

+++ NECROMUNDA +++

BOOK OF THE ARBITRATOR

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A gathering of house rules, notes, heroes, villains and adventures
in the Dark Millennium

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INDEX

- Introduction
- Spirit of Play
- Basic Rules
- Advanced Rules
 - Vehicles
 - Psychic Powers
- Weapons
- Equipment
- Vehicles
- Archetypes
- Experience
 - Advancement
 - Skills
 - Injuries
- Campaign Methods
 - Territory Campaign
 - Exploration Campaign
- Scenarios
- Gamemaster Section
- Encounters
 - Imperial
 - Xenos
 - Hereticus



INTRODUCTION

Quite a few years ago I talked with an old friend of mine about a *Warhammer 40.000* role-playing game that he had run, and of the joys he'd had running it. Now, bear in mind, this was before the excellent *Dark Heresy* was launched - and sometime before the internet became the powerhouse of homemade rules.

His role-playing campaign was brilliant in its own right, but the thing that triggered this introduction was when he mentioned the rules he had used. *Necromunda* - nothing more, nothing less.

This lurked in the back of my mind for years. And on that fateful day where I was trying out a game of *Inquisitor* in 28mm and found that while it had some enamoring concepts, it was too detailed for my purposes. And once again, *Necromunda* manifested itself in my mind, this time however the idea had me in a stranglehold and would go away.

Having never been quite satisfied with just *Necromunda* in and of itself, I found that with a couple of additions - ideas nicked from various rules - it suddenly became just the rules that I had been on the look out for.

And thus, I set to gather my notes into the booklet you're currently reading. The whole of this book are simple rule alterations to the core principles of *Necromunda* itself. I found very little to change in the end, but the few changes that were made, definitely made all the difference.

Thus, what you really need is the *Necromunda* rulebook itself, this booklet to give you some ideas, and then let your imagination run wild in the thirty-plus years of back-story and games for one of the most influential sci-fi settings out there.

And the best part? It should be possible to retrofit any material that you find (almost) from any of the currently five editions of *Warhammer 40.000*, *Necromunda* and *GorkaMorka*. And remember; as long as you're having fun - then you're doing it right!

Torben Kastbjerg

SPIRIT OF PLAY

Why is there a section for this?

Well, to some, then the idea of a role-playing tabletop wargame might seem a bit aloof or downright weird. So this section has been dedicated to wax a few of the ideas and goals behind *Necromunda - Book of the Arbitrator* (BOA) and how it should be seen by the players, and how it should be played.

The driving idea behind BOA has been my personal need for a game system, set within the confine of rules made by Games Workshop that would allow me to do whatever I wanted. If I wanted to have a Rogue Trader attempting to escape Imperial Law, because he had one-too-many lurid encounters with the Governors Daughter and have Space Marines fighting it out against Genestealers in an underground installation on the Moons of Ymgral the next, then I found it hard to pick which version of the many rules out there allowed for just this.

And why set myself to these confines? Well, ease of reference being a major point, the other being that - well - *Necromunda* just *feels* like you're in the Dark Millennium. It's hard to explain it any further than that, but there's just *something* about Weapon Skill, Ballistic Skill and all the other staples of the Warhammer rules. And why fix it, if it wasn't broke?

The spirit of the game is *fluff*. It is all about the novels that we've read and cherished over the years; from Dan Abnetts *Eisenhorn Trilogy*, to numerous bits and pieces of setting material from the various supplements over the ages - the whole of the back-story is wild, imaginative, dark and humorous at times.

And that, really, is what *Book of the Arbitrator* is all about. It is about retelling those tales from the novels and fluff pieces in tabletop format. This also means that Space Marines, within the rules, are just the super-humans as they are portrayed as in the setting material. It's balls to the walls, and it's all about having fun and sharing that fun with a couple of friends - not about tailor-making a killer army list.

Further waxing on this subject will continue in the game masters section.

The Emperor walks among us. He chooses his vessels to do his work, as he has done so since time began. The rotting carcass maintained in the Golden Throne is not the Emperor, for he travels abroad, tending to his Divine Will, instilling his power into those that have been chosen. But what if the Emperor could be granted a body that does not wither and die, that could be his vessel for all eternity to come? I believe that such a thing is possible, that the Emperor yet waits for his new body to be found or created. In essence, a new Emperor will be created to lead Mankind to its destiny and conquest of the galaxy

+++ Theodre the Questioning in the works titled *Musings Upon the Will of the Emperor*

BASIC RULES

In order to use Necromunda - Book of the Arbitrator, then you must be in possession of the following items -

- **The Necromunda Rulebook** (any edition)
- The usual assortment of dice
- Standard Warhammer 40.000 templates
- This booklet

The Basic rules within this booklet are a gathering of house rules for the normal Necromunda rules.

As such, the format will be presented with additional rules instead of a complete rule set. The most important things to note in this respect are that only two radical changes have been introduced to the normal Necromunda rules.

The **turn sequence** has been changed to allow for a more fluid and cinematic experience, as well as encompassing some of the other changes made.

Finally, the *old characteristics* have seen a return to the game in Book of the Arbitrator. These characteristics are meant to aid in differentiating the overused Leadership characteristic - especially since some encounters are encouraged to be role-played rather than fought for.

And thus, we start off the Basic Rules with just that - characteristics.

Characteristics

The following characteristics line replaces the one from the Necromunda rules.

Imperial Citizen

Mv	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	2	2	3	3	1	2	1	6	5	4

As can be seen, a couple of the old characteristics from *Rogue Trader* have been added, namely *nerve* and *willpower*.

Nerve (Nv)

This characteristic replaces most references for *leadership* in the Necromunda rules, unless stated otherwise in this book.

Willpower (Wp)

Willpower is primarily used for and against psychic powers. It also represents a unit's strength of will to carry on, even when witnessing *things man was not meant to know*. This characteristic is used against *fear* and *terror*.

Leadership (Ld)

Remains the same, but also doubles for more general *social characteristic checks*, such as when checking for *stupidity* or other similar intelligence based checks.

All characteristics marked in *italics* work just like *leadership* when testing these characteristics.



Characteristic Checks

Some characters, as well as monsters, may have characteristics exceeding 6 or more; as is the case for Space Marines, Genestealers and many other entries.

Thus, a character with an Initiative value of 7 might fail his roll, if he rolls a natural 6. Should this be the case, roll the die again and check the following:

Characteristic	6	7	8	9	10
Made it on...	1	2	3	4	5

Thus, a character with an *initiative* value of 7, that rolls a 6, must roll the die again and roll 2 or less. If this roll is failed, the check simply fails.

Notes for the Arbitrator

Having any character with such high values will be hard going for most characters. It is advised that such high characteristic values should only be used if the other characters actually stand a fighting chance or have other means in order to win (like dumping a ton of ore on the Bloodthirster in order to at least slow it down).



The Turn Sequence

This section completely replaces the normal turn sequence of Necromunda.

Roll for Initiative

All sides involved will now roll a die. The side with the highest score has *the initiative* for the turn. Having the initiative will confer some bonuses, as explained in the following.

Maintenance Phase

In this phase, any *effects* or *encounters* are checked for and maintained.

Following this, players must now designate any units that are to go into *overwatch* before the action phase; alternating between them as explained in the *action phase* below.

Once all such *effects* have been maintained and any *overwatch* has been declared, continue to the next phase.

The Action Phase

All units that are not on *overwatch* or *down* may now be activated and perform movement and shooting as normal.

However unlike in normal *Necromunda* then players alternate between activating units.

The player with the initiative may either *pass* and give the other player the first activation, or activate one of his units.

Once activated, they Move first and then shoot or engage in close combat. Once they have fired or fought, they have been activated.

After having activated a unit, it is then the opponents turn to activate one of his units. Repeat this process back and forth until all units have been *activated*.

Close Combat Phase

If there are any close combats, then these are resolved at this phase, one at the time. Once all close combats have been resolved the turn ends.

Larger Games

The turn sequence as presented above, are best suited for games in which players have between 10 - 15 miniatures a side.

For larger games in which players have between 15 - 30 miniatures a side, then it is a good idea to even out the activations between the players beforehand in order to speed up play; trying to keep the number of activations on each side as equal as possible.

To do so, then group Henchmen together in groups that are of an equal size per side; say up to 3 models per activation group. These will then activate at the same time during the game but follow all the normal rules.

Main Characters, Characters and Vehicles will always activate on their own and cannot be grouped.



Example of Group Activations

The dashing Rogue Trader Joral van Kaleema and his small Warband are facing off against Kojak Columbo, the local Arbites Judge who has a standing warrant for the arrest of Joral van Kaleema.

The Rogue Traders retinue consists of 12 Henchmen and 2 Characters, while the Adeptus Arbites patrol consists of 1 Character and 16 Troopers.

The players decide that they are going to use activation groups of 3 models, which means that the Rogue Trader will have 4 Activation Groups (3 henchmen in 4 groups) and the Arbites Patrol ends up with 6 Activation Groups (3 henchmen in 5 groups, 1 in a single group).

This is then evened out by the Rogue Trader having 2 characters, giving them a total of 6 Activations; while the Arbites also gains a total of 6 Activations; 5 for the Henchmen and 1 for their character.



Movement

The actual rules for movement (measuring, climbing and jumping) are kept from the regular Necromunda rules, but the following changes take precedence.

Sneak Move (Half Move)

A Sneak move constitutes a move that is no more than half the movement characteristic of the unit.

A unit that makes a sneak move while *hidden* or on *overwatch* retains these effects.

A unit, following a sneak move may attempt to *hide*, see *Hiding*.

Pinned units may perform a *maximum* of a sneak move during their turn, but may still not shoot or charge.

Combat Move (Full Move)

This constitutes normal movement. A unit can not maintain *overwatch* when moving at this speed, but automatically maintains *psychic effects* and may possibly maintain being *hidden*. Units moving at this speed may fire *heavy weapons*.

Run Move (Double Move)

This is a flat out run. A unit must, if moving at this speed, attempt to move in a direct line, as far as possible. A unit cannot maintain any effects at this speed, not even psychic effects. A unit cannot fire any heavy weapons at this speed, but can still fire pistol or basic weapons. A run move counts as a *charge* for close combat purposes.

Units that jump during a run move will roll 2d6 for a horizontal jump, and pick the best of the dice rolled. However, the roll may not allow the unit to move further than its maximum movement. If this should be the case, then the unit will make its jump, and end its movement immediately upon making the jump.

Hiding

The rules for hiding remain largely the same as in the normal Necromunda rulebook. The only changes are that units may sneak and retain the *hidden* effect, and that units performing a *combat move* may attempt to hide, by rolling a successful *Leadership* check.

Note, again, that all the normal rules for hiding apply.

Close Combat

Although little is changed from the original rules in regards to how the units actually fight, then there have been some changes in the *procedure* of fighting.

During the Action Phase, units move and charge as normal. However, the actual close combat is not fought until the end of the action phase, once all units have had a chance to perform actions.

Causing Fear in Close Combat

Units that are charged by a unit causing *fear* in close combat must roll a *Nerve check* as normal. If this roll is failed, the unit will break as normal - however, they will only flee following a round of combat.

Thus, they will fight a single round of close combat, and then the fleeing opponent will run away, that is if he survives. Do note that the attacker does not gain a free strike once the opponent disengages in order to flee.

Pushing the Enemy

When a non-vehicle unit has hit a non-vehicle enemy then you may trade in one or more hits, in order to move the opponent 1" per hit to a maximum of 2"

If this would push a model over a ledge, the opponent must roll an *initiative check* in order to avoid falling down.

If this would push a model into a wall or another unit then any remaining hits are resolved with a strength modifier of +1.



Using Pistols in Close Combat

Units that are armed with a pistol, or two pistols, in close combat, may only roll a single *to wound* roll with said pistol per hit. Any surplus hits are either resolved at any normal close combat weapons' strength or at the strength of the unit itself.

Using Powers in Close Combat

Unless a power or an article of faith specifically states that it can be used during a close combat, then a psyker or priest cannot use any such powers or articles during a close combat.

They can however, unless hit of course, maintain psychic effects.

Shooting

Apart from a few changes, due to other changes made, then the shooting rules from Necromunda apply throughout unless replaced in this section.

Shooting at Nearest

A unit can opt to shoot at any other target, providing that they make a successful *nerve* check. If successful, then they are allowed to shoot at any other target.

If unsuccessful however they will still be able to fire at the nearest target although with a -2 to hit penalty.

To Hit Modifiers

Apart from those already in the Necromunda rulebook, the following are additional to hit modifiers for shooting attacks.

- +1 Unit is Aiming
- 1 Firing at *full auto* mode
- 1 Firing while using a *run* move
- 2 Failed nerve check to select a new target

Aiming

A unit that doesn't move at all will receive the +1 to hit modifier for *aiming*. This cannot be used in conjunction with *overwatch*.

However, the effect of aiming and using a targeter of some sort are cumulative. Thus, a unit armed with a mono-sight, which is aiming, would have a +2 to hit modifier.

Sights still give their +1 to hit modifier, as well as other modifiers, if a unit performed no more than a *sneak move* during their movement phase, regardless of firing mode.



Ammo Rolls

Unlike in the Necromunda rules, then an ammo roll is just that - a unit running out of ammo. Ammo for weapons in games using Book of the Arbitrator is considered to be in a good state, unless the Game Master notes otherwise.

A unit must roll an ammo roll on a natural roll of 1 when shooting, not a '6' as in normal games of Necromunda. Weapons fired in Full Auto must roll double 1's before having to roll an ammo roll.



To Wound Rolls of '-'

Normally, it would be impossible to wound an opponent with a toughness of 6 or more, if using a strength 1 weapon. However, to allow for the 'one-in-a-million' shots, the following rules are added.

If the to wound roll was a '6' then the attack may have wounded the opponent. Roll the die once more and consult the following.

Toughness	+1	+2	+3
Wounds on	4+	5+	6+

Thus if the toughness was +1 higher (6) against a strength 1 attack, then on a roll of '6', the unit may roll again and score a wound on a roll of 4+.

Injuries

Use the rules as described in the *Necromunda* rulebook, but change any reference to *recovery phase* into *maintenance phase*.

Bottle Checks

A side must have a designated Leader, or simply the unit with the highest *leadership* characteristic present.

When a side has suffered 50% or more losses, then roll a *bottle check* against the Leaders leadership during the maintenance phase.

A vehicle is considered lost if it was immobilized or destroyed. A vehicle counts as a number of models equal to its number of hardpoints.

If failed, the side will retreat following the current turn and thus end the game.

Any side may voluntarily fail a bottle check after having suffered 25% losses.

Pinning and Broken

Pinning works as in the regular *Necromunda* rules, except that you roll against a units *Nerve* characteristic when checking for pinning. Units that are pinned are allowed to make a *sneak move*, but otherwise the rules remain the same.

A unit that was *pinned* before it was activated will become unpinned in the next maintenance phase.

A unit that was pinned after it had been activated will become unpinned in at the end of the next activation phase.

Leaders

The Leader ability allows any unit within 6" of a Leader to replace their *Nerve* characteristic with the *Leadership* characteristic of the Leader unit - provided that the units Leadership is higher than the units Nerve.

This ability works for checking against pinning and for choosing other targets when shooting.





Between the stars the ancient unseen enemies of mankind wait and hunger. Every voyage into the nothing is a confrontation with horror, with the implacable things of the warp, and with man's own innermost fear.

+++ Unknown +++

ADVANCED RULES

This section is, almost, completely new rules that add vehicles to the standard Necromunda rules, as well as psychic powers and a lot more.

Vehicle Rules

Vehicles in Book of the Arbitrator work somewhat along the same principles as any other unit. However, it is important to note that vehicles do not have any weapon-, or ballistic skill. This is because all vehicles is *crewed* by other units and thus it is *their* characteristics that are used for these purposes.

Vehicles have the following characteristics

Name	Type	HP	F	S	R
Ground Car	Wheel	2	5	5	5

Fire Point: 1 (Left or Right side)

Access Points: 2 (Left or Right side)

Transport: 3, **Crew:** 1

Name has been given for specific vehicles (such as *Rhino* or *Chimera*) as well as more generic vehicles (such as *ground car* or *jet bike*).

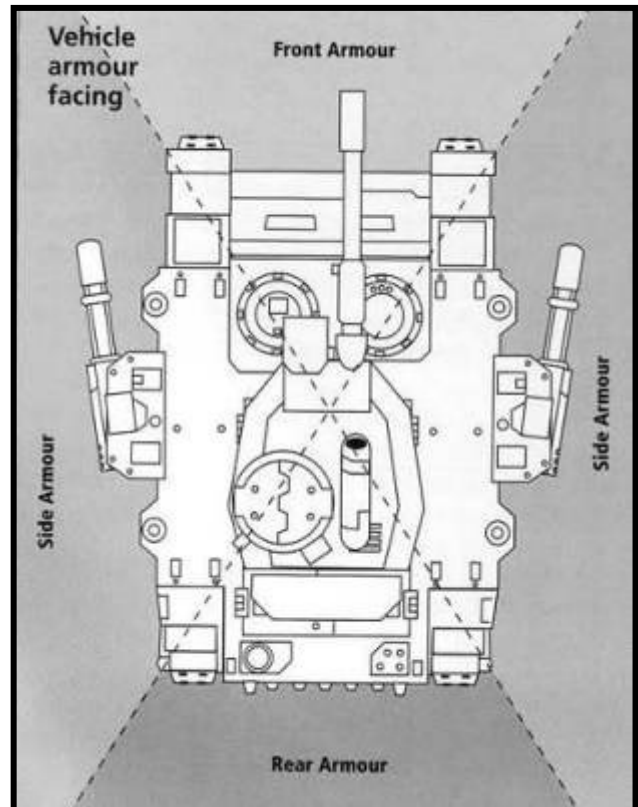
Type is the type of movement that the vehicle can utilize during their turn. See the Vehicle Movement section for details.

Hardpoints (HP) indicates how many weapons as well as pieces of equipment can be fitted onto the vehicle itself. These are in addition to any equipment or weapons already present on the vehicle.

Front (F), Sides (S) and Rear (R) is the armor value of the vehicle in question and ranges from 5 and up to 20. They correspond to a vehicle as illustrated to the right.

Fire Points indicates not only how many of the transported units may fire, but also to which of the four sides of a vehicle that they may fire.

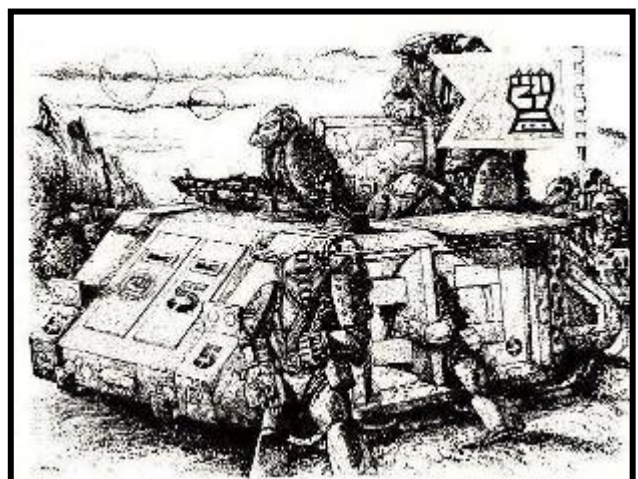
Access Points indicates in which of the four sides of a vehicle any transported unit can embark and disembark from a vehicle.



Transport accounts the number of units, in addition to the crew of the vehicle, which can be transported by a vehicle.

Crew is the number of units that are onboard a vehicle in order to use said vehicle. In the case of only a single Crew member being onboard, that crew member will count as both Driver and Crew.

Should there be 2 or more Crew members onboard, a single one of these units will be the designated Driver, whilst the rest simply count as Crew. Effects against crew will then hit the Driver on a roll of 1-3 and Crew on 4-6.



Vehicle Movement

Vehicles activate at the same initiative as its Crew (it is assumed that the Crew has the same Initiative value unless otherwise specified). Transported units activate on their normal initiative.

Units being transported may forgo their Movement phase to enter a special *transport overwatch* which allows the units transported to fire their weapons during the vehicles activation.

Other than not being able to climb or jump (unless specified otherwise), then vehicles move just like any other unit, only some *types* of vehicles are able to move a whole lot faster.

Slow Speed 0-6"

All transported units may enter *transport overwatch* as well as maintain all effects. They will not receive a modifier for firing their weapons out of fire points. This is the **maximum speed** for **Walkers**.

Combat Speed 6-12"

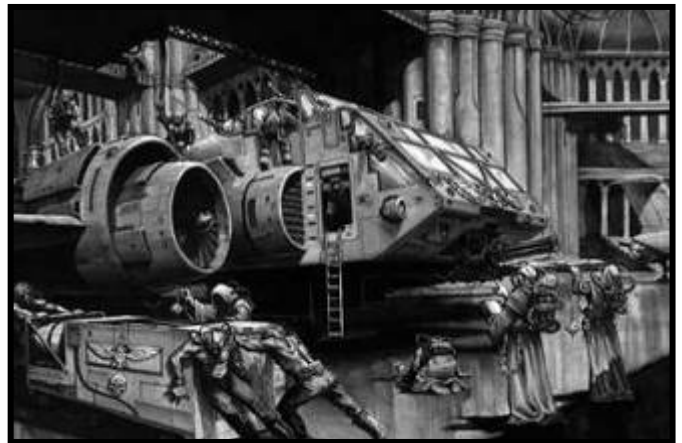
All transported units may enter *transport overwatch*. Un-mounted heavy weapons cannot be fired. This is the **maximum speed** for **Tracked**.

Cruising Speed 12-18"

All transported units may enter *transport overwatch*. Mounted as well as un-mounted heavy weapons may not fire at this speed. Basic weapons may be fired with a -1 to hit modifier. This is the **maximum speed** for **Wheeled**.

Flat Out Speed 18-24"

All transported units may not enter *transport overwatch*, and no effects can be maintained at these speeds. No weapons may be fired from a vehicle at this speed. This is the **maximum speed** for **Grav**.



Hiding

Vehicles, once moved, cannot hide. They are simply too large, noisy and cumbersome to be able to move. Vehicles that have yet to move may be able to hide, at the GM's decision.

Embarking and Disembarking

In order to embark units, then those units must end their move within 2" of one of the vehicles access points. The units ending their move within these points then count as having embarked the vehicle.

Do note that in order to embark a vehicle, then the vehicle may not have moved at any higher speed than Slow speed in that turn.

In order to disembark units, then those units simply move out from one of the access points of the vehicles. How far they can move depends on the speed of the vehicle.

At **slow speeds** the unit can move out of the vehicle at full speed (Run Move).

At **combat speeds** the unit can move out of the vehicle at up to a Combat Move.

At **cruising speeds** the unit can move up to 2" out of the vehicle. However, they must roll an Initiative check upon doing so. Failure means that the unit suffers 1d3 **strength 4** hits. Units cannot disembark at **flat out speed** unless equipped with some form of specialized equipment.

Embarking or Disembarking a vehicle ends that units movement phase for that turn.



They shall be my finest warriors, these men who give of themselves to me. Like clay I shall mould them, and in the furnace of war forge them. They will be of iron will and steely muscle. In great armour shall I clad them and with the mightiest guns will they be armed. They will be untouched by plague or disease, no sickness will blight them. They will have tactics, strategies and machines so that no foe can best them in battle. They are my bulwark against the Terror. They are the Defenders of Humanity. They are my Space Marines and they shall know no fear.

Vehicle Shooting

In general then firing at and from a vehicle works just like any other ranged attack as already described.

A number of transported units, equal to the Fire Points of the vehicle, may fire from those fire points.

Weapons mounted on a vehicle must be fired by at least a single crew member, unless otherwise noted. If no such crew member is available then a weapon cannot be fired.

Hitting a Vehicle

Once a vehicle has been hit by a shot, then roll a D6 and add the **Strength** and **Damage** of the weapon to that roll and compare the total against the **Armor Facing** that was hit (Front, Side or Rear).

If the sum of that total was less than the Armor, then nothing further happens.

If the sum of that total was equal to the Armor, then a **glancing hit** was scored on the vehicle.

If the sum of total was higher than the Armor, then a **penetrating hit** was scored on the vehicle. Add +2 to the Damage Table result.

Roll on the table to the right, to see the extend of the damage inflicted on the vehicle.

Vehicle Damage Table

D6	Damage
1	Scratched - Driver rolls Nv or vehicle moves away from fire (as being <i>pinned</i>)
2	Shaken - Driver rolls Nv or vehicle goes <i>out of control</i>
3	Hardpoint Destroyed - Defender chooses hardpoint. If all hardpoints are destroyed, count as Battered.
4	Hardpoint Destroyed - Attacker chooses hardpoint. If all hardpoints are destroyed, count as Battered.
5	Crew Hit - Driver (1-2) or Crew (3-6) is hit by the attack. Roll to wound using half weapon damage.
6	Battered - -1 AV permanently, Shaken and Crew Hit.
7	Broken - Vehicle is immobilized, all aboard takes 1 S3 hit and must roll Nv or be pinned. Vehicle may still shoot or engage in close combat with -1 attack.
8+	BOOM - Destroyed completely, all aboard takes 1d3 S4 hits and are automatically pinned. Leave as wreck.



If a **penetrating hit** was scored, then you must add +2 to each die roll on the table presented on the left.

Vehicles that are **open topped** will add a natural +1 to the die roll on the damage table, in addition to any *penetrating hit modifiers*.

Each **save modifier** that a weapon has, entitles it to a roll on the damage table per hit, and picks the best result. Thus, a weapon with a save modifier of -3 will roll three times on the table, and then pick the best result of the three rolls.

Vehicles being pinned

While a vehicle is not pinned as such, the driver will feel that there's too much danger in the vicinity to stick around and will, if he fails his *nerve* check, instantly slam the vehicle in reverse and get away.

To this end, the vehicle will roll a number of dice, equal to the speed at which it was going. **Slow** would be 1d6, **Combat** would be 2d6, **Cruising** would be 3d6 and **Flat Out** would be 4d6. The driver then picks the highest of these results and moves that many inches away from the enemy. Once moved, remove the pinning counter from the vehicle.

Vehicles going out of control

If a vehicle should ever go out of control, then roll a scatter die to find the direction of the vehicle. Move the vehicle, with its forward armor facing in that direction directly that many inches until it is stopped by ramming into a building, terrain or another vehicle.

Roll the same amount of dice as if the vehicle became pinned, but instead of picking the highest you **add the result together** for the total movement of the vehicle. Crashes are quite spectacular; especially at high speeds. Work out any ramming attacks if they occur.

Vegetation would have an Armor Rating of 10 for these purposes.

Small buildings would have an Armor Rating of 15 and **Large buildings** would have an Armor Rating of 20 or more.

Vehicles in Close Combat

Normally a vehicle would not be able to engage in close combat, unless it was equipped for such an occasion.

Thus, if a vehicle is a walker - or other - and armed with a close combat weapon, then it will have a number of attacks equal to the crew's attack characteristic +1. Its weapon skill would be equal to the crew as well, whilst the vehicle weapon would have a Strength, Damage and Save Value.

However, if a vehicle is not armed with a close combat weapon, then the crew's options are rather limited. They'll have to resort to ramming their opponents instead.



Ramming Enemy Vehicles

In order to ram an enemy vehicle then it must be possible for the vehicle to move in a straight line towards the target. The driver must make a *nerve* check. If failed, he will not ram but may continue his movement.

If successful, move the vehicle up to its maximum speed towards the target. As soon as contact is made, roll a D6 for both vehicles and add the following modifiers to that roll:

Armor Value 5 - 8	+6
Armor Value 9 - 11	+8
Armor Value 11 - 13	+10
Combat Speed	+1
Cruising Speed	+2
Flat Out Speed	+3

Compare these totals to both vehicles in the armor facings as affect and treat the total as a normal attack.

Roll on the damage table as normal, ignoring any rolls of going out of control or pinned as simply having no effect.

Ramming Enemy Units

Hitting an enemy unit with a ram attack is conducted as a normal move. If the vehicle comes into contact with an enemy model, then that unit must roll an Initiative check.

If successful, the unit manages to jump out of the way, unscathed, but must roll for *pinning*. If able to (not pinned) then the unit may make a single close combat attack against the vehicle (see below).

If failed, the unit is hit by the vehicle. The **strength** of this attack is equal to half of the Front Armor value of the ramming vehicle, rounded down.

Damage will be **D6** and the save modifier is equal to those found when ramming vehicles.

The vehicle will then continue its move, whether or not the unit was hit or wounded.

A vehicle may attempt to ram more than one unit during its movement. However, for each unit rammed, beyond the first, the driver must roll a *nerve check* with a -1 modifier per each rammed unit beyond the first.

If failed, then the vehicle goes out of control.

Infantry Attacking Vehicles

Attacking vehicles depends on whether the vehicle is armed with a close combat weapon or not, and at what speed the vehicle is travelling for that turn.

If a vehicle is travelling at **Cruising** or **Flat Out** speeds, then it is not possible for normal infantry to engage the vehicle in close combat.

If armed, then normal close combat rules apply.

If unarmed, then the unit counts as having a **weapon skill** equal to 3 if moving at **Slow** speeds. If moving at **Combat** speeds or higher then it will count as having a **weapon skill** equal to 5.

Work out attacks and damage as normal. Vehicles can never be locked in combat.

PSYCHIC RULES

Being a psychic in the Dark Millennium is rarely a good thing. Providing that you survive the Redemptionists, the Black Ships and the Ecclesiarchy - then there's always the threat of lurking Daemons waiting to jump upon your unsuspecting mind. Yet, psychic humans are still being born, and still manage to meek out an existence within the Imperium; sanctioned or not.

Using Psychic Powers

In order for a character to use psychic powers, he must first and foremost be a *psyker*, have one or more *psychic powers* and be ready to tempt fate.

During a turn, a psyker may use up to one major and one minor psychic power. As to when they can be used, each power will state so in their description.

Whenever such powers are used, the psyker must roll a *willpower check* modified by the power. Success indicates that the power can be used, failure might indicate trouble.

A psyker will have access to various major and minor powers, typically one of each, as presented in the following.



Determining Psychic Powers

When a psychic archetype has been created, then you must select from one of the following major psychic power categories. Roll a die. The result rolled is then the units starting psychic power.

In addition, roll a D3. This is the number of minor psychic powers that the character starts out with. These are rolled on the last table in this section.

Eldar psychic characters are allowed to choose an additional major power category and roll a D6 for the number of minor powers that they possess.

Ork psykers are commonly known as *weirdboyz* and have their very own selection of powers, as well as having a special way of using said powers. See the *Waaagh* section for details.

Psychic Backlash

Whenever a psyker rolls either a double 1 or double 6, when using any major psychic power, then they suffer a *psychic backlash*.

If the roll was a double 1, the psychic power will still work as intended; the backlash is resolved *after* the psychic power has been resolved.

If a psychic backlash occurs, roll on the table opposite.

Telepathy powers will only invoke a *backlash* on a roll of double 6, whilst Aethermancy will invoke a backlash on any roll of a double.

Eldar Psykers

As Eldar are amongst the most finely attuned psykers in existence, they will only ever suffer a *psychic backlash* if they roll a double 6 when trying to use a major psychic power.

Eldar psykers will never suffer backlash when using any Telepathy power, but will suffer backlash on a double 1, 5 or 6 when trying to use any Aethermantic power.

Psychic Backlash 2d6

2

Sucked into the warp!

The psyker must roll an *initiative check*. If failed, a daemon has sucked him into the warp, and the psyker is lost to empyrean for times eternal. If successful, then all unit within 2" of the psyker must roll an initiative check. Any that fails are sucked into the warp as well. If none fail, the rift will close again and all involved must test against *terror*

3-4

Possession!

The psyker must roll a *willpower check*. If successful, then the psyker must check against *terror*. If failed, then the psyker has been possessed by a Daemon Spirit. His stats will be modified accordingly (see the *Encounters* section).

5-6

Immaterium Discharge!

Place the large template, centered over the Psyker. Any unit within the template takes an automatic S4, D3 hit, with no armor save allowed (*ward saves* are allowed however), including the psyker as well. The psyker suffers no further ill effects.

7

Psychic Stroke!

The psyker suffers a S5, D3 automatic hit, with no armor save allowed. Ward saves are allowed however. The psyker suffers no further ill effects.

8-9

Gibbering Madness!

All units within 6" of the psyker must roll against *fear*, as a thousand voices starts ranting and raving all around them. The Psyker slumps unconscious for d3 turns afterwards.

10-11

Meddling Poltergeists!

All units within 6" of the psyker must roll an ammo check for a weapon. The opponent decides which weapon for the psykers side, and vice versa. The psyker suffers no further ill effects.

12

Strength of will!

The psyker manages to control the backlash and suffers no further effects. However, he gains +1 XP for his triumphant recovery.

Telepathy

1 Fortune -1 to check

Must be used at the start of the psykers action phase. As the psyker attunes his mind to the immediate surroundings, he will be aware of any immediate danger. All units shooting within 12" of the psyker are at a -2 to hit the psyker. If any enemy attempts to charge, roll a die. On 5+, the psyker moves 2" out of base contact, following any charge; otherwise a round of close combat is fought. This is a psychic effect.

2 Invisibility -2 to check

Must be used instead of shooting. The psyker may target any single enemy within 24". The psyker meddles with the mind of the enemy, and blanks out his ability to see any of the psykers friendly units or the psyker itself. This means that the unit cannot shoot, charge or spot (unless psychic) any enemy unit during that turn. This effect lasts till the end of the turn.

3 Hallucinations -1 to check

Must be used instead of shooting. The psyker may place the large template anywhere within 18". All units within the large template - unless they make a successful willpower check - counts as having been hit by *hallucinogen gas*. Roll on the hallucinogen effect table to see the effects of the hallucination. The template as well as the effects of hallucinations remain there until the beginning of the next maintenance phase.

4 Mind War -1 to check

Must be used instead of shooting. The psyker may target any enemy in line of sight and within 24". Both now roll a d6 and add their *willpower score* to the roll. If the psyker rolled higher, then the difference between the score is an automatic hit on the affected unit, with a *strength* equal to the score. No armor save is allowed.

5 Terrify -2 to check

Must be used instead of shooting. Target an enemy within 24" and line of sight. That enemy is automatically broken.

6 Mind Control -2 to check

Must be used instead of shooting. Target an enemy unit within 12" and line of sight. Unless that enemy rolls a successful willpower check, then it is now controlled by your side. It will not jump off a cliff, but will attack former friendly units. This is a psychic effect; however, the psyker can do nothing else while controlling the enemy unit. If the psyker does anything else, or was hit by an attack, this effect ends immediately.

Telekinetic

1 Force of the Empyrean -1 to check

Must be used at the start of the psykers action phase. A psyker with this power will automatically have +D3 WS and +1 A added permanently to his profile. If this power was successful, then the psykers bare-handed attacks will count as a weapon with a *strength* equal to his willpower. If failed, the psyker must still fight a close combat without any weapons. This is a psychic effect, however as long as the psychic effect is in place, the psyker cannot use any ranged weapons.

2 Psychic Shield -2 to check

Must be used instead of movement. Any friendly unit in line of sight and within 12" will gain an *un-modifiable armor save* of 4+ for the rest of this action phase.

3 Empyrean Bubble -2 to check

Must be used instead of shooting or instead of attacking in close combat. Place the small template, centered over the psyker. Any unit within this bubble, except the psyker, is automatically hit by D3 ST4 attacks, with no armor saves allowed.

4 Psychic Push -1 to check

Must be used instead of shooting. Target an enemy within 6" and line of sight. The psyker now rolls a d6 and adds to his *willpower*, the opponent must roll a d6 and add to his *strength*. If the psyker has the higher score, then the enemy is pushed a number of inches, in a direction chosen by the psyker, equal to the difference. If this pushes the enemy up against a solid object then he will be hit by a S4 attack. If the unit hits another unit (not a vehicle) then both are hit by a S4 attack. If the unit is pushed over a ledge, then consult the Necromunda rulebook for the rules for *falling*.

5 Telekinetic Shriek -1 to check

Must be used instead of shooting. Place the large template centered on the psyker. All units within must roll a *willpower* check or become *broken*.

6 Machine Curse -2 to check

Must be used instead of shooting. Target an enemy within 24" and line of sight. If the target is a vehicle, roll a die. 1-3 the vehicle cannot activate this turn, 4-6 the vehicle goes out of control. If any other, then roll a die for each piece of equipment and weapon the target has. Each roll of 5+ means that the equipment or weapon has been rendered useless and takes no further part in this scenario.

Psychomancy

1 Warp Enhancement -2 to check

Must be used in the beginning of the psykers action phase. The psyker chooses one of his weapons and bestows it a warp enhancement. The weapon will now modify ward saves and field saves by -1, and in addition it will have S+D3 against *warp creatures*.

2 Empyrean Eruption -2 to check

Must be used instead of shooting. Place the small template within 18" and line of sight of the psyker. Any unit within the template counts as being hit by a *plasma grenade*.

3 Lightning Arch -1 to check

Must be used instead of shooting. Place the flame template either in contact with the psyker or in contact with any piece of terrain or vehicle within 12" of the psyker. Any unit under the template is hit by a lightning bolt with S5, Save -1, Damage D3. Armor saves are allowed.

4 Psychic Bolt -2 to check

Must be used instead of shooting. Target an enemy within 24" and line of sight. The enemy has been hit by a SD6+2, Save -2, Damage D3 attack. Armor saves are allowed.

5 Entanglement -1 to check

Must be used instead of shooting. Target an enemy within 18" and line of sight. The enemy counts as having been hit by a *web pistol*.

6 Eldritch Fire -1 to check

Must be used instead of shooting. Target an area within 12" and line of sight, and place the large template in that area. All within counts as having been hit by a heavy flamer, armor saves are allowed.



Aethermancy

1 Sidereal Slip -1 to check

Must be used at the beginning of the psykers action phase. The psyker gains a +1 modifier to any *special save* that he is required to make. If he has no such save, the modifier is converted into a 6+ *special save*. This is a *psychic effect*.

2 Intangible -2 to check

Must be used at the beginning of the psykers action phase. The psyker can freely move through any terrain without suffering any penalties to his movement. Due to his intangible status, all units are at -1 to hit the psyker with a ranged attack, and attacking units suffers an automatic fumble in close combat. This is a *psychic effect*.

3 Warp Rift -3 to check

Must be used instead of shooting. The psyker may target an enemy within 18" and subject him to a *psychic backlash*. The enemy unit must roll on the psychic backlash table, being the target of any effects.

4 Immaterium Conduit -3 to check

Must be used at the beginning of the psykers action phase. Place a small marker anywhere on the tabletop, within 24" of the psyker. The psyker opens up a small warp gate, and any friendly unit that moves into base-to-base contact with the psyker may end their movement within 2" of the gate marker. However, any unit travelling in this fashion must roll 1d6. On the roll of 6, the unit will travel through, but will automatically be broken once it exits through the gate. The psyker himself cannot do anything else while maintaining the gate and if he's hit or moves, the gate will no longer work.

5 Empyrean Stasis Field -3 to check

Must be used instead of movement. The psyker encases himself, or any unit within 12" and in line of sight, in a stasis field which effectively blinks him out of existence. The psyker cannot fire any weapons, charge or use any powers, nor can he be the target of any charges, shots or psychic powers, but may move normally in the following turns. The psyker may leave his stasis field at the beginning of any turn. This is a *psychic effect* that must be maintained.

6 Teleportation -4 to check

Must be used instead of shooting. Move the psyker and/or up to d6 units within 4" up to 4D6" in any direction and up to 12" height. If enemy fighters are teleported straight up, then they will *fall* as described in the Necromunda rulebook. Teleported units may perform a normal action phase following the teleportation.

Minor Powers

In order to generate the minor powers for a psyker, roll a D66 for each minor power on the following table.

Some minor powers are *latent*. This means that they are always in use, and are always maintained, even if the unit was not normally able to do so.

Minor powers cannot stack, and any duplicate results must be re-rolled, except for "Peddling Tricks".

11-15 Peddling Tricks

Apart from making credcoins disappear into thin air, the psyker has no usable minor power.

16 Foreboding

This is a *latent* power. All units within 4" of the psyker will suffer a -1 Nerve and Leadership modifier.

21 Deflect -1 to check

Must be used during a close combat. The psyker gains an additional parry against all weapons used.

22 Sharpening -1 to check

Must be used at the beginning of the action phase. The psyker grants a single weapon of his a -1 save modifier, in addition to any it might have. This is a psychic effect.

23 Psychic Fortress

This is a *latent* power. The psyker has a +1 *ward save* modifier. If he has no other *ward save* treat this as a 6+ *ward save*.

24 Trigger Rage -1 to check

Must be used during shooting. The psyker may target any unit within 12" and in line of sight. Roll a die. On 1-3 the unit *hates* all enemy units, on 4-6 the unit suffers from *frenzy*. This is a *psychic effect*.

25 Confuse -1 to check

Must be used during shooting. The psyker may target an enemy within 18" and in line of sight. That unit must now roll a *willpower check*. If failed, it suffers from *stupidity* for this turn.

26 Eldritch Mist -1 to check

Must be used at the beginning of the action phase. Place the large template over the psyker. The psyker counts as having used a *smoke grenade*. The template remains till the end the turn.

31 Eldritch Awareness -1 to check

Must be used during the maintenance phase. The psyker now gains +1 step to his secondary initiative value.

32 Whispering Voices -1 to check

Must be used instead of shooting. Target an enemy within 24" and on overwatch. The target must roll a successful *willpower* check or lose his overwatch status.

33 Levitate

This is a *latent* power. The psyker gains the *cat fall* skill. If he already has this skill, he gains no further advantage.

34 Empyrean Shadows -2 to check

Must be used at the beginning of the action phase. The psyker cannot be targeted by any enemies within 12", and cannot be spotted, at all, by a sentry.

35 Aura of Dread

This is a *latent* power. The psyker now causes *fear*.

36 Premonitions

This is a *latent* power. The psyker, and his side, may re-roll the number of units available in any scenario with random numbers of units.



41 Warp Lightning -1 to check

Must be used during a close combat. If the psyker is engaged in close combat, then all other units involved in that combat suffers a S2 hit, with no armor save allowed.

42 Mental Leash -1 to check

Must be used instead of movement. The psyker may target any *beast* within 12" and line of sight. That beast will not perform any actions this turn.

43 Blinding Lights -1 to check

Must be used during shooting. The psyker may target an area within 12" and line of sight. Place a large template on the area. All units within are hit by a *photon flash* grenade.

44 Jinx -1 to check

Must be used instead of shooting. The psyker may target a piece of equipment within 12" and line of sight. On a roll of 4+, that piece of equipment will not work for the rest of this game.

45 Nerve Scrambling -1 to check

Must be used instead of shooting. The psyker may target any enemy within 12". That unit becomes *pinned*.

46 Wyrd Luck

This is a *latent* power. Once per game, the psyker may re-roll any single failed die roll.

51 Healing Hands -2 to check

Must be used instead of an action phase. The psyker may, if it is in base-to-base contact with a friendly unit, regain d6 wounds to the unit. This power does not work on the psyker himself.

52 Jog Reflex -1 to check

Must be used during shooting. The psyker may target an enemy within 18". The enemy will either move 1" in a direction chosen by the psyker (yes, the unit may be moved so that it will fall), or fire a single shot with a weapon at the nearest friendly unit.

53 Nullify -2 to check

Must be used either in overwatch or instead of shooting. The psyker may remove any psychic effect or psychic power that has been successfully used within 18".

54 Cull Beast -2 to check

Must be used during shooting. The psyker may target a *beast* within 18" and in line of sight. Both now roll 1D6 and add to their willpower. If the psyker has the highest score, he now controls that beast. A psyker can only control one such beast. This is a *psychic effect*.

55 Banishment -2 to check

Must be used instead of shooting. The psyker may target any *daemon* within 12" and line of sight. The *daemon* unit must then successfully roll a *willpower check* or automatically loose D6 wounds.

56 Fluctuation

This is a *latent* power. Any opponent in close combat with the psyker has their *field save* modified by -1

61 Precognition

This is a *latent* power. The psyker has a *special save* modifier of +1. If he has no other special save treat this as a 6+ *special save*.

62 Bolt -1 to check

Must be used during shooting. The psyker may target a single enemy within 18" and line of sight. That enemy is automatically hit with a S1+D3 hit. No armor save is allowed.

63 Trigger Hallucination -1 to check

Must be used instead of shooting. The psyker may target a single enemy within 12" and line of sight. That enemy now suffers from *hallucinations* for this turn. Roll on the *hallucinogenic grenade* table to see what hallucination the enemy suffers from.

64 Zen Shootist -2 to check

Must be used during shooting. The psyker will automatically cause a single hit on any enemy unit with either a pistol or basic weapon that the psyker has and within that weapons long range.

65 Strong of Will

This is a *latent* power. The psyker cannot be possessed by a daemon if he suffers a *psychic backlash*.

66 Attuned to the Tides

This is a *latent* power. The psyker may re-roll a single failed psychic power roll per turn.

ARTICLES OF FAITH

Articles of Faith are, unlike psychic powers, actual rituals or *spells* if you will, that evokes ancient pacts and bears either the guiding light of Him-On-Earth or the dark and perverted 'blessings' of the Ruinous Powers.

Common to both are that they can only be used by *carriers of faith* for one of the five religions, and are used almost - but not quite - like psychic powers.

Each Article of Faith will list a difficulty rating. The *carrier of faith* must then roll 2D6 equal to or better than the difficulty rating. If successful, the *incantation* was successful and takes effect. If failed, nothing further happens.

If a double 1 was rolled, however, then the gods have *forsaken* the *carrier* and he must roll on one of the following two tables, depending on his faith.

Any *carrier of faith* may forego his entire action phase, chanting the *incantation* in order to add a +1 modifier, per turn he spends chanting. Once done, the preacher may move and then use his incantation, along with his modifiers. Some *incantations* will require a couple of turns of chanting to take effect.

All incantations takes place instead of shooting for the preacher.

Psykers and Articles of Faith

Some carriers of faith can also be psykers in addition to being a preacher; but not all gods are willing to have a psyker within their flock.

Imperial Incantations and Prayers of Plague *preachers* cannot also be *psykers*. They are either shunned as heretical or simply disliked by the gods.

Followers of Canticles of Chaos, Verses of Decadence and Whispers of Change, however, happily welcome psykers into their flock.

A carrier of the faith, who's also a psyker can only use an article of faith or psychic powers, not both, during his action phase.

Imperial Incantations

Upon the Emperors enthronement within the Golden Throne, there arose a cult which sign hymns of devotion and prayers for the Emperors blessing; the Ecclesiarchy. The preachers of the Cult of the Imperium have long since learned how to stir the populace into a righteous fury, through their oratory skills and have swayed Imperial Policies for over a millennia.

But over time, the hymns have taken on a power of their own, and some have such astounding effects that they are regarded with a suspicious eye by the Inquisition, citing them as being almost heretical in form; while pious folk see them as true blessings of the Emperor.

Whatever their true nature is, the Imperial Incantations allows for miracles to be performed by an astute follower of the Imperial Cult.



Forsaken Imperial Incantation 1D6

1 - Vision Quest; the Emperor has forsaken him because of his sins! He must earn d6 experience points before he has proven himself to the emperor once more. Until then, he cannot use any incantations.

2-3 - Ill Omen; note this as a serious injury. The next time the preacher becomes forsaken then treat the result as a vision quest automatically and remove the ill omen as a serious injury.

4-5 - Forsaken; the preacher cannot use any incantations during this battle.

6 - Renewed faith; the preacher is spurred to righteous fury. Further incantations during this scenario will have a +1 modifier. This modifier may stack.

Prayers to Him-On-Earth

1 Righteous Fury! Difficulty 8

If the incantation works, then all friendly units within 6" of the priest now *hates* all enemy units for the rest of the game.

2 Purge The Heretic! Difficulty 9

The preacher may target any psyker or enemy preacher within 12" and line of sight. That unit counts as having been hit by a heavy flamer, with no armor save allowed.

3 Suffer Not the Unclean! Difficulty 10

The preacher may place a large template within 12" and line of sight. Any *psyker*, *carrier of faith* devoted to the ruinous powers or *mutant* will count as having been hit by a heavy flamer, with no armor save allowed.

4 Banishment! Difficulty 10

The preacher may target any enemy unit within 18" and line of sight. That unit will be hit by a S2+D3, Dam. D3 attack. If that unit is a *daemon*, then roll 2D3 for both strength and damage. No armor save is allowed.

5 Wrath of the Emperor! Difficulty 10

The preacher has proclaimed the wrath of the Emperor on the enemy. All friendly units within 6" of the preacher, including the preacher himself, will now count as having a +1 die roll modifier for all attacks against the enemy for the rest of the game.

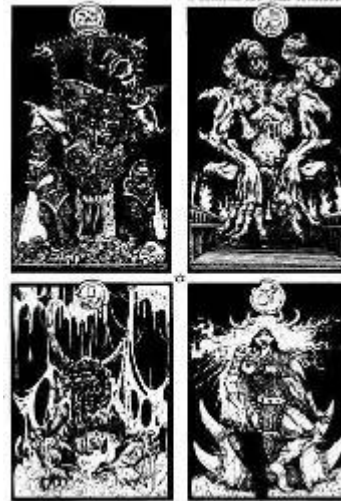
6 Hymn of Devotion! Difficulty 11

This counts as a *psychic effect*. The preachers sings praises to the Emperor, which blanks out all psychic powers and effects within 12" of the preacher. As long as this *incantation* is maintained, then no psychic power can be used within 12" of the preacher, or be targeted at any unit within 12" of the preacher.



The Ruinous Powers

For eons, the Ruinous Powers have plotted and schemed to bring about the downfall of the universe; aided by misguided warlocks and foolhardy radicals, they have slowly corrupted the realm of reality with their dark curses and evil sorceries.



Forsaken Ruinous Powers 2D6

2 **Turned into a chaos spawn;** the carrier of faith is permanently turned into a chaos spawn. See the encounters section for details. Following this game, the spawn disappears into the wilderness.

3-4 **Possessed;** the carrier of faith misspoke a word and now becomes possessed by a Daemon Spirit. See the *Encounter* section for details.

5-6 **Ill Omen;** note this as a serious injury. The next time the carrier of faith rolls a *forsaken* result roll a die:

1 - Turned into a chaos spawn!

2-3 - Possessed

4-6 - D3 Mutations.

If the priest survived, remove the Ill omen as a serious injury.

7 **Mutation;** the carrier of faith is bestowed a randomly determined permanent mutation.

8-9 **Gibbering Wreck;** the carrier of faith now suffers from *stupidity* for the rest of the game.

10-11 **Descends into madness;** the carrier of faith now suffers from *frenzy* for the rest of this game.

12 **Manical Devotion;** the carrier of faith now *hates* all enemy units for the rest of this game.

Canticles of Chaos

1 Howls of Madness..... Difficulty 8

Place the large template over the preacher. All units within suffer from *frenzy* for the rest of the game. Each unit affected must roll a die at the beginning of their action phase. On a roll of 1, they will attack the nearest unit immediately.

2 Doom Bolt Difficulty 9

The preacher may target any unit within 18" and in line of sight. The unit is hit by a **SD6**, **Save -1D6**, **Dam D3** attack. Armor saves are allowed.

3 Thousand Voices..... Difficulty 9

Any unit within 6" of the preacher will suffer from *stupidity* as they are frantically trying to ward themselves against voices of madness in their heads. If a ward save was successfully used, the unit is immune to this incantation.

4 Dark Blood Difficulty 7

The preacher cuts an open wound in his fist and the blood spurting out hits a unit of his choice within 6" causing **D3** hits of **S2+D6**, **Sv -1**. The preacher loses **D3** wounds from using this incantation but may take a *ward save* to prevent these wounds.

5 Bale Fire..... Difficulty 10

Place a flame template in contact with the preacher. All units hit by this template counts as having been hit by a *heavy flamer* with no armor saves allowed.

6 Possession..... Difficulty 11

The preacher evokes the power of a daemonic entity and gains a single ounce of its power. The preachers *weapon skill*, *strength*, *toughness* and *attacks* are all increased by **+D3** (roll for each). At the beginning of each action maintenance phase, roll a *willpower check* for the preacher. If failed, he becomes completely *possessed* (see the encounters section). If successful, he maintains control. The preacher may, at the end of any turn - except the first - stop this incantation.



Prayers of Plague

1 Curse of the Unclean Difficulty 10

The preacher may target any unit within 18" and in line of sight. The unit targeted will now suffer a **-1D3** to both his *movement* and *initiative*, unless it successfully makes a *willpower check*. This effect lasts for the rest of the game and is not a *psychic effect*.

2 Nurgles Rot Difficulty 11

The preacher becomes a prophet of the plague. All other units within 6" of the preacher must roll a toughness check or lose 1 wound. Units with respirators or similar equipment may re-roll their toughness check.

3 Cloud of Pestilence Difficulty 8

Place a large template over the preacher. All enemy units within the template suffer **2D6 S2** attacks, with no saves allowed.

4 Blessings of Nurgle Difficulty 10

The preacher may bestow a blessing of Nurgle on any close combat, pistol or basic weapon within 6". The weapon will now have **+D3** dam against non-vehicle targets. This is not a *psychic effect*.

5 Stream of Corruption..... Difficulty 10

Place the flame template in contact with the preacher. All units underneath the template must now roll a *toughness* check or suffer **D3** wounds automatically.

6 Plaguebearer Difficulty 14

The preacher attempts to summon forth a *Plaguebearer*. If successful, place a *Plaguebearer* within 2" of the preacher, and add it to your side. A preacher may only attempt to summon one *Plaguebearer* per game.



Verses of Decadence

1 Transfix.....Difficulty 10

Target an enemy unit with line of sight to the preacher. The enemy unit must now roll a *willpower check*. If failed, the unit is transfixed and performs no actions as long as it has line of sight to the preacher. Once line of sight is broken, or the unit is attacked in close combat, then the effect ends

2 Fuelled by Pain Difficulty 8

The preacher is hit by a S5, DAM D3 attack, in return for netting +D3 to either *weapon skill*, *initiative*, *strength* or *toughness* for the rest of the game.

3 Fleshly Curse.....Difficulty 11

The preacher may target any enemy unit within 18" and line of sight. The unit must roll a toughness check. If failed, he will succumb to massive agony, *pinning* him automatically. The unit will be pinned until he can successfully roll a toughness check. For every third consecutive failed toughness check, he gains a random mutation.

4 Daemonic Agility..... Difficulty 9

The preacher will now have a *special save* of 5+, and will be able to *leap* 2d6" during his movement (see the *leap* skill for details on leaping). This counts as a *psychic effect*.

5 EnthralDifficulty 12

The preacher whispers seductive lies to a target unit within 12" and line of sight. The target must roll a *willpower check*. If failed, the unit will be part of the preachers side. The unit is allowed a *willpower check* at each *maintenance phase*. If successful, he rejoins his own side. If he fails, for four consecutive turns, he will permanently join the preachers force. Ward saves are allowed to break the enthrallment.

6 Daemonette.....Difficulty 14

The preacher attempts to summon forth a Daemonette. If successful, place a Daemonette within 2" of the preacher, and add it to your side. A preacher may only attempt to summon forth a single Daemonette in a game.



Whispers of Change

1 Impending Doom.....Difficulty 9

Place the large template within 18" and in line of sight to the preacher. All units within the template must roll a *willpower check* or become *broken*.

2 Weaving Fate.....Difficulty 9

The preacher may target any unit within 18" and line of sight. That unit will now suffer a -1 to all stats during this game.

3 Warptime Difficulty 11

The preacher, as well as a target unit within 24" and line of sight will *phase out*. They can only affect each other, but cannot be the target of any attack, charge or psychic power. At the beginning of each maintenance phase, roll a die. On a score of 7, the incantation ends and both the preacher and his target return to the mortal realm.

4 Changed Blessings..... Difficulty 10

The preacher may target any friendly unit within 12" and line of sight. That unit must now roll a *willpower check*. If successful, the unit gains a permanent *mutation*. If failed however, he writhes in agony and loose D3 wounds. If a double 6 was rolled, the unit is turned into a *chaos spawn* permanently.

5 Bolt of Change Difficulty 13

The preacher may target any unit within 12" and in line of sight. The unit must now roll a *willpower check*. If failed, the unit will turn into a *chaos spawn* for the rest of the game.

6 Pink Horror Difficulty 14

The preacher attempts to summon forth a Pink Horror. If successful, place a Pink Horror within 2" of the preacher, and add it to your side. A preacher may only attempt to summon forth a single Pink Horror in a game.



WAAAGH

Ork psykers are known as weirdboyz. They are not psykers in the sense that humans and Eldar understand them, but are conduits for the psychic field that all orks and gretchin generate when they are excited; a field which to the Ork are known as the *Waaagh*.

Waaagh powers are as unpredictable as the Orks themselves, and as such, the rules for using Waaagh powers are different from both psychic powers and articles of faith, yet share some similarities. The weirdboy has some control over his powers, and may freely choose which power he uses instead of shooting that turn. However, that is about the extend of his control, as will become clear in the following.

Using Waaagh

At the end of each turn, gather a number of dice according to the table given below for the weirdboy. These are his *waaagh-dice* and are used to power any of the waagh effects.

If the weirdboy has any *waaagh-dice* at the beginning of a turn, he must roll one of these and set it aside. The number rolled is a fixed power number, which is added to any power roll he has to perform during his action phase.

When the weirdboy wants to use one of his powers, he must roll *all* of his remaining waagh-dice (those that are not locked) and add them together, as well as add the locked waagh-dice to the total. This final total is then his *waaagh-power* for that turn.

The weirdboy may then choose any single power from the list, with a power rating equal to or below his total *waagh-power*. Once the power has been used, remove all waagh-dice from the weirdboy, including locked waagh-dice. The weirdboy must now gather up new energy in order to use a new power.

If a weirdboy's locked dice constitutes any result on the 'Eadbangerz table, that effect takes place at the beginning of the action phase, before he can use a power. If the sum of the locked dice is 18 or more, the weirdboy suffers from a Two of a Kind 'Eadbangerz result.

'Eadbangerz

The wild and uncontrollable manner in which waagh-power works will become very apparent now.

Whenever a weirdboy rolls two, three, four, five or six of a kind, he must look up the 'Eadbangerz chart to determine what happens to him.

If this happens to the weirdboy as he is using a power, the power is resolved before resolving the 'Eadbangerz result.

If this happens to the weirdboy due to locked dice, then they will take effect at the beginning of the weirdboy's action phase.

Gathering Waaagh

Dice	Cause
1	For each 10 Grots within 12" of the weirdboy.
1	For each 5 Orks within 12" of the weirdboy.
1	If a ranged weapon was used within 24" of the weirdboy.*
2	If a unit lost wounds within 12" of the weirdboy.*
2	There was a close combat, anywhere on the table.*
2	For each vehicle that was destroyed anywhere on the table
+1	If the unit performing the action was an <i>ork</i> .

A weirdboy may only ever have a total of 6 *waaagh-dice*.

The causes marked with an * can only be counted for once at the end of a turn.

'Eadbangerz Chart

Kind	Effect
Two	'Durrh...' - The weirdboy will spend his next action phase moving 2d6" in a random direction, stopping only if he comes into contact with terrain.
Three	'Whoa...' - D6 Lightning strikes emits from the weirdboy, striking the nearest units within 8", one hit each. Each is hit by a S5 hit, with no armor or field save allowed. The weirdboy slumps to the ground and must miss his next action phase.
Four	'I fink I'm gonna...' - The weirdboy bursts into an impressive array of warp energy. Place the large template over the weirdboy. Any unit underneath the template, except the weirdboy is attacked by a S2D6 hit. The weirdboy slumps to the ground and the template stays. At the beginning of each maintenance phase, roll a willpower check for the weirdboy. If successful, he regains his senses and the template is removed.
Five	'Waaagh' - The weirdboy belches forth an impressive thundercloud of raw warp energy. All units within 12" of the weirdboy must roll a <i>willpower</i> check. If failed, the unit is <i>broken</i> . The weirdboy is removed from the game, but does not roll on the Injury Chart afterwards.
Six	'Eadbang' - The weirdboy's head explode violently as the raw waaagh energy contained within becomes too much, even for his thick skull. The weirdboy is dead. Any unit within 2d6" of the weirdboy must roll a toughness check or suffer a similar fate...

Waaagh-Powers

Gork'll Save Ya 8 Waaagh-Power

Any unit within 18" and in line of sight to the Weirdboy will have a 5+ *special save*. This lasts until the weirdboy suffers a 'Eadbang result.

Gaze of Mork 9 Waaagh-Power

Place a flame template anywhere within 12" of the weirdboy. All those underneath must roll against *terror*.

Bolts'o'Lightning 11 Waaagh-Power

Target D3 enemies within 18" and in line of sight of the weirdboy. Each of these are hit by a S2+D6 attack, with no armor save allowed.

Gork'll Get 'Em 13 Waaagh-Power

Place the small template within 18" and in line of sight of the weirdboy. Any unit underneath are hit by a S3+D3 attack.

Waaagh! 16 Waaagh-Power

All ork and grot units within 3d6" of the Weirdboy will have a +1 modifier for their *weapon skill*, *strength*, *toughness* and *attacks* for this turn.

More Dakka! 20 Waaagh-Power

All *ork* units within 3d6" of the weirdboy gains the ability to shoot with an *auto mode D3* for all of their ranged weapons, in addition to any *auto mode* the weapon might already have. Lasts this turn only.

Foot of Gork 23 Waaagh-Power

The weirdboy may target any area within 24" and in line of sight, and place a large template in that area. All units underneath are hit by a S2D6, Dam d6 attack.

Brain Scrambler 25 Waaagh-Power

Place a large template anywhere within 18" of the weirdboy. All units underneath must now roll a *willpower* check. If a unit fails this check, they will suffer from *stupidity* for the rest of this game.

Avatar of Mork 28 Waaagh-Power

The Weirdboy takes the form of Mork, the cunning, and his profile increases as follows.

M	WS	BS	S	T	W	I	A
+2	+D3	-	+D6	+D3	+D6	-	+D3

In addition, all Ork units within 12" of the weirdboy will have +2 to their Nerve, Willpower and Leadership characteristics.

Roll a die at each maintenance phase. On a roll of 4+, the weirdboy transforms into his former self.

While the weirdboy is an avatar, cannot suffer 'eadbangz and is immune to all psychology.

Death Ripple 31 Waaagh-Power

Place the large template so that the edge of the template touches the base of the weirdboy. This template counts as a S8, Dam D3, Sv -2 attack that hits any units underneath. Once placed, roll 3d6 and move the template directly forward that many inches. Any unit underneath the template during this move is also hit by this attack. Once moved, the template is removed from the game.

WEAPONS

As can be surmised from reading through this booklet, then the weapons of Necromunda have undergone quite a change, and the following will detail these changes.

Weapon Modes

Weapons now have different modes of fire, to allow for more detail between the weapons. These rules completely replace the sustained fire rules found in the Necromunda Rulebook

Single fire (Single) weapons are allowed to fire a single shot during the shooting phase of the unit.

Semi Automatic fire (Semi) weapons may be fired between 2 - 3 times during the shooting phase at targets within range. May target multiple enemies, see below.

Full Automatic fire (Auto) weapons fire multiple shots during the shooting phase at all ranges. When firing multiple shots, nominate a primary target before rolling to hit. You may then distribute shots to any enemy unit within 4" of the primary target. Once you have distributed shots, roll to hit as normal - using any modifier that applies per target (cover, range etc.)

Weapon Types

Weapons are differentiated into the following basic types for ease of reference.

Close Combat Weapons numbers such weapons as swords, clubs, powerfists and force weapons.

Pistol Weapons numbers such weapons as laspistols, stubguns, autopistols and boltpistols.

Basic Weapons numbers such weapons as shotguns, autoguns, lasguns and boltguns.

Special Weapons numbers such weapons as flamers, meltaguns, plasmarifles and needlerifles.

Heavy Weapons numbers such weapons as lascannons, heavy bolters, heavy stubbers and meltaguns.

Maximum number of weapons carried

A unit has a number of 'weapon-slots' equal to the *strength* of the unit. Each weapon type will then take up a number of these 'slots' as given below.

0 Slots*	Close Combat Weapon, Pistol
2 Slots	Basic or Special Weapon
3 Slots	Heavy Weapon or 2-handed close combat weapons
0 Slots*	Grenade-, or Missile-type
* = The first type is free, additional types costs 1 slot.	

Once a unit has used all of its slots it can carry no further weapons.



Weapon Section

The rest of this section consists of detailing weapons by their classification, such as laser-weapons, power weapons and so on.

Each will then have a selection of weapons, along with any native special rules for those types of weapons.

Apart from the changes in weapon modes, then no further changes have been made to the characteristics of a weapon.

Primitive Weapons

Knife, Dagger, Sharpened Stick

Short Range	Long Range	To Hit		STR	DAM	Close Combat		Mode
		Short	Long			Save	Ammo	
Close Combat		-	-	As user	1	-	-	Single

Axe, Club, Maul, Bludgeon

Short Range	Long Range	To Hit		STR	DAM	Close Combat		Mode
		Short	Long			Save	Ammo	
Close Combat		-	-	As user	1	-1	-	Single

Sword, Rapier, Bastard sword

Short Range	Long Range	To Hit		STR	DAM	Close Combat		Mode
		Short	Long			Save	Ammo	
Close Combat		-	-	As user	1	-	-	Single

Parry - A sword may parry most normal attacks, however it cannot parry a Power Weapon or Force Weapon.

Spear, Halberd, Long Sharpened Stick

Short Range	Long Range	To Hit		STR	DAM	Two-Handed Close Combat		Mode
		Short	Long			Save	Ammo	
Close Combat		-	-	As user	1	-	-	Single

Reach - A unit armed with a weapon with reach may still count as charging an opponent up to 1" away from the opponent. This means that the opponent cannot retaliate in the first round of combat. In any following rounds, move the two combatants in base-to-base contact with each other.

Fails, Chains, Morningstar

Short Range	Long Range	To Hit		STR	DAM	Two-Handed Close Combat		Mode
		Short	Long			Save	Ammo	
Close Combat		-	-	As user	1	-	-	Single

Cannot Be Parried - Attacks from this type of weapon cannot be parried.

Great Sword, Great Axe, Great Club

Short Range	Long Range	To Hit		STR	DAM	Two-Handed Close Combat		Mode
		Short	Long			Save	Ammo	
Close Combat		-	-	As user +1	1	-1	-	Single

Unwieldy - A unit armed with this type of weapon will always loose draws in close combat.

Massive Axe, Massive Club, Solid Chunk of Rock

Short Range	Long Range	To Hit		STR	DAM	Two-Handed Close Combat		Mode
		Short	Long			Save	Ammo	
Close Combat		-	-	As user +2	1	-1	-	Single

Unwieldy - A unit armed with type of weapon will always loose draws in close combat.

Massive - A unit armed with this type of weapon will count as always having rolled a single fumble



Primitive Firearms

Flintlock Pistol

Short Range	Long Range	To Hit		STR	DAM	Save	Pistol Ammo	Mode
Short	Long	Short	Long					
0-6"	6-18"	-	-	4	1	-	2+	Single

Reload - Following each shot, the user must reload the weapon. A unit reloading a weapon may perform no more than a sneak move during that turn, and may not fire any other weapon.

Musket

Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-12"	12-24"	-	-1	4	1	-	2+	Single

Reload - Following each shot, the user must reload the weapon. A unit reloading a weapon may perform no more than a sneak move during that turn, and may not fire any other weapon.

Crossbow

Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-8"	8-16"	-	-1	4	1	-1	-	Single

Reload - Following each shot, the user must reload the weapon. A unit reloading a weapon may perform no more than a sneak move during that turn, and may not fire any other weapon.

Bow

Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-12"	12-24"	-	-1	As user	1	-	3+	Single

Blunderbuss

Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
Flamer Template		-	-	3	1	-	5+	Single

Reload - Following each shot, the user must reload the weapon. A unit reloading a weapon may perform no more than a sneak move during that turn, and may not fire any other weapon.

Javelin, Throwing Knives, Throwing Axes

Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-6"	6-12"	-	-1	As user	1	-	-	Single

Preemptive Strike - Upon charging an enemy, this weapon can be thrown ahead of the actual combat. Before moving, roll as if firing this weapon, working out the range from the place where the unit was about to charge from. Once that shot has been worked out, charge ahead with the unit as normal and work out any close combat afterwards. If the enemy was killed by the shot, the attacking unit still has to move as if to charge the now dead enemy.

Sling

Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-4"	4-12"	-	-1	As user	1	-	2+	Single



Firearms

Stubgun (Agrippa Pattern)

Short Range	Long Range	To Hit		STR	DAM	Save	Pistol Ammo	Mode
Short	Long	Short	Long					
0-6"	6-18"	-	-	3	1	-	3+	Single

Stubgun (Terra Pattern)

Short Range	Long Range	To Hit		STR	DAM	Save	Pistol Ammo	Mode
Short	Long	Short	Long					
0-6"	6-12"	+1	-	3	1	-	3+	Single

Autopistol (Mars Pattern)

Short Range	Long Range	To Hit		STR	DAM	Save	Pistol Ammo	Mode
Short	Long	Short	Long					
0-6"	6-18"	+1	-1	3	1	-	4+	Semi 2

Autopistol (Necromunda Pattern)

Short Range	Long Range	To Hit		STR	DAM	Save	Pistol Ammo	Mode
Short	Long	Short	Long					
0-8"	8-18"	-	-1	3	1	-	4+	Single / Auto 2

Autogun (Necromunda Pattern)

Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-12"	12-24"	-	-	3	1	-	4+	Single / Auto 3

Autogun (Gryphon IV Pattern)

Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-12"	12-24"	-	-	3	1	-	4+	Semi 2

Autostubber

Short Range	Long Range	To Hit		STR	DAM	Save	Heavy Ammo	Mode
Short	Long	Short	Long					
0-12"	12-24"	-	-1	4	1	-	4+	Semi 2 / Auto 4

Auto Cannon

Short Range	Long Range	To Hit		STR	DAM	Save	Heavy Ammo	Mode
Short	Long	Short	Long					
0-20"	20-72"	+1	-	7	D6	-5	4+	Auto 2

Heavy Stubber (Agrippa Pattern)

Short Range	Long Range	To Hit		STR	DAM	Save	Heavy Ammo	Mode
Short	Long	Short	Long					
0-16"	16-24"	-	-	4	1	-1	4+	Semi 2 / Auto 4

Heavy Stubber (Necromunda Pattern)

Short Range	Long Range	To Hit		STR	DAM	Save	Heavy Ammo	Mode
Short	Long	Short	Long					
0-20"	20-40"	-	-1	4	1	-1	4+	Auto 6

Shotguns

Sawn Off Shotgun

Short Range	Long Range	To Hit		STR	DAM	Save	Pistol Ammo	Mode
Short	Long	Short	Long					
0-3"	3-12"	+1	-1	4	1	-	4+	Single

Shotgun (Terra Pattern)

Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-6"	6-18"	+1	-1	4	1	-	4+	Single

Shotgun (Agrippa Pattern)

Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-6"	6-18"	+1	-2	4	1	-	4+	Single

Double Barrelled - A unit may fire both barrels in the same turn with this weapon. This changes its fire mode to *semi 2* but the weapon needs to be *reloaded* after having fired.

Combat Shotgun

Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-6"	6-18"	+1	-1	4	1	-	4+	Semi 2

Flamer Weapons

Catches Fire - All flame weapons catches fire to a unit that has been hit.

Hand Flamer

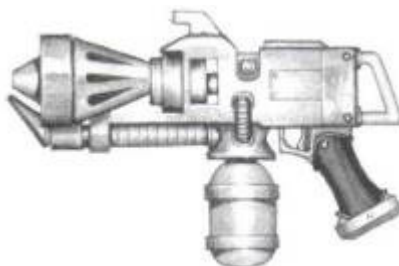
Short Range	Long Range	To Hit		STR	DAM	Save	Pistol Ammo	Mode
Short	Long	Short	Long					
Flame Template		-	-	3	1	-2	6+	Single

Flamer

Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
Flame Template		-	-	4	D3	-2	6+	Single

Heavy Flamer

Short Range	Long Range	To Hit		STR	DAM	Save	Heavy Ammo	Mode
Short	Long	Short	Long					
Flame Template		-	-	5	D3+1	-2	6+	Single



Laser Weapons

Laspistol (Agrippa Pattern)

Short Range	Long Range	To Hit		STR	DAM	Save	Pistol Ammo	Mode
Short	Long	Short	Long					
0-6"	6-18"	+1	-	3	1	-	2+	Single

Laspistol (Necromunda Pattern)

Short Range	Long Range	To Hit		STR	DAM	Save	Pistol Ammo	Mode
Short	Long	Short	Long					
0-6"	6-18"	+1	-	3	1	-	3+	Semi 2

Lascarbine (Mars Pattern)

Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-10"	10-20"	-	-1	3	1	-	3+	Semi 2

Lascarbine (Necromunda Pattern)

Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-8"	8-24"	+1	-1	3	1	-1	3+	Semi 2

Lasgun (Necromunda Pattern)

Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-12"	12-24"	+1	-	3	1	-1	2+	Single

Lasgun (Gryphon IV Pattern)

Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-12"	12-24"	+1	-	3	1	-	2+	Semi 2

Long-Las

Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-12"	12-36"	+1	-	3	1	-1	2+	Single

Multilaser

Short Range	Long Range	To Hit		STR	DAM	Save	Heavy Ammo	Mode
Short	Long	Short	Long					
0-12"	12-36"	+1	-1	6	1	-1	3+	Semi 2 / Auto 4

Lascannon

Short Range	Long Range	To Hit		STR	DAM	Save	Heavy Ammo	Mode
Short	Long	Short	Long					
0-20"	20-60"	-	-	10	D6	-7	2+	Single



Boltweapons

Boltpistol (Agrippa Pattern)

Short Range	Long Range	To Hit		STR	DAM	Save	Pistol Ammo	Mode
Short	Long	Short	Long					
0-8"	8-16"	+1	-	4	1	-1	3+	Semi 2

Boltpistol (Mars Pattern)

Short Range	Long Range	To Hit		STR	DAM	Save	Pistol Ammo	Mode
Short	Long	Short	Long					
0-8"	8-16"	-	-1	4	1	-1	3+	Semi 3

Boltgun (Mars Pattern)

Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-8"	8-24"	+1	-1	4	1	-1	4+	Single / Auto 3

Boltgun (Necromunda Pattern)

Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-12"	12-24"	-	-	4	1	-1	4+	Semi 2

Heavy Bolter (Necromunda Pattern)

Short Range	Long Range	To Hit		STR	DAM	Save	Heavy Ammo	Mode
Short	Long	Short	Long					
0-12"	12-24"	-	-1	5	D3	-1	5+	Semi 3

Heavy Bolter (Gryphon IV Pattern)

Short Range	Long Range	To Hit		STR	DAM	Save	Heavy Ammo	Mode
Short	Long	Short	Long					
0-12"	12-24"	-	-	5	D3	-1	5+	Auto 5

Launchers

Grenade Launcher

Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-12"	12-24"	-	-	-	-	-	4+	Single

Indirect - This weapon may fire its payload indirectly. It does not need to have line of sight to the target, and may target the ground.

Missile Launcher

Short Range	Long Range	To Hit		STR	DAM	Save	Heavy Ammo	Mode
Short	Long	Short	Long					
0-20"	20-72"	-	-	-	-	-	4+	Single

Underslung Grenade Launcher

Short Range	Long Range	To Hit		STR	DAM	Save	Pistol Ammo	Mode
Short	Long	Short	Long					
0-4"	4-12"	-	-1	-	-	-	5+	Single

Indirect, Under Slung - This weapon is attached to a basic weapon and may be fired instead of the parent weapon. A launcher fires the same type of grenades as a Grenade Launcher would, but only takes up the space of a Pistol.

Melta Weapons

Inferno Pistol

Short Range	Long Range	To Hit		STR	DAM	Save	Pistol Ammo	Mode
Short	Long	Short	Long					
0-4"	4-8"	+1	-	6	D3	-4	4+	Single

Meltagun

Short Range	Long Range	To Hit		STR	DAM	Save	Special Ammo	Mode
Short	Long	Short	Long					
0-8"	8-16"	+1	-	8	D6	-5	4+	Single

Multimelta

Short Range	Long Range	To Hit		STR	DAM	Save	Heavy Ammo	Mode
Short	Long	Short	Long					
0-8"	8-16"	+1	-	8	2D6	-6	4+	Single

Wide Focus - A Multimelta may opt to fire its beam in a wide focus configuration; this type of fire uses the Flame Template, and works just like a Heavy Flamer.

Plasma Weapons

Plasma Pistol

Short Range	Long Range	To Hit		STR	DAM	Save	Pistol Ammo	Mode
Short	Long	Short	Long					
0-8"	8-16"	+1	-	5	1	-2	5+	Single

Plasma Gun (Mars Pattern)

Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-6"	6-20"	-	-	6	D3+1	-4	5+	Single

Plasma Gun (Necromunda Pattern)

Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-8"	8-24"	-	-1	6	D3	-2	6+	Semi 2

Plasma Cannon

Short Range	Long Range	To Hit		STR	DAM	Save	Heavy Ammo	Mode
Short	Long	Short	Long					
0-20"	20-40"	-	-	7	D6	-4	6+	Single

Explosion - If this weapon hits a target, center the small explosion template over the target. Any models partially or fully covered by the template are hit by a STR 4, DAM 1, SV -1 attack.



Powered Weapons

Power Sword

Short Range	Long Range	To Hit		STR	DAM	Close Combat		Mode
		Short	Long			Save	Ammo	
Close Combat		-	-	As user +2	D3	-	-	Single

Parry - This weapon can parry an opponents attacks.

Power Axe

Short Range	Long Range	To Hit		STR	DAM	Two-Handed Close Combat		Mode
		Short	Long			Save	Ammo	
Close Combat		-	-	As user +3	D3+1	-	-	Single

Power Halberd

Short Range	Long Range	To Hit		STR	DAM	Two-Handed Close Combat		Mode
		Short	Long			Save	Ammo	
Close Combat		-	-	As user +2	D3	-	-	Single

Reach - As per the rules for a Spear.

Shock Maul

Short Range	Long Range	To Hit		STR	DAM	Close Combat		Mode
		Short	Long			Save	Ammo	
Close Combat		-	-	5	1	-2	-	Single

Knock Out - Upon a successful wounding hit, the opponent must roll a *willpower* check, modified by the number of wounds lost. If successful, no damage was inflicted. If unsuccessful, the unit is removed from the game, but does not roll on the permanent injury table afterwards.

Chainsword

Short Range	Long Range	To Hit		STR	DAM	Close Combat		Mode
		Short	Long			Save	Ammo	
Close Combat		-	-	4	1	-2	-	Single

Parry - This weapon may parry attacks, including those from a power weapon.

Power Fist

Short Range	Long Range	To Hit		STR	DAM	Close Combat		Mode
		Short	Long			Save	Ammo	
Close Combat		-	-	As user +5	D6	-5	-	Single

Unwieldy - A unit armed with type of weapon will always loose draws in close combat.

Massive - A unit armed with this type of weapon will count as always having rolled a single fumble



Force Weapons

Force Sword, Axe, Halberd

Short Range	Long Range	To Hit		STR	DAM	Save	As Weapon Ammo	Mode
Short	Long	Short	Long					
Close Combat		-	-	*	*	*	-	Single

Expert Craftmanship - A force weapon counts as a Power Halberd, Power Sword or Power Axe, as the underlying principles for both weapons remain largely the same. In addition, said weapon then benefits from the following special rule.

Psychic Weapon - A force weapon can be amplified by a *psychic* user, spending his will power to increase its potency. In order to do so declare before rolling to hit, that the psyker will amplify the weapon for this round of combat. You may amplify either STR, DAM or the Save modifier with +1, per point of Willpower spent, in any way you see fit. However, before rolling to hit, the user must roll a *willpower check*, modified by the points spent on amplifying the weapon.

If successful, then apply the modifiers. If failed, however, the unit suffers a *backlash* attack by the weapon, with a STR equal to the total modifiers, and DAM D3; but otherwise carries on with the combat.

Eldar Weapon - The Eldar are also prominent users of Force Weapons. However, due to their superior craftsmanship, each point of willpower spent on amplifying a force weapons adds a +2 modifier instead of a +1 modifier. This modifier applies to all psykers who wields Eldar Force Weapons.

Force Rod

Short Range	Long Range	To Hit		STR	DAM	Save	Close Combat Ammo	Mode
Short	Long	Short	Long					
Close Combat		-	-	As user	D3	-2	-	Single

Psychic Weapon - As above, the Force Rod can be amplified like a Force Weapon.

Potent Psychic Conduit - A Force Rod can be used to amplify psychic powers in the same manner as amplifying the weapon. Roll to see whether there's *backlash* before using a psychic power. If so, then the psychic power automatically fails. If not, then the psychic power can be amplified by the same manner with a +1 to either STR, DAM or Save modifiers. In addition the range of the psychic power can be increased by +4" per point of *willpower*.

Eldar Weapon - Again, the Eldar are prominent users of Force Rods. However, due to their superior craftsmanship, each point of willpower spent on amplifying a Force Rod adds a +2 modifier instead of a +1 modifier, and will increase the range to +8" instead of +4". This modifier applies to all psykers who wields Eldar Force Rods.

Exotic Weapons

Needle Pistol

Short Range	Long Range	To Hit		STR	DAM	Save	Pistol Ammo	Mode
Short	Long	Short	Long					
0-8"	8-16"	+1	-	3	1	-1	4+	Semi 2

Silenced - This weapon will not reveal the unit if fired when hidden.

Needle Rifle

Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-16"	16-32"	+1	-	3	1	-1	5+	Single

Silenced - This weapon will not reveal the unit if fired when hidden.

Web Pistol

Short Range	Long Range	To Hit		STR	DAM	Save	Pistol Ammo	Mode
Short	Long	Short	Long					
0-6"	6-9"	-	-1	-	-	-	6+	Single

Web Pistol - See the Necromunda Rulebook for details.

Grenades

Indirect - All grenades can be fired indirectly and may be targeted at the ground.

Frag Grenade

Short Range	Long Range	To Hit		STR	DAM	Save	Grenade Ammo	Template
Short	Long	Short	Long					
Str x 2"		-	-	3	1	-1	3+	Small

Krak Grenade

Short Range	Long Range	To Hit		STR	DAM	Save	Grenade Ammo	Template
Short	Long	Short	Long					
Str x 2"		-1	-1	6	D6	-3	3+	None

Demolitions - The Krak grenade may be fixed instead of thrown. If thrown, then it will only affect a single target.

Plasma Grenade

Short Range	Long Range	To Hit		STR	DAM	Save	Grenade Ammo	Template
Short	Long	Short	Long					
Str x 2"		-	-	5	D3	-2	3+	Small

Melta Bomb

Short Range	Long Range	To Hit		STR	DAM	Save	Bomb Ammo	Template
Short	Long	Short	Long					
Must be fixed/placed		-	-	8	2D6	-4	One use	Large

Demolitions - The Melta Bomb cannot be thrown but must be fixed. In order to so, roll a Leadership check. If successful, then the Melta Bomb has been placed. It cannot be placed on units, but can be placed on vehicles.

Photon Grenade

Short Range	Long Range	To Hit		STR	DAM	Save	Grenade Ammo	Template
Short	Long	Short	Long					
Str x 2"		-	-	-	-	-	3+	Large

Photon Grenade - See the Necromunda Rulebook

Smoke Grenade

Short Range	Long Range	To Hit		STR	DAM	Save	Grenade Ammo	Template
Short	Long	Short	Long					
Str x 2"		-	-	-	-	-	3+	Large

Smoke Grenade - See the Necromunda Rulebook

Gas Grenade

Short Range	Long Range	To Hit		STR	DAM	Save	Grenade Ammo	Template
Short	Long	Short	Long					
Str x 2"		-	-	-	-	-	3+	Large

Gas Grenade - See the Necromunda Rulebook.



Missiles

Frag Missile								
Short Range	Long Range	To Hit		STR	DAM	Save	Grenade Ammo	Template
Short	Long	Short	Long					
As Launcher		-	-	4	1	-2	4+	Small
Krak Missile								
Short Range	Long Range	To Hit		STR	DAM	Save	Grenade Ammo	Template
Short	Long	Short	Long					
As Launcher		-	-	8	D6	-4	4+	None

Xeno Weapons

Shuriken Pistol								
Short Range	Long Range	To Hit		STR	DAM	Save	Pistol Ammo	Mode
Short	Long	Short	Long					
0-12"	12-18"	+1	-	3	1	-2	3+	Semi 3
Shuriken Rifle								
Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-12"	12-24"	+1	-	4	1	-2	3+	Semi 3
Shuriken Catapult								
Short Range	Long Range	To Hit		STR	DAM	Save	Heavy Ammo	Mode
Short	Long	Short	Long					
0-12"	12-32"	-1	-	5	1	-2	4+	Auto 5
Lasgun (Eldar Pattern)								
Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-12"	12-24"	+2	+1	3	1	-1	2+	Single
Pulse Carbine								
Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-10"	10-20"	-	-1	5	1	-1	4+	Semi 3
Pulse Rifle								
Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-18"	18-32"	-	-1	5	1	-1	3+	Semi 2
Kroot Rifle								
Short Range	Long Range	To Hit		STR	DAM	Save	Basic Ammo	Mode
Short	Long	Short	Long					
0-12"	12-24"	-	-	4	D3	-1	3+	Single



Weapon Price List

The following lists details the prices, as well as the rarity of any of the given weapons from the list above.

An item listed as Common is readily available. Other items will be listed as Rare X, with X being a number.

Finding Rare Trade Items

Whenever a player wants to find a piece of rare trade, then after having appointed a unit to do so, he simply picks a piece of equipment and roll 2d6. If the score is equal to or better than the equipment or weapon, the item has been found and can be purchased. If not, the equipment or weapon could not be found for that attempt.

Primitive Weapons

Knife	Free*, Common
Axe/Club	5, Common
Sword	5, Common
Spear	5, Common
Flails	5, Common
Great Sword	10, Common
Massive Axe	15, Common

Primitive Firearms

Flintlock Pistol	10, Common
Musket	15, Common
Crossbow	10, Common
Bow	10, Common
Blunderbuss	10, Common
Javelin	5, Common
Sling	5, Common



Firearms

Stubgun (AP)	15, Common
Stubgun (TP)	15, Common
Autopistol (MP)	20, Common
Autopistol (NP)	25, Common
Autogun (NP)	25, Common
Autogun (GP)	30, Rare 4
Autostubber	60, Rare 6
Auto Cannon	300, Rare 10
Heavy Stubber (AP)	120, Rare 6
Heavy Stubber (NP)	135, Rare 5

Shotguns

Sawn Off Shotgun	15, Common
Shotgun (TP)	25, Common
Shotgun (AP)	25, Common
Combat Shotgun	45, Rare 7

Flamers

Hand Flamer	45, Rare 7
Flamer	65, Common
Heavy Flamer	105, Rare 7

Laserweapons

Laspistol (AP)	15, Common
Laspistol (NP)	20, Common
Lascabine (MP)	25, Common
Lascabine (NP)	25, Common
Lasgun (NP)	30, Common
Lasgun (GP)	30, Common
Long-Las	85, Rare 6
Multilaser	195, Rare 8
Lascannon	400, Rare 11

Bolt Weapons

Boltpistol (AP)	25, Rare 5
Boltpistol (MP)	25, Rare 6
Boltgun (MP)	50, Rare 7
Boltgun (NP)	50, Rare 7
Heavy Bolter (NP)	180, Rare 10
Heavy Bolter (GP)	170, Rare 10

Launcher Weapons

Grenade Launcher	100, Rare 5
Missile Launcher	155, Rare 6
Under Slung Grenade Launcher	45, Rare 4

Melta Weapons

Inferno Pistol	85, Rare 10
Meltagun	100, Rare 7
Multimelta	250, Rare 11

Plasma Weapons

Plasma Pistol	35, Rare 7
Plasma Gun (MP)	75, Rare 8
Plasma Gun (NP)	85, Rare 8
Plasma Cannon	285, Rare 11



Powered Weapons

Power Sword	45, Rare 8
Power Axe	50, Rare 9
Power Halberd	65, Rare 9
Shock Maul	35, Rare 5
Chainsword	25, Rare 3
Powerfist	125, Rare 10

Force Weapons

Force Weapon	x2, Rare 10
Force Rod	95, Rare 10

Exotic Weapons

Needle Pistol	75, Rare 6
Needle Rifle	165, Rare 7
Web Pistol	65, Rare 5

Grenades

Frag Grenades	30/50, Common
Krak Grenades	50/100, Common
Plasma Grenades	85, Rare 8
Melta Bomb	75, Rare 8
Photon Grenade	35, Rare 5
Smoke Grenade	35, Common
Gas Grenade	35, Rare 6

Missiles

Frag Missile	35, Rare 5
Krak Missile	115, Rare 8



Xeno Weapons

Shuriken Pistol	35, Rare 8
Shuriken Rifle	55, Rare 8
Shuriken Catapult	195, Rare 11
Lasgun (Eldar)	60, Rare 9
Pulse Carbine	45, Rare 7
Pulse Rifle	65, Rare 8
Kroot Rifle	55, Rare 7

Heretical Weapons

Daemoniac Weapon	x3, Rare 13
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Catching Fire

Flamer weapons will engulf their target, if they hit, in shearing flames. Thus, whenever a target has been wounded by a flame weapon, it will catch fire.

During the maintenance phase, roll on the following table for each unit that has caught fire.

- 1 - The flames completely engulfs the unit and it automatically loose D3 wounds; armor saves are allowed, but only for Power Armor or Terminator Armor.
- 2-4 - The flames engulf the target, and the unit automatically loses 1 wound; armor saves are allowed but only for Power Armor or Terminator Armor.
- 5-6 - The flames have been put out, and the unit takes no further harm.

During the Action Phase, friendly units may move into base-to-base contact with a unit that has caught fire in order to help put them out. Each friendly unit in base-to-base contact with the unit adds +1 to the table above.

A unit that has caught fire must roll a Nv check. If successful, no further event is caused. If failed however the unit skips the action phase and will instead move 1D6" in a random direction, arms flailing and trying desperately to extinguish the flames.

Vehicles catching fire

A vehicle that catches fire will, at the start of the maintenance phase, suffer an attack to its front, equal to STR 4 with DAM D3. If this cannot equal or exceed the armor, simply ignore the flames.

If it equals or exceeds the front armor, then roll once on the vehicle damage table for the vehicle.

Other stuff on fire

If players would like to burn things, then as an optional rule, assign toughness and wound values to pieces of terrain. If they loose their last wound, they are set ablaze.

Terrain pieces set ablaze blocks line of sight, and any unit within automatically catches fire.

Daemonic Weapons

Scattered throughout the universe there are countless tomes and scrolls detailing the binding of daemons into the material realm. Some deal with the possession of humans, others with the possession of weapons.

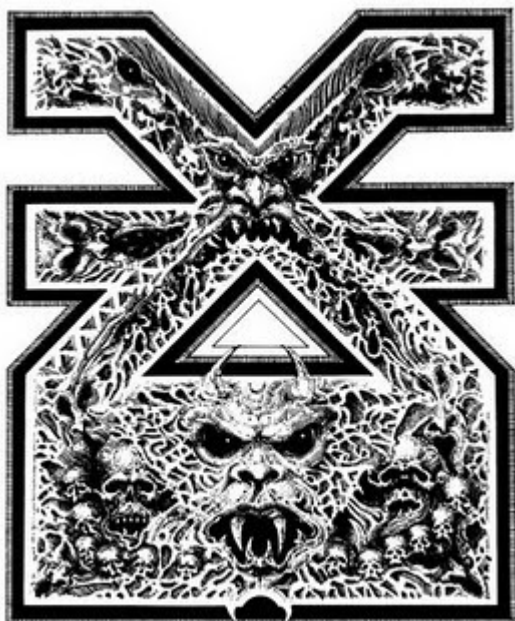
To any follower of the ruinous powers, such a weapon is a sacred artifact, to some radicals the weapon represents an edge that cannot be underestimated in the fight against the Eternal Enemy - but to most other they are heretical constructs that should be destroyed on sight.

Any close combat weapon may be turned into a daemonic weapon. If this is the case, roll D3 times on the following table to see what powers the daemonic weapon possess.

Any bonuses conferred from a daemonic weapon may allow the wielder to exceed the normal racial limitations of his characteristics.

Daemonic weapons are considered psychic effects, but are permanent. They can be turned off due to a psyker using *nullify* or similar powers, but will regain their powers following the game.

Any daemonic weapon will increase the rating value x3; meaning the weapon will be three times as expensive.



Daemonic Powers 3d6

- 3 **Strong Willed**; roll a die at each maintenance phase. On 1-3, the wielder suffers from *stupidity*. On 4-6, the wielder suffers from *frenzy*.
- 4 **Edge of Darkness**; the weapon increases it's Save modifier with an additional -1, and will confer a -1 save modifier against *ward saves* and *field saves*.
- 5 **Blood Cry**; the weapon confers a +1 attack modifier to the wielder. However, the wielder must roll a willpower check at each maintenance phase. If failed, he will automatically charge the nearest unit.
- 6 **Daemon Skin**; the weapon confers a +1 *toughness bonus* to the wielder.
- 7 **Daemon Shriek**; the weapon causes the wielder to cause *fear* in all units, but the wielder suffers a -2 *nerve* modifier.
- 8 **Eldritch Strength**; the weapon confers a +1 *strength* bonus to the wielder.
- 9 **Whisper**; the weapon allows the wielder to *transfix* enemies as per the *Verses of Decadence Incantation*. No roll is required for this power to work, but is used instead of shooting. However, at each maintenance phase, roll a willpower check for the wielder. If failed, he himself is transfixed by the weapon.
- 10 **Empyrean Ward**; the weapon confers a +1 *ward save*. If the unit has no *ward save* treat this as a 6+ *ward save*.
- 11 **Life Drain**; the weapon increases its damage with +D3, but every successful hit on the opponent will cause the user a single automatic wound with no saves allowed.
- 12 **Bale Fire**; the weapon may fire a single shot, counting as that of a *heavy flamer*, replacing normal shooting for the wielder.
- 13 **Drain Will**; any enemy hit by this weapon must test against *terror*. The wielder, however, has a -2 *willpower* modifier.
- 14 **Life Drain**; roll a die for each wound caused by this weapon. On a score of 5+ the wound will be transferred to the wielder up to his normal maximum of wounds.
- 15 **Thirster**; the weapon confers a +1 WS, S, T and A modifier to the user. However, at each maintenance phase, the wielder must roll a successful willpower check. If failed, he must charge the nearest unit.
- 16 **Warlock**; the weapon has a single *minor psychic power*, which it bestows to the wielder; re-roll results of 11-15.
- 17 **Trickster**; the weapon has D3 *minor psychic powers*, which it bestows to the wielder; re-roll results of 11-15. Whenever one of these psychic powers is used, the wielder must roll a willpower check. If failed, the wielder will become possessed by a daemonic entity.
- 18 **Prince of Damnation**; the weapon will increase the wielders *weapon skill*, *strength*, *toughness* and *initiative* by +d3 each.

EQUIPMENT

The following list is by no means exhaustive, but follows the basic principles from the Necromunda rulebook.

To save space, and to stop this booklet from repeating itself, then unless a piece of equipment has been mentioned in this section, then all pieces of equipment from the main Necromunda rulebook are used throughout these rules as is.

If a piece of equipment from the Necromunda rulebook does not appear on the trading chart, at the end of the section, then it is not available.

Stacking Saves

As can be seen throughout this section, there's a multitude of saves that a unit can have. For ease of reference, here are the following type of saves and what they can be used against:

Armor saves are used against any weapon, unless that weapon specifically states otherwise. Armor saves will rarely work against psychic powers.

Ward saves are used against *all* psychic powers targeted at the unit, including beneficial psychic powers.

Field saves are usually used against all weapon attacks, unless the field or weapon states otherwise.

Special saves are not included in this section, but mentioned here for reference. These special saves encompass skills, equipment or certain psychic effects and can always be used, i.e. they cannot be circumvented.

Un-modifiable saves cannot be modified, and by default *special*, *ward* and *field* saves are un-modifiable, unless otherwise stated.

When rolling saves, then roll them in the following order:

1. Special Saves (maximum of one)
2. Field Saves
3. Ward Saves
4. Armor Saves

Armor

Mankind has always sought to protect itself from the increasingly deadly weapons that mankind itself has invented over the centuries, the pinnacle of which is represented by the Terminator power armor, with the simplest being that of the humble shield.

A unit may carry only one piece of armor (and a shield), and only one field.

Terminator (Tactical Dreadnought) Armor Armor Save 3+ (on 2D6)

A unit wearing terminator armor has a maximum speed 6". However the unit does not suffer a -1 to hit modifier from auto weapons when moving, and can run (although not far) and fire a heavy weapon without penalty.

In addition, then units in Terminator Armor have all the benefits of a power armor (see below).

Power Armor

Armor Save 5+ (on 2D6)

A unit wearing power armor may re-roll any strength or toughness checks that they are required to make.

Furthermore, each suit of power armor comes readily equipped with *photo-visior*, *respirator* and *infra-goggles*.

Light Armor

Armor Save 6+

Flak Vest

Armor Save 5+ (4+ against certain weapons)

Flak Vests are the most common of body armor in the known universe. It is specially designed to save a warrior from fragmentation grenades, and as such has a 4+ save against Frag Grenades and Frag Missiles.

Mesh Vest

Armor Save 5+ (4+ if of Eldar design)

Carapace Armor

Armor Save 4+ (3+ if of Eldar design)

Units carrying these pieces of armor will have a -1 Mv modifier. In addition, the carapace armour counts as a *basic weapon* for calculating encumbrance.

Shield

Armor Save +1

The shield does not work in conjunction with either Terminator Armor or Power Armor. It takes the space of a Close Combat weapon for purposes of encumbrance, and simply adds +1 to any armor saves. If a shield is the only armor that a unit carries, then this means that the unit has a 6+ armor save.

Refractor Field

Field Save 4+

Refractor fields are the most common of all the power-fields in the universe.

Conversion Field

Field Save 4+

If the weapon hitting the unit has a *strength* value equal to or higher than 6, then provided the field worked, place a large template over the unit. This counts as a *photon grenade* centered on the unit. The unit himself is not affected by this *photon grenade*.

Displacer Field

Field Save 4+

Once all wounds have been tallied from a single shooting attack, then if a unit wearing a displacer field used it to save him from harm he becomes *displaced*. Roll a random direction and move the unit 1d6" in that direction. The unit stops 1" short of any impassable terrain he might encounter. You must resolve all hits before you *displace* the unit. If you roll a 6 when displacing the unit, the field has temporarily shorted out, and will not work for the rest of the turn.

Ammunition – Firearms

Dum-Dum Bullets

Weapons equipped with dum-dum bullets will increase their *strength* by +1. However, their *ammo* similarly increases to 6+.

Armor Piercing

Weapons equipped with armor piercing bullets will increase their save modifier by an additional -1.

Ammunition – Shotguns

Bolt Shells

A bolt shell increases the short range by +4" and the long range by +8".

Scatter Shot

A unit using scatter shot reduces the cover modifier of the target by 1, i.e. light cover gives no modifier and heavy cover only gives a -1. The *strength* of the weapon is reduced to 3 however.

Man Stopper Shells

A unit using man stopper shells confers an additional -1 *save modifier* to the weapon, and in addition increases the *damage* of the weapon by +D3.

Hot Shot

A unit hit by a *hot shot* will *catch fire*. The *ammo* of the weapon using this ammunition increases to 6+.

Ammunition – Bolt

Flechette Rounds

A unit using flechette rounds reduces the cover modifier of the target by 1, i.e. light cover gives no modifier and heavy cover only gives a -1. The *strength* of the weapon is reduced by -1 however.

Hellfire Rounds

A unit hit by a *hellfire round* will *catch fire*.

Turbo Penetrator Rounds

A unit hit by this bolt will have a -1 *field save modifier*.

Ammunition – Laser Weapons

Hot Shot Upgrade

A weapon with this upgrade gains an additional -1 save modifier. However, their ammo roll will automatically be 5+.

Ammunition – Needle Rifles

Tranquilizer

Roll a die. On 1-5, the wounded unit slumps unconscious to the ground for D3 turns. On a 6 he slumps to the ground for the rest of the game. If any of your units are in base-to-base contact with the unit as the scenario ends, then the unconscious unit is automatically *captured* (see injury chart).

Ammunition – Other

Reloads

Whenever a reload is bought, then the unit can use such a reload, instead of shooting, in order to reload a weapon that failed its ammo roll.

If a weapon has any special upgrades (like armor piercing rounds or similar) then the reload contains that upgrade as well. Do note that when a reload is bought, you must specify which weapon has a reload.

Bionics

Crude Bionics

A unit with this piece of equipment has replaced one of his *injured body parts* with some rather crude bionics. Before a game roll a die. On a roll of 1, the unit with crude bionics does not partake in that game.

Drugs

Following a game in which a unit used drugs, that unit must roll a *willpower check*, modified by the drugs *addiction rating*. If the check fails, the unit is now *addicted* to the drug. The unit must take the drug from every game thereafter, but gains no benefits from said drug.

If the unit is denied its drugs, the unit must roll as if it suffered from an *old battle wound*.

Further *addiction* to other drugs adds a +1 modifier for the *old battle wound*. At 2+, the unit retires - too strung out to function. A unit can only be addicted to a single drug, once, but can be addicted to multiple drugs.

Spook

-3 addiction rating

A unit that takes a dose of *spook* before a battle is allowed to roll a minor psychic power that he can use throughout the scenario; the psychic power will be lost following the battle.

Taking a new dose of *spook* means that the unit must roll on the minor psychic power again. A unit can only ever take a single dose of *spook* per battle.

'Slaughter

-2 addiction rating

A unit may, during a maintenance phase, take a dose of *slaught*. The unit then gains +1 to his *weapon skill*, *strength*, *toughness* and *wounds*. At the beginning of each maintenance phase, roll a die. On the roll of 5+, the effects have worn off.

'Spur

-2 addiction rating

A unit that takes a dose of *spur* confers the *frenzy* special rule to that unit for the rest of the game.

'Flex

-2 addiction rating

A unit may, during a maintenance phase, take a dose of *flex*. The unit gains +1 to his initiative and movement characteristic. At the beginning of each maintenance phase, roll a die. On the roll of 5+, the effects have worn off.

Calma

-1 addiction rating

Usually this drug is administered to prisoners before a scenario. A dose of *calma* subjects the unit to *stupidity* for the rest of the scenario.

Hard Liquor

-1 addiction rating

This drug is administered to a unit before a battle. A unit will be drunk throughout the rest of the scenario, increasing his *nerve* by +1. However, if a double six was rolled when rolling a *nerve* check, the unit will suffer from *stupidity* for the rest of the scenario.

Cleanse

+1 addiction rating

This drug can be used as a post-battle action only. It is used to help unit kick the habit, if they are addicted to any drug. Roll a willpower check. If successful, the unit has kicked the habit and is no longer addicted to any drug. If a double 6 was rolled, however, the unit is now also addicted to *cleanse* in addition to any other addictions.

Mystical Items

Lucky Charm

A unit with this equipment gains a *4+ special save* against shots fired in *overwatch* only.

Spirit Wards

A unit with this piece of equipment gains a *+1 ward save modifier*. If the unit does not have a *ward save* then treat this equipment as granting him a *6+ ward save*.

Death Mask

A unit equipped with this piece of equipment will cause *fear* in enemy units.

Copper Rod

A weirdboy equipped with a copper rod may store a single *locked waaagh-die* within the copper rod. To do so, simply roll a power die as normal, but instead of affecting the weirdboy, the power die is stored within the copper rod. IT will not take part in affecting a *'Eadbangerz* table, but may be used when attempting to use a *waagh-power*.

Once a die has been locked in the copper rod, it stays locked there until used.

Vehicle Equipment

Weapon Mount

Costs 1 HP. Gives the vehicle a heavy weapon, that corresponds to one of the four fire arcs.

Turret Mount

Costs 2 HP, gives the vehicle a heavy weapon that may fire in any fire arc.

Targeting Computer

Costs 1 HP. A simple piece of machinery which will automatically target enemies and fire a weapon mounted on a vehicle. The targeting computer has a *ballistic skill* of 3, and is hooked up to a single mounted weapon on the vehicle. The targeting computer, unless destroyed (or the vehicle is destroyed) will keep on working, even if there is no crew left on the vehicle.

Powerful Engines

Costs 1 HP. The vehicle may now move at breakneck speeds. At the players discretion a vehicle may add *+2d6"* to its total movement, during the action phase. However, if a double was rolled, the vehicle *goes out of control*.

Extra Armor

Costs 1 HP. The vehicle gains *+1* to one of the three armor values per extra armor purchased.

Smoke Launcher

Costs 1 HP. The vehicle may now launch a *smoke grenade*, centered on itself during the action phase. Only one such smoke grenade per scenario can be used.

Equipment Price List

The following lists details the prices, as well as the rarity of any of the given equipment from the list above.

An item listed as Common is readily available. Other items will be listed as Rare X, with X being a number.

See the campaign section for details on how to find rare items during a campaign.

Armor

Terminator Armor	300, Rare 13
Power Armor.....	150, Rare 11
Light Armor	15, Common
Flak Vest	20, Common
Mesh	25, Common
Mesh (Eldar)	35, Rare 10
Carapace	35, Rare 8
Carapace (Eldar)	55, Rare 11
Shield	5, Common
Refractor Field	100, Rare 10
Conversion Field	115, Rare 10
Displacer Field	120, Rare 11

Ammunition – Firearms

Dum-Dum Bullets	5, Rare 6
Armor Piercing Bullets	5, Rare 6

Ammunition – Other

Reload *Quarter of Weapons price*, Common

Ammunition – Shotgun

Bolt Shells	15, Rare 8
Scatter Shells	5, Common
Man Stopper Shells.....	10, Rare 8
Hot Shot Shells	15, Rare 9

Ammunition – Bolts

Flechette Rounds.....	15, Rare 9
Hellfire Rounds	20, Rare 10
Turbo Penetrator Rounds	15, Rare 10

Ammunition – Laser

Hot Shot Upgrade	20, Rare 5
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Ammunition – Needlerifle

Tranquilizer	25, Rare 5
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Bionics

Crude Bionics	65, Rare 8
Bionic Arm.....	110, Rare 10
Bionic Eye	85, Rare 9
Bionic Leg	110, Rare 10

Drugs

Spook.....	40, Rare 10
Slaughter.....	35, Rare 9
Spur	30, Rare 9
Flex.....	25, Rare 9
Calma	20, Rare 8
Hard Liquor	15, Common

Note that if once you have found a dose of drugs, then on a roll of 4+, post-battle, the drug found becomes common for that post-battle sequence.

Gun Sights

Red Dot Laser Sight	45, Rare 7
Mono Sight.....	50, Rare 8
Telescopic Sight	50, Rare 8
Infra Red Sight.....	55, Rare 9

Mystical Items

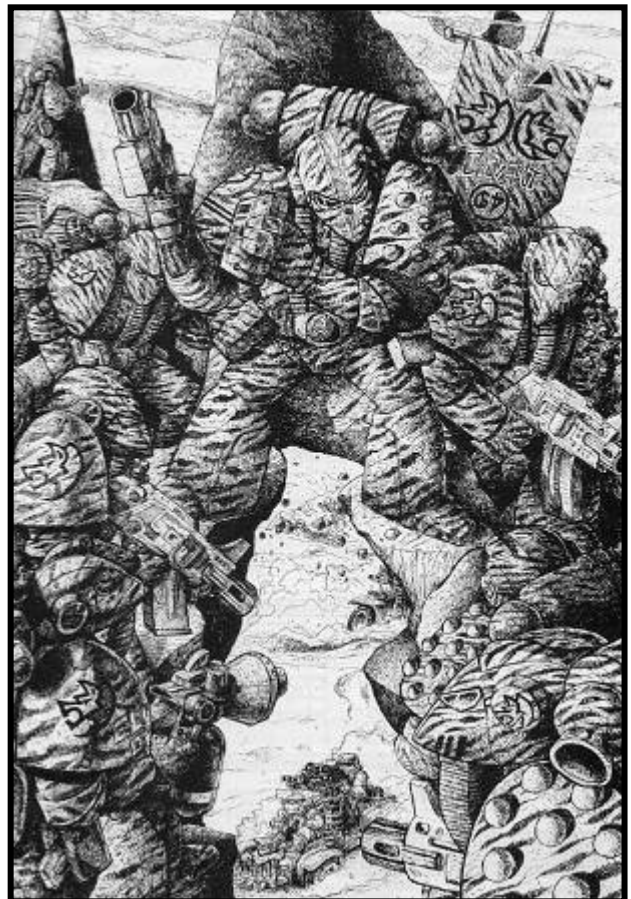
Lucky Charm	25, Rare 8
Spirit Ward	25, Rare 8
Death Mask	75, Rare 10
Copper Rod.....	50, Rare 6

Miscellaneous Items

Bio-Booster	60, Rare 9
Bio-Scanner	55, Rare 10
Clip Harness	10, Common
Concealed Blade	15, Rare 7
Filter Plugs.....	10, Common
Grav Chute.....	40, Rare 8
Grapnel.....	35, Rare 8
Infra-Goggles	45, Rare 8
Lobo-Chip	20, Common
Photo-Contacts.....	15, Common
Photo-Visor	10, Common
Respirator	10, Common
Screamers (one encounter)	50, Rare 9
Silencer.....	35, Rare 8
Skull Chip	55, Rare 10
Stummers (one encounter)	50, Rare 9

Vehicle Items

Weapon Mount	Weapon Cost + 35, Common
Turret Mount	Weapon cost + 75, Common
Targeting Computer	65, Rare 10
Powerful Engines.....	45, Rare 7
Extra Armor.....	25, Common
Smoke Launcher.....	35, Rare 10



VEHICLES

As with the list for equipment, then the following list of vehicles is by no means exhaustive and players are encouraged to invent new vehicles or modify existing vehicles. Some of the more common vehicles (primarily those with available models) have been included, alongside some very generic vehicles.

Open Topped Vehicles

If a vehicle, such as a bike or flat-bed truck, is classified as being open topped, then certain rules applies when shooting at the vehicle.

Instead of simply shooting at the vehicle, then a unit may attempt to shoot the crew/passengers onboard the vehicle instead. Treat this as a normal shooting attack.

The crew and passengers however, have a 5+ *special save* against any shots fired in this manner, in addition to any armor that they may be wearing.

Fast Vehicles

If a vehicle is designated as being fast, then add +1d6" to the vehicles top-speed during movement.

Generic Vehicles

Name	Type	HP	F	S	R
Ground Car	Wheel	2	9	9	9

Fire Point: 1 (Left or Right side)
Access Points: 2 (Left or Right side)
Transport: 3, Crew: 1

Name	Type	HP	F	S	R
Bike	Wheel	1	8	8	8

Fire Point: 1 (Front, Left or Right side)
Access Points: 1 (Any side)
Transport: 1, Crew: 1
Open Topped, Fast

Name	Type	HP	F	S	R
Hover Bike	Anti-Grav	1	8	8	8

Fire Point: 1 (Front, Left or Right side)
Access Points: 1 (Any side)
Transport: 1, Crew: 1
Open Topped, Fast

Name	Type	HP	F	S	R
Truck	Wheel	3	10	10	10

Fire Point: 2 (Left or Right side)
Access Points: 2 (Left or Right side)
Transport: 10, Crew: 1-2

Name	Type	HP	F	S	R
Flatbed Truck	Wheel	3	10	10	10

Fire Point: 2 (Left or Right side)
Access Points: 2 (Left or Right side)
Transport: 10, Crew: 1-2
Open Topped

Name	Type	HP	F	S	R
Power Loader	Walker	2	9	8	8

Fire Point: 1 (Front side)
Access Points: 1 (Left side)
Transport: 0, Crew: 1
Open Topped

Name	Type	HP	F	S	R
Speeder	Anti Grav	2	10	9	9

Fire Point: 1 (Front, Left or Right side)
Access Points: 2 (Left or Right side)
Transport: 4, Crew: 1-2

Name	Type	HP	F	S	R
Crawler	Tracked	4	11	10	9

Fire Point: 1 (Left or Right side)
Access Points: 2 (Left or Right side)
Transport: 10, Crew: 1-3

Specific Vehicles

Name	Type	HP	F	S	R
Astartes Bike	Wheel	2	10	10	10

Fire Point: 1 (Left or Right side)
Access Points: 1 (Any Side)
Transport: 0, Crew: 1
Open Topped, Fast

Name	Type	HP	F	S	R
Imperial Sentinel	Walker	3	10	9	9

Fire Point: 0
Access Points: 1 (Left or Right side)
Transport: 0, Crew: 1

Name	Type	HP	F	S	R
Dreadnought Suit	Walker	4	12	12	11

Fire Point: 0

Access Points: 1 (Front side)

Transport: 0, Crew: 1

Name	Type	HP	F	S	R
Land Speeder	Anti Grav	3	11	11	10

Fire Point: 1 (Front, Left or Right side)

Access Points: 2 (Left or Right side)

Transport: 0, Crew: 2

Name	Type	HP	F	S	R
Rhino	Tracked	5	11	10	10

Fire Point: 2 (Front, Left or Right side)

Access Points: 3 (Rear, Left or Right side)

Transport: 10, Crew: 2

Name	Type	HP	F	S	R
Chimera	Tracked	4	12	10	10

Fire Point: 2 (Front, Left or Right side)

Access Points: 1 (Rear side)

Transport: 10, Crew: 2

Name	Type	HP	F	S	R
Land Raider	Tracked	8	16	16	16

Fire Point: 0

Access Points: 3 (Front, Left and Right side)

Transport: 10, Crew: 3

Name	Type	HP	F	S	R
Eldar Jetbike	Anti Grav	2	10	9	9

Fire Point: 1 (Front, Left or Right side)

Access Points: 1 (Left or Right side)

Transport: 0, Crew: 1

Open Topped, Fast

Name	Type	HP	F	S	R
Vyper Jetbike	Anti Grav	3	11	9	9

Fire Point: 0

Access Points: 2 (Left or Right side)

Transport: 1, Crew: 1

Fast

Name	Type	HP	F	S	R
Tau Devilfish	Anti Grav	4	11	11	11

Fire Point: 0

Access Points: 1 (Rear side)

Transport: 10, Crew: 2

Vehicle Price List

The following lists details the prices, as well as the rarity of any of the given vehicle from the list above.

An item listed as Common is readily available. Other items will be listed as Rare X, with X being a number.

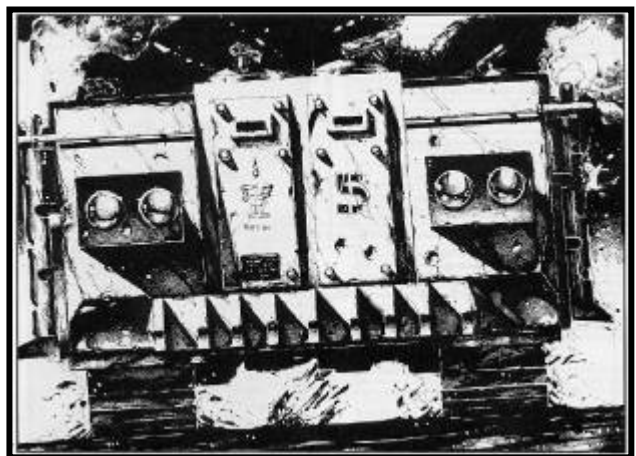
See the campaign section for details on how to find rare items during a campaign.

Generic Vehicles

Ground Car.....	100, Common
Bike	75, Common
Hover Bike	125, Rare 8
Truck.....	200, Common
Flatbed Truck	150, Common
Power Loader.....	125, Rare 7
Speeder.....	225, Rare 7
Crawler	225, Rare 6

Specific Vehicles

Astartes Bike	115, Rare 9
Imperial Sentinel.....	155, Rare 8
Dreadnought Suit	500, Rare 12
Land Speeder.....	250, Rare 10
Rhino.....	300, Rare 9
Chimera	275, Rare 8
Land Raider	850, Rare 13
Eldar Jetbike	150, Rare 10
Vyper Jetbike.....	250, Rare 11
T'au Devilfish.....	290, Rare 10



ARCHETYPES

When using BoA for campaign games, then the whole of the Dark Millennium is your stage. With these rules you can have daring Eldar pirate raids on an Emperor forsaken planet in one game, and then a lowlife shootout in the vents of a spiraling Hive City the next. And in order to do this, you will need miniatures to represent your forces for any of the scenarios or campaigns that you are playing. This section covers, in detail, how to construct your forces for a scenario or a campaign game.

The Dark Millennium is a place of multitudes of cultures, races and individuals. As such, it would be impossible to write down specific characteristics for each and every culture, and therefore BoA deals with Archetypes.

An Archetype consists of two things; a racial profile and a class. Combined they are used to represent your forces, not only for one off scenarios, but also for campaign purposes, as will be detailed later. In the *Encounters* section there are readymade profiles of select Archetypes that players might encounter in their games or for use in their own warbands as well.



Constructing an Archetype

In order to construct an Archetype, you have to select a Racial Profile from the list given later. Each racial profile states the averages of such an Archetype, as well as the racial maximums of that race.

To this you add a class template, which will define that unit for all sense and purposes.

Each class not only defines the primary characteristics of the unit, but will also list what primary skills they increase, as well as a racial increase. This racial increase is applied to the racial profile, to make your unit more distinct. Thus, a *sage* will never be able to push his *strength* beyond the racial limitations like a *warrior* would.

Each racial profile will list the costs for each class.

Ready Made Archetypes

In the encounter section you will find a host of ready made archetypes that can be used in your games. They will list not only the race and class but will already have any advancements figured into their cost and profile.

Thus, if you want to play a small band of rogue Imperial Guardsmen, you use the profiles as they stand and do not add any starting bonuses to the profiles.

The Warrior

Swordsmen, pitfighters, gang fighters, feral tribesmen, orks

The warrior class is the primary class across the Imperium. For even though the Adeptus Mechanicus has preserved many a technological wonder, millions of planets barely scrape by using nothing more than their natural instinct and a sharpened stick.

Profile

Starting Bonus: +1 *Weapon skill*
 Primary Alpha:..... *Weapon skill*
 Primary Beta:..... *Strength*
 Secondary Alpha:..... *Attacks*
 Secondary Beta:..... *Toughness*

Increased Racial Maximum

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
	+2		+1				+1			

Primary Skills

Close Combat, Prowess, Agility

The Marksman

Hunters, soldiers, assassins, gun fighters, eldar rangers

The marksman class is ideally suited for any stationary force, preferring long range combat, as well as any gun-shark from any hive city. These men and women hone their skills with ranged weapons to such excess that it becomes an extended part of their bodies.

Profile

Starting Bonus: +1 *Ballistic skill*
 Primary Alpha:..... *Ballistic skill*
 Primary Beta:..... *Initiative*
 Secondary Alpha:..... *Nerve*
 Secondary Beta:..... *Weapon skill*

Increased Racial Maximum

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
		+2						+2		

Primary Skills

Shooting, Prowess, Subterfuge

The Rogue

Scouts, spies, Rogue Traders, Eldar Pirates, T'au pathfinders

On the outskirts in any culture there are those who live by their feet, their quick wits and low blows. Living by this creed also means that they are the lone wolves of any civilization; individualistic entrepreneurs who will never be able to abide by any cultural dogma.

Profile

Starting Bonus: +1 *Initiative*
 Primary Alpha: *Weapon Skill*
 Primary Beta:..... *Ballistic Skill*
 Secondary Alpha: *Initiative*
 Secondary Beta:..... *Movement*

Increased Racial Maximum

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
	+2					+1		+1		

Primary Skills

Agility, Subterfuge, Streetwise

The Sage

Academics, tech-priests, keepers of faith, Eldar Farseers, Mekboys

The sage are most often revered for their great knowledge; respected for their immense insight and most often not worth much in a fight. However, no leader would dream of ignoring the abilities and advise of a sage; for everyone, at the end of the day, will need clerks.

Profile

Starting Bonus: +1 *Willpower or Leadership*
 Primary Alpha: *Willpower*
 Primary Beta:..... *Leadership*
 Secondary Alpha: *Nerve*
 Secondary Beta:..... *Initiative*

Increased Racial Maximum

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
									+2	+2

Primary Skills

Academic, Technicana, Streetwise

Racial Profiles

The following profiles represent the most common member of that race, without any class or trade skill. As such, they can be used for civilians of that race in any scenario.

Imperial

Humans

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

Warrior 30

Marksman 30

Rogue 25

Sage 25

Psyker +45

Carrier of Faith +25

Maximum Racial Profile

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	6	6	4	4	*	6	3	10	9	9

Space Marine

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	4	4	4	4	3	5	3	9	9	9

Warrior 100

Marksman 110

Rogue 105

Sage 115

Psyker +90

Carrier of faith +50

Maximum Racial Profile

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	8	8	6	6	*	7	5	11	11	10

And They Shall Know No Fear - Space Marines are immune to the effects of *fear*. In addition, they will automatically rally, at the end of the maintenance phase, if they are broken or pinned.

Ratling

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	2	3	2	2	1	3	1	6	5	5

Warrior 20

Marksman 25

Rogue 20

Sage N/A

Maximum Racial Profile

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	4	7	3	3	*	5	3	9	8	7

Ogryn

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	3	1	4	4	2	2	2	7	5	5

Warrior 60

Marksman 55

Rogue 50

Sage N/A

Maximum Racial Profile

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	7	3	6	6	*	4	5	10	7	7

Hulking Brute - Ogryns are considered to be a large target.



Xenos

Squat

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
3	2	2	3	3	2	3	1	7	7	7
Warrior			35							
Marksman			40							
Rogue			30							
Sage			35							

Maximum Racial Profile

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
3	6	6	4	5	*	4	3	10	11	10

Hardy - Any Squat unit may re-roll their result once on the *injuries chart* following a game. The re-roll stands.

Eldar

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
5	3	3	3	3	1	5	1	7	7	6
Warrior			50							
Marksman			60							
Rogue			55							
Sage			60							
Psyker			+100							

Maximum Racial Profile

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
6	7	7	4	4	*	8	4	10	10	11

Eldar Culture - An eldar will treat Eldar weaponry or equipment as common items.

Ancient - An eldar must earn double the amount of xp in order to gain any advancement.

Ork

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	3	2	4	4	1	2	2	7	5	5
Warrior			55							
Marksman			N/A							
Rogue			50							
Sage			45							
Weirdboy			+80							

Maximum Racial Profile

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	7	4	6	6	*	6	5	10	8	8

Mob Psychology - For each 10 living orks on your side, increase the *nerve* characteristic of all orks on your side by +1 to a maximum of 10.

Gretchin

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	2	2	2	2	1	3	1	6	4	4
Warrior			N/A							
Marksman			15							
Rogue			15							
Sage			10							

Maximum Racial Profile

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
5	4	4	3	3	*	6	2	8	7	6

Sneaky Gits - All gretchin units may *hide*, even if running, if they roll a 4+ on 1D6.

T'au

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	2	2	3	3	1	2	1	6	6	7
Warrior			30							
Marksman			35							
Rogue			25							
Sage			25							

Maximum Racial Profile

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	5	7	4	4	*	5	3	9	9	10

Blind to the Warp - Any T'au unit has a 5+ *ward save* against any psychic power or psychic effect.

Technological - Any T'au unit gains the *Technicana* as an additional primary skill.

Kroot

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
5	3	2	3	3	1	3	1	7	5	6
Warrior			45							
Marksman			40							
Rogue			40							
Sage			35							

Maximum Racial Profile

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
7	6	4	4	4	*	6	3	9	7	8

Predator - When a kroot unit is inside an area of wood/jungle terrain, opponents will have an -1 to hit the kroot unit.

Slaan

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
5	3	2	3	3	1	2	1	7	7	7

Warrior	40
Marksman	40
Rogue	35
Sage	45
Psyker	+100

Maximum Racial Profile

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
8	6	6	4	4	*	5	4	10	11	11

Ancient - Any slaan psyker may roll two major powers when rolling for *psychic powers*.

Hereticus**Daemons Racial Maximum**

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
5	7	7	6	6	*	7	6	11	11	11

Greater Daemon Racial Maximum

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
8	10	6	10	10	*	9	10	11	11	11

Mutant Racial Maximum

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
6	7	7	6	6	*	7	5	10	9	8

**Creating Characters**

When a warband is created, there's an additional attribute that can be assigned to a unit; that of being characters. To this end, all units are designated into one of the following types.

Each type of campaign will tell you how many of each you are allowed to bring into your warband.

Henchmen x1 rating, 0 exp
Henchmen are just that, henchmen. They are the hordes of unnamed troops for the characters to fend off against. Henchmen may only increase their wounds to a maximum of starting wounds + 2.

Henchmen may only look for a single piece of rare equipment per henchman when trading.

Characters x1.5 rating
A Character is just a cut above the norm. Some are heroes, others are villains and good deal of them fall somewhere in between.

Characters start out with +1 wound, and may increase their number of wounds to a maximum of 5.

Up to one character may be designated as a *Leader* and will automatically gain +1 Nv and a Minimum Leadership of 8.

Characters may look for D3 pieces of rare equipment when trading.

Main Characters x2 rating
A Main Character is a rare breed and as such any crew should only ever have a single such units in their crew; ideally the leader of a crew should be rated as a main character.

Main characters start out with +3 wounds and may increase their number of wounds to a maximum of 10.

A main character will always be a *leader* and starts out with +2 Nv and a Minimum Leadership of 9.

Main Characters, like Characters, may look for D3 pieces of rare equipment when trading.

Mutations

Any race can become a mutant. Each mutation costs a willpower point. If the unit's *willpower* is exceeded, then the unit turns into a chaos spawn.

If a unit includes a *carrier of faith* for one of the ruinous powers, then they can roll a mutation instead of a normal advancement following a game.

11 **Furry**

Apart from being covered by a thick layer of fur, this mutation has no in game effect.

12 **Unstable Metabolism**

Roll a die at each maintenance phase for this unit. On the roll of 6+, the unit is removed from the game.

13 **Enhanced Smell**

The unit can spot *hidden* units up to 1x3" away rather than the normal x2.

14 **Blubbery**

The unit gains a +1 *toughness* increase, but cannot run during its *action phase*.

15 **Acid Blood**

If the unit was wounded during close combat, then the opponent is attacked by a S3 attack, with no armor saves allowed.

16 **Warpstruck**

Roll a die at each maintenance phase. On the roll of 6, the unit will instantly teleport 2d6" in a random direction.

21 **Retched Stink**

If the unit is engaged in close combat with an enemy unit, then the enemy unit will automatically count as having rolled a single fumble.

22 **Brightly Patterned Skin**

Apart from an unusual skin color, this mutation has no in game effect.

23 **Horns**

When the unit with this mutation charges, he gains a +1 attack bonus, in addition to the normal charge bonus.

24 **Regenerate**

At the beginning of each maintenance phase roll a die. On 4+, the mutant regains D3 lost wounds.

25 **Flame Breath**

Instead of shooting, then this unit may breathe fire once per game, as though he was shooting with a *hand flamer*.

26 **Horrifying**

The unit now causes *fear*.

31 **Sixth Sense**

The mutant gains a 6+ *special save*.

32 **Claws**

If the unit is fighting a close combat with its bare fists, his attacks will have a -1 save modifier.

33 **Pin Head**

The mutant suffers from *stupidity*.

34 **Suctioncupped**

The mutant unit may climb any vertical surface without any form of penalty. If he is shot while climbing, he must roll an initiative check. If failed, he will fall.

35 **Extra Arm**

The mutant may now use an additional one handed weapon during his shooting phase. Additional arms allows him to use more weapons, but he can only ever fire two weapons during a shooting phase.

36 **Psychic**

The mutant gains a single roll on the *minor psychic power* table.

41 **Greased Lightning**

The unit may *run* at three times his normal move. However, at the end of such a run, roll a toughness check. Failure means that the unit suffers a stroke and is removed from the game, and must roll on the injury chart afterwards.

42 **Tentacles**

The first roll of this mutation grants the unit +1 A. Each second roll of this mutation will grant the user +1 A. All attacks granted from tentacles must be resolved at the unit's basic strength.

43 Extra Head

Roll a d6 at the beginning of the maintenance phase. On a roll of 6+, the two heads squabble for leadership and the unit performs no action. Further rolls of this mutation will have a modifier of +1 for that roll. The benefits of having two heads is that the user can fire two weapons during his action phase, without any modifiers for doing so.

44 Heightened Senses

Adds +1 to the units *initiative*.

45 Stunted

The unit counts as a small target. Its racial maximums for *strength* & *toughness* will be fixed at 4.

46 Big Bones

Add +1 *wounds* to the unit.

51 Cloven Feet

Apart from making the mutant look odd, this mutation has no further effect.

52 Scorpion Tail

Upon receiving this mutation, roll a die. On a score of 5+, the scorpion tail is poisonous and has Dam D3. Otherwise the tail grants the mutant +1 attack, resolved at its normal *strength*.

53 Ugly as Sin

Apart from being really ugly, then this mutation has no other effect during the game.

54 Third Eye

Instead of shooting, then the unit may use its third eye mutation. All units that have a line of sight to the front 90 degrees of the mutant, must roll as if affected by *terror*.

55 Scaly Skin

The mutant has a tough and scaly skin, that confers a +1 *armor save* modifier. If the unit does not have any armor save, treat it as a 6+ *armor save*.

56 Hypnotic Gaze

The mutant may, instead of shooting, attempt to transfix a target in line of sight. The target must roll a *willpower check* or become enthralled by the mutant. This works just like the *Verses of Decadence incantation Transfix*.

61 Growth

The mutant now counts as a large target, and increases its *strength*, *toughness* and *wounds* by +D3 each. However, the mutant will also have -2 to his *leadership* characteristic.

62 Grotesque Physique

The unit cannot wear any *armor* due to its grotesque physique, and must rely on its raw cunning or *field saves* instead.

63 Psychic Blank

The mutant cannot be the target of, nor can he himself use, any psychic power. Incantations will still be able to target him.

64 Uncanny Beauty

This mutation has no direct in game effect, but this unit is *devilishly* handsome.

65 Unearthly Howl

Instead of shooting, the mutant may give off an unearthly howl. All units within 12" of the mutant must roll a *willpower check* or become pinned.

66 Wings

The unit has sprouted wings. It can now fly 3d6" during its turn, ignoring any terrain while flying, and may fly up to a height of 12". A unit with wings cannot carry any *heavy weapon* or any armor with a save of more than 5+ and still be able to fly.



EXPERIENCE

No matter the campaign type, then all of your units will earn experience points following that scenario for performing various deeds throughout the scenario. As to how many experience points are earned, these are detailed in full in the scenarios.

Unless otherwise stated, then all units start out with **0 experience points** at the beginning of the campaign.

Experience points can be purchased for a unit, provided all players agree so, for the net sum of 5 ratings per 1 experience points.

Whenever a unit has gathered enough experience points, then he will advance. To see when a unit will advance, look at the following table.

Ranking Table

EXP	Rank (No. of Total Advances)	Rating Modifier
0-1	-	+0
2-3	Skilled (1)	+5
4-5	Skilled (2)	+10
6-7	Experienced (3)	+15
8-10	Experienced (4)	+20
11-13	Veteran (5)	+25
14-16	Veteran (6)	+35
17-19	Lesser Champion (7)	+45
20-23	Lesser Champion (8)	+55
24-27	Champion (9)	+70
28-31	Champion (10)	+85
32-35	Major Champion (11)	+100
36-40	Major Champion (12)	+125
41-45	Lesser Hero (13)	+150
46-50	Lesser Hero (14)	+175
51-56	Hero (15)	+200
57-62	Hero (16)	+230
63-68	Major Hero (17)	+260
69-75	Major Hero (18)	+290
76-82	Lesser Legend (19)	+320
83-89	Legend (20)	+360
90	Major Legend (21)	+400

Upon attaining a new rank, then apply the new rating modifier for that rank to the unit, for a total of that units rating. Following that, it's time to roll for the unit's advancement.

Advancement Table

Upon attaining a new rank, a unit is allowed to roll once on the following table to see what sort of advancement he has attained.

2	Primary Skill
3	New Skill
4	Random Characteristic 1-2: Willpower 3-4: Nerve 5-6: Leadership
5	Random Characteristic 1-2: Weapon Skill 3-4: Strength 5-6: Attacks
6	Secondary Characteristic Increase
7	Primary Characteristic Increase
8	Secondary Characteristic Increase
9	Random Characteristic 1-2: Movement 3-4: Ballistic Skill 5-6: Initiative
10	Random Characteristic 1-2: Toughness 3-4: Wounds 5-6: Free choice
11	New Skill
12	Primary Skill

Note that any doubles rolled will either result in a *Primary Skill* or the result rolled at the player's choice.

New Skill

With this result, the unit may pick any skill table and roll up a random skill. Psykers may choose a new branch of psychic powers, and roll a random power from that branch, or add D2 new minor psychic powers to their repertoire. Carriers of Faith may learn a new incantation from their own faith, or choose a new skill.

Primary Skill

With this result, the unit may pick any of his primary skill tables and roll a random skill from that table. If he already has that skill, re-roll the result. If the unit should have all primary skills, then he may choose a new skill set instead.

A psyker may choose a new random power from one of his major powers, or to add D2 new minor psychic powers to their repertoire. Carriers of Faith may learn a new incantation or simply choose a primary skill.

Random Characteristic

With this result a random characteristic, not directly linked to the class of the unit has received an increase.

The rolled characteristic is increased by +1. If this should put the rolled characteristic over the racial maximum, then re-roll within that random characteristic. If all results have already reached the racial maximum, then the unit may freely choose an increase.

Free Choice means that the unit may freely pick any characteristic and increase it by +1.

Primary & Secondary Characteristic

Whenever one of these results is rolled, then roll a die.

On 1 - 3 then the *Alpha* characteristic has increased by +1.

On 4 - 6 then the *Beta* characteristic has increased by +1.

If the rolled characteristic is at its maximum, then simply choose the other result.

If both the primary characteristics are already at their maximum, then the unit may count this result as a *Primary Skill*. If the unit already has all his Primary Skills, then the unit may freely choose.

If both the secondary characteristics are already at their maximum, then the unit may count this result as a Primary Characteristic instead.

When rolling for any of these characteristics, then on a roll of 6 the unit is allowed to take a primary skill instead of a characteristic upgrade. This cannot be done if the unit already has all his primary skills.

SKILLS

Throughout the course of a campaign game, your units will invariably gain experience and hopefully learn a thing or two about the Dark Millennium.

The following lists will include all new skills, as well as some well-known from the Necromunda rulebook. As such, this section completely overrules the Necromunda section on skills.

Skills are normally gained through advances, but in one-off games, or when designing a specific scenario, skills can be pre-purchased for your units, at the GM's discretion or at the agreement of both players.

Each skill increases the rating of the unit by +25 *point*, in addition to any ranking change necessary for the purchase of the skill. I.e. you must also pay for the *experience points* necessary for an advancement of the unit in order to gain a skill.

Using Skills

Unless specifically stated in the skill description, then all skills are *latent abilities*, which mean that they are always active, and no roll is required to use them.

If a skill is not latent it will clearly specify when and how the skill can be used, as well as any checks involved.

Gaining Skills

Just like the regular Necromunda rules; whenever a skill-advancement is gained for the unit, then you select a skill *class* and roll a die. The unit then gains the skill of that number.

If a unit already has the rolled skill, re-roll for a new result.



Close Combat Skills

1 Parry

The unit gains a free parry, in addition to any he might already have because of weapons, which can be used against all weapons.

2 Berserker

During each hand-to-hand combat the model can re-roll one of his lowest scoring Attack dice.

3 Disarm

The model can use this skill at the start of each hand-to-hand combat against his opponent. Select a single weapon to attempt to disarm. The opponent must then roll an Initiative test. If the test is failed then the weapon is tossed aside, thus unusable with the opponent losing any benefits the weapon offered (e.g. an extra *Attack* dice for using two close combat weapons). The enemy fighter cannot draw another weapon until the start of the following hand-to-hand combat phase. Once the enemy fighter is no longer in hand-to-hand combat it is assumed he has reclaimed any disarmed weapons.

4 Combat Master

If the model is attacked by multiple opponents in hand-to-hand combat then the enemy models do not gain the usual Attack dice and Combat Score bonuses. In addition, the fighter can use the enemy numbers to his advantage. For each opponent over one, add a +1 bonus to the model's Combat Score for the duration of the combat phase.

5 Feint

During a close combat but before rolling for any attacks, then the opponent must roll an *initiative check*. If failed, that unit has a -1 *combat resolution* for that round of combat.

6 Step Aside

During a close combat, then this unit has a 5+ *special save* that he can use instead of his normal armor save or field save.

Shooting Skills

1 Crack Shot

A unit with this skill will increase the *damage* of any *pistol*, *basic* or *special weapon* that he is using with +D3 in addition to any other damage modifiers (including the weapons native damage).

2 Desperado

The unit may choose to use any pistols as close combat weapon during a close combat. He must still use his weapon skill, but will have an attack rating equal to the number of shots that he can fire with his pistols. Damage from these hits is resolved with the weapon that has the highest number of shots (attacker decides if tied).

3 Gunslinger

The unit may, during his action phase, carry and fire two pistols at two different targets whenever he fires. All shots with both pistols are at an additional to hit modifier of -1.

4 Eagle Eye

The unit may fire any *pistol*, *basic* or *special* weapon at a special *extreme range band* which is equal to 12" beyond the normal long range of the weapon. All shots at this range are with a -2 to hit modifier.

5 Marksman

The unit may, if firing a single shot from any basic or pistol weapon, re-roll either the *to hit* roll or the *to wound* roll of that shot.

6 Quick Draw

This character doubles his *initiative* during any fast-draw phase of a scenario. In addition he may ignore the -1 to hit penalty for emerging/disappearing targets when shooting on overwatch (he still suffers this penalty if the model is charging him).



Prowess Skills

1 **Crushing Blows**

The model can use this skill at the start of each hand-to-hand combat against the opponent he is currently fighting. The opponent must roll a *strength check*. If the test is failed then his *weapon skill* is halved (round fractions down).

2 **Bulging Biceps**

The unit is granted 3 additional slots for the purposes of carrying weapons. In addition, he no longer requires two hands in order to use *basic weapons*.

3 **Nerves of Steel**

This character may attempt to re-roll any failed *pinning check* that he is required to make during the action phase.

4 **Body Slam**

If the model charged an opponent that turn then he can make a special attack against the enemy fighter before any *attack dice* are rolled. The opponent must take a *strength check*. If the test is failed then he suffers a hit with *strength* equal to the charger's *strength* characteristic. If the enemy fighter goes down or is taken out of action by this special attack, treat it just as if that was the hand-to-hand combat.

5 **Iron Jaw**

A unit in close combat with an opponent will modify any attacks' *strength* by -1.

6 **Stalwart**

If the unit has to roll on the *injury chart* following the scenario, roll a die first. On a score of 6+, the unit shrugs off his wounds and does not need to roll on the *injury chart* and can therefore work on territories or search for rare trade.

Agility Skills

1 **Cat Fall**

The model halves the distance (rounding fractions down) when *falling* or jumping off a ledge.

2 **Dodge**

The unit receives a 6+ *special save* against any ranged attacks.

3 **Quick Witted**

After both players have deployed their gang the model can make a special extra move, just as if it was his movement phase. So for example the model can choose to run, charge, hide, go into overwatch etc. Note this skill cannot be used if the fighter is involved in a build-up to a fast draw.

4 **Jink**

If a unit with this skill was hit, but not wounded, when attempting to charge an enemy on *overwatch*, then the unit does not roll for *pinning*. If wounded, the unit must roll for *pinning*.

5 **Jump Back**

Before starting a combat, the unit with this skill may roll an *initiative check*, modified by -1 if being charged (by any unit) and for each opponent involved. If the *initiative check* was successful, move the unit 2" away from all combatants, ignoring any difficult terrain as he moves. The unit is then no longer considered to be part of the combat, and no enemy will receive a *free strike* on this unit.

6 **Sprint**

Instead of moving normally the model can perform a special sprint move, however, if he does so then he cannot perform any other action (e.g. make a ranged attack or declare a charge). A fighter performing a sprint move can move a distance equal to his *movement characteristic* multiplied by 3.



Streetwise Skills

1 Recruiter

After a scenario, in which a unit with this skill did not roll on the *injury chart* he can, instead of looking for rare trade, aid in recruiting new units. Some exploration encounters will bring about new members to your crew; with a recruiter present, add +1 to the number of new crew members. If sent to work at a settlement or similar, then a new member will join your crew on a 4+ rather than on a 6+.

2 Fixer

The unit always knows someone who knows someone. The unit, following a game in which he didn't roll on the *injury chart* adds a +1 to any *rare trade* roll he has to make, including a +1 to the number of items he may search for.

3 Scout

This unit confers a number of bonuses to your side following a game. If the unit did not roll on the *injury chart* then he may: add -/+1 on any exploration dice and/or allow a second roll for a scenario or new territory - of which you can choose the better.

Multiple units with this skill allow additional rolls, up to a maximum of three additional rolls/modifiers (a total of four rolls/modifiers).

4 Surplus Supplier

The unit may, when rolling for *rare trade* choose either to - roll a d6 for the number of items he may look for or roll for a single rare trade item, with a rare value of no more than 8 and supply the gang with 2d3 pieces of said weapon or equipment.

5 Cutting Corners

The unit always seems to know a shortcut. When deploying your crew, then each unit with this skill may deploy an additional 6" further in on the game board, alongside with D3 other units of your crew, all of which must be positioned within 2" of the unit with this skill.

6 Hagglor

A unit with this skill may decrease the purchase value (but not the rating) of any weapon (except *daemon weapons*) by D6x5, down to a minimum of 5 credits.

Subterfuge Skills

1 Ambush

If a unit with this skill goes into overwatch, then the unit may *hide* as well, provided he would be able to do so (due to cover, skills etc.)

2 Dive

A unit with this skill may jump into cover and *hide* after having performed a run move (but not a sprint move).

3 Infiltrate

After all units have set up, then this unit may be set up anywhere on the board, up to 12" away from any enemy model, and may automatically count as *hiding*. If both sides have units with *infiltrate*, roll a die to determine who places their units first.

Units with *infiltrate*, that are held as *reserves* do not roll for a random table edge, but arrive at a table edge, chosen by the player.

4 Concealment

This unit can only be spotted at half the normal range for spotting hiding figures; including if a unit is using specialized equipment, but not if using a psychic power (unless he has a *ward save*).

5 Escape Artist

A unit with this skill, who became captured due to a *captured* result on the *injury chart*, treats such a result as a *full recovery* instead.

6 Assassin

If a unit with this skill is able to attack an enemy unit within a 90 degree arc to the rear of the unit the opponent will count as having half *weapon skill* and any hits made by the assassin will cause +D3 *wounds* in addition to their normal attacks as well as having an additional -2 *armor save modifier*.



Academic Skills

1 Indentured Servant

A unit with this skill may perform two post-battle actions (searching for weapons, using skills, etc.) during the post-battle sequence.

2 Economist

Whenever a unit with this skill is sent to work a settlement, then he will add a +1 to the die roll for the credits received working there. In an exploration campaign, a unit with this skill will add an additional +1 value token to his side. Multiples will only add up to +3 such value tokens.

3 Surgeon

Following a battle, in which this unit didn't roll on the *serious injury chart* then he may attend to one of the units that rolled on the *injury chart*. Roll two results on that table and choose the best result for the unit's *injury*.

4 Scholar

This unit may, at the beginning of the pre-battle sequence roll a die. On a roll of 6+, he has discovered some interesting tidbits and may either give 2d3 units the *infiltration skill* for the upcoming battle (the unit with this skill must himself be present and within 2" of at least one of the infiltrators when deploying them) or you may automatically grant the *initiative* for your side in the first D3 turns of the scenario.

Additional scholars will add a +1 to the die roll, to a maximum value of 4+.

5 Bureaucrat

A unit with this skill allows the crew to shift their upkeep level one column to the left when determining their income, provided that he does not perform a *post battle action*. Further Bureaucrats allows for a maximum of three column shifts in total.

6 Argumentator

A unit with this skill may, after deployment, roll a *willpower check*. If successful, then all units within 6" of the unit with this skill will count as *hating* the enemy.



Technicana Skills

1 Weapon Smith

A unit with this skill allows his side to ignore the first failed *ammo roll* during their turn. Additional *weapon smiths* will allow for up to three such ignored rolls.

2 Grease Monkey

If the unit did not roll on the *injury table* then he may attempt to repair one of your vehicles which suffered either a result of 7 or 8 on the *vehicle damage table* during the battle. The unit must roll a *leadership check*. If successful, the vehicle returns to service. If failed, the vehicle may not partake in the next scenario, but the *grease monkey* may have a final attempt at repairing it following the next scenario (provided he wasn't injured). If successful, the vehicle returns to service; if failed it is sold as scrap for D6x5 credits.

3 Relic Hunter

Whenever this unit retrieves a *loot counter* during a scenario, then roll a d6 for each *loot counter* he has. On a roll of 6+, he recognizes it as a valuable piece of archeotech and may sell it for D6x15 as a post-battle action.

4 Tinkerer

Each unit with this skill may 'tinker' with any unit's *pistol* or *basic weapon*. A weapon that has been tinkered with may gain one of the following modifiers; +4" short range, +8" long range, +1 *strength*, +1 *damage*, -1 *save modifier* in addition to the normal characteristics of the weapon. Any weapon can only be 'tinkered' with once.

5 Inventor

During the post-battle sequence, as a *post-battle action*, then the unit may invent a weapon or a piece of equipment (except *hereticus* or *xenos* weapons and equipment). Doing so simply means that you pick an item and roll on the rare trade chart for it. If successful, you gain that item for a quarter of its cost. You may also allow the inventor to spend up to three post-battle actions in order for him to add a +1 to his roll, to a maximum of +3.

6 Logician

Being so consumed by the machines and their spirits, a unit with this skill has a 6+ *special save* as well as a 3+ *ward save*.

Arcana Skills

Note this skill list is only available to *psykers* or *carriers of faith* and is in addition to any skills they have available.

1 Dabbler

The unit may, upon receiving this skill, choose any of the five *faith tables* and roll a random power. If he chooses one of the ruinous powers, he will also have the possibility of gaining mutations instead of normal advancement. Note that a follower of the *Imperial Incantations* cannot choose any of the *ruinous power incantations* - but any follower of the *ruinous powers* can freely choose an *imperial incantation*.

2 Ritualistic

A unit with this skill will have a +2 *ward save* modifier. If he does not have any *ward saves* then change this to a 5+ *ward save* instead.

3 Orator

The unit adds a +1 modifier when using any *incantations*.

4 Schooled

A unit with this skill has a single *willpower* re-roll when using a *psychic power*, or when rolling to invoke an *incantation*. Note that the unit can only re-roll a failed roll once, and a psyker may only re-roll one of his available powers during his *action phase*.

5 Pentagrammic Wards

As a *post battle action* then the unit with this skill may write a sigil of power, or grant a blessing to d3 units from your crew. These units will now have a 5+ *ward save* for the upcoming battle.

6 Choirmaster

A unit with this skill may select d3 units before a scenario to act as his choir. As long as they are within 2" of the unit with this skill, then that unit will have a +1 to any incantation rolls per *choir* member, or gain a +1 to his *willpower characteristic* when attempting to use a *psychic power*.

Units acting as his *choir* may not perform any actions other than aiding the choirmaster. If they do, or if they are pinned, broken or wounded then they no longer count as a member of the choir.

Leader Skills

A unit within your crew must be designated a leader. That unit now has a minimum *leadership* of 7, and all units within 6" of the *leader* may use his *leadership values* instead of either their own *nerve* or *willpower* check, when having to roll such checks.

1 Inspirational

Any unit within 6" and in line of sight to this unit gains a +1 to their *nerve* or *willpower* characteristics if they are rolling for *being pinned*, *fear* or *terror*. If the inspirational itself is pinned or broken, then no such modifier will be applied.

2 Iron Will

The leader may re-roll his first failed *battle check* during any scenario he partakes in.

3 Loud Voice

A leader with this skill increases the range of his leader ability to 12" instead of the usual 6".

4 Tactician

A unit, with this skill, adds a +1 modifier when rolling to see who sets up first at the beginning of a scenario, as well as a +1 modifier for the *initiative roll*. Further tacticians do not add any additional modifiers.

5 Commander

A unit with this skill may, before a battle, assign D3 units as his second-in-command. These units will have the *leader* skill, but other units can only use it if within 4" of the unit. Units that are second-in-command do not automatically gain a minimum *leadership* of 8 as a normal *leader*.

6 Iron Resolve

A unit with this skill, will get back up on his feet on a roll of 1 or 2 on the *injury chart*.



INJURIES

11-14 Dead

The unit dies. Strike him and his equipment from your roster.

15 Retires

The unit suffers a career ending injury and retires. Strike him from your roster, but keep his equipment.

16 Multiple Injuries

The unit survives, barely. Roll D3 times on this table, ignoring rolls of 11-16 and 42-55.

21 Blinded

The fighter loses the sight in a random eye. An eye that becomes blinded inflicts a -1 BS penalty. If all other eyes become blinded as well, then the unit *retires*.

22 Chest Wound

This confers a -1 T penalty. If the unit is reduced to 0, treat as *retired*.

23 Organ Failure

The unit must roll a die whenever he takes a wound. On 6+ it is fatal, and he must roll on this table following a fight. Further results of Organ Failure add a +1 to this roll. If the roll is 3+, retire the unit.

24 Shell Shock

The unit suffers -1 to his *initiative*. If this reduces the value to 0, retire the unit.

25 Arm Wound

A random arm has been wounded. The unit has -1 S. If the same arm becomes wounded twice, the unit can no longer hold a weapon with that arm. If a unit is reduced to S 0, or suffers 4 x Arm Wounds, then he retires.

26 Hand Wound

A random hand has been wounded. The unit has -1 WS. If the same hand becomes injured again, then the unit can no longer hold a weapon with that arm. If a unit is reduced to WS 0 or suffers 4 x Hand Wounds, then he retires.

31 Leg Wound

A random leg has been injured. The unit has -1 M. If the unit is reduced to M 0, or has 4 x Leg Wounds then he retires.

32 Partially Deaf

The unit has -1 Nv. If the unit's Nv is reduced to 0, or if he suffers 4 x Partially Deaf results, then he retires.

33 Head Wound

Roll a die before deployment. On 6+, the unit suffers from *stupidity*. Further Head Wounds add a +1 modifier to this roll.

34 Old Battle Wound

Roll a die before deployment. On 6+, the unit does not partake in the scenario. Additional Battle Wounds add a +1 modifier to this roll. When this roll reaches 2+, the unit retires.

35 Slight Amnesia

Roll a die. On 1-2, the unit loses a random skill. On any other roll, the unit suffers -1 *willpower*. If a unit is reduced to Wp 0, he retires.

36 - 41 Badly Hurt

The unit recovers, but will not partake in the next D3 scenarios.

42 - 55 Full Recovery

The unit recovers fully, and suffers no further harm.

56 Bitter Enmity

The unit now *hates* the unit that took him out. If you cannot remember which unit did this, then choose an enemy unit from that warband at random.

61 - 63 Captured

A unit that was captured can either be (by spending a post-battle action); ransomed back to the owner; set to work in a mine or similar territory; sacrificed if a carrier of faith of the ruinous powers are present, netting him +1 XP for a unit of his choice; sold into slavery for D6x10 credits. Before any of this happens, you have the option of playing the *rescue scenario* in order to rescue him. If failed, then one of the events takes place. A unit sold or sacrificed will be lost from your roster as well as his equipment.

64 Horrible Scars

The unit now causes *fear*.

65 Impressive Scars

The unit gains +1 *leadership*, further results do not stack.

66 Survives against the odds

The unit gains +D3 experience points.

CAMPAIGNS

What Necromunda always has been about are the campaigns. And within BoA there are no less than *three* different types of campaigns that you can run. There's the *Territory* campaign, the *Exploration* campaign and finally the *Narrative* campaign.

The **Territory campaign** is well known in its form from the regular Necromunda rules. Little has been changed, except to make it somewhat less heavy on the resource management. It is ideal for multiplayer campaigns as well as for campaigns that go on forever.

Exploration campaigns on the other hand are all about exploring an area, and having random and thrilling encounters. It is akin to the campaign rules from the *Mordheim* ruleset, but has been changed to fit the scope of these rules.

These two forms of campaigns are set on a prefixed planet in order to show off the scope of such campaigns. The goal, for the future, is to write up other interesting areas for such campaigns; but players are more than welcome to design their own campaign tables.

Finally, a **Narrative** campaign is best played between two to four players, each constructing a small warband whose tale they are eager to tell. This type of campaign is described in the Game Masters section.

All of these campaign modes follow the same turn sequence; one *pre-battle sequence* and one *post-battle sequence*.

Pre Battle Sequence

Once you have set up for a game, then do the following in order;

1. Meet, greet and compare the crew ratings.
2. Roll on the scenario table (overleaf).
3. Place terrain and then roll for any pre-battle-sequence events.
4. Play the scenario.

Post Battle Sequence

The following sequence details what happens following a scenario. A unit has a *post-battle action*, which he can use to perform up to one thing during the post-battle sequence, as shown below.

1. Determine Winner
2. Roll for Injuries (units that were removed during the game must roll, unless stated otherwise)
 - a. Spend a post-battle action on a skill or equipment that affects the *injury roll* for a unit.
 - b. Units that were *injured* have no post-battle action.
3. Assign *experience points* and roll for any *advancements*.
4. Spend a post-battle action to gather *income*.
5. Negotiate and pay for any captives.
 - a. If a captive was sacrificed, assign experience points for the unit at this point and roll for any advancements.
6. Once income has been gathered, then any unit may spend a post-battle action to *search for rare items*.
7. Spend any remaining *post-battle action* on other skills, equipment or events.
8. Purchase new recruits.
9. Work out the new crew rating.

The finer detailing for any campaign lies in how you gather income and any other events that take place during your post battle sequence; but these lists are common to all campaigns.

The following will detail the three campaign types.

TERRITORY CAMPAIGN

For centuries the planet of *Maliarch* had been a stable and loyal planet of the Imperium of Man. It supplied the Imperium with a variety of minerals and foodstuff, but chief amongst its exports were the *Tachyionian Weed*; a silicon plant, which could be used for superconductors as well as a host of other technological marvels.

Maliarch lies in a region of space, somewhat 'close' to the realm of Ultramar, and is an oft used planet for the various defectors of the region to settle in and disappear from the ever watchful eye of the Imperial Guard. It was, as much as an imperial planet can ever hope to be, a peaceful planet - far away from the hellish battlefields.

In recent time however, there has been a growing dissatisfaction across Maliarch; farmers have bickered and protested against the lowering price on Tachyionian Weed; some citing the Governor as favoring the Imperial Mining Syndicate's needs over theirs.

The fact of the matter is that *Maximilian de-Krullix*, the governor of Maliarch, actually is in the employ of the Imperial Mining Syndicate. The Imperial Mining Syndicate have forced the poor governor to divert attention away from the production of Tachyionian Weed, and instead focus on the somewhat sullen minerals and mines across the planet. The Imperial Mining Syndicate hopes to hinder one of their competitors in expanding into a region, some 200 lightyears away, that they themselves are interested in.

The Tachyionian Farmers, having found out about this plot, have started a small scale war, and are being aided by a rogue T'au expedition fleet in the area. It would seem that to the T'au, the tachyionian weed is a highly sought after narcotic substance. Some farmsteads have declared their independence and allied themselves with the T'au. Others, loyal to the Imperial Creed have split into further factions.

And the former hill tribes, who lived in harmony with their surroundings, have started to be forced out of their habitat because of the increased mining operations.

All of the involved factions, however, know that calling for any Imperial Aid will bring about a costly war that will most likely end up in the complete destruction of the fair planet. So the factions are involved in a low-intensity civil war, with a lot of civilians caught in the crossfire.

The Planetary Defence Force, have yet to side with any factions, still hoping beyond hope that the whole matter can be contained internally. As long as the border skirmishes are just that, skirmishes, the governing Lord Marshall of the Maliarch Armed Forces hopes that he will be able to maintain a semblance of Imperial Law and Order.

But what about the strange flickering lights being reported in the skies above the northern continents, or the weird disappearances of common, and noble men alike within the cities? And what of the falling stars; that seem to plunge down deep inside the grand *Korona Forests*? One thing is certain - things will never be the same on Maliarch again.



Governor Maximillian de-Krullix

The **Governor** was initially strong-armed into the 'agreement' with the Imperial Mining Syndicate (IMS), but later he came to realize that maybe this agreement wasn't so bad after all. Once he found that he could garner a very huge profit from securing Tachyionian Weed himself, and wait for the market to become desperate, he suddenly saw things in a whole different light. However, he had to move without the merit of his Imperial Mandate, otherwise someone higher up in the chain of command would become very suspicious on what was going on at Maliarch. It was a dangerous game, but one he was willing to play. At first he himself bought up all the Tachyionian Farms that went bankrupt, and installed his personal **Palace Guard** on the sites to secure them from the farmers, but he could not - truly - use them in an aggressive role. If word got out of his plans, which they would, then his scheme would come apart in one fell stroke. Instead, he found another dubious ally.

The **Highwaymen of Dreadholm Marshes**; these swamp-pirate gangs and crews of misfits would serve his master plan well. The Dreadholm Marshes are an intricate network of wetland that covers nearly 60% of Maliarch itself. Long have they been a nuisance as their constant raids on settlements, villages and farmsteads close to the marshes - but now they would instead serve as perfect pawns. Styling himself *The Puppet Master* he has begun to incite the highwaymen into attacking settlements, raid them, and then move his Palace Guard in to liberate the area, and claim he is only there until this 'war' is over, while reaping the profits in the meantime.



Lord Marshall Herman Goethe

While the **Lord Marshall of the Maliarch Armed Forces** has his suspicions regarding the Governors motives in the recent campaign of 'liberating' the farmsteads from highwaymen, he has little choice but to keep up Imperial Order across Maliarch - especially as he knows that if the Governor is linked to all of these events, then he, being Lord Marshall, will be next in line for the seat of Governor. But the Governor, and his seat, is the least of his worries now. Recently, the so-called *Puppet Master* have sparked a veritable onslaught of Highwaymen raids across the Marshes, which has meant that the **Planetary Defense Force**, already shorthanded and understaffed, have seen far more action than ever before. And still the Lord Marshall needs to stomp out the rebellious farmers, keep the goodwill and faith of the populace and keep out further Imperial Involvement (as that would mean he would loose not only the seat, but his life!).

Forced by circumstances, the Lord Marshall has begun to raise **Militia Forces** across Maliarch; arming peasants and giving them only the most basic of training available. Initially, they were supposed to be a pure defense force, intended to watch over their settlements and farmsteads, but with the main defense force stretched so thin, he has no choice but to use them in a more aggressive role and take the fight to rebels in order to gain the initiative.



Lord Adept Ledd van Dirén

The **Imperial Mining Syndicate** is an ancient institution, that claims (albeit dubiously) to have been founded in the era of the Great Crusades. But even so, it is definitely old and very influential. As such, it has been involved in numerous clandestine affairs against its competitors, of which the Maliarch debacle is only the most recent. Their major holding is that of minerals for production of many of the goods used and sold across Imperial domain. However, they were abhorred by the fact that the Imperial Farming Combine had secured a hold on the market for superconducting liquids; primarily used in the field of bionics - especially since they wanted in on that market. Thus, the Imperial Mining Syndicate set in motion a grand scheme, to infiltrate the government of all worlds who produced Tachyionian weed, and force the market to plummet, by disrupting the harvest, ruining the crops and use all other such nefarious methods.

To Maliarch they have assigned Lord Adept Ledd van Dirén to oversee the handling of the Maliarch operations. By forcing the Governor to lower the sale price on Tachyionian Weed, he swiftly and effectively put many of the Farmers out of work; whilst increasing the **Mining Crews** to not only secure their holdings, but also to net a greater profit than his predecessor, in the hopes that this would promote him to the rank of Lord Senioris Adept. What Lord Adept Ledd van Dirén didn't account for was the rebellion his cunning plan would ignite. Worried that they could overthrow the Governor, he has hired **Off-World Mercenaries** to combat these rebellious farmsteaders, and to aid the mining crews in defending the complexes scattered across Maliarch. So far, the net profits have made great advances... so far...



Grand Vizier Jyrian Krell

When the **Tachyionian Farmers** first saw the prices of their crops starting to decline, they cried out in outrage - and when they found that it was because of the Imperial Mining Syndicate and the Governors plot, they became enraged. It took one man with a vision to direct this rage. For years, *Jyrian Krell* have had contact with rogue elements of the T'au Empire; supplying their illegal ring of smugglers with Tachyionian weed for use as recreational narcotics. And when the prizes plummeted, he was one of the first to cast down the Imperium as being the true enemy, and started to mobilize an all out rebellion. However, as the Tachyionian farmers were starting to gear up for war - Jyrian Krell decided to share his grand scheme with a select few. He would gather allies through this smuggling ring of his, aiding their fight with xenos in return for a more promising trade relationship - and summary protection - with the T'au. The heated debate ended with the former unified farmers splitting into two groups; the **Radicals** and the **Conservatives**. They both fight for the same goal - to free them of the oppressive and downright corrupt planetary Governor, but are also fighting internally as to how the new government should be formed. Those of the Radical creed believe that they should be annexed by the T'au, believing in earnest all the propaganda they have received about the greater good. The Conservatives, on the other hand, are against their current governor, and would rather see fresh imperial blood on the throne than the blood of foul xenos. For now, neither parties have gained an upper hand, but Jyrian Krell is determined to see his plans through.



How to play this campaign

This campaign focuses on numerous small factions, all fighting for territories to claim as theirs and hopefully carve out their own realm.

To this end, players must roll a starting amount of 3 *territories* found on the table overleaf. Furthermore, each player must create a small *crew* of characters and henchmen who are to patrol and engage these territories.

Each crew can be of one of the four major factions, or can consist of any sort of faction that the player himself has designed. If a player chooses to play a specific faction, he must pay a rating cost as summarized in the following.

Each player has 1000 ratings, in total, to spend on assembling a *patrol crew* which he will use to patrol and work his territories. During the course of the campaign, he may acquire further units which are added to his patrol crew.

Once each player has put together a *patrol crew* with a rating of 1000 (see next section for ideas and additional rules), the campaign is ready to begin.

Limitations

When you are putting together your first crew, then the following limitations apply

Maximum Rare Item

- 0-1 x Rare 9 equipment, vehicle or weapon
- 0-2 x Rare 8 equipment, vehicle or weapon
- 0-3 x Rare 7 equipment, vehicle or weapon
- 0-6 x Rare 6 or less, equipment, vehicle or weapon.

In addition no crew, unless a special territory or other rules states otherwise, can have a total number of Hardpoints in their vehicle pool greater than 6.

Finally, a crew may only contain a **maximum of 5 characters plus 1 main character**.

Once a campaign game has been played, the player can then send his crew out to look for rare trade items, using the post-battle actions as normal.

Governor Maximillian de-Krullix 50 rating
This faction claims allegiance to the Governor. As such, then they will be able to gather double the full value from any Farm or Tachyionian Farm territory in their possession when rolling for the income from that territory.

Lord Marshall Herman Goethe 100 rating
This faction claims allegiance to the Maliarch Armed Forces. As such, they will start the campaign with a single Quartermaster territory, and thus only rolls twice for the number of territories when starting the campaign.

Lord Adept Ledd van Dirén 45 rating
This faction claims allegiance to the Imperial Mining Syndicate. As such, then any Mining Complex that they possess yields D6x15 credits instead of the normal D3x15 credits.

Grand Vizier Jyrian Krell 55 rating
This faction claims allegiance to the Tachyionian Farmer Rebellion. As such, they will start a campaign with a Farmstead as territory, meaning they will only roll twice on the territory table. In addition, they may re-roll a single dice when gathering income from either a Farmstead or a Tachyionian Farm.

Using Hired Guns

As a general rule, then factions are not allowed any of the Encounters as personnel for their crews, but must use Archetypes instead. Of course, if all players in the campaign agree, then players can get a dispensation in order to use any of the Encounters. Otherwise, the Encounters are used as *Hired Guns*.

A Hired Gun costs half the rating of the unit in question and gains advancements as normal. However, following each game, the crew must pay the hired gun upkeep in credits equal to a quarter (rounded up) of the units rating. If they cannot or will not pay, the unit leaves the crew along with any equipment and weapon that he carries.

Territories

11 - Whack Weed, special

When sent out, you gather a dose of Calma. However, roll a die. If you roll a 6+, the law enforcement has spotted your ganger and he is caught. The fine to get him back amounts to 2D6x5 credits. If both players agree, the next scenario played could be a rescue. Your opponent has 3+d6 law enforcement agents at the site. If he wasn't saved, then he is sold to the slavers and the player of the law enforcement gang gains 2d6x5 credits.

12-15 - Abandoned Settlement, 10 creds

Nothing of note; this is one of many settlements that has been abandoned due to the skirmish.

16 - Ruin Weed, 15 creds

Nothing of note; the ruin weed is primarily used for heating on Maliarch but seeing as there so much of it, there's never a great demand for it.

21-22 - Hillside, 10 creds

Can be turned into a Mining Complex

23-25 - Marshland, 10 creds

Can be turned into a Farmstead

26 - Still, special

Roll a D6 whenever you visit the Still, 1-3 = 1 bottle, 4-5 = 2 bottles, 6 = 3 bottles. This is the number of bottles of hard liquor that you gain. However, whenever you drink it or sell it roll a die. On a 1, the batch was bad. If sold, you lose the bottles you were trying to sell (must note before rolling) and gain no credits. If drunk, the unit is removed from the game and rolls on the injury table.

31-34 - Settlement, 30 creds

Roll a die. If a 6+ is attained, you get a free citizen who will fight for your cause. See the encounters section for further details.

35-36 - Village, 30 creds, 30 creds

Roll a die. If 6+ are attained, you get a free citizen who will fight for your cause, with a class of your choice (do not roll for the citizens' class as normal)

41 - Mag Lev Station, 10 creds

Gain +1 to reinforcement rolls in scenarios that allow for reinforcements.

42-43 - Mining Complex, D3x15 Creds

If you capture an enemy, he can work in the mines, giving you a +1 for each captive working in the mine.

44-45 - Farmstead, D6x10 Creds

A Farmstead can be upgraded to a Tachyionian Weed Farm.

46 - Eyes and Ears Network, 10 creds

The crew may modify the scenario roll by +1/-1 as well as allowing +d3 reinforcements in scenarios that allow for reinforcements.

51 - Perimeter, 10 creds

After having set up terrain roll D3+1. This is the number of barricades (4+ special save to units behind them) that the defenders are allowed in a scenario with a defender.

In addition, a perimeter also has D3+1 free screamers present and increases the number of sentries present by +D3. These piece of barricades may be deployed anywhere on the table by the defending player.

52-53 - Smuggling Ring, D3x15 creds

The crew knows of a smuggling ring, and they know how to get their hand on stuff. Whenever the smuggling gang has been used, then the whole crew gains a +1 modifier for rare trade. However, smuggling is not an exact science, so roll a die to see what the smuggling ring has to offer; 1 +1 for regular weapons (non xeno/heretical), 2 - Equipment (non xeno/heretical), 3-5 - Weapons or Equipment (players choice), 6 - to all (including demon/xeno).

54-55 - Machine Yard, D6x10 creds

Loot counters can be sold at +5 creds when working this territory. In addition, any repair checks that a unit with a grease monkey has to take, has a +2 leadership modifier. Additionally, the cap of vehicles allowed is increased from by +3HP worth of vehicles per machine yard.

56 - Doc Wagon, D6x10

The crew has close ties to a Doc Wagon, which nets them not only D6x10, but also a single re-roll of an injury, per post-battle sequence. This re-roll cannot be combined with other such skill re-rolls, but further Doc Wagons give you additional re-rolls (the same doc, but he's taken a liking to your crew).

61 - Rogue Trader Contact, D6x10

The crew is unofficially employed by a Rogue Trader. If the crew happens to come across Xenon Weapons/Equipment or Demon Weapons/Equipment, then they can sell it to the Rogue Trader instead of keeping it. Increase the value of that weapon by +2d6x10.

62 - Quartermaster, D6x10

Whenever this territory has been worked, the Quartermaster has "located" some additional weapons. When you roll for rare trade, you gain +D3 units of any weapon or +D6 units of that equipment that you found on the rare trade (unless it is xenon/heretical). You can then purchase these additional weapons as normal (e.g. you rolled for a lascannon, found it and roll +d3, scoring 1; you've found two lascannons)

63 - Large Village, 2D6x10

Whenever you work this territory, then you gain a citizen, for free, if any of the dice rolls a 6. Note that the recruiter option takes effect.

64 - 66 - Tachyionian Weed Farm, 2D6x10

The crew has a farm that grows Tachyionian Weed. They may increase the yield, at the danger of killing future crops. They may roll 3, 4, 5 and up to 6d6 for a massive profit. However, if they roll any double when doing so (i.e. rolling more than 2d6), they have overharvested the field. They gain the rolled amount of credits, but this territory is reduced to Ruin Weed instead.

Income

Once a crew has worked its territories, then sum up the total sum from these territories. This total sum is then compared to the overall value, in ratings, of a crew on the table below.

The number is then equal to the amount of ratings that the crew has earned through working during the post battle sequence. These ratings are called *earnings*.

Any income from loot counters or from selling weapons and similar, are added to a crew's *earnings* and not to their income. These represent their ability to make a little extra on the side.

Total Value of Crew

This amount is equal to all units' value in ratings, as well as any earnings, equipment and vehicles that they have stashed.

Recruitment

A crew may, at a maximum, recruit up to D6 new units for their crew per post-battle sequence. Hired Guns, if hired, counts towards this maximum. Vehicles count their Hard Points towards this maximum.

Income Table

Income	Total Value of Crew					
	0-500	501-1000	1500-2000	2001-2500	2501-3000	3001+
0 - 29	30	20	10	0	0	0
30 - 59	40	30	20	10	0	0
60 - 89	50	40	30	20	10	0
90 - 119	60	50	40	30	20	10
120 - 149	70	60	50	40	30	20
150 - 174	80	70	60	50	40	30
175 - 199	90	80	70	60	50	40
200 - 224	100	90	80	70	60	50
225 - 249	125	100	90	80	70	60
250 - 274	150	125	100	90	80	70
275 - 299	175	150	125	100	90	80
300 - 349	200	175	150	125	100	90
350 - 399	250	200	175	150	125	100
400+	300	250	200	175	150	125

Campaign Special Rules

Bloomseed **D6x15, Rare 8**

When purchased, then as a Battle Action the Bloomseed can turn any Marshland into a Farmstead or a Farmstead into a Tachyionian Farm. The territory cannot be used for income in this post battle sequence. In the following post battle sequence, the bloomseed has taken effect and the territory has changed.

Offworld Shipment **D6x20, Rare 8**

When purchased, then as a Battle Action the Offworld Shipment can turn any Hillside territory into a Mining Complex. The territory cannot be used for income in this post battle sequence. In the following post battle sequence, the Mining Complex has started operations and the Hillside have been changed into a Mining Complex.

Fitting the Campaign Together

The following section will detail what motivation the various factions would have for infighting, and could serve as inspiration for further crews that you could think up for the Maliarch setting.

Palace Guards are not what you would classify as a dedicated career army. Most of them are nothing more but pencil pushers, given a rifle and sent to hold an area - and while the Governor may be a great schemer, he is not the greatest of military commanders. And it is this confusion that allows for old feuds to become violent battles, as various platoons take sides in the on-going conflict and engage the enemy wherever he is found; even if he is a comrade-in-arms.

The Highwaymen of Dreadholm Marshes have a long history of in-fighting. The city of Dreadholm is a notorious cesspool of illegal activities and gang wars run rampant in its streets. At the dawn of Maliarch history, there were once great clans who ruled the planet before the Imperium crushed their once noble rule and enforced Imperial politics. So effective was the Imperium in culling this proud people that these scattered gangs are the only, and sorry, remains of the old clans, fighting feuds that have long since passed into oblivion and

jumping at any chance for what little power they can find.

Often, the Planetary Defense Force will mistake Militia units for rebels, an event that really does not help raise faith in the Imperial Creed among the Farmsteads. And some Militias have only signed up to get free weapons, so that they can take the fight to the Defense Force. Tensions are mounting internally, as squads start to align themselves with one of the two parties involved in the skirmish; many due to family ties or feuds, others by creed, and the odd few are in it just to fight.

The Imperial Mining Syndicate (or simply the Syndicate, as they are commonly called by the populace) has had an ancient policy of paying dividends of the profits to the mining complex that made the single most profit in the fiscal year. The idea was to entice the Foremen to work their crews harder and gain a greater profit, but the end result has been that most Mining Crews are more prone to sabotaging fellow complexes in order to gain the often astronomical dividends. Thus, Mining Crews are fiercely competitive and will not back down from any deal that would set their competitors back and advance their own profits.

Off World Mercenaries being what they are, may have long standing feuds in-between themselves. And whenever they happen to be on the same planet, all hell will break loose. Most Mercenaries are professional soldiers, trained from birth to serve their true god - Mammon - across the universe. Others are raging psychotics, desperate veterans from countless warzones who banded together after having been left behind. In other words, it is rarer to see two mercenary bands work together than to see them fight.

EXPLORATION CAMPAIGN

Throughout time since the birth of the Eye of Terror, there has been a multitude of warp storms in the material universe; blinking out the warp passage to many a planet in the known galaxy. Some of these warp storms pass by, almost instantly with no event of note, save for the birth of two-headed *grox* and *catachan barking toads* falling from the sky. Other storms will not only leave a planet cut off from the neighboring planets, but will also herald its end as foul daemons find their way into the material realm and wreak havoc on the planet. But most warp storms will cut off the planet for time indefinite; and such is the story of *Jassyria*.

Mere months before the warp storm - called *Al'helkrath* by the local imperial populace - engulfed the planet; the final retreat of the Imperial Guard had been affected. For years, a intense war had raged between expansionistic T'au forces and the Imperium. As other warp storms hit throughout the sector, supplies became an impossibility for the beleaguered imperial forces, and a full retreat was effected; and the T'au was about to engage in the final push the warp storm struck; trapping all who were present there indefinitely.

The storm not only severely hampered the Imperial retreat but also took its toll on the T'au advance, as their advanced machines slowly started to fall apart without the proper supplies and attention needed. The Imperial Guard, however - as well as isolated elements of Space Marines and other departments of the Imperium - are used to fighting with what they have, the war for Jassyria suddenly changed gears. It became a stand-off between the T'au Empire and the Imperium of Man; between the two fronts, there is a wilderness of former battlefields through which scouting parties of both empires pick through old battlefields, looking for scraps, survivors or perhaps news from the outside world.

Unbeknownst to both parties, an Ork Hulk 'flushed' ashore on the planet; having been torn wildly off course by the warp storm. It didn't take long for them to realize that they were on the wrong planet entirely, and after having chased off their weirdboy navigator, started to set out to scrounge up spare parts on the broken

world for their hulk so that they could rejoin their *waagh*.

There are even small, scattered and isolated colonies of both Squat prospector clans, as well as Eldar expeditionary forces whom have also been shut in on this doomed planet. They too are now forced to dig through the scraps of a former Imperial planet; looking for anything valuable or most importantly - a way to get out. Internal strife, however, is ripe as the supplies and resources starts to dwindle at a drastic rate...



How to play this campaign

This type of campaign focuses on small crews from various factions in the Dark Millennium, cut off from their home planets and gets by day to day by scavenging the deadly ruins of a fresh battlefield.

To this end, each player must construct himself a small raiding force *crew* for one of the following races as listed below, and see whether his scavenging runs will bring him fortune or fatality.

Each crew can, as mentioned, belong to one of the following factions; the Imperium of Man, the T'au Empire, the Eldar Empire, the Ork Tribes or the Squat Clans. Once a player has chosen which race his crew represents, he then has *1000 ratings* by which to construct his crew with.

Do note, however, that a crew can only have permanent members of a single race, but may have hired guns from any race - beggars can't be choosers, after all.

Once two players have assembled a crew, then roll up a scenario and see what the ruins of Jassysria have in store for you...

Limitations

When you are putting together your first crew, then the following limitations apply

Maximum Rare Item

- 0-1 x Rare 9 equipment, vehicle or weapon
- 0-2 x Rare 8 equipment, vehicle or weapon
- 0-3 x Rare 7 equipment, vehicle or weapon
- 0-6 x Rare 6 or less, equipment, vehicle or weapon.

In addition no crew, unless a special territory or other rules states otherwise, can have a total number of Hardpoints in their vehicle pool greater than 6.

Finally, a crew may only contain a **maximum of 5 characters plus 1 main character**.

Factions involved

The Imperium of Man represents the regiments that were sent to fight for Jassysria's freedom.

They are allowed the following races:

Humans, Ogryns, Ratlings

The T'au Empire represents the remnants of the raiding force who tried first to subvert then to pacify the local imperial population. They are allowed the following races:

T'au, Kroot, Human

The Eldar Empire is a mysterious band of wardens and rangers who attempted to tend to the doomed world of Jassysria. They are allowed the following races:

Eldar

Eldar Culture - All Eldar weaponry are considered common for all members of the Eldar faction.

The Squat Clans have been monitoring this world for some time, and just as they were poised for their strike, the storm came. So now they wait. They are allowed the following races:

Squat

Proud Ancestry - All Squat characters gain a free level when starting up a crew. A main character gains two such free levels.

The Ork Clans ended up on Jassysria by a mistake; but being of an opportunistic nature, they are now here to make the most of it. They are allowed the following races:

Orks, Gretchin, Ogryns

Hired Guns

Any crew may use any encounter (except Heretical and Space Marines) as a hired gun for their adventures.

To recruit a hired gun, you must pay half the hired guns' rating out of your own pocket, and the hired gun will then fight with your crew in the next scenario. After that fight, and every fight thereafter, he will level up accordingly, but you must pay a *quarter* (rounded down) of his rating value in order for him to stay with your crew.

Exploration (Income)

The following section is how your crew gathers income to trade for in the various barter stations around the planet with some semblance of civilization intact.

Following each game, you are allowed to roll 1D6 per character and main character that you wish to send out, looking for valuable salvage to take home. This is considered a *post battle action*. At any given time, then you may only roll 6D6 during this phase for this very purpose.

Once you've found out how many are exploring, then look at the sum of the dice you've rolled. Time this with 5 and you get the amount of ratings that your crew has managed to scavenge - this is called *earnings*.

However, if two or more of the dice are the same then you've rolled ... *of a kind*. Doubles, triples or more means that in addition to your earnings you've also had a random encounter. Most are extra bonuses that help you in your salvage runs, others are new recruits found wandering aimlessly out in the wasteland - and others still can be treacherous encounters.

Whatever the case, you may freely choose which of the rolled encounters that happens to your crew, once you've rolled. So if you've rolled a double 3 or three 5's, then you may freely pick which encounter the crew has. However, when you roll an encounter then you *must* take the encounter; you cannot choose to ignore it.

The following pages will detail the various encounters.

All of the worlds of the Imperium shall look to their own defense.

They shall also look to the defense of the Imperium, and the prosecution of such wars as the Emperor in His wisdom shall decree.

Therefore, each populated planet shall raise and maintain its own planetary defense force, and from the ranks of this defense force it shall provide the best of its troops for recruitment into the Imperial Guard, according to such requirements as shall be imposed by the Administratum.

+++ from the Introit to the Codex Exercitus



Doubles

Ones (1, 1) - Crater

At the bottom of a crater a crewmember spots something that looks valuable...

Choose a character that is out searching. That character must now roll a toughness check. If failed, the character will miss the next game as he is suffering from a mysterious disease. If successful then add +1D3x5 to your earnings.

Twos (2, 2) - Minefield

Amongst scattered wreckage the group all of a sudden realizes that they're right in the middle of a large and very active minefield...

Randomly select a character that is searching and roll a toughness check for that character when this event is rolled. If failed, the character was hit by a S4, Dam d3, Sv -2 attack as he steps on a mine. Work out the attack and eventual injuries as normal.

Following this roll a D6 and consult the following to see what you scavenge from this field:

D6	Result
1-2	Frag Grenade (thrown)
3-4	Frag Missile
5	Krak Grenade
6	Krak Missile

Threes (3, 3) - Warm Corpse

You find the remains of an unfortunate scavenger amidst the rubble...

To see what you find when you search the corpse, roll 1D6:

D6	Result
1-2	D3x5 ratings
3	Sword
4	Stubgun (any)
5	Laspistol (any)
6	Flak vest (imperial)

**Fours (4, 4) - Straggler**

Wandering about, gibbering madly to himself, the crew comes upon a survivor of one of the countless battles...

Imperial, T'au, Eldar and Squat crews can interrogate the man and gain a +/-1 modifier for their next exploration roll.

Ork crews can sell the man to slavers and net D6x5 earnings for their trouble.

If there are followers of the ruinous powers in the crew, or they claim allegiance to these powers, then they can sacrifice the man and gain +1 EXP points to their crew to distribute freely.

Fives (5, 5) - Small Supply Wagon

The crew comes upon the site of a well-planned ambush, lured by the still smoking wreck of an overturned supply wagon. Whoever prepared this ambush seems to have done it for the hell of it, for there's still plenty of supplies inside the wagon.

To see what the supply wagon contains, roll a D6:

D6	Result
1-2	1D6x5 worth of earnings in supplies
3-4	1D3 worth of reloads with a value of up to 10; the player may freely choose which weapons receives these reloads as long as the price does not go above 10.
5-6	A case of special ammunition. The player may freely choose any of the special ammunitions (but not munitions or grenades) and add it to his stash.

Sixes (6, 6) - Abandoned Shelter

The telltale signs of a smoke plume rising to the air gave your crew the whereabouts of a small camp. However, when they arrived it had been abandoned.

Your crew finds 2D3x5 additional earnings when ransacking the camp.

Triples

Ones (1, 1, 1) - Prospector

As the crew approaches a burnt out wreckage of a tank, they suddenly find themselves under fire! As they throw themselves towards the nearest cover a voice rings out over the area...

If the Imperial Faction, Squat or T'au faction happens upon the prospector, they will gain a single die re-roll for their next exploration roll.

If the Eldar happens upon the Prospector they pay him no further heed and kill him, netting themselves D6x5 ratings in earnings.

An Ork crew will simply sell the prospector into slavery, and gain D6x5 ratings in earnings.

Twos (2, 2, 2) - Bountiful Resources

As the crew is rummaging through their surroundings they have happened upon a rather bountiful area of scrap and salvage.

Roll an additional dice and add this for calculating your crew's earnings. This additional dice does not trigger a new exploration event.

Threes (3, 3, 3) - Claim Jumpers

As the crew is about to settle in for the night they are suddenly attacked by claim jumpers...

Your leader must roll a Leadership check with a -1 modifier. If failed, then halve the earnings for this turn as the claim jumpers fight off your crew. If you succeed then you may add D6x10 to your earnings. However, your opponent gains D3 Imperial Ruffians as hired guns in the next scenario that you play.

Fours (4, 4, 4) - Eldar Ruins

Deep in the ancient forests of Jassyrria your crew comes upon a number of Eldar ruins; most of it has been destroyed over time, but still there might something worth salvaging.

All except crews belonging to the Eldar faction gains D6x10 additional earnings if they choose to scavenge the ruins. However, doing so will make any Eldar faction *hate* that crew the next time the crew is up against an Eldar faction crew.

Eldar crews may, on the other hand, claim any lost waystones and return them to their Farseer, which nets the crew D6 EXP that can be distributed freely (although a unit may only receive 1 such EXP points).

Fives (5, 5, 5) - Wrecked Vehicle

The smell of ozone is overpowering near the wreckage of this vehicle. It is a recent casualty, but so far no-one has had the chance to scavenge it. Until now.

The crew rolls a D6 to see what kind of vehicle equipment they manage to salvage:

D6	Result
1	Extra Armor (One piece)
2	A Smoke Launcher
3	A Weapon Mount
4	Powerful Engines
5	Targeting Computer
6	Turret Mount

Sixes (6, 6, 6) - Wrecked Staff Vehicle

The crew has spotted that one of the vehicles in a convoy that was ambushed belonged to someone important from either the noble families or perhaps an imperial general...

When searching the Wrecked Staff Vehicle, roll a dice for each of the following entries. If you score equal to or better than the number listed you gain the listed equipment. Auto means that you always get this particular piece of equipment.

Result	Effect
Auto	2D3x5 Ratings
5+	Carapace Armor
5+	Imperial Sigil (Worth D6x10 ratings)
5+	Lucky Charm
6+	Tinkered Bolt Pistol
6+	Chainsword

The Tinkered Bolt Pistol can be of any make, and has been tinkered with. See the *tinker* skill for details. If sold it nets double the value of a normal bolt pistol of its type.



Four of a Kind

Ones (1, 1, 1, 1) - Lone Orc Village

The silent whimpers of caged slaves, in symphony with the shrieks and wails from unattended squigs fills the air as the crew happens upon an abandoned Orc Village.

Imperial, Squat or T'au factions can free the captives and gain an Imperial Citizen for free to their crew. See the Encounters for details.

An Eldar faction simply sets everything ablaze; netting D6 experience point to be distributed to their crew (no unit may receive more than one such points).

An Ork faction is delighted to sell the slaves to another Ork village and gains 3D3x5 ratings in earnings. In addition, they may search for survivors. This counts as recruiting. On a roll of 6+, they have found a single Orc survivor which they may add freely to their crew.

Twos (2, 2, 2, 2) - Abandoned T'au Outpost

A scene of utter chaos burns itself on the retina of the crews eyes. Before them lies many slaughtered T'au and human civilians and soldiers alike; this outpost has been the target of a very savage attack but it seems the victors are nowhere to be found.

When searching the Abandoned T'au Outpost, roll a dice for each of the following entries. If you score equal to or better than the number listed you gain the listed equipment. Auto means that you always get this particular piece of equipment.

Result Effect

Auto	D6x10 Ratings
4+	Flak Vest
4+	Lasgun (any)
5+	Carapace Armor
5+	Pulse Carbine
5+	Pulse Rifle

In addition to the above then a T'au player may attempt to search for survivors. This counts as *recruiting*. Roll a D6. On a 6+ a lone survivor is found and added, free of charge, to your crews' roster. He may be of any race that is available to the T'au.

Threes (3, 3, 3, 3) - Supply Cache

The crew rejoices as they stumble upon a cache of fine foods and wine.

The Crew nets 2d6x5 extra earnings.

Fours (4, 4, 4, 4) - Arbites Precinct House

After shutting down the auto-targeting system on the Arbites Precinct House, the crew enters to find that it has been abandoned in a hurry. They quickly scavenge what they can... there's something lurking in the shadows in here.

When searching the Arbites Precinct House, roll a dice for each of the following entries. If you score equal to or better than the number listed you gain the listed equipment. Auto means that you always get this particular piece of equipment.

Result Effect

Auto	D6x10 Ratings
Auto	D3 Shields
4+	D3 Combat Shotguns
5+	D3 Carapace Armor
6+	D3 Shock Mauls

Fives (5, 5, 5, 5) - Imperial Guard Outpost

A torn and shattered Aquila is strewn across the courtyard of a makeshift Guard Outpost, long abandoned.

When searching the Arbites Precinct House, roll a dice for each of the following entries. If you score equal to or better than the number listed you gain the listed equipment. Auto means that you always get this particular piece of equipment.

Result Effect

Auto	D6x10 Ratings
Auto	D3 Lasguns (any)
4+	D3 Flakvests
5+	Flamer
6+	Plasmagun (any)

In addition to the above, then an Imperial Guard player may attempt to search for survivors. This counts as recruiting. On a 6+, a lone Human survivor is found and added to your crew.

Sixes (6, 6, 6, 6) - Still Running

The crew is lucky enough to find a vehicle, somewhat intact and with enough fuel to last them a good many miles.

The crew rolls on the following table to see what sort of vehicle they've found.

D6	Result
1	Bike
2-3	Ground Car
4	Hover Bike
5	Flatbed Truck
6	Truck

This vehicle may be added in addition to the normal cap of 6HP worth of vehicles.

Five of a Kind

Ones (1, 1, 1, 1, 1) - Squat Prospector Hall

After being nearly shot to death by an auto-sentry, the crew has found the entrance to a Squat Prospector Hall. They move fast to scavenge what they can before the sentry guns have recharged...

When searching the Squat Prospector Hall, roll a dice for each of the following entries. If you score equal to or better than the number listed you gain the listed equipment. Auto means that you always get this particular piece of equipment.

Result Effect

Auto	D6x15 Ratings
Auto	D3 Bolt pistols (any)
4+	Boltgun (any)
5+	Carapace Armor
5+	Autostubber
6+	Heavy Bolter

In addition to the above then a Squat player may attempt to search for survivors. This counts as *recruiting*. Roll a D6. On a 6+ a lone survivor is found and added, free of charge, to your crews' roster.

Twos (2, 2, 2, 2, 2) - Eldar Ranger Camp

More by luck than skill your crew has stumbled upon an Eldar Ranger encampment. The camp looks to be habituated, so wasting little time the crew scavenges anything that isn't nailed down.

When searching the Squat Prospector Hall, roll a dice for each of the following entries. If you score equal to or better than the number listed you gain the listed equipment. Auto means that you always get this particular piece of equipment.

Result Effect

Auto	D6x10 Ratings
5+	Eldar Las pistol
5+	Eldar Lasgun
6+	Shuriken Pistol
6+	Shuriken Rifle
6+	Eldar Carapace Armor

In addition to the above then an Eldar player may attempt to search for survivors. This counts as *recruiting*. Roll a D6. On a 6+ a lone survivor is found and added, free of charge, to your crews' roster.



Threes (3, 3, 3, 3, 3) - Coming to the Aid

After having helped a freelancer from a sticky situation he now feels that he owes your crew his help.

Choose an Encounter type suitable for your faction (i.e. of a race allowed for your faction) and grant that unit two levels (i.e. two increases, rolled for as any other unit).

This encounter will appear in the next scenario you play to help you out on a roll of 4+; roll during the maintenance phase each turn to see when the hired gun appears. This help is for free.

Following the Scenario, roll a D6. On a roll of 5+ the Hired Gun will fight, using the same criteria as above for another mission for free. On any other roll, the Hired Gun feels that he has been redeemed and is never heard of again.

Fours (4, 4, 4, 4, 4) - Cultural Attaché

After heavy negotiations the crew has a chance to hire on a warrior of an alien race.

You have the possibility to hire on a unit of a race normally not allowed for your faction. This counts as *recruiting*. Roll a D6. On 4+ you may now hire a unit from a race normally not allowed for your faction.

Fives (5, 5, 5, 5, 5) - Ratling Cook Wagon

No-one, no matter their creed or culture, will argue that Ratlings makes the most exquisite food in the known universe; and the crew rejoices as they employ one such cooks for their travels.

A unit with an attached Ratling Cook Wagon may re-roll a failed bottle check once per game, and may add a +/-1 modifier for their exploration rolls. The Ratling himself, however, will not partake as a unit in a scenario.

Sixes (6, 6, 6, 6, 6) - Teachings of a Veteran

On their travels, they happen upon a small group of wounded men marching in the opposite direction. The leader of these men promises to teach the group a trick or two if they let them be.

When encountering the Veteran roll a dice to see what he can teach you:

D6 Result

1	+1 EXP to the Leader
2-3	+D3 EXP to the group, distributed by the player (no more than 1EXP per unit)
4-5	+D6 EXP to the group, distributed by the player (no more than 1EXP per unit)
6	Free Advancement to any unit of the players choosing.

Six of a Kind

Ones (1, 1, 1, 1, 1, 1) - Freelancer

As the crew settles down for the night, a mysterious stranger approaches their camp site. He offers his services and loyalty to the group for a nominal fee.

The crew may freely add a new unit to their crew. The freelancer is a character with D3+1 free advancements. He has no starting equipment.

Twos (2, 2, 2, 2, 2, 2) - Heavy Weapons Cache

Lovely, big, guns! The crew plunders a forgotten heavy weapons cache for anything that isn't nailed down.

When searching the Heavy Weapons Cache, roll a dice for each of the following entries. If you score equal to or better than the number listed you gain the listed equipment. Auto means that you always get this particular piece of equipment.

Result Effect

Auto	D6 of any pistol or basic weapon (non-xenos)
Auto	D3 Autostubbers or Grenade Launchers
4+	D2 Heavystubbers or Heavy Bolters (any)
4+	Multilaser or Heavy Flamer
5+	Missile Launcher or Meltagun
5+	Plasma Cannon or Multimelta
6+	Autocannon or Lascannon



Threes (3, 3, 3, 3, 3, 3) - Making it rich!

The crew has managed to secure a very lucrative contract and are about to become very, very rich.

Do not count earnings as normally. Instead you gain 4D6x10 ratings in earnings. If you roll this event again, you only gain the normal earnings of this result (a crew can thus only make it rich once).

Fours (4, 4, 4, 4, 4, 4) - Nobles Mansion

The crew is astonished as they happen upon an Imperial Nobles huge estate that has been left completely undamaged by the war. With a wild grin, the crew scampers off on a wild scavenging run throughout the estate...

When searching the Mansion, roll a dice for each of the following entries. If you score equal to or better than the number listed you gain the listed equipment. Auto means that you always get this particular piece of equipment.

Result Effect

Auto	2d6x5 Ratings
3+	D3 pieces of equipment of your very own choice (no armors)
3+	Any pistol weapon of your choice.
4+	Any Field of your choice
5+	Roll again:
	1-2 - Power Sword
	3-4 - Power Axe
	5 - Power Halberd
	6 - Roll again
	1-2 - Force Rod
	3-5 - Force Weapon
	6 - Daemon Weapon

Fives (5, 5, 5, 5, 5, 5) - Space Marine Mausoleum

Shifting through debris the crew finds what appears to be an entrance to a vault of some sort. Down there, in the shadows, they are met by a man of giant stature and with a savage sense of grace surrounding him. Fortunately for the crew, this Space Marine is long dead.

When searching the Mausoleum, roll a dice for each of the following entries. If you score equal to or better than the number listed you gain the listed equipment. Auto means that you always get this particular piece of equipment.

Result Effect

Auto	Boltpistol (any), Boltgun (any)
3+	Chainsword
4+	Plasmapistol
5+	Powersword
6+	Powerfist
6+	Power Armor

Sixes (6, 6, 6, 6, 6, 6) - Offworld Contact!

Pure joy rushes through the entire crew as they finally make contacts with elements off world! This means that the storm might be lifting and that they will get much needed supplies!

The crew automatically gains D6 fresh units to add free of charge to their roster.

In addition, you also gain access to a result of your choice from the exploration chart.

Trading

Following each scenario the crew may choose to return to base in order to trade or they may continue on their exploration, without trading.

If they continue their exploration, then they cannot trade nor gain any new recruits. However, per every other scenario that they engage in, without going back to a trade-station, they are allowed a re-roll of any single exploration dice during the income phase of the post-battle sequence up to a maximum of 6 such re-rolls.

Therefore, if a crew chooses not to trade for four consecutive missions, then they have four re-rolls for their exploration dice.

Trading in Equipment

Any equipment that you find during your exploration phase can be sold during this phase of the post-battle sequence.

A character may carry spend a post-battle action in order to sell D6 pieces of stashed equipment.

When a piece of equipment is sold, then you gain half the value of the equipment in question (rounded down to nearest whole) in pure earnings.

Thus, if you choose to sell a couple of *stub guns* as a post-battle action, this would net you $15/2 = 7.5 = 5$ (nearest whole) ratings to your earnings.

Purchasing New Recruits

A main character or character may, as a post-battle action, attempt to rally up some new recruits for his crew when visiting a trade station. However, as resources and manpower is quite spare, trade-stations are hard-pressed to spare any man.

Roll a D6. This counts as recruiting. On a roll of 6+ you found someone who is willing to join your crew. He can be hired by paying the ratings required for his race, but he does not have any equipment. If you have a stash of weapons, you can give them to the new unit once he joins your crew.

However, it is possible that the recruit has had some field experience. If you pay the ratings for it (5 ratings) the new recruit receives a free advancement. Add 2 EXP to the unit's entry and roll for an advancement for that unit.

Note on 'Stragglers'

If you roll a result that indicates a unit has 2 advancements, then simply roll up said number of advancements for the unit and add the minimum EXP required to get these two advancements for the unit (4 EXP) and add the rating modifier (+10 ratings).



SCENARIOS

The following list of scenarios are kept as generic and as simple as possible to allow for any sort of weird and wonderful ideas that can be added by the players in a campaign.

To this end, the scenarios use either *objectives* or *loot* counters.

Objectives

Objectives can take the form of either objects mounted on a 40mm base or a specific terrain piece; like a house, a hill or similar.

In order to obtain an objective then you simply move a unit within 6" of the objective (or inside of the terrain piece) in order to claim it. If there are no enemy units within 6" of the objective at the end of the game, then you have successfully claimed it.

However, if there were enemy units within 6" then it is *contested*. At the end of the game, both players roll 1d6 and add all *hardpoints* and *wounds* from their units standing within 6" of an objective. The side with the highest result has successfully claimed the objective.

Loot

Loot counters should be made out of standard 25mm bases with various 'bits' painted up all nicely. These counters can be used to represent just about anything - from weapons, to scrap over to precious jewels or valuable artifacts.

In order to obtain a loot counter a unit simply has to make base contact with it during their turn and spend their *action phase* picking it up. Loot counters, for the ease of it, are considered 0 slot weapons, but additional loot counters fills out 1 slot each.

If a model was removed from the game - except if he was escaping - then place the loot counter where the unit was removed from. Other units can then pick that loot counter up.

The side with a unit, that was alive, who carries a loot counter at the end of the game has obtained the loot counter.

The Scenario Table

At the beginning of each campaign turn, then after you've figured out which crew faces each other its time to roll for a scenario (unless, of course, you've got a special scenario planned).

To this end, then the crew with the lowest rating rolls 2d6 on the following table:

2	Higher Ratings Choice - The crew with the highest rating may choose the scenario.
3	Scenario 8: Push comes to Shove
4	Scenario 6: Escalation
5	Scenario 4: Defensive Perimeter
6	Scenario 2: Take and Hold
7	Scenario 1: Skirmish
8	Scenario 3: Loot
9	Scenario 5: Chance Encounter
10	Scenario 7: Surprise Attack
11	Scenario 9: Artifact Hunt
12	Lower Ratings Choice - The crew with the lowest rating may choose the scenario.

In addition, the player with the lowest rating may freely choose whether to be the attacker or defender of any given scenario.

Additional Experience Points

In addition to the experience point values mentioned in a scenario, then each crew will roll a die following the scenario.

If they lost the scenario, they will roll 1d3

If they won the scenario, they will roll 1d3+1

This is a number of additional experience points that can be given to units within the crew. A unit can only gain a single one of these experience points per scenario, and thus no unit can receive two or more of these experience points following a scenario.

Scenario 1 - Skirmish

This is a simple starting scenario especially when learning how the rules work. Two sides oppose, and have a go at each other; delightfully simple really.

Starting the Scenario

Both sides are considered the attacker in this scenario.

Each player rolls a D6. The player with the highest score decides which crew sets up first. The side that sets up first receives a +1 initiative roll bonus for the rest of the scenario.

The first player chooses a table edge to deploy from and sets up his crew up to 8" in from that table edge. The opponent then sets up at the opposite table edge, up to 8" in as well.

Once both sides have deployed, the first turn starts by both sides rolling for initiative.

Ending the Scenario

The scenario ends when one of the two sides rout; either voluntarily or due to a failed *bottle check*. The side that didn't rout won the scenario.

Experience

Surviving the Scenario	+1 EXP
Winning Leader	+1 EXP



Scenario 2 - Take and Hold

Some large pieces of equipment; specific buildings or important persons are to be taken into custody and held, while the opponents must be fended against.

Starting the Scenario

Both sides are considered the attacker in this scenario.

Each player rolls a D6. The player with the highest score decides which crew sets up first. The side that sets up first receives a +1 initiative roll bonus for the rest of the scenario.

The first player chooses a table edge to deploy from and sets up his crew up to 8" in from that table edge. The opponent then sets up at the opposite table edge, up to 8" in as well.

Once both sides have deployed, the first turn starts by both sides rolling for initiative.

Special Rules

Before deploying the crew, roll D3+2. This is the number of objectives that must be placed on the tabletop.

The objectives can either be specific terrain pieces (as agreed upon by the players) or be some markers as described in the scenario introduction.

The objectives can be no closer than 12" to any table edge, nor may they be any closer than 8" to other objectives. Take it in turn to place objectives, with the first player placing the first.

Ending the Scenario

The scenario may end after the 8th turn. At the end of the 8th turn, roll a D6. On a score of 4+, the game continues. At the end of the following turn, roll again, applying a -1 modifier. As long as the roll is 4+, the scenario continues.

Crews do not have to roll *bottle checks* during this scenario, but may voluntarily rout. If a crew does so, it has lost the scenario. The side with the most objectives wins the scenario.

Experience

Surviving the scenario	+1 EXP
Winning Leader	+1 EXP

Scenario 3 – Loot

Smaller pieces of equipment, documents or similar have been reported in the area and both crews are out to get their hands on it.

Starting the Scenario

Once terrain has been set up, roll D3+3. This is the number of loot counters that must be placed. These may not be placed any closer than 12" to a table edge, or any closer than 8" to other loot counters.

Both sides are considered the attacker in this scenario.

Each player rolls a D6. The player with the highest score decides which crew sets up first. The side that sets up first receives a +1 initiative roll bonus for the rest of the scenario.

The first player chooses a table edge to deploy from and sets up his crew up to 8" in from that table edge. The opponent then sets up at the opposite table edge, up to 8" in as well.

Once both sides have deployed, the first turn starts by both sides rolling for initiative.

Special Rules

Each loot counter is worth D6x5 ratings which are added to the crew's treasury following the scenario.

Ending the Scenario

The scenario ends when a crew fails its *bottle* check. The routing crew automatically loses the scenario.

Any loot counters that were not picked up at the end of the scenario is automatically picked up by the winning crew.

Experience

Surviving the Scenario	+1 EXP
Winning Leader	+1 EXP
Loot Counter	+1 EXP

This is only awarded if the unit survived the scenario, wasn't removed from the board and still had a loot counter in his possession.

Scenario 4 – Defensive Perimeter

Sometimes a crew needs to show their might and attack into the heartland of another crew to prove a point... and net a small bit of territory while they were at it.

Starting the Scenario

Place a building, encampment or similar area of terrain in the centre of the tabletop. This is the main objective for this scenario.

The defender now sets up his crew inside or within 6" of the terrain piece.

The attacker may then set up within 6" of any table edge, and may split up his crew to cover any of the table edges.

The attacker starts out with the initiative for this scenario.

Special Rules

If playing a campaign with territories then the attacker must choose a territory that he is attacking. If the attacker wins, he gains that territory and the defender loses that territory.

Ending the Scenario

If at the end of a turn there are more attackers than defenders inside or within 6" of the terrain piece then the attacker has won the scenario and the game ends.

Otherwise, the game ends if a side fails its rout check; the winner is then the crew still standing.

Experience

Surviving the Scenario	+1 EXP
Winning Leader	+1 EXP
Being the Attacker	+1 EXP

This experience is only gained if the attacking unit survived the scenario and was within 6" of the objective at the end of the scenario.

Scenario 5 – Chance Encounter

Ever so often two crews will be caught flatfooted by each other as they are travelling through what they supposed was a safe area. A brawl is, of course, the only conclusion.

Starting the Scenario

Both sides are considered the attacker in this scenario.

Each player rolls a D6. The player with the highest score decides which crew sets up first.

Divide the table into quarters. The crew that sets up first then chooses one of the quarters and places D3 units in that quarter. The opponent then does the same in the opposite quarter, but none of his units may be within 14” of an enemy unit. The crew to first set up now sets up the rest of their units; again with none of them closer than 14” to an enemy unit. The opponent then does the same.

The scenario begins when both sides roll for initiative.

Special Rules

Both crews are carrying D3 *loot counters* that are worth D6x5 rating. Note down which units carries these loot counters before deployment.

Ending the Scenario

The scenario ends when a side fails their *bottle check*. The side that still stands wins the scenario.

The winning side gains the loot counters they are carrying at the end of the scenario.

Experience

Surviving the Scenario	+1 EXP
Winning Leader	+1 EXP



Scenario 6 – Escalation

Every now and then, recon patrols will run into each other and thus form the beginning of a skirmish as reinforcements slowly trickle into the area.

Starting the Scenario

Both sides are considered the attacker in this scenario.

Each player rolls a D6. The player with the highest score decides which crew sets up first. The side that sets up first receives a +1 initiative roll bonus for the rest of the scenario.

The player that sets up first chooses a table edge and sets up D3+2 of his units, chosen at random, up to 12” in from that table edge. The opponent then does the same at the opposite table edge.

The scenario starts when players roll for initiative.

Special Rules

As both sides consist of small patrols, they are often ill-prepared and consists of random troops. Upon deployment, roll the number of units to deploy. Then, roll a D6 for each unit that you’d like to deploy. On a roll of 4+ they are available. If they do are not available, keep rolling for your units until you have enough units. If you didn’t get enough for the initial deployment, then the last units rolled for will appear to fill up the numbers.

At the end of each turn, roll a D6 for each unit. On a roll of 4+, they will arrive at the beginning of the next turn and may be deployed up to 6” in from your table edge.

Units can be placed in transport vehicles. If you do so, then they will only arrive together with the transport.

Ending the Scenario

The game ends when a side fails their bottle check. The side that still stands wins the scenario. In addition to this, the side also gains a new territory or a +1D6 for exploration.

Experience

Surviving the Scenario	+1 EXP
Winning Leader	+1 EXP

Scenario 7 – Surprise Attack

While the crew is out scavenging or simply just kicking back and relaxing, others attempt to upstage them by staging a surprise attack. Stretched thin, the defenders are going to have a hard day's work ahead of them.

Starting the Scenario

The crew with the lowest rating starts out as the defender. He must now roll 1D6 per unit. On a 4+, that unit can be deployed; otherwise they will enter the scenario as reinforcements.

The defender may then deploy his available units anywhere on the table, but no closer than 8" to any table edge or another model.

The attacker may now deploy his whole crew at a randomly determined table edge.

The attacker has the initiative for the first turn. The scenario starts when both sides have been deployed.

Special Rules

The attacker must select a table edge in order to deploy. This table edge is now designated as '1' and the opposing is designated '6'. Left and right table edge are '2-3' and '4-5' respectively. The player then rolls a dice and sets up his crew within 6" of that table edge.

At the end of each turn, the defender may attempt to call for reinforcements. Nominate all units, one at a time, and roll a D6 for that unit. On a roll of 4+, the unit appears at a randomly determined table edge and deploys as if they were the attackers.

Ending the Scenario

The scenario ends when one side fails their *bottle check*. The routing side automatically loses the scenario.

Experience

Survives the Scenario	+1 EXP
Winning Leader	+1 EXP
Being the Defender	+1 EXP

This experience is only gained if the defending unit survived the scenario and was part of the initial deployment.

Scenario 8 – Push Comes to Shove

Mostly, the crews will ignore their hatred for each other on neutral ground. But once in a while a remark falls idly about one or the others mother... then push comes to shove.

Starting the Scenario

Roll a die to determine who sets up first. That side now deploys all of their available units. The opponent must now deploy all of his available units no closer than 12" and no further than 16" away and in line of sight to the opposing units.

Special Rules

Roll 2D3 for each side. This is the number of units available to that side, determined randomly (roll a die for each, on 4+, they are present, keep rolling until you have filled out the number of units allowed).

Once deployed, a special turn sequence is initiated, called the *build up*.

Both sides move, according to initiative (roll to determine) but may not perform an action. Units must move towards enemy units and may not move into cover. Once they are within 4" they stop.

Following each move, roll a D6 and note the number down. When this number reaches 15, that sides nerves have broken and they went for their firearms. Once this happens, its time for the *quick draw*. If the results are the same, both went for their guns at the same time, otherwise the side with the highest amount went for the guns first.

Roll a D6 and add the result to the units primary initiative; add +1 if the unit is armed with a pistol and -1 if armed with a heavy weapon. They may now only perform a shooting action, and do not gain any aim modifiers.

Work out the sequence as normal, except that ties are simultaneous and thus units with the same initiative can take each other out at the same time. Units removed or wounded during this shoot action cannot shoot in this sequence. Once all shots have been resolved, a normal turn begins.

Ending the Scenario

The scenario automatically ends 4 turns after the quick draw. There are no bottle checks.

Experience

Survives the Scenario	+1 EXP
Didn't pull their guns first	+1 EXP

Scenario 9 – Artifact Hunt

When a normal loot pile just isn't big enough...

Starting the Scenario

Each player rolls a D6. The player with the highest score decides which crew sets up first. The side that sets up first receives a +1 initiative roll bonus for the rest of the scenario.

The first player chooses a table edge to deploy from and sets up his crew up to 8" in from that table edge. The opponent then sets up at the opposite table edge, up to 8" in as well.

Once both sides have deployed, the first turn starts by both sides rolling for initiative.

Special Rules

The crews are on the lookout for something very valuable to them and it is hidden somewhere in this vicinity. Naturally, the opposing side is looking for it as well.

To represent this, then a unit may enter a piece of terrain and forego their action phase in order to look around. When looking, roll 2d6. On a result of '12' the loot counter has been found in that piece of terrain by that unit.

If there's only a single piece of terrain left for the loot counter to be hidden in, then it is hidden there. The unit that spent its action phase looking now carries the loot counter.

They now have to get the loot counter off the board. In order to do so, the unit with the counter simply moves beyond his side's table edge.

For simplicity, the loot counter is worth 4D6x5 ratings, added to the side that got the loot counter out.

Ending the Scenario

The side that got the loot counter across their table edge wins the scenario. Alternatively, the scenario ends when a side fails their *bottle roll*. The side that didn't rout then claims the loot counter automatically.

Experience

Surviving the Scenario	+1 EXP
Winning Leader	+1 EXP
Finding the Loot	+1 EXP

Scenario 10 – Rescue

Starting the Scenario

The defender deploys D6 of his units as sentries anywhere on the board, but at least 8" away from a table edge. In addition, the captive is placed in the centre of the tabletop.

The attacker then deploys his gang within 4" of any table edge. The attacking player has 2D6 units, randomly selected, units available for this scenario.

Special Rules

During each maintenance phase, roll 2D6. This is the number of inches that the sentries can attempt to spot enemy units within their arc of vision.

During the maintenance phase, roll 1D6-3 for each sentry. If the score is 3, 2 or 1, then the defender may move the sentry that many inches. If it was 0, -1 or -2 the attacker may then move the sentry that many inches. The player who moves the sentry may also choose the facing of the sentry.

Move all the attacking units after having moved sentries. Following this move, sentries may attempt to spot the attackers, if they are within range. Roll a D6. Sneaking units, hiding units or units in cover are spotted on 6+; units in partial cover are spotted on 4+, running units or units in the open are spotted on 2+. Units within double primary initiative value in inches and in line of sight are automatically spotted (unless hiding, in which case the rules remain the same for spotting).

The alarm will be raised if a unit was spotted, if a weapon was fired without silencer or if a heavy weapon was fired, or if a close combat attack failed. If the alarm goes off the normal turn sequence starts. Roll initiative as normal.

The defender may gain reinforcements as per the rules for the *Escalation scenario*.

The captive is freed as soon as a friendly unit is in base-to-base contact with him. He counts as a unit for all sense and purposes, but will not have any equipment.

Ending the Scenario

The scenario ends either when the captive has successfully escaped across the attacking players table edge, or if the attackers failed a bottle check. The defenders do not roll for a bottle check. If the attackers managed to free the captive, they win the scenario.

Experience

Surviving the Scenario	+1 EXP
Winning Leader	+1 EXP
Freeing the Captive	+1 EXP
<i>Only awarded to the unit who actually freed the captive.</i>	

GAME MASTERS SECTION

As can be glanced throughout this booklet then although a Game Master has been mentioned numerous times, there is little to no need for actually having such a creature at the gaming table.

This was a deliberate choice, as there might be a lot of players who are not that interested in being a GM; or gaming groups that simply cannot spare a person to become a neutral third party. Therefore, where possible, the effects of a GM have been lessened. However, in this section we go full bore on what you can do as a GM...

A small note

Although this section of the rulebook is dedicated to GM'ing a session of BoA, then there's little to no actual rules associated with this section. The idea was simply to give some inspiration on what *could* be done and then leave the details to the GM's own devices.

The Narrative Campaign

The best place to start out being a GM is to start a small campaign for one to two players. Instead of using either of the mentioned campaign systems (territory or exploration) then the campaign progresses with a narrative structure rather than simply being about rolling dice.

To set up a Narrative Campaign all you really need is a good storyline; some heroes and some adversaries. The ideal would be for the GM to take the role of the adversaries and let the players be the heroes of the tale, working together against a common foe.

No matter what, the most important thing to remember when running a narrative campaign is to be fair and not give in to the temptation of playing the game as competitively as possible. The players should face hardships, but not so much that they'll feel like they're just lining up to get killed.

To some, this will sound like a lot of hard work; and it can be if you go at it full bore from the start. Instead, try to ease into it, and start out small. The following are some tips on how to go about setting up this type of campaign.

Pick a Story Line

The first thing you need to figure out is what your players are interested in. Are they more about the glory of the battlefield, or would they prefer to be shadowy figures, lurking through the underbelly of the Imperium of Man in search of dangers within and without? Perhaps they would like to lay waste to the Imperium?

Either way, lay out some basics for a scenario (or use one of the ready made scenarios) as a stepping stone. Then work out what the players are going to play.

Both players should now choose an Archetype and Race and each should control a Main Character. There's no need to start out any larger when setting out for a campaign, but you could add some henchmen to the group or perhaps additional characters.

Then look up the total ratings of the characters the players have made and pick out some adversaries of roughly the same rating.

Set it all up and play the scenario. You're now on your way to start a Narrative Campaign.

Continuing the Story Line

Once the scenario is over, and you've worked through the post-battle sequence; it's time to have a little chat with the players. First to get a notion if you're on the level as to the narrative, secondly to see where you should go for the next chapter of the story; a great help if you are a bit stumped as to what to do next.

Now jot down one or two lines of story material for the next scenario; figure out what the players need to do in order to 'win' the scenario; brief the players and then it's time to play again.

Once you've done this a couple of times, you might want to add some spice to the scenarios. Write your own; add some random encounters, season it with some rather weird and outrageous objectives or goals that the players need to complete.

This can then go on for as long as possible, although it is advisable not to let a campaign drag on forever, otherwise you might end up losing interest and get burned out.

Don't Overwork a Campaign

As a final tip for any campaign, then don't sit down and write down everything - from start to finish - for scenarios, narrative or similar. If you do this, you might end up with hundreds of pages of text, only to have to throw it all away when the players choose an option you hadn't foreseen.

Instead, try to have a vague idea about the climax of the campaign. Are the Space Marines going to save this planet, or will they be forced to order an *Exterminatus* on the hapless population in order to overcome its' foes?

It is much easier to adapt to the players choices during a campaign if you haven't planned out everything; and this is what makes it into a game rather than a novel - that players can influence the story by their actions, rather than be *railroaded* through a novel.

In essence, concentrated on having a good time with your players and let the number crunching balancing take the back seat.

It's Your Dark Millennium

And the final paragraph before this section is over...

If you don't like some of the rules as written in this booklet then change them! It might seem weird, since this booklet is all about changes themselves, but as the author I would heartily welcome any ideas that might occur from having read through these pages.

If you don't like Squats (boo!) then you might want to edit them out of the games altogether. Maybe you'd prefer the campaign to be a little of everything, then by all means, go ahead! And if you happen to take some pictures and jot down some notes, don't hesitate to contact this here author; I'd love to hear about your adventures in the Dark Millennium.



A Short Sample Narrative Campaign

After having let the players choose what type of characters they wanted to play, we came up with a Rogue Trader, his First Mate and retinue who had just made planet-fall on a long lost Imperial World.

The Rogue Trader was developed as a Human Rogue, and was given five advancements. His First Mate was a human warrior again with five advancements, whilst the crew was a mixture of human rogues, warriors, marksmen and sages with one to two advancements.

Their first basic encounter was against a couple of Savage Warriors (Ruffians Encounters, with +1 Strength and Toughness, figured as two advancements) who mistook them for invading aliens. A short skirmish took place between the Rogue Trader, which ended in one of the retinue being captured!

This made the next scenario a natural choice, however, to spice things up, we had a small encounter with a small hunting party of Savages on their way back to camp. We used the Chance Encounter scenario for this purpose, but added some random encounters in the form of wild beasts that acted as Sentries and would charge anyone who got close enough (We just used Kroot Hounds for their abilities). The objective was to eliminate the Savages; otherwise they would give warning to the Tribe that the Sky-people were on their way to the village.

Having a foul run of luck, the Rogue Traders ended up losing this inter-mezzo, and the Savages were prepared for their arrival and had gathered up allies from nearby tribes (simply added +250 ratings worth of additional units to the tribe).

Now, it was time for the rescue of a poor, hapless rating who had signed up for the fun of it... but what was the Savages Shaman up to, and was that a medallion with a Chaos Icon around his neck?...



ENCOUNTERS

The following details readymade archetypes for the player's encounters throughout their adventures in the dark millennium or for simply setting up a quick'n'dirty skirmish somewhere in this war torn galaxy.

Notes on Equipment

Each entry will list their typical equipment. However in some cases an equipment entry will be followed by a number. This is the number, on a D6 that you must roll equal to or higher than when recruiting the unit. If successful, the unit has the listed piece of equipment. If the unit cannot carry that much equipment, choose which equipment is carried.

A Gamemaster may, of course, simply assign equipment to units as needed.

Imperial

Servitors

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	2	2	4	4	1	2	1	10	10	10

Rating: 65

Class: None (see below)

Typical Equipment: A hardwired powerfist.

Special Rules:

Unless a friendly unit is within 4" of a Servitor at the maintenance phase, the servitor suffers from *stupidity*. Servitors will automatically regroup during the maintenance phase if they are broken.

In addition, a servitor can never learn any new skills. A servitor may, however, have a heavy weapon fitted to them in exchange for their Powerfist.

Citizens of the Imperium

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	2	2	2	2	1	2	1	6	6	5

Rating: 30

Class: None (see below)

Typical Equipment: A single knife, Laspistol (any) [6+].

Special Rules:

Billion Souls - Following an encounter with Citizens then, if captured, hired etc, roll 1d6 for each unit to find their class:

- 1-3 - Warrior
- 4 - Marksman
- 5 - Rogue
- 6 - Sage

Ruffians

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	3	2	3	3	1	3	1	7	6	5

Rating: 45

Class: Warrior

Typical Equipment: A single knife. A sword, club or an axe (3+); a laspistol (any) or a stubgun (4+); an autopistol (5+); a lasgun (any) or autogun (any) or shotgun (any) (6+); any primitive firearm.

Skills: *Berserker*

Mutants

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	2	2	2	2	1	3	1	7	6	4

Rating: 50

Class: Warrior

Typical Equipment: A single knife. A sword, club or an axe [4+]; a stubgun [5+]; a shotgun (any) [6+]; any primitive firearm [3+]

Special Rules:

Each mutant starts out with D3 worth of Mutations. Roll per mutant unit.

Bodyguards

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	3	3	3	3	1	3	1	8	6	5

Rating: 65

Class: Warrior

Typical Equipment: Flak Armor [4+], Stubgun (any) or Laspistol (any), Shock Maul [5+], Webgun [5+]

Skills: *Disarm*

Special Rules:

Look out, sir! - If a bodyguard is assigned to another unit then, whenever the unit the bodyguard is assigned to was hit, you may roll an Initiative check for all bodyguards assigned to the unit. If one is successful, the bodyguard leaps in and takes the hit instead of the original target. A bodyguard cannot be assigned to another bodyguard.

Nobles

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	3	3	3	3	1	3	1	6	6	7

Rating: 85

Class: D6: 1-2 Warrior, 3-4 Marksman, 5 Sage, 6 Rogue.

Typical Equipment: Carapace Armor [5+]; Bolt pistol (any)[5+]; Plasma Pistol [6+], Refractor Field [6+]; Powersword [6+]; Laspistol (any), Sword.

Skills: *Fixer, Hagglor*

Bounty Hunter

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	4	4	3	3	1	3	2	8	7	6

Rating: 225

Class: Rogue

Typical Equipment: Carapace Armor [5+] otherwise Flak Vest; Frag Grenades [4+] otherwise Photon Grenades; Boltgun [4+], Shotgun (any), Chainsword [4+] otherwise Sword or Axe; Bolt pistol (any)[4+], Stubgun, Las pistol, Knife, Lucky Charm [5+].

Skills: Parry, Quick Draw, Dodge, Quick Witted

Enforcers of the Imperial Law

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	3	3	3	3	1	3	1	7	7	5

Rating: 185

Class: Warrior

Typical Equipment: Shotgun (any), Shield, Carapace Armor, Shock Maul (4+), Autostubber (5+), Knife.

Adeptus Arbitres

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	3	3	3	3	1	3	1	8	7	7

Rating: 210

Class: Warrior

Typical Equipment: Combat Shotgun, All special shotgun ammunition, Carapace Armor, Shock Maul, Grenade Launcher [6+], Stubgun (any), Knife, Respirator.

Skills: Nerves of Steel,

Adeptus Mechanicus

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	2	2	3	3	1	3	1	7	8	7

Rating: 70

Class: Sage

Typical Equipment: Carapace Armor, Any Cybernetic [5+], Bolt pistol [5+] otherwise Las pistol (any), Poweraxe or Powersword [6+] otherwise Axe or Sword,

Skills: Logician; single random Technican Skill [5+]

Special Rules:

Machine Language - Friendly servitors within 8" of an Adeptus Mechanicus does not suffer from stupidity.

Adeptus Ministorum

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	2	2	2	2	1	3	1	7	8	8

Rating: 55

Class: Sage

Typical Equipment: Shotgun [5+] otherwise laspistol (any); Chainsword [5+] otherwise knife.

Skills: Argumentator; single random Academic Skill [5+], Carrier of Faith (Imperial) [6+]

Planetary Defence Force

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	2	2	3	3	1	3	1	6	5	5

Rating: 75

Class: Warrior

Typical Equipment: Grenade Launcher and Frag Grenades [6+], Autostubber [6+], Flamer [6+] otherwise Lasgun (any); Frag Grenades [6+], Flak Vest [5+], Knife.

Special Rules:

Squad Structure - One in every ten PDF Trooper will automatically have access to one of the given weapons above in exchange for his Lasgun. Two in every ten PDF trooper will have access to any Heavy weapon of your choice. One in every ten soldier will be a Sergeant and has +1 wound and leadership.

Imperial Guard

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	3	3	3	3	1	3	1	7	6	5

Rating: 85

Class: Warrior

Typical Equipment: Grenade Launcher and Frag Grenades [6+], Autostubber [6+], Flamer [6+] otherwise Lasgun (any); Frag Grenades [6+], Flak Vest [5+], Knife.

Special Rules:

Squad Structure - One in every ten PDF Trooper will automatically have access to one of the given weapons above in exchange for his Lasgun. Two in every ten PDF trooper will have access to any Heavy weapon of your choice. One in every ten soldier will be a Sergeant and adds +3 to his leadership.

Rogue Trader

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	4	4	3	3	2	4	2	8	7	8

Rating: 315

Class: Rogue

Typical Equipment:

Armor: Refractor Field [5+], Carapace Armor [5+] otherwise Flak Vest or Mesh.

Close Combat: Powersword or Poweraxe [6+], Chainsword [4+] otherwise Sword, Knife.

Pistols: Shuriken Pistol or Plasma Pistol [6+], Bolt Pistol [4+], any Stub gun, Auto Pistol or Laspistol.

Equipment: Lucky Charm [5+], Bio-Scanner [4+], Photo Contacts, Respirator, 2 x special ammunition [3+].

Skills: Hagglers, Fixer, Surplus Supplier, Escape Artist, Quick Witted

Inquisitor

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	5	4	4	4	3	4	3	9	9	9

Rating: 375

Class: Warrior

Typical Equipment:

Armor: Refractor Field [5+], Power armor [5+], otherwise Carapace Armor or Mesh.

Close Combat: Powersword or Poweraxe [4+], Chainsword or Sword, Knife.

Pistols: Inferno Pistol [6+], Plasma Pistol [4+], Bolt Pistol [3+], any Stub gun, Auto Pistol or Laspistol.

Basic Weapon: Boltgun (any) [4+], Lasgun (any) or Lascabine (any) or Autogun (any).

Equipment: Lucky Charm [5+], Bio-Scanner [4+], Photo Contacts, Respirator, 2 x special ammunition for any weapon [3+].

Skills: Inspirational, Iron Will, Loud Voice, Iron Resolve, Nerves of Steel

If Psychic - 1 x Random Arcana Skill

D3 x Random skills from any skill set of the players choice.

Special Rules:

Psychic - Upon encountering an Inquisitor, roll 2d6. If you score 9+, the Inquisitor is a psychic. Generate his powers as any normal psyker.

Space Marine Scout

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	4	4	4	4	2	4	2	9	9	9

Rating: 450

Class: Warrior

Typical Equipment: Carapace Armor (count as Eldar Carapace Armor), Boltgun (any) or Shotgun (any) or Combat Shotgun, Chainsword [4+], Bolt pistol [3+], Missile Launcher [5+], Heavy Bolter [5+], Knife, Frag Grenades, Krak Grenades.

Skills: Bulging Biceps, Nerves of Steel, Iron Jaw, Stalwart, Gunslinger, Combat Master, Berserker, Tactician, Infiltrate

Special Rules:

And they shall know no fear - As the Space Marine Entry.

Space Marine

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	5	5	4	4	3	5	3	9	9	9

Rating: 850

Class: Warrior

Typical Equipment:

Armor: Refractor Field [6+], Power armor.

Close Combat: Powersword or Poweraxe [4+], Chainsword, Knife.

Pistols: Bolt Pistol (any)

Basic Weapon: Boltgun (any)

Special Weapon [5+]: Meltagun [5+], Plasmagun [4+] otherwise Flamer.

Heavy Weapon [5+]: Multimelta [6+], Plasmacannon [6+], Lascannon [6+] otherwise Heavy Bolter (any).

Skills: Bulging Biceps, Nerves of Steel, Iron Jaw, Stalwart, Gunslinger, Combat Master, Berserker, Tactician, Inspirational

Special Rules:

And they shall know no fear - As the Space Marine Entry.



It is too easy for an Eldar to embrace the obscene virtues of chaos, for Slaanesh is nothing more than a manifestation of the Eldar mind in its most wild and unconstrained form. Human morality is meaningless to the Eldar, and to the dark side of the Eldar mind all life is to be expended at a whim. Cruelty and generosity are but the impulse of a moment. Beauty and sensuality are virtues that can be expressed in bloodshed just as easily as in song. To an unfettered Eldar mind there is neither sanity nor madness, but merely a wave of perfect existence fulfilled by its own savage momentum.

+++ Inquisitor Ralamine Mung, Ordo Xenos

Xenos

Eldar Citizen

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
5	3	3	3	3	1	5	1	7	7	6

Rating: 50

Class: Any

Typical Equipment: A single knife, Shuriken Pistol (any) [6+].

Special Rule:

She who Thirsts - If an Eldar ever encounters a Slaneesh Daemon their Fear roll is made with a -1 Leadership modifier.

Eldar Guardian

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
5	3	3	3	3	1	5	1	7	7	6

Rating: 95

Class: D6: 1-3 Warrior, 4-6 Marksman

Typical Equipment: Eldar Mesh Armor, Meltagun [6+], Shuriken Catapult [6+] otherwise Shuriken Rifle or Eldar Lasgun, Laspistol (any), Knife.

Special Rule:

She who Thirsts - If an Eldar ever encounters a Slaneesh Daemon their Fear roll is made with a -1 Leadership modifier.

Eldar Warlock

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
5	5	5	3	3	1	5	2	10	10	10

Rating: 295

Class: Sage

Typical Equipment: Eldar Mesh Armor, Eldar Force Weapon (spear or sword), Shuriken Pistol.
Skills: *Parry, Step Aside, 3 x Random Arcana Skills, 2 x Major Psychic Powers, 2d3 Minor Psychic Powers.*

Special Rule:

She who Thirsts - If an Eldar ever encounters a Slaneesh Daemon their Fear roll is made with a -1 Leadership modifier.

Eldar Ranger

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
5	3	4	3	3	1	5	1	8	7	7

Rating: 195

Class: Marksman

Typical Equipment: Eldar Mesh Armor, Eldar Lasgun, Shuriken Pistol, Sword, Knife.

Skills: *Infiltrate, Ambush, Assassin*

Special Rule:

She who Thirsts - If an Eldar ever encounters a Slaneesh Daemon their Fear roll is made with a -1 Leadership modifier.

Eldar Aspect Warrior

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
5	5	5	4	4	1	6	2	9	8	8

Rating: 325

Class: See Below

Typical Equipment: See Below

Special Rule:

She who Thirsts - If an Eldar ever encounters a Slaneesh Daemon their Fear roll is made with a -1 Leadership modifier.

Aspect Warrior - Upon encountering an Aspect Warrior, roll a D6 to determine what kind of Aspect Warrior has been encountered.

- 1-2 Dire Avenger
- 3 Striking Scorpion
- 4 Howling Banshee
- 5 Firedragon
- 6 Dark Reaper

Dire Avenger

Equipment: Eldar Carapace Armor, Shuriken Rifle, Shuriken Pistol, Powersword [5+].

Skills: *Crackshot, Eagle Eye*

Striking Scorpion

Equipment: Eldar Carapace Armor, Shuriken Pistol, Chainsword.

Skills: *Berserker, Dodge, Jink*

Howling Banshee

Equipment: Eldar Carapace Armor, Shuriken Pistol, Powersword.

Skills: *Cat fall, Jink, Sprint*

Fire Dragon

Equipment: Eldar Carapace Armor, Meltagun, Krak Grenades.

Skills: *Crackshot*

Dark Reaper

Equipment: Eldar Carapace Armor, Missile Launcher with both Frag and Krak Missiles.

Skills: *Bulging Biceps, Stalwart*

T'au Citizen

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	2	2	3	3	1	2	1	6	6	7

Rating: 30

Class: Sage

Typical Equipment: A single knife.

T'au Pathfinder

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
5	3	4	2	2	1	3	1	7	7	7

Rating: 155

Class: Rogue

Typical Equipment: Pulse Carbine, Flak Vest, Knife, Photo-Visor, IR-Goggles.

Skills: *Infiltrate*

T'au Firewarrior

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	2	3	3	3	1	2	1	7	7	7

Rating: 125

Class: Marksman

Typical Equipment: Pulse Rifle, Flak Vest, Knife, Photo-Visor, IR-Goggles.

T'au Ethereal

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	3	3	3	3	2	2	2	8	10	10

Rating: 165

Class: Sage

Typical Equipment: Powersword, Refractor Field.

Skills: *Leader*, *Argumentator* (T'au only), *Inspirational* (T'au only), *Tactician*,

Special Rules:

Ethereal - If as long as this unit is alive, then all other T'au units will have a +1 modifier applied to their *nerve*. However, if this unit should be removed as a casualty during the game, then roll a normal *bottle check* for all T'au units with a -2 modifier to their *willpower*. A unit that failed this check is automatically removed from the tabletop.

Kroot Warrior

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
5	4	2	3	3	1	3	1	7	5	6

Rating: 115

Class: Warrior

Typical Equipment: Sword, Kroot Rifle, Light Armor

Kroot Elder

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
5	4	2	3	3	3	3	2	8	7	7

Rating: 155

Class: Warrior

Typical Equipment: Sword, Pulse Rifle [5+]

otherwise Kroot Rifle, Light Armor.

Skills: *Leader* (Kroot Only), *Inspirational* (Kroot Only), *Argumentator* (Kroot Only), *Jink*, *Nerves of Steel*, *Parry*

Kroot Hound

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
7	4	0	4	3	1	4	2	10	5	5

Rating: 85

Class: None (see below)

Typical Equipment: Sharp Beak (-1 Sv)

Skills: *Sprint*, *Dodge*

Special Rules:

Kroot Hound - a Kroot Hound will suffers from stupidity unless there is either a friendly Kroot Warrior or Kroot Elder present on the tabletop. In addition, a Kroot Hound never gains experience points.

Ork Boy

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	3	2	4	4	1	2	2	7	5	5

Rating: 100

Class: Warrior

Typical Equipment: Flak Vest [3+], Autostubber or Flamer [5+] otherwise Boltgun (any) [4+], otherwise any Autogun or Shotgun; Bolt pistol [5+] otherwise any Stubgun or Autopistol; a Massive Axe.

Ork Nob

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	5	2	5	5	3	3	3	10	7	7

Rating: 325

Class: Warrior

Typical Equipment: Powerarmor [5+], Carapace armor [4+], Flak Vest [3+], Heavy Bolter or Heavy Flamger [5+] otherwise Boltgun (any), Bolt pistol; Powerfist [5+] otherwise a Massive Axe.

Skills: *Iron Resolve*, *Loud Voice*, *Iron Jaw*, *Bulging Biceps*, *Crushing Blows*, *Body Slam*, *Stalwart*, *Berserker*

Ork Weirdboy

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	4	2	4	4	2	3	2	8	8	6

Rating: 100**Class:** Sage**Typical Equipment:** Flak Vest [3+], Bolt pistol [5+] otherwise any Stubgun or Autopistol; a Massive Axe, Copper Rod [3+].**Special Rules:***Weirdboy* - This unit can utilize the power of the *Waaagh*. See the Psychic Power Section for Details.**Gretchin Runt**

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
4	2	2	2	2	1	3	1	5	4	4

Rating: 15**Class:** D6: 1-2 Warrior, 3-4 Marksman, 5-6 Rogue**Typical Equipment:** Stubgun (any) [3+] otherwise any primitive firearm, Knife.**Squat Mercenary**

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
3	3	3	3	4	2	3	1	7	7	7

Rating: 95**Class:** Warrior**Typical Equipment:** Carapace Armor [5+] otherwise Flak Armor; Boltgun any [3+] otherwise Lasgun (any) or Shotgun (any) or Autogun (any); Laspistol, Axe, Frag Grenades [4+].**Skills:** 1 x Random Skill from either Close Combat or Shooting.**Slaan Mercenary**

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
5	3	3	3	3	1	2	1	8	8	7

Rating: 145**Class:** Warrior**Typical Equipment:** Refractor Field [3+] otherwise Mesh Armor; Plasmagun [6+] otherwise Eldar Lasgun; Powersword [6+] otherwise Sword.**Skills:** 1 x Random Skill from either Close Combat or Shooting**Hereticus****Daemonic Possession**

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
X	*	*	*	*	X	-	*	*	-	-

Special Rules:*Daemon Power* - The psyker increases in power, beyond his racial maximum while he is possessed.

All characteristics with an '-' remains unchanged.

All characteristics with a '*' adds +d3 to that statistic.

Finally, the wounds of the psyker increases by 2d3.

Possessed - The psyker will move 2d6" in a random direction and attack the nearest target, by any means available. At the beginning of each maintenance phase, the psyker may roll a *willpower check*. If failed, the possession continues and the psyker loses a wound. If successful, the psyker has overcome the possession, and is out of action, but does not roll for any serious injuries.**Causes Terror***Daemon Aura* - The unit has a *ward save* of 3+.**Chaos Spawn**

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
*	*	0	6	6	X	4	*	11	11	11

Rating: 250**Class:** Chaos Creature**Typical Equipment:** None.**Special Rules:***Stupidity* - Cannot gain EXP. If no friendly unit within 4" at a maintenance phase then the unit suffers from *stupidity*.*Raw Chaos* - The unit's M is rolled for at each Maintenance phase, using 2d6. The units' Weapon Skill and Attacks is rolled for at the beginning of a Close Combat using 1D6. The Wounds of the unit is determined at deployment, rolling 2d6.

Has D3 mutations.

In addition the unit has a *special save* of 5+.**Causes Terror***Daemon Aura* - The unit has a *ward save* of 3+

Daemonette of Slaneesh

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
7	6	2	5	5	4	7	3	10	10	10

Rating: 665

Class: Lesser Daemon

Typical Equipment: Sharp Claws (Dam D3+1, Sv -2).

Skills: *Parry, Feint, Sprint*

Special Rules:

Allure of Slaneesh - If a unit is within 6" of the Daemonette they must roll a Leadership check during the maintenance phase. If failed, they will lose their activation for this turn and count their weapon skill as being 1.

Causes Terror

Daemon Aura - The unit has a *ward save* of 3+

Intangibility [9] - The unit must check against intangibility each time it takes a wound, modified by the number of wounds suffered. If failed, the unit is removed from the tabletop.

Daemonic Agility - The unit has a *special save* of 5+, as well as a *field save* of 4+.

Bloodletter of Khorne

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
5	7	2	6	6	4	5	4	11	10	10

Rating: 685

Class: Lesser Daemon

Typical Equipment: Daemon Sword (counts as Powersword), Daemon Armor (counts as Eldar Carapace Armor).

Skills: *Berserker, Combat Master, Parry*

Special Rules:

Causes Terror

Daemon Aura - The unit has a *ward save* of 2+

Intangibility [10] - The unit must check against intangibility each time it takes a wound, modified by the number of wounds suffered. If failed, the unit is removed from the tabletop.

Pink Horror of Tzeentch

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
5	4	2	4	4	2	6	2	10	11	10

Rating: 575

Class: Lesser Daemon

Typical Equipment: Sharp Claws (Dam D3+1, Sv -2).

Special Rules:

Daemon of Tzeentch - Each Pink Horror has d6 minor psychic powers.

Blue Horror - Whenever a Pink Horror is killed, it is replaced by two Blue Horrors. Each has D3 Psychic powers and -1 to all stats except M, NV, WP and LD.

Causes Terror

Daemon Aura - The unit has a *ward save* of 3+

Intangibility [9] - The unit must check against intangibility each time it takes a wound, modified by the number of wounds suffered. If failed, the unit is removed from the tabletop.

Daemonic Field - The unit has a *field save* of 4+.

Paguebearer of Nurgle

M	WS	BS	S	T	W	I	A	Nv	Wp	Ld
3	5	2	5	5	5	4	3	10	10	10

Rating: 665

Class: Lesser Daemon

Typical Equipment: Plaguesword (counts as a Powersword, see below).

Skills: *Iron Jaw, Crushing Blows, Iron Resolve*

Special Rules:

Bringer of Plague - Whenever a unit suffers more than one wound from a close combat attack by this unit it must roll a toughness check. If failed, the unit slumps to the ground and is removed from play.

In addition the unit may cast the *cloud of pestilence power* for free during its action phase on a D6 roll of 4+.

Causes Terror

Daemon Aura - The unit has a *ward save* of 3+

Intangibility [11] - The unit must check against intangibility each time it takes a wound, modified by the number of wounds suffered. If failed, the unit is removed from the tabletop.

Daemonic Field - The unit has a *field save* of 4+.

THE END IS NIGH

So here it is; the final version of Book of the Arbitrator. I surely hope you've had as much fun reading it as I had writing it and that you've been inspired to partake in some adventures across the Dark Millennium.

Although this booklet has been done, this is by no means the end! The following are just a few of the titles I've been working on; consisting mainly of material that had to be discarded for this booklet.

Culture Books giving more detail to the various cultures mentioned; with more vehicles, weapons, fluff, campaign ideas and much more crammed into each booklet.

Slaves to Darkness a big booklet containing all the information needed on the ruinous powers as well as those who follow their creed; be they misguided citizens or ancient and powerful Chaos Space Marines.

The Reaper and The Hunter will contain all the missing details on the last two races; the Necrons and the Tyranid - which will include the long lost Genestealer cults as well as ways to include them in a campaign.

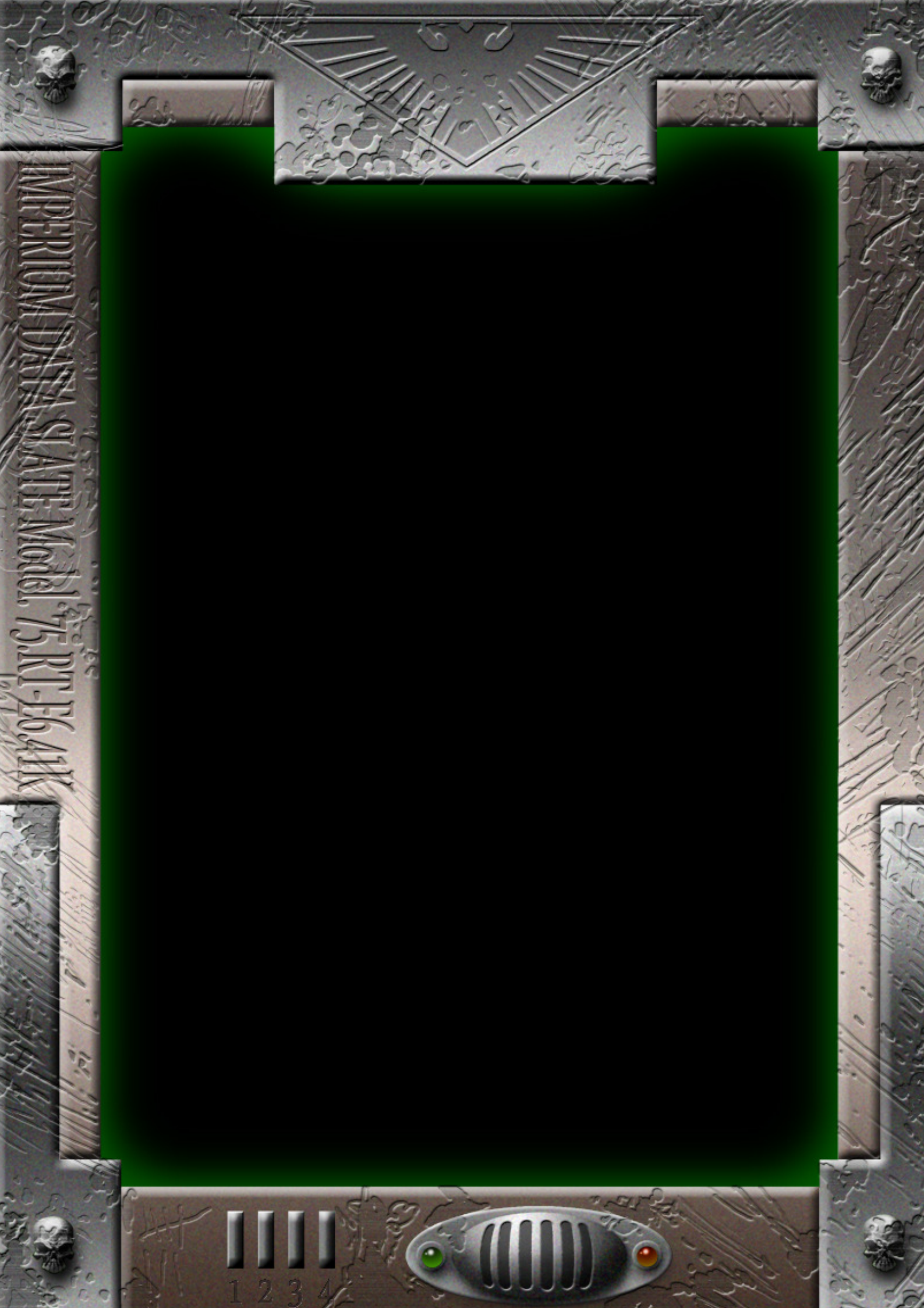
And then, there's whatever you decide I might be interested in. Again, I'd like to hear from you, dear reader, if you have any questions, comments or ideas for more stuff to add to the Book of the Arbitrator! Or just to shoot the breeze, criticize or praise this here work. If you're so inclined shoot me an email at: phoenikuz@gmail.com

Well, that's it for now. And remember, in the grim darkness of the far, far future there is only Adventure!

Torben Kastbjerg, Author

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