to half of their Movement characteristic.

Blind Fire (Double): Staying close to the ground, safely hidden from the enemy by terrain or barricades, the fighter fires blindly towards the enemy. The fighter makes a ranged attack, treating their vision arc as 360°. Subtract 2 from the result of any Hit rolls.

Reload (Simple): (See previous entry).

PRONE & SERIOUSLY INJURED FIGHTERS

Fighters that are Prone and Seriously Injured have more pressing concerns than the battle that rages around them. Often in considerable pain and usually bleeding profusely, Seriously Injured fighters are concerned primarily with making their way to safety, away from their enemies. Therefore, Prone and Seriously Injured fighters may only perform the following action:

Crawl (Double): (See previous entry).

CHANGING FACING

Fighters can change their facing during their activation, representing them turning in place, or turning their head from side to side. When a Standing fighter is activated, they may turn to face any direction their controlling player wishes, before making either of their actions. Changing facing in this way does not count as moving, and therefore can be combined with any other action.

Players should note, however, that a fighter that changes their facing when Standing and Engaged will normally suffer negative modifiers to any Hit rolls they make. This represents the fighter turning quickly to confront an attacker.

Prone fighters, as has been mentioned previously, have no facing. When they stand up, the controlling player can choose in which direction they face.

BROKEN FIGHTERS

Fighters can be subject to the Broken condition as described on page 33.

A Broken fighter is one that has lost their nerve, a fighter that wants nothing more than to get to a safe place where they can regain their composure. Any fighter subject to the Broken condition must perform a Running for Cover (Double) action when activated.

Running For Cover (Double): If the fighter is Standing and Active, they will move 2D6". If the fighter is Prone and Pinned or Prone and Seriously Injured, they can only move half of their Movement characteristic.

When a Broken fighter moves they must attempt to end their move, in order of priority:

- So that they are more than 3" away from enemy models.
- So that they are out of line of sight of enemy models.
- In partial or full cover.
- As far away from any enemy models as possible.

If a Broken fighter is Standing and Engaged when activated, they must make an Initiative check. If it is passed, they must move as described previously. Each enemy fighter that is Engaged with them makes an Initiative check and if passed can make Reaction attacks before the Broken fighter is moved. If the Broken fighter fails the Initiative check, they remain Engaged and can perform no further actions.

INSANITY

Models that have become subject to the Insane condition for any reason can act quite erratically when activated. When activating an Insane model, roll a D6 and consult the table below:

D6	Result
1-2	The model immediately becomes Broken – or, if they were already Broken, they flee the battlefield (even if their gang has not failed a Bottle test).
3-4	The opposing player can control the Insane model for the duration of this activation, treating them as part of their gang in all respects until their activation ends. As soon as their activation ends, the Insane model no longer counts as being a part of the opposing gang. In the case of a multi-player game, the winner of a roll-off between the other players will control the Insane model.
5-6	The model can act as normal. Once their activation is over, make a Willpower check for them. If it is passed, they lose their Insanity marker.

*"The Mercator Gelt
might run the trade
but the gangs run the
roads."*

Slate Merdena,
House Orlock
Road Boss

VEHICLE ACTIONS

The following list details all of the core actions vehicles may perform in Necromunda. This list is by no means exhaustive, however, with skills, scenarios, special terrain features and more introducing further actions that vehicles may perform. As with fighters, vehicles may perform two actions during their activation.

MOBILE VEHICLES

Mobile vehicles can perform a wide range of actions.

Move (Simple): The vehicle may do each of the following:

- Move in a straight line directly forwards a distance up to its Movement characteristic.
- Make a single pivot around its centre of up to 90° at any point before, during or after its move.
- Cross any gap between two platforms that is no wider than the length of the vehicle as long as the initial platform isn't lower than the target platform (if they try to cross a bigger gap they will fall as described on page 71).
- Cross certain terrain features – see page 69.

Manoeuvre (Simple): The vehicle may do each of the following:

- Move in a straight line directly forwards or backwards a distance up to half its Movement characteristic.
- Make any number of pivots around its centre of up to 90° at any point before, during or after its move.
- Cross certain terrain features – see page 69.

Move & Shoot (Basic): The vehicle may move as if making a Move (Simple) action, halving its Movement characteristic. At any point before, during or after its move, the vehicle makes a ranged attack with either one weapon that has the Crew Weapon trait or a sidearm. A vehicle cannot perform both this and the Fire All (Basic) action in the same activation.

Fire All (Basic): The vehicle may make one ranged attack with each weapon that has the Crew Weapon trait. A vehicle cannot perform both this and the Move & Shoot action in the same activation.

Reload (Simple): Pick a weapon on this vehicle with the Crew Operated trait or a weapon the crew is equipped with that is Out of Ammo and make an Ammo check. If the check is passed, the weapon is reloaded and the Out of Ammo marker is removed.

Aim (Basic): If the vehicle makes a subsequent Fire All (Basic) action, apply a +1 modifier to any Hit rolls they make.

Drift (Basic): The vehicle may move up to half its Movement characteristic in a straight line anywhere in its Side arc. Once it has finished the move, make a Loss of Control test (see page 92) applying a +1 modifier.

Ram (Double): The vehicle moves as if making a Move (Simple) action, but adds D6" to the distance it can move. If, during this movement, it has a head-on collision with another vehicle or a terrain feature, this vehicle halves its Movement characteristic when working out the Strength, AP and damage of the hit it suffers – the impacted vehicle suffers a hit as normal. After the collision has been resolved, the vehicle's activation ends.

Spin (Basic): The vehicle may move as if performing a Move (Simple) action but may turn up to 180° instead of 90°. Immediately after completing the turn, take a Loss of Control test (see page 92).

Full Throttle (Double): The vehicle moves as if making a Move (Simple) action, but may move up to three times its Movement characteristic. If it makes a turn at any point during this move then immediately make a Loss of Control test with a -1 modifier.

STATIONARY VEHICLES

Stationary vehicles can perform only a limited number of actions. What these are depends upon their Secondary Status: Stalled or Wrecked.

STATIONARY & STALLED VEHICLES

Vehicles that are Stationary and Stalled are able to perform any of the following actions:

Jump Start (Simple): The driver frantically tries to restart their vehicle. Make a Handling check for the vehicle, applying a +1 modifier unless the vehicle only has 1 HP remaining:

- If the Handling check is passed, the vehicle immediately restarts, changing its status to Mobile.
- If the Handling check is failed, the vehicle refuses to restart and it remains Stalled.

Turn-over (Basic): Whilst trying to restart the vehicle, the engine turns over briefly, allowing the vehicle to move in small bounds. The vehicle moves as if making a Move (Simple) action, but may only move D3". Additionally, apply a +1 modifier to the next test to Restart the vehicle.

Free Wheel (Basic): The driver releases the brakes, letting gravity pull the vehicle. The vehicle moves as if making a Move (Simple) action, but it may only move D6". Additionally, the vehicle will naturally follow the incline of the battlefield. Roll a D6:

- On a 1-3, the vehicle moves forwards.
- On a 4-6, the vehicle moves backwards.

If the vehicle collides with another vehicle or a terrain feature during this move, it stops automatically. Collision damage is worked out as normal.

Fire All (Basic): (See previous entry).

STATIONARY & WRECKED VEHICLES

Vehicles that are Stationary and Wrecked no longer participate in the battle. The crew will have gone Out of Action and fighters on board might have been thrown clear (see page 90), and the vehicle itself has been reduced to a terrain feature. Therefore, a Stationary and Wrecked vehicle is not given a Ready marker during the Ready Gang step of the Priority phase, is not activated during the Action phase, and is unable to perform any actions.

BROKEN VEHICLES

Vehicles can be subject to the Broken Condition as described on page 33. A Broken vehicle is one that has lost its nerve, its crew wants nothing more than to get to a safe place where they can regain their composure.

When activated, if Mobile, any vehicle subject to the Broken Condition must perform the Break for Air (Double) action; if Stationary it must perform the Burn Out (Double) action. Its activation then immediately ends.

Break for Air (Double): Desperate to escape the chaos of battle and get some air, the vehicle moves as if making a Move (Simple) action but moves 3D6" with no limit to the number of pivots it can make.

When a Broken vehicle moves, it must attempt to end its move, in order of priority:

- So that it is more than 3" away from enemy models.
- So that it is out of line of sight of enemy models.
- In partial or full cover.
- As far away from any enemy models as possible.

Burn Out (Double): Panicked, the vehicle's crew try to restart the vehicle in order to escape. However, repeated attempts to restart it cause thick clouds of smoke and ash to billow from its exhausts and wheels. Place D3 markers anywhere within 1" of the vehicle, each of these markers is subject to the Smoke weapon trait.

In the End phase of any round in which this action was performed, the vehicle will suffer a -1 modifier to its Restart test for each Smoke marker placed.



MOVEMENT

During the Action phase, a number of actions allow a model to move in different ways, as detailed previously. Sometimes, a model may even be moved involuntarily as a result of an enemy attack or an in-game effect. This section deals with how models are moved around the tabletop and how terrain can hinder their progress.

MOVING MODELS

All models, be they fighters or vehicles, move by performing actions. For example, a fighter might perform a Move (Simple) action to advance cautiously, or may perform two Move (Simple) actions in quick succession to run forward and cover a lot more ground. A fighter might Charge (Double) to get into combat, or Crawl (Double) to get out of the firing line.

A model is not obliged to move its full Movement allowance, it can move any distance up to its Movement allowance, but it cannot move further. A fighter need not move in a straight line, vehicles however are more restricted; a fighter can zigzag around terrain as appropriate (though note that a Charge (Double) action should take the shortest route possible), whereas a vehicle can make a number of turns based upon the action being performed. After moving, a fighter can turn to face any direction, whereas a vehicle's facing will be determined by the action it performed.

All actions that include movement must be declared before any measuring is carried out. Sometimes, after a model's declared movement is measured, it may become obvious that it does not have as much movement as hoped and will end its movement short of where the controlling player had planned. In this case, move the model as far as possible in the desired direction, and try to make good use of any available cover!

Note that, in the case of a fighter performing a Charge (Double) action, if the fighter has insufficient movement to make it into base to base contact with an enemy fighter, they must still move the full distance (stopping 1" away, as follows) and may often end their movement in a very dangerous position!

THE 1" RULE

Fighters cannot move to within 1" of an enemy fighter during their activation, unless that enemy fighter is Prone and Seriously Injured. Vehicles suffer no such restriction and can move to within 1" of any enemy model during their activation, as described on the opposite page.

The only exception to this rule is when a Standing and Active fighter performs a Charge (Double) action, in which case they may move to within 1" of one or more enemy fighters, provided that they end their movement in base to base contact with one or more enemy fighters. If a fighter performing a Charge (Double) action has sufficient movement to get within 1" of an enemy fighter but does not have sufficient movement to make it into base to base contact with the enemy fighter, they must stop moving 1" away.

It may occur that a fighter is moved involuntarily to within 1" of an enemy model. For example, a fighter with the Hurl skill may throw an enemy fighter that they are Engaged with, which may result in that fighter coming into contact with other fighters, friendly or enemy. Should this happen, the normal rules described previously are temporarily suspended until the movement and any other effects it causes have been fully resolved (such as in the previous Hurl example, in which case the fighters would suffer hits as a result of coming into contact with one another). Once they have been, move the model that was involuntarily moved by the shortest route possible until it is 1" away from the enemy model.

DIRECTLY TOWARDS & DIRECTLY AWAY FROM

Sometimes, the rules will say that a model needs to move directly towards another model. To do this, trace an imaginary straight line that crosses through the centre of each model – the moving model then moves towards the other along this line the required distance. Similarly, to move directly away from another model, follow the same method but move the moving model away.

As always, this cannot make a model move through a solid terrain feature. Should a model contact a solid terrain feature, it stops and does not move further.

VEHICLE IMPACTS

There are several ways in which vehicles can impact other models, and even terrain. What happens when they do depends upon the nature of the impact.

RUNNING OVER FIGHTERS

If a moving vehicle comes into contact with a fighter's base, the fighter is moved by the smallest amount possible to allow the vehicle to pass, ensuring the fighter does not end up within 1" of the vehicle. Once the vehicle's movement has been completed, make an Initiative check for each Standing or Prone and Pinned fighter moved in this way, applying a +1 modifier if the fighter was Standing. If the fighter is Seriously Injured, they will only pass this check on a natural roll of a 6.

If this check is passed, the fighter was able to dodge safely aside. If, however, this check is failed, the fighter immediately becomes Prone and Pinned and suffers an automatic hit. See the Vehicle Collision Damage table to determine the power of the hit.

VEHICLE COLLISION DAMAGE TABLE

There are many circumstances when a vehicle might collide with another part of the battlefield, be it another vehicle, a fighter or terrain. When this happens use the Movement characteristic of the moving vehicle on the table below to determine the Strength, AP and Damage of the impact.

A vehicle that is Stationary and Stalled but has moved as part of a Jump Start, Turn-over, Free Wheel action or as a result of suffering a vehicle collision is assumed to have a Movement characteristic of 3.

Movement Characteristic	Strength	AP	Damage
3-5	3	-	1
6-7	5	-1	1
8-9	7	-2	2
10+	9	-3	3

Ridgeways criss-cross the wastes like so many raised scars on the flesh of the world, and it is upon their backs that the roads and rails of Necromunda convey travellers between the hives. These elevated roadways protect vehicles and caravans from whatever local hazardous terrain abounds, often crossing areas otherwise impassable to trade. Raised as they are for all to see, they also both expose travellers to the gaze of raiders and wasteland predators, but give them an impressive vantage point with which to see attackers approaching upon them.

VEHICLE COLLISIONS

There are two types of vehicle collisions: head-on and side-on:

HEAD-ON COLLISIONS

If, during the course of its movement, a vehicle's Front arc makes contact with any part of another vehicle, a head-on collision has occurred. When this happens, compare the Toughness value of the impact arcs of the two vehicles:

- If the Toughness of both vehicles is the same, or if the Toughness of the moving vehicle is greater, the impacted vehicle is pushed by the moving vehicle until it reaches the end of its movement.
- If the Toughness of the active vehicle is lower, the active vehicle stops moving immediately.

SIDE-ON COLLISIONS

If, during the course of its movement, a vehicle's Side arc makes contact with any part of another vehicle, a side-on collision has occurred (generally this will be either as the result of a failed Loss of Control test or a vehicle turning). When this happens, make a Handling check for the active vehicle, applying a +1 modifier if its Toughness in the impact arc is greater than that of the other vehicle:

- If the check is passed, the other vehicle is moved by the smallest amount possible to allow the active vehicle to pass.
- If this check is failed, the active vehicle is turned by the smallest amount possible to allow it to continue moving.

COLLIDING WITH TERRAIN

If a vehicle collides with a wall, an impassable or solid terrain feature or a sturdy structure, it will likely come off worse. In such cases, the vehicle is automatically treated as if it had collided with a vehicle that has a greater Toughness than it, whilst the terrain will suffer no damage.

If a vehicle collides with an obstacle or a flimsy structure, that terrain feature will be destroyed and is removed from the battlefield. Any fighters on top of it immediately fall. The vehicle itself is treated as having collided with a vehicle that has a lower Toughness than it.

VEHICLE COLLISION DAMAGE

In either case, once the active vehicle has finished its movement, both vehicles will suffer an automatic hit. The Strength, AP and Damage of this hit is determined by the Vehicle Collision Damage table on page 67. All hits are resolved against the Toughness value of the facing that suffers the hit.

If the Toughness of one of the vehicles is lower, increase the Strength, AP and Damage of the hit against it by 1. Applying damage to vehicles is discussed later (see page 85).

CHAIN COLLISIONS

It is possible (some might even say likely!) that a chain reaction of collisions may occur as vehicles push each other into rocky outcrops and other battlefield features.

When this happens, fully resolve the damage from each collision in the order they occur. If a subsequent collision occurs due to a vehicle being pushed, use the initial vehicle's Movement characteristic when determining the power of the impact.

Finally, if a vehicle stops due to impacting impassable terrain or a vehicle with a higher Toughness value then all the vehicles involved in the collision stop.

TERRAIN

As mentioned previously, terrain features prominently in games of Necromunda. One of the most obvious ways in which models interact with terrain is when they attempt to move through and over it. The following section covers the various ways in which terrain affects a model's movement.

DIFFICULT TERRAIN

From pools of toxic sludge or areas of fallen rubble deep in the underhive, to areas of uneven and rocky ground in the ash wastes – there are numerous things that can make the terrain difficult to cross.

For every 1" a fighter moves through any terrain designated as difficult terrain when setting up the battlefield, it counts as having moved 2".

DANGEROUS TERRAIN

Vats of molten metal, jagged rocks so sharp they can tear through plates of armour and drive shafts with ease, and more besides – any terrain feature designated as dangerous when setting up the battlefield can pose a huge risk to models crossing it.

A model may cross dangerous terrain in the same way as difficult terrain. However, a fighter must also pass an Initiative check, whilst a vehicle must also pass a Handling check. If this check is passed, the model crosses the terrain safely. If it is failed, a fighter will immediately go Out of Action (see page 82), whilst a vehicle will suffer an immediate Catastrophic hit to its Drive (see page 89).

VEHICLES AND DIFFICULT TERRAIN

How a vehicle interacts with difficult terrain depends upon how the vehicle moves. This will be indicated in the vehicle's rules.

Wheeled: Wheeled vehicles are able to reach high speeds but struggle to maintain the speed over rough terrain. For every 1" a wheeled vehicle moves through difficult terrain, it counts as having moved 2".

Tracked: Tracked vehicles are designed to keep going over all terrain – though they struggle to reach high speeds. A tracked vehicle suffers no penalty for moving over difficult terrain.

Skimmers: Skimmers ignore all difficult terrain and dangerous terrain when moving. However, if it ends its activation on difficult terrain or dangerous terrain, it must make a Handling check. If the check is passed, it has successfully negotiated the terrain. If it is failed, it suffers an immediate Catastrophic hit to its Drive.

FIGHTER MOVEMENT ON VEHICLES

In the ash wastes, gang members scramble over vehicles as they race along, engaging in rooftop fights and leaping from one vehicle to another.

To represent this, fighters treat vehicles like terrain for the purposes of movement, climbing up the sides and leaping onto them from gantries (though falling and ending up Prone next to a vehicle is a very dangerous position to be in).

However, trying to balance on the roof of a speeding vehicle is a tricky proposition. Whenever a vehicle moves, any fighters on it, except those on designated transport spaces, must immediately pass an Initiative check or fall. If they fall, place them 1" away from the vehicle in a direction determined by the Scatter dice after the vehicle has finished moving. If this causes them to land within ½" of the edge of a platform, they must test again to avoid falling (see page 71). If it would cause them to hit impassable terrain, move them the shortest distance so as to be able to be placed. They only need to test once during each vehicle's activation, though will also have to test if the vehicle they are on is moved as part of a collision.

Note that objects such as Loot caskets will automatically fall off a vehicle if not placed in a designated transport area, unless it is in base contact with a fighter which passes its Initiative check.

OBSTACLES

Obstacles are any free standing terrain feature measuring no more than 2" high and no more than 2" across, such as barricades, barrels and pipelines. Fighters may cross obstacles as they move, but doing so reduces their movement by a number of inches equal to the height of the obstacle. A fighter may not end their movement on top of an obstacle.

Vehicles may cross obstacles as they move, and in doing so will destroy the obstacle and cause it to be removed from the battlefield. However, when moving across an obstacle in this way, a vehicle may take damage, see *Colliding with Terrain* on page 68.

STRUCTURES (STURDY & FLIMSY)

Structures are any terrain feature measuring more than 2" high or more than 2" across, be they free standing or connected to other terrain features in some way. Fighters may climb up and onto structures and between the various levels and platforms of a structure as they move, and may end their movement on any level of a structure if there is sufficient space for their base (see *Climbing* later). Vehicles may not.

Vehicles may suffer damage when colliding with a structure, and if flimsy the structure will be destroyed (see page 68).



IMPASSABLE TERRAIN & SOLID TERRAIN FEATURES

As mentioned previously, any terrain can be designated impassable when setting up the battlefield, regardless of size. Impassable terrain may include solid sections of walls, vertiginous towers or towering vats of molten metal. Models may not move across impassable terrain.

Ductways: Ductways are only present during Zone Mortalis battles and can be represented either by a marker placed on or next to a wall, or by a scenic ductway opening modelled onto the wall itself. Note, however, that such a feature must be present on both sides of the wall!

A ductway can be up to a maximum of 2" in length and can be placed across any 2" wide wall or any other terrain features that would otherwise be impassable. Their presence creates an exception to the rule that fighters may not move across impassable terrain and allows fighters to crawl through a narrow duct and traverse the terrain feature by using the *Crawl Through Ductway (Double)* action.

CLIMBING

Fighters can climb up or down any vertical surface to reach a higher level or platform of a structure during their movement. Vehicles or models with the *Mounted* condition may not climb. For every 1" a fighter moves vertically by climbing, they count as having moved 2".

A fighter cannot end their activation mid-climb; they must have sufficient movement to reach a flat surface. If they cannot, they will stay where they were when the action was declared. Players should note that a fighter may end a *Move (Simple)* action mid-climb, provided that they are able to immediately use another action to complete the climb.

Stepping Up: Whilst moving, a fighter may freely 'step up' onto another level or platform of a structure, provided that it is no more than $\frac{1}{2}$ " higher than the level they are currently on. If the difference in height is more than $\frac{1}{2}$ ", they must climb as described previously.

Overhangs: When climbing, a fighter can traverse an overhang as long as it protrudes no more than 1" from the vertical surface. Overhangs that protrude more than 1" are considered impassable to a climbing fighter.

Ladders & Stairs: When climbing a ladder or stairs between the levels of a structure, there are no modifiers to a fighter's movement.

LEAPING GAPS

A moving fighter may attempt to leap across any gap that is bigger than their base, provided that they have enough Movement to do so. The fighter stops at the edge and makes an Initiative check. If they pass, they leap the gap and may continue moving. If they fail, they will fall straight down by the shortest possible route to the next level down and will suffer a hit as follows.

JUMPING DOWN

A fighter may attempt to jump down to a level below or to Disembark from a vehicle. They must pass an Initiative check with no modifier for the first 2" jumped, but with a cumulative -1 modifier for every additional 2" jumped (rounded up). If the check is failed, they fall and may suffer a hit as follows.

FALLING HAZARDS

A fighter is at risk of falling if they go from Standing to Prone whilst within $\frac{1}{2}$ " of the edge of a level or platform. Should this happen, the fighter must make an Initiative check. If the check is passed, nothing happens. If the check is failed or if a natural 1 is rolled, the fighter will fall as follows.

Railings: If the nearest edge of a level or platform is bounded by a railing or similar barrier at least $\frac{1}{2}$ " tall, the chance of falling is reduced. Add 1 to the result of the Initiative check to see if the fighter falls.

FALLING

If a fighter falls 3" or more, or fails to Jump Down, they will take a hit as described on page 84 based on how far they fell, rounded up to the nearest inch.

A falling fighter is immediately Prone and Pinned and their activation ends. If they land on top of another fighter, that fighter is also Pinned and suffers a hit identical to that taken by the falling fighter. Move the falling fighter the shortest possible distance so that the two are not overlapping. Once the hits have been resolved, and if neither fighter is Prone and Seriously Injured, if the falling fighter fell on an enemy fighter, move the fighter that fell by the shortest route possible until they are 1" away from the enemy fighter.

If a falling fighter lands within $\frac{1}{2}$ " of a platform edge, they must pass an Initiative check or will fall again.

VEHICLES AND FALLING

Sometimes, whether due to a particularly foolhardy driver deliberately driving off or a vehicle losing control/being rammed, a vehicle will fall off an elevated height. When this happens the vehicle must pass a Loss of Control test (see page 92) with a cumulative -1 modifier for every 3" fallen, rounding up to the nearest inch. In addition they take a hit as described on page 85 resolving damage against the Rear Toughness and Drive location.

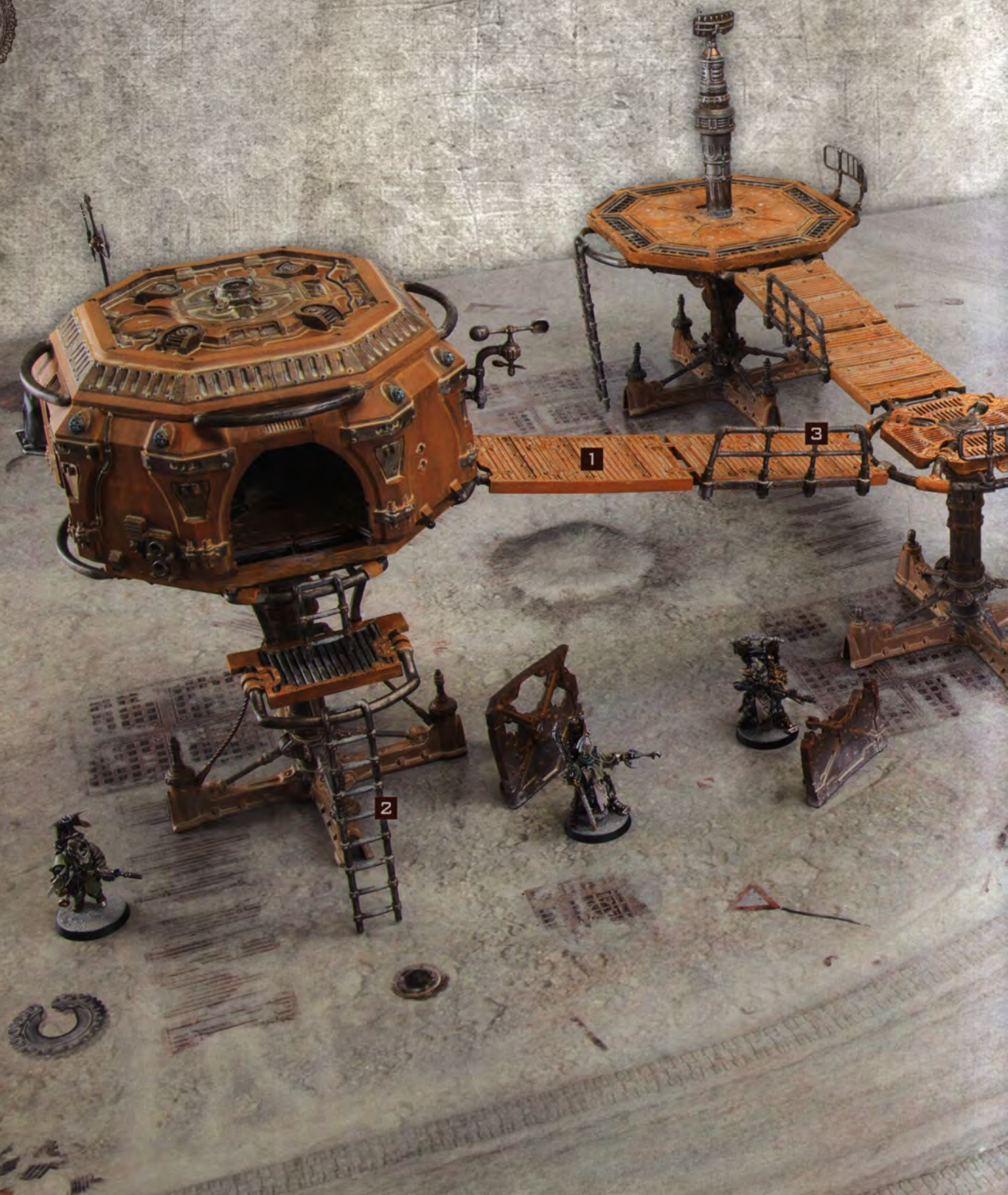
ASH WASTES TERRAIN

1. Ramps and Walkways: These count as open terrain and are not considered part of the Battlefield Surface (see page 125).

2. Ladders: These can be used to climb to different levels (see page 70).

3. Railings: These help to reduce the chance of falling off from a platform (see page 71).

4. Hab building: These are Sturdy Structures that provide shelter from some of the weather effects (see page 128) and can also be used to grant models full or partial cover (see page 26).



5. Doors: These can be set to either open or closed, and interacted with using the Operate Door (Simple) action (see page 61).

6. Steps: The height difference between a walkway and hab building is less than $\frac{1}{2}$ " so fighters may move freely from one onto the other without using extra movement (see page 71).



SHOOTING

There are several ways in which a model can make a ranged attack against an enemy model, most frequently by performing an action that allows it to do so, but certain skills and gang tactics will also allow various models to make a ranged attack outside of the game's normal sequence.

Whenever a model makes a ranged attack against one or more enemy models, this sequence is followed:

1. Assess Target Priority
2. Declare the Shot
3. Measure Range
4. Make the Hit Roll
5. Resolve Hits

1. ASSESS TARGET PRIORITY

When a model makes a ranged attack, it must be against the closest eligible target. An eligible target is an enemy model that is within both the vision arc and line of sight of a fighter, or within the vision arc and line of sight of the weapon being fired by a vehicle.

An enemy model is an eligible target even if it is Engaged by a friendly fighter. However, if the closest eligible target is Seriously Injured, Wrecked or harder to hit than one further away (due to negative modifiers applied to the Hit roll), the attacking model may choose to ignore it. Otherwise, to make a ranged attack against an eligible target that is not the closest, the attacking model must first pass a Cool check (in the case of a vehicle, use the Cool characteristic of either the crew, or the fighter manning the weapon as appropriate). If this check is passed, the ranged attacks may be made against any eligible target. If it is failed, a ranged attack can only be made against the closest eligible target.

Fighters in Hiding: The attacking model cannot target an enemy fighter if they are both Prone (either Pinned or Seriously Injured) and in partial or full cover – they are assumed to be keeping their head very low!

2. DECLARE THE SHOT

Once target priority has been assessed, choose a ranged weapon the model is armed with, and nominate an eligible target to be the target of the ranged attack.

3. MEASURE RANGE

Next, measure the distance between the model making the ranged attack and the target, to ensure that the target is within the Range of the weapon. In the case of a fighter, range is measured from the model to the nearest point of the target model. In the case of a vehicle, range is measured from the weapon to the nearest point of the target model.

If the target is outside the weapon's Long range, the attack automatically misses. However, the Firepower dice must still be rolled.



The first example shows the distance measured between a fighter and the closest point of an enemy vehicle. The second example shows the range measured between a weapon mounted on a vehicle and the closest point of an enemy fighter. Note that, in the second example, the weapon itself is not the closest point of the vehicle to the enemy fighter.

4. MAKE THE HIT ROLL

A Hit roll is a Ballistic Skill check made against the BS of the model making the shot. In the case of a fighter, use the BS of the fighter. In the case of a vehicle, use the BS of either the crew, or the fighter manning the weapon being used, as appropriate. The following modifiers may apply to the Hit roll:

In Partial Cover (-1): if the target is in partial cover (see page 26), apply a -1 modifier.

In Full Cover (-2): if the target is in full cover (see page 26), apply a -2 modifier.

Accuracy Modifier (+/-?): If the weapon has an Accuracy modifier on its profile and the target is within that range, apply the modifier.

Target is Engaged (-1): If the target is Standing and Engaged, apply a -1 modifier.

Target is Prone (-1, Long Range Only): If the target is Prone (either Pinned or Seriously Injured) and the attacker is firing at Long range, apply a -1 modifier.

Rolls of a Natural 1: If, when making a ranged attack, the hit roll is a natural 1, the attack automatically misses, regardless of any modifiers that may apply.

Improbable Shots: If the negative modifiers applied to a Hit roll mean that it is impossible to score a hit, the attack is an Improbable Shot. To make a Hit roll for an Improbable Shot, roll a D6. On a 1-5, the attack misses. On a 6, there is a chance that it will hit; make a second Hit roll as normal, using only the fighter's Ballistic Skill and ignoring any other modifiers.

HIT FIGHTERS BECOME PINNED

The vast majority of fighters, when they find themselves under enemy fire, will duck for cover and attempt to keep their head down. To represent this, when a Standing and Active fighter is hit by a ranged attack, they are automatically placed Prone and Pinned. Players should note that a Standing and Engaged fighter cannot become Prone and Pinned.

5. RESOLVE HITS

For each BS check that is passed when making a Hit roll, a hit is scored. Each hit scored is resolved as described on page 81.

STRAY SHOTS

If an attack with a ranged weapon misses, there is a chance that another fighter, friend or foe, that is Engaging the target will be hit. Equally, there is a chance that any model, friend or foe, that is within 1" of the line along which the range between the attacker and the target was measured, will be hit.

If the attack misses, roll a D6 for each model that is at risk of being hit, starting with the model closest to the attacker. On the roll of 1, 2 or 3, that model is hit by the attack. On a 4, 5 or 6, the shot misses it – move on to the next model at risk of being hit.

If the attack would have caused more than one hit, follow this sequence for every hit.

TWIN GUNS BLAZING

If a fighter is armed with two weapons that both have the Sidearm trait, they can fire both at the same time, targeting the same enemy model, as part of a single Shoot (Basic) action. Make the Hit roll for each weapon being used before resolving any hits scored. Both attacks must be made against the same target and the Hit roll for each suffers a -1 modifier.

THE FIREPOWER DICE

Every time an attack is made with a ranged weapon (including when using a weapon with the Sidearm trait in close combat), a Firepower dice must also be rolled. Even if no Hit roll is made for the attack, and even if the weapon does not have the Rapid Fire trait, a Firepower dice must still be rolled.

For example, if the target is found to be out of range when measuring range, the attack will automatically miss, but a Firepower dice must still be rolled. Or if the weapon has the Template trait, meaning models touched by the Flame template are automatically hit, a Firepower dice must still be rolled.

If the Ammo symbol is rolled, there is a chance the weapon has run Out of Ammo, jammed, or encountered some other malfunction.

Immediately make an Ammo check for the weapon, testing against its Ammo characteristic. If this check is passed, nothing happens. If this check is failed, the weapon itself becomes subject to the Out of Ammo condition. The attack that caused the Ammo check to be made is then resolved as normal, but the weapon cannot be used again until it is reloaded by performing a successful Reload (Simple) action for it.

MULTIPLE WEAPON PROFILES

Some weapons have more than one weapon profile – shotguns, for example, which can be loaded with several different types of ammunition. When declaring a ranged attack with such a weapon, the player must declare which profile they will use, chosen from the profiles available. For example, a shotgun may fire ‘solid’ and ‘scatter’ ammo as standard, and may be loaded with and use ‘executioner’ ammo if purchased.

Should a weapon with more than one weapon profile fail an Ammo check for one of its profiles, it is considered to have failed an Ammo check for all of its profiles.

The weapon cannot be used at all until a Reload (Simple) action has been successfully performed, using any one of the weapon’s available profiles, chosen by the controlling player.

If a profile that has either the Scarce or Limited trait fails an Ammo check, that profile may not be used for the remainder of the battle.



Most of the faces on the Firepower dice feature a number of bullet holes: one, two or three. In most cases, rolling one of these symbols means the weapon hasn’t run out of ammo, jammed or otherwise malfunctioned. If, however, the weapon being fired has the Rapid Fire (X) trait, the number of bullet holes rolled indicates the number of shots made.



This symbol indicates that the weapon has run out of ammo, jammed or malfunctioned, and that an Ammo roll is required. Rolling this symbol doesn’t mean that the attack itself misses, based on the Ballistic Skill check the attack may still hit its target. However, regardless of the Ballistic Skill check, something has gone wrong and an Ammo check must be made.

In addition, and as normal, if the weapon being fired has the Rapid Fire (X) trait, the number of bullet holes rolled indicates the number of shots made.



BLAST MARKERS

When making a ranged attack with a weapon that has the Blast (X) trait, a model may target a point on the battlefield instead of an eligible target:

- Place the appropriately sized Blast marker (determined by the number in brackets after the trait on the weapon's profile) so that the central hole is anywhere within line of sight of the model making the attack.
- Measure the distance between the attacking model and the Blast marker. If the central hole is beyond the Long range of the weapon, the Blast marker is moved directly back towards the attacking model until the central hole is within range.
- Make a Hit roll as normal:
 - If the attack hits, the Blast marker stays where it is.
 - Otherwise, roll a Scatter dice and a D6. The Blast marker moves in the direction shown by the Scatter dice (using the small arrow if the Hit symbol is rolled) a number of inches equal to the number rolled on the D6. The marker will stop moving if the central hole comes into contact with a solid or impassable feature.
- Once the Blast marker's position has been established, every model (friend or foe) that lies beneath the Blast marker (fully or partially) is hit by the attack (unless there is a solid terrain feature between them and the centre of the Blast marker).
- Follow step 5 of the Shooting sequence as normal for each model hit, in an order of the attacking player's choice. Players should note that, after scattering, the Blast marker may end beyond the weapon's range or out of line of sight.

Misfires: If a Hit is rolled on the Scatter dice and a 1 is rolled on the D6, something has gone wrong. Roll another D6. On a 2-6, the shot is a dud; the attack ends and the Blast marker is removed. If the roll is a 1, the weapon has misfired; centre the Blast marker over the attacking model and resolve the attack as normal.

FLAME TEMPLATES

If attacking with any weapon with the Template trait, the weapon will make use of the Flame template to determine which fighters are hit by the attack:

- Ignore step 1 of the Shooting sequence.
- During step 2 of the Shooting sequence, instead of declaring an enemy to be the target of the attack, place the Flame template so that the narrow end is touching the attacking fighter's base and the entire template is within their vision arc.
- Ignore steps 3 and 4 of the Shooting sequence. Instead, each model (friend or foe) that lies beneath the Flame template (fully or partially) is hit automatically by the attack (unless there is a solid terrain feature between it and the model making the attack).
- Follow step 5 of the Shooting sequence as normal for each model hit, in an order of the attacking player's choice.

BLAST MARKERS, FLAME TEMPLATES & COVER

Models hit by Blast markers and Flame templates may gain a positive modifier to their Save roll if they are in partial or full cover:

- If a fighter hit by a Blast marker is behind partial or full cover in relation to the central hole of the Blast marker, they will benefit from a positive modifier to their Save roll.
- If a fighter hit by a Flame template is behind full or partial cover in relation to the fighter making the attack, they will benefit from a positive modifier to their Save roll.

The modifiers to a fighter's Save roll for being in cover against a Blast marker or Flame template are as follows:

- A fighter in partial cover gains a +1 modifier to their Save roll.
- A fighter in full cover gains a +2 modifier to their Save roll.

These modifiers do not apply to Field armour.

For example, if a fighter wearing mesh armour is behind partial cover in relation to the centre of a Blast marker, their armour save will be increased to 4+ against the attack. If the fighter hit was wearing no armour, they would gain a 6+ Save roll against the attack.

CLOSE COMBAT

Fighters that are Standing and Engaged with an enemy model may make close combat attacks against that model. Most often, this is done by performing a Fight (Basic) action – either on its own when the fighter is activated or for free as part of a Charge (Double) action – or by making Reaction attacks after an enemy fighter they are Engaged with has resolved a Fight (Basic) action against them. Additionally, certain skills, gang tactics and the Mounted condition will also allow fighters to make a close combat attack outside of the normal sequence of the game.

Whenever a fighter makes a close combat attack against one or more enemy models they are Engaged with using a weapon with the Melee or Sidearm trait(s), this sequence is followed:

1. Turn to Face
2. Choose Weapons
3. Determine Attack Dice
4. Declare Targets
5. Make Hit Roll(s)
6. Resolve Hits
7. Reaction Attacks
8. Consolidate or Coup De Grace

1. TURN TO FACE

The attacking fighter may turn to face any direction. Sometimes this will be essential, especially if they wish to attack an enemy that is Engaging them but that is not within their vision arc. However, doing so causes a -1 modifier to apply to the fighter's Hit rolls. This modifier is cumulative with any others. For example, if a fighter that is Broken turns to face before making a Reaction attack, they will suffer a -3 modifier to their Hit rolls.

2. CHOOSE WEAPONS

The controlling player declares which weapons the fighter will use. A fighter can use up to two weapons with either the Melee or the Sidearm trait, but only one if it also has the Unwieldy trait. Alternatively, the fighter may make unarmed attacks.

Unarmed Attacks: A fighter that is not armed with any weapons with either the Melee or Sidearm traits may still make close combat attacks, either as part of an action or as a reaction to an attack from an enemy fighter.

An unarmed attack uses the fighter's unmodified Strength characteristic, has no AP and has a Damage of 1.

3. DETERMINE ATTACK DICE

The number of Attack dice rolled is equal to the fighter's Attacks characteristic, plus the following modifiers:

- Dual Weapons with the Melee or Sidearm trait (+1)
- Charging (+1)

If the fighter is attacking with more than one weapon, the Attack dice must be split as evenly as possible between the two weapons, ideally allocating an equal number of Attack dice to each weapon. Where this is not possible, for instance if the fighter has an odd number of Attacks to make, the controlling player may choose which weapon is allocated the extra Attack dice.

Pistols at Close Quarters: A weapon with the Sidearm trait can only have one Attack dice allocated to it. Any remaining Attack dice must be allocated to a weapon with the Melee trait. If a fighter has no other weapons with the Melee trait, any remaining Attack dice must be allocated to Unarmed attacks, as described previously.

If a fighter attacks with a weapon with the Sidearm trait in close combat, Accuracy modifiers do not apply – this is only used when making ranged attacks.

FIGHTING ACROSS BARRICADES

A fighter that is in base contact with an obstacle that is less than 1" wide counts as being Engaged with an enemy fighter if that enemy fighter is in base contact with the other side of the obstacle, even though the fighters themselves are not in base to base contact. Fighters armed with weapons with the Versatile trait can fight across wider obstacles if the enemy fighter is within the range of the weapon.

4. DECLARE TARGETS

When a fighter makes a close combat attack, it must be against an eligible target. An eligible target is an enemy model that is within the vision arc of the fighter, and that the fighter is Engaging, as described on page 30. If there is more than one eligible target, close combat attacks can be split between them as the player wishes.

5. MAKE HIT ROLL(S)

Each Attack dice is used to make a Hit roll. A Hit roll is a Weapon Skill check made against the WS of the attacking fighter. Roll separately for each different weapon being used by the fighter and/or for different targets.

Hit rolls may be modified by +1 for an assist from a friendly fighter also Engaged with the target, or by -1 for an enemy fighter also Engaging the attacker (as follows).

Note that BS is not used to make Hit rolls in close combat, even when a ranged weapon with the Sidearm trait is used. When making a Hit roll for a weapon with the Sidearm trait, a WS check is made, exactly as described above.

Rolls of a Natural 1: If, when making a close combat attack, the Hit roll is a natural 1, the attack automatically misses, regardless of any modifiers that may apply.

6. RESOLVE HITS

Each attack that scores a hit is resolved as described on page 81.

7. REACTION ATTACKS

If there are still enemies that are Standing and Engaged with the attacker, they may make Reaction attacks, following steps 1-6.

8. CONSOLIDATE OR COUP DE GRACE

If all enemy models the attacker was Engaged with are now either Prone and Seriously Injured or Wrecked, the fighter may make a free Coup De Grace (Simple) action against one such enemy fighter.

Alternatively, if all enemy models the attacker was Engaged with are now Prone and Seriously Injured, have gone Out of Action or are Wrecked, the fighter may move up to 2" in any direction.

ASSISTS & INTERFERENCE

Engaging more than one opponent is much more difficult than Engaging a lone fighter. When making close combat attacks, a fighter can claim 'assists' from friendly fighters who are also Engaged with the target of the attack, and can suffer 'interference' from enemy fighters other than the target of the attack who are also Engaged with them.

ASSISTS

When a fighter makes a close combat attack, they can claim an assist from each other friendly fighter that is:

- Engaged with the target of the close combat attack.
- Not Engaged with any other fighters from the same gang as the target of the attack.

Each assist claimed in this way adds a +1 modifier to the Hit roll.

INTERFERENCE

When a fighter makes a close combat attack, they may suffer interference from each other enemy fighter that is:

- Engaged with the attacker.
- Not Engaged with any other fighters from the same gang as the attacker.

Each interference causes a -1 modifier to apply to the Hit roll.

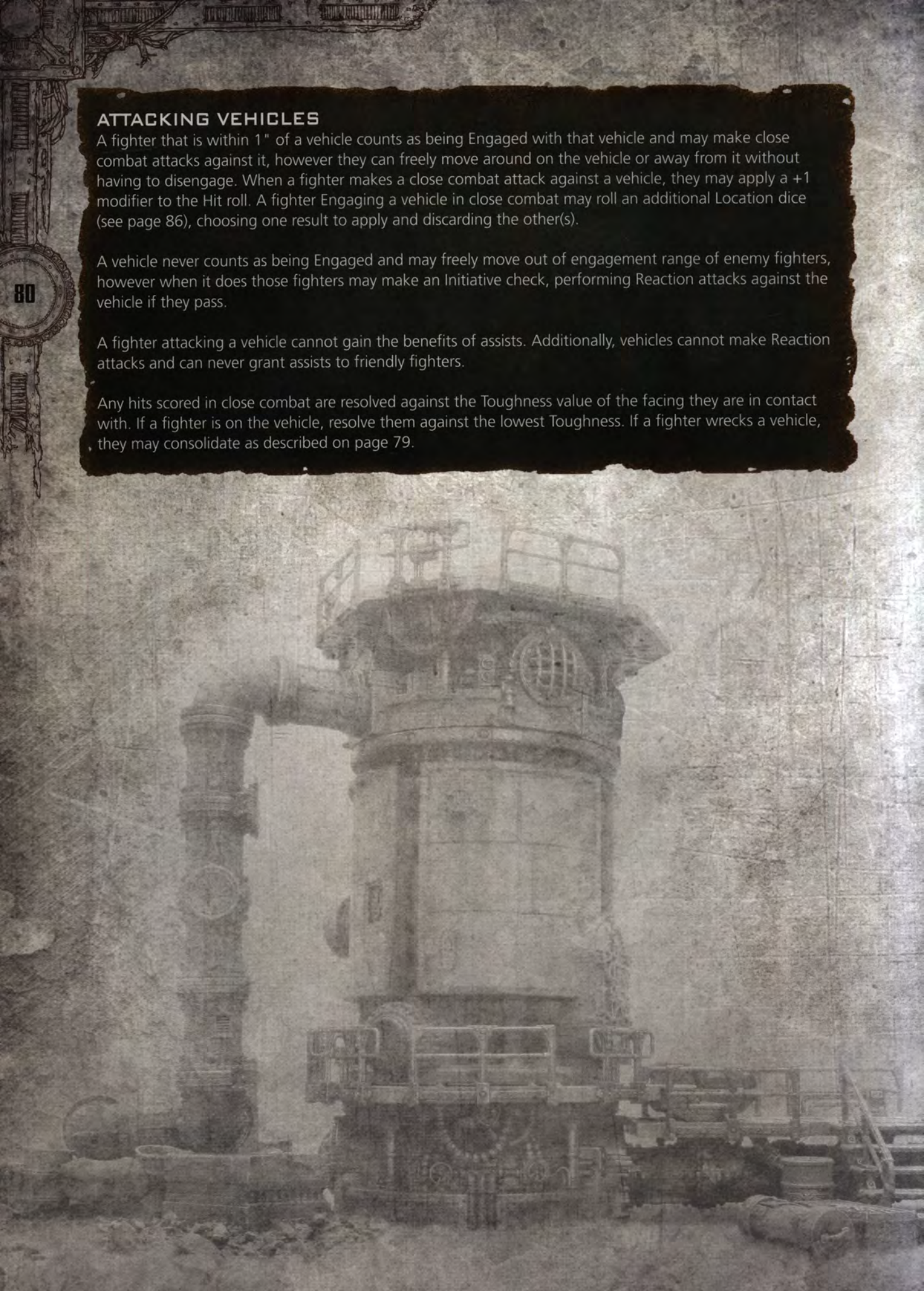
ATTACKING VEHICLES

A fighter that is within 1" of a vehicle counts as being Engaged with that vehicle and may make close combat attacks against it, however they can freely move around on the vehicle or away from it without having to disengage. When a fighter makes a close combat attack against a vehicle, they may apply a +1 modifier to the Hit roll. A fighter Engaging a vehicle in close combat may roll an additional Location dice (see page 86), choosing one result to apply and discarding the other(s).

A vehicle never counts as being Engaged and may freely move out of engagement range of enemy fighters, however when it does those fighters may make an Initiative check, performing Reaction attacks against the vehicle if they pass.

A fighter attacking a vehicle cannot gain the benefits of assists. Additionally, vehicles cannot make Reaction attacks and can never grant assists to friendly fighters.

Any hits scored in close combat are resolved against the Toughness value of the facing they are in contact with. If a fighter is on the vehicle, resolve them against the lowest Toughness. If a fighter wrecks a vehicle, they may consolidate as described on page 79.



RESOLVE HITS

Whenever a successful Hit roll is made against a model, there is a good chance that hit will cause that model to suffer a degree of damage. Determining how badly damaged a model is and what the effects of that damage are differs between fighters and vehicles.

RESOLVING HITS AGAINST FIGHTERS

When a fighter suffers a Hit, follow this sequence:

1. Make Wound Roll
2. Make a Save Roll
3. Inflict Damage

1. MAKE WOUND ROLL

Whenever a Wound roll is made against a fighter, it is always the opposing player that makes it. Cross reference the weapon's Strength with the hit fighter's Toughness and roll a D6 on the table below to determine if the fighter is wounded by the attack:

Strength vs Toughness	D6 Roll Required
Is the Strength TWICE the Toughness or greater?	2+
Is the Strength GREATER than the Toughness?	3+
Is the Strength EQUAL to the Toughness?	4+
Is the Strength LOWER than the Toughness?	5+
Is the Strength HALF the Toughness or lower?	6+

2. MAKE A SAVE ROLL

If a hit results in a successful Wound roll, or leads to an Injury roll being made against the fighter for any reason, the fighter may be able to make a Save roll.

Only one Save roll may be made for each hit that successfully wounds, or leads to an Injury roll being made, regardless of how many different Save rolls a fighter may have. For example, if a fighter wears both mesh armour and a refractor field, they may only attempt a Save roll against a successful Wound roll with one of those items.

Armour saves are made either:

- After the Wound roll is made but before the Wound is removed from the fighter, in which case the Wound is 'saved' and not removed.
- If the attack has a Damage '-' characteristic and causes an Injury dice to be rolled against the fighter for any reason, a Save roll is made before any Injury dice are rolled.

Players should note that some weapon traits will disallow Save rolls. For example, the Gas Weapon trait states that no Save roll can be made. In such cases, regardless of any modifiers, no Save roll can be made.

Armour Penetration: It may happen that the AP characteristic of a weapon is greater than the Save roll granted by the armour a fighter wears, thus cancelling out the Save roll. For example, a fighter wearing mesh armour has a Save roll of 5+, but if they are hit by a weapon with AP -3, no Save roll would be possible.

Positive Save Modifiers: In some situations, such as a fighter benefitting from partial or full cover against an attack that uses a Blast marker, a fighter's Save roll may be improved. In such situations, this positive modifier may be added to a fighter's normal Save roll, but may not be added to Field armour. For example, if a fighter wearing mesh armour (5+ save) and a displacer field (4+ save) gains a +1 modifier to their Save roll, they may improve their mesh armour save to 4+ but may not improve their displacer field save to 3+.

If a fighter not wearing armour benefits from a positive save modifier, treat their save as 7+ for the purposes of modification. For example, if a fighter wearing no armour gains a +2 save modifier, they will be able to make a Save roll of 5+.

Rolls of a Natural 1: A roll of a natural 1 when making a Save roll is always an automatic failure, regardless of any modifiers that may apply.

INJURY DICE

Injury dice are special dice used to determine the severity of the injury a fighter suffers. Each face is marked with one of three different symbols. These are:



Out of Action



Serious Injury



Flesh Wound

3. INFLICT DAMAGE

If a successful Wound roll is not saved, damage is inflicted as follows:

1. Each point of Damage caused by a weapon removes one Wound from a fighter.
2. When a fighter is reduced to 0 Wounds by Damage from an attack, immediately roll one Injury dice and apply the result to the fighter (as follows).
3. If the weapon has additional points of Damage to cause after the last Wound has been removed, immediately roll an additional Injury dice for each and apply the result to the fighter.

For example, if a fighter with two Wounds is hit by a weapon that causes three points of Damage, two Injury dice will be rolled. The first point of Damage removes a Wound, the second reduces the fighter to 0 Wounds and one Injury dice is rolled, and the third and final point of Damage will cause another Injury dice to be rolled.

INJURY DICE

When any number of Injury dice are rolled against a fighter for any reason, apply the results of each individual dice against that fighter as follows:

Out of Action: The fighter succumbs to their injuries and is immediately removed from play and will take no further part in this battle.

Serious Injury: The fighter is placed Prone and laid face-down. They may successfully recover in a later End phase. If this injury was inflicted in close combat, the fighter may be vulnerable to a Coup De Grace (Simple) action (see page 61).

Flesh Wound: The fighter suffers a Flesh Wound, reducing their Toughness characteristic by 1. If a fighter is reduced to Toughness 0, they go Out of Action.

DAMAGE ' - ' WEAPONS

A weapon with a Damage characteristic of '-' does not cause Damage in the usual way and will not cause a fighter to lose a Wound. Such weapons cause injuries through the use of deadly toxins, venoms or gas.

Consequently, if any Injury dice are rolled against a fighter as the result of an attack made by a Damage '-' weapon, the result(s) of the Injury dice are applied as normal. No Wounds are removed from the fighter.

The fighter may suffer a Flesh Wound, indicating they have been weakened by the attack, may suffer a Serious Injury, representing their struggle to shake off the effects of the attack, or may be taken Out of Action as they succumb to the effects of the weapon.

LASTING INJURIES

Whenever a fighter goes Out of Action, the opposing player immediately rolls two D6, one after the other (a D66 roll) and looks up the result on the Lasting Injuries table opposite. During Campaign play, the result is applied against the fighter and a note of the Lasting Injury made on the Gang Roster.

If an Injury roll results in more than one Out of Action result, a separate roll for each is made on the Lasting Injuries table and each result is applied.

Rolling for Lasting Injuries must be done during Campaign play. Should players wish, they can forgo this step during Skirmish play, though making the roll and noting the result can add greatly to the narrative of the battle.

GOING INTO RECOVERY

Some results will cause a fighter to go Into Recovery. During Campaign play, this means that the fighter cannot take part in their gang's next battle, they are recovering from their injuries.

The fighter's In Recovery box on the gang roster is checked, and the fighter must miss both the post-battle sequence of the current battle and their gang's next battle. This means that a fighter with the Gang Hierarchy (X) special rule that has gone Into Recovery may not perform post-battle actions at this time. During the Wrap-up of the gang's next battle, the fighter's In Recovery box will be cleared, the fighter becomes available once again and Leaders and Champions may perform post-battle actions.

Note that no matter how many Lasting Injury rolls are made, a fighter that goes Into Recovery will only miss one battle rather than multiple battles.

D66 Lasting Injury

- | | |
|-------|--|
| 11 | Lesson Learned: The fighter goes Into Recovery but gains D3 XP. |
| 12-26 | Out Cold: The fighter misses the rest of the battle, but avoids any long term injuries. The fighter recovers in time to perform post-battle actions. |
| 31-45 | Grievous Injury: The fighter goes Into Recovery. |
| 46 | Humiliated: The fighter goes Into Recovery. In addition, their Leadership and Cool characteristics are each decreased by 1. |
| 51 | Head Injury: The fighter goes Into Recovery. In addition, their Intelligence and Willpower characteristics are each decreased by 1. |
| 52 | Eye Injury: The fighter goes Into Recovery. In addition, their Ballistic Skill characteristic is decreased by 1. |
| 53 | Hand Injury: The fighter goes Into Recovery. In addition, their Weapon Skill characteristic is decreased by 1. |
| 54 | Hobbled: The fighter goes Into Recovery. In addition, their Movement characteristic is decreased by 1. |
| 55 | Spinal Injury: The fighter goes Into Recovery. In addition, their Strength characteristic is decreased by 1. |
| 56 | Enfeebled: The fighter goes Into Recovery. In addition, their Toughness characteristic is decreased by 1. |
| 61-65 | Critical Injury: The fighter is in a critical condition – if their injuries are not successfully treated by a visit to the Doc (see Medical Escort on page 101) in the post-battle sequence, they will die. |
| 66 | Memorable Death: The fighter is killed instantly – not even the most talented Doc can save them. If the injury was caused by an Attack action, the attacker gains 1 additional XP. |

CHARACTERISTIC REDUCTIONS

Some results on the Lasting Injury table cause a permanent reduction to a fighter's characteristics. Their Fighter card must be amended immediately and a note of the injury suffered made in the Captured By/ Lasting Injury box of the gang roster for the injured fighter – note that their Credits value does not change. No characteristic may ever be reduced below the minimum shown on the table on page 39. Should a Lasting Injury cause a characteristic to be reduced below the minimum, the characteristic is not reduced.

FALLING

As described on page 71, should a model ever fall 3" or more, they will suffer an automatic hit. The Strength, AP and Damage of this hit is determined by how far the model fell, rounded up to the nearest inch:

Distance Fallen	Strength	AP	Damage
3"-5"	3	-	1
6"-7"	5	-1	1
8"-9"	7	-2	2
10"+	9	-3	3

If a falling model lands on top of another model, that fighter will suffer a hit identical to that taken by the falling fighter.

NERVE TESTS

Seeing friends and comrades suffering serious injury can have quite a profound effect upon even the most hardened of underhive gangers. Therefore, fighters have to take a Nerve test when a friendly fighter is Seriously Injured or taken Out of Action within 3" of them, or a vehicle is Wrecked within 6" of them. All fighters must test regardless of their Status and Secondary Status, though it should be noted that some fighters may be subject to a special rule that makes them immune to Nerve tests.

To make a Nerve test, make a Cool check for the fighter, applying a +1 modifier for each friendly fighter within 3" of them that is not Broken and is not Prone and Seriously Injured:

- If the check is passed, nothing happens.
- If the check is failed, the fighter becomes Broken. Place a Broken marker on their Fighter card to indicate that the fighter is subject to the Broken condition:
 - As soon as a fighter becomes Broken, they will immediately activate (even if they have already been activated this round) and make a Running for Cover (Double) action as described on page 63. If the fighter is Ready, they lose their Ready marker.
- Broken fighters may be rallied in the End phase, as described on page 96.
- When a Broken fighter activates in a subsequent round, they may not make any actions other than Running for Cover (Double).
- If a Broken fighter is Engaged by an enemy fighter, they may only make Reaction attacks with a -2 modifier.

VEHICLES AND NERVE TESTS

Whilst seeing fighters taken out does not faze the average vehicle driver (after all, they are protected inside their vehicle), they may become panicked upon seeing other vehicles destroyed. Therefore, vehicles have to take a Nerve test whenever a friendly vehicle is Wrecked with 6" of them. All vehicles must test regardless of their Status and Secondary Status, though some vehicles may be subject to a special rule that makes them immune to Nerve tests.

To make a Nerve test, make a Cool check for the vehicle, applying a +1 modifier for each friendly vehicle within 6" of them that is not Broken and is not Stationary and Wrecked:

- If the check is passed, nothing happens.
- If the check is failed, the vehicle becomes Broken. Place a Broken marker on their Vehicle card to indicate that the vehicle is subject to the Broken condition:
 - As soon as a vehicle becomes Broken, they will immediately activate (even if they have already been activated this round) and if mobile make a Break For Air (Double) action, or if Stationary and Stalled make a Burn Out (Double) action as described on page 65 and then if the vehicle is Ready they lose their Ready marker.
 - Broken vehicles may be rallied in the End phase, as described on page 96.
 - When a Broken vehicle activates in a subsequent round, they may not make any actions other than Break For Air (Double) if Mobile or Burn Out (Double) if Stationary and Stalled.

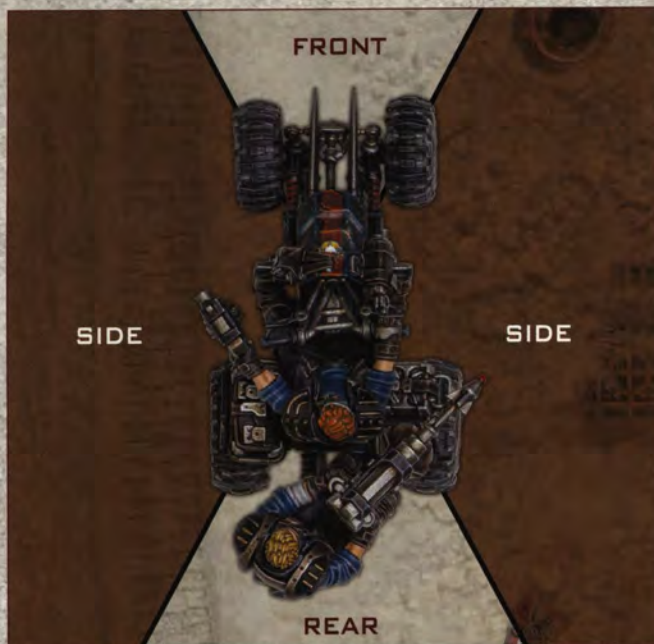
RESOLVING HITS AGAINST VEHICLES

When a vehicle suffers a Hit, follow this sequence:

1. Determine Facing of Attack
2. Make Wound Roll
3. Make Save Roll
4. Determine Damage

1. DETERMINE FACING OF ATTACK

As noted on page 43, all vehicles have three Toughness characteristics; Front, Side and Rear. Each of which corresponds to the vehicle's different vision arcs, as shown in the diagram below.



Every hit a vehicle suffers is resolved against one of these 'facings'. Which facing has been hit depends upon where the attacking model is in relation to the vehicle. To determine this, imaginary lines are drawn from the vehicle, as shown in the diagram; whichever arc the centre of the attacking model's base (or central hole in the case of a Blast template, see page 77) is in is the facing hit.

If there is ever any doubt as to which facing has been hit (for example, if the imaginary line runs through the centre of the attacking model), the better Toughness value is always used.

HULL DOWN VEHICLES

Sometimes, the attacking model will not be able to see any of the vehicle facing whose arc they are in. In these cases the vehicle is said to be hull down, and gains the benefit of being in Full Cover even if not sufficiently obscured.

*'Gravel and Blood!
Don't talk to me about
nomads; bunch of
waster scum the lot of
them just looking to
take what honest folks
have pulled out the
ground with their own
two hands!'*

Mithal Ulfenson,
Ironhead Prospectors,
Cinderak City

LOCATION DICE

Location dice are special dice used to determine the exact location of a hit suffered by a vehicle. Each face is marked with one of four different symbols. These are:



Body



Engine



Crew



Drive

2. MAKE WOUND ROLL

Whenever a Wound roll is made against a vehicle, it is always the opposing player that makes it. Cross reference the weapon's Strength with the Toughness of the facing hit on the vehicle and roll a D6 on the table below to determine if the vehicle is wounded by the attack:

Strength vs Toughness	D6 Roll Required
Is the Strength TWICE the Toughness or greater?	2+
Is the Strength GREATER than the Toughness?	3+
Is the Strength EQUAL to the Toughness?	4+
Is the Strength LOWER than the Toughness?	5+
Is the Strength HALF the Toughness or lower?	6+

3. MAKE SAVE ROLL

If a hit results in a successful Wound roll, or leads to a Damage roll being made against the vehicle for any reason, the vehicle may be able to make a Save roll. This is done in exactly the same way as for fighters, see page 81.

4. DETERMINE DAMAGE

Following an unsuccessful Save roll, instead of inflicting damage as normal, the opposing player should roll both the Damage dice and Location dice simultaneously. It is always the opposing player that rolls Damage dice and Location dice.

A. LOCATION HIT

One or more Location dice are rolled to determine the exact location hit.

In some cases, it will be impossible to hit a certain location from a specific facing (as described in the vehicle's special rules). Should it ever occur that an impossible location has been hit, simply re-roll the Location dice.

MULTIPLE LOCATION DICE

Players should note that, in some cases, more than one Location dice is rolled. When this is the case, it is usual for the player that made the roll to choose a single result to resolve and discard the other dice. Sometimes, however, it may be the player that controls the vehicle that chooses which result to apply. When this is the case, the rules will always make it clear.

In some cases, all of the Location dice rolled may be applied. For example, if a vehicle has suffered several hits at once from a Rapid Fire (X) weapon, a number of Location dice equal to the number of Hits is rolled. Again, when this is the case, the rules will always make it clear.

B. ROLL DAMAGE DICE

After a vehicle has been wounded, a number of Damage dice equal to the Damage characteristic are rolled. Unlike when rolling Injury dice for a wounded fighter, this is done every time a vehicle is successfully wounded regardless of Hull Points remaining.

Regardless of how many Damage dice are rolled, only one result is applied against the vehicle for each hit suffered, the benefit of rolling extra dice is an increased chance of inflicting significant damage! If more than one Damage dice is rolled for a hit, one result is chosen and the others are discarded. When this is the case, it is usual for the player that made the roll to choose a single result to resolve and discard the other dice. Sometimes, however, it may be the player that controls the vehicle that chooses which result to apply. When this is the case, the rules will always make it clear.

In some cases, more than one of the Damage dice rolled for a single hit may be applied. When this is the case, the rules will always make it clear.

DAMAGE DICE

Damage dice are special dice used to determine the severity of the damage caused to a vehicle. Each face is marked with one of three different symbols. These are:



Glancing Hit



Penetrating Hit



Catastrophic Hit

DAMAGE TABLES

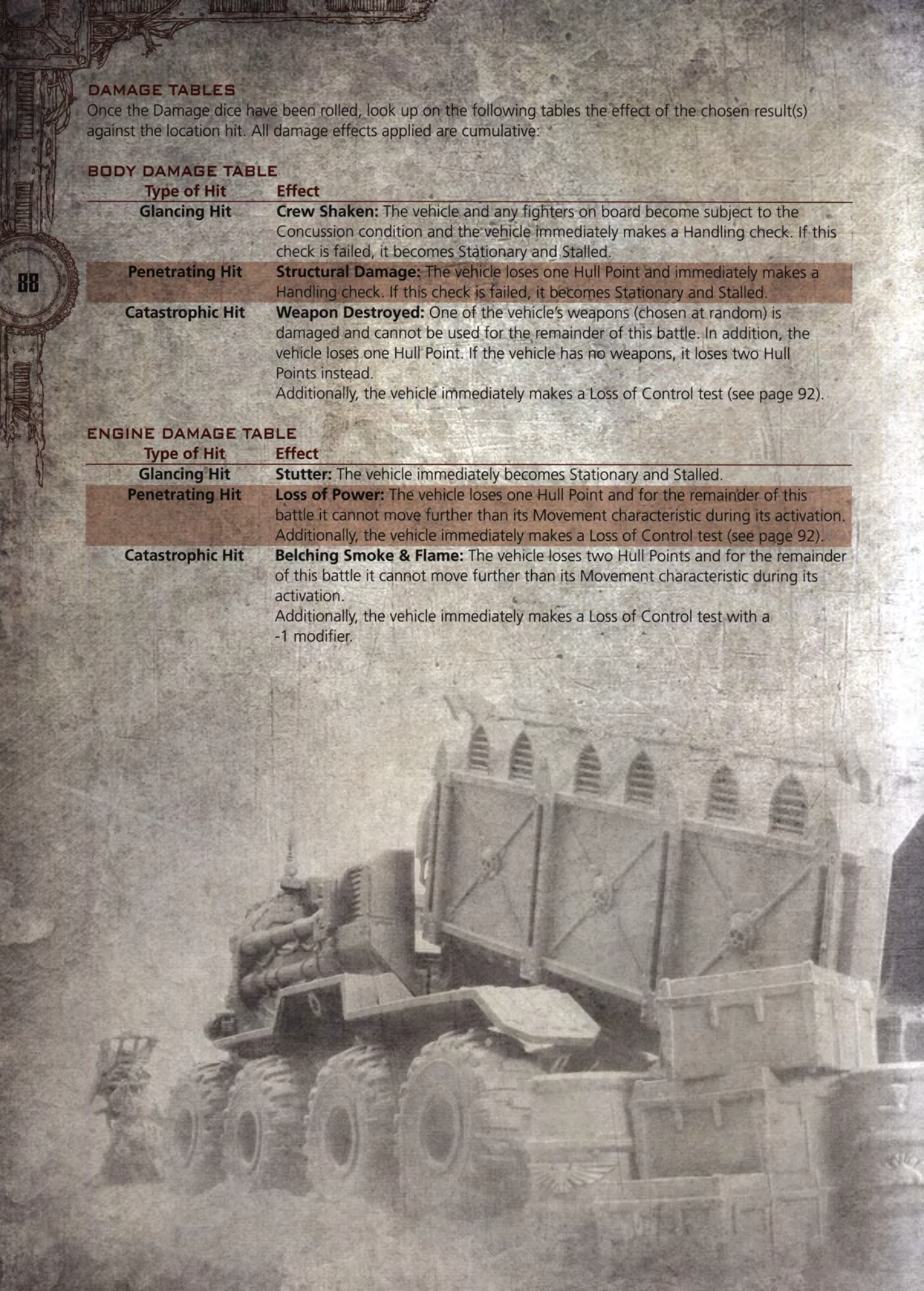
Once the Damage dice have been rolled, look up on the following tables the effect of the chosen result(s) against the location hit. All damage effects applied are cumulative:

BODY DAMAGE TABLE

Type of Hit	Effect
Glancing Hit	Crew Shaken: The vehicle and any fighters on board become subject to the Concussion condition and the vehicle immediately makes a Handling check. If this check is failed, it becomes Stationary and Stalled.
Penetrating Hit	Structural Damage: The vehicle loses one Hull Point and immediately makes a Handling check. If this check is failed, it becomes Stationary and Stalled.
Catastrophic Hit	Weapon Destroyed: One of the vehicle's weapons (chosen at random) is damaged and cannot be used for the remainder of this battle. In addition, the vehicle loses one Hull Point. If the vehicle has no weapons, it loses two Hull Points instead. Additionally, the vehicle immediately makes a Loss of Control test (see page 92).

ENGINE DAMAGE TABLE

Type of Hit	Effect
Glancing Hit	Stutter: The vehicle immediately becomes Stationary and Stalled.
Penetrating Hit	Loss of Power: The vehicle loses one Hull Point and for the remainder of this battle it cannot move further than its Movement characteristic during its activation. Additionally, the vehicle immediately makes a Loss of Control test (see page 92).
Catastrophic Hit	Belching Smoke & Flame: The vehicle loses two Hull Points and for the remainder of this battle it cannot move further than its Movement characteristic during its activation. Additionally, the vehicle immediately makes a Loss of Control test with a -1 modifier.



CREW DAMAGE TABLE

Type of Hit	Effect
Glancing Hit	Crew Shaken: The vehicle and any fighters on board become subject to the Concussion condition and the vehicle immediately makes a Handling check. If this check is failed, it becomes Stationary and Stalled.
Penetrating Hit	Driver Wounded: The driver suffers a Flesh Wound, causing the vehicle to reduce both its BS and Handling characteristics by 1. In any End phase in which the driver has one or more Flesh Wounds, roll a D6 during Step 3 Recover & Restart: • On a 1, the driver succumbs to their wounds and passes out. Immediately apply a Driver Black Out result against this vehicle (see below). Do not roll to see if they recover from it this round. • On a 2 or 3, the driver grits their teeth and carries on driving through the pain. • On a 4+, the driver is able to patch up their wounds. Remove one Flesh Wound (and its effects) from the driver.
Catastrophic Hit	Driver Black Out: The driver briefly loses consciousness. The vehicle immediately loses control as if it had failed a Loss of Control test (see page 92), changes its Status to Stationary and Stalled, and if it has a Ready marker remove it. Do not add a Ready marker to this vehicle during the Ready Models step until the driver regains consciousness. In any End phase where the driver has blacked out, roll a D6 during Step 3 Recover & Restart: • On a 1-3, the driver remains unconscious. • On a 4+, the driver comes round, they then suffer a Driver Wounded result (see above). Do not roll to see if they recover from it this round.

DRIVE DAMAGE TABLE

Type of Hit	Effect
Glancing Hit	Tank Slapper: The vehicle immediately makes a Loss of Control test (see page 92).
Penetrating Hit	Blow Out: The vehicle loses one Hull Point and for the remainder of this battle it suffers a -1 modifier to all Handling tests. Additionally, the vehicle immediately makes a Loss of Control test.
Catastrophic Hit	Major Malfunction: The vehicle loses two Hull Points and for the remainder of this battle it suffers a -2 modifier to all Handling tests. Additionally, the vehicle immediately makes a Loss of Control test.

WRECKED VEHICLES

When a vehicle is reduced to 0 Hull Points, or when a vehicle loses control and Rolls, that vehicle is Wrecked and will play no further part in the battle.

When this happens, players may wish to leave the model in place upon the battlefield, or they may wish to replace the model with a terrain feature representing a Wrecked vehicle of a similar size.

Wrecked vehicles left in place in this way are treated as flimsy structures for the remainder of the battle. Alternatively, the model can simply be removed from play. In any case, the vehicle itself will suffer Lasting Damage, and any fighters aboard the vehicle will be Thrown Clear.

THROWN CLEAR

When a vehicle is Wrecked, any fighters on board it are thrown clear. When a fighter is thrown clear, they are placed within 2" of the vehicle and must take an Initiative check. If this check is passed, the fighter remains Standing. If, however, this check is failed, the fighter becomes Prone and Pinned and suffers a Hit as if they had fallen from the vehicle (see Falling on page 84), increasing the Strength, AP and Damage of the hit by 1 if the vehicle was Mobile when Wrecked.

Vehicles may be crewed by many gangers, however, in the rules we treat all members of a vehicle's crew, regardless of number, as a single entity.

INJURED CREW

Crew can be taken Out of Action just like any other fighter. If a vehicle is Wrecked, the crew is automatically taken Out of Action. However, when rolling for Lasting Injury for the crew, roll on the following table:

D66	Crew Injury
11	Lesson Learned. The crew goes Into Recovery but gains D3 Experience.
12-26	Out Cold. The crew misses the rest of the battle, but avoids any long term injuries. The crew recovers in time to perform post-battle actions.
31-46	Grievous Injury. The crew goes Into Recovery.
51-52	Humiliated. The crew goes Into Recovery. In addition, their Leadership and Cool characteristics are each decreased by 1.
53-54	Head Injury. The crew goes Into Recovery. In addition, their Intelligence and Willpower characteristics are each decreased by 1.
55-56	Eye Injury. The crew goes Into Recovery. In addition, their Ballistic Skill characteristic is decreased by 1.
61-65	Critical Injury. The crew is in a critical condition – if their injuries are not successfully treated by a visit to the Doc (see Medical Escort on page 101) in the post-battle sequence, they will die.
66	Memorable Death. The crew is killed instantly – not even the most talented Doc can save them. If the injury was caused by an Attack action, the attacker gains 1 additional XP.



LASTING DAMAGE

Whenever a vehicle is Wrecked, the opposing player immediately rolls a D6 and looks up the result on the Lasting Damage table opposite. During Campaign play, all results are applied against the vehicle and a note of all Lasting Damage sustained made on the gang roster.

In some cases, a vehicle may become Wrecked in several ways at once (being reduced to 0 Hull Points before Rolling, for example). In such a case, a separate roll for each is made on the Lasting Damage table and each result is applied.

Rolling for Lasting Damage must be done during Campaign play. Should players wish, they can forgo this step during Skirmish play.

GOING INTO REPAIR

In some cases, a vehicle will become a Write-off. During Campaign play, this means that the vehicle is placed In Repair and cannot take part in any battles until it has been repaired (see page 101).

The vehicle's In Repair box on the gang roster is checked to indicate this. Once the vehicle is repaired, it becomes available again.

D6 Lasting Damage

- | | |
|----|--|
| 1 | Persistent Rattle. There's something not quite right. Apply a +1 modifier on any future Lasting Damage rolls made against this vehicle. |
| 2 | Handling Glitch. The vehicle suffers a -1 modifier to its Handling checks. |
| 3 | Unreliable. At the start of every battle, roll a D6 for each Unreliable Lasting Damage result this vehicle has sustained. If any of these rolls is a 1, the vehicle won't start and cannot take part in the battle ahead. |
| 4 | Loss of Power. The vehicle's Movement characteristic is reduced by 1". |
| 5 | Damaged Bodywork. Reduce each of the vehicle's Toughness characteristics by 1. |
| 6 | Damaged Frame. Reduce the vehicle's Hull Points characteristic by 1. |
| 7+ | Write-off. The vehicle is not currently roadworthy and cannot take part in any battles unless it is repaired (see page 101). |

LOSS OF CONTROL TESTS

Several of the vehicle damage effects, as well as some actions, require a player to make a Loss of Control test for the vehicle. This may be due to an impact with another vehicle or terrain, damage caused to the vehicle by enemy attacks, or even as a result of the driver falling unconscious at the controls due to injuries sustained. Whatever the case, failing a Loss of Control test can have dramatic results.

To make a Loss of Control test, make a Handling check for the vehicle, applying any modifiers as required:

- If the check is passed, the driver maintains control of the vehicle and nothing untoward happens.
- If the check is failed, the driver has lost control:
 - If the vehicle was Stationary, the force of the impact may turn the vehicle, causing it to pivot in place or, in extreme cases, to Roll.
 - If the vehicle was Mobile, the impact causes the vehicle to swerve dangerously and veer off course or, in extreme cases, to Roll.

LOSING CONTROL

When a Loss of Control test is failed, the vehicle's controlling player rolls a D6 and the Control dice:

- If a Swerve is rolled on the Control dice, the vehicle pivots around its central point 45°.
- If a Jackknife is rolled on the Control dice, the vehicle pivots around its central point 90°.
- If a Roll is rolled on the Control dice, the vehicle is flipped over by the force of the impact.

In the case of a Swerve or a Jackknife, the direction the vehicle turns is determined by the D6:

- On a 1-3, the vehicle turns left.
- On a 4-6, the vehicle turns right.



Here we see a vehicle pivoted 45° and 90° to the left around its central point.

SWERVING AND JACKKNIFING

If a Stationary vehicle Swerves or Jackknifes, it will simply pivot in place, as described above. However, if a Mobile vehicle Swerves or Jackknifes, it will immediately move a number of inches equal to half its Movement characteristic.

FIGHTERS ON VEHICLES LOSING CONTROL

If a vehicle Swerves or Jackknifes then any fighters on it, and not in designated transport areas, must test to avoid falling as described on page 69.

ROLLING

If a Stationary vehicle Rolls, it will simply flip onto its side or roof in place, as described previously. However, if a Mobile vehicle Rolls, it will roll a number of times and move a number of inches in a random direction.

When a Mobile vehicle Rolls, the opposing player rolls a Scatter dice and a D3:

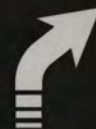
- The Scatter dice determines the direction in which the vehicle moves as it Rolls. If a Hit is rolled, use the small arrow to determine direction.
- The D3 determines how many times it rolls before coming to rest. The vehicle moves 2" in the direction determined by the Scatter dice for each roll it makes. During this movement, the vehicle is considered to be moving as if it were an Active model, and the rules for Vehicle Impacts (see page 67) are used as required. Note that the rolling vehicle takes no further damage.

Whatever the case, Rolling onto its side or roof is extremely detrimental to a vehicle and will render it immobile. A vehicle that Rolls is reduced to 0 Hull Points and is Wrecked. It will take no further part in the battle.



CONTROL DICE

The Control dice is a special dice used to determine what happens when a vehicle loses control. Each face is marked with one of three different symbols. These are:



Swerve



Jackknife



Roll

END PHASE

After all models have been activated, the Action phase ends and play moves on to the End phase. The End phase has four steps:

- 1. Bottle Tests:** If a player has at least one Seriously Injured or Out of Action fighter, or at least one Wrecked vehicle, they will have to make a Bottle test for their gang.
- 2. Fleeing the Battlefield:** If either gang has failed a Bottle test, the controlling player makes a Cool check for each of their models that is still on the battlefield. Any models that fail will flee the battlefield.
- 3. Recover & Restart:** Starting with the player that holds Priority, both players make Recovery tests for any Seriously Injured fighters and/or Restart tests for any Stalled vehicles belonging to their gang.
- 4. Rally Tests:** Starting with the player that holds Priority, both players make Cool checks for Broken models belonging to their gang to see if they can Rally.

1. BOTTLE TESTS

At the start of the End phase, a player will be required to make a Bottle test for their gang if one or more of their fighters are currently either Seriously Injured or Out of Action, or if one or more of their vehicles is currently Wrecked. If both players are required to make a Bottle test, the player that holds Priority should go first.

To make a Bottle test for their gang, the controlling player rolls a D6 and adds to the result the total number of fighters belonging to their gang that are currently Seriously Injured or Out of Action and the total number of vehicles belonging to their gang that are currently Wrecked. If the final result is higher than the total number of models in its starting crew (the number of models that were present at the start of the battle, see page 56), the Bottle test is failed and the gang has 'bottled out'.

Note that once a gang has bottled out there is no need to make any further Bottle tests for it. It is considered to have bottled out for the remainder of the battle.

2. FLEEING THE BATTLEFIELD

Once a gang has bottled out, both fighters and vehicles alike may begin to flee the battlefield. During this step of the End phase, starting with the gang that holds Priority if both gangs have bottled out, the controlling player makes a Cool check for each of their models that is currently on the battlefield:

- If the check is passed, the model holds its nerve and remains on the battlefield.
- If the check is failed, the model chooses discretion over valour and it (or in the case of a vehicle, its crew) flees the battlefield.

What happens to a model when it flees the battlefield will depend firstly upon whether it is a fighter or a vehicle and, secondly, upon its current Secondary Status:

- Should a fighter flee the battlefield whilst their Secondary Status is Active, Engaged or Pinned, they are simply removed from play with no ill effect.
- Should a fighter flee the battlefield whilst their Secondary Status is Seriously Injured, they are removed from play and set to one side. During the Wrap-up, test to see if they succumb to their injuries (see page 98).
- Should a vehicle flee the battlefield, the crew will abandon the vehicle and flee the battlefield, returning later to collect their vehicle. Change the vehicle Status to Stationary and Wrecked but do not roll on the Lasting Damage table.



VOLUNTARILY FLEEING THE BATTLEFIELD

In the tense gang combat of Necromunda, it is often wise for a gang to quit a fight while they are still ahead. This is especially true in ambushes, and when smaller crews find themselves taking on larger and more dangerous ones! A gang's controlling player can choose to automatically fail any Bottle test the gang is required to make.

Once a gang has bottled out (either voluntarily or by failing a Bottle test), the controlling player can declare that the gang will flee the battlefield at the start of any Action phase. Any Active and Pinned fighters or vehicles immediately flee the battlefield as described above. Engaged fighters must attempt to break away from combat – make an Initiative check for each. If the check is passed, they flee the battlefield. If the check is failed, they are Seriously Injured. Once the gang that has declared that it will flee has only Seriously Injured fighters remaining on the battlefield, the battle ends. Roll to see if Seriously Injured fighters succumb to their injuries in the Wrap-up as usual.

GANG HIERARCHY

Some models, most notably Leaders and Champions, have a special rule called 'Gang Hierarchy (X)' listed on their profile. In all such cases, the 'X' in brackets will be replaced by the model's rank ('Leader' or 'Champion'):

Gang Hierarchy (X): During a battle, once this model's gang has failed a Bottle test, during any End phase in which this model passes its Cool check and does not flee the battlefield, any friendly models that are within 12" (if this model is a Leader) or 6" (if this model is a Champion) of this model will automatically pass their Cool check and will not flee the battlefield.

'I knew this one rider who thought putting sails on his bike would give him an edge out in the wastes. As far as I can tell he's still up there somewhere getting tossed from one storm front to another...'

Hett the Hardman,
Rough Riders,
House Orlock

'These young scrappers, always heading off into the wastes looking for their fortune, like there is some long lost cache of archeotech out there somewhere. Bunch of fools, the lot of them! Don't they know you don't need to leave the Great Crater to find good scrap, and you certainly don't need to get yourself lost in a storm or end up as a meal for an ashlion!'

Turbis Shale,
UMC Mininghead,
Cinderak City

3. RECOVER & RESTART

Starting with the player that holds Priority, both players make Recovery tests for any Seriously Injured fighters belonging to their gang to see if they recover sufficiently to return to the fight. Similarly, both players make Restart tests for any Stalled vehicles belonging to their gang to see if they can be restarted and become Mobile once again.

RECOVERY TESTS

For each member of their gang that is Seriously Injured and still on the battlefield, the controlling player makes a Recovery test by rolling an Injury dice:

- If the result is Out of Action, the fighter is removed from play.
- If the result is Seriously Injured, the fighter remains as they are – Prone and Seriously Injured.
- If the result is a Flesh Wound, the fighter suffers a Flesh Wound (see page 82) and becomes Prone and Pinned.

Assistance: When making a Recovery test for a Seriously Injured fighter, one Standing and Active friendly fighter that is within 1" can offer assistance. If they do so, roll one extra Injury dice then pick one of the Injury dice to resolve and discard the other.

A fighter can only assist one Recovery test per End phase.

Multiple Injury Dice: It may happen that, due to assistance, items of Wargear, Tactics cards or skills that, when making a Recovery test, several Injury dice are rolled. Regardless of how many are rolled, one Injury dice is picked and resolved – the others are discarded, as described previously.

RESTART TESTS

For each vehicle belonging to their gang that is currently Stalled, the controlling player makes a Restart test. To make a Restart test, make a Handling check for the vehicle, applying a +1 modifier unless the vehicle has only 1 HP remaining:

- If the Handling check is passed, the vehicle immediately Restarts, changing its Status from Stationary and Stalled to Mobile.
- If the Handling check is failed, the vehicle refuses to Restart and it remains Stalled.

WOUNDED DRIVERS

Finally during this step, if any vehicles in a player's gang have suffered a Driver Wounded damage effect, a D6 is rolled for that driver, as described on page 89.

4. RALLY TESTS

During the final step of the End phase, players may attempt to Rally any Broken models belonging to their gang, starting with the gang that holds Priority if both gangs contain Broken models.

To Rally a Broken model, make a Cool check for them, applying a +1 modifier to the result for each friendly model within 3" of them that is not Broken and is not Prone and Seriously Injured:

- If the check is passed, the model is no longer Broken.
- If the check is failed, the model remains Broken until the next End phase.



JAXXSON KANE
AND IRONFANG
DUST ROAD DEVILS
HOUSE ORLOCK

POST-BATTLE SEQUENCE

Following any battle, there are several important steps that need to take place, as listed below. Some of these only apply during Campaign play, and can therefore be skipped during Skirmish play, as mentioned in the appropriate entries. Whatever the case, this sequence must be followed in the order shown, and must be done while both players are present.

The post-battle sequence has seven steps:

1. Wrap-up
2. Assign/Reassign Territory
3. Receive Rewards
4. Collect Income
5. Post-battle Actions
6. Update Roster
7. Report Results

1. WRAP-UP

During the Wrap-up, each player checks to see whether any fighters that were seriously Injured when the battle ended, or that fled from the battlefield whilst Seriously Injured, succumb to their injuries, as follows. Additionally, during the Wrap-up players determine whether any fighters are captured by the enemy, as described opposite, after which any vehicles that were abandoned by fleeing crew (as described on page 94) are retrieved.

Finally, during a battle fought as part of a campaign, it is at the end of the Wrap-up that fighters that were In Recovery are considered to have made a full recovery, and their In Recovery box on the gang roster is cleared.

Players should note that any other events that take place 'at the end of the battle' will also take place during the Wrap-up.

SUCCUMBING TO INJURIES

If a fighter is Seriously Injured when the battle ends, or if a fighter belonging to a gang that had bottled out fled from the battlefield whilst Seriously Injured, roll a D6 for them during the Wrap-up. On a 3 or more, they survive without any further complications, but on a 1 or 2 they succumb to the injuries suffered during the battle and are treated as having gone Out of Action. A Lasting Injury roll is made for them, as described previously.

BEING CAPTURED

If only one gang has models on the battlefield at the start of the Wrap-up, there is a chance that they might 'Capture' a fallen enemy fighter:

Capturing Enemy Fighters: To determine if any enemy fighters are taken Captive, roll 2D6 and add the number of enemy fighters that went Out of Action (including those who have succumbed to their injuries during the Wrap-up).

If the result is 13 or greater (note this target number may change in various campaigns), an enemy fighter has been Captured. Shuffle together the Fighter cards of any enemy fighters who went Out of Action, but not those of any that suffered a Critical Injury or Memorable Death result (they are left where they fell). Draw one of these cards at random – that fighter is Captured. Make a note in the Lasting Injury/Captured By box on the gang roster for the Captured fighter, recording the name of the gang who has Captured the fighter.

CLAIMING SCRAP

If only one gang has models left on the battlefield at the start of the Wrap-up, they will grab what they can from Wrecked enemy vehicles before leaving the battlefield. That gang adds D3x10 credits to their Stash for each Wrecked enemy vehicle on the battlefield. The Wrecked vehicles are then reclaimed by their gang.



CAPTIVE FIGHTERS

Whilst a fighter is Captured, it is said to be 'Captive'. That fighter is unavailable for battles and post-battle actions as if it were In Recovery. This lasts until that fighter is recovered (as follows) rather than for just one battle. The Capturing gang should make a note in their Stash of the fighter they now hold Captive.

When a fighter is Captured, its gang has a chance to rescue it. The Captured fighter's controlling player may issue a challenge to the gang that holds their fighter Captive to play a Rescue Mission. This supersedes the usual challenge process and the Determine Scenario step of the pre-battle sequence (see page 55) – instead, the Rescue Mission scenario is played.

If a gang does not wish to attempt to rescue a Captive, or if the rescue attempt fails:

- A Law Abiding gang may claim a bounty on a Captive fighter belonging to an Outlaw gang during the post-battle sequence of that battle (see page 100).
- An Outlaw gang may 'dispose' of a Captive fighter belonging to any gang during the post-battle sequence of that battle.
- Any gang may trade a Captive back to the gang it belongs to or to any other gang that wants the Captive, as described opposite.
- Any gang may sell a Captive to the Guilders as a slave during the post-battle sequence of that battle (see page 100).

If the Captive is still held the next time the two gangs face each other, the controlling player of the gang the Captive belongs to once again has the option to declare that their gang will attempt a Rescue Mission.

TRADING CAPTIVE MODELS

At any time during a campaign, regardless of whether a Rescue Mission has been attempted, the two gangs' controlling players can come to an agreement to make a trade to secure a Captive's return. Additionally, once a Rescue Mission has been attempted and failed, the gang that holds the Captive is free to trade it to any gang they wish.

This trade could be a payment of credits, a trade for another Captive, even surrendering a Territory, a valuable item of equipment, or anything else – it is entirely up to the two players to decide and either gang is free to decline an offer made by the other. If an agreement is reached, the Captive is transferred to the gang that the trade was made with. If the Captive is returned through a trade to the gang it belongs to, it immediately becomes available to the gang once more.

2. ASSIGN/REASSIGN TERRITORY

The player that won the battle takes control of the Territory staked on the battle. In the case of a draw while fighting for control of an uncontrolled Territory, the Territory is not claimed by either player. In the case of a draw during the Takeover phase when a controlled Territory is at stake, the Territory does not change hands.

3. RECEIVE REWARDS

Each scenario shows a list of rewards which the gangs can receive, based on their performance during the battle. Any equipment gained is added to the gang's Stash – it can be distributed to fighters in step 6.

GAINING AND LOSING REPUTATION

Most scenarios contain a number of ways in which a gang can gain or lose Reputation. If a gang both gains and loses Reputation, any gains are applied before any losses.

4. COLLECT INCOME

Each gang collects income from each Territory they control that generates income, as detailed for that Territory. The total amount of credits generated from each gang's Territories is then added to the gang's Stash.

5. POST-BATTLE ACTIONS

During a campaign, each fighter in the gang that has the Gang Hierarchy (X) special rule can make one post-battle action. Each of these actions is carried out one at a time, in an order of the controlling player's choice. Fighters who are In Recovery, or who have been Captured, cannot make post-battle actions. Unless otherwise stated, the same action can be made more than once. The actions below are always available, but others might also become available through special Territories, skills or other means.

TRADE

There are two types of Trade action; 'Regular Trade' and 'Black Market Trade':

- A fighter belonging to a Law Abiding gang may make a Regular Trade action and visit the Trading Post, increasing the gang's chances of finding Rare items as described on page 102.
- A fighter belonging to an Outlaw gang may make a Black Market Trade action and visit the Black Market, increasing the gang's chances of finding Rare and Illegal items as described on page 102.

Alternatively, a Leader or Champion belonging to a Law Abiding gang may attempt to make a Black Market Trade action:

- Make an Intelligence check for the fighter making the action. If the check is passed, the gang may purchase items from the Black Market. If the check is failed, it cannot.

However, when a fighter belonging to a Law Abiding gang visits the Black Market, they will find it harder to access Rare and Illegal items. Black marketeers are often unwilling to sell their most valuable goods to those who cannot be vouched for by mutual contacts.

Finally, a Leader or Champion belonging to an Outlaw gang may attempt to make a Regular Trade action:

- Make a Cool check for the fighter making the action. If the check is passed, the gang may purchase items from the Trading Post. If the check is failed, it cannot.

However, when a fighter from an Outlaw gang visits the Trading Post, they will find it harder to access Rare items. It is often hard for the criminal classes to move around freely and find those items readily available to others.

SELL TO THE GUILDERS

The fighter can sell any number of Captive fighters to the Guilders – as long as the Captive's gang has had a chance to rescue them (see page 99):

Each Captive fighter is worth half of their total Cost (50%) when sold as a slave, round up to the nearest 5 credits – add these credits to this gang's Stash. The Captive fighter's controlling player should be informed as soon as possible, and must delete the Captive fighter from their roster.

CLAIM BOUNTIES

As described on page 99, Law Abiding gangs can claim bounties for any enemy fighters belonging to Outlaw gangs that they have Captured (providing the Captive's controlling player has had the opportunity to attempt a Rescue Mission, as described on page 148). The bounty for a Captive fighter is equal to that fighter's full Cost – this many credits are added to this gang's Stash. The Captive fighter's controlling player should be informed as soon as possible, and must delete the Captive from their roster.

'DISPOSE' OF CAPTIVES

As described on page 99, Outlaw gangs can dispose of any enemy fighters they have captured, providing the Captive's controlling player has had the opportunity to attempt a Rescue Mission. How the fighter is disposed of varies depending upon the type of gang in question. Some captives are sacrificed in dark rituals, others are eaten, and yet more simply disappear. Whatever the case, the Captive's controlling player should be informed as soon as possible that their fighter has been disposed of, and must delete that fighter from their roster.



MEDICAL ESCORT

The fighter escorts a critically injured fellow gang member to the Doc. Select one other fighter or crew in the gang that suffered a Critical Injury during the battle and pay 2D6x10 credits from the gang's Stash. If the gang does not have sufficient funds, or does not wish to pay the full amount, no roll is made and the fighter or crew dies. Otherwise, roll a D6 on the table below:

D6	Result
1	Complications: The model dies.
2-5	Stabilised: Roll a D6 – treat this as being the second dice of a D66 roll, the first roll automatically counts as having been a 5. Apply the appropriate result (of between 51 and 56) from the Lasting Injuries table for fighters or Crew Injury table for a vehicle's crew.
6	Full Recovery: The model goes Into Recovery, but suffers no lasting effects.

NEGOTIATE REPAIRS

The fighter accompanies the crew of a vehicle that has suffered Lasting Damage to the Chop Shop. Select one vehicle in the gang that has sustained Lasting Damage and roll a D6 on the table below to determine the cost of repairs. If the gang wishes to meet this cost, it pays with credits from its Stash and all Lasting Damage previously sustained is removed from the vehicle. If the gang does not have sufficient funds, or does not wish to pay the amount, the vehicle is not repaired and the Lasting Damage it has sustained is not removed:

D6	Result
1-3	Almost Like New: The repairs cost half (50%), rounding up to the nearest 5 credits, of the vehicle's Cost (including upgrades but not including Wargear and weapons), but the vehicle isn't quite the same. Replace all Lasting Damage the vehicle has previously sustained with a Persistent Rattle.
4-5	Quality Repairs: The repairs cost half (50%), rounding up to the nearest 5 credits, of the vehicle's Cost (including upgrades but not including Wargear and weapons).
6	Superficial Damage: The repairs cost a quarter (25%), rounding up to the nearest 5 credits, of the vehicle's Cost (including upgrades but not including Wargear and weapons).

6. UPDATE ROSTER

During this step of the post-battle sequence, gangs can dispose of dead and injured fighters, scrap damaged vehicles, purchase new equipment and models, and more. During this step, players should follow this sequence:

- A. Clean House
- B. Visit the Trading Post
- C. Gain Boons from Territories
- D. Distribute Equipment
- E. Purchase Advancements
- F. Update Gang Rating

A. CLEAN HOUSE

After any battle, a gang is likely to have dead fighters to dispose of, injured fighters to retire, and wrecked vehicles to sell for scrap. This process is generally referred to as 'cleaning house'.

Dead fighters or vehicle crew are simply deleted from the roster. If their gang had at least one fighter on the battlefield at the end of the battle, or if the fighter was taken to the Doc but still died, all of their equipment (except for armour) is added to the gang's Stash. Otherwise, the dead fighter's equipment is lost. If a vehicle crew, the vehicle is added to the gang's Stash and can be given to a new crew.

Also at this point, the controlling player can choose to retire fighters or vehicle crews – usually because Lasting Injuries have rendered them unfit for battle. These fighters are deleted from the roster, and their equipment is added to the gang's Stash. Equipment in the gang's Stash can be sold or transferred to a new fighter in the next step. If a vehicle crew, the vehicle is added to the gang's Stash and can be given to a new crew.

Finally, the controlling player can choose to scrap any vehicles that have sustained Lasting Damage. A vehicle is worth a quarter of its total Cost (25%) rounded up to the nearest 5 credits (including upgrades but not including Wargear and weapons) when sold as scrap. These credits are added to the gang's Stash. When a vehicle is scrapped, any upgrades it had are lost, though Wargear and weapons are added to the gang's Stash. The crew must be either given a new vehicle or one must be purchased for them or they are retired.

B. VISIT THE TRADING POST

The gang can visit the Trading Post to spend its hard earned credits in any of the ways described below, allowing them to hire new fighters and buy or sell equipment. The actions can be made in any order and, unless specified, there is no limit to how many times a gang can perform each one. Any spent credits are deducted from the gang's Stash; any gained credits are added to the gang's Stash.

Hire a Fighter: The gang can hire a new fighter or crew from its House List, paying for them as they did when founding the gang. No equipment is purchased for this fighter or crew – they receive equipment in the next step.

Purchase a Vehicle: The gang can purchase any new vehicle from its House List, paying for it as they did when founding the gang. No upgrades are purchased for this vehicle – it receives upgrades in the next step.

Note that, when hiring new fighters or purchasing new vehicles, the Gang Composition rules and any restrictions detailed in the gang list must be honoured.

Recruit Hangers-on & Brutes: The gang can spend credits to add a Hanger-on or a Brute to their roster. Their Reputation must be sufficient to allow this.

Sell Unwanted Items: Any items in the gang's Stash can be sold. The item is deleted from the Stash, and the gang gains its value in credits, minus D6x10 (to a minimum of 5 credits).

Note that equipment granted as a Territory Boon cannot be sold during the same post-battle sequence.

Purchase Equipment: Equipment can be purchased for any model from its own Equipment List at the price shown (this cannot be added to the gang's Stash during this post-battle sequence). A gang can purchase Common equipment from the Trading Post, at the price shown, adding it to its Stash. This action cannot be used to purchase Rare or Illegal equipment.

Seek Rare Equipment: This action is only performed once and is done to determine the availability of Rare items on offer at the Trading Post or the Black Market. Roll 2D6 to determine the availability of items, adding the following bonuses:

- +2 if the gang's Leader is making a Regular Trade post-battle action.
- +1 for each Champion making a Regular Trade post-battle action.
- +1 for every full 10 Reputation the gang has.
- -2 if an Outlaw gang is attempting to purchase Rare items from the Trading Post.
- -1 if a Law Abiding gang is attempting to purchase items from the Black Market.
- +/-X as from a specified special rule.

The result is the Availability level – the higher it is, the rarer the equipment that is on offer. The gang can now purchase Rare items from the Trading Post or Black Market with a Rarity value equal to or lower than the Availability level. Any items that are purchased are immediately added to the gang's Stash.

Seek Illegal Equipment: This action is only performed once and is done to determine the availability of Illegal items on offer at the Black Market. Roll 2D6 to determine the availability of items, adding the following bonuses:

- +2 if the gang's Leader is making a Black Market Trade post-battle action.
- +1 for each Champion making a Black Market Trade post-battle action.
- +1 for every full 10 Reputation the gang has.
- -2 if the gang is a Law Abiding gang.
- +/-X as from a specified special rule.

The result is the Availability level – the higher it is, the more illegal the equipment that is on offer. The gang can now purchase Illegal items from the Black Market with an Illegal value equal to or lower than the Availability level. Any items that are purchased are immediately added to the gang's Stash.

G. GAIN BOONS FROM TERRITORIES

Some Territories grant a gang Boons in the form of additional recruits, Hangers-on, or equipment. Any available Boons the gang wishes to claim are claimed now.

D. DISTRIBUTE EQUIPMENT

Any equipment currently held in the gang's Stash can now be distributed among its models. Weapon choices must respect any restrictions noted in a model's entry within their gang list. Also, the limit of no more than three weapons for fighters must be adhered to, with Unwieldy weapons taking the space of two.

Once any equipment has been added to a Fighter card or Vehicle card, the card's Credits cost is updated accordingly. If the model is equipped with an item that has two different costs – one in the model's own Equipment List and the other in the Trading Post – the value in the model's own Equipment List takes precedence.

Players are reminded that no fighter can discard a weapon or Wargear that grants the Mounted condition once added to their Fighter cards, as described on page 48. Remember as well that fighters with the Tools of the Trade special rule can have multiple Fighter cards, each representing a different set of equipment, as described on page 50.

E. PURCHASE ADVANCEMENTS

In Campaign play, each player can use this step of the post-battle sequence to spend Experience, allowing their fighters to purchase Advancements (see page 104).

F. UPDATE GANG RATING

Re-calculate the gang's Gang Rating, and update the roster accordingly. Note that this is not done until this step of the post-battle sequence, meaning that any other references to the Gang Rating in the post-battle sequence are referring to the Gang Rating prior to this step.

POST-BATTLE ACTIONS TIMINGS

Much as players may wish otherwise, sometimes there isn't always time after a battle to fully resolve all the post-battle actions – when this occurs there are a couple of different options. Some players like to roll everything in front of their opponent and then go away and decide exactly how to spend their credits and XP, while others prefer to resolve all these in the pre-battle sequence of their next battle.

In the end, these options all work as long as both players and the Arbitrator (in Campaign play) agrees.

7. REPORT RESULTS

Finally, the players should report the outcome of the battle to the Arbitrator of their campaign, who will update the campaign stats accordingly. The report should contain: which gangs fought, the outcome of the battle (i.e., who won), which Territory the victor gained control of, how many enemies each gang took Out of Action and the final Gang Rating and Wealth of the gangs.

*'Cinderak City, you'll
be hard pressed to
find a greater melting
pot of scum and
outlaws this side of
Hive Primus. Plan
accordingly...'*

Drak Horst,
Enforcer Captain,
Burning Skies
Precinct-Fortress

GAINING EXPERIENCE

During any battle, a fighter (including vehicle crew) can gain Experience in a number of ways. The standard ways in which Experience is gained are detailed here. Experience is also gained by completing scenario objectives – these will be detailed in the scenario. Players should note that, for the purposes of gaining Experience, vehicle crew are considered to be fighters.

A model gains 1 Experience (XP) if their action directly causes an enemy fighter to go Out of Action or an enemy vehicle to become Wrecked. This could be an attack, a Coup De Grace, or anything else, so long as the enemy is taken Out of Action or becomes Wrecked immediately as a result of the action itself and not later on in the battle as the result of something else. For example, if an attack leaves a fighter Seriously Injured and they later go Out of Action in the End phase, no XP is gained. If an action causes multiple enemies to be taken Out of Action – for example, if a fighter throws a grenade that takes out two enemies – XP is gained for each.

In addition to the above, a model gains 1 additional XP if they take an enemy Champion or Leader Out of Action.

Finally, a model who Rallies and returns to the fight (see page 96) gains 1 XP for overcoming their fear and returning to the action.

ADVANCEMENTS

At the end of a battle, during the post-battle sequence, each player has the chance to purchase Advancements for any of their models by spending some or all of the Experience (XP) that model has accrued. The XP cost of these Advancements is shown on the following tables. The model's card is updated accordingly with the Advancement taken, the model's XP is reduced by the amount spent to purchase the Advancement, the model's total number of Advancements is increased by one (on the gang roster) and the model's Cost is adjusted by the amount of credits shown, which will in turn increase the Gang Rating.



The more experienced a model is, the more certain Advancements cost to purchase in terms of XP. The cost of each characteristic Advancement of the same type taken is increased by 2 XP for each instance after the first. For example, a Champion may increase their Initiative by 1 for 5 XP, but to increase it by 1 a second time will cost them 7 XP. Juves and Prospects however are particularly fast learners, and as a result they suffer no such penalty on characteristic increases; they may increase a characteristic any number of times (up to the maximum – see page 39) for the basic XP cost shown each time.

Cost	Advancement (Leaders, Champions, Crews, Prospects, Juves & Specialists)	Cost Increase
3 XP	Improve the fighter's Willpower or Intelligence characteristic by 1.	+5 credits
4 XP	Improve the fighter's Leadership or Cool characteristic by 1.	+10 credits
5 XP	Improve the fighter's Initiative characteristic by 1.	+10 credits
5 XP	Add 1" to the fighter's Movement characteristic.	+10 credits
6 XP	Improve the fighter's Weapon Skill or Ballistic Skill characteristic by 1.	+20 credits
6 XP	The fighter gains a random skill from one of their Primary Skill Sets.	+20 credits
8 XP	Increase the fighter's Strength or Toughness characteristic by 1.	+30 credits
9 XP	Choose a skill from one of the fighter's Primary Skill Sets.	+20 credits
9 XP	The fighter gains a random skill from one of their Secondary Skill Sets.	+35 credits
12 XP	Increase the fighter's Wounds or Attacks characteristic by 1.	+45 credits
12 XP	Specialists only: Promote the fighter to a Champion. They gain a random skill from one of their Primary Skill Sets.	+40 credits
15 XP	The fighter gains a random skill from ANY Skill Set.	+50 credits

GANGERS

Whilst Leaders, Champions, Prospects, Juves and Specialists are central to a gang's narrative, Gangers are its 'supporting cast'. As such, they spend Experience and gain Advancements in a simplified manner.

If during the post-battle sequence a Ganger has gained 6 XP or more, the controlling player must roll 2D6 on the table below, and then update the Ganger's Fighter card and their Cost accordingly, before finally reducing their XP by 6.

2D6	Advancement (Gangers, not including Specialists)	Cost Increase
2	The fighter becomes a Specialist.	N/A
3-4	Improve the fighter's Weapon Skill or Ballistic Skill characteristic by 1.	+20 credits
5-6	Increase the fighter's Strength or Toughness characteristic by 1	+30 credits
7	Either add 1" to the fighter's Movement characteristic, or increase their Initiative characteristic by 1.	+10 credits
8-9	Improve the fighter's Willpower or Intelligence characteristic by 1.	+5 credits
10-11	Improve the fighter's Leadership or Cool characteristic by 1.	+10 credits
12	The fighter becomes a Specialist.	N/A

Specialists: Two of the results on the table above allow a Ganger to become a Specialist. They are still a Ganger, but from now on gain all the benefits of being a Specialist, as described in their entry in their Gang list.

*'Life in the hives began
out in the wastes, and
one day that's where
it'll end.'*

Feyn Glass, House
Escher Shiver,
Cinderak City

MAXIMUM CHARACTERISTICS

As mentioned on page 39, each of a fighter's characteristics has a maximum value. In addition to these maximums, no fighter may improve their Movement, Strength or Toughness characteristics more than twice beyond that given in the basic profile for a fighter of their current category. No fighter may improve their Wounds or Attacks characteristics more than once beyond that given in the basic profile for a fighter of their current category.

If a roll on the Advancement table for a Ganger has no option but to increase a characteristic beyond its maximum, treat it as a roll of 12 instead.

SKILLS

Skills can be obtained by Leaders, Champions, Prospects, Juves, Crews and Specialists. The skills that are available are divided into a number of universal Skill Sets, as presented on page 162. In addition, most gangs have their own unique Skill Set that represents the unique character of that gang or the House to which it belongs. These Skill Sets are presented alongside that Gang list.

Each gang fights in its own way, and this is reflected by the Skill Sets that are available to the fighters that make up that gang. All fighters have different levels of skill access depending upon their type and the gang to which they belong; for example, a House Goliath Forge Boss (Champion) can gain Brawn skills more easily than a House Escher Little Sister (Juve). In each Gang list, and for certain other types of fighter (Exotic Beasts and Brutes for example), details are given showing the Skill Sets available to those fighters. Fighters have Primary access to some Skill Sets, and Secondary access to others. Certain fighters can access skills from other sets, but to do so is more expensive in terms of XP.

GAINING A NEW SKILL

Whenever a fighter gains a new skill, it will either be chosen by the controlling player or determined randomly. How a new skill is determined will depend upon how much XP has been spent to gain the skill or if the skill is Primary, Secondary or neither, as detailed in the Advancements table on page 106.

Choosing a Skill: Choosing a skill is a simple matter of selecting a desirable skill from one of the Skill Sets available to that fighter.

Gaining a Random Skill: Every skill in each Skill Set is numbered between 1 and 6. When a fighter gains a random skill, the player chooses a Skill Set to generate that skill from and rolls a D6. This roll determines which skill from the chosen Skill Set the fighter gains. If the fighter already has that skill, or cannot take that skill, simply re-roll the D6 until a skill the fighter does not have or can take is rolled.



A NOMAD WARRIOR OF
THE TSUN'GHAR EQUIPPED
WITH LONG RIFLE



PSYKERS IN NECROMUNDA

On Necromunda, there are few individuals as dangerous to Lord Helmawr's dominion as the psyker.

These powerful men and women represent a rare mutation within humanity – they are able to channel the esoteric power of the Warp with a thought and bend reality to their will. Since Mankind first ventured out into the void, the number of psykers being born has steadily grown, though at a terrible cost to the genetic stock of Mankind. For each one that comes into the world, millions of mutants are also born, as if nature itself were toying with biology in an effort to force Mankind to evolve. As the 41st Millennium draws to a close, psykers and mutants fill every corner of the galaxy, moving among humanity unnoticed or lurking in the shadows of cities and hives.

PSYCHIC POWERS

Psykers are a distinct type of fighter who are able to manifest strange and powerful abilities, bringing death, destruction and worse to the gang wars of the underhive. During a battle, psykers are activated just like any other fighter, with the exception that they may perform 'Wyrd Power (X)' actions, which enable them to manifest their abilities.

A Wyrd Power (X) action may be (Simple), (Basic) or (Double), depending upon the complexity of the Wyrd Power the psyker is attempting to manifest. This will always be shown in brackets after the name of the Wyrd Power itself. When a psyker is activated, they may choose to perform one or more Wyrd Power (X) Actions.

Wyrd Powers are named by discipline first, such as Telekinesis – the power to manipulate and move objects, and as a unique effect second, such as Force Blast – the power to push enemies back with a thought. Most psykers follow one discipline closely, though it is not uncommon for a psyker to possess abilities drawn from two or more different disciplines. Regardless of the Wyrd Power(s) that a psyker knows, all psykers are able to perform the following actions:

Maintain Control (Simple): In order to maintain a Continuous Effect (as follows), the psyker must perform this action. If they do not, the Continuous Effect expires at the end of this fighter's activation. The psyker immediately makes a Willpower check, adding 3 to the result of the dice roll.

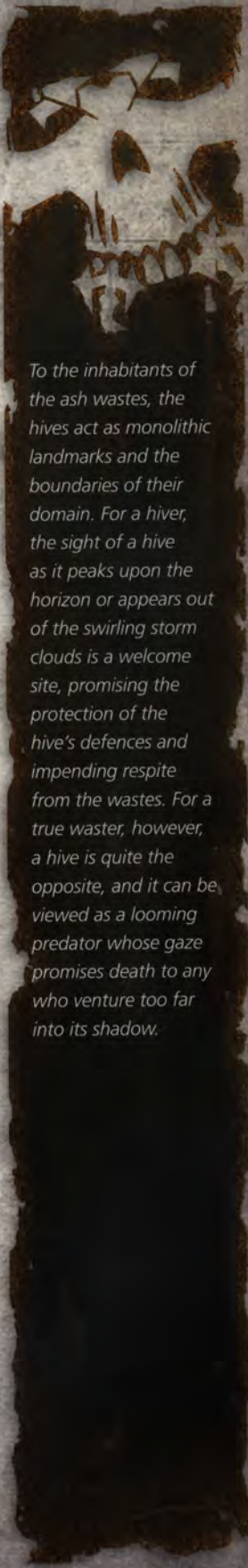
Concentrate (Basic): If the fighter makes a Willpower check in their subsequent action, add 1 to the result of the dice roll.

USING WYRD POWERS

When a psyker makes a Wyrd Power (X) action, they must make a Willpower check to see if the action is successful. If the check is passed, the Wyrd Power takes immediate effect. If it is failed, the Wyrd Power has no effect and the action is wasted.

Some Wyrd Power (X) actions are noted as being a Continuous Effect. Such a power lasts from when the psyker performs the action until the start of their next activation when it will expire, unless their first action is to perform a Maintain Control (Simple) action, in which case the Continuous Effect remains in play for another round. A psyker can only ever have one Continuous Effect in play. If a psyker is Seriously Injured or taken Out of Action, any Continuous Effects will immediately expire.

However, using Wyrd Powers is not without risk. If the Willpower check is failed on the roll of a double 1, the psyker must immediately roll on the Perils of the Warp table (see overleaf). If the Willpower check is passed on the roll of a double 6, the Wyrd Power takes effect, cannot be Disrupted (see overleaf) and the psyker must immediately roll on the Perils of the Warp table.



To the inhabitants of the ash wastes, the hives act as monolithic landmarks and the boundaries of their domain. For a hiver, the sight of a hive as it peaks upon the horizon or appears out of the swirling storm clouds is a welcome site, promising the protection of the hive's defences and impending respite from the wastes. For a true waster, however, a hive is quite the opposite, and it can be viewed as a looming predator whose gaze promises death to any who venture too far into its shadow.

'A good waster can hear a storm coming long before the sky darkens or the ash begins to fall – it's all about the wind, and if you've got an ear for it, you'll hear it talking to you.'

Bosun Joe,
Ashrunner,
Carrion Town

PSYCHIC DUELS

Whenever a psyker is activated to make a Wyrd Power (X) action or to make a Maintain Control (Simple) action, if there is a Standing and Active or Prone and Pinned enemy psyker within 18", they may attempt to Disrupt the psyker's successful Wyrd Power. A Standing and Engaged or Prone and Seriously Injured psyker may not attempt to Disrupt a Wyrd Power.

To Disrupt a successful Wyrd Power (X) action, a psyker must roll 2D6. If the total is higher than the total rolled for the Willpower check made to successfully perform the action, the Wyrd Power is Disrupted and fails as if the psyker making the action had failed their own Willpower check. If the total is equal to or lower than the total of the Willpower check made to successfully perform the action, the Disruption attempt fails and the Wyrd Power (X) action is resolved.

However, Disruption attempts can be just as risky as manifesting psychic powers. If a double 6 is rolled, the Wyrd Power is cancelled, but the psyker making the Disruption attempt must immediately roll on the Perils of the Warp table. If a double 1 is rolled, the Disruption attempt fails and the psyker making the Disruption attempt must immediately roll on the Perils of the Warp table.

PERILS OF THE WARP

Whenever a psyker rolls a double 1 or a double 6 when making a Willpower check to perform a Wyrd Power (X) action, or when attempting to Disrupt a Wyrd Power, roll 2D6 and consult the table below:

2D6	Result
2-3	A Tear in Reality! – The psyker loses control and warp energy tears reality apart around them. Centre a 5" Blast marker on the psyker; any model touched by the marker must pass a Willpower check or lose a Wound or suffer the Driver Wounded effect (see page 89). The psyker then goes Out of Action.
4-5	Immaterium Inverse – The Warp inverts upon those attempting to control it. The psyker becomes the target of the power (regardless of range). If the power is beneficial, the psyker instead becomes Pinned and suffers a Strength 6 hit that inflicts 2 Damage, ignoring armour saves, and the power has no other effects.
6-8	Whispers from the Warp – The psyker's mind is filled with screaming daemonic voices. The psyker becomes subject to the Insanity condition. Place an Insanity marker on the psyker's Fighter card and roll a D6 on the Insanity table when they activate (see page 63).
9-10	Warp Surge! – The psyker's power becomes overcharged with warp energy. The psyker may immediately try to manifest the same power again as a free action, or, if they were trying to Disrupt a power, they may immediately manifest one of their own powers as a free action – this additional manifestation of the power can trigger Perils of the Warp as normal. After working out the effects of the power, the psyker becomes Pinned and suffers a Strength 4 hit which inflicts 1 Damage, ignoring armour saves.
11-12	Daemonic Possession – Daemonic energy courses through the psyker's body. The psyker increases their Movement, Strength, Toughness and Attacks characteristics all by 3 and their Weapon Skill to 2+. Their unarmed attacks inflict 2 Damage and have an AP of -1. In the End phase of the following round, or if the psyker generates this result again, they go Out of Action.

SANCTIONED AND NON-SANCTIONED PSYKERS

All psykers fall into two broad types, regardless of the powers they wield or where they originate from: Sanctioned Psykers and non-sanctioned Psykers. Bearing the official approval of Imperial authorities, sanctioned psykers wield their powers under the control and vigilance of overseers and handlers. Trained from an early age in the correct use of their abilities and to minimise the risks of daemonic possession, sanctioned psykers are free to operate as they wish without the risk of censure by the authorities. A non-sanctioned psyker, by contrast, exists outside of the system and in secret, unaware of the great risks they present to themselves and others and oblivious to the great efforts the Imperium goes to in controlling their kind. The rewards for bringing a non-sanctioned psyker to Imperial justice can be great, often great enough to justify the risks of going against them!

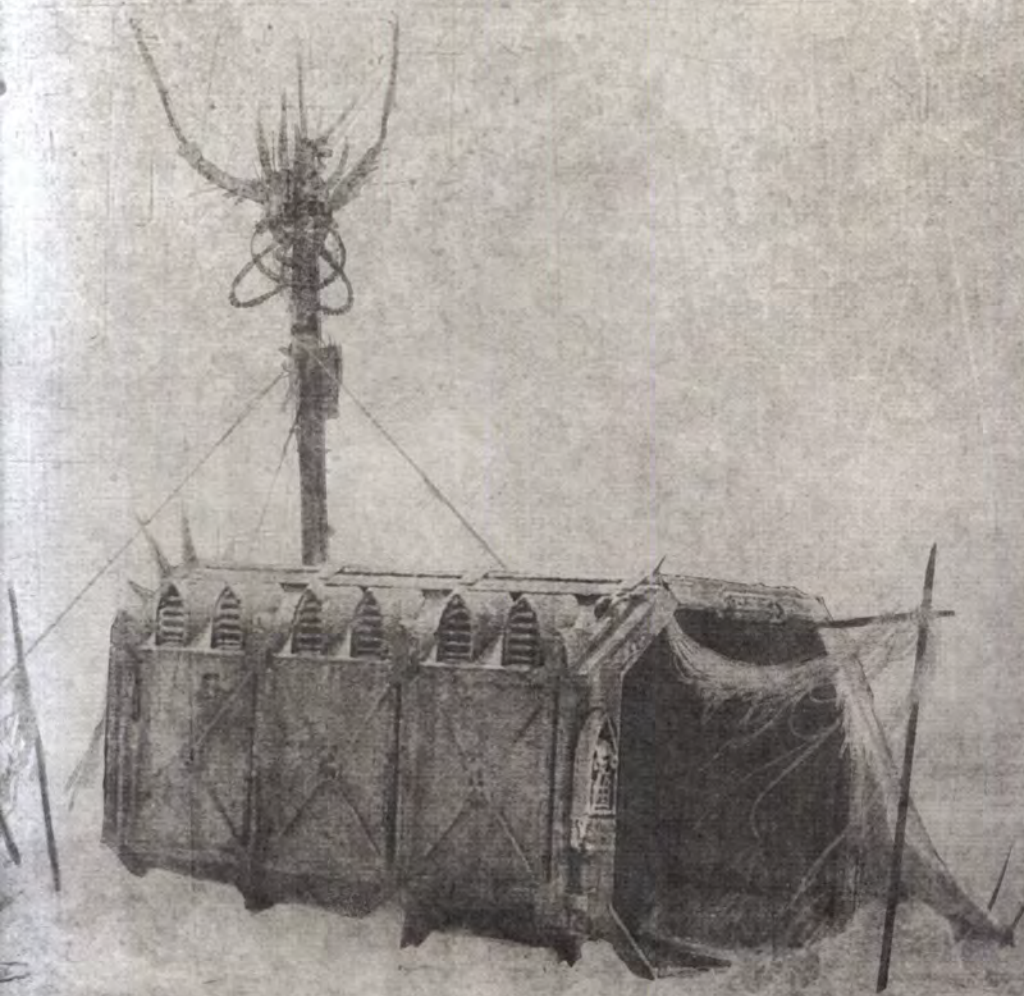
To reflect their sanctioned or unsanctioned status, all psykers will have one of the two following skills on their profile:

Sanctioned Psyker: A psyker with this skill may re-roll a failed Willpower test once per battle.

Non-sanctioned Psykers: Should a psyker with this skill be taken Out of Action, the enemy gang is rewarded a bounty of D3x10 credits at the end of the battle. Should a psyker with this skill be captured and sold to the Guilders, they are worth their full value. Note that when a Hired Gun is captured, they can be sold immediately without the need to attempt a Rescue Mission.

'You see those black-armoured runners coming. You do what we do, you gun your engine and you head for the deep wastes.'

Golden Boy Boz,
Ash Kings Outlaws on
Enforcer Patrols





NECROMUNDA: ASH WASTES CAMPAIGN

'Roads are the lifeblood of Necromunda, and trust me, they are soaked in the stuff!'

Slate Merdena, House Orlock, Road Boss

Beyond the hives and their incessant industry, an endless war is being fought across the vast ash wastes. It is not a war of rival nations or opposing armies – though it can be just as bloody as one of these – rather, it is a war for the trade routes between the hives. Lord Helmawr cares not who controls these routes as long as the trade keeps flowing and Necromunda's staggering Imperial tithe is met. And so the Clan Houses vie for lucrative contracts and control of remote road networks to fill their coffers with more wealth. In some places this descends into open warfare as convoys of merchant rigs fend off mounted marauders as they attempt to get their goods to where they need to be. For a gang that can claim dominion over even a tiny piece of this great trade network the rewards can be staggering, and well worth the price paid in blood, bullets and lives.

USING THE CAMPAIGN

The Necromunda: Ash Wastes Campaign is a complete narrative campaign that can be used alongside the Necromunda: Ash Wastes rules. It incorporates many of the existing Necromunda campaign rules, adding additional special rules to recreate just what it means to do battle in the wilderness between the hive cities and fight over the vital trade routes that connect them.

In the Ash Wastes Campaign, players try to take control of road networks with their gang, claiming one stretch of the wastes at a time until they can connect one settlement, hive or landmark to another and benefit from the trade that flows between them. Of course, this is no easy task. To claim a road a gang must fend off their rivals, survive the harsh environment of Necromunda and brave the changing seasons themselves – not to mention factions such as the Ash Waste Nomads who simply want to destroy the dominion of the hivers. For those who succeed, however, the payoff is great indeed.

THE ARBITRATOR

The Ash Wastes 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 Ash Wastes 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 keeping track of the development of everyone's settlements.
- Deciding when each phase of the campaign begins and ends, as well as when the overall campaign begins and ends.

THE GANGS

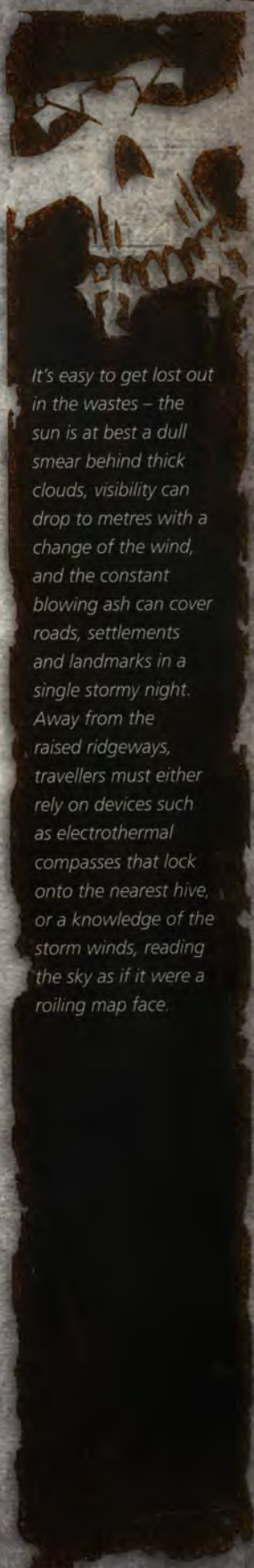
Almost every faction on Necromunda has an interest in expanding their influence out into the ash wastes or over the countless settlements and outposts that endure within its vastness. The Ash Wastes Campaign can be played with any Necromunda gang and guidelines for including different kinds of gangs are presented in the Setting Up the Campaign section.

CONTROLLING ROADS

Central to the Ash Wastes Campaign is the controlling of roads. At the start of the campaign all gangs will start with the goal of controlling as many road networks as they can to enrich both themselves and their faction. To complete this goal – and connect two important Ash Wastes locations – a gang must be in control of a special kind of Territory called Road Sections. If they can make a path from one location to another only using Road Sections they control then they can set up a Trade Route and reap even greater rewards! Players will start with some Road Sections determined randomly, but the majority must be won through defeating rival gangs on the battlefield.

WINNING

Victory in the Ash Wastes Campaign is more than just connecting roads. At the end of the campaign the Arbitrator awards various Triumphs (see page 123), based upon such things as controlling the largest road network, having the highest Reputation or wrecking the most vehicles in a single battle.



It's easy to get lost out in the wastes – the sun is at best a dull smear behind thick clouds, visibility can drop to metres with a change of the wind, and the constant blowing ash can cover roads, settlements and landmarks in a single stormy night. Away from the raised ridgeways, travellers must either rely on devices such as electrothermal compasses that lock onto the nearest hive, or a knowledge of the storm winds, reading the sky as if it were a roiling map face.

SETTING UP THE CAMPAIGN

Setting up an Ash Wastes Campaign is a task that falls to the Arbitrator. To set up the campaign, the Arbitrator must make sure that all the players have founded their gang and been given their starting Road Sections. 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.

OUTLAWS AND ASH WASTE NOMADS (RAIDERS)

Outlaw gangs and Ash Waste Nomads have a special role to play within an Ash Wastes Campaign. While Outlaw gangs, such as Corpse Grinder Cults and Genestealer Cults, can be given Trade Routes and roads like other gangs – it can be imagined they are taking these places over for their own dark purposes – they can also be Raiders. The Arbitrator can decide if these gangs will be Raiders or not at the start of the campaign. Ash Wastes Nomads do not control Trade Routes – rather they are always Raiders.

Raiders gain credits as normal for controlling Road Sections, extracting them through larceny and destruction rather than tolls. However, instead of gaining the benefits of controlling Trade Routes they disrupt them, gaining special bonuses.

SET START AND END DATES

The Ash Wastes Campaign is divided into six campaign cycles, separated by a single cycle of downtime after the first three cycles, meaning 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 then 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.

TERRITORIES IN AN ASH WASTES CAMPAIGN

In an Ash Wastes Campaign, players fight over a special kind of Territory called Road Sections. When playing an Ash Wastes Campaign, the two terms can be used interchangeably.

STARTING ROADS AND TRADE ROUTES

During the Ash Wastes Campaign, each gang begins play with two randomly-determined Road Sections. Each Road Section links two or more places to one another and can be used to claim a Trade Route between these places.

Depending on the number of players in the campaign the Arbitrator might not wish to include all the roads – after all, if the players don't need to fight each other to complete their goals then it will be a dull campaign indeed! Note though that no unclaimed Road Sections are added after the Season of Flame phase has ended (see page 121).

Use the following guidelines when setting up the campaign:

- Build a Road deck including at least four Road Sections for each player. More Road Sections can be included but this number helps keep the campaign focused. If only using some of the Road Sections, the Arbitrator should use the map on page 116 to select Road Sections that are connected.
- The Arbitrator randomly draws two Road cards (or generates them on the table on page 117) for each player, in either a random order or an order chosen by the Arbitrator. Roll a D66 to determine the Road Section the player's gang starts with. Once a road has been claimed by a gang, it is removed from the deck.
- Any remaining Road Sections are left in the deck and are considered to be unclaimed. For more details on claiming roads and creating Trade Routes, see Issuing and Accepting Challenges on page 119.

MAPS AND ENVIRONMENTS

On the next page is a map showing the area of Necromunda that the Ash Wastes Campaign is fought over. There are official routes that are comparatively safe with at least nominal oversight by Lord Helmawr, these go through the comparatively 'safe' Near Wastes and Deep Wastes. In addition, some especially brave or foolhardy traders choose to travel through the deepest and wildest parts of the wastes. While such an endeavour is perilous and fraught with danger, the rewards can be massive as you can cross distances much quicker and with no official oversight. We represent these routes in the campaign with Unsanctioned Road Sections, most of which are located in the Wild Wastes, dramatically increasing the lethality of battles fought to control them.

Arbitrators may wish to make their own map for the campaign, the advantages to having a map is the Arbitrator can use it to show the opening and demise of different Trade Routes, sending copies to the players each cycle so they can see if new gang territories have appeared, old ones have vanished or new Trade Routes have opened up. These maps can be as simple or as complex as the Arbitrator wishes, and could simply be some names on a piece of paper connected by lines, right up to detailed grid or hex maps showing all manner of information from wasteland perils to the location of the great hives.

Another use for maps is for helping the players and the Arbitrator choose opponents for battles and the environments they might fight in. As players can see which gangs are connected to their Trade Routes and the kind of terrain they might have to battle it out in, this can inform the terrain used for the players' battlefields as well as if a gang might need to travel through hostile territory to reach their intended target.



The Trade Routes of Cinderak Crater

MERCATORS CARTOGRAPH PRIMUS M41 ++60Y95254K++

KEY



TRADE ROUTES

SHADOWS RIDGE: IRONCRAG - ASH STORM OBSERVATORY

SPIRE STRAIGHT: ASH STORM OBSERVATORY - CINDERAK CITY

BEATEN PATH: RUST DEEPS - CINDERAK CITY

CRATER RUN: CRATER'S EDGE - RUST DEEPS

ANGEL'S RETURN: SIX HOLES - CINDERAK CITY

OILSLICK RUN: IRONCRAG - CINDERAK CITY

DAWN RUN: LIGHT'S END - CINDERAK CITY

CROOKED ROAD: CRATER'S EDGE - CINDERAK CITY

ORE ROAD: SPIDER MINES - CINDERAK CITY

SCRAP WAY: THE DIVE - CINDERAK CITY



ROAD RULES

Each Road Section represents a different part of the wastes, and when gangs are fighting over the Road Section they are fighting in that part of the wastes. In a battle where the Road Section has been selected as the reward, battlefield effects should be generated from the corresponding Environment tables (see Battles in the Ash Wastes on page 124) – this is either Near Wastes, Deep Wastes or Wild Wastes.

ASH WASTES ROAD SECTIONS

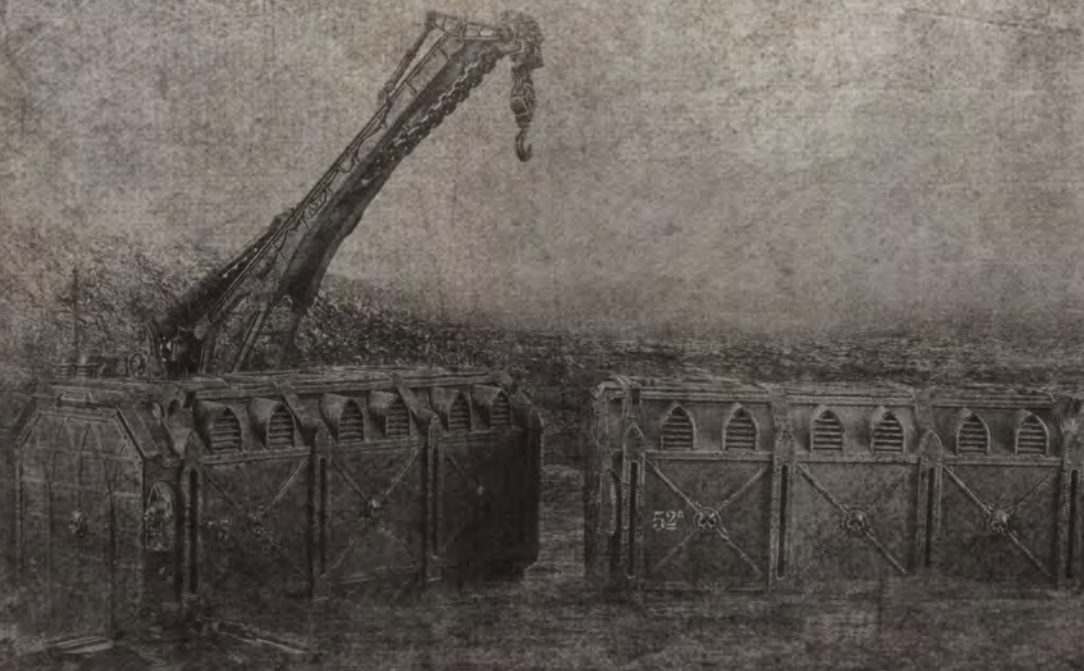
D66	Road Section	Connects	Location	Income
Sanctioned Road Sections				
11	Crater's Shadow	Ironcrag – Grave Run	Deep Wastes	2D6 credits
12	Grave Run	Crater's Shadow – Storm Road	Deep Wastes	D6 credits
13	Storm Road	Grave Run – Ash Storm Observatory	Near Wastes	2D6 credits
14	Iron Ridge	Ash Storm Observatory – Light's End	Near Wastes	D6 credits
15	Tubeway One	Radfalls – The Dive	Deep Wastes	2D6 credits
16	Near Reaches	Rust Deeps – Far Reaches	Deep Wastes	2D6 credits
21	Far Reaches	Near Reaches – Spine Ridge	Deep Wastes	3D6 credits
22	Deeps	Rust Deeps – Krok Pass	Near Wastes	2D6 credits
23	Krok Pass	Deeps – Crater's Edge	Deep Wastes	D6 credits
24	Low Road	Six Holes – Witherwell	Deep Wastes	D6 credits
25	High Road	Witherwell – Cogway	Near Wastes	2D6 credits
26	Cogway	High Road – Cinderak City	Near Wastes	2D6 credits
31	Fiveways	Ash Storm Observatory – Clearway	Near Wastes	2D6 credits
32	Clearway	Fiveways – The Flats	Near Wastes	3D6 credits
33	The Flats	Clearway – Cinderak City	Near Wastes	3D6 credits
34	Ore Road	Spider Mines – Ore Pass	Deep Wastes	3D6 credits
35	Ore Pass	Ore Road – Cinderak City	Near Wastes	2D6 credits
36	Outcasts Passage	Radfalls – Cinderak City	Near Wastes	3D6 credits
41	Blades Cut	Brokebone Fighting Pits – Klassmar's Choice	Deep Wastes	2D6 credits
42	Klassmar's Choice	Blades Cut – Cinderak City	Near Wastes	D6 credits
43	The Baked Expanse	Rust Deeps – The Hilt	Near Wastes	2D6 credits
44	The Hilt	The Baked Expanse – The Wyrd	Near Wastes	3D6 credits
45	The Wyrd	The Hilt – Bullet Gate	Near Wastes	2D6 credits
46	Bullet Gate	The Wyrd – Cinderak City	Near Wastes	2D6 credits
Unsanctioned Road Sections				
51	The Radlight Expanse	Light's End – Spider Mines	Wild Wastes	3D6 credits
52	Freedom Passage	Spider Mines – Radfalls	Wild Wastes	2D6 credits
53	Helot's Path	Radfalls – Brokebone Fighting Pits	Wild Wastes	2D6 credits
54	Khimerix Caves	Brokebone Fighting Pits – Beast Run	Wild Wastes	3D6 credits
55	Beast Run	Khimerix Caves – Gark's End	Deep Wastes	2D6 credits
56	Gark's End	Beast Run – Rust Deeps	Near Wastes	D6 credits
61	Edge Road	Crater's Edge – Shimmer Falls	Deep Wastes	D6 credits
62	Shimmer Falls	Edge Road – Six Holes	Wild Wastes	2D6 credits
63	Raider's Refuge	Six Holes – Night Passage	Wild Wastes	2D6 credits
64	Night Passage	Raider's Refuge – Ironcrag	Wild Wastes	2D6 credits
65	The Twin's Pass	Ironcrag – Cracked Canyon	Wild Wastes	2D6 credits
66	Cracked Canyon	The Twin's Pass – Witherwell	Wild Wastes	3D6 credits

CLAIMING A TRADE ROUTE

Each Road Section connects two places, either a location (in bold) or another Road Section. To create a Trade Route between two fixed locations, a gang must control an unbroken chain of Road Sections that link the listed two locations together. Multiple gangs can control the same Trade Route by taking different routes through the wastes, if this happens, any gang who controls the route gains the benefits. When a gang gains income from their roads at the start of a campaign cycle, if they control a trade route they will gain additional benefits as detailed below depending upon whether they are Raiders or not.

TRADE ROUTES

Trade Route Name	Start and End Locations	Trading Bonus	Raiding Bonus
Shadows Ridge	Ironcrag – Ash Storm Observatory	Add 3D6x10 credits to your gang's Stash	Add 2D6x10 credits to your gang's Stash
Spire Straight	Ash Storm Observatory – Cinderak City	Hire a Bounty Hunter for free until the next campaign week	Add D6x10 credits to your gang's Stash
Beaten Path	Rust Deepes – Cinderak City	Add 3D6x10 credits to your gang's Stash	Add 3D6x10 credits to your gang's Stash
Crater Run	Crater's Edge – Rust Deepes	Halve the cost of hiring Hanger-ons rounded up to the nearest 5 credits	Add 3D6x10 credits to your gang's Stash
Angel's Return	Six Holes – Cinderak City	Add 2D6x10 credits to your gang's Stash	Hire a Hive Scum for free until the next campaign week
Oilslick Run	Ironcrag – Cinderak City	Add 5D6x10 credits to your gang's Stash	Add 4D6x10 credits to your gang's Stash
Dawn Run	Light's End – Cinderak City	Add 4D6x10 credits to your gang's Stash	Add 5D6x10 credits to your gang's Stash
Crooked Road	Crater's Edge – Cinderak City	Permanently add a Ganger to your gang roster for free	Your gang gains 1 Reputation
Ore Road	Spider Mines – Cinderak City	Reduce Rarity of all items in the Trading Post by 2	Add 2D6x10 credits to your gang's Stash
Scrap Way	The Dive – Cinderak City	Add 2D6x10 credits to your gang's Stash	Add 3D6x10 credits to your gang's Stash



RUNNING THE CAMPAIGN

The Ash Wastes Campaign is broken down into two main parts, divided by a period of downtime allowing gangs to lick their wounds and consolidate their strength before the bloody final confrontation is played out. As a guideline, each part runs for three cycles in which battles are played and victories are tallied. At the end of each cycle (as determined by the Arbitrator), the effects of the players' battles are applied to the campaign – income is gathered, Trade Routes pay off and any other campaign events will come into play or come to a conclusion.

The Ash Wastes Campaign is divided into three phases, all of which run for a fixed length of real time:

1. Season of Flame	Three Cycles
2. Downtime	One Cycle
3. Season of Ash	Three Cycles

Each phase is broken down as follows:

ISSUING AND ACCEPTING CHALLENGES

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

- During each cycle, each player may issue one challenge to another gang to do battle over control of a Road Section nominated by the challenger:
 - During the Season of Flame phase, the challenger nominates one uncontrolled Road Section to be the stake of the battle. This is then removed from the pool by the Arbitrator until the battle is concluded.
 - During the Season of Ash phase, the challenger nominates one Road Section controlled by the gang they are challenging to be the stake of the battle.
- If one of a gang's fighters has been captured by another gang, rather than challenging for a Road Section, a gang that has had one of its fighters captured by another gang may issue a challenge to that gang to play a Rescue Mission (see page 148).
- 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 Road Section is automatically claimed by the challenger.
- If a gang receives two or more challenges within a single campaign cycle, they may decline the second and any subsequent challenges without penalty, provided they have also issued at least one challenge themselves.
- If a player has played all outstanding battles (including their issued challenge and any challenges accepted) and there is still time left in the campaign cycle, they may issue another challenge.

The gang that wins the battle takes control of the Road Section (or retains control of the Road Section, as the case may be). If the battle results in a draw:

- During the Season of Flame phase, neither gang takes control of the Road Section.
- During the Season of Ash phase, the gang that controlled the Road Section before the battle retains control of the Road Section.

'They say you shouldn't breathe the air cause it'll cook your lungs and drive you mad! But look at me, a hundred cycles without a respirator and I'm doing fine!'

Connie Crazy Eyes,
Dug Mutts,
House Orlock Outriders

Beyond the sight of the hive cities lie the deep wastes. These remote and desolate places are the very furthest reaches of Necromunda and only the boldest travellers dare cross them. Much like the inky blackness between the worlds of the Imperium, the deep wastes are pockets of lawless wildness that can hold any number of terrors or treasures.

SCENARIO SELECTION TABLES

When a challenge is issued, the scenario played is based upon the region of the ash wastes the staked Road Section is in. Roll a D6 on the relevant table to determine which Scenario is used.

NEAR WASTES

D6	Result
1	The player with the greater number of Road Sections chooses which scenario to play. If both players have the same number of Road Sections, both players should roll a D6, with the player who rolls the highest choosing. If the scenario dictates there is an attacker and a defender, the player who chooses the scenario is the attacker.
2	Play the Looters scenario.
3	Play the Settlement Raid scenario.
4	Play the Settlement Showdown scenario.
5	Play the Bone Road Death Race scenario.
6	The player with the fewest Road Sections chooses which scenario to play. If both players have the same number of Road Sections, both players should roll a D6, with the player who rolls the highest choosing. If the scenario dictates there is an attacker and a defender, the player who chooses the scenario is the attacker.

DEEP WASTES

D6	Result
1	The player with the greater number of Road Sections chooses which scenario to play. If both players have the same number of Road Sections, both players should roll a D6, with the player who rolls the highest choosing. If the scenario dictates there is an attacker and a defender, the player who chooses the scenario is the attacker.
2	Play the Fuel Hunt scenario.
3	Play the Breakdown scenario.
4	Play the Rescue Mission scenario.
5	Play the Cargo Run scenario.
6	The player with the fewest Road Sections chooses which scenario to play. If both players have the same number of Road Sections, both players should roll a D6, with the player who rolls the highest choosing. If the scenario dictates there is an attacker and a defender, the player who chooses the scenario is the attacker.

WILD WASTES

D6	Result
1	The player with the greater number of Road Sections chooses which scenario to play. If both players have the same number of Road Sections, both players should roll a D6, with the player who rolls the highest choosing. If the scenario dictates there is an attacker and a defender, the player who chooses the scenario is the attacker.
2	Play the Beast scenario.
3	Play the Incoming Storm scenario.
4	Play the Ambush scenario.
5	Play the Wasteland Encounter scenario.
6	The player with the fewest Road Sections chooses which scenario to play. If both players have the same number of Road Sections, both players should roll a D6, with the player who rolls the highest choosing. If the scenario dictates there is an attacker and a defender, the player who chooses the scenario is the attacker.

1. SEASON OF FLAME PHASE (3 CYCLES)

The first part of the Ash Wastes Campaign follows the gangs as they attempt to set up their Trade Routes and disrupt those of their rivals. During this phase, the following rules apply:

- At the beginning of each cycle, gangs gain income from their Road Sections and benefits from their Trade Routes (note this is different from the normal post-battle sequence where you gain income from each Territory after each battle).
- In the first two cycles of this phase, all battles are considered to take place during the Season of Flame (see Battles in the Ash Wastes page 128). In the last cycle of the phase, players roll a D6 before each battle: on a 1-4 the battle takes place during the Season of Flame, on a 5-6 it takes place during the Changing Seasons.
- Only unclaimed Road Sections may be claimed as rewards for gang battles (see Issuing and Accepting Challenges).

2. DOWNTIME (1 CYCLE)

During Downtime, gangs have a chance to recover and regroup, taking the opportunity to re-equip, fix up wounded fighters and repair and upgrade vehicles. 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

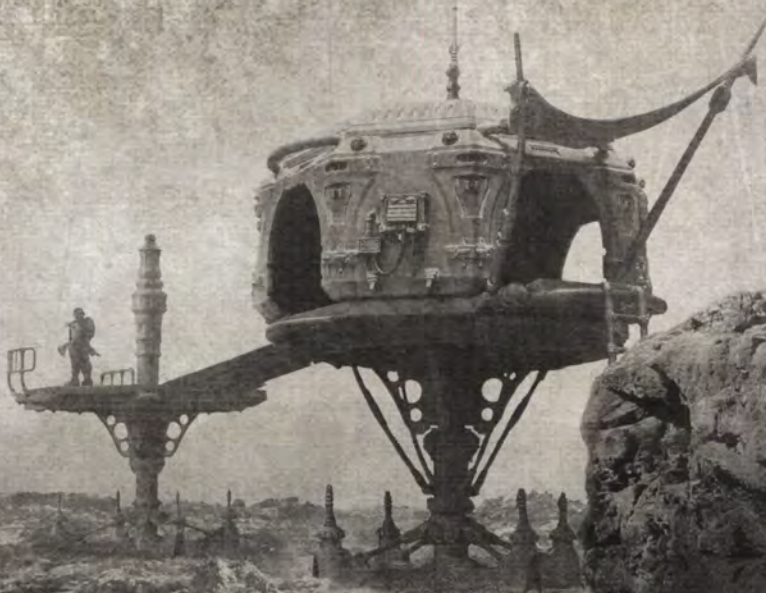
After their last battle of the Season of Flame phase, players complete the following steps at the end of the post-battle sequence:

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



'To hivers the whole wasteland is one big dumping ground for all their refuse – and of course you know what that makes us...'

Urmas the Crooked,
Cinderak City Trader



*'You cross the guilds
out here they won't kill
you – worse – they'll
cut you off and let you
wander the wastes
until you just wish you
were dead.'*

Xergo Mix,
Boneroad Runner,
House Van Saar

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 Juvés or Prospects with five 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.

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.

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 Season of Ash 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 Rulebook*, or to play some of the narrative scenarios. Models can earn Experience and suffer Lasting Injuries or Lasting Damage 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.



SEASON OF ASH PHASE (3 CYCLES)

The second part of the Ash Wastes Campaign sees gangs defend their Trade Routes against both their rivals and the elements, as well as destroy those set up by other gangs. During this phase the following rules apply:

- At the beginning of each cycle, gangs gain income from their Road Sections and any benefits for Trade Routes they control (note this is different from the normal post-battle sequence where you gain income from each Territory after each battle).
- In the first cycle of the phase, players roll a D6 before each battle: on a 1-4 the battle takes place during the Season of Ash, on a 5-6 it takes place during the Changing Seasons. In the last two cycles of this phase, all battles are considered to take place during the Season of Ash (see page 129).
- Only controlled Road Sections may be fought over and claimed as a reward by the victor of a gang battle (see Issuing and Accepting Challenges).

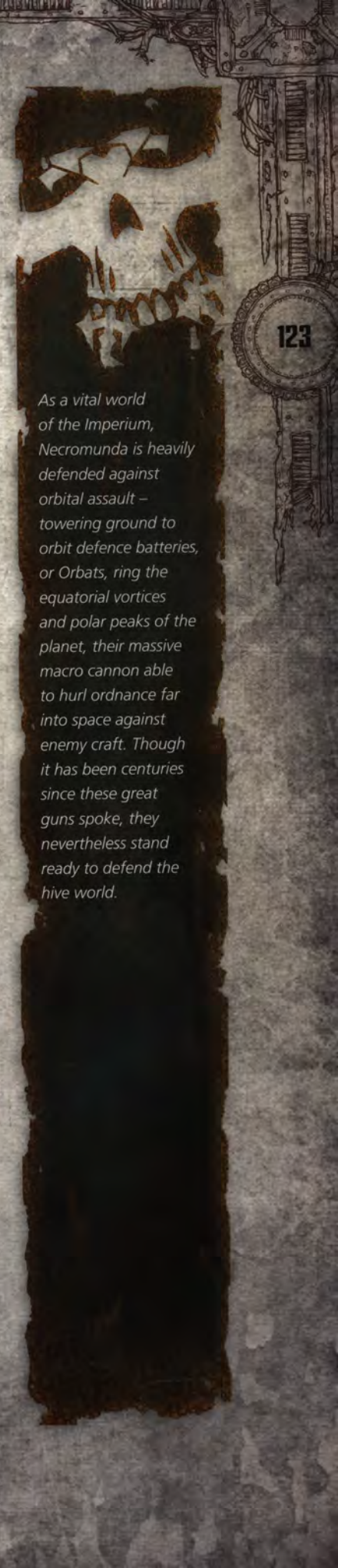
WINNING

Victory in the Ash Wastes Campaign can be measured in many ways, however, setting up a functioning Trade Route is a fine 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 campaign. Some of these reflect the length and wealth of their Trade Routes, or the damage done to their rivals, 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 following Triumphs at the start of the Ash Wastes 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 achieve. Below are a list of the Ash Wastes Campaign Triumphs:

TRIUMPHS

Triumph	Condition
Road Master	The player that held the longest unbroken chain of Road Sections at the end of the campaign.
As Far as the Eye can See	The player that had control of the most Road Sections at the end of the campaign.
Road of Corpses	The player that killed the most enemy fighters over the course of the campaign.
Let it Burn	The player that wrecked the most enemy vehicles in a single battle.
Do You Know Who I Am!	The player that had the highest reputation by the end of the campaign.



As a vital world of the Imperium, Necromunda is heavily defended against orbital assault – towering ground to orbit defence batteries, or Orbats, ring the equatorial vortices and polar peaks of the planet, their massive macro cannon able to hurl ordnance far into space against enemy craft. Though it has been centuries since these great guns spoke, they nevertheless stand ready to defend the hive world.



BATTLES IN THE ASH WASTES

As dangerous as the depths of the underhive can be, any hiver will tell you they are preferable to braving the wastes. Forgetting for a moment that there is no ceiling out there, it is an environment that can change as swiftly as the direction of the wind; one minute yellow rolling skies promising safe(ish) travel, the next ash storms strong enough to hurl a dune crawler a hundred metres into the air. To live, fight and die in the wastes means doing so under a blanket of ever-changing ashen clouds and on ground that could open up and swallow you at any moment. Nonetheless, the wastes still draw countless gangs and guilders with the promise of wealth and lost tech.

Fighting in the ash wastes is a very different experience to battling it out in the confines of a hive city. To represent this unique environment, players are encouraged to use the special battlefield conditions presented here, as they reflect the true perils of the wastes, and will offer gangs and fighters a new set of challenges. Two factors determine what kind of battlefield rules will be in effect during an Ash Wastes battle: Region and Season. Region is the type of Battlefield Surface on which the fight is taking place and includes the Near Wastes, Deep Wastes and Wild Wastes. Season represents the atmospheric conditions in effect and includes the Season of Flame, Season of Ash and Changing Seasons.

GENERATING BATTLEFIELD CONDITIONS

After choosing a scenario, during the pre-battle sequence, players that decide their battle is taking place in the ash wastes should determine Region and Season. There are three ways this can be done depending on the kind of battle being played.

- If this is a skirmish battle, or no special guidelines apply, players may either roll a D6 to determine Region and a D6 to determine Season, and then roll on the respective tables to see what battlefield conditions are in effect.
- Alternatively, if players want a more reliable outcome then they can either choose the Region and Season and their effects from the tables that follow, or roll a D6 to determine Region and a D6 to determine Season then count the result on the tables as a 6-8.
- Finally, if the players are part of a campaign or are playing a specific scenario then the Arbitrator or the scenario may specify which Region and Season conditions are in effect.

THE BATTLEFIELD SURFACE

The ash wastes are made up of countless environments, each with its own perils. These perils tend to affect the entirety of a battlefield, unlike normal terrain or areas of difficult terrain that might affect only a small portion. This is reflected by the concept of the Battlefield Surface. The Battlefield Surface is the entire surface area in which the battle is being played, and includes all areas where the battlefield is not covered by a piece of terrain. Terrain itself might be considered part of the Battlefield Surface if it is especially low, though this will be noted in any rules that affect the Battlefield Surface.

The rules for Regions typically apply to the Battlefield Surface, meaning they will affect any fighter or vehicle on the battlefield unless it is somehow protected or elevated by terrain.

ROADS

Roads are a special kind of battlefield terrain that can be represented either by placing actual terrain on the battlefield or marking out part of the Battlefield Surface as counting as a road. These pieces of terrain are important to the commerce and livelihood of the ash wastes and players are encouraged to include at least one road on their battlefield, unless it is taking place in the heart of a settlement or out in the Deep Wastes. Typically, a road will be 6"-8" wide and run from one battlefield edge to the other. Unless otherwise noted, any rules that apply to the Battlefield Surface do not apply to roads, as they have been specifically constructed to allow safe passage across otherwise dangerous terrain.

VISIBILITY (X")

In the changeable conditions of the ash wastes, visibility is not always as good as in the underhive, protected as it is from the outside elements. This has several effects:

- Models can only be targeted if they are within X", this includes declaring charges against them. In addition all weapons use the Long Range accuracy modifiers, regardless of actual distance.
- When terrain comes into view during Rolling Roads scenarios, Visibility affects where it can be placed (see page 131).
- Any effect (such as Wargear and gang tactics) that allows a model to ignore or modify the Pitch Black effect also affects Visibility.



*'You can always
tell an experienced
scrapper – they go for
the promethium tank
before the cargo hold.'*

Dazi Jones,
Sump Dogs,
House Orlock

REGIONS

The ash wastes cover vast areas of Necromunda and fill the empty wilds between the towering hive cities. Only the ignorant or those who have never seen them believe the wastes are uniform across all of Necromunda. In reality there is a huge variety of wasteland environs ranging from rolling ashen dunes, burning salt flats and bubbling tox rivers to diamond-hard ironflats, glittering scrap-seas and refuse-laden mountain ranges. While there are hundreds of classifications and names for these different areas, most Necromundans group them into three broad categories: the Near Wastes, the Deep Wastes and the Wild Wastes.

NEAR WASTES (D6 RESULT - 1-2)

The Near Wastes are those areas close to the hives, usually within a hundred kilometres or less; the hive or hives looming upon the horizon. Areas in the Near Wastes benefit from being tamer than most as they have higher numbers of settlements and people eager to scavenge through the hive's cast-off waste. The Near Wastes also tend to be more developed as transport hubs and roads criss-cross their surface, while the thermal bleed from the hive makes the environment more pleasant (or less unpleasant) to live in.

2D6 Result

2 Sand Traps: The Battlefield Surface is covered in shifting sand, and counts as difficult terrain for vehicles. In addition, horrors lurk beneath the dunes and fighters on the Battlefield Surface are subject to the Horrors in the Dark special scenario rule (see the *Necromunda rulebook*).

3-5 Broken Ground: The Battlefield Surface is covered in cracks and small fissures, and counts as difficult terrain for vehicles.

6-8 Open Ground: The Battlefield Surface is mostly hardpan and counts as open terrain.

9-11 Rocky Fields: The Battlefield Surface is littered with small rocks and stones, and counts as difficult terrain for vehicles. In addition, fighters count as being in partial cover if they do not move during their activation.

12 Sunken Ruins: The Battlefield Surface lies over ancient ruins and counts as both difficult terrain and dangerous terrain.

DEEP WASTES (D6 RESULT - 3-4)

Far from the hives are the Deep Wastes. These are the abandoned and forgotten areas of Necromunda where only ghosts and scavengers haunt the ruins of fallen hives, shattered mountains and the dry seabed. Here and there remote settlements might eke out an existence, but these are places where travellers do not like to linger. Without the shelter of nearby hives, the Deep Wastes are also more prone to storms and Necromunda's ever present howling winds – their sound is constant as they scour the landscape.

2D6 Result

2 Ancient Roads: The Battlefield Surface is part of an ancient road network and counts as open terrain. In addition, wheeled or tracked vehicles add 2" to their movement when travelling on the road.

3-5 Shifting Dunes: The Battlefield Surface is deep dunes of toxic dust and ash, and counts as difficult terrain. In addition, models that do not move during their activation suffer a Wound or lose a Hull Point as they begin to sink!

6-8 Rolling Ash: The Battlefield Surface is baked ash flats and counts as open terrain. In addition, models that move more than 6" during their activation count as having partial cover until their next activation as they kick up great clouds of dust and ash. If using the Sentries rules, this will also Raise the Alarm.

9-11 High Dunes: The Battlefield Surface is atop a volatile and potentially explosive series of gas pockets. After a model activates, if it moved more than 6" or fired any weapons with a Strength of 5 or more, roll a D6. On a 4+, centre the 5" Blast marker on the model and deal a Strength 4, AP -, Damage 1 hit to any models touched.

12 Burning Wastes: The Battlefield Surface is covered in flammable chems. When a model fires a weapon, roll a D6. On a 6, it catches fire as if it had been hit by a weapon with the Blaze trait.



WILD WASTES (D6 RESULT - 5-6)

As dangerous as the wastes of Necromunda can be, there are some areas that are either utterly deadly or downright bizarre – or even both! These are the Wild Wastes, areas of unusual and perilous environmental hazards which travellers would do well to avoid. Such areas can equally exist in the furthest reaches of the planet or under the shadow of a hive city – their presence a constant reminder of the protection the hive cities offer, and the terrible toxic nature of the world on which they exist.

SASHA 'GUNNER' REX
WASTER'S REST RAVAGERS
HOUSE ORLOCK

2D6	Result
-----	--------

- | | |
|------|---|
| 2 | Acid Plains: The Battlefield Surface is highly acidic and any fighter not subject to the Mounted condition that ends their activation on it suffers an immediate Strength 3, AP -, Damage 1 hit. |
| 3-5 | Toxic River: The Battlefield Surface is the crust over a toxic river and it counts as both difficult terrain and dangerous terrain. In addition, fighters and vehicles with a Toughness characteristic of 5 or more apply a -1 modifier to the Initiative or Handling checks to see if they trigger dangerous terrain. |
| 6-8 | Dead Seabed: The Battlefield Surface is an ancient dry seabed littered with salt flats and the bones of dead sea beasts. It counts as difficult terrain and dangerous terrain. In addition, place a Beast's Lair marker on the battlefield (see page 138). |
| 9-11 | Crystal Maze: The Battlefield Surface is part of a crystalline maze that dazes the senses and can drive the unwary to madness. Models that move more than 6" during their activation must make an Intelligence check or gain the Insane condition. |
| 12 | Sea of Glass: The Battlefield Surface is a reflective expanse of cracked glass. Weapons with the Blast trait increase their Strength and Damage by 1. In addition, vehicles that moved more than 6" in their previous activation must move at least 3" straight ahead when they activate. |



The shadow of the hives is known as the near wastes, and it is here the outlands teem with life. Hundreds of settlements and mines ring the great hive clusters, their people and workers living off the detritus thrown, expelled and pumped from the hives themselves. Though these outposts are often purged lest they grow too large, it is a small risk to pay for protection from the greater dangers of the deep wastes.

SEASONS

On Necromunda, the atmosphere is forever in turmoil. It is a world held on the brink of complete and utter environmental collapse, its biosphere long having been destroyed. Once, millennia ago, the world had Ancient Terra-like seasons, ranging from warm and kind summers, to brisk, snow-laden winters. Now there are only two major seasons on Necromunda: the Season of Flame and the Season of Ash – both of which are brutal and extremely hazardous to life. Caught between these two great seasons are numerous lesser seasons that occur sporadically, each bringing with it a new myriad of dangers for travellers and little respite from the hell of the ash wastes.

SEASON OF FLAME (D6 RESULT – 1-2)

As Necromunda tilts toward its star, and the solar rays bombard the planet in greater frequency, the Season of Flame begins. During this great cycle, the temperature of the planet soars and chemical changes occur across its wastelands. Some areas catch fire, while others harden into gleaming diamond oceans that can cut a vehicle to scrap in seconds. The greatest danger from the Season of Flame comes from the heat, and travellers without adequate protection can burn alive if outside for too long.

2D6 Result

- | | |
|------|---|
| 2 | Thermal Thunder: Roiling storm clouds mean the Visibility (18") rule is in effect. In addition, whenever a model activates roll a D6 – on a 1 that model suffers a Strength 5, AP -, Damage 1 hit. |
| 3-5 | Soaring Temperatures: Shimmering curtains of heat mean the Visibility (24") rule is in effect. In addition, fighters without respirators treat the Move (Simple) action as a Basic action. |
| 6-8 | Yellow Skies: Clear(ish) yellow clouds hang over the battlefield. No effect. |
| 9-11 | Boiling Wind: Burning hot winds blow, kicking up ash and dust and burning exposed skin. The Visibility (24") rule is in effect. In addition, fighters with a 6+ armour save or no armour save take a Strength 2, AP -, Damage 1 hit at the end of their activation. |
| 12 | Firestorm: Gouts of flame erupt from the battlefield as chemicals are ignited by the heat, meaning the Visibility (18") rule is in effect. At the start of each round, each player places two 3" Blast markers anywhere on the Battlefield Surface and then scatters them 3D6" to see where they end up. Models that begin, end or move across the markers during their activation must test to see if they are set on fire just as if they had been hit by a weapon with the Blaze trait. |



SEASON OF ASH (D6 RESULT - 3-4)

When the planet tilts away from its star, the temperatures drop as swiftly as they rose and, as they fall, massive storms boil up in their wake. During the Season of Ash, the deadly winds of Necromunda blow ceaselessly across the world, some storms growing large enough to engulf entire continents. Travel becomes more perilous as visibility drops to almost nil in most places and both landmarks and roads vanish under mountains of ash. It is, however, also a time for scavenging, as what past storms have hidden new storms may uncover.

2D6	Result
2	Ash Cyclone: A giant ash cyclone races across the battlefield. The Visibility (9") rule is in effect. In addition, at the start of the battle, after both sides have deployed but before the first round, place a marker in the centre of the battlefield. At the start of each End phase, before making Bottle tests, move the marker 3D6" in a random direction (stopping if it comes into contact with a battlefield edge). Fighters who start or end their activation within 12" of the marker becomes Prone and Pinned.
3-5	Choking Gloom: The atmosphere thickens, meaning the Visibility (12") rule is in effect. In addition, fighters without respirators treat the Move (Simple) action as a Basic action.
6-8	Ash Clouds: Thick ash clouds press down upon the battlefield meaning the Visibility (18") rule is in effect
9-11	Caustic Winds: Acid rain lashes the battlefield meaning the Visibility (12") rule is in effect, and melting armour and clothing. Increase the AP of all hits models take by 1, so AP -1 becomes AP -2, etc.
12	Great Storm: A great ash storm descends upon the battlefield. The rules for Pitch Black are in effect for the battle. In addition, at the beginning of each round randomly determine a battlefield edge. Fighters and vehicles moving toward this edge count each 1" moved as 2", while those moving away from this edge count each 2" moved as 1". In the End phase all models are moved D6" directly away from this edge – roll separately for each model.

CHANGING SEASONS (D6 RESULT - 5-6)

Time between the great seasons can be fleeting, and those who live in the ash wastes quickly learn not to trust the so-called lesser seasons that fill these spaces. During the changing of the seasons, a variety of strange and equally deadly weather might descend on a region, settlement or hive. These can range from rust storms filling the air with the broken down remains of hive cities, billowing clouds of radioactive dust released from the high atmosphere or even perpetual night as the skies thicken with ash.

2D6	Result
2	Rust Storm: Shards of rusted metal pelt the battlefield meaning the Visibility (18") rule is in effect. In addition, fighters who end their activation outside of a vehicle or terrain piece that offers protection from the sky must make an Initiative check or become Pinned and Prone.
3-5	Perpetual Dark: Inky darkness descends upon the battlefield as the sky presses low. For the duration of the battle, the rules for Pitch Black are in effect.
6-8	Blinding Rays: The clouds are thin enough to let sunlight reach the wastes. Due to rays of blinding sunlight moving across the battlefield, fighters who end their activation outside of a vehicle or terrain piece that offers shade must test as if they had been hit by a weapon with the Flash trait.
9-11	A Year in a Day: At the start of each round, before rolling for Initiative, the player who had Priority last round rolls a D6. On a 1-3, generate an effect from the Season of Flame. On a 4-6, generate an effect from the Season of Ash to apply for this round.
12	Rad Storm: Radiation levels rise, turning the battlefield into a death-trap. In the End phase before making Bottle tests, all fighters who are not in a vehicle or in an enclosed structure suffer a Flesh Wound.

*'Scavvies, mutants,
heretics and us –
you gotta love
Carrion Town!'*

Two-toed Herse,
Wyrd Boys,
Outcast Ganger

ROLLING ROADS

Often, battles between gangs in the ash wastes are not static affairs. Bikes, trucks and other vehicles careening across a desolate landscape all the while trying to kill each other is one of the most evocative images of the ash wastes. These encounters are represented with a set of rules called Rolling Roads.

If a scenario says it uses the rules for Rolling Roads then the following special rules apply:

THE BATTLEFIELD

Rolling Roads battles take place across a rapidly moving landscape where each gang has to struggle to keep up while still engaging with each other.

BATTLEFIELD SIZE

Due to the fast moving and expansive nature of a Rolling Roads battle, these rules work best on larger battlefields than standard battles of Necromunda. An ideal size is 6'x4', though different sizes and shapes also work and can lead to very exciting battles! Many scenarios may suggest different sizes.

DIRECTION OF TRAVEL

All Rolling Roads battles have a direction of travel. Sometimes this will be specified in the scenario being used, but if not randomly designate one of the short battlefield edges the Leading Edge and the opposite battlefield edge the Trailing Edge. The other two battlefield edges are referred to as the sides.

The direction of travel is always from the Trailing Edge towards the Leading Edge.

BATTLEFIELD SIDES

Roads across the ash wastes take many different forms, from deep valleys, to wide open ash flats, to precarious bridges going over deep crevasses. The following are some example rules for how these affect the battlefield sides – scenarios will introduce even more options:

Impassable Sides: If the sides are impassable then no model may voluntarily move off the battlefield sides. If a vehicle is forced to hit the sides, resolve it as if it were a collision against impassable terrain (see page 67).

Cliff Sides: If any model moves off the side, they are immediately taken Out of Action or Wrecked as they plummet off the high road. Fighters immediately roll on the Lasting Injury chart, vehicles on the Lasting Damage chart.

Open Sides: If the sides are open then models may move off via them. Treat them as Left Behind, they may then try to Rejoin (see page 131).

CLOUDS OF ASH

As they race through the landscape, vehicles and fighters kick up huge clouds of obscuring ash. If a model moves further than its Movement characteristic during its activation, all shooting attacks against it suffer a -1 modifier until it is activated again.

THE ROLLING ROADS PHASE

At the end of each round, at the start of the End phase the Rolling Roads phase happens. The Rolling Roads phase is made up of the following steps:

- 1. Move Battlefield:** The battlefield rolls on.
- 2. Resolve Models Left Behind:** Any model that has been moved off the table attempts to rejoin the fight.
- 3. Add New Terrain/Obstacles:** New terrain is added to the battlefield.

1. MOVE BATTLEFIELD

To represent the ever-moving nature of a Rolling Roads battle, every round all models and terrain are moved 8" directly towards the Trailing Edge. If any model or terrain contacts the Trailing Edge as part of this move, it is removed.

2. RESOLVE MODELS LEFT BEHIND

Any models that are moved so that not all of their base is on the battlefield are removed from the battlefield – they have been left behind in the maelstrom of combat. What happens to them depends on their Status when they were left behind:

- If a Seriously Injured fighter, roll to see if they succumb to their injuries (see page 98). They can then take no further part in the battle.
- If a Stationary and Stalled vehicle, they may not attempt to rejoin the fight this round, but may attempt to in future rounds.
- If their Movement characteristic is at least 7", they can attempt to rejoin the fight this round.
- All other models take no further part in the battle.

Any models that have fallen behind are counted as Out of Action for the purpose of Bottle tests (see page 94) until they manage to rejoin the battle.



Rejoining the Battle: Each model that has been left behind and is eligible to attempt to rejoin the fight makes an Intelligence check. If passed they become Reinforcements, if failed they may attempt to rejoin next round.

Each round, all available Reinforcements arrive for all gangs. They normally only enter play within 3" of the Trailing Edge, though if the scenario uses Open Battlefield sides they can also rejoin the battle within 3" of a battlefield side. They enter play in the same state as they left play; all Out of Ammo markers, Wounds, Flesh Wounds, damage, etc, still apply. The exception is Stationary and Stalled vehicles change their status to Mobile.

3. ADD NEW TERRAIN/OBSTACLES

As gangs continue their battle down the Rolling Road, more of the road ahead comes into view. No-one knows for sure what will be around the next bend so they must be quick to react to the terrain that appears from the ash clouds.

In order to represent the unpredictable nature of a Rolling Road, first roll a D3-1 to see how many pieces of terrain enter the battlefield. If the result is zero, no more terrain is added this round.

Otherwise, proceed as follows:

- Players alternate placing pieces of terrain, starting with the player who doesn't have Priority.
- Any available and suitable terrain piece can be placed.
- If there is no Visibility limit then terrain must be placed touching the Leading Edge at least 3" away from any model or other pieces of terrain.
- If there is a Visibility limit then new terrain can be placed anywhere on the battlefield at least X" closer to the Leading Edge than any model – note that it still needs to be at least 3" away from any other terrain or models.
- If this isn't possible, the terrain can instead be placed touching the Leading Edge at least 3" away from any models or other pieces of terrain.
- If terrain cannot be placed following these guidelines then no more terrain is generated.



NECROMUNDA: THE ASH WASTES SCENARIOS

The struggle for control of the ash wastes is never ending as factions try to establish or disrupt trade routes or seize control of settlements for their own ends.

The section that follows presents rules for setting up a battlefield, using either Zone Mortalis, Sector Mechanicus or Ash Wastes terrain, along with thirteen scenarios for gangs to fight out. These range from brief but bloody encounters between two gangs to cargo runs through the depths of the ash wastes.

BATTLEFIELD SET-UP

Some scenarios have special instructions for terrain. The default methods are as follows:

ZONE MORTALIS

Zone Mortalis battles are claustrophobic and dangerous affairs. Fought in cramped narrow corridors with only occasional open areas, they represent the close quarters fighting common in the deep chasms and caves of the Ash Wastes.

For Zone Mortalis battles, the battlefield can be any shape and size – 3x3 or 3x4 12" square tiles is a good size.

Starting with the defender, or the winner of a roll-off (if there is no defender), players take turns to select and place a 12" square Zone Mortalis tile and some walls. Each tile after the first must be placed so that at least half of the length of one edge is touching an existing tile. Both players continue to place tiles until the maximum number is placed, as described by the scenario.

Next, doors are added. Starting with the defender, or the winner of a roll-off (if there is no defender), each player may place as many doors and door terminals as they wish. Once at least three doors have been placed, either player may choose to place no more. The other player may then place one final door. Then, starting with the defender, or the winner of a roll-off (if there is no defender), players take turns to place D6 obstacles (to a maximum of three each) anywhere on the battlefield. After which, each player may place one ductway.

Finally, if the scenario does not give special instructions for Loot caskets, each player, starting with the winner of a roll-off, places one anywhere on the battlefield that is not within 6" of an edge of the battlefield.

SECTOR MECHANICUS

Sector Mechanicus battles represent the clash of gangs in the vast industrial zones of the underhive or within some of the settlements of the ash wastes, filled floor to ceiling with structures, gangways and machinery.

For Sector Mechanicus battles, the battlefield should measure roughly 4'x4' – although larger or smaller battlefields are possible. The available terrain should be divided into obstacles (any terrain measuring no more than 2" high and no more than 2" across) and structures (any terrain feature measuring more than 2" high and more than 2" across). Players should decide between them if any terrain features are difficult, dangerous or impassable (and therefore solid for the purposes of measuring and line of sight) and if each structure is sturdy or flimsy. Then, starting with the defender, or the winner of a roll-off (if there is no defender), players take turns placing structures anywhere on the battlefield. At any point, either player may choose to place no more. The other player may then place one final piece of terrain.

Then, obstacles are added. Starting with the defender, or the winner of a roll-off (if there is no defender), players take turns to place scatter terrain anywhere on the battlefield. At any point, either player may choose to place no more. The other player may then place one final piece of terrain.

Finally, if the scenario does not give special instructions for Loot caskets, each player, starting with the winner of a roll-off, places one anywhere on the battlefield that is not within 6" of an edge of the battlefield.

BATTLEFIELDS OF THE ASH WASTES

Battles in the ash wastes take place in a wide variety of places, but they are all generally relatively flat and open, any large features having been eroded away by the frequent storms.

For Ash Wastes battles, the battlefield of roughly 4'x4' is ideal – though for introductory battles or smaller skirmishes, smaller battlefields also work well. For battles taking place out on the ash wastes, the same default method of placing terrain and determining deployment zones applies as for Sector Mechanicus battles. Players should be aware though that terrain is sparser away from the underhive and an effort should be made to represent terrain features and structures appropriate to the wastes.

The worst recidivists on Necromunda are often sent to remote prison hives and penal colonies. These are truly terrible places, even by the dismal standards of life for most on Necromunda. The worst of these hive prisons are the sunken hives that float out in the sump seas, their prisoners toiling to extract chems from the toxic oceans with their short miserable lives.

CHOOSE CREW

Each player chooses a starting crew for the scenario, using one of the following methods or a bespoke method, as determined by the scenario:

RANDOM SELECTION (X)

When a scenario instructs players to use Random Selection (X) to choose their starting crew, the following method is used. When Random Selection (X) is in use, there will always be a number shown in brackets:

- The player makes a deck of their Fighter cards (if fighting an Ash Wastes battle also include any Vehicle cards).
- The deck may not include any models unable to take part in the battle.
- The deck may only contain one randomly selected card for any models who have multiple cards.
- This deck is then shuffled and a number of cards equal to the number shown in brackets is dealt out. This is the player's starting crew.

CUSTOM SELECTION (X)

When a scenario instructs players to use Custom Selection (X) to choose their starting crew, the following method is used. Where no number is shown, there is no limit to how many models make up the starting crew:

- The player chooses their crew, selecting the Fighter cards and Vehicle cards of the models they wish to use, equal to the number shown in brackets.
- Where no number is shown in brackets, the entire gang may be used, should the player wish.
- If any models have multiple cards, the player chooses which equipment load-out the model will use for the battle.
- The crew cannot include any models unable to take part in the battle.

INCLUDING VEHICLES IN CREWS

In general, vehicles should only be included in battles taking place out in the ash wastes, though if both players agree, they can be included in Zone Mortalis or Sector Mechanicus battles as well – though it takes a particularly foolhardy ganger to drive a vehicle through the tunnels of the underhive!

SCENARIO REFERENCE

Here, players will find details of the various scenario rules mentioned throughout the scenarios themselves.

DEPLOYMENT

Many scenarios detail the size and location of deployment zones. For those that do not, the standard methods are as follows:

ZONE MORTALIS

Starting with the defender, or the winner of a roll-off (if there is no defender), players set their crews up. The defender/winner of the roll-off sets up first. Their deployment zone is either one full tile of their choice, or a 3" area that runs along one edge of the battlefield.

The attacker/loser of the roll-off deploys their entire crew in either one full tile that is at least one full tile away from the other player's deployment zone, or in a 2" area that runs along the opposite edge of the battlefield.

A fighter may not be deployed, either during deployment nor as a Reinforcement, in an area of the battlefield which is entirely blocked off by walls. Unless there is a ductway placed allowing fighters into and out of such areas, no fighters may ever be deployed in blocked-off corners.

SECTOR MECHANICUS & ASH WASTES

Draw a line dividing the battlefield into two equal halves. Starting with the defender, or the winner of a roll-off, players select one half of the battlefield in which to set their crews up. The defender/winner of the roll-off sets up first. All fighters in both players' crews must be set up at least 12" away from the dividing line.

REINFORCEMENTS

If a gang has Reinforcements available, the scenario will describe how to create a Reinforcements deck from the Fighter cards and Vehicle cards not in their starting crew:

- Reinforcements always arrive at the end of the End phase. The scenario will state the round(s) on which Reinforcements arrive and how many arrive.
- Reinforcements are randomly drawn from the Reinforcements deck and a D6 rolled. On a 3+, the controlling player deploys them. On a 1-2, the enemy player deploys them.
- Unless instructed otherwise by the scenario, Reinforcements are deployed on any battlefield edge, not within 6" of an enemy model.

'I've never seen two maps of Necromunda that look the same – Hive Primus is either four thousand kilometres from the ash pole or four hundred depending on which one you look at... and it's not like I'm going out there to check!'

Heden Kaus,
Grand Cartograph
Keeper, Hive Rothgol

*'Every cycle pilgrims
go out into the
wastes looking for
enlightenment.
Some of them even
come back.'*

Gorbos the
Coinkeeper,
Faithsway Tollman

SNEAK ATTACKS

In some scenarios, the defender may not initially be aware of the attacker's presence. In these scenarios, the following rules are used:

SENTRIES

Sentries are deployed as described in the scenarios. Sentries are always fighters – vehicles are never used to keep watch, the fuel needed to keep them running is too valuable. Sentries never gain Ready markers before the alarm is raised:

- When it is the defender's turn to activate a model, they shuffle together the Fighter cards for their sentries into a deck and randomly draw one, returning it after the activation is complete. Note that a sentry can be activated several times in the same round in this way.
- Once the attacker has activated their last model, the defender activates one more sentry and then the Activation phase ends.
- When a sentry is activated, both players roll a D6. If the rolls are the same, the sentry turns to face a random direction determined by a Scatter dice and the defending player makes one Move (Simple) action with them. If the rolls are not the same, the player who rolled the highest can make one Move (Simple) action with the sentry.
- Once the sentry has moved, the player who moved them will decide which way they are facing.

Sentries may open or close any door within 1" of them before or after making their Move action.

SPOTTING ATTACKERS

After a sentry has moved, roll 2D6. If there are any attackers within that many inches of any sentry and within their vision arc, they may be spotted. Roll a D6 and consult the table below, subtracting 1 from the result if the attacker is Prone:

Attacker's Position	Dice Roll
Within 3", regardless of the sentry's facing	2+
In the open, regardless of the sentry's facing	2+
Partial cover and more than 3"	4+
Full cover and more than 3"	6+

If an attacker moves to Engage a sentry, the attacker is immediately spotted by that sentry.



ALERTED SENTRIES

Should a sentry spot an attacker:

- That sentry immediately gains a Ready marker and their card is not returned to the Sentry deck.
- If the sentry is Engaged when they gain a Ready marker, they may make Retaliation attacks.
- If the sentry is not Engaged, make an Initiative check for the sentry. If it is passed, they can immediately make a ranged attack against the spotted enemy fighter.

RAISING THE ALARM

The alarm is raised if:

- Any sentries have a Ready marker when it is the defender's turn to activate a model.
- If an attacker fires a ranged weapon, roll 2D6 and add the weapon's Strength after the attack has been resolved. If the weapon has the Blast trait, add 2 to the result. If the total is 10 or more, the alarm is raised.
- From the fifth round onwards, if the attacker rolls a 1 or 2 for their Priority roll, the alarm is raised.

Once the alarm is raised, all sentries immediately gain Ready markers, the Sentries rules are no longer used and the defender's models follow all the normal rules.

HOME TURF ADVANTAGE

If a scenario indicates that one gang has the Home Turf Advantage, they gain the following benefits:

- When making a Bottle test, roll two D6 and discard the highest.
- Models add 1 to the result of any Rally tests.

PITCH BLACK

Some battles may be fought across areas plunged into darkness. If both players agree, the following special rules may be used to represent this:

- All models are subject to the Hidden condition unless they are using a photo-lumen, are subject to the Blaze condition, or become Revealed (as follows).
- Ranged attacks may not be made against targets more than 3" away unless the target has replaced the Hidden condition with the Blaze condition or Revealed condition (as follows), or is using a photo-lumen. Fighters using photo-lumens or infra-sights extend this range to 12". In addition, models may not make a Charge (Double) action against enemies who they cannot see (for example, their target must be within 3" or have a Blaze or Revealed marker on them or be wearing a refractor field).
- If any model subject to the Hidden condition makes a ranged attack (with the exception of weapons that have the Silent weapon trait), makes a close combat attack using a weapon with the Power trait, or is a vehicle that moves, remove the Hidden condition from them and replace it with the Revealed condition. In the End phase of each round, Revealed models become Hidden again unless they are also subject to the Blaze condition.

Some regions of the wastes are so dangerous and unpredictable that they have been dubbed the wild wastes. While the near wastes might offer some protection from the horrific environment of Necromunda, and the deep wastes are mysterious frontiers, the wild wastes contain dens of murderous local life forms, extreme radiation, or lethal atmospheric and geological phenomenon.

'You know what I really can't stand? Tentacles! Claws, hooves, horns and hands, these things I understand, these things are usually part of things that explode when you hit them in the face with a bolt round. Now, tentacles are slimy and sneaky, and seem to pop up at random. Worse of all, of course, isn't the tentacles themselves, it's the thing they're attached to...'

Bale Grimb
Iron Guild Prospector

THE BEAST'S LAIR

Dangerous creatures lurk in the underhive and out in the ash wastes, ready to prey on careless gangers. If both players agree, the following special rules may be used to represent the presence of such a creature:

After both gangs have been deployed, the defender or the winner of a roll-off (if there is no defender) may deploy a Beast's Lair (such as the one found in the Necromunda: Ash Wastes boxed set or something similar, modelled on a 32mm base) anywhere on the battlefield that is not within 6" of any model.

If any model ends their activation within 6" of the Beast's Lair, they risk rousing the beast within. To see if the beast is roused, roll a D6. If the result is a 6, or if the result is higher than the number of inches between the model making the test and the Beast's Lair, the model is immediately attacked by the beast. The beast has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
-	4+	-	6	4	3	-	1	-	-	-	-

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Beast's tentacles	E	6"	-	-	S	-2	3	-	Knockback, Melee, Versatile

The Beast's Lair is not a fighter. It is always considered to be Standing and can never become Prone or be moved by any means. Models can move within 1" of the Beast's Lair and may move into base-to-base contact with it without needing to perform a Charge (Double) action. Models can attack the Beast's Lair with ranged or close combat attacks. If the Beast's Lair is reduced to 0 Wounds, it is removed from play.

LOOT CASKETS

There will always be at least two Loot caskets placed on any battlefield, as described previously, but many scenarios include far more. Loot caskets can contain anything from food supplies to valuable munitions – their exact contents will not be known until they are opened. Standing and Active fighters within 1" of a Loot casket may perform actions to open or carry a Loot casket, as described on page 61.

In addition, each Ash Wastes Hab (see page 72) always has a Loot casket inside.

OPENING LOOT CASKETS

If a Loot casket is opened by a fighter, roll a D6 on the table below to determine its contents:

D6	Result
1	Dangerous Goods: The casket has been booby trapped. Replace it with a frag trap (see page 140).
2-3	Nothing Much: The casket contains some sundry items of small value that someone will have a use for. Add D6 credits to the gang's Stash.
4-6	Ammo Cache: The Loot casket contains a number of commonly used ammo clips, weapon parts and loose munitions. Replace the Loot casket with an ammo cache.

AMMO CACHE

Before an Ammo check is made for any fighter within 1" of an ammo cache, the controlling player can declare that the fighter will ransack the ammo cache. Add 2 to the result of the Ammo check. Additionally, a fighter with a weapon with the Scarce trait may ignore that trait if they are within 1" of an ammo cache. However, should a natural 6 be rolled in either case, the ammo cache is exhausted and removed from play.



CUT THEM. SLICE
THEM. BOIL THEM.
DICE THEM. BREAK
YOUR CHAINS AND
THEN WE BITE THEM.

Message carved
into murder victim
in Eight Points

BOOBY TRAPS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Frag trap	-	-	-	-	3	-	1	*	Blast (5"), Knockback, Single Shot
Gas trap	-	-	-	-	-	-	-	*	Blast (5"), Gas, Single Shot
Melta trap	-	-	-	-	8	-4	3	*	Blast (5"), Melta, Single Shot

BLAST (3"/5")

The weapon utilises a Blast marker, as described on page 77.

GAS

When a fighter is hit by an attack made by a weapon with the Gas trait, they are not Pinned and a wound roll is not made. Instead, roll a D6. If the result is equal to or higher than the target's Toughness, or is a natural 6, make an Injury roll for them (regardless of their Wounds characteristic). If the roll is lower than the target's Toughness, they shrug off the effects of the gas – no save roll can be made against a weapon with this Trait.

When a vehicle is hit by an attack made by a weapon with the Gas trait, a wound roll is not made. Instead, roll a D6. If the result is equal to or higher than the target's Rear Toughness, or is a natural 6, they suffer a Driver Wounded result on the Crew Damage table. If the roll is lower than the target's Toughness, they shrug off the effects of the gas. No save roll can be made against a weapon with this Trait.



KNOCKBACK

When a weapon with the Knockback trait hits a fighter, if the hit roll is equal to or higher than the target's Strength, they are immediately moved 1" directly away from the attacking model. If the fighter cannot be moved the full 1" because of impassable terrain or another model, they move as far as possible and the attack's Damage is increased by 1. If a Blast weapon has the Knockback trait, roll a D6 for each fighter that is hit. If the result is equal to or higher than their Strength, they are knocked back as described above – however, they are moved directly away from the centre of the Blast marker instead. If the centre of the Blast marker was over the centre of their base, roll a Scatter dice to determine which way they are moved. If a Melee weapon has the Knockback trait, the attacking fighter can choose to follow the target up, moving directly towards them after they have been knocked back to remain in base contact. If the attack was made across a barricade, the attacker cannot do this. If any part of the knocked back fighter's base crosses the edge of a platform, make an Initiative check. If this is failed, they will fall. If this is passed, they stop moving at the edge of the platform.

MELTA

If a Short range attack from a weapon with this Trait reduces a fighter to 0 Wounds, no Injury dice are rolled – instead, any Injury dice that would be rolled cause an automatic Out of Action result.

If a Short range attack from a weapon with this Trait wounds a vehicle, roll an additional Damage dice.

If a weapon with this Trait has no Short range then the Trait applies to all attacks made by it.

SINGLE SHOT

This weapon can only be used once per battle. After use, it counts as having automatically failed an Ammo check. There is no need to roll the Firepower dice unless the weapon also has the Rapid Fire (X) trait.

DUST BOWL SKIRMISH

"You meet anyone else out in the Wastes, you shoot first and ask questions later."

Gabriela Merdena, Road Captain, The Brazen Maidens, House Orlock

Two gangs encounter each other in the midst of the wastes and a fight breaks out!

BATTLE TYPE

This scenario is an Ash Wastes battle. Vehicles can be included in both crews.

BATTLEFIELD

This battle is designed to be played on the board supplied with the Necromunda: Ash Wastes boxed game. Set up the terrain supplied as on page 133.

PITCH BLACK

Before setting up the battlefield, roll a D6. On a 1, 2 or 3 the Pitch Black rules are in effect (see page 137), use the dark side of the board; on a 4, 5 or 6 it is daylight, use the light side.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 134. Both gangs use the Custom Selection method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 135.

GANG TACTICS

Each player may choose two gang tactics from those available to their gang.

If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's then they may randomly determine an additional gang tactic for each full 100 credits of difference.

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 left on the battlefield at the end of the battle, they are the winners. Any other result is a draw.

REWARDS

CREDITS

The winning gang adds D6x10 credits to their Stash.

If the battle is a draw, both gangs add D3x10 credits to their Stash.

EXPERIENCE

Each model that took part in the battle earns 1 XP.

If a model took the enemy Leader Out of Action, they earn 2 XP.

REPUTATION

The winning gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

FIRST BATTLE OF NECROMUNDA: ASH WASTES

This scenario is designed as a great introduction to Necromunda: Ash Wastes and uses all the contents of the box to demonstrate the core principles of the game.

It is recommended that for the first battle you do not use any of the Battles in the Ash Wastes rules for region or season, but instead introduce them as you become more familiar with the ruleset.

LOOTERS

"If it's not nailed down, grab it! If it is, rip it up then grab it!"

'Ripper', Forgeborn, The Wreckin' Crew, House Goliath

In this scenario one gang launches an all-out attack on another in the hopes of stealing some of their stash.

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ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLE TYPE

This scenario can be played as either a Zone Mortalis, Sector Mechanicus or Ash Wastes battle. If fighting in the ash wastes, vehicles can be included in the attacker's crew and the defender's Reinforcements deck.

BATTLEFIELD

Set up the battlefield as described in the Battlefield Set-up section (see page 133).

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up section (see page 134). The attacker uses the Custom Selection (10) method, while the defender uses the Random Selection (D3+4) method. After the defender has randomly selected their starting crew, the rest of their deck is set to one side to form their Reinforcements deck.

DEPLOYMENT

The defender places up to four Loot caskets anywhere on the battlefield. Then they set up their crew. Each fighter must be within 3" of one of the Loot caskets. The attacker then picks one edge of the battlefield – this is their escape route. They set up their entire crew within 6" of that edge.

GANG TACTICS

The attacker can choose two gang tactics from those available to their gang. The defender randomly determines two gang tactics from those available to their gang.

If, during the pre-battle sequence, one player's Gang Rating is less than their opponent's then they may randomly determine an additional gang tactic for each full 100 credits of difference.

ENDING THE BATTLE

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

VICTORY

The attacker wins if, at the end of the battle, they have claimed more Loot caskets than are left on the battlefield. Otherwise, the defender wins.

REWARDS

CREDITS

Roll D3 for each Loot casket that was claimed by the attackers, and multiply the results by 10. That many credits are moved from the defender's Stash into the attacker's Stash (note that the attacker's gains cannot exceed the defender's losses).

EXPERIENCE

Each model that took part in the battle earns 1 XP.

If at least two Loot caskets were claimed by the attackers, their Leader earns 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

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

The attackers gain 1 Reputation for each Loot casket that they claimed. The defenders gain 1 Reputation for each Loot casket still on the battlefield when the battle ends. If all four Loot caskets were claimed by the attacker, the defenders lose 2 Reputation; if all four were still on the battlefield, the attackers lose 2 Reputation.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

OBJECTIVES

The attackers are attempting to secure the four Loot caskets and move them off the battlefield via their escape route. The defenders are attempting to stop them. The caskets are valuable, even if they have been opened and converted into an ammo cache – however, if the ammo cache has been exhausted, it cannot be claimed by the attacker. Note that only the four Loot caskets placed by the defender can be claimed; any others that are introduced for any reason cannot be claimed.

CLAIMING CASKETS AND ESCAPING

If one of the four Loot caskets (or ammo caches) is within 1" of the escape route at the start of any End phase, it is claimed and removed from the battlefield. In addition, any attacking models within 1" of the escape route at the start of any End phase can escape (even if they are Seriously Injured or Stationary and Stalled) if the controlling player wishes – they are removed from the battlefield and count as being Out of Action from now on for the purposes of Bottle tests.

If the attacking gang bottles out, they can no longer claim Loot caskets, but fighters can still escape.

REINFORCEMENTS

At the start of each End phase, the defender receives Reinforcements. One random model arrives at the start of the first End phase, two at the start of the second End phase, and so on.

FLEEING THE BATTLEFIELD

If the defender voluntarily bottles out and flees the battlefield, the attacker automatically wins the scenario and may claim all of the Loot caskets.



FUEL HUNT

"In the Wastes, if you run out of fuel, death becomes a certainty."

Monika Merdena, Road Sergeant, The Brazen Maidens, House Orlock

In this scenario two gangs fight over scattered fuel supplies.

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BATTLE TYPE

This scenario is an Ash Wastes battle, vehicles can be included in both crews.

BATTLEFIELD

Set up the battlefield as described in the Battlefield Set-up section (see page 133).

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 134. Both gangs use the Custom Selection (D3+7) method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 135.

GANG TACTICS

Each player may choose two gang tactics from those available to their gang.

If, during the pre-battle sequence, one player's Gang Rating is less than their opponent's then they may randomly determine an additional gang tactic for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when there are no more fuel caches on the table or only one gang has fighters remaining on the battlefield.

VICTORY

The side who gathered the most fuel points is the winner.

REWARDS

CREDITS

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

EXPERIENCE

Each model that took part in the battle earns 1 XP.

Each fighter that gained a fuel point earns 1 XP.

REPUTATION

The winning gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

LOOTING THE BATTLEFIELD

The gangs are hunting for fuel caches and will loot any that they find! Players should roll 2D6 to determine the number of fuel caches. These can be Loot caskets, barrels, consoles or any other small pieces of terrain. Players then take turns placing these objects on the battlefield, starting with the player who has Priority. Fuel caches must be at least 6" from a battlefield edge, and at least 3" from a battlefield object.

A fighter within 1" of a fuel cache can make a Loot (Double) action to see if it contains anything useful. Roll a D6. On a 4, 5 or 6, the fighter finds some fuel and their gang gains 1 fuel point. On a 1, the fuel explodes like a frag trap (see page 140). Regardless of the result of the roll, once a fuel cache has been interacted with, remove it from the battlefield.

RUNNING LOW ON FUEL

The vehicles of both gangs are running on vapours. Each time a vehicle is activated, before it performs any action roll a D6. On a roll of 1, the vehicle changes its Status to Stationary and Stalled as the engine stutters.

MALKAN IRONEYE
BONE RUN ROAD BOSS
HOUSE ORLOCK



WASTELAND AMBUSH

"You're never safe, those Nomads can erupt out of an ash dune and before you know it, you're surrounded!"

Roky, Sump Dogs, House Orlock

In this scenario, a gang lays a trap for their enemy hoping to catch them unawares and deal them a crippling blow.

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ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLE TYPE

This scenario can be played as either a Zone Mortalis, Sector Mechanicus or Ash Wastes battle. Neither crew can include vehicles, even if it is an Ash Wastes battle.

BATTLEFIELD

Set up the battlefield as described in the Battlefield Set-up section (see page 133) with the following exceptions:

No large terrain can be placed within 12" of the centre of the battlefield. Scatter terrain can still be placed in this area, however in this scenario the defender may place all of the scatter terrain.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up section (see page 134). The attacker uses the Custom Selection method, while the defender uses the Random Selection (D3+5) method.

DEPLOYMENT

The defender's deployment zone is anywhere within 6" of the centre of the battlefield. The defender goes through the fighters in their crew one at a time, in an order of their choosing, rolling a D6 for each. On 1-5, they set up that fighter in their deployment zone. On a 6, the fighter is set aside.

The attacker then sets up their crew anywhere on the battlefield. Attacking fighters must be set up at least 12" away from any defenders, or at least 6" away from any defenders if no defenders can draw a line of sight to them.

After the attackers have set up, the defender sets up any of their fighters who were previously set aside. These fighters can be set up anywhere on the battlefield, as long as they are not Engaged with an enemy fighter.

GANG TACTICS

The attacker can choose two gang tactics from those available to their gang. The defender randomly determines two gang tactics from those available to their gang.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly determine an additional gang tactic for each full 100 credits of difference.



ENDING THE BATTLE

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

VICTORY

The attacker wins if, at the end of the battle, more defenders were taken Out of Action than escaped – defenders that fled the battlefield do not count. Otherwise, the defender wins.

REWARDS EXPERIENCE

Each fighter that took part in the battle gains 1 XP.

Each fighter that slips the net gains 1 XP.

If none of the defenders escaped, the attackers' Leader earns 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

If more defenders went Out of Action than escaped, the attackers gain 1 Reputation. If more defenders escaped than went Out of Action, the defenders gain 2 Reputation.

If either gang bottled out, they lose 1 Reputation.

OBJECTIVES

The attackers are attempting to take out as many of the defenders as possible; the defenders are trying to either return the favour or escape.

SURPRISE ATTACK

The attackers take the Priority marker in the first round of the battle. In addition, before activating their first fighter in the first round, the attacker rolls a D3 – they can activate that many fighters before the defender activates their first fighter.

Additionally, during the first round, make a Cool check for each fighter when they are activated. If the check is failed, the fighter can only make one action this round instead of two.

SLIPPING THE NET

Any defending fighter that is within 1" of any edge of the battlefield at the start of any End phase can escape if their controlling player wishes, even if they are Seriously Injured. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Bottle tests.



RESCUE MISSION

"Did I ever tell you about the time I escaped from the Brazen Maidens using just an exhausted power cell and a bottle of Snake Juice?"

Jimmy Half-Hand, Proprietor of the Drowned Sump, Ash City

In this scenario, a gang tries to rescue a previously captured fighter from the clutches of their enemy.

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ATTACKER AND DEFENDER

This scenario uses the Sneak Attack rules. In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLE TYPE

This scenario can be played as either a Zone Mortalis, Sector Mechanicus or Ash Wastes battle. If fighting in the ash wastes, vehicles can be included in the attacker's crew and the defender's Reinforcements deck.

BATTLEFIELD

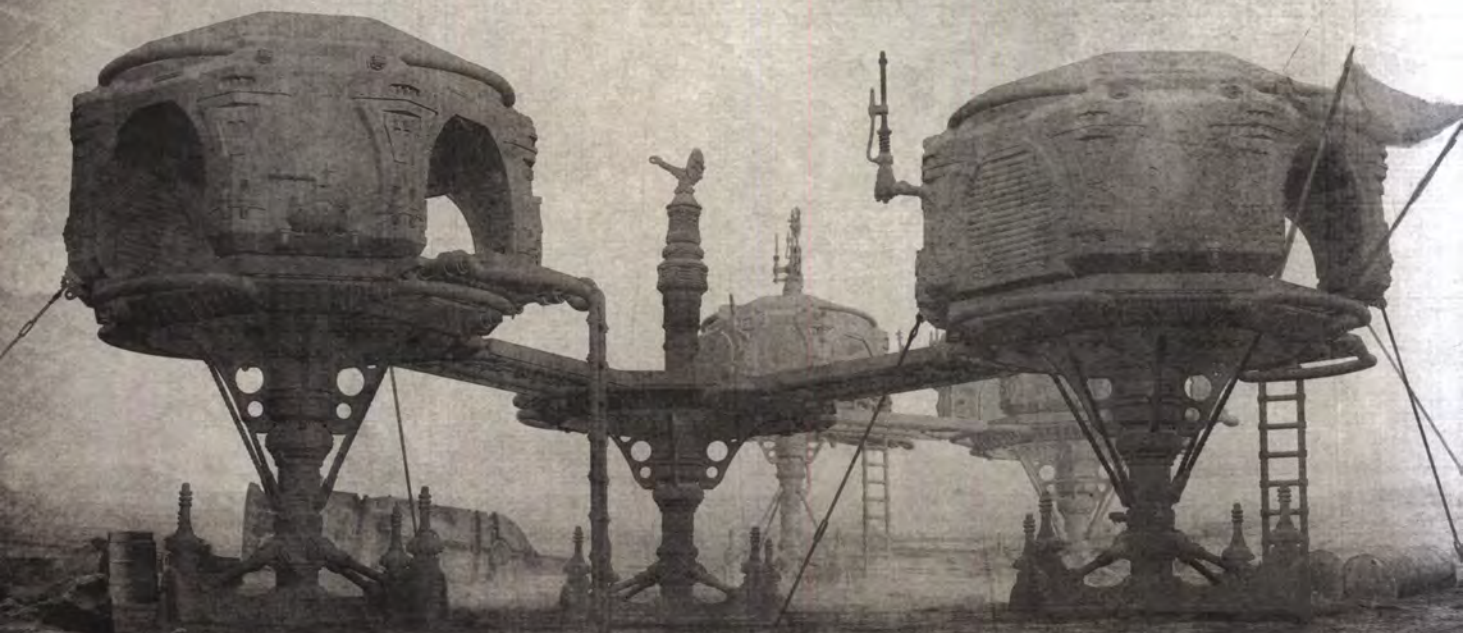
Set up the battlefield as described in the Battlefield Set-up section (see page 133).

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up section (see page 134). The attacker uses the Custom Selection method to determine their crew. The defender's starting crew are their sentries. They use the Random Selection (5) method, but before drawing their crew, they can declare any number of fighters unfit (or too important) for sentry duty, removing them from their deck – they are returned to the deck after the starting crew has been drawn then the rest of the deck is set to one side to form their Reinforcements deck.

DEPLOYMENT

The defender sets up their sentries and Captive(s) anywhere on the battlefield. The attacker then sets up each of their fighters within 2" of any edge of the battlefield, and is free to use all edges.



GANG TACTICS

The attacker can choose up to three gang tactics from those available to their gang. The defender randomly determines two gang tactics from those available to their gang – however, they cannot be played until the alarm has been raised.

If, during the pre-battle sequence, one player's Gang Rating is less than their opponent's, they may randomly determine an additional gang tactic for each full 100 credits of difference.

ENDING THE BATTLE

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

VICTORY

The attacker wins if, at the end of the battle, all of their fighters held Captive were freed and have taken flight. If no Captives took flight, the defender wins. Otherwise, the battle is a draw.

REWARDS EXPERIENCE

Each model who took part in the battle earns 1 XP.

If a Captive was freed, the fighter who freed them gains D3 XP.

If a Captive is freed and takes flight, they earn 1 XP.

If all of the Captives were freed and took flight, the attacker's Leader earns 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

For each Captive that was freed, the attacker gains 2 Reputation and the defender loses 1 Reputation.

If either gang bottled out, they lose 1 Reputation.

THE TARGET

In a campaign, this scenario can only be played if one or more of the attacker's fighters has been Captured by the defender. These models are the Captives. In a skirmish battle, the attacker picks one of their fighters to act as the Captive.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

OBJECTIVES

The attackers are attempting to rescue the Captive(s) – preferably without the defenders noticing.

CAPTIVE MODELS

Captive fighters never gain Ready markers, and cannot be activated or attacked by either player.

Non-Captive attacking fighters can make the following action:

Free Captive (Basic): Pick a Captive within 1" and roll a D6. If the result is a 3 or higher, the Captive is freed. On a 1 or 2 however, the Captive is not freed from their shackles and remains Captive.

In addition, in the End phase of each round, the attacking player may declare that one or more Captives will attempt to escape their bonds. For each Captive that does so, roll 2D6 and add their Strength. On a 13 or more, they break loose and are freed; on a 6 or less, however, they injure themselves and suffer a Flesh Wound.

Freed Captives gain a Ready marker in the following Priority phase and can be activated as normal from then on. Their rescuers immediately return their equipment to them.

TAKING FLIGHT

Once the attackers have freed their Captive(s), they can disappear back into the shadows. Any attacking model or freed Captive that is within 1" of any edge of the battlefield at the start of any End phase can take flight if their controlling player wishes, even if they are Seriously Injured or Stationary and Stalled. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Bottle tests.

REINFORCEMENTS

In the round that the alarm is raised, and in each subsequent round, D6 Reinforcements arrive until the entire gang has arrived.

FLEEING THE BATTLEFIELD

If the defender voluntarily Bottles out and flees the battlefield, their opponent automatically wins the scenario and the Captive is freed.

BREAKDOWN

'In the wastes, your wheels are your life.'

Drak Harvos, Palanite Enforcer

In this scenario, one gang is trying to get their vehicles working and escape from a rival gang.

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ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend. If only one gang has a vehicle in their gang, they are automatically the defender.

BATTLE TYPE

This scenario is an Ash Wastes battle. Vehicles can be included in both crews.

BATTLEFIELD

The battlefield can be set up as described in the Battlefield Set-up section (see page 133).

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up section (see page 134). The attacker uses the Custom Selection (8), the defender uses the Random Selection (D3+2) method. Additionally, the defender includes one vehicle, chosen at random, to be the Broken Down Vehicle. After gangs have randomly determined their starting crew, the rest of their decks are set to one side to form their Reinforcements deck.

DEPLOYMENT

The defender sets up the Broken Down Vehicle in the centre of the battlefield then sets up their entire crew within 6" of it. The attacker then sets up their entire crew within 6" of any battlefield edge, at least 9" away from any enemy models.

GANG TACTICS

Each player may choose two gang tactics from those available to their gang.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly determine an additional gang tactic for each full 100 credits of difference.

ENDING THE BATTLE

If the Broken Down Vehicle is destroyed or moves off the battlefield, the battle ends at the end of that round. If the attacker has no models left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

The attacker wins if, at the end of the battle, the Broken Down Vehicle has been destroyed or there are no defenders (with the exception of the Broken Down Vehicle) on the battlefield. Otherwise, the defender wins.

REWARDS

CREDITS

The winning gang adds D6x10 credits to its stash.

EXPERIENCE

Each model that took part in the battle earns 1 XP.

If the Broken Down Vehicle survives then it earns 1 XP.

REPUTATION

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

The victorious gang gains an additional D3 Reputation.

OBJECTIVES

The defender must protect the Broken Down Vehicle until they can get it running again and fend off an assault by the attacking gang.

BROKEN DOWN VEHICLE

The vehicle the defender placed in the centre of the battlefield during deployment is broken down and cannot move or shoot. Its crew are furiously working to get it running again and at the start of each round the defender rolls a D6 to check their progress, adding the round number to the dice result.

VEHICLE REPAIR

D6	Result
2-3	Still Busted: Roll again next round.
4-5	Getting Closer: Add 1 to the next roll on the table.
6-7	Gun Operational: The vehicle's guns are now functioning. If this result is rolled again, count it as a Getting Closer result.
8	False Start: The vehicle immediately moves 2D6" in any direction.
9+	Fully Repaired: The vehicle can now move and shoot normally.

Once the vehicle gets a Fully Repaired result, stop rolling on the table. If at the end of its activation the Broken Down Vehicle is in contact with a battlefield edge, remove it from the battlefield as it has escaped.

REINFORCEMENTS

At the start of each End phase, both gangs receive Reinforcements. One random model arrives at the start of the first End phase, two at the start of the second End phase, and so on. Reinforcements arrive within 3" of any battlefield edge.

FLEEING THE BATTLEFIELD

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



WASTELAND ENCOUNTER

'Whether it is the badzones of a hive or the deep wastes, you never quite know who, or what's, out there with you.'

Frenk Horlast, Spider Points Watermonger

In this scenario, two gangs chance upon each other in the badzones or the wastes, and a vicious battle erupts.

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BATTLE TYPE

This scenario can be played as either a Sector Mechanicus or Ash Wastes battle. If fighting in the ash wastes, vehicles can be included in both gang's Reinforcements deck.

BATTLEFIELD

Set up the battlefield as described in the Battlefield Set-up section (see page 133).

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up section (see page 134). Both gangs use the Random Selection (D3+1) method. After gangs have randomly determined their starting crew, the rest of their deck is set to one side to form their Reinforcements deck.

DEPLOYMENT

Starting with the winner of a roll-off, one player places a fighter within 12" of the centre of the battlefield. Players then alternate placing fighters anywhere on the battlefield at least 12" away from any enemy fighters.

GANG TACTICS

Each player may choose gang tactics from those available to their gang.

If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, they may randomly determine an additional gang tactic for each full 100 credits of difference.

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 on the battlefield at the end of the battle, they are the winner. Any other result is a draw.

REWARDS

CREDITS

The winning gang adds D3x10 credits to their Stash.

If the battle is a draw, each gang adds D3x5 credits to their Stash.

EXPERIENCE

Each model that took part in the battle earns 1 XP.

REPUTATION

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

The victorious gang gains an additional D3 Reputation.

OBJECTIVES

Both gangs are attempting to force their foes to bottle out or wipe them off the battlefield.

REINFORCEMENTS

At the start of each End phase, both gangs receive Reinforcements as they are drawn by the sounds of fighting. Starting with the player who has Priority, each player has D3 random models arrive. Reinforcements arrive on a randomly determined battlefield edge and must be placed within 2" of the battlefield edge and at least 2" away from any other model.



SETTLEMENT SHOWDOWN

'Even a rundown pile of scrap can become the focus for a vicious turf war when the alternative is getting buried alive by burning ash.'

Purven Grey, Dust City Roadwarder

In this scenario, two gangs attempt to take control of an outland settlement.

BATTLE TYPE

This scenario is an Ash Wastes battle. Vehicles can be included in both crews.

BATTLEFIELD

Starting with the winner of a roll-off, players take turns placing three structures within 12" of the centre of the battlefield and at least 8" from any other structures. Structures should be at least 5" in diameter and no larger than 9" in diameter. The remainder of the battlefield is set up as described in the Battlefield Set-up section (see page 133).

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up section (see page 134). Both players use the Custom Selection (10) method.

DEPLOYMENT

Players roll off with the winner choosing one edge of the battlefield. They set up their entire crew within 6" of that edge. Their opponent then sets up their entire crew within 6" of the opposite battlefield edge.

GANG TACTICS

Each player may choose two gang tactics from those available to their gang.

If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, they may randomly determine an additional gang tactic for each full 100 credits of difference.

ENDING THE BATTLE

If either gang has claimed all three structures or only one gang has models left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

The gang who claimed all three structures is the winner. Any other result is a draw.

REWARDS

CREDITS

The victorious gang adds 2D6x10 credits to their stash.

If a drawing or losing gang claimed at least one building during the course of the battle, they add D3x10 credits to their Stash.

EXPERIENCE

Each model that took part in the battle earns 1 XP.

The Leader of the victorious gang earns D3 XP (regardless of whether they took part in the battle or not).

REPUTATION

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

The victorious gang earns an additional D3 Reputation.

OBJECTIVES

The gangs are attempting to secure the settlement structures from their rivals.

CLAIMING STRUCTURES

A gang can claim a structure at the start of the End phase if they have at least one fighter inside the structure and their opponent has no models within 3" of the structure. If subsequently an enemy fighter moves within 3" of the structure then it is no longer considered to be claimed.

FLEEING THE BATTLEFIELD

If at the end of a round a gang has no models on the battlefield, the other gang automatically wins the scenario as they claim the buildings.



SETTLEMENT RAID

"To the east barricade, Brazen Maidens incoming!"

Dillan 'Eyes' Rico, Lookout in defence of Ash City

In this scenario, one gang attacks the other gang while it is shaking down a settlement for credits and resources.

154

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLE TYPE

This scenario is an Ash Wastes battle. Vehicles can be included in the attacker's crew and the defender's Reinforcements deck.

BATTLEFIELD

Set up the battlefield as described in the Battlefield Set-up section (see page 133). The battlefield should be set up to represent the middle of the wastes with a settlement in one half of the table.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up section (see page 134). The attacker uses the Custom Selection (6) method. The defender uses the Random Selection (D3+2) method. The rest of their gang creates the Reinforcement deck.

DEPLOYMENT

The defender sets up their crew anywhere in the half of the battlefield with the settlement in. The attacker then sets up their crew within 6" of the opposite battlefield edge.



GANG TACTICS

Each player may choose two gang tactics from those available to their gang.

If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, they may randomly determine an additional gang tactic for each full 100 credits of difference.

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 one gang has scored more points than the other at the end of the battle, they are victorious. If both gangs have scored the same number of points, the battle ends in a draw.

REWARDS

CREDITS

The winning gang adds D6x10 credits to their Stash.

The losing gang adds D3x5 credits to their Stash.

In the case of a draw, both gangs add D3x10 credits to their Stash.

EXPERIENCE

Each model that took part in the battle earns 1 XP.

The Leader of the gang that scored the most points gains an additional 1 XP (regardless of whether they took part in the battle or not). In the case of a draw, neither Leader gains this bonus.

REPUTATION

The winning 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.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

OBJECTIVE

Each gang scores one point for each enemy fighter that goes Out of Action and two points for each vehicle that is Wrecked. In addition, the attackers have a special objective, determined by rolling a D3 on the table below:

D3	Result
1	Bushwhack: The attacker scores one additional point for each enemy Champion taken Out of Action, and two additional points if the enemy Leader is taken Out of Action.
2	Scrag: After deployment, the attacker nominates one enemy fighter in the enemy's starting crew. If this fighter is taken Out of Action, the attacker scores one extra point, two if the enemy fighter was taken out by a Coup De Grace (Simple) action.
3	Mayhem: Once an attacking model has Seriously Injured an enemy fighter or Wrecked an enemy vehicle, the attacking model can leave the battlefield – if they end an action within 1" of their edge of the battlefield, they are removed from play and the attacker scores one point, and counts as being Out of Action or Wrecked from now on for the purposes of Bottle tests.

If the attackers bottle out, they cannot score any more points for the above objectives.

DESPERATION

In this battle, the defenders automatically pass any Bottle tests. The defender may still voluntarily bottle out.

REINFORCEMENTS

At the start of each End phase, the defender rolls a D3 and receives that many Reinforcements. In this scenario, Reinforcements are deployed by the controlling player anywhere that is within 1" of the edge of the battlefield and not within 12" of an attacking model.

THE BEAST

'It doesn't pay to think too hard about what's living under all this ash...'

Gurbin Ironhack, Greyback Prospector

In this scenario, two gangs brave a zone plagued by a fearsome wasteland predator.

156

BATTLE TYPE

This scenario is an Ash Wastes battle. Vehicles can be included in both crews.

BATTLEFIELD

The battlefield is set up as described in the Battlefield Set-up section (see page 133).

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up section (see page 134). Both players use the Custom Selection (10) method.

DEPLOYMENT

Players roll off with the winner choosing one edge of the battlefield. They set up their entire crew within 6" of that edge. Their opponent then sets up their entire crew within 6" of the opposite battlefield edge.

GANG TACTICS

Each player may choose two gang tactics from those available to their gang.

If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, they may randomly determine an additional gang tactic for each full 100 credits of difference.

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 left on the battlefield at the end of the battle, they are the winner. Any other result is a draw.

REWARDS

CREDITS

The winning gang adds D3x10 credits to its Stash.

EXPERIENCE

Each model that took part in the battle earns 1 XP.

If a fighter survived at least one encounter with a Beast then they earn 1 XP.

REPUTATION

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

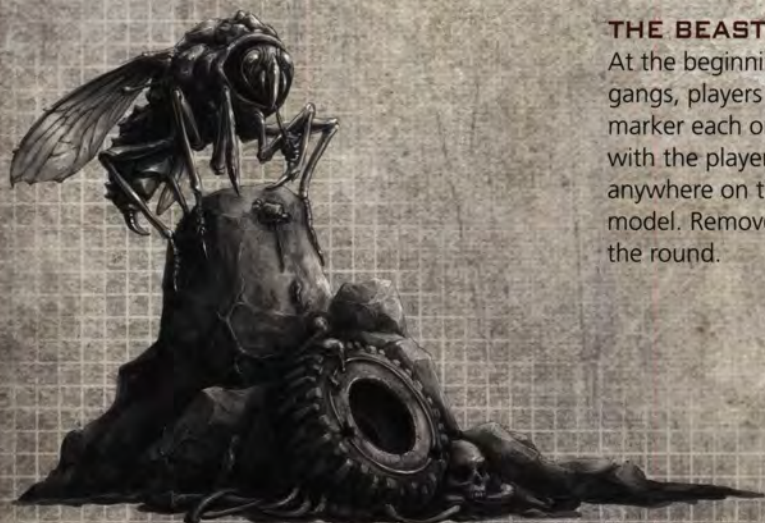
The victorious gang gains an additional D3 Reputation.

OBJECTIVES

The gangs are fighting it out in the feeding ground of a dangerous beast and must defeat both their rivals and survive constant attacks from the beast.

THE BEAST STIRS

At the beginning of each round, before activating gangs, players take turns placing one Beast's Lair marker each on the battlefield (see page 138), starting with the player with Priority. These can be placed anywhere on the battlefield at least 6" away from a model. Remove all Beast's Lair markers at the end of the round.



INCOMING STORM

'Out in the wastes the weather can change quicker than a Delaque'll stab you in the back... and that's pretty damn quick!'

Kosman Nails, Iron Rider, House Orlock

In this scenario, both gangs must battle not just their rivals, but a rapidly approaching ash storm!

BATTLE TYPE

This scenario is an Ash Wastes battle. Vehicles can be included in both crews.

BATTLEFIELD

Set up the battlefield as described in the Battlefield Set-up section (see page 133).

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up section (see page 134). Both players use the Custom Selection (10) method.

DEPLOYMENT

The players roll off with the winner choosing one edge of the battlefield. They set up their entire crew within 6" of that edge. Their opponent then sets up their entire crew within 6" of the opposite battlefield edge.

GANG TACTICS

Each player may choose two gang tactics from those available to their gang.

If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, they may randomly determine an additional gang tactic for each full 100 credits of difference.

ENDING THE BATTLE

If either gang has no models left on the battlefield at the end of any round, the battle ends immediately. Otherwise, the battle finishes at the end of round 9.

VICTORY

If only one gang has models on the battlefield at the end of the battle, they are the winner. Any other result is a draw.

REWARDS

EXPERIENCE

Each model that took part in the battle earns 1 XP.

Each model that is still on the battlefield at the end of round 9 earns an additional 1 XP. If the battle ends before round 9, all models on the battlefield earn 1 XP.

The winning gang Leader, if they took part in the battle, earns D3 XP.

REPUTATION

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

The victorious gang earns an additional D3 Reputation.

OBJECTIVES

Gangs must attempt to wipe out their rivals or force them to bottle before the full force of the storm descends upon the battlefield.

INCOMING STORM

The battle lasts for 9 rounds, with each round the storm growing worse. Do not generate weather conditions, instead in rounds 1-3 the rules for Ash Clouds are in effect. In rounds 4-5 they are replaced by the rules for Choking Gloom, in round 6 they are replaced by the rules for Ash Cyclone. Finally, in rounds 7-9 the battlefield is subjected to a Great Storm (see page 129).

LOST IN THE STORM

From round 6 onwards, there is a chance models may become lost in the storm. From the start of round 6, and in each round thereafter, when a model activates they must make an Intelligence check unless they are within 2" of a friendly model. If they fail the test, they have become lost and cannot take any actions and lose their Ready marker.

CARGO RUN

'Cargo ain't worth a damn if it don't get to where it's going.'

Vex Corben, Rust Roads Rider, House Orlock

In this scenario, one gang is attempting to get a precious cargo to its destination while their rivals attempt to stop them.

158

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend. If only one player has vehicles in their gang, they are automatically the defender.

BATTLE TYPE

This scenario is an Ash Wastes battle. Vehicles can be included in both crews.

BATTLEFIELD

Set up the battlefield as described in the Battlefield Set-up section (see page 133). This scenario is designed to be played on a 6'x4' battlefield.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up section (see page 134). Both crews use the Custom Selection (10) method to determine their crew.

DEPLOYMENT

Players take turns, starting with the gang with the highest gang rating, placing models within 12" of the Trailing Edge. No model can be placed within 1" of an enemy model.



GANG TACTICS

Each player may choose two gang tactics from those available to their gang.

If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, they may randomly determine an additional gang tactic for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when the defender reaches their destination or as soon as the vehicle carrying the cargo is destroyed.

VICTORY

If the attacker destroyed the vehicle carrying the cargo then they are the winner, otherwise the defender is victorious.

REWARDS CREDITS

The winning gang adds 4D6x10 credits to their Stash as they either get paid for delivering the cargo or sell their stolen goods.

EXPERIENCE

Each model who took part in the battle earns 1 XP.

If the vehicle carrying the cargo survived then it earns 1 XP.

REPUTATION

The winning gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

OBJECTIVES

The defender must get their cargo to its destination while the attacker must stop them.

ROLLING ROADS

This is a Rolling Roads scenario and follows all the rules for Rolling Roads (see page 130).

THE CARGO

The defender must designate one of their vehicles to be carrying the cargo. If they have more than one vehicle then it must be the most expensive vehicle they have in their gang. The cargo has no effect on the vehicle aside from acting as an objective for the scenario.

DANGEROUS ROADS

At the start of the second round, and each round thereafter, the defender rolls a D6 and adds the round number to see if they will reach their destination this round. On a 10 or higher, this round is the last round of the battle. Before the defender rolls the dice to see if they have reached their destination they must choose which route they are taking, and add the bonus to the dice roll as detailed below. The more dangerous the route, the higher the bonus.

Bonus	Route Effects
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+0	The battlefield has open sides.
----	---------------------------------

+1	The battlefield has cliff sides.
----	----------------------------------

+2	The battlefield has cliff sides and if any model moves less than 8" during its activation, it falls through the ash crust and goes Out of Action. Immediately make a Lasting Injury roll or Lasting Damage roll for any model removed in this way.
----	--

+3	The battlefield has impassable sides and is on fire. At the start of their activation, all models must test to see if they catch fire just as if they had been hit by a weapon with a Blaze trait. In addition, vehicles must make a Loss of Control test at the end of their activation.
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THE BONE ROAD DEATH RACE

"DEATH OR GLORY! DEATH OR GLORY! DEATH OR GLORY!"

Chant of the Brokeridge Burners

In this scenario, two gangs race along the Bone Road trying to be the first one across the finish line.

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BATTLE TYPE

This scenario is an Ash Wastes battle. Vehicles can be included in both crews.

BATTLEFIELD

Set up the battlefield as described in the Battlefield Set-up section (see page 133). This scenario is designed to be played on a 6'x4' battlefield.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up section (see page 134). Both crews use the Custom Selection (6) method to determine their crew.

DEPLOYMENT

Players take turns, starting with the gang with the highest Gang Rating, placing models within 12" of the Trailing Edge. No model can be placed within 1" of an enemy model.

GANG TACTICS

Each player may choose two gang tactics from those available to their gang.

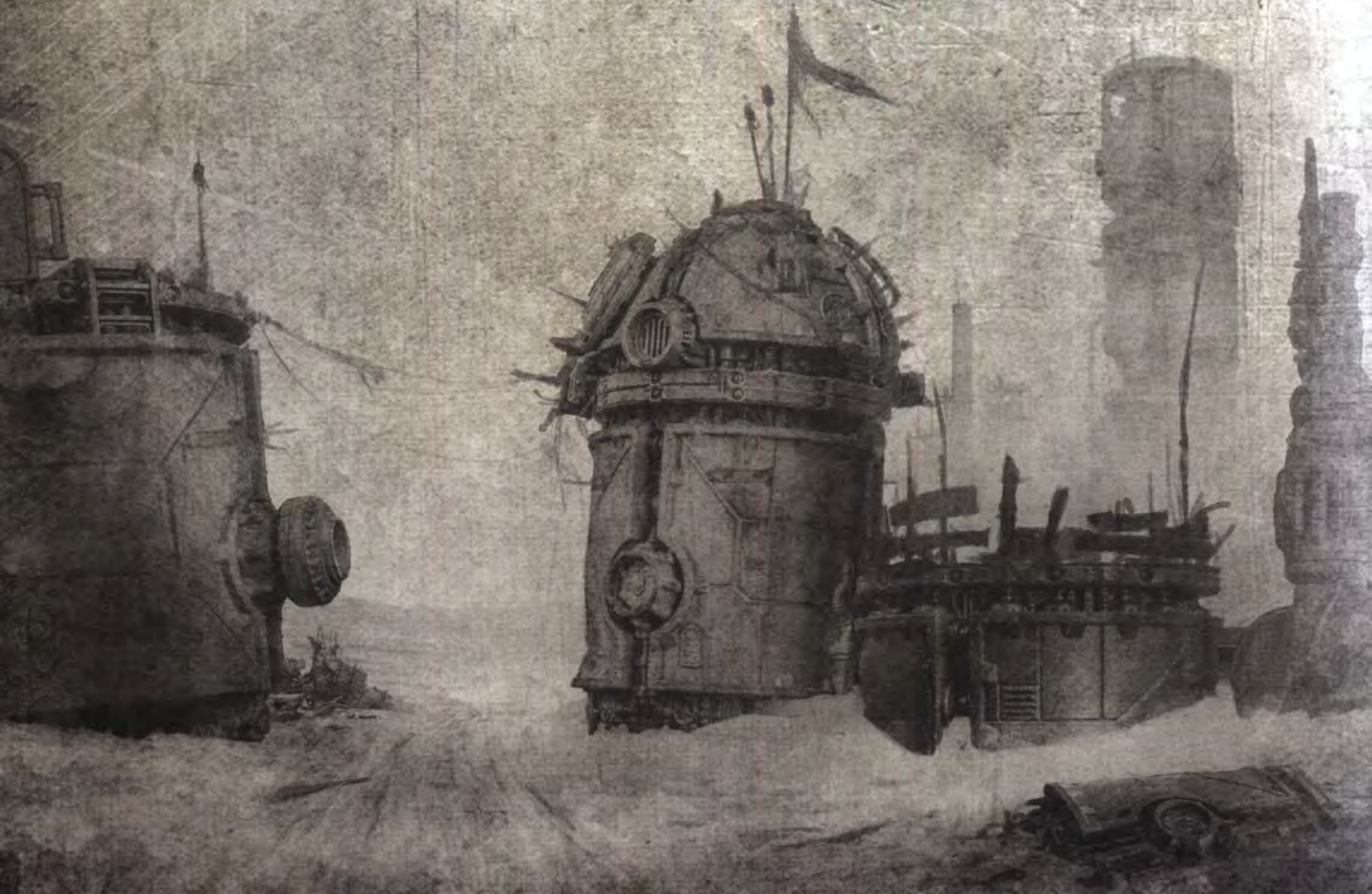
If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, they may randomly determine an additional gang tactic for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when either 8 rounds have been played or at the start of a round only one gang has models remaining on the battlefield or one gang only has Seriously Injured fighters and Wrecked vehicles remaining in play.

VICTORY

If a model is closer to the Leading Edge than any other model, their gang is the winner, otherwise the battle is a draw.



REWARDS

CREDITS

The winning gang adds 4D6x10 credits to their Stash in prize money.

EXPERIENCE

Each model who took part in the battle earns 1 XP.

The model that ends the battle closest to the Leading Edge gains an additional D3 XP.

REPUTATION

The winning gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

ROLLING ROADS

This is a Rolling Roads scenario and follows all the rules for Rolling Roads (see page 130).

VISIBILITY (18")

The Visibility special rule is used in this scenario (see page 125).

THE BONE ROAD

The Bone Road is a race course that tests the skill of any who try to drive it and is notoriously dangerous. The following rules apply depending on the round number to represent moving along the track:

Round	Effects
1-2	The battlefield has impassable sides.
3-4	The battlefield has open sides.
5-6	The battlefield has cliff sides.
7-8	The battlefield has cliff sides and if any model moves less than 8" during its activation, it falls through the ash crust and goes Out of Action. Immediately make a Lasting Injury roll or Lasting Damage roll for any model removed in this way.



SKILLS

This section presents the full list of all of the skills available to models. This section is split into nine lists, one for each Skill Set. Each entry lists the skill by name, and then its rules. Note that vehicles can only gain skills from the Driving, Leadership, Shooting and Savant sets.

The following two tables summarise each of the Skill Sets, and can be used (by rolling a D6) to determine a random skill from one of the Skill Sets:

D6	Agility	Brawn	Combat	Cunning
1	Catfall	Bull Charge	Combat Master	Backstab
2	Clamber	Bulging Biceps	Counter-attack	Escape Artist
3	Dodge	Crushing Blow	Disarm	Evade
4	Mighty Leap	Headbutt	Parry	Infiltrate
5	Spring Up	Hurl	Rain of Blows	Lie Low
6	Sprint	Iron Jaw	Step Aside	Overwatch

D6	Driving	Ferocity	Leadership	Savant	Shooting
1	Jink	Berserker	Commanding Presence	Ballistics Expert	Fast Shot
2	Expert Driver	Fearsome	Inspirational	Connected	Gunfighter
3	Heavy Foot	Impetuous	Iron Will	Fixer	Hip Shooting
4	Slalom	Nerves of Steel	Mentor	Medicae	Marksman
5	T-bone	True Grit	Overseer	Munitioneer	Precision Shot
6	Running Repairs	Unstoppable	Regroup	Savvy Trader	Trick Shot

AGILITY

1. CATFALL

When this fighter falls or jumps down from a ledge, they count the vertical distance moved as being half of what it actually is, rounded up. In addition, if they are not Seriously Injured or taken Out of Action by a fall, make an Initiative check for them – if it is passed, they remain Standing rather than being Prone and Pinned.

2. CLAMBER

When this fighter climbs, the distance they move is not halved. In other words, they always count as climbing up or down a ladder.

3. DODGE

If this fighter suffers a wound from a ranged or close combat attack, roll a D6. On a 6, the attack is dodged and has no further effect; otherwise, continue to make a save or resolve the wound as normal. If the model dodges a weapon that uses a Blast marker or Flame template, a roll of 6 does not automatically cancel the attack – instead, it allows the fighter to move up to 2" before seeing if they are hit. They cannot move within 1" of an enemy fighter.

4. MIGHTY LEAP

When measuring the distance of a gap this fighter wishes to leap across, ignore the first 2" of the distance. This means that a fighter with this skill may leap over gaps of 2" or less without testing against their Initiative. All other rules for leaping over gaps still apply.

5. SPRING UP

If this fighter is Pinned when they are activated, make an Initiative check for them. If the check is passed, the fighter may make a Stand Up (Basic) action for free. If the check is failed, the fighter may still stand up, but it costs one action, as usual.

6. SPRINT

If this fighter makes two Move (Simple) actions when activated during a round, they can use the second to Sprint. This lets them move at double their Movement characteristic for the second Move (Simple) action.

BRAWN

1. BULL CHARGE

When the fighter makes close combat attacks as part of a Charge (Double) action, any weapons with the Melee trait they use gain the Knockback trait and are resolved at +1 Strength.

2. BULGING BICEPS

This fighter may wield an Unwieldy weapon in one hand rather than the usual two. Note that Unwieldy weapons still take up the space of two weapons with regards to how many a fighter may carry.

3. CRUSHING BLOW

Before rolling to hit for the fighter's close combat attacks, the controlling player can nominate one dice to make a Crushing Blow. This cannot be a dice that is rolling for a weapon with the Sidearm trait. If that dice hits, the attack's Strength and Damage are increased by one.

4. HEADBUTT

If the fighter is Standing and Engaged, they can make the following action:

Headbutt (Basic): Pick an Engaged enemy fighter and roll two D6. If either result is equal to or higher than their Toughness, they suffer a hit with a Strength equal to this fighter's +2, resolved at Damage 2. However, if both dice score lower than the enemy fighter's Toughness, this fighter instead suffers a hit equal to their own Strength, resolved at Damage 1.

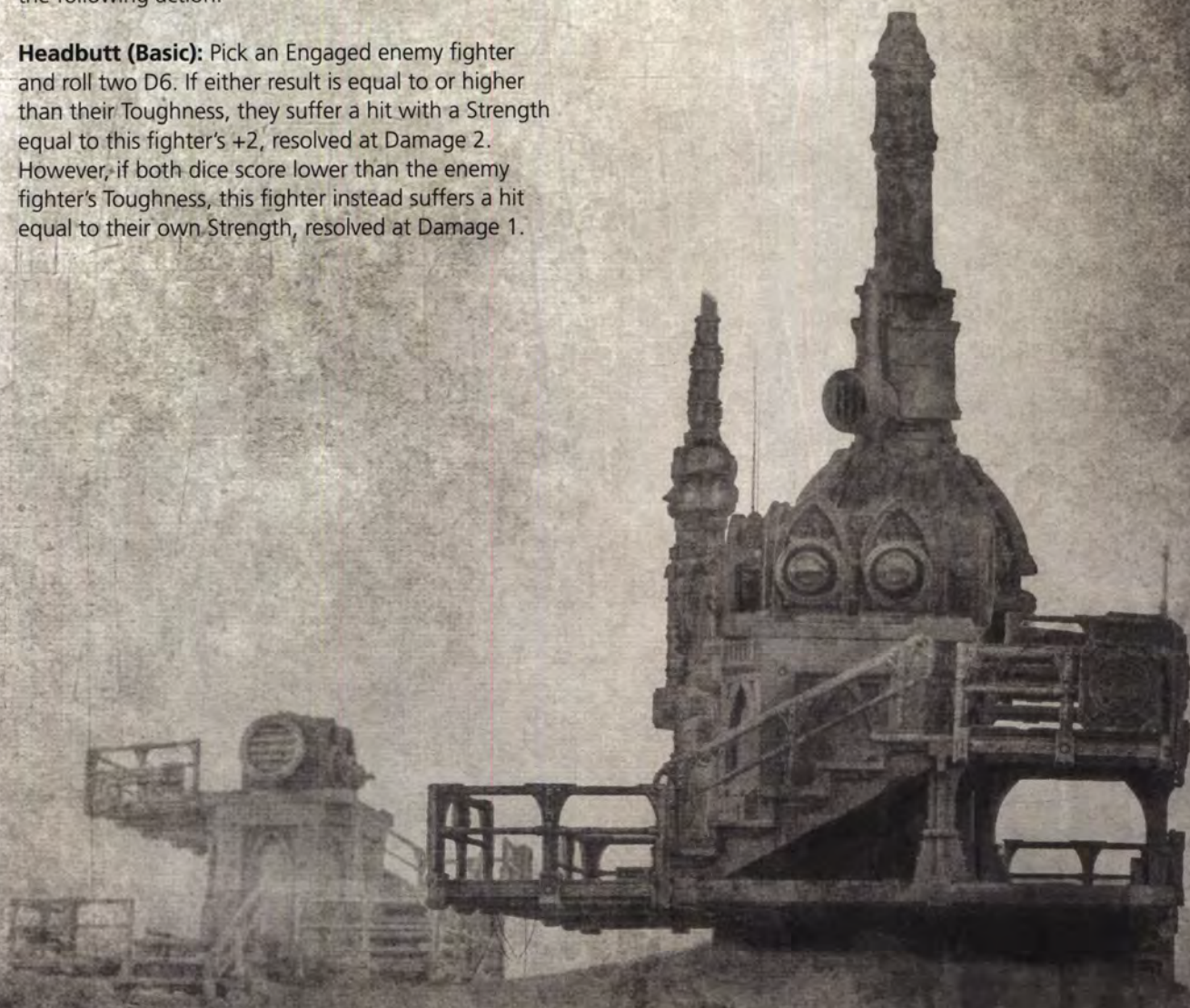
5. HURL

If the fighter is Standing and Engaged, they can make the following action:

Hurl (Basic): Pick an enemy fighter Engaged by, and in base contact with, this fighter or a Seriously Injured enemy fighter within 1" of this fighter. Make an Initiative check for the enemy fighter. If failed, the enemy fighter is hurled. Move the enemy fighter D3" in a direction of your choice – if they were Standing, they become Prone and Pinned after moving. If they come into base contact with a Standing fighter, vehicle or any terrain, they stop moving and suffer a Strength 3, Damage 1 hit. If they come into base contact with another model, that model also suffers a Strength 3, Damage 1 hit, and if the model is a fighter, they become Prone and Pinned.

6. IRON JAW

This fighter's Toughness is treated as being two higher than normal when another fighter makes unarmed attacks against them in close combat.



COMBAT

1. COMBAT MASTER

The fighter never suffers penalties to their hit rolls for interference, and can always grant assists, regardless of how many enemy fighters they are Engaged with.

2. COUNTER-ATTACK

When this fighter makes Reaction attacks in close combat, they roll one additional Attack dice for each of the attacker's Attacks that failed to hit (whether they missed, were parried, etc).

3. DISARM

Any weapons with the Melee trait used by the fighter also gain the Disarm trait. If a weapon already has this Trait then the target will be disarmed on a natural roll of a 5 or 6, rather than the usual 6.

4. PARRY

The fighter can parry attacks as though they were carrying a weapon with the Parry trait. If they already have one or more weapons with this Trait, they can parry one additional attack.

5. RAIN OF BLOWS

This fighter treats the Fight action as Fight (Simple) rather than Fight (Basic). In other words, this fighter may make two Fight (Simple) actions when activated.

6. STEP ASIDE

If the fighter is hit in close combat, the fighter can attempt to step aside. Make an Initiative check for them. If the check is passed, the attack misses. This skill can only be used once per enemy in each round of close combat – in other words, if an enemy makes more than one attack, the fighter can only attempt to step aside from one of them.

CUNNING

1. BACKSTAB

Any weapons used by this fighter with the Melee trait also gain the Backstab trait. If they already have this Trait, add 2 to the attack's Strength rather than the usual 1 when the Trait is used.

2. ESCAPE ARTIST

When this fighter makes a Retreat (Basic) action, add 2 to the result of their Initiative check (a natural 1 still fails). Additionally, if this fighter is Captured at the end of a battle, and if they are equipped with a skinblade, they may add 1 to the result of the dice roll to see if they can escape during the Rescue Mission scenario.

3. EVADE

If an enemy targets this fighter with a ranged attack, and this fighter is Standing and Active and not in partial cover or full cover, there is an additional -1 modifier to the hit roll, or a -2 modifier if the attack is at Long range.

4. INFILTRATE

If this fighter should be set up at the start of a battle, they may instead be placed to one side. Then, immediately before the start of the first round, their controlling player may set them up anywhere on the battlefield that is not visible to any enemy fighters, and not within 6" of any of them. If both players have fighters with this skill, take turns to set one up, starting with the winner of a roll-off.

5. LIE LOW

While this fighter is Prone, enemy fighters cannot target them with a ranged attack unless they are within the attacking weapon's Short range. Weapons that do not have a Short range are unaffected by this rule.

6. OVERWATCH

If this fighter is Standing and Active, and has a Ready marker on them, they can interrupt a visible enemy model's action as soon as it is declared but before it is carried out. This fighter loses their Ready marker then immediately makes a Shoot (Basic) action, targeting the enemy whose action they have interrupted. If the enemy is Pinned or Seriously Injured as a result, their activation ends immediately and their action(s) are not made.

DRIVING

1. JINK

Once per round, when their vehicle is hit by an attack, this crew may attempt to make a special Jink save which cannot be modified by a weapon's Armour Piercing value. Roll a D6. On a roll of 6+, the crew's quick reactions enable them to jerk the controls and avoid the attack. The hit is ignored.

2. EXPERT DRIVER

When this crew's vehicle makes a Loss of Control test, add 1 to the result.

3. HEAVY FOOT

Once per round, when this crew's vehicle performs either a Move (Simple) or a Ram (Double) action, the vehicle may increase its Movement characteristic by D3". However, doing so is not without risks. If a natural 1 is rolled, the vehicle suffers a single Glancing Hit to its Engine.

4. SLALOM

Once per round, when this crew's vehicle performs a Move (Simple) action, it may make an additional turn of up to 45° at any point before, during or after its move.

5. T-BONE

If this crew's vehicle has a Head-on Collision with another vehicle or terrain feature, this vehicle may add D3 to its Front Toughness characteristic until the collision is fully resolved.

6. RUNNING REPAIRS

If, when making a Handling check to Restart this crew's vehicle whilst it is Stationary and Stalled, a natural 6 is rolled, this driver has not only Restarted the vehicle but repaired some minor damage. The vehicle regains one lost Hull Point.

FEROCITY

1. BERSERKER

When this fighter makes close combat attacks as part of a Charge (Double) action, they roll one additional Attack dice.

2. FEARSOME

If an enemy wishes to make a Charge (Double) action that would result in them making one or more close combat attacks against this fighter, they must make a Willpower check before moving. If the check is failed, they cannot move and their activation ends immediately.

3. IMPETUOUS

When this fighter consolidates at the end of a close combat, they may move up to 4", rather than the usual 2".

4. NERVES OF STEEL

When the fighter is hit by a ranged attack, make a Cool check for them. If it is passed, they may choose not to be Pinned.

5. TRUE GRIT

When making an Injury roll for this fighter, roll one less Injury dice (for example, a Damage 2 weapon would roll one dice). Against attacks with Damage 1, roll two dice – the player controlling the fighter with True Grit can then choose one dice to discard before the effects of the other are resolved.

6. UNSTOPPABLE

Before making a Recovery check for this fighter in the End phase, roll a D6. If the result is 4 or more, one Flesh Wound they have suffered previously is discarded. If they do not have any Flesh Wounds, and the result is a 4 or more, roll one additional dice for the Recovery check and choose one to discard.

LEADERSHIP

1. COMMANDING PRESENCE

When this fighter activates to make a group activation, they may include one more fighter than normal as part of the group (i.e., a Champion could activate two other fighters instead of one, and a Leader could activate three). This skill cannot be gained by a vehicle and, if randomly selected, a new skill is randomly selected.

2. INSPIRATIONAL

If a friendly model within 6" of this model fails a Cool check, make a Leadership check for this model. If the Leadership check is passed then the Cool check also counts as having been passed.

3. IRON WILL

Subtract 1 from the result of any Bottle rolls whilst this model is on the battlefield and is not Seriously Injured or Wrecked.

4. MENTOR

Make a Leadership check for this model each time another friendly model within 6" gains 1 XP. If the check is passed, the other model gains 2 XP instead of 1.

5. OVERSEER

If the model is Standing and Active or Mobile, they can attempt to make the following action:

Order (Double): Pick a friendly fighter within 6". That fighter can immediately make two actions as though it were their turn to activate, even if they are not Ready. If they are Ready, these actions do not remove their Ready marker.

6. REGROUP

If this model is Standing and Active or Mobile at the end of their activation, the controlling player may make a Leadership check for them. If this check is passed, each friendly model that is currently subject to the Broken condition and is within 6" immediately recovers from being Broken.

SAVANT

1. BALLISTICS EXPERT

When this model makes an Aim (Basic) action, make an Intelligence check for them. If the check is passed, they gain an additional +1 modifier to their hit roll.

2. CONNECTED

This model can make a Trade action during the post-battle sequence, in addition to any other actions they make (meaning they could even make two Trade actions). They cannot do this if they are unable to make actions during the post-battle sequence.

3. FIXER

In the Receive Rewards step of the post-battle sequence, as long as this model is not Captured or In Recovery, their gang earns an additional D3x10 credits. Note that they do not need to have taken part in the battle to gain this bonus.

4. MEDICAE

When this fighter assists a friendly fighter who is making a Recovery test, re-roll any Out of Action results. If the result of a re-rolled dice is also Out of Action, the result stands. This skill cannot be gained by a vehicle and if randomly selected, a new skill is randomly selected.

5. MUNITIONEER

Whenever an Ammo check is failed for this model, or another model from their gang within 6", it can be re-rolled.

6. SAVVY TRADER

When this model makes a Trade action in the post-battle sequence, add 1 to the result of the dice roll to determine the availability of Rare items on offer at the Trading Post on this visit. Additionally, the cost of one item may be reduced by 20 credits on this visit. Note that this means one item, not one type of item. A single power sword may be purchased for 30 credits, but a second power sword will still cost 50 credits.

SHOOTING

1. FAST SHOT

This model treats the Shoot and the Fire All actions as (Simple) rather than (Basic), as long as they do not attack with a weapon that has the Unwieldy trait (note that even if a skill or Wargear item allows a model to ignore one aspect of the Unwieldy trait, Unwieldy weapons retain the Trait).

2. GUNFIGHTER

If this model uses the Twin Guns Blazing rule to attack with two weapons with the Sidearm trait, they do not suffer the -1 penalty to their hit rolls and can, if they wish, target a different enemy model with each weapon with the Sidearm trait.

3. HIP SHOOTING

If the model is a vehicle it treats the Move & Shoot action as (Simple) rather than (Basic), as long as it does not attack with a weapon that has the Unwieldy trait (note that even if a skill or Wargear item allows a model to ignore one aspect of the Unwieldy trait, Unwieldy weapons retain the Trait).

If the model is a fighter and is Standing and Active, they can make the following action:

Run and Gun (Double): The fighter may move up to double their Movement characteristic and then make an attack with a ranged weapon. The hit roll suffers an additional -1 modifier, and Unwieldy weapons can never be used in conjunction with this skill.

4. MARKSMAN

The model is not affected by the rules for Target Priority. In addition, if the hit roll for an attack made by the model with a ranged weapon (that does not have the Blast trait) is a natural 6, they score a critical hit and the weapon's Damage is doubled (if they are firing a weapon with the Rapid Fire trait, only the Damage of the first hit is doubled).

5. PRECISION SHOT

If the hit roll for a ranged attack made by this model is a natural 6 (when using a weapon that does not have the Blast trait), the shot hits an exposed area and no armour save can be made.

6. TRICK SHOT

When this model makes ranged attacks, they do not suffer a penalty for the target being Engaged or in partial cover. In addition, if the target is in full cover, they reduce the penalty to their hit roll to -1 rather than -2.

NINES SKULLSHANK
BULLET ROAD RAIDERS
HOUSE ORLOCK



ASH WASTES 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 if you generate a gang tactic that requires a friendly vehicle and there are no vehicles in your crew, discard it and generate a new gang tactic):

D66	Name	Timing	Effect
11-12	Ramming Speed!	Play this tactic after a friendly vehicle has had a head-on collision with an enemy vehicle, before determining the Strength of the hit.	Increase the Strength, AP and Damage of the hit suffered by the enemy vehicle by 1.
13-14	One with the Road	Play this tactic when a friendly vehicle needs to make a Loss of Control test, before any dice are rolled.	The vehicle automatically passes the Loss of Control test.
15-16	Gunk Spill	Play this tactic when an enemy vehicle moves within 2" of a friendly vehicle's rear arc.	The enemy vehicle must immediately make a Loss of Control test with a -2 modifier.
21-22	It'll Hold!	Play this tactic when a friendly vehicle loses a HP.	The vehicle loses one less HP.
23-24	Look Out Below!	Play this tactic when a friendly fighter is jumping from one vehicle to another.	Add 1 to the Agility test to make the jump.
25-26	Mag Lock Handholds	Play this tactic at the start of the battle, after gangs are deployed but before the first roll for Initiative.	Select two friendly fighters, they both automatically pass all Initiative checks to remain on a vehicle when it moves.
31-32	Nitro Cells Overload!	Play this tactic when a friendly vehicle is Wrecked, before rolling on the Lasting Damage table.	Place the 5" Blast template so that its central hole is entirely over the vehicle. All models touched by the template take a Strength 4, AP -1, Damage 1 hit.
33-34	Belching Smoke	Play this tactic at the start of a round, before rolling for Initiative.	Pick a friendly vehicle, all shooting attacks made by it or targeting it suffer a -1 modifier to hit rolls.
35-36	Back to the Fray!	Play this tactic when checking to see if a friendly model rejoins the fight in a Rolling Roads scenario, before rolling the dice.	The model automatically passes the Intelligence check to rejoin the battle.

D66	Name	Timing	Effect
41-42	Always Carry a Spare	Play this tactic when activating a friendly model with a weapon that is Out of Ammo.	One of the model's weapons is automatically reloaded at the cost of one action – no Ammo check is required.
43-44	Hidden in the Ash	Play this tactic at the start of the battle before deploying gangs.	D3 of your fighters gain the Infiltrate skill.
45-46	Survival Gear	Play this tactic after gangs have deployed but before the first round begins.	D3 fighters gain the benefits of a Respirator.
51-52	Full Nitro	Play this tactic when activating a friendly vehicle.	For the duration of this activation, increase its Movement characteristic by 2".
53-54	Mad Mechanics	Play this tactic when a friendly vehicle is Wrecked, before rolling on the Lasting Damage table.	Roll twice on the Lasting Damage table and choose which result to apply.
55-56	Spring Back	Play this card when activating a friendly fighter with the Mounted condition who is Prone and Pinned.	The fighter becomes Standing and Active at the cost of one action – no Agility test is required.
61-62	Lightning Strike	Play this tactic when a friendly fighter subject to the Mounted condition makes a Ride By attack before resolving Reaction attacks.	Any Reaction attacks have a -1 modifier to hit.
63-64	The Ash is in my Blood	Play this tactic at the start of the battle, after gangs have deployed but before the first round begins.	D3 models ignore the effects of the Battlefield Surface.
65-66	Born to the Wastes	Play this tactic when activating a friendly model.	The model treats both difficult terrain and dangerous terrain as open ground.

ASH WASTE NOMADS WAR PARTY

Painted in the drab colours of the wastes, the Ash Waste Nomads raiders use their cloaks and robes to blend into the environment of their homeland. Even their weapons and equipment are dull and tarnished; reflecting that they are most likely scavenged from the victims of the wasteland. Note that all of these fighters, including the swift moving macro-insect riders, are based on standard Citadel bases as this better represents their native environment.



**NOMAD CHIEFTAIN WITH
MONO-HOOK AND CHAIN LANCE**



**NOMAD WARRIOR
WITH BLAST RIFLE**



**NOMAD WARRIOR
WITH BLAST RIFLE**



**NOMAD WARRIOR
WITH LONG RIFLE**



**NOMAD WARRIOR WITH BLAST
PISTOL AND STALKING KNIFE**



**NOMAD WARRIOR
WITH LONG RIFLE**



**NOMAD WARRIOR
WITH BLAST RIFLE**



**NOMAD WARRIOR
WITH LONG RIFLE**



**NOMAD WARRIOR WITH BLAST
PISTOL AND STALKING KNIFE**



**NOMAD WATCHER
WITH CHARGE CASTER**



DUSTBACK HELAMITE RIDER WITH CHAIN LANCE



DUSTBACK HELAMITE RIDER WITH BLAST RIFLE



DUSTBACK HELAMITE RIDER WITH LONG RIFLE



DUSTBACK HELAMITE RIDER WITH BLAST PISTOL

HOUSE ORLOCK ROAD GANG

The fighters of House Orlock are tough, self-sufficient warriors, as is evidenced by their rugged clothing and ubiquitous tool belts. These fighters have been painted in the traditional colours of the Clan House, though like the Ash Waste Nomads they have been placed on standard Citadel bases to represent the wasteland environment – a setting as much a home to the Orlocks as the depths of the underhive.



LEADER WITH SAWN-OFF
SHOTGUN AND SERVO CLAW



GANGER WITH
HARPOON LAUNCHER



GANGER WITH AUTOPISTOL



GANGER WITH AUTOPISTOL
AND SAWN-OFF SHOTGUN



GANGER WITH STUB GUNS



GANGER WITH AUTOGUN



GANGER WITH AUTOGUN



GANGER WITH
COMBAT SHOTGUN



GANGER WITH SAWN-OFF
SHOTGUN AND KNIFE



GANGER WITH
COMBAT SHOTGUN



OUTRIDER QUAD WITH HEAVY BOLTER



OUTRIDER QUAD WITH HARPOON LAUNCHER



ROUND SUMMARY

This section gives a run down of the basic round structure of Necromunda: Ash Wastes. It provides brief summaries of each step along with a page reference of where to find the full rules breakdown. This will also help veteran players of Necromunda find the new rules for fighting with vehicles in the ash wastes.

MODELS, FIGHTERS AND VEHICLES

In games of Necromunda, players use finely detailed models to represent their gangs on the tabletop, and to represent the vehicles of the ash wastes. In game terms, it is sensible to be quite precise in how such things are defined in order that players can easily interpret the rules:

- Any model that represents a single humanoid or a single animal is referred to as a 'fighter' by the rules. This could be a lowly gang member, a renowned hired gun, or even an exotic beast owned by a mighty gang champion.
- Any model that is Mounted on a single-person animal or bike is a fighter subject to the Mounted condition (see page 36).
- Any model that represents a vehicle of any type, be it a small vehicle operated by a single driver or large vehicle crewed by many, is referred to as a 'vehicle' by the rules.
- Battlefield details such as Beast's Lairs are never referred to as models but rather as markers.

Where the rules use the terms 'fighter' or 'vehicle', they are referring specifically to models of that type. However, where the rules use the term 'model' or 'models', they are referring to both fighters and vehicles. Note, however, that vehicle crews may be considered fighters where appropriate.

ROUND SEQUENCE

Each round is split into three phases, each in turn consisting of a number of steps resolved one at a time. These are as follows:

PRIORITY PHASE

During the Priority phase:

- 1. Roll For Priority:** Both players roll for Priority (see page 58).
- 2. Ready Gang:** Both players give each of their fighters and vehicles a Ready marker (see page 58).

ACTION PHASE

During the Action phase:

- 1. Activate Gang:** Starting with the player that holds Priority, players take turns to choose one of their Ready fighters or vehicles to activate (see page 60 for fighter actions, page 64 for vehicle actions).

END PHASE

During the End phase:

- 1. Bottle Tests:** If a player has at least one Seriously Injured or Out of Action fighter, or at least one Wrecked vehicle, they will have to make a Bottle test for their gang. Often, passing this test is a formality, but as the casualties increase, failing a Bottle test becomes ever more likely (see page 94).
- 2. Fleeing the Battlefield:** If either gang has failed a Bottle test, the controlling player makes a Cool check for each of their models that is still on the battlefield. Any models that fail will flee the battlefield (see page 94).
- 3. Recover & Restart:** Starting with the player that holds Priority, both players make Recovery tests for any Seriously Injured fighters and/or Restart tests for any Stalled vehicles belonging to their gang (see page 96).
- 4. Rally Tests:** Starting with the player that holds Priority, both players make Cool checks for Broken models belonging to their gang to see if they can Rally (see page 96).

MOVEMENT

The full rules for how fighters move can be found on page 66, with how they interact with vehicles being covered in more detail on page 69. Vehicle movement is covered on page 66.

Vehicles can also collide with each other or terrain and try to run over fighters, either intentionally or due to losing control. These rules are covered on page 67.

SHOOTING SEQUENCE

1. Assess Target Priority: Determine which models are eligible targets and make a Cool check if needed (see page 74).

2. Declare the Shot: Pick a ranged weapon carried by the model and pick an eligible target (see page 74).

3. Measure Range: Measure the range from the attacker to the target. If the target is outside the weapon's Long range, the attack automatically misses. The Firepower dice must still be rolled (see page 74).

4. Make the Hit Roll: Make a BS check for the attacker, applying modifiers as listed below to the roll (see page 75); if a Standing and Active fighter is hit by a ranged attack, they are automatically Pinned.

5. Resolve Hits: Resolve the hit as described on page 80.

SHOOTING MODIFIERS (SEE PAGE 75)

- In partial cover (-1)
- In full cover (-2)
- Accuracy modifier (+/-?)
- Target is Engaged (-1)
- Target is Prone (-1, Long range only)

Stray Shots: If an attack with a ranged weapon misses, there is a chance that other models may be hit (see page 75).

CLOSE COMBAT SEQUENCE

When any fighter makes an attack with a close combat weapon whilst Engaging an enemy, follow these stages (see page 78):

1. Turn to Face: The attacking fighter may turn to face any direction (see page 78).

2. Choose Weapons: The controlling player declares which weapons the fighter will use (see page 78).

3. Determine Attack Dice: Determine the number of Attack dice to roll (see page 78).

4. Declare Targets: Declare target enemy model(s) to be attacked, attacks can be split between eligible enemy models as the player wishes (see page 79).

5. Make Hit Roll(s): Make a WS check for the attacking fighter with each Attack dice (see page 79).

6. Resolve Hits: See page 81.

7. Reaction Attacks: If there are still enemies Engaged with the attacker, they may make Reaction attacks (see page 79).

• **Consolidate or Coup De Grace:** If all enemy models the attacker was Engaged with are now Prone and Seriously Injured or have gone Out of Action, they may Consolidate or Coup De Grace (see page 79).

• **Attacking Vehicles:** There are additional rules governing how close combat attacks work against vehicles – see page 80.



RESOLVE HITS

When a model is hit by an attack, regardless of how it was inflicted, follow the relevant sequence below:

RESOLVING HITS AGAINST FIGHTERS

When a fighter suffers a Hit, follow this sequence:

1. **Make Wound Roll:** Cross reference the weapon's Strength with the target's Toughness and roll on the table on page 81.
2. **Make a Save Roll:** If allowed, the fighter's controlling player makes a save roll for the fighter (see page 81).
3. **Inflict Damage:** The target's Wounds characteristic is reduced by the weapon's Damage characteristic. If this reduces the target's Wounds to 0, roll Injury dice (see page 82).

RESOLVING HITS AGAINST VEHICLES

When a vehicle suffers a Hit, follow this sequence:

1. **Determine Facing of Attack:** Work out which facing of the vehicle is hit (see page 85).
2. **Make Wound Roll:** Cross reference the weapon's Strength with the Toughness of the hit facing (see page 86).
3. **Make Save Roll:** If allowed, the vehicle's controlling player makes a save roll for the vehicle (see page 86).
4. **Determine Damage:** The Damage dice and Location dice are rolled to determine what happens to the vehicle (see page 88).

When a vehicle has been reduced to 0 Hull Points, it is Wrecked and any fighters on board are Thrown Clear (see page 90).

LASTING DAMAGE & LASTING INJURIES

If a fighter has been taken Out of Action, they may have some lasting injuries (see page 83).

If a vehicle has been Wrecked, it may suffer some lasting damage (see page 91).

LOSS OF CONTROL TESTS

Some vehicle actions and results on the Vehicle Damage tables require you to make a Loss of Control test to see if the vehicle's crew can keep control of their vehicle. These are described on page 92, along with the consequences of failing.

NERVE TESTS

Seeing friends get gunned down in the midst of battle can unnerve even the hardest fighter. This is represented with Nerve tests:

- Each fighter must take a Nerve test when a friendly fighter is Seriously Injured or taken Out of Action within 3" of them, or a friendly vehicle is Wrecked within 6" of them (see page 84).
- Each vehicle must make a Nerve test when a friendly vehicle is Wrecked within 6" of them (see page 84).

If a model fails a Nerve test, it becomes Broken (see page 84).