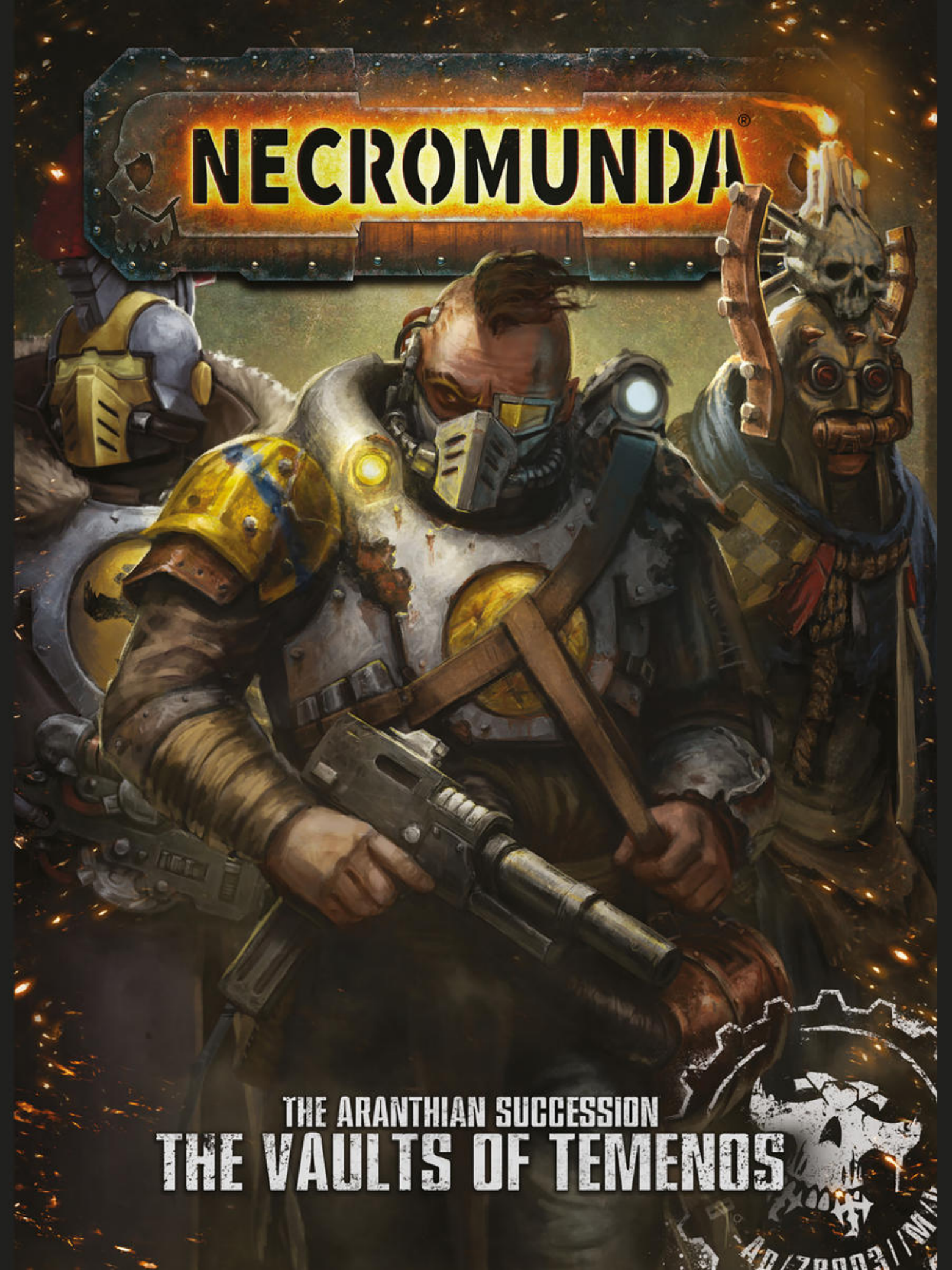


The cover art for Necromunda: The Aranthian Succession, The Vaults of Temenos. It depicts a central character in a heavily armored, industrial suit with a glowing yellow visor and a large, complex weapon. To the right is a character in a blue and gold robe with a skull mask. The background is dark and industrial with sparks and a large gear. The title 'NECROMUNDA' is at the top in a large, bold, black font with a yellow glow. The subtitle 'THE ARANTHIAN SUCCESSION' and 'THE VAULTS OF TEMENOS' are at the bottom in a white, distressed font. A skull logo is in the bottom right corner.

NECROMUNDA[®]

THE ARANTHIAN SUCCESSION
THE VAULTS OF TEMENOS

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1



*From The Emperor's Bones
Drips The Blood Of Saints
From The Grave Of Faith
Rises The Fallen Of Necromunda*

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>>> Subject: Event log shift 694 of the year of Him of Terra 999.M41.
>>> Conduit Necro-vox KYN223.
>>> Thought for the Day: Faith is watered by the blood of martyrs

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

- ++ All praise the ascension of our new Lord Helmawr, Haera Astarla Vorterra Helmawr, 13th Trueborn Daughter of Gerontius Helmawr, first of her name. In honour of the elevation of our new overlord and master of Necromunda, all subjects are permitted to work triple cycles that they might increase productivity as a gift for the line of Helmawr.
- ++ Lord Helmawr officially calls an end to the Great Darkness. References to this dark time are now forbidden upon pain of exile to the lower regions of the hive – where the Great Darkness is still in effect.
- ++ Expressions of faith are encouraged by the most pious new Lord Helmawr. Subjects are reminded to keep such expressions within the boundaries of the Imperial Creed. This means limiting the worship of inanimate objects, such as factorum machines, dome lumens and the Horologium. The worship of underhive creatures such as rats, spiders and sump crawlers is also discouraged – no matter how intelligent they might seem.
- ++ The interruption of trade from the southern reaches of Necromunda is the result of planned work on the north/south trade routes and not issues with the control, or lack thereof, of Cinderak City.
- ++ Reports of unrest within the outlands are greatly exaggerated. Subjects need not concern themselves with the creatures or inhabitants of the wasteland, but are also reminded to keep all seals and conduits to the hive shell firmly closed at all times – and to report any unusual looking hivers who might have been outside (burnt skin, hacking coughs and excessive radiation levels are all evidence of such transgressions).
- ++ Moans, screams and weak tapping heard within the hive walls is to be disregarded as the dome settling in the wake of the Great Darkness. Any such anomalies should be reported immediately to the nearest Mercator Palladus corpse harvester representative.

THE PROPHET OF THE REDEMPTION





THE ARANTHIAN SUCCESSION: THE VAULTS OF TEMENOS

Welcome to *Necromunda: The Aranthian Succession – The Vaults of Temenos*. This book continues to detail the narrative of the tumultuous events following on from the Great Darkness and the battle of Cinderak City, including the machinations of Lady Credo and the rise of Lord Helmawr's 13th Daughter, Haera. Inside, you will find a background section covering the ongoing conflict between the Noble and Clan Houses, as well as the rise of a Redemptionist Crusade that threatens the entire hive world.

There is also a brand new Road to Temenos Campaign: the second part of a series of linked campaigns to allow you to fight for the fate of Necromunda. To accompany this there is a series of seven narrative scenarios complete with notes to help you recreate some of the pivotal moments covered in this book.

Finally, there is a host of new rules to use in your Necromunda battles, covering new models for the Cawdor and Palanite Enforcer gangs, guidelines for turning any gang into a Crusading Gang and four Dramatis Personae representing some of the key players in the fight for ultimate control of Necromunda.

RETURN OF THE SAINT

The smoke from Cinderak City was a smudge on the horizon; dark clouds of ash and soot mingled with the ever-present toxic skies of Necromunda. Under this shroud of darkness, ragged groups trudged away from the burning city; the pops of gunfire and the dull thump of explosions echoing at their backs. Many held in their arms, or on their backs, everything they owned, their tired faces those of men and women with little left to lose. Among them were clanners and gangers, equally sweat- and grime-stained, holding their weapons listlessly, knowing that they too had lost nearly everything in the fighting between the Clan Houses. Whereas the settlers wore expressions of hopelessness, the gangers wore hatred and anger on their faces and their eyes spoke of a burning need for vengeance against their betters.

As these groups gathered, not far from the edge of the Great Crater, a figure stepped out of the wastes to bar their path – an ancient skeleton affixed to a banner in his hands, its skull regarded the refugees. Those with guns and blades gripped them tighter, the memory of Ash Waste Nomad raids and wasteland killers all too fresh in their minds. But the figure did not attack, nor did he look like any waster or outlander the travellers had ever seen. There was a fire in the newcomer's gaze as it swept across the assembled settlers and gangers, and he stepped towards them like a father moving to embrace his children – the saint's bones he carried glowing with hallowed light. The pious ones were the first to kneel before the man, though soon the rest followed, for without a word they knew their saviour had come.

Cycles later, and hundreds of kilometres away from the devastation around Cinderak City and the war between the Clan Houses, Ahrmund Ko'Iron considered the beaten man grovelling at the base of the dais his throne stood upon. With a lazy gesture that barely moved the voluminous sleeves of his ornate robe, he bade the man rise. Unable to lift himself from the ground, the man was instead hauled to his feet by two Word-Keeper, their Redemptionist hoods still spattered with blood from the poor man's recent interrogation.

"Speak," Ahrmund growled, his expression showing nothing of the fear the man's tidings might bring.

"They say the saint has arisen, your holiness..." the man choked out through bloody lips and missing teeth – his eyes wide with the gravity of what he was imparting. "They say he walked from the fires of Cinderak and ushers the way to the first tomb... to the Father of All Saints!"

"And what of the faithful that follow him? What of the true sons of the Redemption?" Ahrmund's eyes bore into the man, trying to see the truth of what the man spoke in his bloodshot eyes.

"He has a way, your holiness, they bow before him and none other, not even the Thane can sway those who have laid eyes upon the Prophet, for there is a truth about him that none can deny... it is as if the Emperor Himself walks among us!"



The Word-Keepers recoiled at this obvious blasphemy, one reached for his knife to end the man's lies but Ahrmund waved the Word-Keeper's indignation away with a sweep of one hand.

"Is it true he marks those who follow him?"
Ahrmund's voice now barely above a whisper.

Speechless, the man nodded as the Grand Cardinal of Temenos in all his glory rose from his throne and descended on gilt steps until his face was but inches from his prisoner, lips peeled back in a sneer revealing yellowed teeth as he spoke once more.

"Show me."

It was pitch black within the sanctum – the kind of darkness so thick you could feel it physically press against you from all sides. To Lady Credo, it was a comforting reminder of all those long centuries ago, when the First had found her, more dead than alive, just as her enemies had left her. If she could see, she may well have marvelled at the body they had made for her: young, strong, lithe and beautiful – unlike the ruin of flesh she had once been. But it was not her longevity or beauty she focused on now, rather the faint whispers of the Echo – that lingering voice left by her master that, even now, rippled through the psychic ether surrounding Necromunda.

"The war has begun," she murmured. "The ruling Helmawr has fallen and his heirs struggle for his scraps. Soon the vacuum of power will expand to crush the Noble Houses and they will cry out for your return. The last signs are here. Even now the false Prophet rises to lead the faithless to their doom. By their zeal shall the last defences fall before us. It is as you have planned, my master – all these long years at last coming to fruition."

Out of the nothingness, the Echo whispered its approval.

**BROTHER ROTHLAG
GUTTER-PREACHERS
HOUSE CAWDOR**



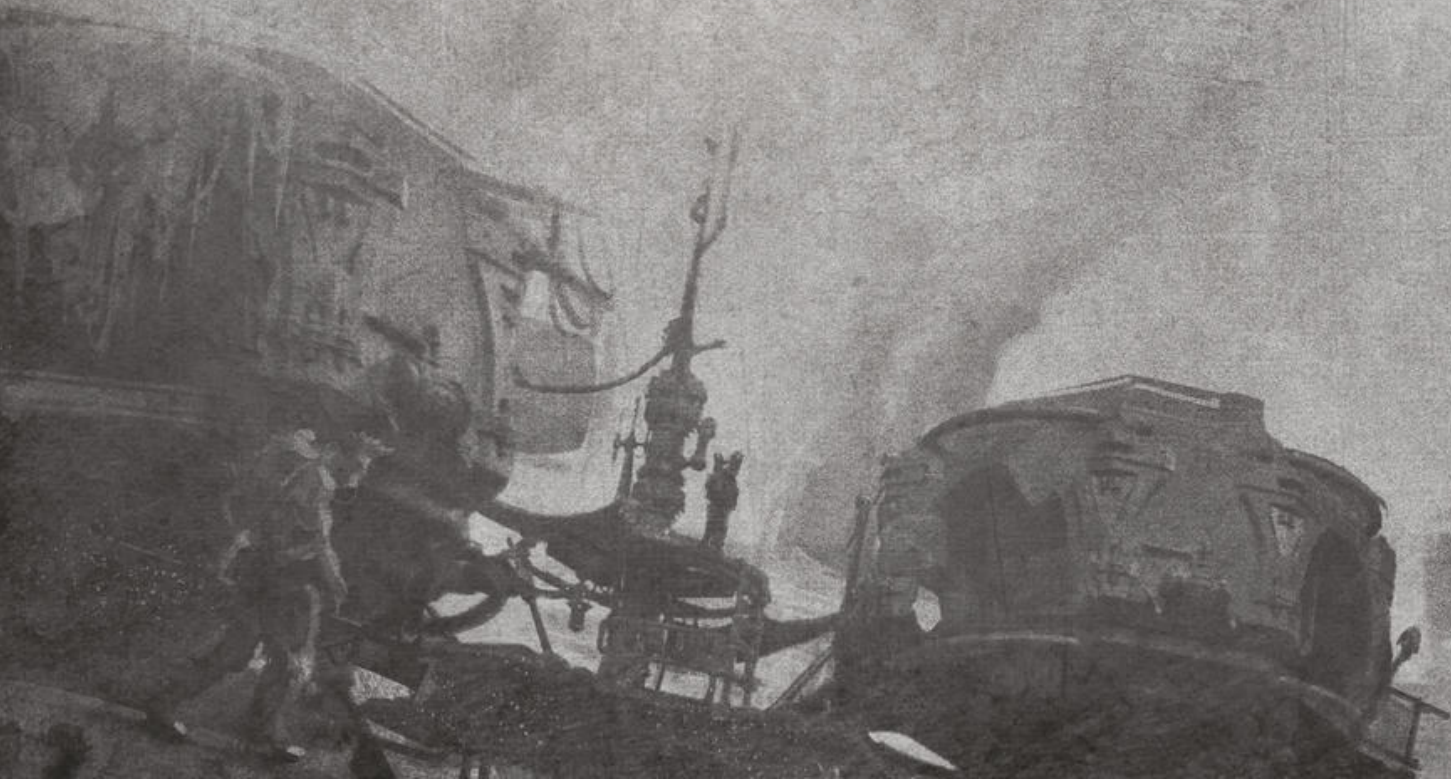
RUINS OF CINDERAK

Conflict infected Necromunda like a virus and battles filled the dark corners of the hive world. It was the taking of Cinderak City by Lady Credo's army and her Escher allies, however, that marked the first true turning point against House Helmawr's control. In a single stroke, the throat of Hive Primus had been cut, and while the wound was not fatal, it now bled trade and influence like blood from a dying man. In the aftermath, Credo's soldiers disappeared as swiftly as they had arrived, the rebel lord not yet ready to show her full hand, and the Escher took control of the Great Crater. This gave them, and their Orlock allies, the primary north/south trade hub between the Palatine Cluster and Hive Mynerva. All goods moving across the Great Equatorial Wastes were now in their grasp, and Escher Cutters and Orlock road gangs operating out of Cinderak City could strike with impunity against this wealth of convoys. This was a victory for Credo and her allies felt across the northern reach of the hive world. Where those who were still faithful to House Helmawr and the old ways fought for their lives against upstarts and insurrectionists allied with Lady Credo and the rebel houses, they found their supplies of ammo and weapons drying up as the trade in wargear was strangled by House Escher.

Even as Lady Credo moved onto the next part of her plan to supplant the power of House Helmawr, the balance of power on Necromunda was shifting. In Hive Rothgol, breakaway elements from House Goliath openly opposed the new Over-tyrant, committing themselves to the rebel elements within the southern hives to strengthen their own position and keep the great Gale Forges churning out weapons.

Hive Trazior, always known as a centre for trade between the northern hives, suffered rebellion in its guildler classes as they struggled to meet excessive taxes and tariffs placed upon them by their southern counterparts, who themselves were in league with the Escher. Many sought to make side deals, forsaking their ancient oaths to House Helmawr or those Noble Houses still allied with the Imperial House if it meant they could continue to line their pockets. This, in turn, eroded the power of the Helmawrs in Trazior and widened a chink in the armour of the Palatine Cluster.

Even in Hive Mortis the rising power of the Escher was felt and their de facto control of the hive was formalised. As a favour to Lady Credo, Matriarch Primus Adina sent cadres of Death Maidens to clear out any resistance to Escher domination, allowing the rebel lord to assert her claim of ownership of the ancient hive as part of her ancestral birthright. Amid the chaos that still gripped Necromunda, it was a move that went largely unnoticed by House Helmawr and its remaining allies.



As Lady Credo moved more pieces in her great game against House Helmawr, the war in the wastes continued to rage. In the aftermath of the battle for Cinderak City, Goliath gangs were pushed back to the ruins of the Mercator Gate by Escher and Orlock road gangs. Trade became a perilous undertaking for all sides as the seal of the Imperial House or the Merchants Guild no longer ensured safe passage for Ridgehaulers. Raiders of all stripes emerged from the wastes to take advantage of the confusion, many passing themselves off as house agents and gangs but caring only for the loot they could pillage before disappearing once again into the wilds.

The only true organised resistance came from Axon Hammer and his Ironree Reavers. During the fighting for Cinderak City, Axon had been fighting Escher in the Spider Points and missed the defeat of his vat brothers. Only after the retreat had begun, did he take his rig and his gang south to hold back the marauding Escher and Orlock gangs. A powerful figure within the wasteland, Axon had won the respect of both his enemies and allies; the Escher had given him the name 'Hammer' for his less than subtle methods, even by Goliath standards, of dealing with his foes. Axon's massive custom Ridgehauler, the Behemoth, became a rallying point for Goliath outland gangs, its hull marked with dozens of Escher and Orlock vehicle kills along with a good amount of dried ganger blood.

Cinderak City itself still lay in ruins, and though the majority of the Goliath gangs had been driven north to the Mercator Gate and the Spider Points beyond, it was still a target for wasters and nomad raiders. Much of the population had fled into the wasteland when the fighting began and had yet to return, leaving the rebuilding to the Eschers and Orlocks along with whichever guilders they could conscript from the surrounding area. While trade still flowed through the settlement, the city itself began to look more and more like an armed fortress. Lady Credo, via the word of Queen Adina, had made it clear that Cinderak City could not fall back under the influence of House Helmawr. This was an order that Athera, the Matriarch Primus' proxy for the outlands, took to heart, and nearby settlements were stripped of materials to reinforce its walls, while the house armouries left behind by retreating gangs were plundered to line the walls with guns. Even the Enforcers, the visible hand of Lord Helmawr, had withdrawn from Cinderak City, leaving behind only munitions and deserters, which Athera conscripted for the city's defence. If House Helmawr returned, the Escher would be ready.

A DAUGHTER'S REVENGE

It had taken long, bloody weeks for Haera Helmawr to lay claim to her father's power within Hive Primus. Weeks during which Cinderak City had fallen and much of her world seethed with rebellion and discontentment. The only grace the 13th Daughter had been granted was as de facto Imperial Governor of Necromunda, though the Imperium had yet to exert its will upon her actions. In fact, many of the agents and soldiers of the Adeptus Terra had departed Necromunda to fight in far-off wars. Those few that remained were happy to leave Haera to deal with internal matters as long as Necromunda's production quotas were still being fulfilled, but Haera knew it was a situation that would not endure and so she moved to consolidate her power before anyone came to question it.

Her first order of business was to gather the heads of the Noble Houses in the spire to leave no doubt as to who had replaced her father as master of Necromunda. Justly fearful of reprisals, many sent ill-favoured sons and daughters to the gathering. House Ulant, expecting punishment for its support of House Escher, chose to present the mad offspring of Usan Ulant – Dain Ulant, perhaps hopeful Haera would rid their family of an embarrassing offspring. Much like her father, Haera cultivated this fear and used it to her advantage. Even as the miserable gathering of unwanted sons, illegitimate daughters and cousins many times removed was taking place in the highest reaches of the spire, cadres of murder-cyborgs stalked the inner most sanctums of the Noble Houses. Pruning the nobility of Hive Primus as rotten leaves are trimmed from a rose, Haera removed those too cowardly to face her with a single command. So there could be no mistaking her intent, vox units implanted in the cyborg-assassins broadcasted the final screams and pitiful pleas of the dying nobles throughout the spire, causing a distressing cacophony that would continue to play for cycles to come. Then, with an equally casual command, she informed the disgraced noble offspring at the gathering that they were now the heads of their respective houses within Hive Primus and that she expected great things from them. It was a clear message to those who would oppose Haera, and one that rippled out across the Palatine Cluster, driving nobles into exile or hiding. Those who remained quickly fell into line behind their new rulers, albeit while taking the opportunity to further their own ambitions

or advance their own station. This too suited Haera's plans, as it weakened those nobles who would stand against her and ensured most were too busy watching their backs or scrabbling for power to think about opposing House Helmawr.

Despite the disaster of Cinderak City and her loss of influence in the south, Haera's power in the Palatine Cluster was growing. Hundreds of Enforcer battalions, having retreated from the wasteland, now filled the corridors and domes of Hive Primus and its sister hives. A veritable army ready to enact the will of Haera. It was one she put to good use – first and foremost by keeping the Clan Houses and their servants in line. House Escher and House Orlock openly stood against her and so their territories within the hive were besieged by Enforcers, their connections with the outside world cut off and their industries taxed for the pleasure of the Imperial House, lest they think of open warfare within the hive itself. It was a stand-off neither side wished to break. Haera was eager to consolidate her power and have Necromunda a compliant, valuable world by the time the Imperium's eyes once again fell upon it, while clan leaders, such as Queen Adina and Lord Morrow, were content to let Lady Credo's rebellion play out in the wastes in the knowledge that without the industry of the other hives Haera's strength was a false threat.

As both sides eyed the other over makeshift barricades and from behind dome walls, the battle between them was playing out kilometres below, down in the underhive. Fearing an assault from below, Haera had dispatched thousands of Enforcer patrols to tame the upper reaches of the underhive, starting with Dust Falls. In the wake of the Great Darkness, and the cultist uprisings that had followed, the survivors were loath to hand back control of their hard-won settlements to House Helmawr. In a rare moment of solidarity, criminals, clanners and outcasts banded together to hold Dust Falls. The notorious Narco Lord Balthasar Van Zep pledged his support to any who would keep the settlement free, and like the battle around the Abyss weeks before, fighters gathered at the gates leading up to the Nexus above, once again ready to face the Enforcer onslaught.

LADY HAERA HELMAWR
13TH DAUGHTER OF LORD HELMAWR



THE LOST SAINT

As Enforcers struck out against the underhive and Haera's attention was focused on bringing the Clan and Noble Houses of the Palatine Cluster to heel, Lady Credo made her next move. Almost unnoticed by the great lords and ladies of Necromunda, the Redemption had been spreading unchecked among the population. Hivers recovering from the horrors of the Great Darkness and outlanders driven from their settlements by constant nomad raids all gravitated to the preachers and Word-Keepers of the Redemption. Where once many had heard only the ramblings of madmen, or empty praise for an absent god in the words of the Redemption, they now felt the truth and salvation of those same words. Desperation drove many to join the growing pilgrimage of the faithful: a vast unwashed tide of humanity that grew larger everyday. Hivers abandoned their habs to take up with the pilgrims, discarding the tools and trappings of their profession to carry religious icons or flagellate themselves in the name of the God-Emperor. Even clanners gave up their allegiance to their old masters to join the growing Redemptionist Crusade. At the centre of this growing pilgrimage was the Prophet – a mysterious figure who appeared in the aftermath of Cinderak City and seemed to possess an irresistible religious magnetism.

Outwardly, Lord Mormaer, Thane of Cawdor and head of the Redemption on Necromunda, praised these new faithful, though in secret cursed the so-called Prophet who was behind it. In truth, the Crusade was not beholden to House Cawdor or its master, though it contained thousands of Cawdor clanners. Faith was their master and none but the word of the Prophet motivated and guided them. It was not known where this Prophet was leading his people, and, though Haera had yet to intervene, the Thane feared they would march on Hive Primus and usurp the nobles' long held power.

While the nobles and the Thane watched with growing concern, Lady Credo and her rebels were turning the situation to their advantage. Credo had long suspected the Redemption had a role to play in the plans of her master and when she discovered that the Prophet was seeking to awaken the Lost Saint of the Redemption, she sought to turn his pilgrimage against her enemies. Sending out agents across the wastes and hives of Necromunda she helped spread the word of the Lost Saint, feeding the hysteria that still gripped the world in the wake of the Great Darkness. In such a time of fear and uncertainty, it did not take much for this rumour to take root within the people of the Palatine Cluster, until the habs of Hive Primus were alive with talk of the saint and the salvation he promised. Guided by these tales of saints returned, and the Prophet himself who felt the Lost Saint's voice guiding him, the pilgrimage started out north from the edge of the Great Crater, towards Hive Temenos and the vaults therein where it was said the great treasures and relics of the Ministorum of Necromunda resided.

Word soon reached Hive Primus of the pilgrimages' approach and of the Prophet's intent to reach Hive Temenos – passing into the heart of the Palatine Cluster and even under the shadow of the great hive city itself. By now, even Haera could not deny the danger it posed to the new-found stability of her hive, though she doubted a horde of beggars and outcasts posed a serious threat to the defences of Primus. Even so, she dispatched her Palanite Scrutinators to uncover the identity of the Prophet. If he could be controlled or influenced, then the pilgrimage might become a powerful weapon to turn on her enemies; otherwise, she was happy to martyr the poor fool and let his followers scatter on the ash winds. Some of her agents set out for the ruins of the Mercator Gate to intercept the pilgrimage as it travelled north, others to the surrounding hives to gauge the support their people had for the Prophet, and several to Hive Temenos to ascertain the reason the Prophet had chosen it for his destination.

As the Scrutinators and their Enforcer cadres were infiltrating Hive Temenos, or patrolling out into the wasteland, the Prophet was leading his people towards the ruins of the Mercator Gate. Between firefights and rolling gun battles, the pilgrims marched. Escher and Goliath gangs alike preyed on the pilgrims, though some were converted by the Prophet's words and joined them, as the crusade became a snaking trail of humanity that stretched north and south. Only the Ash Waste Nomads seemed immune to the sermons of the Prophet and dogged the pilgrimage, plundering and killing until they were driven back into the wilds. In the shadow of the broken triple arches of the Gelt Gates, beneath the burnt-out remains of Mercator's Rest, the Prophet stood upon the overturned wreck of a Cargo-8 Ridgehauler and gave his sermon. In the crowd were tens of thousands of faithful, as well as the people of the Mercator Gate and some of the Scrutinators Haera had sent to spy on the crusade. Those closest to the Prophet displayed his mark carved into their flesh by their own hand: a seven-pointed scar over their hearts. With everyone's eyes upon him, the Prophet spoke in the voice of the Lost Saint – the ancient bones of the saint he carried vibrating as if its spirit were communicating from the beyond. What began as a

whisper rose to a roar and all those gathered felt the hand of the saint upon them. Afterwards, it would be said the Prophet was illuminated by a halo of flame so bright it could be seen as far as the spires of Hive Primus, shining like a star through the toxic clouds and calling to the people of the Palatine Cluster. Those who had held reservations before hearing the voice of the saint felt their doubts consumed by his righteous words, while those who had come with hatred in their hearts towards the Prophet found themselves filled with faith – with clanners, gangers and even the watching Scrutinators joining the pilgrimage.

Meanwhile, in the heart of Hive Temenos, Cardinal Ahrmund, once a favoured son of Ko'Iron and faithful servant of the last Lord Helmawr, heard the word in his dreams. Each night cycle, he saw in his slumbering mind the Lost Saint who called to the Prophet; he heard the words as they drifted up from the great Ministorum Vaults and he strained to understand their meaning. More than once he awoke to discover that he had wandered in his sleep, waking with his ear pressed to the vaults' great doors, though he wisely kept the reasons for his night-time excursions to himself.

Perhaps the most profound effect of the saint's voice was upon the people of Hive Primus and the surrounding hives. Upon hearing it reverberate through the walls of their domes, habs and factories, they turned their gaze to Hive Temenos as if they could see the Lost Saint himself through kilometres of ferrocrete and toxic wasteland. And as one they heeded the call, starting the long trek towards their new master. The Great Pilgrimage had begun.

FORSAKEN BY THE EMPEROR

The Cathedral of the Emperor Deified was in uproar. Already, many of the higher ranking members of the Ecclesiarchy had been called away by strife elsewhere in the Imperium, along with the best soldiers stationed on Necromunda. The great artefact vaults and holy prisons hidden beneath the mighty structure were almost unguarded and those few guards left behind had begun to waver in their conviction since the word of the Prophet had been heard.

Ahrmund hurried through the corridors of the cathedral with his entourage in tow.

"Summon me, will she!" he spat over the sound of clicking boots and the rustle of his voluminous robe.

"This upstart heretic hunter thinks she can question the church just because she has the seal of Lord Helmawr... and not even the true Lord Helmawr, but some pretender yet to be ratified by the nobility... and our most Holy God-Emperor!"

His guards and attendants listened to the tirade with practised silence, some nodding or making sounds of agreement at the appropriate time.

The group swept into Ahrmund's audience chamber where a lone woman and a rather odd-looking mechanical animal were waiting for him.

"Greetings, your Eminence," the woman said.

Ahrmund could now see it was a robot dog at her side, regarding him much as a live one might – and he didn't like it one bit. Turning his attention to the thing's master, he felt his skin crawl and his mind recoil. It was not because she was repellent to look at, slight and armoured in the uniform of a Palanite Scrutinator, but rather the emptiness he sensed within her soul.

"Servalen, is it?"

"Scrutinator-Primus Servalen, your Eminence," she corrected. Though, there was something about the way she said 'Eminence' that felt like an insult to Ahrmund.

"So, our Lord Helmawr has sent you here to make sure we don't succumb to the lies of this so-called Prophet of the Redemption."

She regarded him impassively while he pressed on, his hand involuntarily going to the seven-pointed scar hidden under his robe.

"Well, while we appreciate the extra guards to protect the cathedral from the undesirables, I'm afraid you will be quite bored – there being nothing of note worth investigating here..."

Still Servalen was silent, though a slight smile now touched her lips, a smile that said to Ahrmund "I know just what you are up to."



THE HERETICS COUNCIL

News of the Great Pilgrimage spread rapidly throughout the hives. There was unrest all across Necromunda, as discontented souls, already driven to despair by the Great Darkness and the mortal wounding of Lord Gerontius Helmawr, turned to the Redemption for their salvation. Clan Houses, Merchants Guilders and even nobles found themselves bereft of workers for their factories as untold masses joined the Great Pilgrimage. Everywhere throughout the hive cluster the sound of chanting and moaning filled the air, as columns of faithful wound their way through the streets and tunnels calling on all who they passed to heed the word of the Lost Saint. The Spider Points, too, filled with this grand procession as the Great Pilgrimage began the long journey towards Temenos. Figures, wrapped in whatever protection they could find, shambled through the gloom towards the distant hive city.

The underhive was not spared this religious hysteria. Gangs, many hardened by years of turf wars and the inhospitable environment, found their leaders converting to the Redemption and leading them on their own pious crusades. Battles between the crusading gangs and those who had rejected the Prophet's word raged from Two Tunnels to Sump City. In Heretics Hole, a score of crusading gangs from a dozen different clans attacked the Wyrd conclaves, lighting up the gloom with weapons fire and the blaze of psychic energy. In the caverns beneath Sump City, a band of zealous Escher, driven mad by the word of the Prophet, struck at enclaves of Delaque – denouncing them as Daemons and heretics – starting a battle that spilled out into the ruins of the sunken settlement. Meanwhile, in Rust Town, Bald Bryen declared a festival to celebrate the word of the Prophet, funnelling hundreds of converts into his maze for the amusement of the locals.

Frustrated by the failures of her agents to deal with the Prophet, Lady Haera turned her attention to harnessing, or quelling, its power through the church. Summoning the esteemed masters of House Ko'Iron, including the newly elevated patriarch Horloom the First – a warty and unwanted child of a lesser known branch of the family – Haera demanded they use their influence with House Cawdor and the Redemption to take control of the Prophet. Notably, the Thane

of Cawdor, Lord Mormaer, was not in attendance, reportedly having retreated to the Palace of Bones for religious reflection on the significance of the coming of the Prophet. Less flattering rumours had it that Mormaer was, in fact, hiding from his followers for fear they might declare him a false prophet and lynch him in order to please the true Prophet.

Almost immediately, the efforts of House Ko'Iron descended into farce. Inept in almost every way, Horloom convened a 'council of faith', inviting the leaders of the pilgrimage to pay proper homage to his Noble House. An extravagant affair, far removed from the common folk of Hive Primus, Horloom commissioned his great gathering in the Plaza of Saints in the heart of Hive City. From their plinths, dozens of Necromundan Saints looked down on Horloom and his noble kin as they offered the pilgrims off-world delicacies and platitudes of the God-Emperor's love. Unwashed hordes stormed the council, declaring it a den of heretics, and Horloom himself was hung from the outstretched hand of Saint Gavos the Stern. Even the Enforcers lent to Horloom by Haera for his protection could do little to hold back the enraged pilgrims, choosing to save themselves by fighting a bloody retreat from the plaza.

Haera's response was swift and typically cunning as she declared all splinter faiths of the Redemption outlawed across Necromunda, unless personally sanctioned by the Thane. With the spire well-defended, she placed the burden of the pilgrimage on Mormaer's shoulders – all the while, making her own plans to deal with the Prophet in a less subtle way.

If the greater Redemption had been a tangle of differing sub-faiths and religious splinter groups before the so-called 'Heretics' Council', then it fractured even further in its wake. Fearful of retribution from the Imperial House, Word-Keepers and Redemptor Priests flocked to the Palace of Bones for the sanction of the Thane, while hundreds more saw this as the final betrayal of the faith and threw in their lot with the Prophet. House Cawdor strained under the schisms and the already wide divide between the Clan House and the Redemption widened still further.

PATH OF THE REDEEMED

In the echoing halls of the Cathedral of the Emperor Deified, Ahrmund conversed with Lady Haera via secure vox lines. The would-be Lord Helmawr insisted on sending more Enforcers to defend Hive Temenos against the approaching pilgrimage. Wringing one concession from Haera, Ahrmund agreed. Those who were to stand where the loyal fraternus militia of the Ministorum had once defended the sacred regions of the hive, would have to adopt the official markings of the Imperial Creed. Their sergeants and captains were to take blessings as lay-priests in the faith while they undertook the God-Emperor's holy work. Soon even the lumbering 'Sanctioner' pattern automata were hung with tokens of the faith or marked with the holy symbols of the great cathedral to show their allegiance to the true faith of Necromunda, or more specifically to the Ecclesiarchy and Ahrmund.

Though faith sustained the people of Temenos, they lived under a cloud of constant fear. Rumours spread among the domes and even the cloisters of the great cathedral that traitors of the creed were in their ranks and even now servants of the Prophet stood ready to throw open the gates of the Saints Way for the pilgrimage. Skirmishes broke out in the streets of Hive City and even in the shadow of the great temple as neighbours turned on each other, while Ahrmund's Enforcers dealt out preemptive justice to any who crossed their path. Supposed faith-traitors were hung from the walls between the spire and the Hive City as a warning to transgressors, though in truth little of the Prophet's influence had yet to fall on Temenos. With the leading edges of the Great Pilgrimage only cycles away from the first holy gates of the Faith's Way, this was soon about to change.



Hundreds of kilometres away in the heart of Hive Primus, the full effects of the word of the Prophet were being felt. Roaming bands of faithful had brought countless industries to a grinding halt, while honest hivers were loath to stray from their homes lest they be accosted and challenged on their beliefs. Worst was the unrest in the Cawdor-controlled levels of the hive. Here, different cults and splinter groups were openly fighting each other over the meaning of the Prophet's coming. Some, such as the Redeemed or the Sons of Caul, claimed the Prophet was the ancient founder of the Redemption reborn and demanded that the Thane unite all of House Cawdor under his teachings, while others, such as the Red Redemption or the Followers of Clovis, claimed the Prophet was but another heretic. Adding to the mayhem, outlanders and pilgrims from distant hives and settlements had begun to stream into the hive, bringing their dangerous foreign ideas and fanatical devotion to the Prophet with them. Crusading gangs had also started migrating uphive ostensibly to protect the pilgrimage from the heavy hand of Lord Helmawr's Enforcers, and so gathered around the Palace of Bones.

It was only a matter of time before a spark ignited violence between the two sides – in this case it was to be Lord Mormaer opening the gates of the Palace of Bones in an attempt to sway the crowds with his divine words. At the sight of the master of Clan Cawdor, the gathered pilgrims and gangs surged forwards, causing those Enforcers watching from the walls of the palace to open fire. His bodyguard barely had time to drag the protesting Mormaer back inside before the first crazed gangers came crashing into the sacred heart of the Redemption.

Battle rampaged through the hallowed halls of the palace. Bolt shells and las blasts tore apart priceless relics and ancient religious works of art. Word-Keepers tried to save what they could, staging a fighting retreat against an ever increasing tide of invaders. It was a confused and chaotic battle, with Mormaer's loyal retainers trying to preserve both their master and the palace, the Enforcers shooting anything that didn't bear the seal of House Helmawr, and the pilgrims looting and vandalising as much as actually fighting. The invaders' division in their purpose did not aid the cause. The true pilgrims and followers of the Prophet within their ranks wanted to cast down the heretics and bring the Thane to some kind of holy justice, while individual gangs and opportunistic individuals simply wanted to strip the palace of whatever wealth was not nailed down.

When Haera received news of the attack on the Palace of Bones and the fact that Lord Mormaer was now missing and presumed dead, she doubled the guard on the spire and ordered her Enforcers to shoot followers of the Prophet on sight.



Sanctus

Church of Dust and Bone

Encorderius the Wise

DECRETUM VIA WAY

Saint's Gate

Gate of Light

Pymos

U-57-ORBAT

Temenos

Guildler's Gate

ROAD OF CRAVEN FACES

Pilgrim Wayshrine Quinteri

Gaelos' Rest

Pilgrim's Gate

Pilgrim Wayshrine Quadari

Pilgrim Wayshrine Seneri

Pilgrim Wayshrine Hexteri

Waters of Soronous

Halfway

Selstyr's Pyre

Spine of Pymia

FOOTSTEPS OF THE SAINT

Lightning Plains

ELECTROMAGNETIC STORMS

GAS COILS

Valious Defiant

Lord of Bullets

GHAIST MINES

OLD ROTHGOL RIDGEWAY

Ghaist Town

Sentinel

Patron of Wasters

GREY WASTE HUNTING GROUNDS

RUST RAIN RIFTS

RAD SCOUR

Tomb of Cogs

TEMENOS/PRIMUS WASTE CONFLUENCE

Run-off Basin Gamma 5

Whispering Caves

The Palatine Cluster Western Quadrant

MERCATORS CARTOGRAPH PRIMUS M41 ++60Y95254K++



FAITH AND FIRE

The pilgrimage snaked across the wastes like a great headless serpent, stretching from the Mercator Gate, around the hives of Trazior and Gammos, across the Spider Points and towards Temenos, along the Road of Graven Faces. Smaller tendrils of the great procession spilled out of Hive Primus and a dozen other hives of the Palatine Cluster, the wasteland alive with trudging, rag-clad faithful. Such a migration of people outside the hives had not been seen for generations and it was like a great stone cast into the slick black surface of the sump, bringing the scum to the surface. Tribes of Ash Waste Nomads struck at the edges of the pilgrimage, killing or carrying off those unfortunate enough to survive. Even roaming bands of Cawdor Ridge Walkers could do little to stop the raiders. Though the pilgrimage was so vast it barely noticed the hundreds lost to these raids, or those who were consumed by the wastes themselves. Whole sections of the pilgrimage were swallowed up in ash sinkholes or buried under raging dust storms. Many fell prey to wasteland predators, such as dustback helamite hunting packs or ash lions, while others simply keeled over for lack of drinkable water or breathable air.

Statues and shrines sprung up where the Great Pilgrimage passed, the faithful carving the faces of their saints into the rocks or erecting way stations where travellers could stop and hear the word of the Prophet. These too became targets for raiders and outlaws looking to rob pilgrims or simply cause havoc. At Wayshrine Temeno, the first pilgrims to arrive were met by a gang of outcast scum led by a waste maddened Delaque doc. Before the Prophet's soldiers could come to their rescue, the crazed doc had skinned a dozen unfortunate travellers and turned their hides into a tent to house further experiments. Meanwhile, beneath the serene gaze of Mung the First, Axon and his Ironree Reavers attacked a convoy protected by several Cawdor gangs and destined for the pilgrimage. The running battle circled the great saint's statue, the two sides trading fire until a well-placed missile from the Behemoth brought Mung crashing down on the Cawdor Ridgehauler. Further afield, in the depths of the Tomb of Cogs, Van Saar treasure hunters sought to pillage the relics of the Saint of Factories – only to be met with Orlock outriders daubed in the icons of the Prophet.



Even as these smaller conflicts played out, the first great challenge to the pilgrimage came on the outskirts of Halfway, a refuelling settlement equidistant from Temenos and Primus. Stirred up by the exodus into the Great Equatorial Wastes, the Grey Waste Walkers had gathered around their chieftains and sought to make war upon the trespassers by striking at them in the shadow of their precious hive cities. Storm callers chanted to the sky and waved their staves invoking the Great Ash Spirit of Necromunda. The world responded by hurling down bolts of lurid-yellow lightning from the heavens and visiting a gale upon the wastes between Primus and Temenos. The greatest fury of this storm fell upon Halfway, roaring winds battered the scrap walls of the settlement and reduced visibility to only a few metres. Pilgrims, already weary from the road, huddled into clusters under whatever protection they could find, while crusading gangs and Cawdor Ridge Walkers patrolled the edges of the camp, trying to see into the gloom.

When the nomad assault began, it started with a whisper. Dozens of sentries vanished as if the storm itself had come alive and taken them; one moment their companions were watching their shadowy outlines in the haze, the next they were gone. Gangers aimed their weapons into the roiling clouds, looking for targets but they found none. Even the sounds of the camp were stolen by the storm.

Then shapes bounded out of the ash – misshapen insects, fighters wrapped in robes and masked with rebreathers and silent killers armed with blades and claws. In desperate fury some gangers fired into the gloom, while others tried to find their way back to the dubious safety of Halfway's walls, but everywhere they turned nomads lunged out of the storm to cut them down.

Driven mad with fear, pilgrims rushed the gates of Halfway, screaming over the howling gale to be let in, but the locals pushed back, firing their weapons into the crowd, heedless of whether they hit pilgrim or nomad. With a crack that could be heard over the tempest raging around Halfway, the gates gave way and both travellers and raiders spilled into the settlement. Buildings became strong points, with individual haulers and runners providing platforms to both fight from or to hide under. There and then the settlement might have been overrun, such was the chaos among the pilgrims and disorder among the settlers. Fortunately for Halfway, a lone wanderer was taking his rest in Halfway's notorious Halfcut Drinking Hole. Stepping out onto the street, the rogue Enforcer Ashwood Stranger drew his pistols and made some room. Snapping off shots at nomads, it did not take long before settlers, pilgrims and even a few of the local Enforcers were fighting at his side. Confronted by this knot of stubborn resistance, the nomads faded back into the wastes, the storm dying as they retreated, leaving Halfway battered but defiant and the ground carpeted with pilgrim corpses.



BITE THE HAND

"You don't understand!" pouted Haera over her father's sealed stasis casket.

"They all fawned over you, licked your boots, gave you whatever you wanted – even dear old grandfather named you truest of the trueborn! Handed everything... no wonder you turned into such a slovenly thing."

On the other side of the transparent casket lid, Gerontius Helmawr did not reply.

"When I reshape this world, they won't even remember your name – you will be just another footnote in the Helmawr line, like what's-his-name or that aunt we never liked... whereas my legacy will live on for millennia... hives will be named after me!"

She turned towards the chamber entrance to see if either of her guards dared have an opinion on the subject but was surprised to find them absent. Sliding off the casket and leaving her father to his rest, she moved towards the doorway, also noting the security door was ajar, where she was sure it had been closed a moment ago.

They came out of the shadows around the chamber all at once, assassins armed with glowing power blades. She barely had time to note the dirty faces and ragged clothes behind the expensive looking weapons before she was fighting for her life. Fortunately, Haera had never been one to miss a chance at combat training – a fact numerous maimed or crippled tutors could attest to. Weaving away from the first attacks, she drew her phase sword and, in a blur of braids and skirts, cut down the first two attackers. Though they were well-armed, they lacked any real skill, making her wonder why someone would go to the trouble of sneaking them into the spire in the first place.

"Is this the best they can offer?" she mocked, as she cut down another of the attackers. "I mean, really, my father warranted a murder-cyborg, and I get what? Beggars scraped up from the depths of the underhive?"

As if in reply to her indignation, a group of cowed individuals entered the room. She recognised the livery of House Cawdor and the symbols of the Redemption, but these men also carried a symbol she had only recently become familiar with – that of the Prophet. Their leader, a massive brute with burning candles mounted on his shoulders and a great power axe in his fists, advanced on her, hatred bright in his eyes.

"Ah, now this is more like it. Let me send you back to your false Prophet... in pieces!" She swept forwards, her phase sword lashing out in a blur. The hulking Redemptionist tried to brush aside her weapon with the haft of his axe, the weapon passed through his block, burying itself deep in his chest. As Haera bore the man down under the weight of her blow, she used his body to vault into the midst of his companions. Completely taken off-guard, the Redemptionists attempted to defend themselves, but in a few brief, bloody moments they joined their brother on the floor.

Standing over the gore-spattered remains of the assassins, Haera flicked blood from her sword and fixed a stray strand of hair.

"You know," she said to the scattered bodies, "I'm starting to think your Prophet doesn't like me."



EYES OF THE SCRUTINATOR

Haera would have been concerned to discover that many of her loyal servants sent to defend Temenos from the Prophet had succumbed to the whispers of the saint. Secret signs were traded and tokens were exchanged by Enforcers to make their true allegiance clear to their brothers and sisters. Only the Scrutinators were immune to these whispers; their primus, Servalen in particular was driven to uncover the spiritual rot that seemed to be infecting her people.

As Servalen began her investigation in earnest, Credo came to Temenos and set her own plans in motion. Part of this plan involved some 'help' from the notorious bounty hunter Kal Jericho. In the wake of the Great Darkness, Kal had been chasing bounties on the cult leaders and criminals who had infested the hives during the crisis but had since skulked back to their warrens. When Credo approached him with a job, he was initially sceptical of her motives – having heard mixed things about the rebel lord and her followers – but, as Scabs pointed out, her credits spent just as well as any others. While Credo stirred up discontentment in Temenos, Kal and Scabs set out for Dust Falls.

Under the fine rain of dust that gave the underhive settlement its name, a resistance to House Helmawr was brewing, the locals outright barring Enforcers from entering the town. So far the Enforcers were too few to force their way in, though they continued to gather their strength as more patrols migrated downhive to the depths of the Nexus. The locals, organised around a number of gangs, likewise could not leave the safety of the underhive, and so the stand-off continued. At least that was until Kal Jericho arrived.

While Kal was fermenting discord in Dust Falls, and drawing the attention of Lady Haera to her own hive,

Credo tried to deal with the Scrutinators in Hive Temenos. In darkened corridors and seedy drinking holes, Scrutinators and their Enforcer patrols were ambushed by scum gangs and hired killers, each encounter ending with the Enforcer investigators lying dead on the floor.

When masked gunmen, armed with auto weapons and shotguns, came for Servalen, she was alone in the archeocroft of the cathedral, inspecting the great doors of the vaults after following the trail of Ahrmund's night-time sojourns. KB-88, her Cyber-mastiff, sensed them first, cocking its robotic head to one side. This was all the warning Servalen needed, snatching her sidearm from its holster and spinning to face the darkness. The first killer to emerge took a round to the face and went down in a tangle of limbs and blood; the second, she shot in the chest, his autogun letting out a stammering burst of weapons fire into the floor before he collapsed. When the third came, he was more cautious and Servalen was already moving for cover in the shadow of the great doors. Shotgun blasts hammered her hiding spot, one after the other, as the scum tried to flush her out. In his single-minded determination he had forgotten about KB-88, and the robotic hound lunged from hiding, tearing his throat out in a crimson shower.

As silence descended, Servalen emerged and inspected the would-be assassins; if she needed evidence she was on the right track, it was lying at her feet, bleeding out. A quick inspection of the bodies uncovered what she expected – the seven-pointed scar of the pilgrimage like those she had seen some Enforcers marking on their armour – especially those who guarded the vaults, and those who watched over Ahrmund...



THE BLOODY EIGHT

Credo's failure to kill Servalen forced Ahrmund to take matters into his own hands. The rebel lord seemed content to have stirred up chaos within the hive before descending into its depths on another errand for her master, however, the cardinal feared that the Scrutinator was closing in and that she would soon wring the secret of his dreams from him. In the depths of last night cycle, he sent out agents to the Castigation Cells – Temenos' great prison for heretics and scum considered too dangerous for the Enforcer punishment gaols. There, slaving leaders of the Corpse Grinder Cults, recently brought to heel after the Great Darkness, were set free – the madmen immediately falling upon their liberators in a cannibalistic fury. Within the cycle, cultists were skirmishing with Enforcers and hivers throughout the lower levels of Temenos, and Servalen found herself embroiled in a dozen running gun battles. The faithful saw this outbreak as a test and rallied to put down the heretics, led by the sanctioned Enforcers of Ahrmund's personal guard.

Unfortunately for the cardinal, he had underestimated the danger posed by the cultists. Among them was the Butcher Bonegorger, once a vessel for the Harvest Lord and leader of the Bloody Eight Cult. Bonegorger had been imprisoned because he had proven impossible to kill – the Enforcers having tried to execute him no less than twelve times, using everything from close range bolt rounds to massive electro shocks. Each time, the leader rose again, the Daemon in his flesh causing his wound to close over the terrible damage wrought to his body. Bonegorger, freed from captivity, set about the task he had been at before his capture – summoning the Harvest Lord to Hive Temenos.

The Butcher and his followers descended on the Plaza of the Saint Valdon the Pure in the heart of Temenos Hive City. Within hours its white marble streets and graceful vaulted arches were painted red with gore, the remains of its people heaped like carrion at the feet of the saint's smiling statue. Ahrmund, horrified by the desecration of this holy place, ordered his personal guard to drive the cultists out with all haste. In an ill-conceived frontal assault, the Enforcers and supporting Temenos militia found themselves drawn into a brutal killing ground. In the close quarters around the plaza, Corpse Grinders – their numbers swelled by those who would rather be feeders than food – engaged the Enforcers toe-to-toe. It was a savage bloodbath for Ahrmund's forces and in a single, terrible battle, he robbed Temenos of many of its best fighters, while providing the cult with piles of fresh meat for their feasts.

Servalen, who had long suspected Ahrmund's connection to the Prophet, or at least that he was not working in the best interests of House Helmawr, had little trouble uncovering his involvement in the release of the cult leaders. Ahrmund, in his haste, had been sloppy and left plentiful clues for her to follow in the form of easily broken lay-priests, unencrypted vox records and even pic recordings of the faithful's meetings. She was now, however, left with the choice of going directly to Ahrmund to squeeze answers from him, or to deal with the cultists. In the end, she chose the latter as, after all, what matter would it be if Ahrmund was brought to justice if there were no Temenos left to save.



The key to quelling the uprising, as the Scrutinator saw it, was to kill Bonegorger. Without their leader, the Bloody Eight were starving dogs who would feed upon each other until there was nothing left. Servalen had met and dealt with cult leaders like Bonegorger before and knew she needed to get close enough to deliver the kill herself – her own special talents doing the rest. This was no small feat, as the Plaza of the Saint had become a gore-soaked fortress. Not one to eschew allies of necessity, she turned to an old adversary who now called Temenos home, having been driven from the ruins of Cinderak City – the Delaque Yithir the Fade and their gang, the Silent Serpents. Yithir was no friend of House Helmawr, but even they could see the darkness that had descended on the hive, and like all Delaque traded in favours. Like a gathering of shadows, the Scrutinator and her new companions moved through the walls and ductways of Temenos. Creeping past blood-spattered sentries and sickening meat feasts, she climbed and crawled until she was looking down on Bonegorger beneath the now rust-red statue of Valdon. The Butcher was praying to his dark god, and Servalen could feel the psychic energy bleeding from him. Bonegorger's body jerked unnaturally as if invisible hands were twisting him like a ragdoll and Servalen knew she had little time to act.

Vaulting down from the darkness, the Scrutinator and Delaque fell upon the Corpse Grinders. Whispering gunfire scythed down a dozen cultists, but a score more roared their anger at the intruders and rushed to attack. Servalen only had eyes for Bonegorger, scrambling up a pile of corpses and snapping off rounds as she charged. The Butcher's eyes had vanished into pits of glowing flame and his lips stretched too far back from his teeth, causing his cheeks to tear and his jaw to break with a snap. The thing that now wore Bonegorger's skin leapt at Servalen, grabbing her by the throat but instantly recoiling as it felt the psychic void where her soul should have been. In return, she lodged her pistol into the creature's grinning mouth and emptied the weapon's chambers. Without the protection of the Warp to sustain it, the Daemon was forced back to the æther and Bonegorger's remains fell headless to the ground. Servalen turned to see how the battle was faring, KB-88 standing over half a dozen cultist corpses, the Delaque holding back the rest. With their leader dead and the influence of the Daemon gone, the cultists became a rabble – just as she had predicted – and with a voxed order she called in the Enforcer patrols surrounding the plaza to renew their frontal assault and clean up the now leaderless cult. The Bloody Eight were done, now to deal with the cardinal.



MADNESS OF LORD MORMAER

To the east, the carefully balanced order of Hive Primus was being tested. Lady Haera had consolidated her power in the spire, though the Clan Houses still bickered and defied her complete rule, especially the Eschers and Orlocks. Hive City was overrun with followers of the Prophet, while the Palace of Bones had become a war zone of competing faiths, each claiming to know the truth of the Prophet's word. In the underhive, the arrival of Kal Jericho had seen a new unstable element enter the Dust Falls stand-off, with both sides counting the hours until the shooting started.

Meanwhile, in the shadow of the ancient hive, an army was gathering. Thane Mormaer, having barely escaped the Palace of Bones with his life, had sent out the call to the Word-Keepers and Cawdor throughout the cluster, declaring the Prophet a heretic of the faith. This rallying cry gathered together those faithful already struggling against the followers of the Prophet and hundreds of workers, scavengers, gangs and outlanders all massed under Mormaer's banner of the True Redemption. Led by cadres of Ridge Walkers,

the Army of the True set out in a rumbling column of vehicles adorned with icons of the faith. The Thane's forces rampaged up the pilgrim's trail, repeatedly striking at the trailing end of the great procession to Temenos, rolling west along the Spider Points and on through the wayshrines, before descending on the settlement of Lone Scav. Around the tiny scrap town, a sea of the Prophet's followers had encamped. These were the old, sick and feeble of the pilgrimage, too weak to reach Temenos but drawn from their homes and hives by the word. The Army of the True fell on them without mercy. Redemptionist cultists purged the settlement with flame, the Thane encouraging their excesses after years of decrying their extremism to Lord Helmawr. By the time the sun set, only bones, ash and rising smoke remained – Mormaer's army having already moved on.

From Lone Scav, the Thane's forces hit a dozen other camps and shrines across the Lightning Plains, each time leaving only scorched earth in their wake. Much like the pilgrimage before them, at the walls of Halfway they faced their first real challenge. The large settlement had been completely consumed by pilgrims and was a nexus for those travelling on to Temenos, including scores of crusading gangs. Bullets and frag grenades greeted the Army of the True as it assaulted the town, their Ridge Walkers and other vehicles

smashing their way in, only to find the streets criss-crossed with barricades and kill zones. Redemptionists rained fire on the defenders, with Mormaer himself firing the flame cannon mounted atop his ash rig until the scrap metal walls of the settlement were ablaze with burning promethium.

Out to the west, where the Road of Graven Faces met the first gates to Temenos, the crusade finally took note of Mormaer's assault. The Prophet sent his favoured believers and the greater measure of his soldiers back along the trail to meet their attackers. On the shores of the Waters of Soronous, a filthy puddle of scum barely worthy of the name, the two zealous armies met. Cawdor from a dozen hives, and as many faiths, fell upon each other with fury. Mormaer, now clad in the full regalia of the Redemption, led a flaming spearhead of ramshackle vehicles and walkers into the ranks of rag-clad outlanders brandishing scavenged weapons. At first the followers of the Prophet fell back before this onslaught, burning pilgrims staggering and running in all directions. Many were ground under the tyres of the Thane's rigs and runners. But this initial momentum was soon lost as it became clear to Mormaer that he had underestimated the true size and strength of his foe.

In their tens of thousands, the pilgrims swarmed around the Army of the True. In knots of ten or twenty, Mormaer's heavily armed gangs held back the human tide but were inevitably overwhelmed and ground into the dust by the pilgrims. The elite of the Prophet's soldiers, mounted on their own vehicles and walkers, made for the Thane, ploughing a path through his followers. Among them were Enforcers converted to the word, well-armed and armoured and riding their outland runners.

As the two sides crashed together, Mormaer's rig caught a krak missile to one of its front wheels and flipped over into the ash. The Thane and his Redemptionist bodyguard clambered up onto the wreck to make their last stand as, much to his dismay, Mormaer watched his army disintegrate around him. Laughing maniacally and calling out to his God-Emperor for aid, Mormaer was dragged down by Enforcers and taken away in chains, leaving only the word of the Prophet in his wake.



THE DUST SETTLES

Bolt rounds chewed through the barricade Kal Jericho was crouching behind – the explosive rounds sending more dust into the thick cloak that hung over Dust Falls.

“Scabs!” he yelled over the sounds of the firefight. “Scabs, you ingrate! Do you see him?”

Somewhere beyond the barricade, Kal heard his sidekick whimper. Ignoring the armoured silhouettes of Enforcers advancing towards the Six Clans, the bounty hunter ducked out of cover and rushed towards the closest pile of rubble. Nearby, an Escher Death Maiden vaulted out of the gloom and hacked two Enforcers apart with paired powerblades, only to be thrown off her feet as a spray of bolter fire caught her in the chest. Kal also saw two Orlocks, crewing a quad heavy stubber and laying down thunderous fire into the attackers, while a Goliath wielding a roaring chain axe screamed and wrestled with a half-dozen enemies.

“Scabs?” Kal yelled again, peering into the clouds of roiling dust. Looking around, he saw a pale shape cowering in the rubble that surrounded the drinking hole. Crawling forwards, he discovered the scummer, curled up against a fallen girder, clutching his plasma rifle like a frightened child.

“Hey buddy... how’s it going?” Scabs didn’t look up. “You remember when I asked you to find that Enforcer with the gold stripe on his shoulder?”

Without looking up, Scabs pointed off into the dust.

“Thanks.” Kal smiled, “Oh, and when you are done wetting yourself, could you kill some of these guys? You’re making me look bad.”

Kal scrambled off in the direction Scabs had pointed. He could now see there was a ferocious battle raging around the entrance to the Six Clans – a ring of Enforcers firing into the building as dozens of gangers fired back with equal fury. He noted that, of the defenders, almost all of the major Clan Houses were represented... Nothing like a life-or-death battle against authority to bring people together.

Then he spied his target – a Palanite Enforcer Captain. The Enforcer was directing his men towards the Six Clans, patrols of Enforcers streaming down the suspended roadway from the hive above. Inching closer, Kal considered his options. As soon as he broke cover, he was sure they’d see him and give him a third nostril – one too many in Kal’s opinion – but he needed the key he could see swinging on the captain’s belt. Instead, he chose a different approach.

“Captain!” He cried. “I have orders from Lord Helmawr!” He held out an old belt buckle as he closed the distance, hoping the captain might mistake it for some kind of official seal. However, a few strides away, Kal’s eyes met those of the Enforcer and he could see his rather weak ploy had failed. The two men went for their sidearms at the same time, but before either could fire, a plasma bolt took the captain in the chest.

“Scabs, you wonderful scummer... I knew I could count on you!” Kal grinned, already snatching up the captain’s gene-key from the smoking corpse while Scabs fired into groups of Enforcers.

“Ok Scabs, time to do what we do best... RUN!”



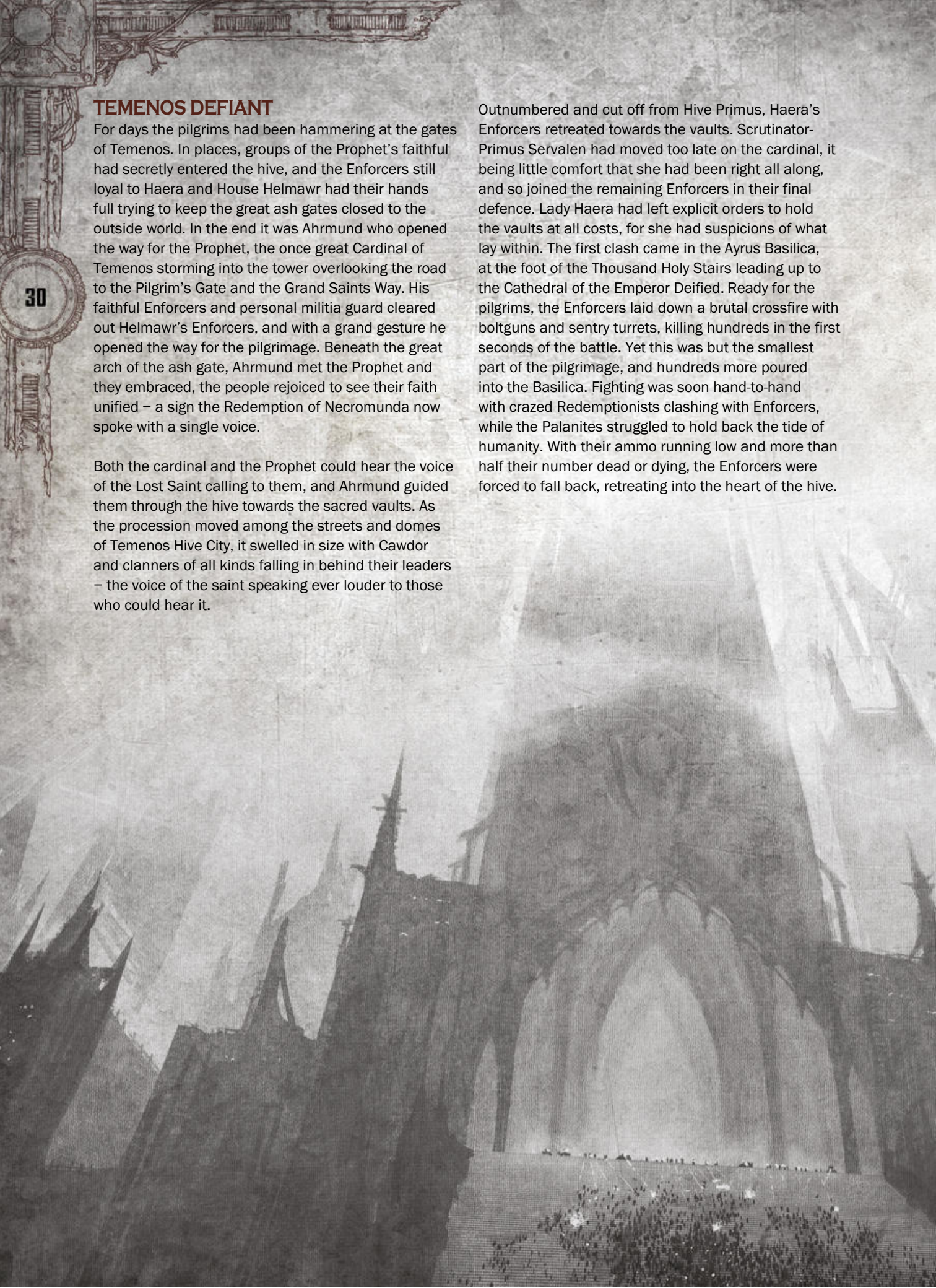
PATROLMAN Y2-88X2
PRECINCT THETA-CROSS
THETA SECTOR, HIVE TEMENOS
PALANITE ENFORCER

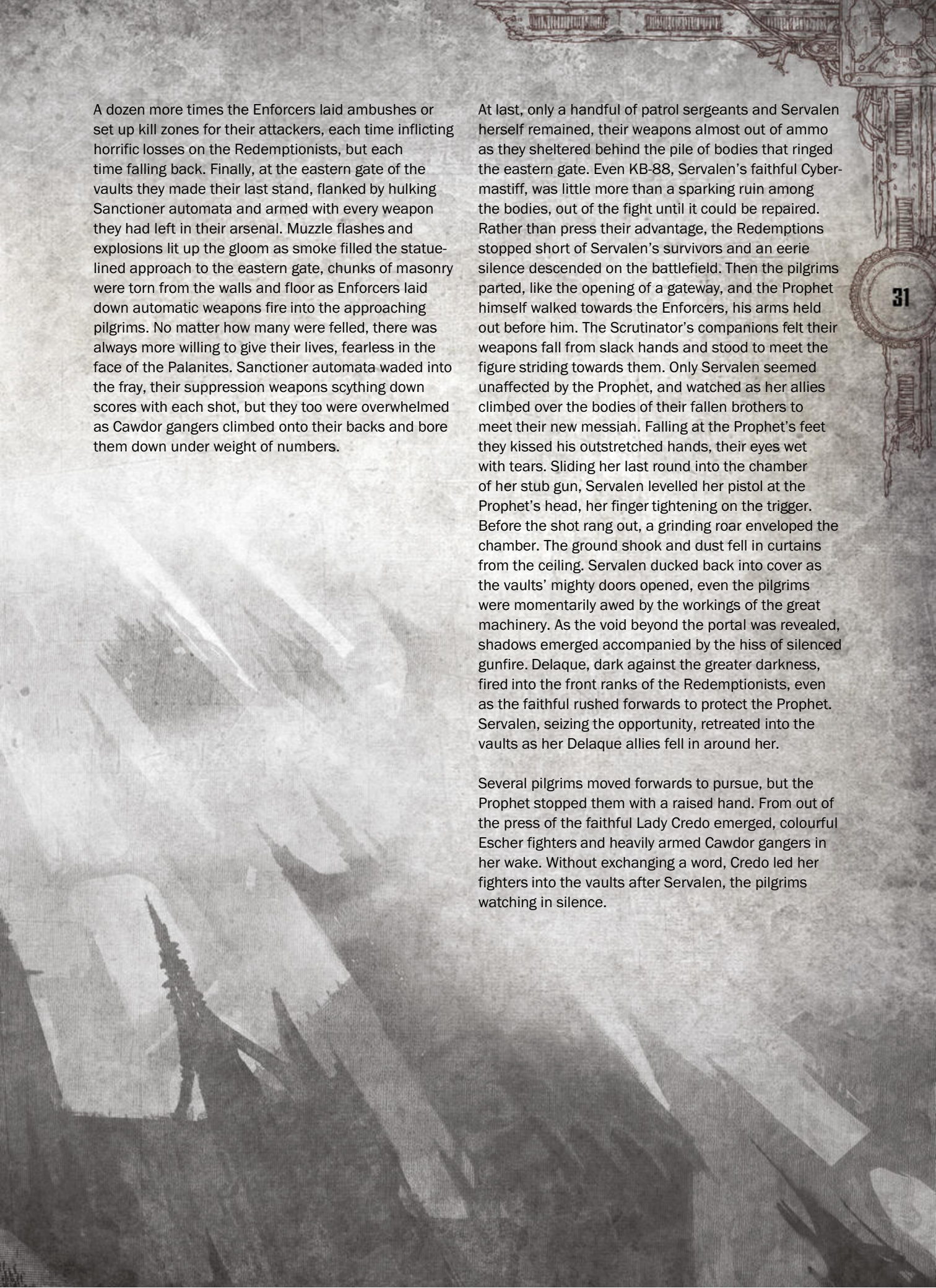
TEMENOS DEFIANT

For days the pilgrims had been hammering at the gates of Temenos. In places, groups of the Prophet's faithful had secretly entered the hive, and the Enforcers still loyal to Haera and House Helmawr had their hands full trying to keep the great ash gates closed to the outside world. In the end it was Ahrmund who opened the way for the Prophet, the once great Cardinal of Temenos storming into the tower overlooking the road to the Pilgrim's Gate and the Grand Saints Way. His faithful Enforcers and personal militia guard cleared out Helmawr's Enforcers, and with a grand gesture he opened the way for the pilgrimage. Beneath the great arch of the ash gate, Ahrmund met the Prophet and they embraced, the people rejoiced to see their faith unified – a sign the Redemption of Necromunda now spoke with a single voice.

Both the cardinal and the Prophet could hear the voice of the Lost Saint calling to them, and Ahrmund guided them through the hive towards the sacred vaults. As the procession moved among the streets and domes of Temenos Hive City, it swelled in size with Cawdor and clanners of all kinds falling in behind their leaders – the voice of the saint speaking ever louder to those who could hear it.

Outnumbered and cut off from Hive Primus, Haera's Enforcers retreated towards the vaults. Scrutinator-Primus Servalen had moved too late on the cardinal, it being little comfort that she had been right all along, and so joined the remaining Enforcers in their final defence. Lady Haera had left explicit orders to hold the vaults at all costs, for she had suspicions of what lay within. The first clash came in the Ayrus Basilica, at the foot of the Thousand Holy Stairs leading up to the Cathedral of the Emperor Deified. Ready for the pilgrims, the Enforcers laid down a brutal crossfire with boltguns and sentry turrets, killing hundreds in the first seconds of the battle. Yet this was but the smallest part of the pilgrimage, and hundreds more poured into the Basilica. Fighting was soon hand-to-hand with crazed Redemptionists clashing with Enforcers, while the Palanites struggled to hold back the tide of humanity. With their ammo running low and more than half their number dead or dying, the Enforcers were forced to fall back, retreating into the heart of the hive.





A dozen more times the Enforcers laid ambushes or set up kill zones for their attackers, each time inflicting horrific losses on the Redemptionists, but each time falling back. Finally, at the eastern gate of the vaults they made their last stand, flanked by hulking Sanctioner automata and armed with every weapon they had left in their arsenal. Muzzle flashes and explosions lit up the gloom as smoke filled the statue-lined approach to the eastern gate, chunks of masonry were torn from the walls and floor as Enforcers laid down automatic weapons fire into the approaching pilgrims. No matter how many were felled, there was always more willing to give their lives, fearless in the face of the Palanites. Sanctioner automata waded into the fray, their suppression weapons scything down scores with each shot, but they too were overwhelmed as Cawdor gangers climbed onto their backs and bore them down under weight of numbers.

At last, only a handful of patrol sergeants and Servalen herself remained, their weapons almost out of ammo as they sheltered behind the pile of bodies that ringed the eastern gate. Even KB-88, Servalen's faithful Cybermastiff, was little more than a sparking ruin among the bodies, out of the fight until it could be repaired. Rather than press their advantage, the Redemptions stopped short of Servalen's survivors and an eerie silence descended on the battlefield. Then the pilgrims parted, like the opening of a gateway, and the Prophet himself walked towards the Enforcers, his arms held out before him. The Scrutinator's companions felt their weapons fall from slack hands and stood to meet the figure striding towards them. Only Servalen seemed unaffected by the Prophet, and watched as her allies climbed over the bodies of their fallen brothers to meet their new messiah. Falling at the Prophet's feet they kissed his outstretched hands, their eyes wet with tears. Sliding her last round into the chamber of her stub gun, Servalen levelled her pistol at the Prophet's head, her finger tightening on the trigger. Before the shot rang out, a grinding roar enveloped the chamber. The ground shook and dust fell in curtains from the ceiling. Servalen ducked back into cover as the vaults' mighty doors opened, even the pilgrims were momentarily awed by the workings of the great machinery. As the void beyond the portal was revealed, shadows emerged accompanied by the hiss of silenced gunfire. Delaque, dark against the greater darkness, fired into the front ranks of the Redemptionists, even as the faithful rushed forwards to protect the Prophet. Servalen, seizing the opportunity, retreated into the vaults as her Delaque allies fell in around her.

Several pilgrims moved forwards to pursue, but the Prophet stopped them with a raised hand. From out of the press of the faithful Lady Credo emerged, colourful Escher fighters and heavily armed Cawdor gangers in her wake. Without exchanging a word, Credo led her fighters into the vaults after Servalen, the pilgrims watching in silence.

CRYPT OF THE SAINT

Menacing statues and shadow-filled display cases loomed out of the gloom as Servalen and the Delaque retreated from the circle of light marking the open east gateway. Yithir the Fade and their Silent Serpents showed Servalen the oath coin Haera had given them and, in whispered words, told her of the Lost Saint the Prophet sought to wake. The Scrutinator had little knowledge of the Imperial Creed, but a talent for dealing with psykers and their ilk – and something about this had more than a touch of the Warp about it. Peering into the dark, she concentrated on feeling the esoteric currents as they moved around her – repelled by the nature of the thing she was. It did not take long for her to locate the presence of the thing deeper in the vaults and though she could not hear its voice, she had no doubt it was speaking through the Prophet, and now the cardinal.

Gunfire snapped Servalen back to the present. Escher moved in from the shadows, and Yithir and their fighters scattered. The Scrutinator, mindful of the single round in her gun, plunged ahead, deeper into the vaults, leaving the sounds of battle in her wake.

Having flanked the expanding firefight, Cawdor gangers rushed out of the dark towards Servalen. Not wanting to use her last shot, the Scrutinator clubbed out with her gun driving one attacker back, but then more closed in, clutching a variety of improvised melee weapons. In her desperation, Servalen smashed the nearest cabinet and grabbed the strange looking cube from inside. The thing suddenly came alive in her hands and she hurled it towards the Cawdor – as much to get rid of it as she was hoping it might have some effect. Spikes shot out of the cube, impaling two of the fighters, their blood hungrily drawn up by the device. Servalen did not pause to see what happened next, rushing off once more towards the saint's crypt.

After several breathless moments, the entrance to the crypt loomed up before Servalen. It was an arch in a wall of dozens – each one doubtless hiding some profane secret of the Ecclesiarchy. Without her sense to guide her, she would have thought nothing of it and passed the entrance by, but guided by the 'wrongness' of it, she plunged ahead. Within, a single massive iron coffin dominated the room, adorned with strange symbols and ancient seals – each one bearing a seven-pointed star. Before she could take in any more of the room, a shadow burst from the

entrance behind her, and she was forced to back away towards the sarcophagus. Before her stood Lady Credo, an outlaw Servalen had heard much about, but never had the displeasure of meeting. Drawing a fighting knife, Servalen lunged towards the rebel lord, knowing no words would change the outcome of the battle. In a fluid motion, Credo met the attack with her own blade and the two danced around the coffin, trading lightning fast blows. Despite Credo's superior bionics and the reach of her power blade, the two were evenly matched, Servalen making up for her disadvantages with pure determination. Credo, like all living creatures, was also repulsed by the Scrutinator's absent soul and often gave ground when the pair got too close. After a few moments, with no clear advantage, Credo decided to end things and drew her pistol, intent on putting a round in the troublesome Enforcer.

Gunfire thundered from the entrance to the chamber and Credo was forced to dive behind the coffin for cover. A hulking Goliath, with a spiked punching gauntlet wrapped around one fist, lumbered into the room, smoke still drifting from his bolt pistol. Servalen recognised the brute as the outlaw Durgan Kill-fist, and beneath the grinning face, the glint of an oath coin hanging round his neck, like the one Yithir the Fade carried. It seemed Haera had sent more than one kind of ally to Temenos. Readying her weapon, and with the odds back in her favour, the Scrutinator rose up to face Credo once more – but as she did, she noticed the pock marks where Durgan's gunfire had hit the coffin. With a shudder and a sound like cracking ice, the seals broke and the lid of the sarcophagus began to lift.





WORD-KEEPER GREDONIMUS
AND FIREBRAND HARKA
THE CANDLEKIN
HOUSE CAWDOR

LUCK OF JERICHO

Chaos reigned in Primus' Hive City. Those dedicated to the word of the Prophet rampaged through the streets and domes, chanting litanies of the Redemption as they tore down the icons of House Helmawr. Enforcers fought crazed Cawdor and crusaders in the habs and factories as workers, interrupted in their dreary work, took cover as best they could. Most of Haera's forces had been sent uphive to defend the Wall between Hive City and the spire, the self-appointed leader of House Helmawr trying desperately to gain control of the pilgrims. House Ko'Iron and the Ministorum still on Necromunda were less than useless to her – due in no small part to her own efforts to get rid of their most competent leaders. They prattled on about trying to bring the Prophet and his followers into the faith, or bickered over minor interpretations of the Imperial Creed – claiming the answer lay in understanding the will of the God-Emperor.

Amid the mayhem, Kal Jericho had slipped through the Enforcer lines during the battle for Dust Falls and was making his way uphive. Using his newly acquired Palanite gene-code, he bypassed many of the defences below Hive City, keeping to the shadows when roving bands of Redemptionists came too close. Scabs, ever the pessimist, spent the journey telling Kal just why this was a terrible idea – and no matter how much money Credo had promised him, no reward was worth what they were walking into. Kal, with his typical bravado, simply told his warty companion that he was sure it would all work out somehow. This overconfidence was to be tested as the pair approached the Wall. The few conveyors and gates through this massive edifice were well-guarded by elite Enforcers, Sanctioner automata and countless automated defences from auto-turrets to hunter-mines. Looking up at the Imperial Stair, the main egress from Hive City to spire, Kal felt a moment of doubt, but this quickly passed and he shouldered his way forwards through the crowds of guilders and nobles all eager for the protection the Wall offered.

Scabs tugged at Kal's arm fearfully as they got closer to the helmeted Enforcers watching the gates; Kal pushed aside a rotund merchant trying to plead his case for admittance. Without breaking stride, Kal announced himself as one of Lord Helmawr's offspring and proffered his hand for a gene-scan. Hesitant at first, but taken in by the confidence of this tall, well-dressed stranger, the gate sergeant took Kal's

gene-print and a moment later, with Kal's identity confirmed, directed him to the gate. The guards gave Scabs distasteful looks, but Kal insisted he needed to bring his 'manservant' with him and the pair passed, unmolested, into the spire.

Beyond the Wall, Kal's luck continued to hold as he strode imperiously from one enclave to the next, working his way up into the Imperial suites of House Helmawr. Brushing aside confused guards and using his Helmawr blood to bypass gene-locks, he at last arrived at the chamber he was looking for – the resting place of Lord Gerontius Helmawr.

Unfortunately for Kal, this was where his luck ran out. Alerted by his excessive use of his Helmawr heritage, Haera was waiting for him, draped casually over the stasis casket containing their father. Though the two had never formally met, they immediately recognised in each other some of Gerontius' most noteworthy qualities – in Kal, the raw charisma and unbridled confidence – in Haera, the depthless cunning and thirst for power. Kal's hand dropped to his trademark pistols as Scabs dove for cover, but Haera rose from the casket and leapt across the chamber like a coiled snake with her power spear flashing out towards the bounty hunter. Kal ducked to one side, snapping off laspistol shots, the brilliant bolts sparking off Haera's power shield. No sooner had Kal come to his feet, than Helmawr's daughter had drawn her phase sword and was thrusting its point at his head. Vainly, he tried to parry with one of his pistols – the sword cleaving the weapon in two and forcing him to stumble away, dropping his guns. Haera lunged forwards to impale the unarmed bounty hunter; at that same moment, a superheated blast from Scabs' plasma gun hit her in the back. Her shield overloaded in a blaze of light, temporarily blinding Kal and Scabs. When they could see again, the crazed noble was gone. Still waving his gun around should she return, Scabs moved over to the stasis casket containing Gerontius. Together, Kal and his sidekick activated its suspensors and made their retreat.

Later, with Lord Helmawr safely hidden in a transport case, the pair used Kal's gene-code to slip out of the spire and into the throngs of angry pilgrims – Scabs, in his haste, leaving the gateway carelessly open...

IMMORTAL MASTERS

Ozostium Aranthus rose with fluid grace from his sarcophagus, the perfection of his artificial body, breathtaking. Even Durgan briefly paused at the sight of the beautifully sculpted giant, before charging forwards to smash it in the face with his kill-fist. But before the massive weapon could connect, Ozostium spoke.

"STOP!"

Durgan stopped.

Reaching out with a slender, shining hand the Aranthian wrapped his long fingers around the Goliath's throat and lifted him from the ground as easily as a grown man might lift a small child. Durgan struggled pointlessly in the giant's grasp as Ozostium inspected him, turning his whole body, limbs flailing, one way and then another as if wondering what manner of creature he held. Then the Aranthian casually sent Durgan flying across the chamber to crash into the wall in a shower of dust and stone fragments.

"Hey! Metal man!" Servalen yelled out as Ozostium was about to take a step towards the fallen Goliath. The Scrutinator had snatched up Durgan's bolt pistol and was loading a fresh magazine.

"STOP!" roared Ozostium again, holding out an open palm to Servalen.

"No," she spat back and unloaded the clip into the giant.

Explosive rounds smashed into the Aranthian's chest, driving him backwards in a shower of sparks and flame. Servalen's gun clicked empty and, as the smoke cleared, she noted the creature was practically unblemished. Before it could recover, she dropped the pistol and raced over to Durgan – who was just now getting to his feet.

The massive Goliath made as if to charge Ozostium again – apparently having learnt nothing from his last encounter.

"Come on!" she cried, *"We can't beat it here..."* Durgan resisted for a moment, then followed Servalen back into the shadows of the vaults, racing into the darkness.

Ozostium made no effort to follow them and as he righted himself, considered the slight damage the weapon had done to his chest plate. From behind the sarcophagus, Credo emerged, her blade at her side.

"My master," she whispered, looking up at the towering artificial creature standing before her, an expression of pure adoration on her face. Ozostium, in turn, looked down at her with a look of beneficence etched into the metallic mask that represented his face.

"They must be awakened."

"And so they shall be, my master – already, my agents scour this world for their resting places and prepare Necromunda's throne for your ascension. But until you have your brothers and sisters, you are still vulnerable. Even now, when our enemies are in disarray, we still must move with care. Your return will draw old enemies from the shadows – eager to finish what they started so long ago..."

"It matters not," said Ozostium. *"They cannot stop what is to come – the Heptagonian Prophecy will be fulfilled, the trueborn of Aranthus restored and the line of Helm'ayr ended."*

Without looking back, the artificial giant strode out of the chamber, Credo following closely in his long shadow.



THE GREAT PILGRIMAGE

AFTERMATH AND ACCUSATIONS

In the wake of the battle of Cinderak City, Credo and her allies move to consolidate their power while Haera Helmawr retreats to the spire to plot her next move. Meanwhile, in the wastes, the war continues between the Clan Houses, with Goliath, Escher and Orlock road gangs at the forefront of the fighting across the Great Equatorial Wastes.

DEAD SEA RUN

The Goliath Forge Tyrant Hagarn Ironhands and his gang escape Cinderak City in the chaos of the battle, with a haul of Enforcer weapons aboard his armoured Cargo-8 Ridgehauler. Hagarn makes a straight run for the ruins of the Mercator Gate, until Escher and Orlock gangs converge from the wastes. In a fit of malice, he turns his rig towards the deep wastes of the Irradium Oceanus, and soon both sides are lost in the swirling storm clouds, never to be seen again.

TURMOIL IN THE GREAT CRATER

As the Escher draw back towards Cinderak City, countless outlaws and outlanders invade settlements and outposts weakened by weeks of fighting and nomad raids. At the Rockforge, scum gangs skirmish with the remaining Goliath gangers, while the Ash Storm Observatory comes under assault from Wyrd gangs believing the structure's lenses can somehow enhance their power.

A THREAT FROM THE SKIES

As trade suffers in the wake of the war between the Houses, sky pirates crewing plundered stratoplanes raid the wasteland. On gleaming aircraft they descend from above amid a storm of fire. Some of the planes are large enough to carry off entire Ridgehaulers, like birds of prey snatching rats from the ground.

CREDO'S ARMY

Rumours persist of white robed warriors bearing the icon of the seven-pointed star fighting in Cinderak City. In the aftermath of the fighting, these individuals soon become the objects of myth; great deeds and feats of battle are attributed to them, even though no sign of their presence can be found.

FIST OF THE OVER-TYRANT

Djangar proves to be a poor ally to House Helmawr as he quickly loses interest in the conflict between the Houses after Cinderak City falls, instead forced to focus on proving his might by enforcing his right to lead by punishing all those Alphas who sided against him. In an epic fist fight, Djangar beats down dozens of challengers until there isn't a Goliath in Primus willing to face him.

FROM THE PIT

A misshapen spawn, cultivated by the late Brethren of the Black Dawn, escapes from beneath Cinderak City during the fighting. The thing rampages through the ruined settlement before climbing to the top of the stormgate watch tower, where it promptly falls to a messy death on the rubble below.



RISE OF THE PROPHET

From the ruins of Cinderak City, the Prophet arises. Already driven to faith by the Great Darkness and the horrors it brought upon the world, thousands flock to join the Prophet's growing pilgrimage, until it stretches from the Great Crater to the ruins of the Mercator Gate. Elsewhere on Necromunda, the word of the Prophet spreads unrest and renewed devotion, as countless cults rise up in his name.

BORN OF ASH AND FIRE

The Prophet appears on the edge of the Great Crater and all those who look upon his relic hear the voice of the Lost Saint speaking to them. Soon, a vast camp gathers around the holy man, filled with the survivors of Cinderak City reborn in the light of the God-Emperor.

THE SLUMBERING SAINT

Earthquakes rock the wastes around the statue of Mung the First, leading the faithful to believe the ancient saint is somehow displeased with their devotion. Throngs of pilgrims crowd beneath the statue with offerings, until a swarm of ash lions breaks the surface and consumes them.

WHISPERS OF FAITH

Across Necromunda, thousands of Word-Keepers and Redeptor Priests hear the voice of the Lost Saint in the rumble of machines, the hiss of carbon scrubbers or the howl of ash winds. Gathering up their flocks, they depart their hives and settlements, making the long journey towards Hive Primus and the Prophet.

SHADOW OF THE PROPHET

Fearful of the devotion he inspires, a motley band of Cawdor scum attempt to kill the Prophet before his word can spread any further. When confronted by the holy man, they immediately fall to their knees and swear their allegiance, turning on those few among them who refuse to join his growing pilgrimage.

REDEMPTION REDEEMED

Outlaw Redemptionist gangs of all kinds emerge from the badzones or outlands, entering hives and settlements where once they would have been shot on sight. Some of the most notorious crews ever assembled, such as the Children of Cinders or the Flayed Pilgrims, are welcomed into the Prophet's growing following with open arms.

SLATE'S DAUGHTERS

Slate Merdena holds a family reunion in the ruins of the Lucky Six. Six of his twelve daughters are present and after making sure each of them is well, he orders them to go out into the wastes to find their other sisters so that the Merdenas can be ready for whatever is coming next.



UNREST IN PRIMUS

As the pilgrimage works its way through the wastes towards Hive Primus, the mighty city is wracked by rebellion and discontent. Enforcers crack down on habs and factories, bringing the faithful to heel in the name of Lady Haera, but it is only a half measure, as more and more pilgrims pour into the hive, bringing tidings from the Prophet with them.

RELICS AND REVENGE

Relic peddlers infest the streets of Dust Falls, offering tokens and trinkets they claim to have come from the Prophet and his followers. After a particularly poorly fashioned bone Aquila, said to have been blessed by the Prophet himself, fails to stop an Escher Gang Queen from getting stabbed to death, her sisters make a sport out of hunting down every peddler in Dust Falls.

KO'IRON'S FOLLY

House Ko'Iron seeks to harness the power of the Prophet for themselves and employ an impersonator of the holy man to parade around the spire. The Noble Houses' reaction to the poor imposter is one of abject terror rather than devotion, and a bloody battle immediately breaks out when he is presented – leaving the 'Prophet' as little more than a stain on the chamber floor.

DAUGHTERS OF THE FLAME

An all-female Redemptionist gang, known as the Daughters of the Flame, invades Hive City from the underhive, claiming to be servants of the Prophet. Those of House Cawdor faithful to the Prophet are divided between welcoming their sisters to the fold and fleeing in fear as the Daughters burn down everything in sight.

A WEIGHTY LESSON

Enforcers try to stem the tide of pilgrims entering Hive Primus by hanging trespassers from the Bridge of Saints over the Riftways. Such is the number of pilgrims strung up, that eventually the bridge itself begins to sag under the weight of the hundreds of ragged corpses.

THE TRUE CULT

The Cult of the True Resurrection experiences a resurgence of membership as the word of the Prophet spreads. It is not long before the underhive is teeming with the crazed Redemptionists, all praising the coming doom of the Imperium, begging for scraps at settlement gates or setting upon hapless travellers.

DROWNED IN BLOOD

In the depths of the great cisterns of Hive Primus, the Water Guild discovers a nest of mutants driven from the underhive by the recent influx of Redemptionists. Backed into a corner, the mutants fight a bloody battle for their lives until the water pipes of a dozen nearby domes run red with their blood and ichor.



NOBLE BETRAYALS

Lady Haera, realising the pilgrimage's target is the cathedral hive of Temenos, seeks to tighten her control over its cardinal, Ahrmund. While within Hive Primus, Lord Mormaer, the Thane of Cawdor, tries in vain to bring together the splinter faiths of the Redemption to oppose the rising influence of the Prophet.

GATHERING OF IMBECILES

Noble outcasts from the Noble Houses of Necromunda gather in the audience chambers of Lady Haera. Convinced that Lord Helmawr's 13th daughter intends to murder them, they are surprised when she bestows upon them stewardship of their respective houses. This would have doubtlessly caused outrage among their more competent siblings if Haera had not just had them all slaughtered.

PURITY THROUGH PAIN

The streets of Hive City run red as mass flagellations take place among the followers of the Prophet. Lines of bareback pilgrims wander the plazas followed by creaking auto-scourges, the sounds of the barbed whips tearing at flesh ringing throughout the city, and fresh blood spattering anyone not quick enough to get out of the way of the procession.

COUNCIL OF HERETICS

House Ko'Iron hosts the leaders of the pilgrimage in Hive City, though it is not long before their council is overrun by the unwashed. Horloom, the august representative of Ko'Iron, tries to reason with the crowd in the name of the God-Emperor, sputtering out platitudes and prayers even as he is strung up from the statue of Saint Gavos.

LAST OF THE REDEEMED

In the wake of Horloom's demise, Lord Mormaer tries to quell the warring factions within his own House. The crazed Redeemer, among other fringe members of the Redemption, are officially pardoned by the Thane, provided they stand with Mormaer against the rising influence of the Prophet.

A PYRE OF BONES

Hive Primus is overrun by pilgrims, and the Palace of Bones, heart of House Cawdor in Hive City, is stormed by hordes of the faithful. In the confusing battle that follows, great fires rage unchecked across a dozen levels of the Cawdor enclaves, the other Clan Houses keeping their distance and allowing the House of Faith to resolve its conflict alone.

THE GOLDEN MASK

Mormaer's golden mask is found in the ruins of the Palace of Bones, leading many to speculate on his demise. The artefact almost immediately vanishes into the hands of the scavengers, periodically surfacing for years to come as it changes from one relic peddler to another, or a convincing knock-off appears.



THE GREAT PILGRIMAGE

Numbering now in the millions, the Great Pilgrimage winds its ways across the ash wastes between Hive Primus and Hive Temenos. It is a journey fraught with peril and thousands are claimed by Ash Waste Nomad attacks, predatory wasteland creatures and the blighted landscape itself. Even so, countless more press on, following their Prophet to the Lost Saint.

HARVESTING THE WEAK

As the Great Pilgrimage doggedly presses on towards Temenos, countless faithful succumb to the wasteland. Most are left where they fall, though in places they are dragged off by vicious outland creatures or even consumed by starving pilgrims – their once companions using their flesh to find the strength to go on.

HALFWAY DEAD

The small outland settlement of Halfway is beset by a great ash storm. In the midst of the gloom, raiding parties of Grey Waste Walkers emerge from the dust and attack the pilgrims sheltering in and around its walls. It is a chaotic conflict, as much a slaughter as a battle, ending as swiftly as it began and leaving a carpet of pilgrim corpses across the wasteland.

A FEAST FOR DUSTSTALKERS

While crossing the Saints Waste, a long column of pilgrims become lost in the constant dust storms, wandering too far north towards the Thatos High Ridge. By the time they notice the first Helamite mounds looming out of the gloom, it is too late to run and thousands of the faithful are dragged screaming into the insects' nests to be consumed by their young.

THE LIVING STORM

A toxic tornado tears across a long section of the Great Pilgrimage, snatching pilgrims up into its writhing vortex. For cycles afterwards, the tornado snakes its way across the Lightning Plains, the screams of the dying faithful still trapped within its radioactive heart carried on the wind for kilometres in all directions.

A CLASH OF FAITHS

On the shores of the Waters of Soronous, Lord Mormaer's army meets the forces of the Prophet. The two sides fight with a fury born of true faith, lighting up the wastes with gouts of flame and thumping explosions. In the end, it is the followers of the Prophet who stand triumphant, and those few that survive the battle from the Thane's army convert to the 'real' Redemption.

THE CHAINED LORD

Lord Mormaer is brought before the Prophet in chains, expecting no mercy at the hands of his enemy. Instead, the Prophet speaks to him using the word, and the Thane, so long blinded by the lies of House Helmawr, sees that the Redemption and its countless followers are as one and who their true enemies are: those who would see the faith used or destroyed for their own ends.



TREACHERY IN TEMENOS

Strife engulfs Temenos as the Great Pilgrimage reaches the gates of the hive city. Well-armed and ready for the army of faith at their walls, the Enforcers are instead betrayed from within by Ahrmund – the word of the Lost Saint having infected his mind. Even though they are robbed of their greatest defence, those Enforcers still loyal to Lady Haera stage a fighting withdrawal towards the vaults.

A RIGHTEOUS INVESTIGATION

Scrutinator-Primus Servalen uncovers a zealous rot within the Enforcers of Temenos. Following suspects into the shadowy crypts beneath the great cathedral, she finds men and women she once counted as allies exchanging tokens of the Prophet and speaking openly of Lord Helmawr as a heretic of the faith, forcing the Scrutinator to accelerate her plans.

HELMAWR BETRAYED

Religious assassins penetrate the spire and strike at Lady Haera Helmawr. In the aftermath, Lord Helmawr's 13th Daughter has dozens of guards and servants hung from the hive shell in storm-cages for secretly harbouring faith in the Prophet and for possibly helping the assassins, despite a lack of any real proof.

BATTLE OF SAINTS GRAVE

In the shadow of Temenos, between the great gates that ring the outlands surrounding the hive city, Enforcer patrols attempt to slow the advance of the Great Pilgrimage. The hundred kilometre marker of the Road of Graven Faces becomes known as the Saints Grave for the shattered remains of statues destroyed in the fighting.

TEMENOS DEFILED

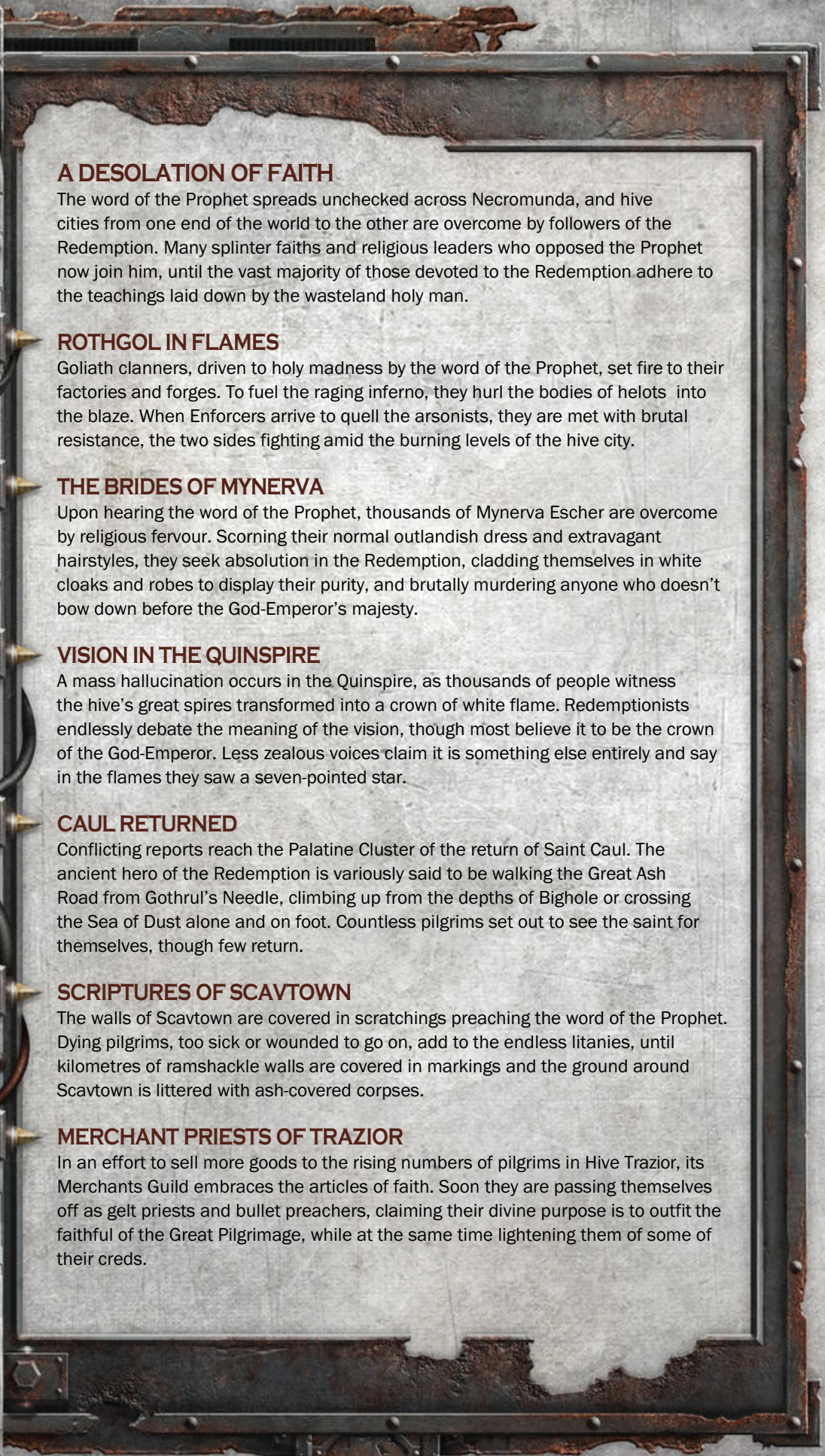
Cardinal Ahrmund opens the gates of Temenos to the Great Pilgrimage, the followers of the Prophet flooding into the hive city. Icons of the Ministorum and House Helmawr are torn down to be replaced with those devoted to the Redemption and its Prophet. Those few high ranking members of the church still present flee to the wastes or into the void, lest they face the wrath of the pilgrimage.

EYES OF THE EMPEROR

As Temenos is invaded by pilgrims, the statues of the Great Stair weep. Followers of the Prophet claim this is the Emperor Himself expressing his joy at their arrival in the holy hive, while their enemies say it is his great sorrow at seeing it defiled. Then there are those who claim it has more to do with air pressure and an influx of so many warm bodies.

A CACOPHONY OF HYMNS

In a final act of defiance, the lay priests of Temenos flood the hive with devotional hymns praising the Ministorum and its Imperial Creed. With only their voices to counter the cacophony, the pilgrims make the hive shake with their own sung prayers, forcing many of the subjects of the hive to seek refuge in the clanking, hammering hearts of factorums.



The word of the Prophet spreads unchecked across Necromunda, and hive cities from one end of the world to the other are overcome by followers of the Redemption. Many splinter faiths and religious leaders who opposed the Prophet now join him, until the vast majority of those devoted to the Redemption adhere to the teachings laid down by the wasteland holy man.

Goliath clanners, driven to holy madness by the word of the Prophet, set fire to their factories and forges. To fuel the raging inferno, they hurl the bodies of helots into the blaze. When Enforcers arrive to quell the arsonists, they are met with brutal resistance, the two sides fighting amid the burning levels of the hive city.

Upon hearing the word of the Prophet, thousands of Mynerva Escher are overcome by religious fervour. Scorning their normal outlandish dress and extravagant hairstyles, they seek absolution in the Redemption, cladding themselves in white cloaks and robes to display their purity, and brutally murdering anyone who doesn't bow down before the God-Emperor's majesty.

A mass hallucination occurs in the Quinspire, as thousands of people witness the hive's great spires transformed into a crown of white flame. Redemptionists endlessly debate the meaning of the vision, though most believe it to be the crown of the God-Emperor. Less zealous voices claim it is something else entirely and say in the flames they saw a seven-pointed star.

Conflicting reports reach the Palatine Cluster of the return of Saint Caul. The ancient hero of the Redemption is variously said to be walking the Great Ash Road from Gothrul's Needle, climbing up from the depths of Bighole or crossing the Sea of Dust alone and on foot. Countless pilgrims set out to see the saint for themselves, though few return.

The walls of Scavtown are covered in scratchings preaching the word of the Prophet. Dying pilgrims, too sick or wounded to go on, add to the endless litanies, until kilometres of ramshackle walls are covered in markings and the ground around Scavtown is littered with ash-covered corpses.

In an effort to sell more goods to the rising numbers of pilgrims in Hive Trazior, its Merchants Guild embraces the articles of faith. Soon they are passing themselves off as gelt priests and bullet preachers, claiming their divine purpose is to outfit the faithful of the Great Pilgrimage, while at the same time lightening them of some of their creds.



SHADOW OF ARANTHUS

Within the Vaults of Temenos, an ancient enemy of House Helmawr awakens and a new era on Necromunda begins. Responding to the waking of their immortal master, thousands of hidden cells and rebel lords sworn to the lost House of Aranthus emerge from the shadows to join an assault on the power of House Helmawr and Lady Haera Helmawr who claims its throne.

THE VAULTS OPEN

The Delaque open the Vaults of Temenos in a final effort to halt the return of House Aranthus. In doing so, they set off a chain of warning signals that echo around Necromunda and out into the void. Far from Hive Temenos, old enemies of the Aranthians listen with interest and ready themselves for the return of their ancient foes.

BLOOD IN THE SHADOWS

A handful of gangs still loyal to Haera battle Credo's agents in the shadows of the vaults. Ancient and terrible weapons are snatched from stasis caskets to be used by desperate fighters, while hexagrammic cages are broken open, unleashing daemon-touched beasts long held in check by the Necromundan Ministorum.

OZOSTIUM RETURNS

The Emphyrean shudders as Ozostium, the First of Aranthus, rises from his crypt. A being of ancient and singular power, the Prophet and his followers quickly bow down before the archeo-giant. In a handful of cycles, Hive Temenos is completely under the control of House Aranthus, and Ozostium turns his attention to the rest of the Palatine Cluster.

TALONS OF ARANTHUS

Strange, white-cloaked armies are seen in the depths of the hives and out in the wastes. Emerging from the underground, these ancient soldiers carry finely crafted archeo-weapons and bear the symbol of the seven-pointed star upon burnished chest plates and helms.

CREDO'S CHILDREN

Across Necromunda, more of Credo's agents reveal themselves. Centuries of planning has placed them in almost every clan, house and hive on the world, and with the voice of their master now speaking to them, they set about tearing down the web of alliances holding House Helmawr in power.

FORTRESS PRIMUS

Lady Haera fortifies the spire against an expected attack from Hive City, now firmly in the grip of the Prophet – puppet of Ozostium. Unknown to the matriarch of House Helmawr, her defences have already been breached by the carelessness of her half-brother Kal Jericho and his unwashed companion Scabs.

SAINTS OF NECROMUNDA

The Imperium is built upon the bones of saints beyond counting, and Necromunda is no exception. In the thousands of years since the coming of the God-Emperor's warriors, the Adeptus Terra has overseen the world through the governance of House Helmawr, and the Imperial Creed has taken deep roots within the planet and its people. Martyrs have given their lives for their faith and in turn are revered by the believers that came after. This has given rise to dozens of saints unique to Necromunda and hundreds of lesser ones sometimes limited to individual hives or even regions within them.

Broadly, the saints of Necromunda are divided into five categories. Imperial Saints are the most well-known saints, brought from the greater Imperium and officially sanctioned by the Ministorum. Often, these are heroes of Mankind, having been martyred enacting some great deed out among the stars. Among these are venerated figures such as Valdor the Blessed and Saint Mina, the patron saint of the Order of the Bloody Rose.

Beneath these are the Great Saints. These are saints local to Necromunda but recognized by the Ecclesiarchy for their contribution to the Imperial Creed. Among their number are often clan masters and hive lords of old, as well as warriors who tamed the wastes or saved their cities from invasion or rebellion. The first Lord of Necromunda, Martek the Unifyer, and the father of the Redemption, Encorderius the Lost Saint, are among their number.

Then there are Lesser Saints such as Mung the Eternal or Felstyr of Temenos, known only within individual hives or hive clusters. These are closely tied to regions like Primus' Hive City or the Gale Forges of Rothgol, and statues of them often loom over the places they were martyred.

Lower than these are the Pauper Saints, the simple saints who were workers, beggars or wasters. Mostly, these saints, such as Cognus the Saint of Quotas, are connected to the machines of the factory or the gunk that is their lifeblood.

Finally there are Gang Saints, the holy martyrs of the gangs themselves. As might be expected, these saints represent the things important to gangs – as shown by Shanks, the Saint of Knives, and Grog, the Saint of Wildsnake.



The Insigniana Imperialis Helmawr

The Insigniana Imperialis Helmawr is the symbol of the Ecclesiarchy of Necromunda and represents the fusion of the Imperial House with the Throneworld. It is the symbol of ultimate religious authority on the hive world and those that carry it speak with the full weight of the Adeptus Ministorum.

The Insigniana Imperialis Helmawr is made of three major components, each representing one of the major powers of the hive world. At the base is the symbol of the Adeptus Ministorum, showing the Ecclesiarchy permeating every aspect of life and that all life ultimately belongs to Him of Terra.

Above this sit the symbols of the Imperial House and the hive world of Necromunda, merged together to represent how they are as one. The skull Aquila has long been the personal seal of the Helmawr line, and on the Insigniana Imperialis Helmawr it is displayed as the head of the spider that is Hive Primus, the seat of all power on Necromunda. And as Hive Primus extends its influence through the Spider Points into the rest of the Palatine Cluster and from there across the whole planet, so too does the reach of Lord Helmawr cover all on Necromunda.

PILGRIM'S GATE

As the Emperor's Way approaches Hive Temenos, it leads to the entrance to the hive known as Pilgrim's Gate. For untold cycles those wishing to enter Temenos and prostrate themselves in the Cathedral of the Emperor Deified have walked this holy route and a large community of traders and hawkers of relics has built up next to the hive wall eager to strip the pilgrims of any creds they may have before they enter the hive proper.





THE PROPHET OF THE REDEMPTION

The Prophet – as he became widely known to his followers and foes alike – emerged from the ruins of Cinderak City in the wake of the battle between the Goliaths and Escher. On a planet overrun with madmen and hive preachers, he might well have become just one more crazed voice in the crowd, had it not been for the strange relic he carried. The ancient remains of a Redeptor Priest held aloft on a pole, the relic was surrounded by a palpable aura of devotion, and those who looked upon it felt as if the God-Emperor Himself stood before them, such was the faith it inspired. Among his followers, the Prophet is variously believed to be a reincarnation of Encorderius Brayne – the first leader of the Redemption, or perhaps a manifestation of the Lost Saint to whom many Redemptionists offer up their prayers – sent to carry the relic, and the word, to the people. To his enemies, he is denounced as a Daemon masquerading as a leader of the faith, or a xenos infiltrator working psychic magic upon his flock. The truth, as is often the case, might lie somewhere between the two. It is said that the Prophet speaks to the relic. Pilgrims often observe the two conversing, albeit with the Prophet doing most of the talking. The word of the Prophet, the blessed voice that can sway crowds and turn the faithless into the faithful, is believed to come from this relic.

Though he carries only the skeletal remains of the saint and the banner they rest atop, the Prophet can walk into battle with little fear for his life. Enemies that try to bring him harm find themselves overcome by his divine presence and either lower their weapons or shoot wide at the last moment. Such is his power, that he can direct an enemy with a word and only the most strong-willed can resist. In this way, his followers have observed him turn grizzled gang leaders against their own, or even stay rabid animals intent only on slaughter. The greatest strength the Prophet possesses, however, is doubtless the zealousness he inspires in those around him. To simply stand in the presence of the Prophet and his relic is to know utter conviction and devotion to the Redemption, such that choosing to give up one's life to save that of their holy leader is a decision made with no thought or reservation at all.

THE PROPHET, OUTLAW HOUSE AGENT

*
CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
B ¹	4+	4+	5	4	2	4+	1	5+	6+	6+	6+

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
None									

SKILLS: Iron Will, Overseer, Unstoppable
WARGEAR: Servo harness – full (benefits already included in fighter profile)

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SPECIAL RULES

Petition: A House Cawdor, Crusading gang or gang allied to Lady Credo's Rebellion does not simply hire the Prophet. Instead, he may come to the aid of a gang when a petition is made by a gang's Leader. If a gang wishes to hire the Prophet, the controlling player must roll on the following table during the appropriate step of the pre-battle sequence:

D6+Rep	Result
1-8	The Prophet heeds the gang's plea for aid. The gang may hire him for this battle for 80 credits.
9-15	The Prophet reluctantly agrees to aid the gang, but it will cost them. The gang may hire him for this battle for 160 credits.
16+	The Prophet feels the gang is capable of fighting its own battles. The gang may not hire him for this battle.

Note that a gang may make a petition to hire the Prophet, or it may roll on their House Favours table. They may not do both. Only House Cawdor gangs, Crusading gangs or gangs allied to Lady Credo's Rebellion may petition the Prophet.

Blessed by the Lost Saint: The Prophet seems to lead a blessed life; none can act against him, either looking upon him with awe or finding they purposefully miss. If an enemy model wishes to make a Fight (Basic) or Shoot (Basic) action that targets the Prophet, they must make a Willpower check. If the check is failed, they cannot perform the action and their action ends immediately.

In addition, the Prophet has a 3+ save that cannot be modified or ignored by any rule.

Beacon of Redemption: Any friendly fighter that can draw a line of sight to the Prophet may apply a +2 modifier to Cool and Willpower checks.

Articles of Faith: If hired by a House Cawdor gang, the Prophet generates Faith dice as a normal House Cawdor fighter. However, his faith is such that in each End phase, his controlling player rolls four D6 for him, rather than the usual one. He follows the Path of the Fanatic.

Outlaw: The Prophet is an Outlaw Hired Gun.



CRUSADING GANGS

Although House Cawdor is primarily known for its tendency to evangelise their faith to others, any gang can be caught up in the spell of a charismatic preacher or religious fervour and decide to start crusading to spread their faith.

As the Great Pilgrimage spreads across Necromunda, gangs are far more willing to openly display their devotion, even though they know it may lead to them being ostracised by their House. In this section are the rules for having a gang embark upon a Crusade and empowering their representative with holy power.

EMBARKING ON A CRUSADE

Religion touches every aspect of life on Necromunda, from the small shrines hidden in the underhive dedicated to local saints, to the Redemptionists imposing their creed on all with fire, even to the heights of the Sisters Tower where a Priory of the Order of the Bloody Rose is sequestered. In uncertain times, hivers turn to their saints for guidance and entire gangs can dedicate themselves to a saint!

The following section provides guidelines to creating a gang pledged to the service of a Saint or running one that adopts the Saint's teaching during a campaign. During any campaign, any gang, whether Law-abiding or Outlaw, can pledge their service to a Saint so long as there is not already a call upon them. This means that Corpse Grinder Cults, Genestealer Cults, Helot Chaos Cults, Chaos Corrupted gangs or Genestealer Infected gangs cannot pledge to a Saint.

Once a gang has pledged itself to a Saint, they may not withdraw their service from that Saint, pledge to an additional Saint or change which Saint they are pledged to; after all, the masses are not forgiving of one who has shown their faith to be weak!

PLEDGING TO A SAINT

Pledging a gang to a Saint can be done in one of two ways: either the gang can begin in the Saint's service, or they can pledge during a campaign.

During gang creation, a player can decide if their gang is pledged to a Saint. If they do, they become a Crusading gang and gain the benefits and restrictions described as follows.

During a campaign, a player can attempt to pledge their gang to a Saint by performing the Seek Blessing post-battle action (see [page 52](#)). If the action succeeds, they become pledged to a Saint and become a Crusading gang.

EFFECTS OF BEING A CRUSADING GANG

A Crusading gang gains the following benefits and drawbacks:

- They can perform the Seek Blessing post-battle action.
- One of the gang becomes a Conduit, inspiring the gang and channelling the Saint's power (see [page 53](#)).
- They have a set of Tenets they need to follow during battles or suffer the consequences (see [page 54](#)).

DESIGNER'S NOTE: MODELLING CRUSADING GANGS

Crusading gangs provide a wealth of modelling opportunities for players. Techno-pilgrim Van Saar gangs who have pledged themselves to Calibre, the Lord of Bullets; Escher Wyld gangs pledged to Vermin, the Saint of Rats; or Goliath Forge gangs pledged to Cognus, the Saint of Quotas are just some ideas to theme your gang around.

While there are no game requirements to model a Crusading gang as different from their counterparts (after all, not everyone makes an ostentatious display of their faith), it is certainly encouraged. Also, in a campaign, the Arbitrator might require Crusading gangs to be distinct from their secular counterparts so that their opponents know what kind of gang they are facing.

TENETS

When a gang is pledged to a Saint, in order to remain in their good graces, they must follow the Saint's Tenets (see [page 54](#)). A Saint's Tenets are broken down into three teachings, each of which has an effect upon the way a gang operates: the first teaching grants the whole gang a benefit; the second teaching covers acts the gang must perform during battle to avoid being Sanctioned; and the third teaching grants the Conduit themselves a bonus.

SANCTIONS

If a gang fails to uphold the Tenets of their Saint then they lose the blessing of the Saint and must make an offering to appease the Saint by removing D3x10 credits from their Stash during the Collect Income step of the post-battle sequence. If a gang is unable to pay this then the Conduit goes Into Recovery as they offer their own suffering as appeasement.

DEATH OF THE CONDUIT

The Conduit cannot be voluntarily retired, the only way out of the service of their Saint is death. If a Conduit should die, the gang will no longer benefit from being a Crusading gang as they have failed their Saint by letting the Saint's representative die.

A gang can redeem itself and gain a new Conduit by performing the Seek Blessing post-battle action. Upon successful completion of the action, a new fighter is elevated to be the Conduit, as described opposite. Note that the gang cannot pledge themselves to a new Saint in this manner, they must pledge again for the same Saint.

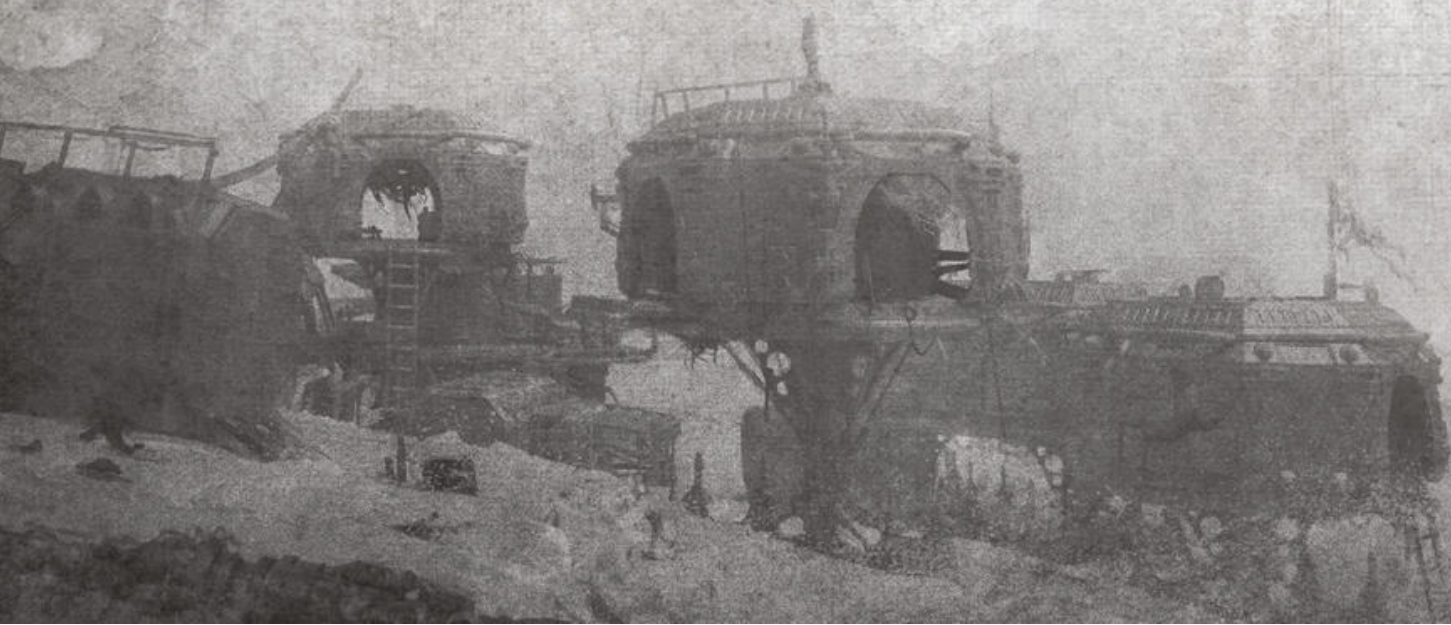
SEEKING A SAINT'S BLESSING

If a gang wishes to invoke a Saint's blessing, and either become a Crusading gang or elevate a new fighter to be the Conduit for their Saint, they must perform the Seek Blessing post-battle action.

Seek Blessing: This post-battle action can only be performed by a gang's Leader; they make a Willpower check and if passed, they have successfully invoked the blessing of a Saint. The gang is now a Crusading gang; choose a Saint for them to follow (see [page 54](#)) and a fighter becomes a Conduit as described on [page 53](#).

CRUSADING GANGS AND ALLIANCES

A Crusading gang cannot enter into an Alliance with any other faction, and when a gang becomes a Crusading gang, any Alliance they are part of instantly dissolves as no one trusts a fanatic to not follow their beliefs, regardless of what it costs others!



THE CONDUIT

When a gang pledges itself to the service of a Saint, a single fighter within the gang becomes the Conduit, a manifestation of the Saint's will. At the point at which the gang pledges themselves to a Crusade (either at gang creation or after successfully completing the Seek Blessing post-battle action), a random fighter with the Gang Hierarchy (X) rule, who does not have either the Sanctioned Psyker or Unsanctioned Psyker rule, becomes the Conduit.

The Conduit can channel the power of their Saint during battle; they gain the Unsanctioned Psyker special rule and one of the Manifestation Wyrd Powers of their choice. Additional Wyrd Powers can be gained as if they are a Primary Skill Set. The Conduit can never gain Wyrd Powers from any other power set by any means.

MANIFESTATION POWERS

1 – Smite the Unclean (Basic): *The Conduit looks upon the foe and calls out their sins.* Choose an enemy fighter within 12" of the Conduit; for the duration of the round, friendly models may re-roll wound rolls against the chosen fighter.

2 – Bless Weapon (Basic): *The Conduit invokes the Saint's blessing upon a weapon.* Pick a friendly fighter within 6" of the Conduit; for the remainder of the round, increase the AP of a single weapon with the Melee trait carried by the target by 1.

3 – The Saint's Grace (Basic): *The Conduit reaches out and grants the Grace of the Saint to those nearby.* Pick a friendly fighter within 3" of the Conduit; if Seriously Injured, they may immediately roll to recover as if they had assistance, otherwise they recover one wound and remove one Flesh Wound.

4 – Sainly Radiance (Double): *The Conduit channels the light and glory of their Saint, blinding those who are not worthy.* All enemy models within 3" of the Conduit suffer a hit as if by a weapon with the Flash trait. Note that this hit does not pin fighters.

5 – Bastion of Faith (Basic), Continuous Effect: *The Conduit rallies the spirit of those they fight alongside, letting them know the Saint is with them and sees all they do.* All friendly Broken models within 12" of the Conduit immediately rally. Until their next activation, the Conduit automatically passes any Nerve test or Cool checks they are called upon to make.

6 – Martyrdom (Double): *The Conduit calls upon their Saint to bless their passing and take themselves as sacrifice.* For the remainder of the round, any enemy fighter that can draw line of sight to the Conduit and is within 18" must declare the Conduit as the target of any shooting attacks or Charge (Double) actions, unless they first pass a Cool check. The Conduit cannot gain the benefits of cover until their next activation.



SAINTS OF THE UNDERHIVE

There are many Saints in the underhives of Necromunda, some of which are sanctioned by the Ministorum, but many that are not. On the following pages, you will find details of some of the local Saints that a gang can dedicate themselves to.

COGNUS, THE SAINT OF QUOTAS

Quotas are everything on Necromunda, meeting them often means the difference between life and death. As such, shrines to Cognus are displayed throughout the underhive and offerings left by those wishing to be spared the overseer's wrath.

TENETS

A gang that is pledged to Saint Cognus must follow these Tenets in battle:

Thine Labours Shalt Be Rewarded: When rolling to determine income from Territories, the pledged gang may re-roll one dice from one of their territories. The second result must be kept even if it is worse.

Thou Shalt Fulfil Thine Quotas: If the pledged gang does not earn at least 50 credits from its Territories, the Crusading gang is Sanctioned (see [page 52](#)).

Thine Diligence Shalt Lead To Great Blessings: During the post-battle sequence the Conduit may make a Trade action in addition to their normal action (this can lead to them making two Trade actions).



CALIBRE, THE LORD OF BULLETS

Saint Calibre, the Lord of Bullets, is prayed to throughout the underhive. Each time a ganger hopes they can get one more shot out, tries to use makeshift ammo, turns a plasma pistol up to full power or desperately searches for a reload, their name is invoked.

TENETS

A gang that is pledged to Saint Calibre must follow these Tenets in battle:

Thou Shalt Find Thy Casings: Once per round the pledged gang may re-roll a failed Ammo check.

Thy Gun Shalt Never Run Dry: If, at the end of the battle, more than two weapons have an Out of Ammo marker on them then the Crusading gang is Sanctioned (see [page 52](#)).

Thine Casings Shalt Rain Around Thineself: During each pre-battle sequence, one weapon carried by the Conduit either loses the Scarce trait if it had it, or it gains the Plentiful trait for the duration of the battle.

SHANKS, THE SAINT OF KNIVES

The knife is the most basic yet important part of any underhiver's equipment. They don't run out of ammo, don't jam and generally don't explode, taking your hand with them!

TENETS

A gang that is pledged to Saint Shanks must follow these Tenets in battle:

Thine Foes Shalt Not Expect Thy Stab: All fighters in the gang gain +1 Strength when using weapons with the Backstab trait.

Thou Shalt Grant the Peace of the Blade: If, at the end of the battle, friendly fighters haven't performed at least two Coup de Grace (Simple) actions then the Crusading gang is Sanctioned (see [page 52](#)).

Thine Blade Shalt Forever Thirst: The Conduit gains a bonus of +1 to hit with any weapon with 'knife' or 'knives' in its name.

GELT, THE SAINT OF COIN

Credits are a universal language on Necromunda – many a ganger prays for more credits to head their way. Shrines devoted to Gelt spring up everywhere where coins change hands, in the hopes that his blessing will be passed on.

TENETS

A gang that is pledged to Saint Gelt must follow these Tenets in battle:

Thou Shalt Find Value In All Places: When rolling to determine the contents of a Loot casket, as long as the result isn't Dangerous Goods, add an additional D3x10 credits to the gang's Stash.

Thou Shalt Maintain A Reserve Fund: If, at the end of the post-battle sequence, the gang has less than 100 credits in their Stash, the Crusading gang is Sanctioned (see [page 52](#)).

Thine Coin Shalt Be Pure To Spend: When the Conduit makes a Trade post-battle action, reduce the credit cost of the first item purchased by D3x10 credits (to a minimum of 5 credits).

GLURG, THE GUNK SAINT

Gunk is in many ways the lifeblood of Necromunda; it lubricates the machinery, it can be burned as fuel, it even sustains you in dire straits.

TENETS

A gang that is pledged to Saint Glurg must follow these Tenets in battle:

Thine Chems Shalt Burn With The Light of Righteousness: A Crusading gang pledged to Glurg may pick D3 weapons with the Blaze trait during the pre-battle sequence; for the duration of the battle they all gain +1 Strength and the Unstable trait.

Mine Blessing Shalt Be Seen In The Ashes Of Victory: If, during the post-battle sequence, a gang pledged to Glurg hasn't caused at least two enemy models to be subject to the Blaze condition then the Crusading gang is Sanctioned (see [page 52](#)).

Thine Flesh Shalt Be Inured To Mine Touch: The Conduit is immune to all effects of the Blaze trait and reduces the Strength of all hits they suffer from a weapon with the Blaze trait by 1, to a minimum of 1.

VERMIN, THE SAINT OF RATS

Rats are everywhere in the underhive – impossible to eradicate and always able to survive. These traits are held in high esteem in the lower depths and gangs wishing to survive in the most inhospitable climes will often pray to Vermin to grant them the rat's ability to adapt and thrive.

TENETS

A gang that is pledged to Saint Vermin must follow these Tenets in battle:

Mine Servants Shalt Persist Against All The Odds:

When an Exotic Beast, controlled by a Crusading gang pledged to Vermin, suffers a Lasting Injury, roll twice on the Lasting Injury table and the controlling player chooses which result to apply.

Thou Shalt Not Allow Mine Servants To Perish:

If, during the post-battle sequence, a gang pledged to Vermin has had an Exotic Beast suffer a Critical Injury or Memorable Death on the Lasting Injury table then the Crusading gang is Sanctioned (see [page 52](#)).

Mine Eyes See Everywhere, Mine Presence Goes Everywhere: Increase the maximum distance allowed between the Conduit and any Exotic Beasts they own by 3".



AXON HAMMER, SCOURGE OF THE SPIDER POINTS

A hero among the Goliath of the Ash Wastes, Axon Hammer is the brutal leader of the Ironree Reavers. A Natborn from Cinderak City, Axon was brought up among Ash Waste Nomad raids and toxic dust storms. Even from his early days as a prospect, Axon's talents leaned not just into killing outlanders and winning fist fights, but also working on the Maulers, rigs and runners of his Clan. While still a member of the Redroad Brotherhood gang, he built his custom Cargo-8 from the wreckage of a Mercator Gelt Ridgerunner. Covered in armoured plates, spikes and rivet cannon, he dubbed it the Behemoth and set about carving out a bloody name for himself and his gang in the Great Crater and beyond.

Today, Axon is an adventurer and road warrior who stalks the Spider Points in the shadow of the Palatine Cluster. He plagues the Orlock trade routes – so much so that the Clan House has placed a massive bounty on his head – and operates out of both Primus and Traizor for his Goliath masters. He also ranges far and wide across the Great Equatorial Wastes, is reputed to have explored the warrens beneath the Cinderdeeps and even as far as the tunnels that connect the Dust Wall to the ruins of Hive Secundus. During the Great Darkness, Axon joined with Gorshiv in the attack on Cinderak City and the ash gates, personally scouring the Spider Points of Escher outriders. With the war between the Clans just getting started, Axon is now turning his attention to the growing battle for Hive Temenos and the Saints Waste – the loyal brothers of the Ironree Reavers at his back.



SPECIAL RULES

Fists of Steel: Unarmed attacks made by Axon count as having +2 Strength, have no AP and have a Damage of 2.

Wastes' Most Wanted: Axon Hammer has one of the highest bounties on his head of any raider in the wastes. If a gang gets either a Memorable Death result when taking Axon Out of Action (66 on the Lasting Injury table) or captures him, they add 200 credits to their Stash during the battle's End phase as they collect the bounty.

***Petition:** A Goliath gang does not simply hire Axon. Instead, he may agree to aid a gang when a petition is made by a gang leader. If a gang wishes to hire Axon, the controlling player must roll on the following table during the appropriate step of the pre-battle sequence:

D6+Rep Result

1-8	Axon heeds the gang's plea for aid. The gang may hire him for this battle for 100 credits.
9-15	Axon reluctantly agrees to aid the gang, but it will cost them. The gang may hire him for this battle for 200 credits.
16+	Axon feels the gang is capable of fighting its own battles. The gang may not hire him for this battle.

Note that a Goliath gang may make a petition to hire Axon, or it may roll on the House Favours table. It may not do both. Only House Goliath gangs may petition Axon.

"You Get What You Pay For": Unlike other fighters, Axon Hammer is not counted during the Choose Crew step of the pre-battle sequence. Instead, at the end of this step, he may be added to the crew, regardless of the Crew Selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

Outlaw: Axon Hammer is an Outlaw Hired Gun.

AXON HAMMER, OUTLAW HOUSE AGENT

*
CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4"	3+	3+	4	4	3	4+	3	5+	4+	7+	6+

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Combi-weapon (bolter/plasma gun)									
Bolter	12"	24"	+1	-	4	-1	2	6+	Combi, Rapid Fire (1)
Plasma gun	12"	24"	+2	-	5	-1	2	5+	Combi, Rapid Fire (1), Scarce
Frag grenades	-	Sx3	-	-	3	-	1	4+	Blast (3*), Grenade, Knockback

SKILLS: Fists of Steel, Hip Shooting
WARGEAR: Frag grenades, furnace plates, refractor field



OILSHIP NINETEEN

Legend tells of a great oilship, supposedly impervious to all attacks and unstoppable. Shortly after leaving Hive Primus on its maiden journey however, it was ambushed by a wasteland gang and crippled. The inhabitants of Oilship Nineteen claim that the remains of this great vehicle still lie at the heart of their settlement, something that has proven impossible to verify as the settlement is home to outlaw road gangs and the site of many running battles as convoys try to pass by.





THE SUCCESSION CAMPAIGN

PART 2 – ROAD TO TEMENOS

Following on from the events of *Necromunda: The Aranthian Succession – Cinderak Burning*, the war for control of Necromunda escalates and spreads out. As the Great Pilgrimage marches on Hive Temenos, opportunity arises for gangs to try to seize more power and influence over the hive world.

With the populace turning to their saints to save them from the uncertainty of civil war, gangs rush to take control of their relics – after all, to control the relics is to control the people.

USING THE CAMPAIGN

The Road to Temenos Campaign is a complete narrative campaign that can be used alongside the Necromunda rules. It incorporates many of the existing Necromunda campaign rules, adding additional special rules to recreate the escalating civil war on Necromunda and the effects of the Great Pilgrimage. The campaign is divided into two phases, separated by a period of Downtime: the Pilgrimage phase and the Revelation phase.

In the Pilgrimage phase, gangs fight to seize and secure Relics of the Saints of Necromunda. They follow rumours wherever they lead them in order to secure as many as possible to sway the great masses of Necromunda to back their side in the widening rebellion.

Then, in the Revelation phase, gangs fight to grab as many of these Relics as they can and grow their powerbase ready for the final confrontation between the Imperial House and Lady Credo.

This campaign allows players to use their gangs from the first part of the Succession Campaign in *Necromunda: The Aranthian Succession – Cinderak Burning* to continue and grow their power. Later supplements will continue on from the Road to Temenos Campaign and allow players to keep using the same gangs in the ongoing struggle to control Necromunda.

THE ARBITRATOR

The Road to Temenos 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 Road to Temenos 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 control of Relics.
- Deciding when each phase of the campaign begins and ends, as well as when the overall campaign begins and ends.

THE GANGS

Every faction on Necromunda has an interest in who wins the fight for control over Necromunda. The Road to Temenos Campaign can be played with any Necromunda gang. Also, during such a period of unrest, each House was split in its loyalties meaning that intra-House conflict was common.

CONTROLLING RELICS

Central to the Road to Temenos Campaign is the control of Relics. At the start of the campaign, each gang is desperately trying to find and amass as many holy artefacts as they can. These are represented by a special kind of Territory known as Relics. As the Great Pilgrimage gains in momentum, it becomes ever more important to amass a large collection of Relics in order to show the gang's piety and to protect them from being declared blasphemous. Players will start with a few Relics already under their control, and must try to find and capture more.

PRE- AND POST-BATTLE SEQUENCE

The Road to Temenos Campaign uses all of the standard rules for the pre- and post-battle sequences presented in the *Ash Wastes Rulebook*, including the gaining and spending of XP.

WINNING

Victory in the Road to Temenos Campaign is more than just controlling Relics. At the end of the campaign, the Arbitrator awards various Triumphs (see [page 67](#)), based upon such things as helping their faction win, Wealth of the gang and having the most fighters die!



SETTING UP THE CAMPAIGN

Setting up a Road to Temenos 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 Relics. This is best done in a single evening or session where everyone playing in the campaign meets and goes through all the steps of setting up the campaign together and generally gets excited about the fun ahead.

SET START AND END DATES

The Road to Temenos 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.

GANG COMPOSITION

When founding a gang for a Road to Temenos Campaign, there are two options – each player in the campaign can use one of these methods; everyone does not have to use the same method.

FOUND A NEW GANG

If founding a new gang for a Road to Temenos Campaign, follow the rules presented in the *Ash Wastes Rulebook*.

- Gangs have 1,000 credits available for their initial gang.
- Road to Temenos Campaign gangs gain an additional 400 credits when being founded – this can only be spent on crew, vehicles or fighters that come by default with Wargear that grants the Mounted condition, or on Wargear that grants the Mounted condition (such as the Ash Waste Nomads Wy'tari Stormcaller). Any unspent credits from this allowance are lost after the gang is founded (note that credits may be spent from the gang's initial 1,000 credits on vehicles and Wargear that grants the Mounted condition as well).

USING A GANG FROM THE SUCCESSION CAMPAIGN PART 1

If you have finished playing the Succession Campaign from *Necromunda: The Aranthian Succession* – *Cinderak Burning* then you may continue using the same gang. In order to get them ready to join in the fierce battles for Necromunda just follow the below steps:

- Discard all Sympathisers controlled by the gang.
- Follow steps A, B and C from Downtime as described on [page 66](#).

UNDERDOG BATTLES

With gangs continuing their campaign from *Necromunda: The Aranthian Succession* – *Cinderak Burning* there is a chance that when they clash, two gangs will have a significant difference in their Gang Ratings.

If, during the pre-battle sequence, one gang has a Gang Rating at least 400 credits lower than their opponents, then they are considered the Underdog. Every model belonging to an Underdog's gang that takes part in a battle earns an additional 1 XP.

CHOOSING SIDES

As the insurrection mounts, it becomes harder for any faction to remain neutral. The conflict between the Imperial House and Lady Credo's rebellion keeps escalating and no one can stay independent without allies. In the Road to Temenos Campaign, two opposed forces are battling for the fate of Necromunda – the instruments of Lord Helmawr's authority representing the Imperial House, and those aligned with the rebellion representing Lady Credo's Rebellion.

When founding a gang in a Road to Temenos Campaign, each player must decide if they will side with either the Imperial House, Lady Credo's Rebellion or try to remain Unaligned. Each comes with its own benefits as detailed opposite, though be warned, no gang can stand on the sidelines forever and eventually unaligned players will need to choose between one side or the other.

BENEFITS OF THE IMPERIAL HOUSE

Gangs aligned with the Imperial House gain the following benefits:

- **Emissaries of House Helmawr:** During the pre-battle sequence, roll a D6. On a 4+ the gang may recruit one of the following Dramatis Personae for no credit cost – they will leave at the end of the battle regardless of any other rules:
 - Scrutinator-Primus Servalen (see [page 86](#))
 - Lady Haera, 13th Daughter of Lord Helmawr (see page 54 of *Necromunda: The Aranthian Succession – Cinderak Burning*)
 - Axon Hammer, Scourge of the Spider Points (see [page 56](#))
- **Deep Pockets:** When generating income from Relics, the gang adds an additional D6x10 credits to their Stash.

BENEFITS OF UNALIGNED

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

- **Look Out For Our Own:** During the pre-battle sequence, roll a D6. On a 4+ the gang may recruit one of the following Dramatis Personae for no credit cost – they will leave at the end of the battle regardless of any other rules.
 - Ashwood Stranger (see page 130 of *Necromunda: Book of the Outcast*)
 - Kal Jericho (see page 18 of *Necromunda: Book of Peril*)
 - Durgan Kill-Fist (see [page 68](#))
- **We Stand for Ourselves:** If the opposing gang's Leader is taken Out of Action by a friendly model, the model gains extra D3 XP points in addition to any other Experience gains.
- **Take a Side:** During the post-battle sequence, the gang may choose to align themselves with either Lady Credo's Rebellion or the Imperial House. If the gang only controls a Gang Relic, then they must choose to align themselves with one of the factions.

BENEFITS OF LADY CREDO'S REBELLION

Gangs aligned with Lady Credo's Rebellion gain the following benefits:

- **Emissaries of the Rebellion:** During the pre-battle sequence, roll a D6. On a 4+ the gang may recruit one of the following Dramatis Personae for no credit cost – they will leave at the end of the battle regardless of any other rules.
 - Athera and Stix (see page 74 of *Necromunda: The Aranthian Succession – Cinderak Burning*)
 - Lady Credo, Rebel Lord (see page 107 of *Necromunda: Book of the Outcast*)
 - The Prophet (see [page 48](#))
- **Stars in the Ascendancy:** Each time the gang wins a battle, they gain 1 extra Reputation in addition to any granted by the scenario.

BALANCING LADY CREDO'S REBELLION AND THE IMPERIAL HOUSE

The Road to Temenos Campaign has been designed to work with any mix of Lady Credo's Rebellion, the Imperial House and Unaligned gangs; it is also just as possible to find the agents of the Imperial House fighting amongst themselves to increase their personal power as it is for the servants of Lady Credo's Rebellion to squabble over who should rule. However, as a guideline, a Road to Temenos Campaign should include at least one gang aligned with Lady Credo's Rebellion and one aligned with the Imperial House, with any number of Unaligned gangs. This allows for sides to form naturally over the course of the campaign, with gangs either choosing to fight for Lady Credo's Rebellion or maintain the power of the Imperial House.

Other alternatives include all gangs but one being aligned with either Lady Credo's Rebellion or the Imperial House – representing a lone campaigner for freedom from oppression, or the last bastion of the status quo fighting to keep upstarts in their place.

TERRITORIES IN A ROAD TO TEMENOS CAMPAIGN

In a Road to Temenos Campaign, players fight over a special kind of Territory called Relics. When playing a Road to Temenos Campaign, the two terms can be used interchangeably.

DETERMINE RELICS

During the Road to Temenos Campaign, each gang begins play with a randomly-determined Relic and a Gang Relic.

The number of Relics used in a Road to Temenos Campaign depends on the number of players committed to the campaign as shown on the following table:

Players	Relics Generated
3	9
4	12
5	15
6	18
7	21
8	24

Relics are generated by building a deck of Relics (as follows), shuffling them and drawing the correct number. All Relics are then revealed to all players.

MAKING A DECK OF RELICS

You can build a deck of Relics by using half a deck of playing cards to determine the Relics for a campaign. Remove all Hearts, Clubs and Jokers, leaving just Spades and Diamonds. Each card in these remaining suits corresponds to a Relic, as per the table shown below.

Card	Relic
Ace of Diamonds	Bullets of the Fallen Saint
2 of Diamonds	Shards of the Aceros
3 of Diamonds	Crone's Teeth
4 of Diamonds	Angel Feathers
5 of Diamonds	Footprint of Saint Mina
6 of Diamonds	The Pilgrim's Coin
7 of Diamonds	Lor's Lucky Rathide
8 of Diamonds	The Book of Brayne
9 of Diamonds	Gelt Oil
10 of Diamonds	Skull of Iron
Jack of Diamonds	Veil of Veronos
Queen of Diamonds	Eyes of the Mercator
King of Diamonds	Chains of St. Soronous
Ace of Spades	Numbers of Cognus
2 of Spades	The Patriarch's Vase
3 of Spades	Likeness of Gaelos
4 of Spades	Shroud of Temenos
5 of Spades	Fingers of Valdon
6 of Spades	Bones of Helm'ayr
7 of Spades	Fire of Redemption
8 of Spades	Wheel of Pain
9 of Spades	Blood of Somnos
10 of Spades	Vials of Glurg the Gunk Saint
Jack of Spades	Felstyr's Lance
Queen of Spades	Blade of Shanks
King of Spades	Djangor's Beard

ISSUING AND ACCEPTING CHALLENGES

During a Road to Temenos 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 Relic nominated by the challenger:
 - In the first campaign cycle, challenges are made in a random order.
 - In later cycles, they are made in ascending order of Gang Rating, starting with the gang with the lowest Gang Rating. If two gangs have the same Gang Rating, the winner of a roll-off makes their challenge first.
 - During the Pilgrimage phase, the challenger nominates one uncontrolled Relic to be the stake of the battle. This is then removed from the pool by the Arbitrator until the battle is concluded. If there are no uncontrolled Relics, the challenger instead nominates one Relic controlled by the gang they are challenging to be the stake of the battle.
 - During the Revelation phase, the challenger nominates one Relic 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 Relic, a gang that has had one of its fighters captured by another gang may issue a challenge to that gang to play the Daring Rescue scenario (see [page 94](#)).
- 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 Relic 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.
- 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 Relic (or retains control of the Relic, as the case may be). If the battle results in a draw:

- During the Pilgrimage phase, neither gang takes control of the Relic if the Relic is unclaimed. If the Relic is claimed, the gang that controlled the Relic before the battle retains control of the Relic.
- During the Revelation phase, the gang that controlled the Relic before the battle retains control of the Relic.

SCENARIO SELECTION TABLE

When a challenge is issued, roll 2D6 on the table that follows to determine which scenario is used. If the scenario dictates there is an attacker and a defender, the player that issued the challenge is the attacker. Where there is a choice of two scenarios, the first scenario should be played in the Pilgrimage phase and the second one in the Revelation phase.

2D6	Result
2-3	The player with the greater number of Relics chooses which scenario to play. If both players have the same number of Relics, the winner of a roll-off chooses which scenario to play.
4-5	Play the Convoy Raid or the Storm Battle scenario.
6-7	Play the Pacification of Dust Falls or the Death in the Plaza scenario.
8-9	Play the Pilgrimage Assault or the Race to the Vault scenario.
10-12	The player with fewer Relics chooses which scenario to play. If both players have the same number of Relics, the winner of a roll-off chooses which scenario to play.

RUNNING THE CAMPAIGN

The Road to Temenos 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 final, bloody 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.

The Road to Temenos Campaign is divided into three phases, all of which run for a fixed length of real time:

1. Pilgrimage	Three Cycles
2. Downtime	One Cycle
3. Revelation	Three Cycles

Each phase is broken down as follows:

1. PILGRIMAGE PHASE (3 CYCLES)

The first part of the Road to Temenos Campaign follows the gangs as they try to gather together as many holy items as they can to influence the Great Pilgrimage.

During this phase, the following rules apply:

- Ash Waste battles take place during the Changing Seasons.
- Only unclaimed Relics may be claimed as rewards for gang battles unless there are no unclaimed Relics (see Issuing and Accepting Challenges). Note this does not prevent gangs losing control of Relics they have taken into battle (see [page 73](#)).

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 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 Pilgrimage phase, players complete the following steps at the end of the post-battle sequence:

- A. Fighters Recover
- B. Captives are Returned
- C. Experienced Juves and Prospects are Promoted
- D. Fresh Recruitment

A. FIGHTERS RECOVER

Any In Recovery boxes on the gang roster are cleared.

B. 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).

C. EXPERIENCED JUVES AND PROSPECTS ARE PROMOTED

If any gang contains any Juves 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.

D. 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 Revelation 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.

3. REVELATION PHASE (3 CYCLES)

The second part of the Road to Temenos Campaign sees gangs defend their Relics against their rivals, as well as winning over those controlled by other gangs. During this phase, the following rules apply:

- Ash Waste battles take place during the Season of Ash.
- Only controlled Relics may be fought over and claimed as a reward by the victor of a gang battle (see Issuing and Accepting Challenges). Note, this does not prevent gangs losing control of Relics they have taken into battle (see [page 73](#)).

WINNING

Victory in the Road to Temenos Campaign can be measured in many ways, although simply surviving the Great Pilgrimage and ongoing civil war is an achievement in itself! At the end of the campaign, the Arbitrator awards Triumphs to the players depending on how their gangs have performed during the Campaign. Some of these reflect the overall battle for control of Necromunda, while others are more personal and reward gangs who have earned the most impressive reputation or amassed the most Relics.

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

TRIUMPHS

Triumph	Condition
Champion of House Helmawr	The player's gang who has won the most scenarios for the Imperial House.
Champion of the Rebellion	The player's gang who has won the most scenarios for Lady Credo's Rebellion.
Martyr	The player's gang who had the most fighters die.
Hoarder of Coin	The player's gang with the highest Wealth at the end of the campaign.
Relic Hoarder	The player's gang which controlled the most Relics at the end of the campaign.
Legendary Status	The player's gang with the highest Reputation at the end of the campaign.

"THE RIGHTEOUS
SHALL WANT FOR
NOTHING AND THE
IMPURE SHALL
PERISH! REJOICE
FOR THE LOST SAINT
RETURNS!"

Graffiti scrawled in the
underhive of
Hive Temenos

DURGAN KILL-FIST, CHAMPION OF THE BROKEBONE

Before the Great Darkness, little was known about Durgan Kill-Fist. A rabble rouser and outlaw pit fighter, his reputation was built upon what little information leaked out of the underhives of Hive Trazior. Stories had him as a rebel leader of an outlaw Goliath gang, more interested in turning the hive into their own personal fighting arena than doing anything for House Goliath or its allies. In the mayhem that followed the 'death' of Lord Helmawr, Durgan emerged from the shadows to tame the cultist uprisings in the bowels of Hive Traizor. With an army of 'Knuckle' boys, he turned the tide in confrontations such as the battle for the Blistering Ways and the defence of Boneyard IX. Outcasts flocked to Durgan's banner; many disenfranchised nobles, guilders and even other clanners were drawn to the big man's powerful charisma and animal violence.

After Trazior, Durgan and his boys headed out into the wastes and came to the aid of Cinderak City during the first great Ash Waste Nomad raids. Here, Durgan made a stand in the Brokebone Fighting Pits, opening its doors to the wastes and welcoming any challengers to join him on the killing floor. It was during this period of extreme close quarters violence that Durgan earned the title Champion of the Brokebone, Goliath gangers from all across the wastes praising his strength and fury. However, when the Over-tyrant called on Durgan to attack Cinderak City and drive out the Escher, he once again turned his back on his clan, taking his outcasts and heading out into the wilderness.

SPECIAL RULES

Outcasts Leader: This fighter may either be selected as an Outcasts Leader when making an Outcasts gang (see *Necromunda: Book of the Outcast*), replacing the normal option for an Outcasts Leader, or may be hired as a Bounty Hunter, in which case he is subject to the "You Get What You Pay For", Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules.

Outlaw: Durgan Kill-Fist is an Outlaw Hired Gun.

DURGAN KILL-FIST, OUTLAW BOUNTY HUNTER

225
CREDITS

M	WS	BS	S	T	W	I	A	Ld	CL	WIL	INT
5"	3+	3+	4	5	2	3+	3	4+	4+	8+	7+
Weapon	Rng		Acc		Str	AP	D	Am	Traits		
	S	L	S	L							
Kill-fist	-	E	-	-	S+1	-1	2	-	Melee, Pulverise		
Cruncher	E	2"	-	-	S+2	-	1	-	Concussion, Knockback, Melee, Versatile		
Frag grenades	-	Sx3	-	-	3	-	1	4+	Blast (3"), Grenade, Knockback		

SKILLS: Inspirational, Unstoppable
WARGEAR: Frag grenades, furnace plates



FOOTSTEPS OF THE SAINT

The road Footsteps of the Saint is notable on Necromunda for the many scrap mining and refining stations that dot the landscape extracting every usable iota of minerals and chems from the run-offs of the various hive industries of the Palanite Cluster and the detritus of old abandoned settlements from Necromunda's forgotten past.





NECROMUNDA RELIQUARY

The Imperial Faith on Necromunda is vast and diverse, encompassing everything from traditional followers of the Imperial Creed to more fringe elements like the faithful of the Redemption. Each of these religious groups often has their own saints, sacred places and relics. This is especially true of the believers in House Cawdor, who find the divine in all manner of cast-off objects, from spent shell casings to bone fragments. Added to this, there is an extensive trade on Necromunda in such items, with reliquarian traders dealing exclusively in relics significant to the Redemption.

What follows are a small selection of these Necromundan relics, along with the classes they fall into. Gangs lucky enough to find one of these objects might benefit from its divine power (real or imagined) and may even carry it into battle with them, granting their leaders and champions a measure of protection or might as determined by the relic in question.

DESIGNER'S NOTE: CREATING YOUR OWN RELICS

The relics detailed here represent only a fraction of the relics on Necromunda. Players and Arbitrators can, if they want, create their own relics, tailored to their gangs and campaign setting. Creating relics is easy, as all relics fall into one of three categories and one of three classes. Choosing a category and then a class will provide the relic with its game rules and relative power level. As relics come in countless shapes and sizes, the Arbitrator or player then need simply come up with a suitably evocative sounding name and description. Arbitrators might even like to introduce relics based on the exploits of characters and fighters in their games – such as a sacred boltgun once carried by a leader who heroically sacrificed themselves, or perhaps the finger bone of a great villain, slain earlier in the campaign, that has now become a potent protective talisman.

MINISTORUM CLASSES AND CATEGORIES

The Ministorum has a complex (and often convoluted) method for categorising and classifying relics.

This ranges from verified objects of great religious significance, that perhaps were once carried into battle by some mighty hero of the Imperium, all the way down to more dubious items of indeterminate origin that might or might not have once been in the possession of some minor dignitary or missionary of the Ecclesiarchy. There are three Classes of relics: Majoris, Minoris and Insignificis as well as three Categories: Aegis, Smiteus and Esoterica.

Majoris: These are the most potent of relics and are both rare and highly sought after.

Minoris: Like Majoris relics these relics are sanctioned by the Ministorum, though they are of lesser importance.

Insignificis: The weakest kind of relic, these objects are often associated with the saints of Necromunda itself.

Aegis: These relics offer protection and warding to the gang or fighter who possesses them.

Smiteus: These relics increase the power of the owner, be it physical might or mental fortitude.

Esoterica: These relics have strange or unusual effects and are often unique in the power they offer.

USING RELICS

The Road to Temenos Campaign uses special Territories called Relics. These Territories grant a boon as usual during the Collect Income step of the post-battle sequence – this represents tithes and donations made by pilgrims come to view the Relic. Additionally, a gang may choose to bear one or more of their Relics into battle with them – though doing so is not without risk!

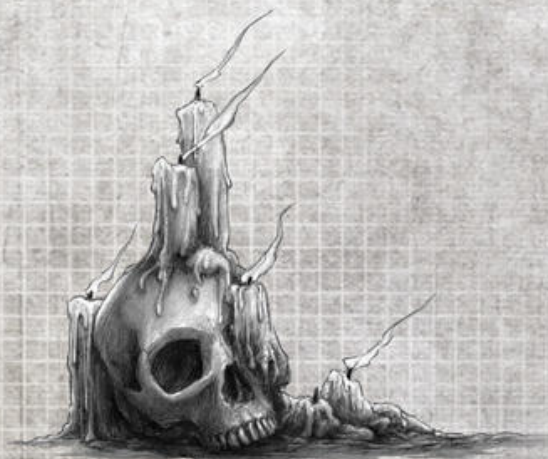
If they wish, during the Choose Crews section of the pre-battle sequence, a player may equip any fighter with the Gang Hierarchy (X) rule with one Relic. This will grant them a benefit as listed under the Relic's description, however, should the fighter be taken Out of Action, roll a D6; on a roll of a 1, the Relic is added to the stake for this battle.

GANG RELIC (INSIGNIFICIS ESOTERICA)

Each House has its share of martyrs and heroes, and even the most secular House recognises the power that relics can have on the masses, aiding in many ways from increased morale to gang recruitment.

Boon: D6x10 credits

Bearer Bonus: If the bearer is on the battlefield at the end of the battle, roll 2D6. If one of them is a 6, add a free Juve to your gang roster. If both are a 6, add a free Ganger to your gang roster. The new fighter can be equipped with weapons and Wargear as normal for a new fighter, paid for from the gang's Stash.



BULLETS OF THE FALLEN SAINT (INSIGNIFICIS AEGIS) – ACE OF DIAMONDS

A disproportionate number of saints on Necromunda are shot to death. Legend has it that this began with the Lost Saint himself and it is said that his followers then dug the bullets and bullet fragments out of his corpse to carry with them as protective charms which have, in turn, been sold on over the centuries – often, ironically with the promise of offering immunity to bullets.

Boon: D6x10 credits

Bearer Bonus: The bearer gains a 6+ armour save, that cannot be modified by any means, against damage suffered as a result of hits by a ranged weapon without the Template or Blast (X") traits.

SHARDS OF THE ACEROS (MINORIS AEGIS) – TWO OF DIAMONDS

Centuries ago, a pilgrim vessel, the Aceros, crashed on Necromunda, killing all those aboard. Considered a powerful act of martyrdom, the ship became a relic in its own right and relic hunters quickly set about pillaging the pieces of the ship's shattered hull, selling them on as holy objects to any who might want a measure of the protection.

Boon: 2D6x10 credits

Bearer Bonus: The bearer gains the Catfall skill.

CRONE'S TEETH (MINORIS AEGIS) – THREE OF DIAMONDS

Even outside of House Escher, there are stories of the Blades – those first women warriors who were the mothers of the ancient Clan House. Crone's Teeth are said to be the teeth of the Blades, worked into a gilt necklace. Fighters, especially women, who wear the relic are said to become fearless and ferocious in battle.

Boon: 2D6x10 credits

Bearer Bonus: The bearer may add 2 to any Cool check they make.

ANGEL FEATHERS (MAJORIS AEGIS) – FOUR OF DIAMONDS

Space Marines are the stuff of legends on Necromunda, often only glimpsed in stained glass windows or as time-worn statues. The Angel Feathers relics are flakes of metal and paint said to have fallen from the armour of one of these great warriors – and those who possess such an item, claim it grants them the protection of the God-Emperor Himself.

Boon: 3D6x10 credits

Bearer Bonus: The bearer may re-roll failed armour saves.

FOOTPRINT OF SAINT MINA (MAJORIS AEGIS) – FIVE OF DIAMONDS

Whether or not Saint Mina of the Adepta Sororitas ever set foot on Necromunda is debatable – though there remains a cast of a footprint reputed to be hers, bearing the icons of her order. Considered a powerful protective item, some gangers carry it into battle where they claim it can stop bullets and turn aside blades.

Boon: 3D6x10 credits

Bearer Bonus: While the bearer has not taken a Wound, they gain a 4+ armour save that cannot be modified by any means. They lose this save as soon as they suffer a Wound.

THE PILGRIM'S COIN (INSIGNIFICIS AEGIS) – SIX OF DIAMONDS

The Pilgrim's Coin is a relic said to be the first coin minted by House Helmawr allowing passage to the sacred sites of Necromunda. This token marks the path the first pilgrim walked on Necromunda, as well as a record of the hives and sacred sites they visited. Even now, possession of this rare coin allows free passage through the religious places of the hive, if you can reach them.

Boon: D6x10 credits

Bearer Bonus: The bearer gains the Unstoppable trait.

LOR'S LUCKY RATHIDE (INSIGNIFICIS AEGIS) – SEVEN OF DIAMONDS

Rats are not often considered lucky on Necromunda – there being far too many of them for anyone to see them as special. Occasionally, though, there are some who seem touched by the saints themselves, such as the charmed life they lead. To catch and skin such a rat is very lucky indeed (not so much for the rat though!), as is the case with Lor's Lucky Rathide – a mouldy skin of a rat said to have once defied Lord Helmawr and lived.

Boon: D6x10 credits

Bearer Bonus: The first time each battle the bearer makes the Fight (Basic) action, no Reaction attacks may be made against them.

THE BOOK OF BRAYNE (INSIGNIFICIS AEGIS) – EIGHT OF DIAMONDS

Officially, House Cawdor does not recognize the works of Brayne, or the so-called Book of Brayne, as it is presented by the fringe elements of the Redemption. Of course, this does not stop the supposed original copy of this ancient tome being a powerful relic to Redemptionists, its wisdom reinforcing their own conviction and turning them into beacons of the faith.

Boon: D6x10 credits

Bearer Bonus: The bearer gains a 6+ armour save that cannot be modified by any means against weapons with the Melee trait.

GELT OIL (MINORIS ESOTERICA) – NINE OF DIAMONDS

In the heart of each hive, great machines toil endlessly, churning out arms and equipment for the Imperium. To the workers of the factories, these ancient machines are often seen as gods or mechanical hive saints, revered for their contribution to the wealth of Necromunda. Oil drained from the Great Engine of Primus, revered site of Saint Cognus, is known as Gelt Oil, a substance with countless uses and mystical properties.

Boon: 2D6x10 credits

Bearer Bonus: The bearer gains the Evade skill.

SKULL OF IRON (INSIGNIFICIS ESOTERICA) – TEN OF DIAMONDS

Older even than the reign of House Helmawr and the arrival of the Imperium on Necromunda, are the Iron Lords of the Araneus Continuity. The Skull of Iron is said to be a relic of this time, though equally it might just be a normal human skull encased in a thin layer of metal, with only the faithful able to discern the true difference.

Boon: D6x10 credits

Bearer Bonus: Once per battle, during the Priority phase, before rolling to determine priority, if the bearer is on the battlefield their gang may generate one gang tactic from those available to their gang.

VEIL OF VERONOS (MINORIS ESOTERICA) – JACK OF DIAMONDS

Veronos was among the first Cardinals of Temenos and first keeper of the Cathedral of the Emperor Deified. His body was interred in the crypts below the cathedral and his face covered by a sacred shroud. Years ago, stories began to circulate about how this shroud had been stolen and since then, it has become a commonly peddled item among the relic sellers of the hives.

Boon: 2D6x10 credits

Bearer Bonus: The bearer of this Relic adds 6" to the range of their Gang Hierarchy (X) rule.

EYES OF THE MERCATOR (INSIGNIFICIS ESOTERICA) – QUEEN OF DIAMONDS

It is said that the Mercator Gelt minted the first coins on Necromunda when House Helmawr brought peace and stability to the planet. One of these early coins, known as the Eyes of the Mercator for the staring visage on its face, has become a relic in its own right and is a prized token of luck and faith – especially among those who subscribe to the notion of money as their god.

Boon: D6x10 credits

Bearer Bonus: If the bearer is on the battlefield when the battle ends, the gang may add an additional D6x10 credits to their Stash.

CHAINS OF ST. SORONOUS (MAJORIS ESOTERICA) – KING OF DIAMONDS

Voost Soronous was said to have been a great healer and biomechanist of the Sanguine Guild. Also a faithful member of the Ministorum, he alone entered Hive Mortis during the great plague to try to heal its people. When he returned to Primus, his own people refused him entry for fear he had been infected – chaining him to the Bridge of Sorrows across the Riftways beneath the hive. The bloody chains from this tale are said to have great healing properties.

Boon: 3D6x10 credits

Bearer Bonus: The bearer may roll a D6 each time they suffer a wound, on a 5+ they ignore the wound.

NUMBERS OF COGNUS (MINORIS ESOTERICA) – ACE OF SPADES

The Horologium is a sacred item on Necromunda and no part of it is more sacred than the numbers that constantly tick away quotas and work shifts. It is said that Saint Cognus blessed the great Horologium of Primus during an especially impressive production run. The gathered numbers of this clock are a potent relic said to improve the wealth of the bearer's life.

Boon: 2D6x10 credits

Bearer Bonus: The bearer gains the Overseer skill.



THE PATRIARCH'S VASE (MINORIS ESOTERICA) – TWO OF SPADES

The House of Mung is a legend in the underhive, as are the priceless Mung Vases it left behind. Among these, the Patriarch's Vase, a relic said to contain the liquified brain of the Master of House Mung is especially sought after – the latent psychic effect of the Patriarch's brain having a psychedelic effect on all those around the vase bearer.

Boon: 2D6x10 credits

Bearer Bonus: All fighters (friend and foe) who start their activation within 3" of the bearer must make a Willpower check, if it is failed they become subject to the Insane condition until their next activation. The bearer is immune to these effects.

LIKENESS OF GAELOS (MINORIS ESOTERICA) – THREE OF SPADES

Fragments of Ministorum tomes or pieces of stained-glass windows are rightly considered holy by the people of Necromunda – especially if they bear the likeness of a recognised saint or the God-Emperor. Most famous of these is the Likeness of Saint Gaelos – a statue fragment bearing the partial face of the revered Adeptus Astartes Gaelos.

Boon: 2D6x10 credits

Bearer Bonus: The bearer gains the Nerves of Steel skill.

SHROUD OF TEMENOS (MAJORIS ESOTERICA) – FOUR OF SPADES

When Martek Helm'ayr died, he was wrapped in a shroud woven of the finest Necromundan spider silk and buried beneath Hive Temenos – or so the story goes. The shroud has since vanished into the underhive, though, for those who can find it, it is said to grant the strength of Martek (or perhaps his protection) to those who carry it into battle.

Boon: 3D6x10 credits

Bearer Bonus: At the start of each round, after rolling for Priority roll a D6; on a 1-3 the bearer gains the Crushing Blow skill, on a 4-6 the bearer gains the Dodge skill.

FINGERS OF VALDON (MINORIS ESOTERICA) – FIVE OF SPADES

Saint Valdon the Wise was said to have encoded much of his wisdom into great datacrystal stacks so his followers might always heed his sermons. Unfortunately, these stacks were destroyed when Valdon was martyred and since then, only a collection of fragments, known as the Fingers of Valdon, remain, the knowledge contained therein becoming a much sought after relic.

Boon: 2D6x10 credits

Bearer Bonus: The bearer may apply a +2 modifier to all Intelligence checks they make.

BONES OF HELM'AYR (MAJORIS SMITEUS) – SIX OF SPADES

Martek Helm'ayr, also known as the First Helmawr, is the reputed progenitor of the Helmawr line and direct ancestor of the current Lord Helmawr. Even though it is difficult to believe seven thousand year old bone fragments from this illustrious individual still exist, there are countless peddlers who claim just that, and for the right price you can own them for yourself.

Boon: 3D6x10 credits

Bearer Bonus: At the start of their activation, the bearer may make a Willpower check, if they pass then they may re-roll a single roll to Wound during this activation.

FIRE OF REDEMPTION (INSIGNIFICIS SMITEUS) – SEVEN OF SPADES

Fire is a common symbol of the Redemption, as well as an oft-used tool in their arsenal. While it is difficult to say if one kind of fire is better than another, relic sellers often pass off burning torches and promethium lighters as 'true' fires of the Redemption. The Fire of the Redemption is one such relic, reputed to burn hotter and purer than 'regular' flame.

Boon: D6x10 credits

Bearer Bonus: Any weapon used by the bearer with the Blaze trait gains +1 Strength

WHEEL OF PAIN (INSIGNIFICIS SMITEUS) – EIGHT OF SPADES

To the gangs of the wasteland, engines, wheels and promethium are their gods. Some groups, most notably those of House Cawdor, have even gone so far as to bless vehicles or vehicle parts to grant them great potency. The Wheel of Pain is such a relic, an especially powerful icon of the blessed vehicles and often carried into battle like a banner (when not being used to actually drive a vehicle of course).

Boon: D6x10 credits

Bearer Bonus: The bearer gains the Bull Charge skill.

BLOOD OF SOMNUS (MAJORIS SMITEUS) – NINE OF SPADES

The wandering moon of Somnus has a dark reputation on Necromunda. It is said the first man killed under its purple light was touched by its power and his blood somehow changed and became charged with potency. This blood still exists and is a powerful relic. Some hivers believe that to drink the 'blood' of Somnus before battle grants them the strength to overcome their enemies.

Boon: 3D6x10 credits

Bearer Bonus: The bearer gains the Hurl skill for the duration of the battle.



VIAL OF GLURG THE GUNK SAINT (INSIGNIFICIS SMITEUS) – TEN OF SPADES

Good gunk is hard to find, but none is so prized as that of Saint Glurg. It is rumoured that Glurg was the first to refine gunk in the underhive and developed special processes that were lost when he drowned in his own supply. There is a special vial of this rare gunk that has become a relic and is considered a powerful totem of the underhive.

Boon: D6x10 credits

Bearer Bonus: Once per battle, at the start of their activation, the bearer may invoke the blessing of Glurg and touch the vial to their lips. For the duration of their activation, the bearer has the Berserker skill.

FELSTYR'S LANCE (MAJORIS SMITEUS) – JACK OF SPADES

Felstyr's Lance – a broken power lance – is reputed to hang in the Palace of Bones above the throne of the Thane of Cawdor – though there are many who claim this is a fake and the true relic lies elsewhere. To possess this relic of Necromunda is to have a measure of the General Felstyr's courage and power – or so it is rumoured.

Boon: 3D6x10 credits

Bearer Bonus: The bearer increases their Cool characteristic by 1 and once per battle, at the start of their activation, they may increase the AP of a single weapon with the Melee trait by 1 for the duration of their activation.

BLADE OF SHANKS (INSIGNIFICIS SMITEUS) – QUEEN OF SPADES

Broken knives are not the most uncommon thing in the underhive, though among these are those blessed by Saint Shanks. The saint only blesses those blades which have been broken by committing a particularly impressive murder or similar killing, with the bearer seeing their own luck in combat improved by carrying the relic.

Boon: D6x10 credits

Bearer Bonus: The bearer gains the Backstab skill for the duration of the battle.

DJANGOR'S BEARD (INSIGNIFICIS SMITEUS) – KING OF SPADES

According to the commonly held Necromundan belief, it is extremely rare for a Goliath to grow a beard. This makes the Beard of Djangor a rare relic indeed and a potent symbol of not just the only known Goliath saint, but also the impressive strength he was said to wield. Some have even claimed that wearing the beard is enough for other Goliaths to treat the wearer as one of their own.

Boon: D6x10 credits

Bearer Bonus: Once per battle, at the start of their activation, the bearer may increase their Strength by 1 for the duration of the activation.





NARRATIVE SCENARIOS

In this section, you will find a selection of 7 narrative scenarios themed around the events of the Great Pilgrimage and the opening of the Vaults of Temenos. Each of these can either be played as part of a campaign, or as a skirmish battle.

There are also guidance notes included if you wish to play them as 'historical' scenarios to fight out the opening salvos of the Necromunda civil war.

CONVOY RAID

"Remember, lads – in nice and quick, grab the cargo and get out. It'll be an easy job."

Last words of Jorgun Lark, Wheels of Fire, House Orlock

In this scenario, one gang is trying to protect a Ridgehauler from a sudden attack.

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ATTACKER AND DEFENDER

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

BATTLE TYPE

This scenario is a Rolling Roads battle with open sides; vehicles and Wargear that grant the Mounted condition can be included in both gangs' starting crew.

BATTLEFIELD

Set up a large vehicle in the centre of the battlefield, a Guild of Coin Ridgehauler is ideal (see Cargo Vehicle). Mark a road 6"- 8" wide running up the centre of the battlefield, note – no terrain can be placed on this road. The rest of the battlefield is set up following the Battlefield Set-up guidelines, as described in the *Necromunda Rulebook*.

CREWS

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

DEPLOYMENT

The defender deploys their starting crew anywhere on the battlefield within 6" of the Cargo Vehicle. The attacker then deploys their starting crew within 3" of the Trailing Edge.

GANG TACTICS

Each player may choose two gang tactics from those available to their gang. If, during the pre-battle sequence, the gang rating of one player's gang is less than their opponent's, they may randomly determine one additional gang tactic for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends if at the start of an End phase only one gang has models left on the battlefield.

VICTORY

If the attacker has at least 5 Loot points then they are victorious, otherwise the defender is the victor.

REWARDS CREDITS

The attacker adds D6x10 credits to their Stash for each Loot point they claim.

The defender adds D3x10 credits to their Stash for each attacking fighter taken Out of Action and each enemy vehicle Wrecked.

EXPERIENCE

Each model who took part in the battle earns 1 XP.

Each fighter that claims a Loot point earns an additional 1 XP.

If the defender wins their Leader earns D3 XP even if they did not take part in the battle.

REPUTATION

The victorious gang gains D3 Reputation. If either gang bottled out, they lose 1 Reputation.

CARGO VEHICLE

The attacker is trying to loot what they can from a passing vehicle while its escort tries to protect it. Place a large vehicle in the centre of the battlefield (a Guild of Coin Ridgehauler is ideal for this) facing directly towards the Leading Edge. The Cargo Vehicle cannot be targeted by attacks or moved from its position in the centre of the battlefield. Any fighter from the attacking gang within 1" of the Cargo Vehicle can take the Loot Cargo (Basic) action:

Loot Cargo (Basic): Make an Intelligence check for this fighter, if it is passed, increase their gang's Loot points by 1.

HIGH SPEED PURSUIT

This scenario happens at high speed with the Cargo Vehicle attempting to shake off the attackers. During the Move Battlefield step of the Rolling Roads phase, any vehicle or fighter subject to the Mounted condition, that has at least half of the Leading Edge within its front vision arc, is not moved towards the Trailing Edge along with the rest of the battlefield.

This may result in those models colliding with other models or terrain. Resolve any vehicle collisions as described in the *Ash Wastes Rulebook*. If a fighter subject to the Mounted condition that remains stationary in this way collides with another model or terrain, they are placed Prone and Pinned suffering a hit as per the I Get Knocked Down... table.

IMPLACABLE ADVANCE

The Cargo Vehicle always remains in the centre of the battlefield and cannot be moved, other models treat it as a solid terrain feature.

CLEAR ROAD

The road going through the centre of the battlefield is a clearway and so no terrain can ever be placed upon it.

FLEEING THE BATTLEFIELD

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

AXON'S DEFENCE

If players wish, they may use this scenario to represent Axon Hammer defending one of the many convoys travelling across the wastes from Lady Credo's attacks. In order to do this, make the following changes:

- The attacking gang should be an Escher or Orlock gang.
- The defending gang should be a Goliath gang led by Axon Hammer.



PACIFICATION OF DUST FALLS

"In the name of the Lord Helmawr, open the gates and lie down on the floor!"

Watch Captain 501-Theta, Rho Sector, Hive Primus, Palanite Enforcers

In this scenario, a force is trying to subdue an outpost and crush the rebels within.

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ATTACKER AND DEFENDER

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

BATTLE TYPE

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

BATTLEFIELD

The battlefield is set up using the Battlefield Set-up guidelines, as described in the *Necromunda Rulebook*. The defender then sets up 6 Loot caskets anywhere on the battlefield at least 15" from the battlefield edge. No other Loot caskets are placed in this scenario.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*. Both gangs use the Custom Selection (D3+4) method to determine their crew.

DEPLOYMENT

The defender deploys their starting crew first, anywhere on the battlefield within 3" of a Loot Casket. The attacker then selects a battlefield edge and deploys their starting crew within 3" of the chosen 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 one additional gang tactic for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends if, at the start of an End phase, only one gang has models left on the battlefield.

VICTORY

The gang with the most number of Victory points wins the battle. If the points are tied, then the battle is a draw.

REWARDS CREDITS

The attacker adds 3D6x10 credits to their Stash if the Rabble Rouser is taken Out of Action.

The defender adds D6x10 credits to their Stash for each Loot casket they take off the battlefield.

EXPERIENCE

Each fighter who took part in the battle earns 1 XP.

If the attacker wins, their Leader earns D3 XP even if they did not take part in the battle.

REPUTATION

The victorious gang gains D3 Reputation. If either gang bottled out, they lose 1 Reputation.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

CUT OFF THE HEAD

The attacker is trying to suppress the locals by taking out the leadership. The defender must nominate one of the fighters in their starting crew to be the Rabble Rouser – this must be their gang's Leader if they are participating in the battle, otherwise, it must be a fighter with the Gang Hierarchy (X) rule. If there are no fighters in the defender's starting crew with the Gang Hierarchy (X) rule then they may select any of their fighters to be the Rabble Rouser.

The Rabble Rouser automatically passes any Cool checks to not flee the battlefield – they will only run away if the gang voluntarily bottles and flees the battlefield. If the Rabble Rouser is taken Out of Action then the attacking gang gains three Victory points.

SAVE THE GEAR

The defender is trying to make off with as much of their gear as possible before they are overrun by the attacker. At the start of the End phase, if any Loot caskets are within 1" of a battlefield edge then they may be removed from the battlefield and salvaged. The defending gang gains one Victory point for each Loot casket removed in this manner.

Once at least 3 Loot caskets have been salvaged, any defending fighter within 1" of the battlefield edge at the start of the End phase may be removed from the battlefield as they escape. Roll to see if Seriously Injured fighters removed in this fashion succumb to their injuries.

FLEEING THE BATTLEFIELD

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

SUPPRESSING THE UNDERHIVES

If players wish, they may use this scenario to represent Helmawr's Enforcers moving through the underhive to crush any dissenters to Lady Haera's rule. In order to do this, make the following changes:

- The defender should be an Escher or Orlock gang.
- The attacker should be an Enforcer gang including several Enforcer 'Sanctioner' Pattern Automata.

PILGRIMAGE ASSAULT

"By your pain, shall you be redeemed! By this fire, shall you be cleansed!"

Deacon Vorlis, Burning Brazier, House Cawdor

In this scenario, a small group of defenders attempt to hold back a force desperate to break through and slaughter a large body of pilgrims.

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ATTACKER AND DEFENDER

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

BATTLE TYPE

This scenario is an Ash Wastes battle. Vehicles and Wargear that grant the Mounted condition can be included in both gangs' crew and the defender's reinforcements.

BATTLEFIELD

Set up the battlefield using the Battlefield Set-up guidelines, as described in the *Necromunda Rulebook*. The defender then designates one battlefield edge as the defender's edge, and the opposite edge as the attacker's edge.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*. The attacker uses the Custom Selection (8) method and the defender uses the Random Selection (D3+2) method to determine their crews. All remaining defending Fighter and Vehicle cards are shuffled together to form the Reinforcements deck.

DEPLOYMENT

The defender deploys their crew anywhere on the battlefield. The attacker then deploys their crew within 3" of the attacker's 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 models in one player's starting crew is less than their opponent's, they may randomly determine one additional gang tactic for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends if, at the start of an End phase, only one gang has models left on the battlefield.

VICTORY

The attacker wins if, at the end of the battle, at least three models have broken through the defender's lines. Any other result is a win for the defender.

REWARDS CREDITS

The victorious gang adds D6x10 credits to their Stash.

The losing gang adds D3x5 credits to their Stash.

EXPERIENCE

Each model who took part in the battle earns 1 XP.

Each attacking model that has broken through the defender's lines earns an additional 1 XP.

If the defending gang wins, their Leader earns an additional D3 XP, even if they didn't take part in the battle.

REPUTATION

The victorious gang gains D3 Reputation. If either gang bottled out, they lose 1 Reputation.

REINFORCEMENTS

The defender uses Reinforcements, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*. At the start of each End phase, D3 reinforcements arrive until the entire gang has arrived.

BREAK THROUGH

The attacker is trying to break through the defender's line. At the start of the End phase, any attacking model within 1" of the defender's edge may be removed from the battlefield – they are considered to have broken through the defender's line. Roll to see if they succumb to any Serious Injuries as normal, and they count as Out of Action for the purpose of Bottle tests.

FLEEING THE BATTLEFIELD

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

THE GREAT PILGRIMAGE

If players wish, they may use this scenario to represent the Ash Waste Nomads' frequent raids on the Great Pilgrimage as it made its way from Hive Primus to Hive Temenos. In order to do this, make the following changes:

- The defender should be a House Cawdor gang with a large number of Cawdor Way-Brethren.
- The attacker should be an Ash Waste Nomads gang.
- The Pilgrims of the Word special rule is in effect.

PILGRIMS OF THE WORD

The defender is devoted to their task of defending the Great Pilgrimage. They automatically pass any Bottle tests they are called upon to make.



SCRUTINATOR-PRIMUS SERVALEN

If there is one individual within the Palanite Enforcers who embodies terror more than any other, it would be Scrutinator-Primus Servalen. A high ranking member of the Palanite Scrutinators, the specialist investigation and interrogation arm of the Enforcers, she has personally uprooted more criminal organisations and deviant cults than any other in her trade in living memory. Such is her success rate, the Provost Marshal himself has awarded her the right to carry his personal seal, a warrant against which no door on Necromunda is barred.

The secret of Servalen's power is, however, known only to a few. Though tall and bearing a severe countenance, the Scrutinator-Primus is neither physically imposing, nor especially dangerous in combat. And yet, those in her presence squirm to be under her gaze, prolonged contact driving them into fits of anxiety as they try to get away from something they find utterly disturbing, but cannot name. This is because Servalen is a psychic null, also known as an untouchable, pariah or a blank, and all living things instinctively recoil from her presence. These gifts, combined with the Scrutinator-Primus' keen investigative mind and ruthlessness, have proven the end of many a cult.

Servalen does not routinely wade into the midst of battle alone. For her protection, the Provost Marshal has assigned Servalen a Palanite pattern Cyber-mastiff. Designated KB-88, the robotic dog is never far from Servalen, shadowing her every step and watching her back, ready to tear apart anyone who would threaten its master.

SPECIAL RULES

Psychic Null: Servalen may Disrupt Wyrd Powers just as if she were a Psyker (see the *Necromunda Rulebook*). In addition, if a Psyker is within 6" of Servalen then they may not manifest any psychic powers.

Pariah: Servalen is unnerving to those around her. All fighters, friend or foe, within 6" of Servalen suffer -2 to the dice roll when making Cool checks.

Investigator: A Scrutinator is rarely caught flat-footed. Servalen can never be the target of gang tactics. Note that she may still be affected by gang tactics, provided they do not target her specifically.

Law Abiding Bounty Hunter: Servalen is a Bounty Hunter that can be hired by any Law Abiding gang. She is subject to the "You Get What You Pay For", Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules.

SCRUTINATOR-PRIMUS SERVALEN

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CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	4+	4+	3	3	2	4+	1	6+	7+	6+	4+
Weapon	Rng		Acc		Str	AP	D	Am	Traits		
	S	L	S	L							
Scrutinator stub gun	6"	12"	+2	+1	3	-	1	4+	Plentiful, Sidearm		
- Excrutiator rounds	6"	12"	+1	-	4	-	1	6+	Shock, Sidearm		

SKILLS: Got Your Six

WARGEAR: Armoured undersuit, flak armour, Hardcase Cyber-mastiff, magnacles, respirator, infra-sight for Scrutinator stub gun



STORM BATTLE

"Come and get some, you ash-ridden son of a sheen-harpy!"

Grol 'Road-rage', Bellows Flame, House Goliath

In this scenario, a gang takes advantage of an ash storm to attack a settlement in the wastes.

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BATTLE TYPE

This scenario is an Ash Wastes battle. Vehicles and Wargear that grant the Mounted condition can be included in both gangs' crews.

BATTLEFIELD

Set up the battlefield using the Battlefield Set-up guidelines, as described in the *Necromunda Rulebook*. There should be narrow streets and lots of structures.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*. Both gangs use the Custom Selection (6) method to determine their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment.

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 models in one player's starting crew is less than their opponent's, they may randomly determine one additional gang tactic for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when only one gang has models remaining on the battlefield at the start of a round.

VICTORY

If only one gang has models remaining on the battlefield at the end of the battle then they are victorious. If neither gang has any models remaining on the battlefield, the battle is a draw.

REWARDS CREDITS

The victorious gang adds 2D6x10 credits to their Stash.

The losing gang adds D6x10 credits to their Stash.

If the battle is a draw then both gangs add 2D6x10 credits to their Stash.

EXPERIENCE

Each model who took part in the battle earns 1 XP.

The winning gang's Leader earns D3 XP even if they did not take part in the battle.

REPUTATION

The victorious gang gains D3 Reputation. If either gang bottled out, they lose 1 Reputation.

ASH STORM

The battle takes place during a fierce and violent ash storm, reducing visibility for all. Do not roll to determine the Season when generating battlefield conditions, instead, use the Great Storm result from the Season of Ash:

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 towards 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.

ATTACK ON HALFWAY

If players wish, they may use this scenario to represent the Ash Waste Nomads' attack on the settlement of Halfway under the cover of a mighty storm. In order to do this, make the following changes:

- The defender should be a mixed force from many gangs featuring Cawdor Way Brethren and led by Ashwood Stranger.
- The attacker should be an Ash Waste Nomads gang.
- The Island in the Storm special rule is in effect.

ISLAND IN THE STORM

Ashwood Stranger automatically passes any Cool checks he is called upon to make, as does any friendly model within 6" of him.



DEATH IN THE PLAZA

"Come and be devoured in the name of the Lord of Skin and Sinew! All are meat for the grinder!"

In Entrails' Warm Glow, Bloody Eight, Corpse Grinder Cult

In this scenario, a small group takes advantage of an isolated fighter to try to score a quick kill.

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ATTACKER AND DEFENDER

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

BATTLE TYPE

This scenario is a Sector Mechanicus battle; vehicles and Wargear that grant the Mounted condition cannot be included in either gang's starting crew or Reinforcement decks.

BATTLEFIELD

Set up the battlefield using the Battlefield Set-up guidelines, as described in the *Necromunda Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*. The attacker uses the Custom Selection (5) method to choose their crew. The defender uses the Custom Selection (1). All remaining defending Fighter cards are shuffled together to form the Reinforcements deck.

DEPLOYMENT

The defender deploys their crew anywhere on the battlefield. The attacker then deploys their crew within 1" of any battlefield edge, and they are free to use all edges.

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 one additional gang tactic for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends if, at the start of an End phase, only one gang has models left on the battlefield.

VICTORY

If, at the end of the battle, the Target has been taken Out of Action the attacker is victorious, otherwise the defender is the victor.

REWARDS CREDITS

The victorious gang adds 2D6x10 credits to their Stash.

EXPERIENCE

Each fighter who took part in the battle earns 1 XP.

If a fighter takes the Target Out of Action, that fighter earns an additional 1 XP.

If the Target is not taken Out of Action then the Target earns an additional D3 XP.

REPUTATION

The victorious gang gains D3 Reputation.



HERE WE STAND

The defender automatically passes any Bottle tests until the Target has been taken Out of Action, at which point the gang automatically Bottles.

REINFORCEMENTS

The defender uses Reinforcements, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*. At the start of each End phase, two reinforcements arrive until the entire gang has arrived.

THE TARGET

The attacker has taken advantage of a brief window of opportunity to try to ambush a high priority target while they are isolated. The fighter selected from the defender's starting crew is the Target that the attacker is trying to eliminate.

HURRIED DEFENCE

The defender automatically wins Priority in the first round, there is no need to roll.

FLEEING THE BATTLEFIELD

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

BONEGORGER'S DOWNFALL

If players wish, they may use this scenario to represent Scrutinator-Primus Servalen taking down Bonegorgor, the leader of the Bloody Eight, in the Plaza of Saint Valdon. In order to do this, make the following changes:

- The defender should be a Corpse Grinder Cult gang with a Butcher as the Target.
- The attacker should be led by Scrutinator-Primus Servalen and consist of Delaque fighters.
- The Dark Ritual special rule is in effect.

DARK RITUAL

At the start of each of the first three rounds, increase the Target's Strength, Toughness, Wounds and Attacks characteristics by 1. These bonuses do not apply while Servalen is within 3" of the Target.



RACE TO THE VAULT

"The Lost Saint calls, will you be found wanting in his hour of need?"

Mahkos, Word-Keeper, Agonies of the Saint, House Cawdor

In this scenario, two gangs race to be the first to reach the end of a tunnel network.

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BATTLE TYPE

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

BATTLEFIELD

Set up the battlefield with six tiles using the Battlefield Set-up guidelines, as described in the *Necromunda Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*. Both gangs use the Custom Selection (5) method.

DEPLOYMENT

Both players roll off, the winner selects a tile as the start point. The loser then selects an edge of a different tile to be the Vault Entrance. Starting with the loser of the roll-off, players take it in turns to deploy fighters from their gang anywhere within the tile at least 6" away from enemy fighters.

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 one additional gang tactic for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends if, at the start of an End phase, only one gang has models left on the battlefield.

VICTORY

If, at the end of the battle, one gang has had more fighters break through to the vaults then that gang is victorious. Any other result is a draw.

REWARDS CREDITS

The victorious gang adds 2D6x10 credits to their Stash.

EXPERIENCE

Each fighter who took part in the battle earns 1 XP.

Each fighter that has broken into the Vaults of Temenos earns an additional 1 XP.

The Leader of the winning gang earns an additional D3 XP, even if they didn't take part in the battle.

REPUTATION

The victorious gang gains D3 Reputation.



VAULT BREAKTHROUGH

Both gangs are desperately racing to be the first one to break through into the Vaults of Temenos. At the start of the End phase, any fighter within 1" of the Vault Entrance may break into the vault. Remove them from the battlefield – for the purpose of Bottle tests they are considered to be Out of Action.

TOMB OF THE LOST SAINT

If players wish, they may use this scenario to represent Scrutinator-Primus Servalen and her Delaque allies racing to beat Lady Credo to the Tomb of the Lost Saint. In order to do this, make the following changes:

- One gang should be Lady Credo leading Escher fighters.
- The other gang should be Scrutinator-Primus Servalen leading a gang of Delaque.
- The Unexpected Help special rule is in effect.

UNEXPECTED HELP

At the start of the End phase in the third round, Durgan Kill-fist arrives as Reinforcements to aid Servalen.



DARING RESCUE

"Come in Sigma-8, there's reports of explosions in your area. Repeat, come in Sigma-8."

Intercepted vox transmission, Precinct Kho-Four, Hive Temenos

In this scenario, a gang tries to rescue one of their own from captivity.

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ATTACKER AND DEFENDER

This scenario uses the rules for Sneak Attacks, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*. 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 or Sector Mechanicus battle. Vehicles and Wargear that grant the Mounted condition cannot be included in either gang's starting crew or Reinforcements deck.

BATTLEFIELD

Set up the battlefield as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up section of the *Necromunda Rulebook*. The attacker uses the Custom Selection (5) method to determine their crew. The defender's starting crew are their sentries. They use the Random Selection (3) 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 fighter 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.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

THE TARGET

In a campaign, this scenario can only be played if one or more of the attacker's fighters have 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.

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 result of 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 (if the fighter has multiple equipment sets, randomly determine which equipment set is handed back to them).

TAKING FLIGHT

Once the attackers have freed their Captive(s), they can disappear back into the shadows. Any attacking fighter 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. 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 for the defender until the entire gang has arrived.

FLEEING THE BATTLEFIELD

If the defender voluntarily bottles out and subsequently flees the battlefield, their opponent automatically wins the scenario and the Captives are freed.

SEIZURE OF LORD HELMAWR

If players wish, they may use this scenario to represent Kal Jericho's and Scabs' daring abduction of Lord Helmawr's body. In order to do this, make the following changes:

- The defender should consist of Lady Haera and Palanite Enforcers.
- The other gang should consist of Kal Jericho, Scabs and Hive Scum.





JOTALL AND 'THE BURNED'
WAY-BRETHREN
WASTE PREACHERS
HOUSE CAWDOR





ADDITIONAL RULES

In this section, we present a collection of additional rules for using Cawdor and Enforcer gangs in games of Necromunda. These rules are intended to provide these gangs with a variety of new options. This section

includes new Crew options for Cawdor gangs, a new fighter for the Cawdor, a new Brute for the Enforcers, rules for forming an alliance with the Imperial House and new vehicle gang tactics for Cawdor gangs.

CAWDOR ROAD PREACHER (CREW) 30 CREDITS

Available to Cawdor gangs only.

VEHICLE CHARACTERISTICS							CREW CHARACTERISTICS				
TOUGHNESS											
M	Front	Side	Rear	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
*	*	*	*	*	*	*	4+	7+	7+	7+	7+

SPECIAL RULES

Gang Fighter (Crew): Models with this special rule form the backbone of House Cawdor gangs. The total number of models with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of models without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.

Vehicle Crew: A Cawdor Road Preacher must always be equipped with a vehicle.

Pious: A devout member of House Cawdor, this model adheres closely to the teachings of the Redemption, whilst dutifully denying the path of the fanatic. If this model rolls a natural double 1 on their Cool check when making a Rally test, they may immediately re-roll that Cool check.

One of the Faithful: If this model is neither Wrecked nor Broken during the End phase, this model generates Faith dice as if they were a ganger. Additionally, this model may not be affected by any Article of Faith.

SKILL ACCESS

A Cawdor Road Preacher has access to the following skill sets:

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

EQUIPMENT

A Cawdor Road Preacher must be equipped with a vehicle and they may purchase Wargear and weapons from the Cawdor Road Preacher equipment list.

- During the course of a campaign, a Cawdor Road Preacher may be given additional Wargear from this list, the Trading Post and from the Black Market.
- During the course of a campaign, a Cawdor Road Preacher may be given additional weapons from this list and the Pistols section of the Trading Post or Black Market.
- A Cawdor Road Preacher may be given a replacement vehicle from either this list or the Trading Post or Black Market, in which case their existing vehicle (if present) is placed into the gang's Stash.

CAWDOR ROAD PREACHER EQUIPMENT LIST

VEHICLES

- Custom vehicle.....Variable credits
- Ridgerunner95 credits
- Rockgrinder.....145 credits
- Wolfquad.....70 credits

WEAPONS

PISTOLS

- Hand flamer75 credits
- Reclaimed autopistol.....5 credits
- Stub gun.....5 credits
- Dumdum rounds+5 credits

WARGEAR

PERSONAL EQUIPMENT

- Bio-booster35 credits
- Filter plugs10 credits
- Photo-goggles35 credits
- Respirator15 credits

REDEMPTIONIST ROAD PREACHER (CREW) 35 CREDITS

Available to Cawdor gangs only.

VEHICLE CHARACTERISTICS							CREW CHARACTERISTICS				
TOUGHNESS											
M	Front	Side	Rear	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
*	*	*	*	*	*	*	4+	8+	6+	6+	9+

SPECIAL RULES

Gang Fighter (Crew): Models with this special rule form the backbone of House Cawdor gangs. The total number of models with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of models without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.

Vehicle Crew: A Redemptionist Road Preacher must always be equipped with a vehicle.

Fanatical: A zealous follower of Redemptionist teachings, this model embodies the extreme beliefs of their cult, embracing the path of the fanatic. If this model rolls a natural double 1 on their Cool check when making a Nerve test, they may immediately re-roll that Cool check.

One of the Faithful: If this model is neither Wrecked or Broken during the End phase, this model generates Faith dice as if they were a ganger. Additionally, this model may not be affected by any Article of Faith.

SKILL ACCESS

A Redemptionist Road Preacher has access to the following skill sets:

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

EQUIPMENT

A Redemptionist Road Preacher must be equipped with a vehicle and they may purchase Wargear and weapons from the Redemptionist Road Preacher equipment list.

- During the course of a campaign, a Redemptionist Road Preacher may be given additional Wargear from this list, from the Trading Post and from the Black Market.
- During the course of a campaign, a Redemptionist Road Preacher may be given additional weapons from this list and the Pistols section of the Trading Post or Black Market.
- A Redemptionist Road Preacher may be given a replacement vehicle from either this list or the Trading Post or Black Market, in which case, their existing vehicle (if present) is placed into the gang's Stash.

REDEMPTIONIST ROAD PREACHER EQUIPMENT LIST

VEHICLES

- Custom vehicle.....Variable credits
- Ridgerunner95 credits
- Rockgrinder.....145 credits
- Wolfquad.....70 credits

WEAPONS

PISTOLS

- Autopistol10 credits
- Hand flamer75 credits
- Stub gun.....5 credits
 - Dumdum rounds+5 credits

WARGEAR

PERSONAL EQUIPMENT

- Bio-booster35 credits
- Filter plugs10 credits
- Photo-goggles35 credits
- Respirator15 credits

Cawdor Way-Brethren are the outriders of the Redemption's wasteland crusades. Mounted on their ubiquitous 'mule' Ridge Walkers, they range ahead of the teeming masses of the faithful, finding the way between the shrines and holy sites of Necromunda for those that follow. Though they might look like ramshackle creations, a Ridge Walker turns a Way-Brethren into a deadly warrior, capable of charging down foes or bullying their way through enemy lines. Many Way-Brethren also take to carrying explosives mounted on the end of poles, using them like the lances of Ancient Terran knights to great and bloody effect.

CAWDOR WAY-BRETHREN (PROSPECT) 80 CREDITS

Available to Cawdor gangs only.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	5+	3	3	1	3+	1	8+	7+	8+	9+

SPECIAL RULES

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple equipment sets.

Gang Fighter (Prospect): Models with this special rule form the backbone of House Cawdor gangs. The total number of models with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of models without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.

Promotion (Cawdor Firebrand or Redemptionist Deacon): If, during the Downtime phase of a campaign, this fighter has gained five or more Advancements, this fighter may be promoted to become either a Cawdor Firebrand or a Redemptionist Deacon as the controlling player wishes.

When a fighter is promoted in this way, they will from now on count as a Cawdor Firebrand or a Redemptionist Deacon for the purposes of determining which equipment and skill sets they can access. Their existing characteristics do not change, but they will lose the Promotion (Cawdor Firebrand or Redemptionist Deacon), Born in the Saddle, Hot-headed, Fast Learner and Pious special rules and gain all the special rules associated with a Cawdor Firebrand or a Redemptionist Deacon, as appropriate.

Note that when a fighter is promoted in this way (especially when promoted to become a Redemptionist Deacon), an appropriate model should be used to represent their new category and type.

Born in the Saddle: This fighter is more comfortable on their mount than on foot and would never be without it. Their Ridge Walker must be included on every Fighter card for this fighter.

Hot-headed: Fighters with this special rule have much to prove and often act on impulse alone, hoping to impress their superiors. Consequently, older and wiser fighters expect them to be short-lived. Should a fighter with this special rule be Seriously Injured or be taken Out of Action, friendly fighters that are within 3" do not have to take a Nerve test, unless they also have this special rule.

Fast Learner: During Campaign play, when this fighter gains a characteristic Advancement, they do not need to spend an additional 2 XP if the characteristic being improved has already been improved. In other words, this fighter may improve a characteristic any number of times (up to the maximum) for the basic XP cost shown each time.

Pious: A devout member of House Cawdor, this fighter adheres closely to the teachings of the Redemption, whilst dutifully denying the path of the fanatic. In addition, if this fighter rolls a natural double 1 on their Cool check when making a Rally test, they may immediately re-roll that Cool check.



SKILL ACCESS

A Cawdor Way-Brethren has access to the following skill sets.

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

EQUIPMENT

A Cawdor Way-Brethren is equipped with a Ridge Walker (included in their starting cost), and may purchase weapons and Wargear from the Cawdor Way-Brethren equipment list:

- During the course of a campaign, a Cawdor Way-Brethren may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Cawdor Way-Brethren may only be equipped with weapons from this list, or from the Basic, Pistols and Close Combat sections of the Trading Post or the Black Market.

CAWDOR WAY-BRETHREN EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Autogun15 credits
- Cawdor charger/autogun*25 credits
- Cawdor charger/blunderbuss with grape & purgation shot*45 credits
- Cawdor charger/flamer*145 credits
- Sawn-off shotgun with scatter shot15 credits
 - Solid-shot+10 credits

PISTOLS

- Hand crossbow10 credits
- Hand flamer75 credits
- Reclaimed autopistol5 credits
- Stub gun5 credits
 - Dumdum rounds+5 credits

CLOSE COMBAT WEAPONS

- Axe10 credits
- Flail20 credits
- Fighting knife15 credits
- Frag lance35 credits
- Krak lance50 credits
- Maul (club)10 credits
- Stun lance30 credits

WARGEAR

GRENADES

- Blasting charges35 credits
- Frag grenades30 credits
- Incendiary charges40 credits
- Krak grenades45 credits

ARMOUR

- Flak armour10 credits
- Gutterforged cloak15 credits

PERSONAL EQUIPMENT

- Filter plugs10 credits
- Photo-goggles35 credits
- Respirator15 credits
- Skinblade10 credits
- Strip kit15 credits

WEAPON ACCESSORIES

- Mono-sight
(basic, special & heavy weapons only)[†]35 credits





11-NINE
HARDCASE CYBER-MASTIFF
PRECINCT KAPPA-TORCH
KAPPA SECTOR, HIVE TEMENOS
PALANITE ENFORCERS



EXOTIC BEASTS

0-2 HARDCASE CYBER-MASTIFF (EXOTIC BEAST) 130 CREDITS

For as long as Mankind has utilised canines for hunting and companionship, it has used them to guard and to protect. In enforcing the laws of Lord Helmawr, canines are an invaluable tool, one that cannot be corrupted by the temptation of power or bribed by the lure of wealth. Their loyalty lies entirely with their masters and their dedication is unswerving.

As a matter of course, the canines that serve alongside the Palanite Enforcers of Necromunda are heavily-modified brutes, routinely fitted with armour to protect their vital organs and upgraded with bionics to enhance their performance. The nature of such enhancements varies, from advanced sensory arrays that can be tailored to the role of watchdog or hunting hound, to combat upgrades such as iron jaws and razor-edged fangs. It is these combat modifications that are seen most widely in the underhive and the gangs of Necromunda have rightly learned to fear the deployment of Hardcase Cyber-mastiffs on their turf.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	-	3	4	1	4+	2	8+	6+	7+	8+

NEW WARGEAR – HARDCASE CYBER-MASTIFF

Add the following item of Personal Equipment to the Wargear section of the Enforcer Squad Equipment list:

(0-2) Hardcase Cyber-mastiff130 credits

SPECIAL RULES

Tenacious: Hardcase Cyber-mastiffs are renowned for their tenacity. If the Hardcase Cyber-mastiff is taken Out of Action, do not remove it from the battlefield if it has not yet activated this round. Once the Hardcase Cyber-mastiff has completed its activation, remove it from the battlefield.

Hardcase: Hardcase Cyber-mastiffs are completely cybernetic and thus very hard to kill. A Hardcase Cyber-mastiff counts as being equipped with light carapace armour and a respirator.

Faithful Protector: Whilst a Hardcase Cyber-mastiff is Standing and either Active or Engaged within 3" of its owner, enemy fighters may not make a Coup De Grace (Simple) against the owner. In addition, if the owner is Standing and Engaged when activated, and the Hardcase Cyber-mastiff is within 6" of them, the Hardcase Cyber-mastiff may immediately be moved into base contact with one or more of the fighters Engaging the owner. This move counts as a free action.

SKILL ACCESS

Should a Hardcase Cyber-mastiff ever become a Specialist, it has access to the following Skill sets:

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

EQUIPMENT

A Hardcase Cyber-mastiff may not purchase weapons or Wargear. A Hardcase Cyber-mastiff is armed with a shock bite.

BRUTES

0-2 ENFORCER 'SANCTIONER' PATTERN AUTOMATA 205 CREDITS

Available to Palanite Enforcers gangs only.

To keep Helmawr's peace, Enforcers employ semi-sentient servo-automata designated 'Sanctioners'. These hulking machines are driven by the cranial remains of a Palanite Enforcer whose personality profile matches those prescribed for 'Sanctioner' use – the subject given extensive psycho-conditioning before their brain is removed, dissected and placed within the confines of the automata. Unlike the 'ambot', which is driven by the animal instincts and nervous system of an Ambul, the Sanctioner has a human mind controlling its actions – albeit one devoid of emotion and dedicated utterly to the letter of the law. For this reason, gangs often call these machines 'Lawtomata', saying you'd find more mercy at the hands of a Corpse Grinder Cult than under the gaze of a Sanctioner.

A Sanctioner is armed and armoured for the pacification tasks it is so often required to undertake. Heavy carapace plates protect the already robust inner workings of the Sanctioner, making them largely immune to small arms fire or the crude melee weapons often employed in uprisings or by outlaw gangers. Some Enforcer units, such as the Subjugators, often uparmour their automata further, to deal with more heavily armed resistance. Even discounting all their armour, Sanctioners have a reputation for being notoriously difficult to kill, the massive cybernetica rising again and again after taking punishing amounts of weapons fire as their internal repair systems keep them going.

The hulking automata's arms incorporate weapons for both crowd control and gang warfare – one arm ending in a pacifier assault claw, known to criminals and gangs as the 'Fist of Dread' for the brutal damage it can inflict. Alternatively, it can replace the fist with a concussion cannon, an ideal weapon for stunning foes before hauling them off to the local Precinct-Fortress. Its other arm is equipped with a sanction pattern mancatcher to restrain and detain any who get in its way.



LK-52 'IRONSHIELD'
'SANCTIONER' PATTERN
AUTOMATA
PRECINCT THETA-CROSS
THETA SECTOR, HIVE TEMENOS
PALANITE ENFORCERS

A Sanctioner is able to engage targets at longer range using an integrated grenade launcher. Grenades are a favoured tool of the Enforcers because of the variety of situations they can deal with – and the Sanctioner is no different. Flash, choke, scare and stun grenades are all useful to break up crowds or take the fight out of criminals, while smoke grenades provide cover for advancing Enforcers.

Sanctioners are usually only released from their storage chambers within a Precinct-Fortress in the case of large-scale hive uprisings, though occasionally patrol sergeants might find themselves using them to bring law and order to especially wild regions of the underhive. In the wake of the Great Darkness, with loyalties divided and general unrest across all of Necromunda, more and more Sanctioners have been activated, while the number of ‘volunteers’ chosen to donate their brains to bolster the robot’s ranks has increased tenfold.

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

WEAPONS

An Enforcer ‘Sanctioner’ Pattern Automata is armed with a pacifier assault claw, heavy shock baton and grenade launcher array with photon flash grenades. All Enforcer ‘Sanctioner’ Pattern Automata are equipped with light carapace armour.

OPTIONS

An Enforcer ‘Sanctioner’ Pattern Automata can replace their pacifier assault claw and/or heavy shock baton with one of the following:

- Concussion cannon+80 credits
- Sanction pattern mancatcher+100 credits
- SLHG pattern assault ram ‘Sledge hammer’+40 credits

An Enforcer ‘Sanctioner’ Pattern Automata can take the following additional grenades types for their grenade launcher array:

- Choke gas grenades+35 credits
- Scare gas grenades+45 credits
- Smoke grenades+15 credits
- Stun grenades+25 credits
- An Enforcer ‘Sanctioner’ Pattern Automata can upgrade its light carapace armour to heavy carapace armour+20 credits

SPECIAL RULES

Automated Repair Systems: During the Recovery and Restart step of the End phase, do not roll if this fighter recovers from being Seriously Injured – it automatically recovers as if a Flesh Wound had been rolled on the Injury dice.

Mobile Bulwark: If a friendly fighter is in partial cover due to being obscured by a Sanctioner Automata, they instead count as being in full cover.

SKILLS

An Enforcer ‘Sanctioner’ Pattern Automata has the Got Your Six skill (see *Necromunda: Book of Judgement*).

SKILL ACCESS

An Enforcer ‘Sanctioner’ Pattern Automata has access to the following skill sets:

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

GUILD OF COIN CHRONOS PATTERN IRONCRAWLER 390 CREDITS

Available to any gang except Ash Waste Nomads.

VEHICLE CHARACTERISTICS

TOUGHNESS				HP	Hnd	Sv
M	Front	Side	Rear			
6"	9	9	8	7	6+	3+

CREW CHARACTERISTICS

BS	Ld	Cl	Wil	Int
*	*	*	*	*

SPECIAL RULES:

Transport Vehicle: A Guild of Coin Chronos Pattern Ironcrawler has a large transport cage behind the cab and a transport bed behind the transport cage.

Fire Points: A Guild of Coin Chronos Pattern Ironcrawler has five Fire Points on its transport cage.

Weapon Hardpoints: A Guild of Coin Chronos Pattern Ironcrawler has two Weapon Hardpoints: one on the cab and one on the transport cage. Any weapon fitted to the cab Weapon Hardpoint gains the Crew Operated and Arc (Front, Right) traits. Any weapon fitted to the transport cage Weapon Hardpoint gains the Crew Operated and Arc (All Round) traits.

Tracked: This vehicle uses tracks as its primary form of locomotion – this impacts how it interacts with difficult terrain.

Upgrade Slots: A Guild of Coin Chronos Pattern Ironcrawler has the following upgrade slots available:

Body	Drive	Engine
4	4	4

FIRE POINTS

All vehicles may add Fire Points to a transport cage for +15 credits per Fire Point – this upgrade does not use any vehicle Upgrade slots.

FIRE POINT

When activated, any model embarked upon a vehicle with a transport cage with at least one Fire Point may perform the following actions as part of their activation: Shoot (Basic) and Reload (Simple). The shooting attack is resolved as if emanating from the Fire Point (place the Vision Arc template against the Fire Point to check what the fighter can see). Each Fire Point may only have one fighter fire from it each round.

All Fire Points are also subject to the Unstable Platform rule.

Unstable Platform: Fighters may not perform the Aim (Basic) action or fire weapons with the Unwieldy trait while they are embarked in a Transport Cage with Fire Points.

EQUIPMENT

A Guild of Coin Chronos Pattern Ironcrawler may be equipped with vehicle Upgrades, vehicle Wargear and weapons from the Guild of Coin Chronos Pattern Ironcrawler equipment list.

- During the course of a campaign, a Guild of Coin Chronos Pattern Ironcrawler may be fitted with additional vehicle Wargear from the Guild of Coin Chronos Pattern Ironcrawler equipment list, the Trading Post and the Black Market.
- During the course of a campaign, a Guild of Coin Chronos Pattern Ironcrawler may be fitted with additional vehicle Upgrades from the Guild of Coin Chronos Pattern Ironcrawler equipment list.
- During the course of a campaign, a Guild of Coin Chronos Pattern Ironcrawler can be equipped with weapons from this list or the Basic, Special or Heavy sections of the Trading Post or Black Market.

GUILD OF COIN CHRONOS PATTERN IRONCRAWLER EQUIPMENT LIST

VEHICLE UPGRADES

BODY UPGRADES

- Ablative armour.....15 credits
- Crash cage.....15 credits
- Escape hatches.....10 credits
- Reinforced armour.....20 credits
- Weapons stash.....20 credits

DRIVE UPGRADES

- All wheel steering.....10 credits
- Emergency brakes.....10 credits
- Powered steering.....30 credits
- Redundant drive system.....15 credits

ENGINE UPGRADES

- Easy turnover.....5 credits
- Engine shell.....15 credits
- Nitro burner.....15 credits
- Smoke vents.....25 credits

WEAPONS

SPECIAL

- Grenade launcher with
frag and krak grenades.....65 credits

HEAVY

- Heavy stubber.....130 credits

VEHICLE WARGEAR

- Booby-trapped fuel tanks.....10 credits
- Flare launchers.....10 credits
- Headlights.....15 credits
- Smoke launchers.....20 credits

ADDING THE IRONCRAWLER TO YOUR GANG

Add the following to the vehicle section of the equipment list for the Guild of Coin Haulier:

Guild of Coin Chronos Pattern Ironcrawler.....390 credits

The rules for the Ironcrawler's vehicle Upgrades and Wargear can be found in *Necromunda: Book of the Outlands*.

CAWDOR VEHICLE GANG TACTICS

Each scenario details how many gang tactics each player gets and how they are selected, with players either choosing the gang tactics they want or determining them at random. Gang tactics can be randomly determined either by drawing cards from a shuffled deck of Gang Tactics cards or by rolling a D66 (taking care to keep the result a secret) and referring to the table below (note if you generate a gang tactic that requires a vehicle or fighter subject to the Mounted condition and they are not in the relevant crew, discard it and generate a new gang tactic):

D66	NAME	TIMING	EFFECT
11-12	Rearm!	Play this gang tactic after resolving an attack from a weapon with the Lance-bomb trait.	The next successful hit from this weapon will use the Primed profile instead of the Spent profile.
13-14	Pyroclastic Rain	Play this gang tactic when activating a friendly vehicle before performing any actions.	For the duration of this activation, any weapon with the Blaze and Template traits may place the template within 6" instead of in contact with the weapon so that the narrow end of the template is closer to the attacking vehicle than the wide end.
15-16	Self Destruct	Play this gang tactic at any point during a friendly vehicle's activation.	All models, both friend and foe, within 5" of the vehicle suffer a S6, AP-1, D1 hit as if from a weapon with the Blaze trait. The activated vehicle is then Wrecked, add 1 to the roll on the Lasting Damage table.
21-22	Blessed Dodge	Play this gang tactic when a friendly fighter fails an Initiative check to avoid being run over by a vehicle.	The fighter is considered to have passed the Initiative check.
23-24	Joust	Play this gang tactic when a friendly fighter subject to the Mounted condition causes an enemy vehicle to become Wrecked.	The fighter gains an additional D3 XP.

D66	NAME	TIMING	EFFECT
25-26	Beacon of Faith	Play this gang tactic after both gangs have deployed but before the first roll for Priority.	Select a friendly vehicle. For the duration of this battle, while this vehicle is not Wrecked, all friendly models within 9" may apply a +1 modifier to all Cool checks.
31-32	Cleansed by Fire	Play this gang tactic when activating a friendly vehicle, before performing any actions.	The vehicle becomes subject to the Blaze condition. Until the flames go out, any models that either start their activation within 1" or move within 1" of this vehicle during their activation become subject to the Blaze condition on a D6 roll of 3+.
33-34	Martyrdom	Play this gang tactic when a friendly fighter is taken Out of Action by an enemy model before rolling on the Lasting Injury table.	Do not roll on the Lasting Injury table – the fighter automatically suffers the Memorable Death result. For the remainder of the battle, all friendly models apply a +1 modifier to any rolls to wound the enemy model, and friendly models earn an additional D3 XP if they take the enemy model Out of Action.
35-36	Armoured by Faith	Play this gang tactic after both gangs have deployed before the first roll for Priority.	For the duration of the battle, D3 friendly vehicles increase their Front Toughness by 1.
41-42	Fury of Righteous Convictions	Play this gang tactic when activating a friendly fighter subject to the Mounted condition before performing any actions.	For the duration of their activation, they gain +2 Strength and all of their weapons gain the Reckless trait.
43-44	Fateful Swerve	Play this gang tactic when a friendly vehicle suffers a Penetrating Hit or Catastrophic Hit.	The vehicle suffers a Glancing Hit instead.
45-46	Doused in Promethium	Play this gang tactic when activating a fighter subject to the Mounted condition before they perform any actions.	For the duration of the fighter's activation, one of their weapons with the Melee trait gains the Blaze trait.

D66	NAME	TIMING	EFFECT
51-52	Weak Spot	Play this gang tactic before rolling Damage dice.	Roll one additional Damage dice.
53-54	Scrap Dealers	Play this gang tactic during the post-battle sequence when making the Negotiate Repairs post-battle action.	Reduce the cost of repairs by D6x10 credits to a minimum of 5 credits.
55-56	Prayer Wagon	Play this gang tactic after both gangs have deployed, before the first roll for Priority.	Select a friendly vehicle. For the duration of the battle it rolls 3 dice to see if it generates Faith dice.
61-62	Judgement Due	Play this gang tactic after both gangs have deployed, before the first roll for Priority.	Select an enemy vehicle. If it is Wrecked at the end of the battle, your gang's Leader gains D3 XP.
63-64	Incendiary Ram	Play this gang tactic when a friendly vehicle has a head-on collision during its activation, before resolving the collision.	Place the 5" Blast marker in the centre of the vehicle's front hull. All models under the blast marker, including the activated model, suffer a S3, AP-1, D1 hit as if by a weapon with the Blaze trait. Then resolve the collision normally.
65-66	Where There's Scrap There's Creds	Play this gang tactic during the post-battle sequence during the Receive Rewards step.	Add D3x5 credits to your gang's Stash for each Wrecked enemy vehicle and enemy fighter subject to the Mounted condition who was taken Out of Action.





ASHWOOD STRANGER
OUTCASTS LEADER

ALLIANCES

DESIGNER'S NOTE: USING ALLIANCES

Alliances are optional rules that can be included in a campaign at the discretion of the Arbitrator. While it is possible to use the rules for alliances during Skirmish play, provided both players agree, they really come into their own when used over several battles – meaning players must take both the good (cheaper weapons, special Hired Guns) with the bad (having to play certain scenarios or giving up some of their scenario rewards).

Players and Arbitrators are encouraged to keep track of alliances as they can really help build an exciting narrative over the course of a campaign, with certain allies refusing to work with a gang based on their past history, or gangs developing rivalries depending on the allies they have chosen to back. Arbitrators could even require all gangs to make alliances for their campaign, forcing them to choose sides in a larger confrontation between Guilders, Enforcers, recidivists or seditious cults!

MAKING AN ALLIANCE

Alliances are not to be entered into lightly. Once a gang has pledged its support to an ally, you can be sure their new friends will force them to stick with it – at least until the ally gets some results or they decide the gang has become a liability.

Follow these steps to make an Alliance:

1. Any gang can decide to enter into an Alliance at the beginning of a campaign, or before any battle in a campaign, provided they do not already have an ally.
2. Choose an ally from those on offer, both in this supplement or from another supplement.
3. Once a gang has made an Alliance, it will last until the end of the current phase of the campaign, or until either they, or their ally, break it as a result of their actions. If a gang breaks their Alliance before the end of the current Campaign phase then they cannot gain another until the following phase unless their Arbitrator decides otherwise.
4. While part of an Alliance, a gang may not use any Sub-plots or roll on any of the House Favours tables.
5. Unless otherwise noted, a gang can never have more than one ally at a time. A gang should make a note of their ally on their gang roster, along with any benefits and drawbacks which the ally brings.

BENEFITS AND DRAWBACKS

Each Alliance brings with it a set of Benefits and Drawbacks. These are special rules that will apply to the gang for the duration of the Alliance and can include things such as access to certain equipment, special Hired Guns or having to play certain scenarios when given the option. The exact details of an ally's Benefits and Drawbacks can be found in their individual descriptions, along with guidelines on how, and when, they come into play.

TESTING THE ALLIANCE

Sometimes the strength of an Alliance might be tested. This is usually because of something the gang has done or wants to do, or because the ally wants to exert their will upon the gang and the gang wants to resist. This is known as Testing the Alliance, and applies to the use of some Benefits and Drawbacks.

When an action requires the Alliance to be tested, it will be noted in the ally's description. When Testing the Alliance the gang must roll a D6 on the table below, adding 1 to the result for each time their Alliance has already been tested during this Campaign week:

TESTING THE ALLIANCE TABLE

D6	Result
1-4	Disquiet: The ally is not happy with the gang's actions, but continues to hold up their end of the Alliance... at least for now.
5-6	Warning: The ally issues a warning to the gang, who must work to restore their good faith. During the next battle the gang takes part in, it does not gain any of the Benefits of the Alliance, though must still adhere to its Drawbacks.
7+	Broken: The Alliance is broken. The ally leaves the gang and the gang may not enter into an Alliance with another ally until the next phase of the campaign.

THE IMPERIAL HOUSE

House Helmawr stands above all other Houses of Necromunda. It is rightly known as the Imperial House, a house sanctioned by the Imperium itself to rule. For seven millennia, a Helmawr has governed the blighted hive world, keeping both nobles and clans in line as well as the countless billions of helots, workers and subjects. It is both the glory and the burden of the Imperial House to see the Emperor's tithe is paid – and reap the immense wealth and reputation their position provides. As rulers of Necromunda, House Helmawr are both the law and the law makers, there being nothing and no one beyond their extensive reach. The Enforcers, the militant arm of Lord Helmawr's control, exact his will wherever their booted feet are heard stomping down tunnels and through domes, while his legions of scribes and scriveners see to it that the other nobles and clans are kept in line. A complex web of alliances and obligations is the foundation upon which this control is built and all who

would wield power on Necromunda do so only upon the sufferance of Lord Helmawr.

When gangs ally themselves with the Imperial House, it is because they have been granted the official sanctioning of House Helmawr. Often, this means appointment as *de facto* rulers of a region, or perhaps a clandestine force within the underhive operating beyond the reach of the Enforcers. In either case, as most gangers will tell you, a pact with the Imperial House is a double-edged sword. For every boon the Imperial House grants, it often demands two- or three-fold in return. Woe to the gang that crosses Lord Helmawr or fails to pay his tithes – for just as the great Imperium of Mankind looks unkindly upon any world that fails to meet its due, so too does Lord Helmawr deal harshly with any of their subjects that fail to please them.



BENEFITS

Law Abiding Allies: Any gang may form an Alliance with the Imperial House, provided it is a Law Abiding gang. The House of Helmawr has no interest in collaborating with the criminal classes.

Strong Alliance (Palanite Enforcers):

The first time a Palanite Enforcers gang is required to Test the Alliance (see [page 115](#)) with this ally, do not roll. Instead, count the result as Disquiet.

Imperial Appointment: When a gang allies with the Imperial House, they may select one of their Territories (or equivalent) to be officially appointed as theirs by the Imperial House. The gang may perform the Collect Tithe post-battle action:

- **Collect Tithe:** Receive the boon from the Territory an additional time.

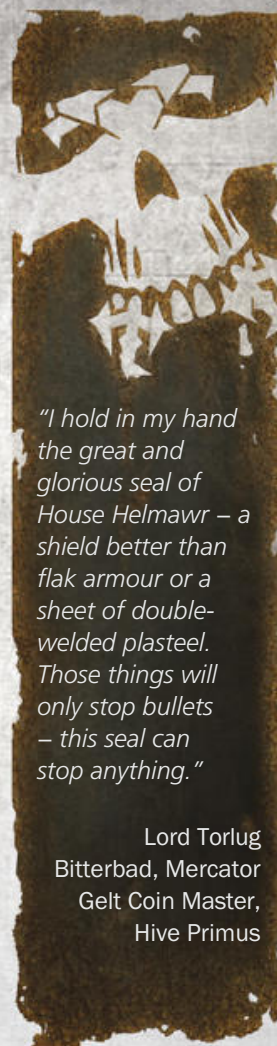
Enforcer Bodyguards: In the pre-battle sequence the gang may add Enforcer Bodyguards (see [page 118](#)) to their gang for the battle ahead. These fighters do not cost a gang any credits to hire, but if chosen, they must be included in the gang's crew, even if crew selection is normally random.

If the gang is playing against an Outlaw gang then the Enforcer Bodyguards must be included unless the gang rolls to Test the Alliance.

DRAWBACKS

Imperial Tax: During the post-battle sequence, if the gang gained any credits as a scenario reward, the gang must give up a portion of this to the Imperial House:

- The gang must give D3x10 credits to the Imperial House. If the amount rolled is greater than the amount gained, the gang must make up the deficit from their Stash or Test the Alliance.
- Alternatively, the gang can choose to keep all of its rewards, but if they do they must Test the Alliance.



*"I hold in my hand
the great and
glorious seal of
House Helmawr – a
shield better than
flak armour or a
sheet of double-
welded plasteel.
Those things will
only stop bullets
– this seal can
stop anything."*

Lord Torlug
Bitterbad, Mercator
Gelt Coin Master,
Hive Primus

ENFORCER BODYGUARDS

Palanite Companions are the elite Enforcers of the spire. Hand-picked from the most loyal subjects of Lord Helmawr's Palanite battalions, they are utterly devoted to their noble masters. Each one undergoes extensive psycho-conditioning until their single-minded purpose is to protect those of Helmawr blood – or those deemed important by the House nobility. Companions are so named because they seldom leave the side of their masters – Lord Helmawr's personal retinue is never more than a handful of strides from his side, and never completely out of his line of sight.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Palanite Companions	5"	4+	3+	3	3	2	4+	1	5+	6+	6+	7+

COMPOSITION

An Enforcer Bodyguards Delegation consists of two Palanite Companions.

ENFORCER BODYGUARDS SPECIAL RULES

Helmawr's Protectors: During the pre-battle sequence, after the Choose Crews step, the Palanite Companions are assigned to protect a fighter of the allied gang's choice.

A Band Apart: Members of the Imperial House take care of their own. Palanite Companions will remain separate and aloof from the gang they are working beside, disappearing during the post-battle sequence to tend to their wounds. If a Palanite Companion goes Out of Action during a battle, there is no need to roll for Lasting Injury; they are considered to have rolled 12-26 Out Cold.

"Here to Help": Unlike other fighters, Enforcer Bodyguards are not counted during the Choose Crew step of the pre-battle sequence. Instead, at the end of this step, these fighters may (and, in some cases, must) be added to the crew, regardless of the Crew Selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

PALANITE COMPANIONS SPECIAL RULES

Peerless Bodyguards: If the fighter the Palanite Companions are assigned to is hit by a ranged attack, the controlling player may choose to transfer the hit and all of its effects onto a Palanite Companion within 2".

EQUIPMENT

A Palanite Companion is armed with a stub gun and disintegration gun. All Palanite Companions are equipped with layered flak armour, armoured undersuit and magnacles.

SKILLS

A Palanite Companion has the Overwatch and Fearsome skills (as described in the *Necromunda Rulebook*).





A-004
PALANITE COMPANION

HALFWAY

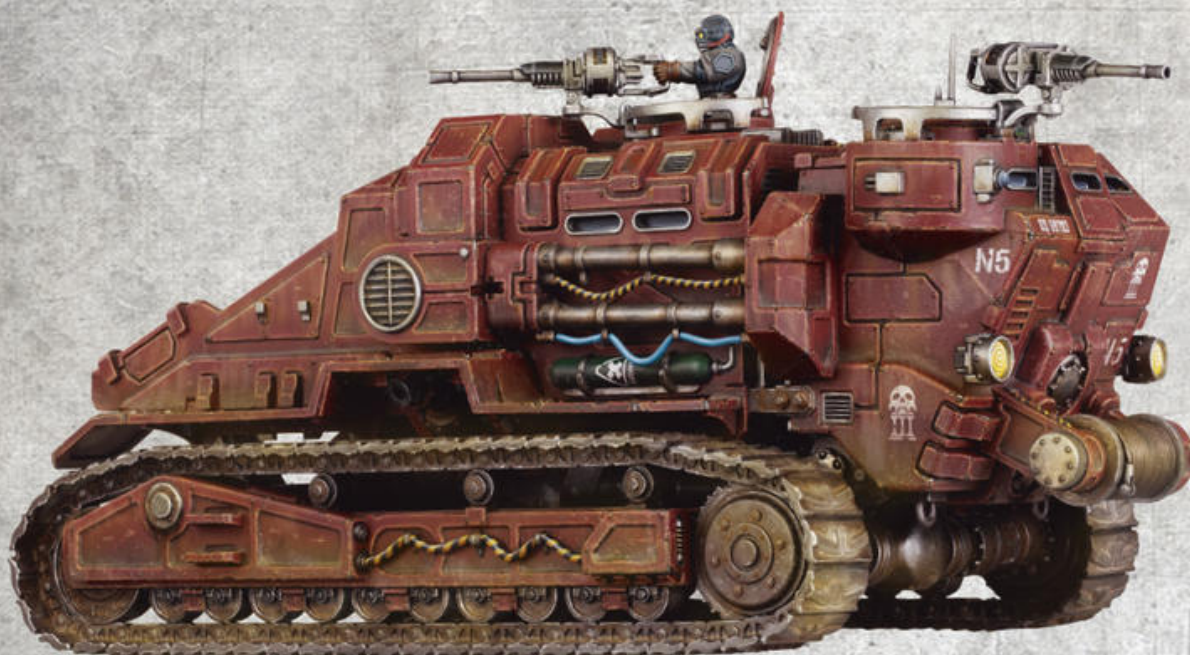
The settlement of Halfway, lying as it does between the hives Primus and Temenos, is a common resting point for pilgrims making the trek to the Cathedral of the Emperor Deified, surrounded as it is by several shrines. During the events of the Great Pilgrimage, it also marked the site of several great battles as the Great Pilgrimage was attacked by both Ash Waste Nomads and, later, Lord Mormaer's Army of the True.





GUILD OF COIN CHRONOS PATTERN IRONCRAWLER

Based on the Cargo-8 Ridgehauler chassis, the Ironcrawler is used to safely transport gangers who have been hired to guard the Guild of Coin's convoys across the ash wastes. Exchanging the Ridgehauler's iconic eight wheels for tracks, the Ironcrawler is able to stray away from the safety of the roads in order to provide effective protection and escorts to the many convoys that traverse Necromunda.



CAWDOR WAY-BRETHREN

Cawdor Way-brethren act as the outriders and scouts for Cawdor gangs. Mounted on their 'mule', Ridge Walkers can cross the ash wastes at great speed, while forming the vanguard of Cawdor gangs and convoys. In battle they use their lances to charge down their foes with devastating effect.



CAWDOR WAY-BRETHREN
WITH KRAK LANCE



CAWDOR WAY-BRETHREN
WITH AUTOGUN



CAWDOR WAY-BRETHREN
WITH FRAG LANCE



CAWDOR WAY-BRETHREN
WITH AUTOGUN



AGENTS OF LORD HELMAWR

In her bid to entrench her position as the Lord Helmawr, Lady Haera used the full force of the Palanite Enforcers and even recruited the notorious Goliath Axon Hammer and his gang to her cause.



SCRUTINATOR-PRIMUS
SERVALEN



KB-88, HARDCASE
CYBER-MASTIFF



AXON HAMMER,
SCOURGE OF THE SPIDER POINTS



ENFORCER 'SANCTIONER' PATTERN AUTOMATA WITH
CONCUSSION CARBINE AND PACIFIER ASSAULT CLAW



ENFORCER 'SANCTIONER' PATTERN AUTOMATA WITH
HEAVY SHOCK BATON AND PACIFIER ASSAULT CLAW

BEASTS OF THE WASTES

The ash wastes are home to a vast variety of fauna that has adapted to survive in the toxic environment of Necromunda. Those brave, or more often foolish, enough to tame such creatures are valuable additions for gangs looking for that extra edge.



RIPPERJACK



OUTLAND
BEASTMASTER



RIPPERJACK



NOMAD ARTHROMITE HERDER



ARTHROMITE DUNESKUTTLER

WEAPON REFERENCE CHART

This reference section contains weapon profiles, Upgrade and Wargear rules, and weapon traits for all of the weapons, Upgrades and Wargear featured in this book.

BASIC WEAPONS

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)
Cawdor charger with autogun*									
- charger	E	2"	-	-	S+1	-	1	-	Lance, Melee, Unwieldy, Versatile
- autogun	8"	24"	+1	-	3	-	1	5+	Rapid Fire (1)
Cawdor charger with blunderbuss*									
- charger	E	2"	-	-	S+1	-	1	-	Lance, Melee, Unwieldy, Versatile
- blunderbuss									
- grape shot	-	T	-	-	2	-	1	6+	Plentiful, Scattershot, Template
- purgation shot	-	T	-	-	3	-	1	6+	Blaze, Scarce, Template
Cawdor charger with flamer*									
- charger	E	2"	-	-	S+1	-	1	-	Lance, Melee, Unwieldy, Versatile
- flamer	-	T	-	-	4	-1	1	5+	Blaze, Template
Sawn-off shotgun									
- solid ammo	4"	8"	-	-2	4	-	2	6+	Knockback, Plentiful
- scatter ammo	4"	8"	+2	-	3	-	1	6+	Plentiful, Scattershot

PISTOLS

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
Hand crossbow	8"	12"	+1	-	3	-	1	6+	Plentiful, Sidearm, Silent
Hand flamer	-	T	-	-	3	-	1	5+	Blaze, Template
Reclaimed autopistol	4"	12"	+1	-	3	-	1	5+	Rapid Fire (1), Sidearm
Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
- dumdum rounds	5"	10"	+1	-	4	-	1	4+	Limited, Sidearm

SPECIAL WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Disintegration gun	8"	24"	-	-1	5	-3	2	6+	Rapid Fire (1), Scarce, Sever, Unstable
Grenade launcher array									
- choke gas grenades	6"	18"	-1	-	-	-	-	5+	Blast (3"), Gas, Limited
- photon flash grenades	6"	18"	-	-	-	-	-	5+	Blast (5"), Flash
- scare gas grenades	6"	18"	-1	-	-	-	-	6+	Blast (3"), Fear, Gas, Limited
- smoke grenades	6"	18"	-1	-	-	-	-	4+	Blast (*), Smoke
- stun grenades	6"	18"	-	-	2	-1	1	4+	Concussion
Grenade launcher									
- frag grenade	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
- krak grenade	6"	24"	-1	-	6	-2	2	6+	-

HEAVY WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Concussion cannon	9"	18"	+1	-	4	-1	2	4+	Blast (3"), Concussion, Knockback, Seismic
Heavy stubber*	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy
SLHG pattern assault ram 'Sledge hammer'									
- assault ram	E	2"	-	-	S+2	-1	2	-	Knockback, Melee, Pulverise, Versatile
- auxiliary grenade launcher with choke gas grenades	6"	24"	-1	-	-	-	-	5+	Blast (3"), Gas, Limited
- auxiliary grenade launcher with frag grenades	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback

CLOSE COMBAT WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Axe	-	E	-	-	S+1	-	1	-	Disarm, Melee
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Flail	-	E	-	+1	S+1	-	1	-	Entangle, Melee
Frag lance									
- primed	E	2"	+1	-	4	-1	1	-	Blast (3"), Lance-bomb, Knockback, Melee, Versatile
- spent	E	2"	+1	-	S	-	1	-	Lance, Melee, Versatile
Heavy shock baton	-	E	-	-	S+1	-	2	-	Concussion, Melee, Parry, Shock
Krak lance									
- primed	E	2"	+1	-	6	-2	3	-	Lance-bomb, Melee, Versatile
- spent	E	2"	+1	-	S	-	1	-	Lance, Melee, Versatile
Maul (club)	-	E	-	-	S	+1	2	-	Melee
Sanction pattern mancatcher									
- melee	-	E	-	-	S	-1	1	-	Entangle, Melee
- ranged	-	T	-	-	5	-	-	5+	Silent, Template, Web
Pacifier assault claw	-	E	-	-	S	-1	2	-	Melee, Pulverise
Shock bite (Hardcase Cyber-mastiff)	-	E	-	-	S	-1	1	-	Melee, Rending, Shock
Stun lance									
- primed	E	2"	+1	-	2	-1	1	-	Blast (3"), Lance-bomb, Concussion, Melee, Versatile
- spent	E	2"	+1	-	S	-	1	-	Lance, Melee, Versatile

GRENADES

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Blasting charge	-	Sx2	-	-	5	-1	2	5+	Blast (5"), Grenade, Knockback
Frag grenade	-	Sx3	-	-	3	-	1	4+	Blast (3"), Grenade, Knockback
Incendiary charge	-	Sx3	-	-	3	-	1	5+	Blast (5"), Blaze, Grenade
Krak grenade	-	Sx3	-	-1	6	-2	2	4+	Demolitions, Grenade

ARMOUR

Unless stated otherwise, a fighter may only be equipped with one type of armour at a time. However, certain types of armour can be combined with others. Where this is the case, the rules will state it.

CARAPACE

Carapace armour falls into two broad categories. Light carapace armour offers good protection all over, but falls short of covering the wearer from head to toe. Heavy carapace armour is a more complete suit of armour and offers extra protection.

Light: Light carapace armour grants a 4+ save roll.

Heavy: Heavy carapace armour grants a 4+ save roll. This is increased to 3+ against attacks originating within the fighter's vision arc (the 90° arc to their front); check this before the fighter model is placed Prone and is Pinned. If it is not clear if the attacker is within the fighter's front arc, use a Vision Arc template to check – if the centre of the attacker's base is within the arc, use the 3+ save roll. Against attacks with the Blast trait, use the centre of the Blast marker in place of the attacker. If the fighter does not have a facing (for example, if they are prone), use the 4+ save roll. However, due to the extra weight of this armour, the fighter's Initiative is reduced by -1 and their movement by -1" when making a Charge action.

FLAK ARMOUR

Flak armour is perhaps the most common type seen in the underhive. Made with layers of thick, protective material bonded together, it offers protection against cuts and abrasions, without hampering mobility.

Flak Armour: Flak armour grants a 6+ save roll. Against weapons that use a Blast marker or Flame template, this is increased to a 5+ save roll.

Layered Flak Armour: Layered flak armour grants a 5+ save roll. Against weapons that use a Blast marker or Flame template, this is increased to a 4+ save roll.

FURNACE PLATES

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

GUTTERFORGED CLOAK

Made from fragments of ruined armour, a gutterforged cloak provides protection at a very modest price. Common among Badzones settlers, the cloak is also designed to offer some measure of defence against the hazards of the underhive. A gutterforged cloak grants its wearer a save of 6+, or a save of 5+ against damage resulting from Underhive Perils or environmental effects. A gutterforged cloak can be worn with other types of armour.

FIELD ARMOUR

Field armour provides its wearer with an alternative to conventional armour and may be worn in addition to conventional armour. The save given by Field armour cannot be modified by a weapon's Armour Piercing value. However, a fighter can only make one save attempt per attack, therefore the controlling player must choose to either make a save attempt using the fighter's Armour save, or using a field.

REFRACTOR FIELD

A refractor field bends the energy of an attack around the wearer, harmlessly distributing it over a large area and robbing the attack of its lethal force. When a fighter wearing a refractor field is hit by an attack, roll a D6. On a 5+, the hit is ignored.

However, should the field work and the hit be ignored, roll another D6. If the result is a 1, then the field has been overburdened by the attack and its generator is burned out. Remove the refractor field from the fighter's card – it no longer works.

WEAPON ACCESSORIES

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.

INFRA-SIGHT (PISTOLS, BASIC, SPECIAL AND HEAVY WEAPONS)†

Weapons with the Rapid Fire (X) or Blast (3"/5") trait cannot be fitted with an infra-sight. A weapon with an infra-sight can be used to attack through smoke clouds and proves more effective in Pitch Black conditions (see the *Necromunda Rulebook*). In addition, there is no hit modifier when the weapon targets a model in partial cover, and a -1 modifier (instead of -2) when it targets a model in full cover.

MONO-SIGHT (BASIC, SPECIAL AND HEAVY WEAPONS)†

If the fighter attacks with this weapon after making an Aim action, add 2 to the result of the hit roll instead of 1.



PERSONAL EQUIPMENT

This section covers equipment carried by fighters to help them survive the rigours of battle and the harsh environment of the underhive and ash wastes.

ARMoured UNDERSUIT

An armoured undersuit may be worn in addition to any armour type, with the exception of an armoured bodyglove. If a fighter is wearing an armoured undersuit, their save roll is improved by 1. For example, if they are wearing flak armour and an armoured undersuit, they would have a 5+ save, which would be increased to 4+ against Blasts. If a fighter does not already have a save roll, an armoured undersuit grants a 6+ save.

BIO-BOOSTER

The first time in each battle that an Injury roll is made for a fighter with a bio-booster, one less Injury dice is rolled. If only one dice was being rolled, two dice are rolled and the player controlling the fighter with the bio-booster can discard one of them.

FILTER PLUGS

If a fighter with filter plugs is hit by a weapon with the Gas trait, their Toughness is increased by 1 for the purposes of the roll to see whether they are affected. Filter plugs are one use; if a fighter uses them during a battle, they are deleted from their Fighter card when the battle ends.

MAGNACLES

Used by both the Adeptus Arbites and local Enforcers across the Imperium, Magnacles are magnetic shackles for locking prisoners in place. A fighter equipped with Magnacles can try to lock them onto an enemy in base contact as an Attack (Basic) action. The target must make an Initiative check to avoid the attack. If this check is failed, they are locked in place and cannot move, cannot make ranged attacks and can only make melee attacks at -2 to hit. The target can attempt to free themselves by performing a Break Bonds (Double) action. Roll 2D6. If the result is equal or lower than their Strength then they have freed themselves, otherwise, they remain trapped. Each friendly fighter in base contact with the target adds 2 to their Strength for the purposes of this roll.

PHOTO-GOGGLES

A model with photo-goggles can attack through smoke clouds, can make ranged attacks against fighters up to 12" away under the Pitch Black rules and may gain other benefits in low light conditions, depending upon the scenario. In addition, if they are hit by a Flash weapon, add 1 to the result of any check to see whether they become subject to the Blind condition.

RESPIRATOR

When a model with a respirator is hit by a weapon with the Gas trait, their Toughness is increased by 2 for the purposes of the roll to see whether they are affected.

RIDGE WALKER

While equipped with a Ridge Walker, a fighter gains the Mounted condition and all of its associated rules. In addition, increase the fighter's Movement characteristic to 9" and the fighter applies a +1 modifier to any Initiative checks they make.

SERVO HARNESS

Usually seen in manufactoria, cargo haulage and storage depots, a servo-harness greatly enhances the wearer's strength and endurance, taking the load off their own body and onto itself. Unsurprisingly, many gang fighters find these benefits appealing in their line of work.

Partial: A fighter wearing a partial servo harness gains a +2 modifier to their Strength characteristic and a +1 modifier to their Toughness characteristic. This may take them above their maximum characteristics, but it is not a permanent increase and will be lost should the servo harness be lost or cease to function for any reason. Additionally, a fighter wearing a partial servo harness gains the benefits of suspensors on any Unwieldy ranged weapon they carry. However, a fighter wearing a partial servo harness reduces their Movement and Initiative by 1. This item cannot be combined with a servo claw or any other type of servo harness.

Full: A fighter wearing a full servo harness gains all of the benefits of a partial servo harness, but without the negative modifiers to Movement and Initiative. This item cannot be combined with a servo claw or any other type of servo harness.

SKINBLADE

If the fighter is Captured at the end of a battle, they can attempt to escape. If they do, roll a D6:

- On a 1 or 2, they are unsuccessful.
- On a 3 or 4, they escape but are injured in the process – make a Lasting Injury roll for them.
- On a 5 or 6, they escape.

A fighter who escapes is no longer Captured; however, their skinblade is lost and removed from their Fighter card.

STRIP KIT

When a fighter with a strip kit makes an Intelligence check to operate a door terminal or bypass the lock on a Loot casket, add 2 to the result.

WEAPON TRAITS

The following list contains all of the Weapon traits included in this book.

BACKSTAB

If the attacker is not within the target's vision arc, add 1 to the attack's Strength.

BLAST (3"/5"/*)

The weapon utilises a Blast marker, as described in the *Necromunda Rulebook*.

BLAZE

After an attack with the Blaze trait has been resolved, roll a D6 if the target was hit but not taken Out of Action or Wrecked. On a 4, 5 or 6, they become subject to the Blaze condition. 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 S3, AP -1, D1 hit 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, D1 hit against the Rear Toughness (roll location as normal). 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 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.

COMBI

A combi-weapon has two profiles. When it is fired, pick one of the two profiles and use it for the attack. Due to the compact nature of these weapons, they often have less capacity for ammunition, and are prone to jamming and other minor issues. When making an Ammo check for either of the weapons, roll twice and apply the worst result. However, unlike most weapons that have two profiles, ammo for the two parts of the combi-weapon are tracked separately – if one profile runs Out of Ammo, the other can still fire unless it has also run Out of Ammo.

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.

DEMOLITIONS

Grenades with the Demolitions trait can be used when making close combat attacks against scenery targets (such as locked doors or scenario objectives). A fighter who uses a grenade in this way makes one attack (regardless of how many Attack dice they would normally roll), which hits automatically.

DISARM

If the hit roll for an attack made with a Disarm weapon is a natural 6, the target cannot use any weapons when making Reaction attacks for the remainder of that round – they make unarmed attacks instead.

ENTANGLE

Hits scored by weapons with the Entangle trait cannot be negated by the Parry trait. In addition, if the hit roll for an Entangle weapon is a natural 6, any Reaction attacks made by the target have an additional -2 hit modifier.

FEAR

If this attack would result in an Injury roll being made for any reason, no Injury roll is made and instead, the opposing player makes a Nerve test for the target, subtracting 2 from the result. If the test fails, the target is immediately Broken and runs for cover.

FLASH

If a model is hit by a weapon with the Flash trait, no wound roll is made. Instead, if the target is a fighter, they must make an Initiative check, and if they are a vehicle, they must make a Handling check. If the check is failed, they become subject to the Blind condition. 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.

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). Otherwise, 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.

GRENADE

Despite being Wargear, grenades are treated as a special type of ranged weapon. A fighter equipped with grenades can throw one as a Shoot (Basic) action. Grenades do not have a Short range, and their Long range is determined by multiplying the fighter's Strength by the amount shown.

A fighter can only carry a limited number of grenades. The Firepower dice does not need to be rolled when attacking with a grenade. Instead, after the attack has been resolved, it is assumed that the Ammo symbol has been rolled and an Ammo check is made automatically. If this is failed, grenades cannot be reloaded; the fighter has run out of that type of grenade and cannot use them for the remainder of the battle.

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.



LANCE

While subjected to the Mounted condition, increase the Strength characteristic of this weapon by 1 for any attacks made as part of a Drive By or a Charge (Double) action.

LANCE-BOMB

The first successful hit scored by this weapon each battle is resolved using the Primed profile, all subsequent hits are resolved using the Spent profile.

LIMITED

This special rule is applied to some special ammo types which can be purchased for weapons. If a weapon fails an Ammo check while using Limited ammo, they have run out – that ammo type is deleted from their Fighter or Vehicle card, and cannot be used again until more of that special ammo is purchased from the Trading Post. This is in addition to the normal rules for the weapon running Out of Ammo. The weapon can still be reloaded as normal, using its remaining profile(s).

MELEE

This weapon can be used during close combat attacks.

PARRY

After an enemy makes close combat attacks against a fighter armed with a Parry weapon, the fighter can force the attacking player to re-roll one successful hit. If the fighter is armed with two Parry weapons, they can force the attacking player to re-roll two successful hits instead.

PLENTIFUL

Ammunition for this weapon is incredibly common. When reloading it, no Ammo check is required – it is automatically reloaded.

PULVERISE

After making an Injury roll for an attack made by this weapon, the attacking player can roll a D6. If the result is equal to or higher than the target's Toughness, or is a natural 6, they can change one Injury dice from a Flesh Wound result to a Serious Injury result, or if targeting a vehicle roll an additional Damage dice.

RAPID FIRE (X)

When firing with a Rapid Fire weapon, a successful hit roll scores a number of hits equal to the number of bullet holes on the Firepower dice. In addition, the controlling player can roll more than one Firepower dice, up to the number shown in brackets (for example, when firing a Rapid Fire (2) weapon, up to two Firepower dice can be rolled). Make an Ammo check for each Ammo symbol that is rolled. If any of them fail, the gun runs Out of Ammo. If two or more of them fail, the gun has jammed and cannot be used for the rest of the battle.

If a Rapid Fire weapon scores more than one hit, the hits can be split between multiple targets. The first must be allocated to the original target, but the remainder can be allocated to other models within 3" of the first who are also within range and line of sight. These must not be any harder to hit than the original target – if a target in the open is hit, an obscured target cannot have hits allocated to it. Allocate all of the hits before making any wound rolls.

RENDING

If the roll to wound with a Rending weapon is a 6, then the attack causes 1 extra point of Damage if the target is a fighter; or rolls an extra Damage dice if the target is a vehicle.

SCARCE

Ammunition is hard to come by for Scarce weapons, and as such they cannot be reloaded – once they run Out of Ammo, they cannot be used again during the battle.

SCATTERSHOT

When a target is hit by a Scattershot attack, make D6 wound rolls instead of 1.

SEISMIC

If a fighter hit by a weapon with this Trait is Standing and Active, they will always become Prone and Pinned – even if they have an ability that would normally allow them to avoid being Pinned by ranged attacks. If a vehicle is hit by a weapon with this Trait, after the attack has been fully resolved the vehicle must make a Loss of Control test.

In addition, if the wound roll for a Seismic weapon is a natural 6, no save roll can be made against that attack.

SEVER

If a wound roll 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.

SHOCK

If the hit roll for a Shock weapon is a natural 6, the wound roll is considered to automatically succeed (no wound roll needs to be made).

SIDEARM

Weapons with this Trait can be used to make ranged attacks, and can also be used in close combat to make a single attack. Note that their Accuracy bonus only applies when making a ranged attack, not when used to make a close combat attack.

SILENT

In scenarios that use the Sneak Attack special rules, there is no test to see whether the alarm is raised when this weapon is fired. Additionally, if using the Pitch Black rules, a model using this weapon that is Hidden does not become Revealed.

SMOKE

Smoke weapons do not cause hits on models – they do not cause Pinning, and cannot inflict wounds. Instead, mark the location where they hit with a marker. They generate an area of dense smoke, which extends 2.5" out from the centre of the marker, vertically as well as horizontally. Models can move through the smoke, but it blocks line of sight, so attacks cannot be made into, out of or through it. In the End phase, roll a D6. On a 4 or less, the cloud dissipates and the marker is removed.

TEMPLATE

Template weapons use the Flame template to determine how many targets they hit, as described in the *Necromunda Rulebook*.

UNSTABLE

If the Ammo symbol is rolled on the Firepower dice when attacking with this weapon, there is a chance that, in addition to needing an Ammo check, the weapon will prove as hazardous to its user as the enemy. Roll a D6. On a 1, 2 or 3, something has gone wrong; if the attacker is a fighter they are taken Out of Action, if the weapon is mounted on a vehicle the vehicle suffers a Catastrophic Hit to the body and the weapon cannot be used again for the rest of the battle. The attack is still resolved against the target.

UNWIELDY

A Shoot action made with this weapon counts as a Double action as opposed to a Basic action. In addition, a fighter who uses a weapon with both the Unwieldy and Melee traits in close combat cannot use a second weapon at the same time – this one requires both hands to use.

VERSATILE

The wielder of a Versatile weapon does not need to be in base contact with an enemy model in order to Engage them in melee during their activation. They may Engage and make close combat attacks against an enemy model during their activation, so long as the distance between their base and that of the enemy model is equal to or less than the distance shown for the Versatile weapon's Long range characteristic. For example, a fighter armed with a Versatile weapon with a Long range of 2" may Engage an enemy model that is up to 2" away.

The enemy model is considered to be Engaged, but may not in turn be Engaging the fighter armed with the Versatile weapon unless they too are armed with a Versatile weapon, and so may not be able to make Reaction attacks.

At all other times other than during this fighter's activation, Versatile has no effect.

WEB

If the wound roll for a Web attack against a fighter is successful, no wound is inflicted, and no save roll or Injury roll is made. Instead, the target automatically becomes Webbed. Treat the fighter as if they were Seriously Injured and roll for Recovery for them during the End phase (Web contains a powerful sedative capable of rendering the strongest fighter unconscious). If a Flesh Wound result is rolled during Recovery, 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 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.

Vehicles are unaffected by weapons with the Web trait.









