



# **RULES**

**N17/N18/N19/N20/N21/N22**

Latest update: 2023-10-11

“If players can't agree on a decision (for example line of sight, cover etc.), simply roll-off to avoid lengthy arguments and keep the game running smoothly.”

Link to related sources: <https://mega.nz/#F!bipQASbt!dBEw4HEbYuR3RjFKI1HbsQ>

Rules Included:

<p>2017</p> <ul style="list-style-type: none"> <li>• N17 Rulebook (2017-11)</li> <li>• Gang War 1: Escher &amp; Goliath (2017-11)</li> <li>• Pre-order Special Play card (2017-11)</li> <li>• Escher cards (2017-11)</li> <li>• Goliath cards (2017-11)</li> <li>• Gor Half-Horn Bounty Hunter (FW 2017-11)</li> <li>• Gangs of Legends PDF (2017-11)</li> </ul> <p>2018</p> <ul style="list-style-type: none"> <li>• Scenario: Claim the Spire (WD 2018-01)</li> <li>• Scenario: The Gauntlet (WD 2018-02)</li> <li>• Gang War 2: Orlock (2018-02)</li> <li>• Orlock cards (2018-02)</li> <li>• Hired Guns: Mad Dog Mono &amp; Grub Targeson (FW 2018-02)</li> <li>• Genestealer Cult (WD 2018-03)</li> <li>• FAQ nr. 1 (2018-03)</li> <li>• Escher weapon list pdf (2018-03)</li> <li>• Chaos Cult (WD 2018-04)</li> <li>• Goliath weapon list pdf (2018-04)</li> <li>• Slate and Macula pdf (FW 2018-04)</li> <li>• Bounty Hunter 'Venator' gang (WD 2018-05)</li> <li>• Gang War 3: Van Saar (2018-05)</li> <li>• Van Saar cards (2018-05)</li> <li>• Gang War 4: Cawdor (2018-08)</li> <li>• Cawdor cards (2018-08)</li> <li>• Leader's Accessories Pack (2018-08)</li> <li>• Dominion Territory Cards (2018-08)</li> <li>• Genestealer Cult v2 pdf (2018-08)</li> <li>• Chaos Cult v2.1 pdf (2018-09)</li> <li>• N18 Rulebook &amp; Gangs book (2018-12)</li> <li>• Delaqua cards (2018-12)</li> <li>• FAQ nr. 2 (2018-12)</li> </ul> <p>2019</p> <ul style="list-style-type: none"> <li>• Badzone Delta-7 v.2 pdf (2019-01)</li> <li>• Ambull &amp; Borewyrn Infestation (Web, 2019-02)</li> <li>• Monster Hunt v2 (pdf, 2019-02)</li> <li>• Warhammer Community Tactics Cards (Pdf, 2019-05)</li> <li>• Perpetual Campaign (WD 2019-05)</li> <li>• Hired Gun: Headsman (Thane's Executioner) (Pdf, 2019-06)</li> <li>• The Book of Peril (2019-06)</li> <li>• Environment/Events cards (2019-06)</li> <li>• Enforcer cards (2019-08)</li> <li>• Intrigues &amp; Rackets cards (2019-08)</li> <li>• Underdog cards (2019-08)</li> <li>• Dramatis Personae cards (2019-08)</li> <li>• The Book of Judgement (2019-08)</li> <li>• Ragnir Gunnstein (2019-09)</li> <li>• Precinct Mini Campaign (WD 2019-10)</li> <li>• Book of Ruin (2019-11)</li> <li>• N19 Rulebook (Dark Uprising), Territories, Tactics (2019-11)</li> <li>• FAQ nr. 3 v.1 &amp; v.2 (2019-12)</li> <li>• Gang Raids, Expanded Zone Mortalis (WD 2019-12)</li> <li>• Tactics Card (WD 2019-12)</li> </ul> <p>2020</p> <ul style="list-style-type: none"> <li>• House of Chains: Goliath (2020-02)</li> <li>• Goliath cards 2nd edition (2020-02)</li> <li>• Bigby Ratling Slopper (FW 2020-03)</li> <li>• Resurrection Pack (WD 2020-05)</li> <li>• The Hunt - Solo Scenario (Web, 2020-06)</li> <li>• Gang Stronghold Terrain rules (Web, 2020-08)</li> <li>• House of Blades (v1): Escher (2020-08)</li> <li>• Escher cards 2nd edition (2020-08)</li> <li>• Ogryn cards (2020-08)</li> <li>• Zone Mortalis cards (2020-08)</li> <li>• Open Hive War cards (2020-08)</li> <li>• Errata (2020-09)</li> <li>• Servalen (FW 2020-09)</li> <li>• Doctor Arachnos (Web 2020-10)</li> <li>• Gang Stronghold Terrain rules PDF (2020-10)</li> <li>• House of Iron: Orlock (2020-10)</li> <li>• Orlock cards 2nd edition (2020-10)</li> <li>• Ancient Vox (Tactics) &amp; 4 Outlaw Brutes (WD 2020-11)</li> <li>• Going Out With A Bang! End scenarios (WD 2020-12)</li> <li>• House of Artifice: Van Saar (2020-12)</li> <li>• Van Saar cards 2nd edition (2020-12)</li> </ul>	<p>2021</p> <ul style="list-style-type: none"> <li>• Rattus Tatterskin (2021-03)</li> <li>• Scenarios: Hangers-on scenarios (WD 2021-04)</li> <li>• N21 Rulebook: Hive War (2021-05)</li> <li>• House of Faith: Cawdor (2021-05)</li> <li>• Cawdor cards 2nd edition (2021-05)</li> <li>• House of Shadows: Delaqua (2021-08)</li> <li>• Delaqua cards 2nd edition (2021-08)</li> <li>• Lady Credo (2021-08)</li> <li>• Scenarios: Lair of the Archeotek (WD 2021-08)</li> <li>• Book of the Outcast (2021-12)</li> <li>• House of Blades (v2): Escher (2021)</li> </ul> <p>2022</p> <ul style="list-style-type: none"> <li>• FAQ nr. 4 (2022-04)</li> <li>• Marketplaces PDF (2022-04)</li> <li>• Ash Wastes (2022-04)</li> <li>• Orlock Vehicle Tactics (2022-04)</li> <li>• Ash Waste Nomad Tactics (2022-04)</li> <li>• Scenarios: Underdog Scenarios (WD 2022-05)</li> <li>• Badzone Enforcers (WD 2022-06)</li> <li>• Book of Outlands (2022-06)</li> <li>• Scenarios: Ash Wastes scenarios (2022-07)</li> <li>• Apocrypha 1: The Lost Charter (2022-08)</li> <li>• Durgan Kill-fist (2022-09)</li> <li>• Axon Hammer (2022-09)</li> <li>• Aranthian Succession 1: Cinderax Burning (2022-09)</li> <li>• Apocrypha 2 (Delaqua &amp; CGC): Sump City Sinking (2022-09)</li> <li>• Apocrypha 3 (Goliath &amp; Outcast): Twins of Two Tunnels (2022-11)</li> <li>• Promethium Tank Refueling Station Terrain (2022-11)</li> <li>• Underdog Scenarios (WD 2022-11)</li> <li>• Apocrypha 4 (Escher): Queen of Ash Town (2022-11)</li> <li>• Ironcrawler (FW 2022-12)</li> </ul> <p>2023</p> <ul style="list-style-type: none"> <li>• Apocrypha 5: Daemons of Meridian (2023-02)</li> <li>• Apocrypha 6 (Delaqua): Bullet Road Run (2023-02)</li> <li>• Apocrypha 7: Blood in the Spire (2023-03)</li> <li>• Aranthian Succession 2: Vaults of Temenos (2023-04)</li> <li>• Apocrypha 8: Halfway Dead (2023-05)</li> <li>• Apocrypha 9: Escape from Zalkraa (2023-06)</li> <li>• N23 Rulebook (2023-07)</li> <li>• Apocrypha 10: Spiders of the Sump Seas (2023-07)</li> <li>• Squat Claim Jumper (2023-08)</li> <li>• Apocrypha 11: Devils of Gunk Deep (2023-08)</li> <li>• Apocrypha 12: Hive Blood (2023-09)</li> </ul>
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**Limitations and decisions**

These rules are a collection of all new Necromunda rules merged together into one single document. Some changes are made to simplify, unify and clarify the rules.

**N\*\* Rules:**

Some old/outdated rules are kept as reference. These rules are labeled as for example N17 or N18. They might have been good rules that was later omitted/forgotten in newer books or implicitly removed or replaced by newer rules. Some players may even prefer these older rules.

**Author:**



**Thanks to:**

- Yaktribe community

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# CHARACTERISTICS PROFILES

Each model (fighters & vehicles) and weapon has a characteristics profile, which details their capabilities in battle. For vehicles, the stats represent the vehicle & crew combined. A vehicle is a single entity (regardless of how many crew members the vehicle has).

## FIGHTER PROFILE

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

## SHARED

### MOVE (M)

Distance in inches the model can move (up to) when making various move actions.

### BALLISTIC SKILL (BS)

Proficiency with ranged weapons.

### TOUGHNESS (T)

The ability to not be wounded by an attack.

Vehicles:

- **Facings:** Hits must determine which facing they originate from to determine the Toughness.

### WOUNDS (W)

A measure of how much punishment a model can take.

Vehicles: Represents Hull Points.

### INITIATIVE (I)

The model's dexterity and reflexes.

### LEADERSHIP (Ld)

The fighter's ability to issue or follow commands in the heat of battle.

### COOL (CI)

A fighter's capacity for keeping calm under fire.

### WILLPOWER (Wil)

The fighter's mental fortitude and resilience.

### INTELLIGENCE (Int)

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

## FIGHTER

### WEAPON SKILL (WS)

Proficiency with melee weapons (and pistols when used in close combat).

### STRENGTH (S)

The ability to inflict damage in close combat.

### ATTACKS (A)

The number of dice rolled when attacking in close combat.

## VEHICLE & CREW PROFILE

VEHICLE STATS							CREW STATS				
M	Toughness			W	Hnd	Sv	BS	Ld	CI	Wil	Int
	Front	Side	Rear								
7"	8	7	6	3	6+	5+	4+	8+	5+	5+	6+

## VEHICLE & CREW

### SAVE (SV)

The save is included in the stats for vehicles.

### HANDLING (Hnd)

Equivalent to Initiative, but uses 2D6 instead (like other mental stats).

## MODIFYING CHARACTERISTICS

Sometimes, the rules will modify a stat. If a model with Toughness 3 is given a +1 modifier, the Toughness counts as 4. If the stat is given as a target number, the modifier is effectively applied to the dice roll. For example, if a fighter with BS 4+ is given a +1 modifier, the BS would effectively be improved to 3+.

## CHARACTERISTIC TESTS

- **Weapon Skill, Ballistic Skill and Initiative**

Roll a D6. If the result is equal to or higher than the characteristic, the test is passed. A result of 1 (before or after modifiers) is always failed.

- **Leadership, Cool, Willpower, Intelligence & Handling**

Roll 2D6. If the result is equal to or higher than the characteristic, the test is passed. A result of 2 (before or after modifiers) is always failed.

- **Strength or Toughness**

Roll a D6. If the result is equal to or lower than the characteristic, the test is passed.

Vehicles: Since Toughness is separated in facings, Toughness tests must be relative to the facing.

## MAX & MIN CHARACTERISTICS

Each stat can never go above or below the following (for example after advancement or lasting injury) limits.

### FIGHTER

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

- Max 2+ for Weapon Skill, Ballistic Skill and Initiative.
- Max 3+ for Leadership, Cool, Willpower and Intelligence.
- Max +2 Movement, Strength and Toughness (compared to the fighter's current type).
- Max +1 Wound and Attack (compared to the fighter's current type).

### VEHICLE

	M	Toughness			W	Hnd	Sv	BS	Ld	CI	Wil	Int
		Front	Side	Rear								
Max	12"	10	10	10	8	3+	2+	2+	3+	3+	3+	3+
Min	1"	3	3	3	1	10+	6+	6+	10+	10+	10+	10+

## WEAPON PROFILE

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Lasgun	18"	24"	+1	-	3	-	1	2+	Plentiful

### Range (Rng)

Each weapon has two ranges: Short (S) and Long (L). If a weapon's range is listed as an E, it is a close combat weapon only usable against targets that are Engaged with the wielder. Otherwise, it is a ranged weapon.

Template: All weapons with short range 'T' has the Template trait and uses flame template when fired. These weapons never have a long range.

Melee: All weapons with short range 'E' (Engaged) has the Melee trait and is used in close combat against targets that are B2B.

Versatile: All weapons with short range 'E' and a long range (other than '-') has the Versatile trait and can be used in close combat even if the target is not B2B.

### Accuracy (Acc)

Modifiers that are applied to the hit roll when attacking with the weapon. The 'S' modifier applies at Short range and 'L' applies at Long range.

### Strength (Str)

The weapon's Strength used when making wound rolls. If listed as a modifier, this is applied to the wielder's Strength.

### Armour Penetration (AP)

The weapon's ability to punch through armour. This modifier can increase or reduce the target's save roll.

### Damage (D)

The weapon's chance of damaging or taking a target Out of Action.

### Ammo (AM)

If this characteristic is a numerical value, a Firepower dice must be rolled when attacking with it, as there is a chance of it running Out of Ammo or jamming.

### Traits

Most weapons have one or more traits, each of which gives the weapon an unique bonus or changes the way it attacks.

## DAMAGE '-' WEAPONS

Weapons with Damage characteristic of '-' does not cause Damage in the usual way and will not cause a fighter to lose a Wound.

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

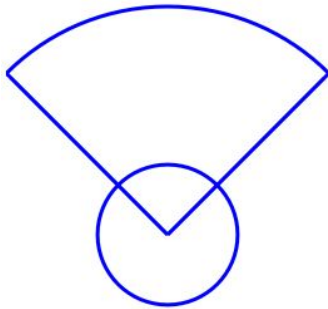
# GENERAL PRINCIPLES

## VISIBILITY

Visibility is vitally important, but in the dense and dark underhive, a clear and unobstructed line of sight is often hard to find.

### VISION ARC

Each fighter has a vision arc of 90° to their front, starting from the center of their base.



When measuring if an attack originates from the front, use the centre of the attacking fighter's base. For blasts, use the centre of the blast instead.

**YAQ:** Fighters have 180° vertical vision arc.

For vehicles, draw 2 lines through the corners of the vehicles (like an X).

### LINE OF SIGHT

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

To test a fighter's line of sight, stoop down to look from the first fighter's point of view. If the other fighter is not entirely obscured by terrain or other fighters, the first fighter has line of sight to them. If the fighter is entirely obscured except for their base and any insignificant elements (a protruding hairstyle, the barrel of a gun or a spike from their armour, for example), the first fighter does not have line of sight to them.

### WALLS AND SOLID TERRAIN FEATURES

Solid terrain features are those that hide portions of a battlefield, walls between corridors, or even the floors and ceilings between levels. Unless stated, line of sight is never possible through the walls or solid terrain features.

### COVER

When determining cover, disregard friendly fighters in base to base (B2B) contact with the attacker. Move them aside temporarily if necessary, as long as they return to the right place (and facing) once the shot has been resolved.

<b>Fully visible (in the open):</b>	No cover.
<b>Less than half is obscured:</b>	Partial cover.
<b>More than half obscured:</b>	Full cover.

Ignore the base and any minor elements such as hair, gun barrels and spikes.

## ZONE MORTALIS (2D)

A few changes apply when playing on a Zone Mortalis battlefield.

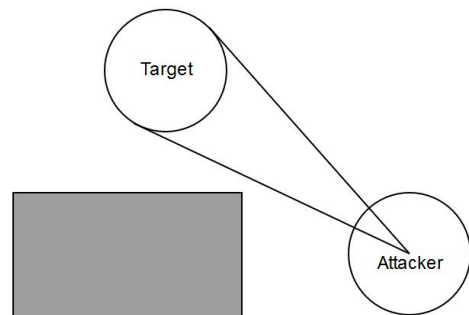
### LINE OF SIGHT

Line of sight is achieved by straight line can be drawn from the centre of the first fighter's base to any part of the other fighter's base without crossing a wall or closed door. Obstacles and other fighters do not block line of sight.

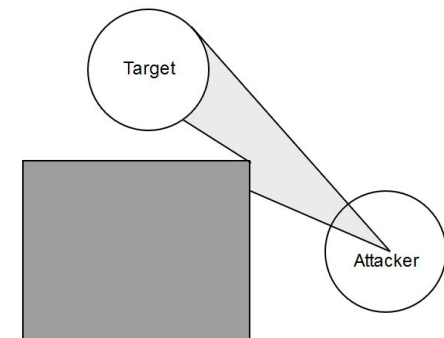
### COVER

To see if a target is in cover from the attacker's point of view, trace a straight line from the centre of the attacker's base to the target. Ignore friendly fighters in base contact with the attacker and any obstacles within 1" of the attacker.

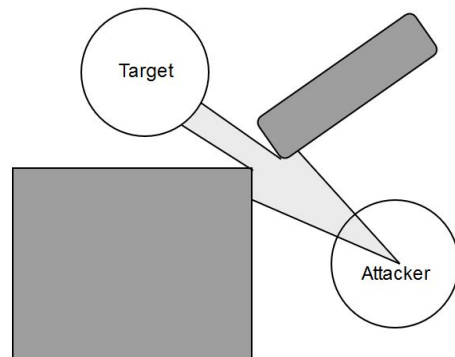
In the open (line traced to all parts of target's base):



Partial cover (line traced to at least half of the target's base):



Full cover (line traced to less than half of the target's base):



Walls, obstacles and intervening fighters will give cover.

## DICE

A number of dice are used to resolve the outcome of various actions.

### D3

To roll a D3 using a D6, halve the result, rounding up.

### D6

A regular 6-sided dice.

### D36

Roll a D3, then a D6, counting the first as tens and the second as units, to get a result between 11 and 36. For example, a roll of 2 and 4 would be a result of 24.

### D66

Roll two D6 one after the other, counting the first as tens and the second as units, to get a result between 11 and 66. For example, a roll of 2 and 4 would be a result of 24.

## FIREPOWER DICE (SUSTAINED FIRE DICE)

Used when making attacks with weapons with an Ammo stat (other than '-'). For most weapons, the Firepower dice is rolled to see if there is a chance of the weapon's ammunition being depleted, (Ammo symbol). The other faces, each showing a number of bullet holes, will only have an effect if the weapon includes certain Traits (Rapid Fire). D6 mapping:

**1:** 1 bullet + Ammo! **2-3:** 1 bullet **4-5:** 2 bullets **6:** 3 bullets

## SCATTER DICE

A 6-sided dice, marked with a Hit symbol and arrows. Used to determine random directions, and is most often used when firing weapons that have the Blast (X) trait. D6 mapping:

**1-4:** Arrow **5-6:** Arrow + Hit!

## INJURY DICE

Injury dice are used when a fighter is wounded, to see how severe the injury is. They might suffer a debilitating Flesh Wound, they might be put out of the fight temporarily or they might go Out of Action entirely. D6 mapping:

**1-2:** Fleshwound **3-5:** Seriously Injured **6:** Out of Action.

## VEHICLE DAMAGE DICE

A 6-sided dice, marked with 3 symbols. Used to determine the what kind of damage is inflicted. One dice is rolled per Damage of the attacking weapon. D6 mapping:

**1-2:** Glancing **3-5:** Penetrating **6:** Catastrophic.

## VEHICLE LOCATION DICE

A 6-sided dice, marked with 4 symbols. Used to determine what parts of the vehicle is hit when attacked. One dice is rolled per hit. D6 mapping:

**1-3:** Body **4:** Driver **5:** Drive **6:** Engine.

## VEHICLE CONTROL DICE

A 6-sided dice, marked with 3 symbols. Used to determine random movement of a vehicle when losing control. D6 mapping:

**1-3:** Swerve 45° **4-5:** Jack-knife (90°) **6:** Roll over.

## MODIFYING ROLLS

A modified dice roll, for example D6+1, would add 1 to the result of a D6 roll. If the rules instruct a result to be halved (or divide it in any other way), any fractions are rounded up unless otherwise instructed.

## BEFORE MODIFIERS (NATURAL ROLLS)

Some rules have special effects depending on the actual roll of the dice, before any modifiers (a 'natural' roll). In these cases, the actual number rolled on the dice, before (and regardless) of any modifiers, are applied.





































Hit, Wound and Save rolls automatically fail on a 1 (before modifiers). Wound rolls automatically succeed on a 6 (before modifiers).

## RE-ROLLING

A re-roll always stands, even if the first roll was preferable, and a dice can never be re-rolled more than once. If multiple dice were rolled together (for example 2D6 or 3D6), all of them must be re-rolled if a re-roll is made. However, if multiple dice are rolled separately, the re-roll can include only some of them.

## ROLLING OFF

Each player rolls a D6, the highest result wins. In case of a tie, roll again unless otherwise instructed.

DICE SYMBOLS	1	2	3	4	5	6
Scatter	 Arrow	 Arrow	 Arrow	 Arrow	 Hit (with arrow)	 Hit (with arrow)
Ammo / Rapid Fire	 1 Hit + Ammo!	 1 Hit	 1 Hit	 2 Hits	 2 Hits	 3 Hits
Injury (Fighter)	 Flesh Wound	 Flesh Wound	 Seriously Injured	 Seriously Injured	 Seriously Injured	 Out of Action
Damage (Vehicle)	 Glancing	 Glancing	 Glancing	 Penetrating	 Penetrating	 Catastrophic
Vehicle Location	 Body	 Body	 Body	 Crew	 Drive	 Engine
Control (Vehicle)	 Swerve 45°	 Swerve 45°	 Swerve 45°	 Jack-knife 90°	 Jack-knife 90°	 Roll

## MEASUREMENT

Necromunda relies greatly on measuring distances, be it between two fighters when making a ranged attack, or the distance a fighter can move during their activation.

### MEASURING DISTANCES

All distances are measured in inches ("). Distances can only be measured when the rules call for it. Therefore, pre-measuring distances of any kind is not allowed. Declare the action and nominate any other fighters involved before range is measured.

Distances between fighters and any other battlefield objects are measured from the closest point of one base to the closest point of the other. If an object does not have a base, measure to or from the closest point of the object overall.

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



## WALLS AND SOLID TERRAIN FEATURES

Unless stated, distances can't be measured through walls or solid terrain features.

## TAKE-BACKS AND CHANGING ONE'S MIND

As a general rule, be tolerant of opponents changing their minds. However, once dice have been rolled for any reason, or the range of a declared action is measured, the decision must be abided by. It is then too late to go back and change anything that came before the dice roll or the act of measuring!



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# STATUSES

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## FIGHTER STATUSES

A fighter's status dictate what they can or can't do. This will affect what actions are available during activations. Fighter statuses generally represented by how the model is positioned on the table (can also depend on other factors).

### STANDING

A fighter that is upright is said to be Standing. A Standing fighter may turn to face any direction when activated, before making actions. A Standing fighter always has a Secondary Status as either Active or Engaged.

#### STANDING: ACTIVE

A standing fighter is Active they are not currently Engaged with any enemy fighters. This is the default status for a fighter, and Active fighters have very few restrictions on how they can act.

#### STANDING: ENGAGED

A Standing fighter is Engaged with an enemy if close enough:

- Fighter:
  - B2B.
  - B2B with a barricade and an enemy model on the other side is B2B with the barricade and also within 1".
- Vehicle: Within 1".

Note that Versatile weapons allow fighters to Engage enemies in the Versatile range during the attacking fighter's activation.

An Engaged fighter can generally only choose to fight or retreat. An Engaged fighter is always Standing (never Pinned).

Fighters Engaged with vehicles are however not locked in combat and can freely move around or away from the vehicle without having to disengage.

Note that in some cases a fighter may be able to Engage an enemies outside B2B and may act accordingly when activated.

## PRONE

A fighter that is laid down is Prone. A Prone fighter has no facing and they effectively have no vision arc. Unless otherwise stated, Prone fighters never block line of sight - they are considered to be well out of the way of action. A prone status is placed face-up or face-down, depending upon their Secondary Status. A Prone fighter always has a Secondary Status as either Pinned or Seriously Injured.

### PRONE: PINNED

Fighters are generally Pinned as a result of being hit by enemy fire, and will need to spend a Stand Up (Basic) action to be Standing (and Active) again. If a Pinned fighter ever comes into B2B with an enemy fighter, automatically make a free Stand Up (Basic) action, becoming Engaged (and Standing), without having to spend an action to do so. A fighter can never be both Pinned and Engaged.

Mounted fighters must pass an Initiative test to Stand Up, otherwise the action is wasted (remain Pinned).

### PRONE: SERIOUSLY INJURED

A Prone fighter that is laid face-down is Seriously Injured, and can never make attacks. A Seriously Injured fighter is likely to spend at least a few turns on the ground.

## VEHICLE STATUSES

A vehicle's status dictate what they can or can't do.

### ENGAGED & ENGAGING

Vehicles never count as being Engaged and can move freely away from enemy fighters, risking Reaction attacks as normal.

Fighters are Engaged within 1" of enemy vehicles, but are not locked in combat and can freely move around or away from enemy vehicles without having to disengage or risk Reaction attacks.

### MOBILE

Able to move.

### STATIONARY

Forced to stop by any effect or special rule (enemy attack, damage or special rule). Cannot move during its activation. A Stationary vehicle can be either Wrecked or Stalled.

A Wrecked vehicle is also Stationary, but this is equivalent to Out of Action and the vehicle is treated like a piece of terrain.

### NOTE

The rules will use Stationary as default to refer to Stalled. Wrecked may be referred to as Out of Action.

# CONDITIONS

A fighter may be subject to several Conditions at the same time. Some conditions, in particular Out of Ammo, may apply specifically to a weapon the fighter carries rather than the fighter themselves.

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

Vehicles are not affected by conditions unless otherwise noted. Normally vehicles are only affected by the following:

- Blaze.
- Blind.
- Broken.
- Concussion.
- Insanity.
- Hidden/Revealed (Pitch Black).

## BLAZE

When activated after being hit by a Blaze weapon with a successful Blaze roll (4+):

- 1) Suffer a hit
- 2) Move
- 3) Roll to put out flames

- 1) Suffer a Strength 3, AP -1, Damage 1 hit.
- 2) Move:
  - If Engaged or Seriously Injured, no move is made. Go to step 3).
  - If Pinned, become Active.
  - If Active, move 2D6" in a random direction.
    - Movement stops if contacting impassable terrain.
    - If within ½" of an edge, pass an Initiative test to avoid falling.
    - If moving beyond an edge, fall down.
  - At the end of this move, the fighter can choose to become Pinned.
- 3) Roll a D6 with the following modifiers:
  - +2 if Pinned.
  - +1 per friendly Active fighters within 1".

On a 6+, the flames go out.

YAQ: Inorganic targets are not affected.

Vehicles:

- Suffer a S3, AP-1 hit against Rear Toughness.
- Make a Cool test:
  - Pass: Activate normally.
  - Fail: Act according to Lose Control. If Stationary, make a Burn Out (Double) action. Then the activation ends.
- After the activation, flames go out on a 4+.

## BLIND

Models hit by a Flash weapon with a failed Initiative/Hnd test:

- If not Ready, do not become Ready at the start of the following round.
- If Ready, lose Ready.
- Reaction attacks only hit on a 6+ (before modifiers).
- No other attacks can be made until the next activation.

## BROKEN

A result of failing a Nerve test or some cases of Insanity. Can't perform any actions other than Running for Cover (Double) and if Engaged may only make Reaction attacks with a -2 modifier. Make a Running for Cover (Double) action in every activation. Broken fighters may be rallied in the End phase (Cool test with a +1 modifier for each friendly fighter within 3" that is not Broken or Seriously Injured).

## CONCUSSION

When hit by a Concussion weapon:

-2 Initiative/Hnd (minimum 6+) when hit until the end of the round.

## GUNKED

When hit by a Gunked weapon:

- -1" M (minimum 1").
- Don't add D3" when Charging.
- -1 modifier to Initiative.
- Blaze trigger on 2+.

## HIDDEN/REVEALED

Related to the Pitch Black special rule.

Vehicles: Become Revealed when moving.

## INSANE

Many situations can lead to temporary insanity. When activating, roll a D6:

- **1-2:** Immediately become Broken. Flee if already Broken (even if the gang has not failed a Bottle test).
- **3-4:** An opposing gang (roll-off if multi-player) can control that fighter this turn, treating them as part of their gang. As soon as the activation ends, the Insane fighter no longer counts as being part of the opposing gang.
- **5-6:** The fighter act as normal. Once the activation is over, pass a Willpower test to lose the Insanity.

## INTOXICATED

Normally a result of Take A Swig (Simple) action in combination with a bottle of Second Best or Wild Snake. For each token, remove a Flesh Wound and roll a D6 for the effect.

## OUT OF AMMO

The Ammo symbol on the Firepower dice requires a fighter to make an immediate Ammo test for that weapon. If failed, it is now Out of Ammo and can't be used until reloaded.

YAQ: If weapons with multiple profiles run out of ammo, Scarce & Limited traits only apply when running out of ammo while using the corresponding profile. Weapons with both ranged and melee profiles can only run out of ammo for the profiles that can actually run out of ammo. Profiles with an Ammo characteristic of "-" can't run out of ammo.

## READY

The most simple but arguably the most important Condition. At the start of each round, during the Priority phase, all fighters become readied. After activating during the Action phase, they are no longer Ready and may (normally) not be activated again this round.

## STARVING

Applies to fighters not given meat portions, normally in Uprising campaign during phase 3 (Damnation).

### **WEBBED**

If wounded by a Web weapon, automatically become Webbed (no save roll or injury roll). Treated as Seriously Injured. Roll for Recovery during the End phase, with the following exceptions:

- Flesh Wound: No longer webbed.
- Seriously Injured: Still webbed.
- Out of Action: No Lasting Injury roll (Out Cold).

After the battle, Webbed fighters don't succumb to their injuries and automatically recover.

Each Webbed enemy fighter is added to those eligible for capture and grants a +1 modifier to the capture roll.

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# TERRAIN

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Terrain plays a vitally important role. During setup, any terrain may have the following designations.

## DANGEROUS TERRAIN

Vats of molten metal, spinning turbines set into the floor and more - any terrain feature designated as dangerous when setting up the battlefield can pose a huge risk to fighters crossing it.

A model can cross dangerous terrain in the same way as difficult terrain. However, a test must be passed to avoid injury:

- Fighter: Pass an Initiative test or go Out of Action.
- Vehicle: Pass a Handling test or suffer a Catastrophic hit to the Drive.

## DIFFICULT TERRAIN

Pools of toxic sludge, areas of fallen rubble and broken or missing walkways sections - there are numerous things in the underhive that can make the terrain difficult to cross.

Every 1" counts as 2" when moving through difficult terrain.

## DUCTWAYS

Ductways can be up to 2" in length and can be placed across any 2" wide wall or any other terrain features that would otherwise be impassable. Their presence allows fighters to crawl or shoot through a narrow duct using the following actions.

**CRAWL THROUGH DUCTWAY (DOUBLE)** - If within 1" of a ductway, place the fighter within 1" of the other end, provided they can be set up so that they are not within 1" of an enemy fighter and so that their base does not overlap that of another friendly fighter or an obstacle.

**FIRE THROUGH DUCTWAY (BASIC)** - If within 1" of a ductway, make a ranged attack against an enemy fighter that is within 1" of the other end of the same ductway. The attack will hit on a 5+, regardless of BS or modifiers. Weapons that normally use a Template instead automatically hit all fighters within 2" of the other end of the ductway.

## DUCTWAY: FIRING PORT

*Related to the Gang Stronghold terrain, intended to have one gang as defender.*

- Provides full cover.
- Can be moved through like a Ductway (Double action).

## IMPASSABLE TERRAIN

Impassable terrain can't be moved across.

## OBSTACLES

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

## RAILINGS

If the nearest edge of a level or platform is bounded by a railing or similar barrier at least ½" tall, the chance of falling is reduced. When a fighter goes from Standing to Prone, add +1 modifier to the Initiative test to see if the fighter falls.

## SOLID TERRAIN FEATURES

Solid terrain features completely block line of sight and can't be measured across.

## STAIRS

If going Prone on stairs, pass an Initiative test or fall down to the bottom of the stairs (or mid-staircase landing). If falling 3" or more down the staircase, suffer a S3 D1 hit. A falling fighter is immediately Pinned and the activation ends.

## STRUCTURES

Structures are any terrain feature measuring more than 2" high and more than 2" across, be they free standing or connected to other terrain features in some way. Structures may feature many different levels, platforms and walkways on which fighters may be placed.

Other than the difference in size, there is little difference between obstacles and structures.

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

## WALLS

Walls are impassable terrain and solid terrain.

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# SPECIAL TERRAIN FEATURES

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## DECLARATIONS

When using special terrain, make sure to declare everything so all involved parts are clear on which rules apply.

## ACTIVATING/DEACTIVATING TERRAIN

Some terrain have effects that can be activated/deactivated in 1 or 2 ways:

- **Random:** Activates on a 6+ in each End phase. The effects of the activation lasts until the next End phase.
- **Controlled:** If within 1" of a Terminal or Control Panel, a fighter can pass an Access Terminal (Basic) action (Intelligence test with a -2 modifier) to activate or deactivate one of the terrain piece's effects.
  - **Activated:** Lasts until the End phase.
  - **Deactivated:** Remains deactivated until the next round's End phase (all special effects are disabled).

### ACCESS TERMINAL (BASIC)

If within 1" of a terminal, make an Intelligence test with a -2 modifier.

If successful, activate or deactivate the special effect for a piece of terrain. Activation lasts until the End phase. Deactivation lasts until the next round's End phase.

## EXPLOSIVE TERRAIN

Some kinds of terrain are considered explosive and might explode if hit:

- **Targeted by an attack (melee/ranged):** As if it was a fighter. Choose a point on the terrain as the target.
- **Stray shot:** If a ranged attack misses against a fighter using this type of terrain as cover, roll to see if the terrain is hit by Stray Shots as if it was a fighter. The point hit will be the area of the terrain closest to the original target.

Explosive terrain can only explode once. Refer to the terrain's special rules to see the effect of being hit.

## SPECIAL TERRAIN FEATURES

Category	Type	Notes	Activate & Deactivate		
			Dangerous?	Random?	Controlled?
Archeotech Device	Badzone Delta 7	Shock			Controlled
Collapsed Sections	Badzone Delta 7	Blast, Pitfall			
Cult Ritual Chamber	Badzone Delta 7	Insanity			
Doors		Locked, Mind the Door			Controlled
Flooded Passage	Badzone Delta 7	Seriously Injured, End phase			
Fungus Sprawl	Badzone Delta 7	Gas	Hostile		
Furnace Floor	Badzone Delta 7	Pitfall, heat haze			
Lift		Remote			
Malfunctioning Generatorium	Badzone Delta 7	Deactivate	Hostile		Controlled
Pitfalls					
Promethium Cache	Badzone Delta 7		Explosive		
Promethium Tank		Objective, Kaboom!, Fuel Slicks, Liquid Creds, Free Fuel, Unleash a Jet of Gas	Explosive	Random	
Secure Vault	Badzone Delta 7	Door, Locked, Terminal			
Sewage Channel	Badzone Delta 7	Pinned, Out of Action			
Sludge Farm	Badzone Delta 7				
Stills		Gas	Explosive		
Toxic Sludge		-1T, Prone, End phase			
Unlit Corridors	Badzone Delta 7	Pitch Black			
Ventilation Tunnel	Badzone Delta 7				
Waste Compactor	Badzone Delta 7	Same as Protein Reclamator			Controlled
Xenos Nesting Chamber	Badzone Delta 7		Hostile		
Watchtower	Gang Stronghold	Sentries			

## BADZONE TERRAIN

Category	Type	Special Rule	Activate & Deactivate		
			Dangerous?	Random?	Controlled?
Industrial Terrain	Service Hatches	Crawlways			
		Improvised Cover			
		Hiding Place			
	Smokestacks	Belching Smoke		Random	Controlled
		Foul Air		Random	Controlled
		Flammable Fumes		Random	Controlled
	Industrial Claws and Hooks	Quick Climbing			Controlled
		Death From Above			Controlled
		Hauling Cargo			Controlled
	Plasma Pipes and Generators	High Pressure Plasma	Explosive		Controlled
		Harsh Glow	Explosive		Controlled
		Plasma Canisters	Explosive		Controlled
	Promethium Pipes and Reservoirs	High Pressure Gas	Explosive	Random	Controlled
		Fuel Slicks	Explosive	Random	Controlled
Free Fuel		Explosive	Random	Controlled	
<b>Category</b>	<b>Sub-category</b>	<b>Type &amp; Special Rule</b>	<b>Dangerous?</b>		
Hive Ruins	Ancient Imperium	Holy Imperialis			
		Mechanicus Arcana			
		Ancient Terminal			
	Abandoned Hardware	Cranes and Servohaulers			
		Medicae Station			
		Ancient Terminal			
	Forgotten Ordnance	Unexploded Ordnance			
		Fuel Drums and Ammo Crates	Explosive		
		Vox Relay			
		Force Barriers			
<b>Category</b>	<b>Type</b>	<b>Special Rule</b>	<b>Dangerous?</b>		
Carnivorous Plants	Barbed Venomgorse	Barbed Snares	Hostile		
		Wasting Toxin	Hostile		
	Shardwrack Spines	Walls of Spines	Hostile		
		Spitting Spines	Hostile		
	Grabble Weed	Crawling Horror	Hostile		
		Viscous Tongues	Hostile		

## ARCHEOTECH DEVICE

### ● ACTIVATE (CONTROLLED)

An Active fighter within 1" of the Console can spend a Basic action (Activate Device):

Pass an Intelligence test to give the Shock trait to any weapons carried by any fighter who is currently standing at least partially on the Platform (for the rest of the battle). If failed, any fighter who is currently standing at least partially on the Platform is Pinned and suffers:

- D6 S2 hits with the Shock trait.

### HOUSE RULE

Roll to hit to see if Shock has any effect.

## COLLAPSED SECTIONS

A Collapsed Section features one or more large Pitfalls. If the centre of a Blast ends on a Collapsed Section tile, the floor shifts and each fighter on that tile must pass a Toughness test, or move D3" towards the nearest pitfall (potentially falling if moving into it).

## CULT RITUAL CHAMBER

If a fighter ends their turn within 6" of the Ritual Circle, make a Willpower test for them. If the test is failed, they gain Insanity. When a fighter with Insanity is activated, roll a D6.

### D6 Result

**1-2** The fighter is immediately Broken, if already Broken, they flee (even if their gang has not failed a Bottle test).

**3-4** An opposing gang (roll-off if multi-player) can control that fighter this turn, treating them as part of their gang. As soon as the activation ends, the Insane fighter no longer counts as being part of the opposing gang.

**5-6** The fighter act as normal. Once the activation is over, pass a Willpower test to lose the Insanity.

## DOORS

### ● ACTIVATE (CONTROLLED)

By default, all doors are closed at the start of a battle. Closed doors are considered impassable terrain and solid terrain.

Any fighter may can spend a Simple action (Operate Door) to open or close it.

Closed doors, locked or otherwise, can be targeted by attacks and are automatically hit. All doors have:

- Toughness 5.
- 4 Wounds.

If reduced to 0 Wounds, it is removed from the battlefield.

### MIND THE DOORS

If standing in the way of a closing door, pass an Initiative test to move up to 2" to escape the closing door (can't end the move within 1" of an enemy fighter).

If the test failed or the move is insufficient to clear the doorway, suffer the following hit:

- S3 D2 (can be saved as normal).

If survived, move the shortest distance possible, no longer obstructing the door (if directly between 2 sides, randomize which which side of the door to end up). Can't move within 1" of an enemy unless there is no alternative.

### LOCKED DOORS AND TERMINALS

A locked door is is represented by having 2 door terminals within 1" of either side of the door.

To open a locked door, spend a Basic action to permanently open the door (unlocked for the rest of the battle):

- **Access Terminal:** If within 1" of a terminal, pass an Intelligence test with a -2 modifier.
- **Force Door:** If B2B with a door, pass roll a D6+S and additional +2 per friendly fighter also B2B with the door:
  - **Door:** 9+ to open.
  - **Vault Door:** 11+ to open.

In scenarios with an attacker & defender, the defending gang is assumed to have the access codes for any locked doors, and can spend a Simple action (Operate Door) as normal.

## BLAST DOOR (STRONGHOLD GATE)

*Related to the Gang Stronghold terrain, intended to have one gang as defender.*

Counts as door with the following exceptions:

- Defenders can spend a Simple action (Bolt Door) to lock or unlock.
- Does not have door terminals.
- Can't be opened with Access Terminal (Basic) action or Tactics cards that causes a locked door to open or close.
- If destroyed, fighters within 1" of the other side must pass an Initiative test or suffer S4 hit and become Pinned.

## FLOODED PASSAGE

At the end of each End phase, roll 2+ for each Seriously Injured fighter in the Flood Water or they are taken Out of Action

(their injuries are too great to keep their head above water).

## FUNGUS SPRAWL

If ending an activation within 2" of the Glowing Fungus, suffer one Gas hit (protection against Gas can be used as normal).

In scenarios using the Sneak Attack (Sentries) special rules, add 1 to the result when spotting attackers within 2" of Glowing Fungus.

## FURNACE FLOOR

- Treated as a Pitfall (with exceptions).
- No Lasting Injury roll is made for falling into it, this is automatically a Critical Injury (61-65).
- -1 to hit for ranged attacks across it (heat haze).

## LIFT

### • ACTIVATE/DEACTIVATE (CONTROLLED)

At the start of or during an activation, if a fighter is on the lift, the lift can go 4" up or down (without spending an action). This can be done mid-movement, using any remaining movement after the lift has stopped. The lift can only move once per round. Any models standing on it moves with it.

### MIND THE LIFT

If obstructing the way of a moving lift, pass an Initiative test to move up to 2" to escape the lift (can't end the move within 1" of an enemy fighter).

If the test failed or the move is insufficient to clear the lift's path, suffer a hit causing D3 (no saves allowed). If survived, move the shortest distance possible, no longer obstructing the lift. Can't move within 1" of an enemy unless there is no alternative.

### LIFTS AND TERMINALS

A lift can be remotely activated or deactivated by a control panel with an Access Terminal (Basic) action.

## MALFUNCTIONING GENERATORIUM

### • DEACTIVATE (CONTROLLED)

- The Generators block line of sight.
- The Generators are by default active.
- If moving between two active Generators or ending an action within 1" of an active Generator, become Pinned and suffer:
  - D3 S4 hits with the Shock trait.

### HOUSE RULE

Roll to hit to see if Shock has any effect.

If within 1" of the Console, spend a Basic action (Deactivate Generators) to deactivate it. Pass an Intelligence test to deactivate the Generators until the end of the round.

## PITFALLS

Pitfalls are holes in the surface that lead to long, potentially deadly drops. Fighters can't voluntarily move into these holes.

- Treated like gaps (can be leaped across).
- Fighters going from Standing to Prone within ½" must pass an Initiative test or be taken Out of Action.

## SECURE VAULT

- Must always be set up with a locked door.
- Must always have a terminal outside.
- Ductways can never be set up to lead into the Vault.
- Toughness 8 and 4 Wounds.
- Force Door succeed on 11+ (instead of 9+).
- Access Terminal have a -4 modifier (instead of -2).

## SEWAGE CHANNEL

- If moving into (for any reason) or starting an activation within the Open Sewer, roll D6 + Strength. If the result is lower than 7, become Pinned.
- If Pinned when activating within the Sewage Channel, immediately go Out of Action (swept away by the fast-flowing current).

## SLUDGE FARM

- Does not block line of sight (set into the ground).
- Treated like Pitfalls (with exceptions).
- When fallen into:
  - Not taken Out of Action
  - Become Pinned.
  - The activation ends immediately.
  - Receive D3xD3 credits.
- When activating inside it, perform 2 Move (Simple) actions to climb out of it. At the end of this activation, become Pinned.

## STILLS

### • EXPLOSIVE

If hit, make the following test:

- Str + D6 > 7

If passed, it explodes using a gas grenade:

- Blast (3"), Gas

## TOXIC SLUDGE

While at least partially in a pool of toxic sludge:

- -1 Toughness.
- Roll 2+ for each Prone fighter at the start of the End phase or go Out of Action.

## UNLIT CORRIDORS

Unlit Corridors and fighters within them are subject to the Pitch Black rules.



**PROMETHIUM CACHE**● **EXPLOSIVE**

If hit, roll a D6 and compare to the AP value to trigger a huge detonation:

- **AP +1** 5+
- **AP -** 4+
- **AP -1** 3+
- **AP -2 (or more)** 2+

Every fighter within 3" of a barrel or the storage tank is immediately Pinned and suffers a hit:

- S5, D2, Blaze.

After a detonation, the barrels and tanks can no longer be hit - however the space they occupied, and any spilled fuel, are ablaze for the rest of the battle. If a fighter moves into the blaze, they suffer a hit as when detonated.

**PROMETHIUM TANK (REFUELLING STATION)**● **ACTIVATE/DEACTIVATE (RANDOM)**● **EXPLOSIVE**

*This is intended for Ash Wastes and can also be used for the Ridgehauler's Cargo Loads.*

**OBJECTIVE**

When choosing a scenario, 0-4 tanks can be placed as additional objectives:

- Take turns placing tanks starting with the gang with the lowest Gang Rating.
- Within 10" of the centre of the battlefield (can be linked together).

**LIQUID CREDITS**

Earn D6x10 credits at the end of the battle if all the following are true:

- A friendly fighter is within 1". Each fighter can only claim 1 tank each.
- No enemies are within 1".

**HIGH PRESSURE GAS (UNLEASH A JET OF GAS)**

If hit, make the following test:

- Str + D6 > 8

If passed, it triggers a minor exploding using a Blast (5"), depending of the type of the attack:

- **Blaze:** S4, AP-1, D1, Blast (5"), Blaze.
- **Otherwise:** Blast (5"), Flash.

Any fighter hit by the Blast can pass an Initiative test to avoid being hit. Vehicles are not affected.

**FUEL SLICKS**

If active, it remains active for the rest of the battle. Apply the following:

- **Fighter:** If ending a Move (Simple) or Charge (Double) action within 3", pass an Initiative test (after completing the move), or become Pinned. If charging, the movement must end 1" away from any enemy fighters.
- **Vehicle:** If moving within 3", pass a Handling test or Lose Control.

**FREE FUEL**

While within 3", Blaze weapons lose Scarce. Or, if the weapon doesn't have Scarce, gain Plentiful instead.

**KABOOM!**

Starts with:

- Toughness 5.
- 4 Wounds.
- 3+ save.

If reduced to 0 Wounds, it explodes on a 3+. All models and other tanks within 3" suffer the following hit:

- S4, AP-1, Blaze.

It is then removed from the battlefield.

## SECURE VAULT

- Must always be set up with a locked door.
- Must always have a terminal outside.
- Ductways can never be set up to lead into the Vault.
- Toughness 8 and 4 Wounds.
- Force Door succeed on 11+ (instead of 9+).
- Access Terminal have a -4 modifier (instead of -2).

## SEWAGE CHANNEL

- If moving into (for any reason) or starting an activation within the Open Sewer, roll D6 + Strength. If the result is lower than 7, become Pinned.
- If Pinned when activating within the Sewage Channel, immediately go Out of Action (swept away by the fast-flowing current).

## SLUDGE FARM

- Does not block line of sight (set into the ground).
- Treated like Pitfalls (with exceptions).
- When fallen into:
  - Not taken Out of Action
  - Become Pinned.
  - The activation ends immediately.
  - Receive D3xD3 credits.
- When activating inside it, perform 2 Move (Simple) actions to climb out of it. At the end of this activation, become Pinned.

## STILLS

### • EXPLOSIVE

If hit, make the following test:

- Str + D6 > 7

If passed, it explodes using a gas grenade:

- Blast (3"), Gas

## TOXIC SLUDGE

While at least partially in a pool of toxic sludge:

- -1 Toughness.
- Roll 2+ for each Prone fighter at the start of the End phase or go Out of Action.

## UNLIT CORRIDORS

Unlit Corridors and fighters within them are subject to the Pitch Black rules.

## VENTILATION TUNNEL

- If ending an activation within 6", roll D6 + Strength. If the result is lower than 7, move D3" towards the centre of the Turbine.
- If moving into the Turbine, suffer D3 Lasting Injury rolls.
- If a Blast marker centred within 6" scatters, it moves directly towards the centre of the Turbine (don't roll Scatter dice).

## WASTE COMPACTOR

### (SAME AS PROTEIN RECLAMATOR)

#### • ACTIVATE (CONTROLLED)

- Treated like Pitfalls (with exceptions).
- When fallen into:
  - Not taken Out of Action
  - Become Pinned.
  - The activation ends immediately.
- When activating inside it, perform 2 Move (Simple) actions to climb out of it. At the end of this activation, become Pinned.

If Active and within 1" of the Console (and outside the Compactor!), spend a Basic Action (Cycle Waste Compactor) to activate it:

- Pass an Intelligence test to take any fighters in the Compactor Out of Action, inflicting an automatic Critical Injury (61-65, no Lasting Injury roll is made (the Waste Compactor briefly surges into life).

## WATCHTOWER

*Related to the Gang Stronghold terrain, intended to have one gang as defender.*

Any Sentries (Sneak Attack scenarios) placed in the tower:

- Do not move if activated before the alarm is raised.
- Can be turned to face in any direction by the controlling gang.
- Counts as rolling 12 for the purpose of Spotting Attackers.

## XENOS NESTING CHAMBER

If ending an activation within 1" of an Egg Sac, roll 4+ or suffer an attack by Xenos Hatchlings. Immediately become Pinned, and suffer D6 Rending Strength 1 hits.

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# UNDERHIVE MARKET

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A market typically consists of market stalls and scatter terrain arranged in a 12" diameter area.

## MARKET LOOTING

Counts as a Loot casket that can be opened multiple times and with different content:

- 1 Trapped!:** Suffer a S3 hit.
- 2-3 Nothing Much:** D6x5 credits.
- 4-5 It Wasn't Nailed Down:** A Common item worth 30 or less (after the battle).
- 6 Jackpot!:** Select 3 different items with Rare (9) or less, then randomize one to gain.

Note: If controlled by a gang, only the enemy can loot it.

## AMMO STASH

Counts as an Ammo Crate with an additional effect within 1":

- Spend a Simple action (Resupply) and roll a 4+ to reload a Single Shot weapon.

## POORLY CONSTRUCTED

If hit by Blast, it is destroyed (and replaced with a pile of rubble) if the following test succeeds:

- Weapon Str >= 2D6

Additionally, if hit by Blaze, it is automatically set on fire. Fighters inside or B2B with it must test against Blaze.

# GANG STRONGHOLD

## STRONGHOLD

*Can be used as the focal point of a scenario.*

If all players agree, the Gang Stronghold can be deployed by the defender in a scenario with the Home Turf Advantage.

The defender can set up the Stronghold before the rest of the terrain is setup as normal. As much as possible of the Stronghold should be placed in the defender's deployment zone.

## LOOTING

If the attacker wins, gain an additional 3D6x10 credits (from looting the hideout).

## FEATURES

In addition to all standard rules, the Stronghold has the following unique features:

- Blast Door (Stronghold Gate)
- Watchtower
- Gunk Tank (counts as a Promethium Reservoir)
- Firing Ports

## BLAST DOOR (DOOR)

Counts as door with the following exceptions:

- Defenders can spend a Simple action (Bolt Door) to lock or unlock.
- Does not have door terminals.
- Can't be opened with Access Terminal (Basic) action or tactics cards that causes a locked door to open or close.
- If destroyed, fighters within 1" of the other side must pass an Initiative test or suffer S4 hit and become Pinned.

## WATCHTOWER

Any Sentries (Sneak Attack scenarios) placed in the tower:

- Do not move if activated before the alarm is raised.
- Can be turned to face in any direction by the controlling gang.
- Counts as rolling 12 for the purpose of Spotting Attackers.

## FIRING PORT (DUCTWAY)

- Provides full cover.
- Can be moved through like a Ductway (Double action).

# CARNIVOROUS PLANTS

## DESTROYING CARNIVOROUS PLANTS

By default, Carnivorous Plants are treated like other terrain and so can't be destroyed. However, the following rules can be applied to allow fighters to clear areas of plant life and remove them from the battlefield.

- 5 wounds.
- Only vulnerable to Template weapons with Blaze or Gas.

If hit, roll a D6:

- 1-2:** No effect.
- 3-5:** 1 damage.
- 6:** 2 damage.

### HOUSE RULE

Also vulnerable to blast weapons (with Gas or Blaze).

## BARBED VENOMGORSE

### BARBED SNARES

If a fighter moves within 3" during movement (measuring this distance from the plant's branches), once the movement is completed, pass an Initiative test or suffer a S3 Web hit.

### WASTING TOXIN

In the End phase, a fighter who has taken at least one hit from a Barbed Venomgorse must make a Strength test or gain -1 Strength. If the Strength reaches 0, the fighter goes Out of Action.

## SHARDWRACK SPINES

### WALLS OF SPINES

If a fighter's movement takes them within 3" (measuring this distance from the plant's branches), once the movement is completed, pass an Initiative test or suffer a S2 AP -3 hit.

### SPITTING SPINES

In each End phase, roll a D6 for each grove of Shardwrack Spines. On a 4+, it shoots spines at the closest fighter within 12", treated as an autopistol with BS 4+:

- +1 to hit within 4", S3, Rapid Fire (1).

If the attack scores more than one hit, it must spread these out to as many models as possible. This attack can't run out of ammo.

## GRAPPLE WEED

### CRAWLING HORROR

In each End phase, each section of Grapple Weed moves 2D6" towards the nearest fighter (whether they are visible or not). It must avoid impassable terrain but is otherwise unimpeded by terrain. It must stop its movement if it comes within 1" of another model.

### VISCOUS TONGUES

In each End phase, after moving, make a single attack against any models within 3" of it (measuring this distance from the plant's branches), treated as a Flail with WS 3+:

- Strength 4, Damage 1, Entangle

Models attacked by Grapple Weed do not count as being Engaged by it.

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# INDUSTRIAL TERRAIN

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## SERVICE HATCHES

### CRAWLWAYS

When ending a Move (Simple) within 1" of a hatch, the fighter can be removed from the battlefield. In the End phase of the following round, make an Intelligence test:

- **Passed:** The controlling player must choose where to place the fighter.
- **Failed:** The opponent can choose where to place the fighter, or leave the fighter off the battlefield one more round (a new Intelligence test is made in the next End phase).

If returning to the battlefield, the fighter is placed standing within 1" of any other hatch anywhere on the battlefield (provided there is space, not within 1" of an enemy fighter and no overlapping other fighters' bases or obstacles).

### IMPROVISED COVER

Make a Cover (Simple) action when within 1" of a hatch to gain partial cover. Any movement (voluntarily or otherwise) removes this benefit.

### HIDING PLACE

When ending the movement within 1" of a hatch, the fighter can be removed from the battlefield. Place a marker next to the hatch to show that the fighter is hiding in it. While hiding, the fighter can't take actions or be targeted by ranged attacks from more than 3" away. Fighters may Engage and attack a fighter in hiding by moving or charging into base contact with the hiding place. If Engaged, place the hiding fighter on the battlefield in base contact with the fighter who Engaged them and conduct combat as normal.

In any End phase, the fighter may re-emerge from the hatch (provided there is space, not within 1" of an enemy fighter and no overlapping other fighters' bases or obstacles).

## PROMETHIUM PIPES AND RESERVOIRS

- **ACTIVATE/DEACTIVATE (RANDOM, CONTROLLED)**
- **EXPLOSIVE**

### HIGH PRESSURE GAS

If hit, make the following test:

- Str + D6 > 8

If passed, it explodes using a Blast (5") with Flamer profile:

- S4, AP-1, D1, Blast (5"), Blaze

Any fighter hit by the Blast can pass an Initiative test to avoid being hit.

### FUEL SLICKS

If active, fighters that end a Move (Simple) or Charge (Double) action within 3" must pass an Initiative test after the move is completed, or become Pinned. If charging, the movement must end 1" away from any enemy fighters.

### FREE FUEL

While within 3", Blaze weapons lose Scarce. Or, if the weapon doesn't have Scarce, it gains Plentiful instead.

## SMOKESTACKS

- **ACTIVATE/DEACTIVATE (RANDOM, CONTROLLED)**

### BELCHING SMOKE

If active, the area within 6" blocks line of sight.

### FOUL AIR

If active, fighters may only make a single Move (Simple) action while within 6" (unless equipped with a respirator).

### FLAMMABLE FUMES

If active, Blaze weapons gain +1 Strength when hitting fighters within 6".

## INDUSTRIAL CLAWS AND HOOKS

- **ACTIVATE/DEACTIVATE (CONTROLLED)**

### QUICK CLIMBING

When within 3" of the line between the Claw (or where it connects to the structure) and the ground level, make the Climb (Simple) action to ascend or descend.

### DEATH FROM ABOVE

When within 3" of a Claw, make a Trigger Claw (Basic) action to drop the Claw on an enemy fighter on a lower level than the attacker and within 3" of the line between the Claw (or where it connects to the structure) and the ground level.

The attacked fighter must pass an Initiative test or take a S5 hit.

### HAULING CARGO

When within 3" of a claw, make a Hook Cargo (Simple) action to lift either a Seriously Injured fighter or loot casket (or similar item that can be carried) up or down to any point within 3" of the Claw, provided that there is space to place the model.

## PLASMA PIPES AND GENERATORS

- **ACTIVATE/DEACTIVATE (CONTROLLED)**
- **EXPLOSIVE**

### HIGH PRESSURE PLASMA

If hit, make the following test:

- Str + D6 > 8

If passed, it explodes using a plasma grenade:

- S5, AP-1, D2, Blast (3")

Any fighter hit by the Blast can pass an Initiative test to avoid being hit.

### HARSH GLOW

Ignore Pitch Black rules within 6". Infravision and photo-goggles provide no benefit when targeting fighters within 3" of a Plasma Pipe or Generator.

## PLASMA CANISTERS

- **EXPLOSIVE**

Counts as ammo caches for plasma weapons (pistol, gun, cannon and combi-weapons with a plasma component). May be moved in the same way as loot caskets. Any fighter in base contact may use it as plasma grenades with a -2 hit modifier (improvised weapons). Once used as an improvised weapon, remove it from the battlefield.

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# HIVE RUINS: ANCIENT IMPERIUM

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## HOLY IMPERIALIS

While within 6", gain +2 modifier to any Willpower tests. However, fighters opposed to the Imperium, such as Chaos or Genestealer Cultists, gain -2 modifier instead.

## MECHANICUS ARCANA

At the end of a battle, if a gang has one or more fighters within 1", and the opponent has none, gain D6x10 credits (in addition to any other scenario rewards).

## ANCIENT TERMINAL

A fighter within 1" may make an Access Terminal (Double) action (Intelligence test with a -2 modifier). If successful and a double, gain 2D6x10 Credits. In addition, if successful, roll a D6:

- 1-2: +D6 Reputation.
- 3-4: +D6x10 Credits.
- 5-6: +D6 Experience.

Once interacted with, it becomes inert and has no further effect.

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# HIVE RUINS: ABANDONED HARDWARE

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## CRANES AND SERVOHAULERS

Fighters in B2B can make a Jury Rig (Double) action. Pass an Intelligence test to move the terrain piece up to 10" (moving with it if they wish). Can't climb ladders, but can go up ramps or be driven off ledges (suffering and inflicting damage in the same way as falling fighters). Alternatively, the Hauler or Crane's claw can be activated (if it has one) using the rules for Industrial Claws and Hooks (Industrial Terrain).

## MEDICAE STATION

In the End phase, if Seriously Injured and within 3", instead of making a Recovery test as normal, make an Intelligence test. The result counts as a Recovery test roll.

- Pass: Flesh Wound.
- Fail: Out of Action.

## VOX RELAY

If within 3", the fighter can be included in a Group Activation regardless of range. This does not increase the number of fighters that may participate in the Group Activation, only the range.

## FORCE BARRIERS

Fighters hit by ranged attacks through a pair of pylons count as being equipped with a refractor field. If the refractor field burns out, the pylons cease working for the rest of the battle.

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# HIVE RUINS: FORGOTTEN ORDNANCE

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## UNEXPLODED ORDNANCE

Should be limited to 0-2 pieces of terrain and placed within 12" of the centre of the battlefield.

In each End phase, place a token next to the unexploded ordnance. Starting from the 3rd round and onwards, roll a D6 after adding a token. If the result is less than the number of tokens, it explodes! All fighters within 6" suffers an Injury dice roll (armour rolls may not be made). In addition, all fighters on the battlefield must pass an Initiative test or become Pinned. Remove the Unexploded Ordnance from the battlefield.

Fighters within 3" can spend a Double action (Disarm): Pass an Intelligence or Cool test to remove a token from the bomb.

## FUEL DRUMS AND AMMO CRATES

### • EXPLOSIVE

If hit, make the following test:

- Str + D6 > 6

If passed, it explodes using a frag grenade:

- S3, Blast (3"), Knockback

It is then removed from the battlefield.

## MUNITORUM CONTAINERS

Treated as loot caskets that can't be moved and may be looted once each turn. Roll once for the content of the Loot Casket each time a Munitorum container is looted.

## TREASURE CASKET

Counts as a Loot Casket, with different contents. If opened, roll a D6:

- 1: **Click!** - Fitted with a fiendishly clever needle-trap. Roll an Injury dice and apply the result (no save possible).
- 2-3: **Fancy Threads** - The fighter immediately gains Uphive Raiments Status item.
- 4-6: **A Noble's Ransom** - The fighter immediately gains A Personal Equipment item, chosen by the controlling player.

# GANG TERRAIN

## GANG TERRAIN

Some terrain can be purchased in the Trading Post and added to the gang's Stash. This terrain can be fielded in any battle the gang takes part in unless noted otherwise.

Gang terrain is placed on the battlefield after other terrain is set up, but before deploying any fighters:

- Deployment zone (default).
- Outside enemy deployment zone (if specified).
- Anywhere (if specified).

Some can only be used if the gang is the defender (in a scenario with an attacker and a defender). Gang Terrain are represented by suitable markers (weapons, relics, traps) depending on type.

Type	Gang	AL	CR	Deployment	Requirement	Base Size (mm)
Incendiary Trap (Hidden Traps)	Cawdor	C	30	Outside enemy deployment zone.		-
Holy Gang-Relic (Gang Relic)	Cawdor	R8	30		Defender only.	40
Hive Incense	Cawdor	R7	40	Outside enemy deployment zone.		32
Caged Heretic	Cawdor	R9	40	Outside enemy deployment zone.		32
Divine Brazier	Cawdor	C	80	Deployment zone.		32
Sightblind Trap (Hidden Traps)	Delaque	R11	40	Outside enemy deployment zone.		
Shadow Veil	Delaque	R9	50	Outside enemy deployment zone.		25
Whisperbox	Delaque	R10	60	Outside enemy deployment zone.		25
Web Trap (Hidden Traps)	Delaque	R11	80	Outside enemy deployment zone.		
Euclidean Artefact (Gang Relic)	Delaque	R9	90	Deployment zone.	Defender only.	40
Blade Cages (Hidden Traps)	Escher	R9	50	Outside enemy deployment zone.		
Decapitators (Hidden Traps)	Escher	R11	75	Outside enemy deployment zone.		
Gas Canisters	Escher	C	15	Deployment zone.		
Gas Censers	Escher	R10	50	Outside enemy deployment zone.		
Chymist Cult Relic (Gang Relic)	Escher	R0	100	Deployment zone.		
Amneo Canisters	Goliath	R9	60	Deployment zone.		
Furnace Barricade	Goliath	C	10	Outside enemy deployment zone.	Defender only.	
Heavy Rivet Cannon	Goliath	R8	75	Deployment zone.		
Pillar of Chains (Gang Relic)	Goliath	C	20	Deployment zone.		
Relic of the Forge (Gang Relic)	Goliath	R10	100	Deployment zone.	Defender only.	
Sawn-off Surprise (Booby Trap)	Orlock	C	20	Anywhere.		
Promethium Barrels	Orlock	R8	30	At least 3" from enemy deployment zone.		
Tool Box	Orlock	R9	50	Deployment zone.		
Road Relic (Gang Relic)	Orlock	R10	75	Outside enemy deployment zone.	Defender only.	
Servitor Sentry	Orlock	R11	100	Deployment zone.	Defender only.	
Rad Casters	Van Saar	R10	40	Outside enemy deployment zone.		
Energy Sink	Van Saar	R10	60	Outside enemy deployment zone.		
Thermal Mines (Hidden Traps)	Van Saar	R11	70	Outside enemy deployment zone.		
Archaeo-relic (Gang Relic)	Van Saar	R9	80	Deployment zone.		
Rad cannon Emplacement	Van Saar	R8	145	Deployment zone.	Defender only.	

## HIDDEN TRAPS

Applies to some terrain labeled 'Hidden Traps'. Represented by 6 traps where one of them is secretly noted as being real. The others are false traps. When one of these traps is triggered it is revealed. False traps are discarded.

Even if the real trap is revealed, the rest remains on the battlefield. This is important if more than one trap is in play, as it will keep the enemy guessing how many traps remain to be discovered.

### HOUSE RULE: SCENARIOS WITHOUT DEPLOYMENT ZONES

If a scenario doesn't include a deployment zone required by a terrain, then it can't be used in that scenario.

## HOUSE RULE: GANG RELICS

There are many types of Gang Relics, but they have no universal specification. Here are suggested universal rules for all Gang Relics (based on the original one):

- Any active fighter within 1" of the enemy's relic can make a Double action to defile it.
- +D3 XP to a fighter defiling a relic (if no XP reward is specified elsewhere).
- Once defiled, it no longer offers any bonuses to Cool tests and Leadership tests, and can't be wrecked again.

## CAWDOR

### INCENDIARY TRAPS (HIDDEN TRAPS) (C:30)

- Deployment: Outside enemy deployment zone.

When an enemy moves within 2", immediately stop and make an Initiative test:

- Success (unrevealed):
  - Not triggered (continue movement).
- Failure (revealed):
  - If true, Centre a 5" blast on the trap, all fighters hit suffer: S2, Ap-2, D1, Blaze, Single Shot.

### HOLY GANG-RELIC (GANG RELIC) (R8:30)

- Deployment: Deployment zone.

Counts as a Gang Relic:

- Only available when defending.
- +2 Cool & Ld for friendly fighters within 6".
- Active enemy fighters within 1" can spend a Double action to defile it:
  - +D3 XP.
  - No longer offers any bonuses, can't be wrecked again.

Faction fighters within 6":

- +1 to hit & wound rolls (in close combat).

### HIVE INCENSE (R7:40)

- Deployment: Outside enemy deployment zone.
- **At least 6" from any enemy fighters (irrelevant).**

Apply the following effects within 3":

- -1 hit modifier to ranged attacks (into, through and out of).
- When activating, non-Faction fighters must pass a Toughness test (any special rules affecting Gas, like respirators, can be applied), or the first Move (Simple) action will be in a random direction.

### DIVINE BRAZIER (C:80)

- Deployment: Deployment zone.
- Pitch Black: All fighters are revealed while within 3".
- Any fighter can spend a Simple action to add Blaze to a Melee weapon (until the End phase of the following round).

### CAGED HERETIC (R9:40)

- Deployment: Outside enemy deployment zone.
- **At least 6" from any enemy fighters (irrelevant).**

Apply the following effects within 6":

- When ending an activation, fighters (except Faction fighters) must make a Nerve test.

Can be destroyed and removed in the following ways:

- 5+ if hit by Blast/Template attacks.
- Enemy fighters B2B can spend a Double action and pass a Strength or Intelligence test (freeing the heretic), also gaining D3 XP if successful.

## DELAQUE

### SIGHTBLIND TRAP (HIDDEN TRAPS) (R11:40)

- Deployment: Outside enemy deployment zone.

When an enemy moves within 2", it is automatically triggered (revealed):

- Blast (5"), Flash, Single Shot.

### SHADOW VEIL (R9:50)

- Deployment: Outside enemy deployment zone.

Pitch Black within 3":

- Effectively blocks LOS from one side to the other.
- Can be targeted as a fighter (affected by Pitch Black): Toughness 4, 1 Wound. Removed from the battle if reduced to 0 Wounds (automatically repaired between battles and is not lost to the gang).

### WHISPERBOX (R10:60)

- Deployment: Outside enemy deployment zone.

Enemies within 8" suffer -1 to Cool tests.

An enemy B2B can spend a Basic action and pass an Intelligence test with a -3 modifier to destroy it (automatically repaired between battles and is not lost to the gang).

### WEB TRAP (HIDDEN TRAPS) (R11:80)

- Deployment: Outside enemy deployment zone.

When an enemy moves within 2", immediately stop and make an Initiative test:

- **Success (unrevealed):**
  - Not triggered (continue movement).
- **Failure (revealed):**
  - If true, apply the following: S5, AP-2, Blast (5"), Web, Single Shot.

### EUCLIDEAN ARTEFACT (R9:90)

- Deployment: Deployment zone.

Counts as a Gang Relic:

- +2 Cool & Ld for friendly fighters within 6".
- Only available when defending.

Friendly Faction fighters within 8" counts as being in full cover.

## HOUSE RULE

### CHAOTIC (R9:75)

- Deployment: Deployment zone.

### CULT RITUAL CHAMBER

If a fighter ends their turn within 6" of the Ritual Circle, make a Willpower test for them. If the test is failed, they gain Insanity. When a fighter with Insanity is activated, roll a D6.

### D6 Result

**1-2** The fighter is immediately Broken, if already Broken, they flee (even if their gang has not failed a Bottle test).

**3-4** An opposing gang (roll-off if multi-player) can control that fighter this turn, treating them as part of their gang. As soon as the activation ends, the Insane fighter no longer counts as being part of the opposing gang.

**5-6** The fighter act as normal. Once the activation is over, pass a Willpower test to lose the Insanity.

## ESCHER

### BLADE CAGES (HIDDEN TRAPS) (R9:50)

- Deployment: Outside enemy deployment zone.

When an enemy moves within 2", immediately stop and make an Initiative test:

- **Success (unrevealed):**
  - Not triggered (continue movement).
- **Failure (revealed):**
  - If true, apply the following:
    - Move into B2B with the trap.
    - Become Webbed. As long as a fighter is trapped, it can't trap additional fighters (not triggered by enemy movement).

Can be removed by spending a Basic action (Disarm) within 1". Pass an Intelligence test, or the fighter becomes trapped (becoming Webbed).

### DECAPITATORS (HIDDEN TRAPS) (R11:75)

- Deployment: Outside enemy deployment zone.

When an enemy moves within 2", immediately stop and make an Initiative test:

- **Success (unrevealed):**
  - Not triggered (continue movement).
- **Failure (revealed):**
  - If true, suffer an Injury dice.

Can be removed by spending a Basic action (Disarm) within 1". Pass an Intelligence test, or the fighter suffers an Injury dice.

### GAS CANISTERS (C:15)

- Deployment: Deployment zone.

Similar to a Loot casket (can be moved in the same way). Friendly fighters within 1" can use it as if it were chem-synth, but only for Gas weapons.

Can be targeted by ranged attacks as if a fighter (including being touched by Blas/Template). Toughness 3. If taking any damage, it is destroyed. Center a 3" Blast over it before being removed. All fighters touched by the Blast suffer a Gas hit.

### GAS CENSERS (R10:50)

- Deployment: Outside enemy deployment zone.

In the End phase, fighters within 3" must pass a Toughness test (adding any modifiers that protects against Gas) or suffer an immediate Flesh Wound (a roll of 6 always fails).

Can be thrown by friendly fighters B2B as a Choke Gas Grenade. After the attack, it is removed from the battlefield.

### CHYMIST CULT RELIC (GANG RELIC) (R10:100)

- Deployment: Deployment zone.

Counts as a Gang Relic:

- Only available when defending.
- +2 Cool & Ld for friendly fighters within 6".

Fighters within 3":

- **Friendly:**
  - Usable as a chem-synth (for Gas & Toxin weapons).
  - Counts as Assistance if Seriously Injured during Recovery tests in the End phase.
- **Enemy:**
  - When ending an activation, pass a Toughness test (adding any modifiers that protects against Gas) or immediately suffer a Flesh Wound.

If defiled, the bonuses to Cool and Leadership test are lost, but the other benefits remain.

## GOLIATH

### AMNEO CANISTERS (R9:60)

- Deployment: Deployment zone.

Faction fighters within 3" can remove 1 Flesh Wound during the End phase of any round.

### FURNACE BARRICADE (C:10)

- Deployment: Anywhere outside enemy deployment.

Ignore Blaze and Melta traits when hit within 1" if it grants cover against the origin of the hit.

### HEAVY RIVET CANNON (R8:75)

- Deployment: Deployment zone.
- Only available when defending.

	Rng		Acc		Str	AP	D	Ammo
	S	L	S	L				
Heavy rivet cannon	6"	18"	+1	-	4	-1	2	3+
Rapid fire	Fixed, Rapid Fire (1), Rending							
Traits:	Fixed, Rapid Fire (1), Rending							
Super-heated	3"	12"	+2	-	6	-2	2	3+
Traits:	Blaze, Fixed, Rending							

### PILLAR OF CHAINS (GANG RELIC) (C:20)

- Deployment: Deployment zone.

Can re-roll one or both dice if the gang has a chance to capture enemy fighters.

### RELIC OF THE FORGE (GANG RELIC) (R10:100)

- Deployment: Deployment zone.

Counts as a Gang Relic:

- +2 Cool & Ld for friendly fighters within 6".
- Only available when defending.

Fighters within 3":

- **Friendly Faction:**
  - Ignore Disarm.
  - Re-roll failed Ammo tests.
- **Enemy:**
  - If ending an activation, pass a Nerve test or become Broken.



## ORLOCK

### SAWN-OFF SURPRISE (BOOBY TRAP) (C:20)

- Deployment: Anywhere.

A Booby Trap that causes an automatic hit with a Sawn-off shotgun (Str 3, D1, Scattershot) against all fighters within 3" when it explodes.

If any fighter comes within 2" for any reason, roll a D6:

- **1:** Removed (a dud).
- **2-3:** Not triggered (remains).
- **4+:** Triggered and explodes: All fighters within 3" suffer a hit with S3, D1 and Scattershot.

If triggered, any movement is interrupted whilst this is resolved. If a moving fighter is Pinned or Injured, the movement ends.

A booby trap can be targeted with ranged attacks. Apply a -1 hit modifier to Short range, or a -2 hit modifier at Long range.

If hit, roll a D3:

- **1:** No effect.
- **2:** Triggered and explodes: All fighters within 3" suffer a hit with S3, D1 and Scattershot.
- **3:** Disarmed and removed.

### PROMETHIUM BARRELS (R8:30)

- Deployment: Anywhere at least 3" from enemy deployment zone.

Apply the following effects to all fighters (friend & foe!) within 3":

- If activating within 3", fighters can only make a single Move (Simple) action during the activation.
- +1 modifier if hit by Blaze to see if the fighter is set on fire.

### SERVITOR SENTRY (R11:100)

- Deployment: Deployment zone.

Living Wargear:

- Counts as a fighter in all regards.
- Can't gain XP.
- Ignore Lasting Injury rolls (counts as 'Out Cold').
- Automatically pass Cool & Willpower tests.
- Automatically fail Leadership & Intelligence tests.
- Do not count for the purposes of Bottle tests.
- Can't be Reinforcement.
- Must always be deployed on the battlefield (in addition to the specified crew size).
- Immobile (can't move).
- Can be moved by friendly fighters like a Loot casket.

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
-	6+	5+	2	4	1	6+	1	12+	4+	6+	12+

**Weapons:** Autogun or shotgun (solid & scatter).

### TOOL BOX (R9:50)

- Deployment: Deployment zone.

Can be moved like a Loot casket.

Apply the following effects to friendly fighters within 1" when activating (before making any actions):

- Make a free Reload (Simple) action.
- Mechanic fighters (Cyber-mastiff, Ambot, Servitor Sentry or Servitor):
  - Roll a 4+ to remove a single Flesh Wound or recover a lost Wound.

### ROAD RELIC (GANG RELIC) (R10:75)

- Deployment: Deployment zone.

Counts as a Gang Relic:

- +2 Cool & Ld for friendly fighters within 6".
- Only available when defending.

Also includes Heavy stubber turret:

Heavy stubber turret	Rng		Acc		Str	AP	D	Ammo
	S	L	S	L				
Burst	20"	40"	-	-	4	-1	1	4+
Traits:	Fixed, Rapid Fire (1)							
Suppressive	12"	24"	+1	-	4	-1	1	4+
Traits:	Fixed, Rapid Fire (3), Unstable							

## VAN SAAR

### RAD CANNON EMPLACEMENT (R8:145)

- Deployment: Deployment zone.
- Only available when defending.

Rad cannon	Rng		Acc		Str	AP	D	Ammo
	S	L	S	L				
(emplacement)	24"	48"	-	-1	2	-2	1	3+
Traits:	Blast (5"), Fixed, Rad-phage, <b>Unwieldy</b>							

### THERMAL MINES (HIDDEN TRAPS) (R11:70)

- Deployment: Outside enemy deployment zone.

When an enemy moves within 2", immediately stop and make an Initiative test:

- **Success:**
  - Not triggered (remains unrevealed).
- **Failure:**
  - The trap is revealed, if true, all fighters within 6" suffer a S8 AP -4 D3 Blaze Melta hit. Note that Melta only applies to fighters within 3" (half range).

### ENERGY SINK (R10:60)

- Deployment: Outside enemy deployment zone.
- Can be represented by a token/marker.

Affects the following weapons (ranged & close combat):

- Power (trait).
- Melta (trait).
- Las.
- Plasma.

If a fighter makes an attack with such a weapon, reduce the Strength depending on the distance to the Energy Sink:

- Within 3": -D3S (min 1).
- Within 6": -1S (min 1).

### RAD CASTERS (R10:40)

- Deployment: Outside enemy deployment zone.
- Can be represented by a token/marker.

If within 3" in the End phase, pass a Toughness test (+1 modifier per equipped item that protects against Rad-phage weapons), suffer a Flesh Wound.

Friendly fighters B2B can throw it as a Rad Grenade (removed the attack).

### ARCHAEO-RELIC (GANG RELIC) (R9:80)

- Deployment: Deployment zone.

Counts as a Gang Relic:

- +2 Cool & Ld for friendly fighters within 6".
- Only available when defending.

Enemy fighters ending an activation within 3" must pass an Intelligence test or gain Insanity. If defiled, this effect is retained, but the generic effects are lost (modifier to CI & Ld).

# BADZONE BATTLEFIELDS

When using Badzone battlefields:

1. Select scenario
2. Roll for Environment
3. Roll for Event

## BADZONE ENVIRONMENT

Environments last the whole battle. Planning or special considerations may be required when used in certain scenarios.

## BADZONE EVENTS

Events last one or more rounds. At the start of the first round, randomize an Event and apply the effects for this round. In the End phase, roll a D6 to see if the Event is discarded. If it is discarded, generate a new Event, placing it immediately into play.

If using dice to generate Events and the same Event is generated twice in a row, the Event will instead be either a Shutdown (if the first dice of the D66 roll was an odd number) or a Hive Quake (if the first dice roll was an even number).

Events are automatically discarded after being in play for 3 full rounds.

When discarded, remove all related effects from the board, such as markers, terrain or creatures.

D6	Environment
1	Ancient Manufactorium
2	Stygian Depths
3	Sump Sea
4	Dome Jungle
5	Warp-tainted
6	Unstable Dome

D66	Event	Discard Value
Odd - Repeat Event	Shutdown	4+
11-12	Critter Swarm	5+
13-14	Howling Winds	5+
15-16	Choking Clouds	5+
21-22	Toxic Downpour	3+
23-24	Spore Clouds	4+
25-26	Brainleaf Outbreak	4+
31-32	Bad Air	4+
33-34	Sludge Jellies	4+
35-36	Giant Rats	5+
41-42	Lair of the Beast	5+
43-44	Things in the Dark	5+
45-46	Gunk Tank	3+
51-52	Labyrinth	4+
53-54	Old Cache	3+
55-56	Static Storm	3+
61-62	I've got a Bad Feeling about this...	5+
63-64	Witch's Lair	4+
65-66	Mutie Tribe	5+
Even - Repeat Event	Dome Collapse	1+

## SUMP SEA ENVIRONMENT (APOCRYPHA 10: SPIDERS OF THE SUMP SEA)

Vehicles:

- Waterborne & Skimmer: Operate normally.
- Tracked, Walker & Wheeled: Cannot be used.

Fighters on the sump surface:

- Cannot become Pinned (mounts cannot be Knocked Down).
- Gain Full Cover.
- Ignore fall damage (if falling on the sump surface).

Fighters that are mounted or have a special rule to ignore terrain (such as fight):

- Operate normally (considered to be riding on small craft, grav-cutters or sump creatures).
- Mounts: Ignore Knocked Down.

Fighters that are unmounted and otherwise can't ignore terrain:

- Operate normally while on terrain or a vehicle (Waterborne or Skimmer).
- If falling or moving onto the sump surface during an activation, the activation immediately ends.
- **Drowning:** When activated on the sump surface, make a Strength test to avoid drowning:
  - Pass: Move D6" in any direction (for example back onto a vehicle or terrain). Then the activation ends.
  - Fail: Suffer a Flesh Wound. Then the activation ends.

**1: Ancient Manufactory**

*A forest of rusting smoke stacks rises above a maze of ancient abandoned machinery, the rumble of dormant forges audible from somewhere far below.*

The battlefield should include at least 6 pieces of Industrial Terrain.

For the duration of the battle, effects from Industrial Terrain will be triggered on a 4+ rather than a 6.

Roll twice and apply the highest result when rolling for rewards. If the scenario has no credit rewards then the victor gains D6x10 credits instead.

**2: Stygian Depths (3d only)**

*Cracks run through the very foundation of the hives creating vast yawning chasms between domes, the black criss-crossed with a web of rusting gantries.*

The battlefield should include as many walkways and raised sections as possible, and allow for a path from one side of the battlefield to the other.

The ground level is an abyss and fighters must remain on the upper levels or if at ground level (i.e., level with the abyss) must remain on pieces of terrain.

When falling into the abyss, pass an Initiative test or go Out of Action. If passed, the fighter becomes a Reinforcement and may return to the battlefield in the following round.

**3: Sump Sea (3d only)**

*A bubbling morass of toxic goo, the sump boils up from below, flooding entire levels with an ocean of waste and forcing fighters to take to boats or bridges to cross it.*

The battlefield should include as many walkways and raised sections as possible, and allow for a path from one side of the battlefield to the other.

The ground level is a Sump Sea and fighters must remain on the upper levels or, if at ground level (i.e., level with the sea), must remain on pieces of terrain. When falling into the Sump Sea:

- Take no damage.
- Placed where fallen.
- Can't take any actions.

When activated, pass a Strength test or go Out of Action. If passed, swim up to the Movement. If reaching a ladder or terrain piece, the fighter may climb to safety. Place the fighter closest to where they swam.

**4: Dome Jungle**

*Local flora and fungi has claimed the dome for their own, the crumbling remains of habitation completely overgrown by twisting creepers and deadly Carnivorous Plants.*

The battlefield should include at least 6 large areas of Carnivorous Plants terrain.

The Carnivorous Plants gain +1 S and +3" range. All wounded plants heal 1 Damage in the End phase. The thick foliage and drifting spores limit vision. Shooting attacks made at Long range suffer an additional -1 to hit modifier (in addition to any other modifiers).

**5: Warp-tainted**

*Something terrible happened here once and the veil between reality and the Warp has worn thin, its malign energies still bleeding into the hive from the beyond.*

When failing a Willpower or Cool test, gain Insanity in addition to any other effects for failing the test.

When taken Out of Action in Close Combat (or Coup de Grace), make 2 Lasting Injury rolls and apply the highest result.

Gain +1 XP when taking an enemy fighter Out of Action with a Melee weapon (or Coup de Grace).

**6: Unstable Dome**

*An ancient war, forgotten quake or simply the march of centuries has rendered the dome unstable and ready to collapse given the slightest hint of violence.*

When placing a Blast marker, before working out its effects, roll a D6. On a 5+, place another Blast marker of the same size in contact with the first at a point determined by the Scatter dice. Work out the attack's effects under both Blast markers.

When going Prone on a raised platform or other piece of raised terrain, pass an Initiative or fall, as if within ½" of the edge.

Doors and other structures with Toughness and Wounds gain -2 T (minimum 1).

**Odd - Repeat Event: SHUTDOWN (DISCARD ON 4+)**

*Perhaps triggered by the battle, ancient failsafes kick in and the entire dome goes into shutdown – doors lock tight, lights go out and all machinery grinds to a halt.*

Apply the Pitch Black rules. All terrain pieces become inert and generate no additional effects beyond those laid out in the core rules (i.e., counting as impassible, blocking line of sight, being climbable, etc). All doors seal and can't be opened normally, but may still be forced.

**11-12: CRITTER SWARM (DISCARD ON 5+)**

*A swarm of hive critters – rats, roaches, spiders or similar – burst from vents and grates, creating a crawling and biting carpet beneath the fighter's feet.*

In the End phase of each round, roll a D6 for all fighters. On the roll of a 1, pass a Strength test or become Prone. If already Prone while failing the Strength test, pass a save roll or suffer a Flesh Wound. If Seriously Injured while failing the save roll, go Out of Action.

**Dome Jungle:** Fighters are attacked on the roll of a 1 or 2.

**Warp-tainted:** Fighters attacked by a Critter Swarm must also pass a Willpower test or gain Insanity.

**Ancient Manufactorum:** When a piece of Industrial terrain activates (or is activated), all fighters within 1" are attacked.

**13-14: HOWLING WINDS (DISCARD ON 5+)**

*A huge ventilation fan hangs above the dome blasting its inhabitants with a storm gale, fighters battling the winds to keep their footing and find their targets.*

Apply -1 hit modifier to Long range shots. Blasts always scatter. Gas and Smoke have no effect on 4+ (roll after firing but before working the effects). If failed, Smoke is simply removed. When going Prone within ½" of an edge, re-roll successful Initiative tests.

**Stygian Depths:** Apply -2 hit modifier to Long range shots. Gas or Smoke weapons have no effect on a 3+.

**Dome Jungle:** Plants can make attacks from an additional 6" away rather than 3".

**Unstable Dome:** Place 2 additional Blast markers when placing a Blast marker, rather than just one.

**15-16: CHOKING CLOUDS (DISCARD ON 5+)**

*Ash from the wastes or toxic fog from hive bottom fill the battlefield, making visibility more difficult and covering fighters in a layer of grimy dust.*

Apply -1 hit modifier to Short range shots and -2 to Long range. Blasts always scatter.

Stray Shots potentially hit fighters within 2" of the fire line rather than just 1".

**Stygian Depths:** Fighters on the highest level of terrain ignore the effects of the Choking Clouds unless they are making attacks at targets on a lower level.

**Sump Sea:** Fighters in the sea or level with it ignore the effects of the Choking Clouds unless attacking targets on a higher level.

**Ancient Manufactorum:** When Industrial Terrain activates, until the end of the round, the area on it and within 3" of it ceases to be subject to the Choking Clouds effects.

**21-22: TOXIC DOWNPOUR (DISCARD ON 3+)**

*Foul liquid rains down from above, perhaps released from some waste facility or run-off from one of the water reclamation facilities filled with pollutants.*

Toxic liquid rains down from overhead. Roll a D6:

**1-2 Chem Rain:** -1 save modifier (Field Armours are not affected).

**3-4 Irradiated Coolant:** -1T for Toughness tests or Wound rolls. Fighters become Revealed (Pitch Black).

**5-6 Waste Run-off:** +2 modifier when attempting to put out the flames (Blaze).

**Warp-tainted:** +2 penalty to Willpower tests.

**Sump Sea:** The sea rises when this Event comes into play. Remove any terrain level with the sea. Fighters who were on this terrain are now in the sea.

**Dome Jungle:** In the End phase (before removing this Event), Carnivorous Plants heal all damage dealt to them.

**23-24: SPORE CLOUDS (DISCARD ON 4+)**

*Virulent spores fill the dome, drifting on the hive winds and making the air dangerous to breathe as they seek out new hosts for their parent plant.*

After each fighter activation, roll a D6. On a 1, the fighter has attracted a swarm of spores. Roll a D6 and center the following grenade blast on the fighter:

**1-2:** Choke grenade.

**3-4:** Scare grenade.

**5-6:** Smoke grenade.

**Dome Jungle:** +2" radius for spore blasts.

**Ancient Manufactorum:** When Industrial Terrain activates or is activated, roll a D6. On a 1, all fighters on or within 1" of the terrain piece are affected by a random grenade effect.

**Stygian Depths:** The grenade's effects do not use blast (only affect the fighter who triggered the spores). Smoke use 3" blast, rather than 5".

**25-26: BRAINLEAF OUTBREAK (DISCARD ON 4+)**

*The dome is home to Brainleaf growths, their questing fronds seeking out victims to dominate into doing their bidding.*

When Seriously Injured fighters roll a Seriously Injured or Out of Action result in the Recovery phase become a Brainleaf Zombie. At the end of the battle, fighters who became Brainleaf Zombies automatically go into Recovery, but suffer no other effects.

**BRAINLEAF ZOMBIES**

Suitable weapons:

- Clubs (or guns used as clubs)
- Unarmed attacks (fists and teeth)

**BRAINLEAF ZOMBIES**

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
2D6"	5+	6+	3	3	1	6+	1	12+	4+	6+	12+

Special Rules:

- Can't be Pinned.
- Automatically pass any Cool tests.
- Ignore all Injury dice results except Out of Action.
- Counts Out of Action as Seriously Injured.
- Recovers and stands up in the Recovery phase.
- Can activate normally with Blaze (still takes damage) and can't attempt to put out the fire.
- Only has a single action each activation.
- Move 2D6" when taking a Move action.
- If the movement take them into B2B with an enemy, consider this as a Charge and immediately attack.
- Enemies taken Out of Action are replaced with a Brainleaf Zombie in the End phase.

A player can activate a Brainleaf Zombie instead of a fighter from a gang (still moves 2D6" towards the nearest fighter).

**Dome Jungle:** Fighters taken Out of Action becomes a Brainleaf Zombie instead.

**Unstable Dome:** Roll a D6 after using a blast weapon, but before removing the blast. On a 4+, the fighter who used the Blast weapon places D3 Brainleaf Zombies in contact with the Blast marker.

**Ancient Manufactorum:** Hatches and vents might conceal Brainleaf Zombies.

When emerging after using a hatch, vent or ductway, the fighter becomes a Brainleaf Zombie on a 5+.

**31-32: BAD AIR (DISCARD ON 4+)**

*The huge machines that regulate the hive's air have failed in this region and the atmosphere is stale and thin, like a tomb sealed away from the world for centuries.*

Double Move actions can't be made in an activation without a respirator. -1 S to Blaze weapons (minimum 1).

Fighters hit by weapons with the Blaze trait do not become subject to the Blaze condition.

**Stygian Depths:** Ignore Bad Air on level with the abyss or within ½" of an edge.

**Dome Jungle:** The plants are less aggressive and only make attacks from 1" away.

**Ancient Manufactorum:** When Industrial Terrain activates, the area on it and within 3" of it ceases to be subject to the Bad Air effects until the end of the round.

**33-34: SLUDGE JELLIES (DISCARD ON 4+)**

*Vile predatory sludges hide within the vents, drains and ducts of the battlefield, waiting to envelop and consume the unwary.*

Any liquid terrain such as pools, puddles or toxic spills might hide a Sludge Jelly. Vents, ductways and hatches might also hide these horrors.

When ending a Move action within 1" of a piece of liquid terrain or using a ductway, vent or hatch, roll a D6. On a 1, the activation ends as the Sludge Jelly attacks (after using vent, ductways or hatch normally):

Pass a Toughness test or become paralysed and consumed by the Sludge Jelly. If another fighter does not assist them before the following End phase, the paralysed fighter goes Out of Action. If assisted, become Seriously Injured instead.

**Sump Sea:** There are Sludge Jellies in the sea and fighters who fall in it will be attacked automatically.

**Dome Jungle:** Sludge Jellies may attack within 1" of Carnivorous Plants.

**Warp-tainted:** If passing the Toughness test from a Sludge Jelly attack, pass a Willpower test or gain Insanity.

### 35-36: GIANT RATS (DISCARD ON 5+)

*A nest of giant Necromunda rats has claimed the dome as its own, and will viciously defend it against interlopers.*

Place D3+3 Giant Rats (starting with the gang with Priority). These rats may be placed at least 1" away from another fighter and not within any deployment areas.

In the End phase (before testing to remove this Event), each Giant Rat will charge any fighter within 8", otherwise they will move 2D6" in a random direction, stopping if they come into contact with impassable terrain but otherwise moving up and down terrain without restriction. Once all the Giant Rats have been moved, add D3 Giant Rats (as above).

Apply a -3 modifier to the Intelligence test when directing Bomb Delivery Rats within 12" of a Giant Rat.

Exotic Beast must attempt to charge Giant Rats within 6" when the owner activates.

#### GIANT RAT

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
6"	4+	-	3	3	1	3+	1	10+	8+	10+	9+

**Weapon:** Jaws (S3, D1, Melee, Backstab)

**Stealthy:** -1 hit modifier when targeted by Ranged attacks.

**Small Target:** Never a potential target when working out Stray Shot.

**Nimble:** 4+ save (unmodifiable by AP).

**Unstable Dome:** Roll a D6 after using Blast weapons. On a 4+, place D3 Giant Rats in contact with the Blast.

**Ancient Manufactorum:** When Industrial Terrain activates or is activated, place D3 Giant Rats in contact with the terrain piece.

**Sump Sea:** When falling into the sea, place D3 Giant Rats in the sea at least 6" away. Giant Rats can move without restriction in the sea.

### 41-42: LAIR OF THE BEAST (DISCARD ON 5+)

*A massive hive beast lairs within this dome, slumbering beneath the battlefield, its tentacles questing in its sleep until it finds a prey worthy of its appetite.*

After deployment, but before the first activation, add 3 Beast's Lairs to the battlefield (starting with the gang with Priority). Must be placed at least 12" from each other or any model, and cannot be placed in any deployment area. If a gang destroys a Beast's Lair, that gang can place a new one (as above).

**Ancient Manufactorum:** When Industrial Terrain activates or is activated, any of its hatches count as Beast's Lair markers until the end of the round.

**Stygian Depths:** Beast's Lair markers can be placed in the abyss and will attack fighters who pass above them, counting as within 6" regardless of the actual distance (unless closer).

**Unstable Dome:** After using a Blast weapon, roll a D6. On a 5+, place a Beast's Lair marker centred on one of the Blast markers generated by the attack.

### 43-44: THINGS IN THE DARK (DISCARD ON 5+)

*Darkness and shadows rule the underhive, though here they grow especially thick, and within their blackness foul creatures stalk, preying upon all who walk there.*

Apply The Horrors in the Dark rules.

-1 modifier to Long range shooting attacks (unless equipped with photo-goggles or a thermal sight).

**Dome Jungle:** Fighters will be attacked unless they are within 8" of 2 other fighters (rather than 1).

**Warp-tainted:** When rolling on the Horrors in the Dark table, roll 2xD6 and choose the lower result.

**Sump Sea:** Fighters in the sea must roll on the Horrors in the Dark table when they activate.

### 45-46: GUNK TANK (DISCARD ON 3+)

*Sludge and waste spurt periodically into the dome, pumped down from uphive and potentially showering fighters in disgusting goo.*

Before rolling for Priority, all fighters must roll 2+ or gain the Gunked condition:

- -1" M (minimum 1").
- don't add D3" when Charging.
- -1 modifier to Initiative.
- Blaze trigger on 2+.

**Ancient Manufactorum:** When Industrial Terrain activates or is activated, test against Gunked within 1".

**Sump Sea:** Automatically become Gunked when falling into the sea.

**Unstable Dome:** Test against Gunked when hit by Blasts.

**51-52: LABYRINTH (DISCARD ON 4+)**

*At the best of times the underhive is a maze, though here it is especially tangled, and fighters might find themselves easily separated from their allies and all alone.*

When activating without line of sight to any other fighter, pass an Intelligence test or become lost and are placed anywhere on the battlefield within 12" of their current position by their opponent. May not be placed in impassable terrain or within 1" of another fighter.

**Warp-tainted:** Fighters who become lost gain Insanity.

**Dome Jungle:** Can be placed within 6" of a Carnivorous Plant if becoming lost within 6" of a Carnivorous plant.

**Stygian Depths:** When falling into the abyss, become lost, rather than going Out of Action.

**53-54: OLD CACHE (DISCARD ON 3+)**

*Forgotten militia armouries, abandoned settler storehouses and lost gang caches are hidden throughout the underhive for those with the wit to find them.*

Fighters can spend a Double action (Scavenge) to search for loot. Roll a D6, adding 1 to the result for each other friendly fighter within 6". On a 6+, place a loot casket in base contact with the fighter.

For the duration of the battle, fighters may re-roll failed Ammo tests.

Grenades do not automatically run Out of Ammo for the rest of the battle if they fail an Ammo test, and may be reloaded in the same way as other weapons.

**Ancient Manufactorum:** Find loot caskets on a 4+ (rather than a 6+).

**Warp-tainted:** If failing the Scavenge action, pass a Willpower test or gain Insanity.

**Unstable Dome:** Grenades misfires if a Hit is rolled on the Scatter dice regardless of the result of the D6 roll.

**55-56: STATIC STORM (DISCARD ON 3+)**

*Vast superconductors power entire levels of the hive, their constant motion periodically unleashing static storms into the underhive amid crackling blue lightning.*

Energy weapons (plasma, melta, las weapons, etc.) gain Unstable. If the weapon already is Unstable, it automatically overloads if the Ammo symbol is rolled on the Firepower dice. When moving into B2B with another fighter, both fighters suffer a Strength 1 Damage 1 hit (resolved before completing any other actions, such as Charging). If using Pitch Black rules, become Revealed when moving.

**Ancient Manufactorum:** When Industrial Terrain activates, or is activated, all fighters within 1" suffer S 1 D1 hit.

**Dome Jungle:** Carnivorous Plants inflict D3 Strength 1 Damage 1 hits in addition to any other effects.

**Stygian Depths:** Apply D3 hits (rather than 1) when moving into B2B.

**61-62: I'VE GOT A BAD FEELING ABOUT THIS... (DISCARD ON 5+)**

*The grind of machinery falls silent and even the local wildlife scuttle back into their holes, as if the underhive is holding its collective breath – waiting for something terrible to happen.*

+2 penalty to any Nerve tests. Broken Hired Guns and Hangers-on are removed from the battlefield (count as Out of Action without Lasting Injury rolls).

**Warp-tainted:** Gain Insanity when failing any Nerve test (in addition to any other effects).

**Dome Jungle:** Make a Nerve test if starting or ending an activation within 3" of a Carnivorous Plant.

**Stygian Depths:** Whenever a Nerve test is failed within ½" of an edge, pass a Willpower test or jump into the abyss.

**63-64: WITCH'S LAIR (DISCARD ON 4+)**

*A Wyrld has taken up residence in the area, and is none too pleased that fighters have disturbed their solitude, bringing both violence and the chance of discovery.*

One random Standing fighter from each gang is attacked by the Wyrld in the End phase. Pass a Willpower test or immediately attack the nearest fighter. Randomize a Melee/ranged weapon to use.

**Warp-tainted:** Randomize 2 fighters to be attacked by the Wyrld rather than 1. Work out their attacks in the order they were chosen.

**Sump Sea:** When attacked by the Wyrld, jump into the sea rather than make attacks. If the fighter can't jump into the sea, move as close to the sea as possible.

**Stygian Depths:** When attacked by the Wyrld, jump into the abyss rather than make attacks. If the fighter can't jump into the abyss, move as close to the abyss as possible.

### **65-66: MUTIE TRIBE (DISCARD ON 5+)**

*A feral tribe of Muties has claimed this region as theirs and want to drive off the invaders, doubtless completely unaware of the vast world beyond their dome.*

In each Priority phase, roll a 2+ for each fighter that is Active, or be attacked by Muties armed with mutie bows. The ranged attack hits on 6+ with S2 Ap +1 D1 (no cover benefits). When attacked by Muties, a fighter can sacrifice the Ready status for this round and roll the Firepower dice for one of their ranged weapons (possibly making an Ammo test) to repel this attack and any other for fighters within 6".

**Dome Jungle:** Fighters are attacked on the roll of a 1 or 2.

**Warp-tainted:** The first fighter selected is attacked by a Wyrd rather than a normal Mutie. Pass a Willpower to gain Insanity, or if failed, take a S5 D2 hit.

**Ancient Manufactorum:** Mutie attacks are made with reclaimed autoguns rather than mutie bows.

### **Even - Repeat Event: DOME COLLAPSE (DISCARD AUTOMATICALLY)**

*The mighty hive shifts on its foundations, domes crashing into each other, sludge seas draining, chasms closing or opening, and entire levels falling down into the regions below.*

All fighters become Pinned (this may cause fighters within 1/2" of an edge to fall). Discard the current Environment and generate a new one. The effects of the new Environment come into play immediately.

Discard this Event Immediately.



# GAME STRUCTURE

A Battle in Necromunda is split into several rounds. A round is split into three phases, which are resolved one at a time.

- **1: PRIORITY PHASE**
  - Roll for Priority
  - Ready Fighters
- **2: ACTION PHASE**
  - Activate Fighters
- **3: END PHASE**
  - Bottle tests
  - Fleeing the Battlefield
  - Recovery tests
  - Rally tests

## PRIORITY PHASE

The Priority phase has two steps, first roll-off for Priority, then fighters are Readied.

### ROLL FOR PRIORITY

Roll-off to determine who has Priority. In the case of a tie, the gang with Priority in the previous round passes it to the opponent (re-roll ties the first round, when neither gang has had Priority). In multi-player battles, let dice score determine the order and re-roll any ties.

### READY FIGHTERS

Each fighter is then Readied, regardless of Status, Secondary Status or any other Conditions. Once a fighter has been activated, they are no longer Ready. Normally a fighter that is no longer Ready may not activate again, but note that there are some instances in which a fighter may activate again.

## ACTION PHASE

### ACTIVATE FIGHTERS

A Standing fighter may turn to face any direction when activated, before making actions.

Starting with the gang with Priority, take turns to pick one of the Ready fighters to activate and make up to 2 actions with them.

Note that the actions a Ready fighter can perform are governed by their current Status and Secondary Status. Some Conditions will also limit the actions a fighter may make, for example Broken.

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

### INSANITY

If subject to the Insane condition, roll a D6:

#### D6 Result

- 1-2** The fighter is immediately Broken, if already Broken, they flee (even if their gang has not failed a Bottle test).
- 3-4** An opposing gang (roll-off if multi-player) can control that fighter this turn, treating them as part of their gang. As soon as the activation ends, the Insane fighter no longer counts as being part of the opposing gang.
- 5-6** The fighter act as normal. Once the activation is over, pass a Willpower test to lose the Insanity.

### GROUP ACTIVATIONS

When activating a fighter with the Group Activation (X) ability, additional Ready friendly Faction fighters within 3" can be activated at the same time. Most Leaders and Champions have this:

- **Leader:** 2 additional Ready fighters.
- **Champion:** 1 additional Ready fighter.

If a Leader or Champion is activated in this way, they may not then perform a Group Activation themselves!

All fighters must be nominated before any of them makes an action. Then activate each fighter in the group as normal, fully resolving their activation before picking the next fighter. Each fighter activates individually, groups never activate simultaneously.

### GROUP ACTIVATION (PETS)

All owners automatically gain this ability, even if they don't have Group Activation initially. All pets automatically join their owner in a Group Activation (does not count towards the limit for other fighters), even if the owner itself was activated as part of a Group Activation.

### EXCEPTIONS

- Champion (Specialist) does not have Group Activation.
- Slave Ogryn Leader only has Group Activation (1).
- Slave Ogryn Champion does not have Group Activation.
- Greim Leader does not have Group Activation.

### NOTE

Group Activations are not affected by any status or condition (Broken, Seriously Injured, Blaze etc.).

# ACTIONS

## TYPES OF ACTION

There are 3 types of action. Each action may be fully resolved before declaring the second action.

### SIMPLE ACTION

Can be made more than once during their activation, each time still uses up one of their actions for the turn.

### FREE ACTION

No actions are spent by performing a Free action. Each Free action can only be performed once per activation. A model can't make two actions with the same name in the same activation if one is Free and the other is Basic.

### BASIC ACTION

Can only be made once during a fighter's activation.

### DOUBLE ACTION

Making a Double action counts as making two actions - meaning it takes up the fighter's entire turn. If a fighter only has one action available for any reason, they can't make a Double action.

## STANDING: ACTIVE

### MOVE (SIMPLE)

Make a Standard move.

- Move a distance up to their Movement characteristic.
- Climb vertically up or down.
- Cross any gap no wider than their base.
- Attempt to leap across a bigger gap provided they have enough movement left to do so.
- Attempt to jump down to a level below.

### CHARGE (DOUBLE)

Make a Move (Simple) action, adding D3" to the distance. During a charge, the fighter can move within 1" of a Standing (Active or Engaged) or Prone (Pinned or Seriously Injured) enemy (or more than one if they wish), but if they do, they must have sufficient movement to get into B2B with at least one enemy, becoming Engaged. If not, they must stop 1" away. The Charging model doesn't need to see the target before charging.

**Fighting over Barricades:** Can also Charge to engage an enemy that is on the other side of a barricade. The attacker and the target must both be B2B with the barricade (from opposite sides) and within 1" of each other to be Engaged.

If Engaged at the end of the action, the attacker must immediately make a free Fight (Basic) action. If ending up within 1" of a Seriously Injured enemy, they can make a free Coup de Grace (Simple) action instead.

When equipped with a versatile weapon, the charging fighter can end the move within the versatile weapon's range and must then make the free Fight action.

Vehicles: A fighter within 1" of a vehicle counts as being Engaged (it is sufficient to end the Charge within 1").

### SHOOT (BASIC)

Make an attack with a ranged weapon.

### AIM (BASIC)

+1 hit modifier to any hit rolls in a subsequent Shoot / Fire All (Basic) action this activation.

### RELOAD (SIMPLE)

Pick a weapon that is Out of Ammo and make an Ammo test. If passed, the weapon is reloaded and no longer Out of Ammo.

### HOUSE RULE

Reload is Double action (instead of Simple).

### COUP DE GRACE (SIMPLE)

Requires the fighter to not be Engaged with any other fighters. Pick a Seriously Injured enemy fighter within 1" and within the vision arc of the fighter making the action. That fighter immediately goes Out of Action.

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

If making a fight action and the target becomes Seriously Injured, the fighter may end the action with a free Coup de Grace.

*YAQ: Do not make a 2nd Nerve test for fighters that became Seriously Injured and then taken Out of Action by a free Coup de Grace action in the same activation.*

### TAKE COVER (BASIC)

Move up to half Movement, then become Pinned.

Note: Voluntarily becoming Pinned never triggers an Initiative test to prevent falling (edge, pitfall or similar).

### DUCTWAYS: CRAWL THROUGH DUCTWAY (DOUBLE)

If within 1" of a ductway, place the fighter within 1" of the other end, provided they can be set up so that they are not within 1" of an enemy fighter and so that their base does not overlap that of another friendly fighter or an obstacle.

### DUCTWAYS: FIRE THROUGH DUCTWAY (BASIC)

If within 1" of a ductway, make a ranged attack against an enemy fighter that is within 1" of the other end of the same ductway. The attack will hit on a 5+, regardless of BS or modifiers. Weapons that normally use a Template instead automatically hit all fighters within 2" of the other end of the ductway.

*YAQ: For Blasts, target a fighter within 1" of the ductway or any point within 1" of the ductway. Then roll to hit (5+) and scatter if it misses as normal.*

**DOOR: OPERATE (SIMPLE)**

If within 1", either open a closed door or close an open door.

**ACCESS TERMINAL (BASIC)**

Used for terrain with special rules (locked doors or industrial terrain). If within 1", make an Intelligence test with a -2 modifier.

**Doors:** If passed, make a free Operate Door action on the terminal's door (regardless of distance to the door).

**Lift:** If passed, activate or deactivate a single lift on the battlefield. If deactivated, it can't be used until the following round's End phase.

**Terrain Special Effect:** If passed, activate or deactivate the special effect for a piece of terrain. Activation lasts until the End phase. Deactivation lasts until the next round's End phase.

**Ancient Terminal:** If passed and a double, gain 2D6x10 Credits. Additionally, if successful, roll a D6:

- 1-2: +D6 Reputation.
- 3-4: +D6x10 Credits.
- 5-6: +D6 Experience.

**LOCKED DOOR: FORCE OPEN (BASIC)**

If within 1", pass the following test to open the door:

**Open standard:** D6+Str > 8

**Open vault:** D6+Str > 10

Add +2 per friendly fighter B2B with the door.

**LOOT CASKET: SMASH OPEN (BASIC)**

If within 1", pass the following test to open the loot casket:

**Open Loot Casket:** D6 + Str > 5

However, suffer a -1 modifier when rolling to determine the casket's contents (minimum 1).

**LOOT CASKET: BYPASS LOCK (BASIC)**

If within 1", pass an Intelligence test to open the casket.

**LOOT CASKET / AMMO CACHE: CARRY (SIMPLE)**

If within 1", make a Move (Simple) action, carrying the loot casket or ammo cache. When the action ends, the casket is placed in B2B.

**DROP RIG: DESCEND (BASIC)**

Requires the Drop Rig wargear. If Active and within 1" of an edge:

- Move 0-3" horizontally and 0-12" vertically downwards.

**GRAPNEL LAUNCHER: GRAPNEL (DOUBLE)**

Requires the Grapnel Launcher wargear. If Active, move up to 12" in a straight line, in any direction. This can be to a different level, as long as the move doesn't go through terrain.

## STANDING: ENGAGED

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

**FIGHT (BASIC)**

Make close combat attacks against one or more Engaged enemies.

**RETREAT (BASIC)**

1. Each Engaged enemy can pass an Initiative test to make Reaction attacks against the retreating fighter.
2. If still standing, pass an Initiative test to disengage and move D6" (2D6" if broken).

## PRONE: PINNED

**STAND UP (BASIC)**

The fighter stands up, returning to Active status. Choose the fighter's facing.

Mounted fighters must pass an Initiative test or the action is wasted (remain Pinned)

**CRAWL (DOUBLE)**

The fighter may move up to half their Movement.

**BLIND FIRE (DOUBLE)**

Make a ranged attack, treating their vision arc as 360°. Subtract 2 from the result of any hit rolls.

**RELOAD (SIMPLE)**

Pick a weapon that is Out of Ammo and make an Ammo test. If passed, the weapon is reloaded and no longer Out of Ammo.

**HOUSE RULE**

Reload is Double action (instead of Simple).

## PRONE: SERIOUSLY INJURED

**CRAWL (DOUBLE)**

The fighter may move up to half their Movement.

**BROKEN**

Any fighters subject to the Broken Condition must perform a Running for Cover (Double) action when activated.

**RUNNING FOR COVER (DOUBLE)**

If Active, move 2D6". If Prone (Pinned or Seriously Injured), move half Movement instead.

Attempt to end the move in the following order of priority:

1. More than 3" away from enemy fighters.
2. Out of line of sight of enemy fighters.
3. In partial or full cover.
4. As far away from any enemy fighters as possible.

If Engaged when activated, use same rules as when Retreating:

1. Each Engaged enemy can pass an Initiative test to make Reaction attacks against the retreating fighter.
2. If still standing, pass an Initiative test to disengage and move 2D6".

## **PRONE: SERIOUSLY INJURED**

### **CRAWL (DOUBLE)**

The fighter may move up to half their Movement.

### **BROKEN**

Any fighters subject to the Broken Condition must perform a Running for Cover (Double) action when activated.

### **RUNNING FOR COVER (DOUBLE)**

If Active, move 2D6". If Prone (Pinned or Seriously Injured), move half Movement instead.

Attempt to end the move in the following order of priority:

1. More than 3" away from enemy fighters.
2. Out of line of sight of enemy fighters.
3. In partial or full cover.
4. As far away from any enemy fighters as possible.

If Engaged when activated, use same rules as when Retreating:

1. Make an Initiative test. If failed, the action ends.
2. If passed, any Engaged enemies can try to pass an Initiative test in order to make Reaction attacks against the retreating fighter.
3. If still standing, move 2D6", or half Movement if Seriously Injured when trying to Retreat.

### **HOUSE RULE**

Reload is Double action (instead of Simple).

## OTHER ACTIONS

### FRAG/GAS/MELTA TRAP: SET TRAP (DOUBLE)

Requires a Trap tactics card. Place a Trap within 1" of the fighter. Then, they can move up to D6".

### PRIME BOMB RAT (BASIC)

Requires Bomb Delivery Rats. Make an Ammo roll for the grenade as if used normally. Place the bomb delivery rat B2B with the fighter. Pass an Intelligence test to choose the direction. If failed, move the rat in a random direction instead. In either case, the rat moves up to 6".

### LASER CUT (DOUBLE)

Requires the Cutting Beam (Archaeotech Device). If within 1" of a door, loot casket or other damageable piece of terrain, apply a single automatic S8 D3 hit.

### SCAN (SIMPLE)

Requires the Viewer (Archaeotech Device). Reveal an enemy fighter within 18".

### TAKE A SWIG (SIMPLE)

Requires a bottle of Second Best or Wild Snake. Roll a 4+ or the bottle is empty and discarded. Everytime this action is made, add 1 Intoxicated token and remove 1 Flesh Wound (if any). Intoxicated tokens remains until the end of the battle. The amount of tokens decides the effect:

#### Tokens Second Best

- |    |  |
|----|--|
| 1  | <b>Feeling Good:</b> -1 hit modifier to ranged attacks, +1 to Cool tests.  |
| 2  | <b>Getting Unsteady:</b> -2 hit modifier to ranged attacks, +2 to Cool tests. After making 2 Move actions in a row, pass an Initiative test or become Prone. |
| 3+ | <b>Blind Drunk:</b> -3 hit modifier to ranged attacks, +3 to Cool tests. When making a Move action, move D6" in a random direction.                          |

#### Tokens Wild Snake

- |    |   |
|----|---|
| 1  | <b>A Good Buzz:</b> -1 hit modifier to ranged attacks, +2 to Cool tests.  |
| 2  | <b>Seeing Double:</b> -1 hit modifier to ranged attacks, +3 to Cool tests. After choosing a ranged target, before making the hit roll, randomise the actual target between the intended target and any model (friend & foe) within 6" of the intended target. |
| 3+ | <b>Snake Courage!</b> -2 hit modifier to ranged attacks, automatically pass any Cool tests.   |

## BADZONE ACTIONS

### SCAVENGE (DOUBLE)

Requires the Old Cache Badzone Event. Roll a D6, adding 1 to the result for each other friendly fighter within 6". On a 6+, place a loot casket in base contact with the fighter.

**Ancient Manufactorum:** Find loot caskets on a 4+ (rather than a 6+).

**Warp-tainted:** If failing the Scavenge action, pass a Willpower test or gain Insanity.

### COVER (SIMPLE)

Requires the fighter to be within 1" of a Service Hatch (Industrial Terrain). Gain partial cover. Any movement (voluntarily or otherwise) removes this benefit.

### CLIMB (SIMPLE)

Applies to Industrial Claw/Hook (Industrial Terrain). When within 3" of the line between the Claw (or where it connects to the structure) and the ground level, make the Climb (Simple) action to ascend or descend.

### TRIGGER CLAW (BASIC)

When within 3" of a Claw/Hook (Industrial Terrain), drop the Claw on an enemy fighter on a lower level than the attacker and within 3" of the line between the Claw (or where it connects to the structure) and the ground level.

The attacked fighter must pass an Initiative test or take a S5 hit.

### HOOK CARGO (SIMPLE)

When within 3" of a claw/hook, lift either a Seriously Injured fighter or loot casket (or similar item that can be carried) up or down to any point within 3" of the Claw/Hook, provided that there is space to place the model.

### JURY RIG (DOUBLE)

Requires the Abandoned Hardware (Hive Ruins). When B2B, pass an Intelligence test to move the terrain piece up to 10" (moving with it if they wish). Can't climb ladders, but can go up ramps or be driven off ledges (suffering and inflicting damage in the same way as falling fighters). Alternatively, the Hauler or Crane's claw can be activated (if it has one) using the rules for Industrial Claws and Hooks (Industrial Terrain).

### DISARM (DOUBLE)

If within 3" of an Unexploded Ordnance (Forgotten Ordnance), pass an Intelligence or Cool test to remove a token from the bomb.

## VEHICLE ACTIONS

Vehicles can make various actions depending of it's Status.

### MOBILE

Default Status that includes the most varied selection of actions.

#### MOVE (SIMPLE)

- Move full speed in a straight line forward.
- Make a single 90° pivot before, during or after the move.
- Automatically cross any gap shorter than the length of the vehicle as long as the starting point is equally high or higher than the target (if not, the vehicle will fall).

#### MANEUVER (SIMPLE)

- Move half speed in a straight line forward or backwards.
- Can make any number of 90° pivots before, during or after the move. Note: Should probably move at least 1" between each pivot?

#### MOVE & SHOOT / FIRE ALL (BASIC)

Choose one of the following:

- Move (Simple) action at half speed. Can shoot with a single Crew Weapon or Sidearm before, during or after the move.
- Shoot with all Crew Weapons.

#### HOUSE RULE

Can also shoot Pistols without Sidearm.

#### AIM (BASIC)

+1 hit modifier to any hit rolls in a subsequent Shoot / Fire All (Basic) action this activation.

#### RELOAD (SIMPLE)

Pick a weapon that is Out of Ammo and make an Ammo test. If passed, the weapon is reloaded and no longer Out of Ammo.

#### HOUSE RULE

Reload is Double action (instead of Simple).

#### DRIFT (BASIC)

Move half speed in a straight line anywhere in a Side arc. After moving, pass a Handling test (with a +1 modifier) or Lose Control.

#### RAM (DOUBLE)

Move (Simple) action with +D6". If causing a head-on collision with another vehicle or terrain, this vehicle halves the movement when determining the collision damage it suffers (other affected vehicles suffer a hit as normal).

Use the Movement stat to determine the collision damage:

- 3-5:** S3.  
**6-7:** S5, AP-1.  
**8-9:** S7, AP-2, D2.  
**10+:** S9, AP-3, D3.

#### SPIN (BASIC)

Move (Simple) action at half speed. Pivot 180° instead of 90°. After pivoting, pass a Handling test or Lose Control.

#### FULL THROTTLE (DOUBLE)

Move (Simple) action using 3x Movement stat. If turning during the move, immediately after the turn, pass a Handling test (-1 modifier) or Lose Control.

## STATIONARY

A Stationary (Stalled) vehicle only has a limited amount of actions available.

#### JUMP START (SIMPLE)

Pass a Handling test to restart (become Mobile).

- +1 modifier if having 2+ Wounds remaining.

#### TURN-OVER (BASIC)

Move (Simple) but only D3". +1 modifier to the next Restart test.

#### FREE WHEEL (BASIC)

Move (Simple) but only D6". Roll a D2 to determine the direction:

- 1:** Forward.  
**2:** Backward.

Collision damage is worked out as normal.

#### HOUSE RULE

If on sloped surface, move downwards according to gravity instead of randomizing.

#### FIRE ALL (BASIC)

Shoot with all Crew Weapons.

## BROKEN

When becoming Broken (or activating while Broken), immediately lose any Ready marker and activate (even if already activated this round) as follows:

- Mobile: Break For Air (Double) action.
- Stationary: Burn Out (Double) action.

#### BREAK FOR AIR (DOUBLE): MOBILE

Move 3D6" with any number of pivots.

Attempt to end the move in the following order of priority:

1. More than 3" away from enemy models.
2. Out of line of sight of enemy models.
3. In partial or full cover.
4. As far away from any enemy models as possible.

#### BURN OUT (DOUBLE): STATIONARY

- Place D3 Smoke Blasts (5") anywhere within 1".
- -1 modifier to the Restart test (in End phase) per Smoke marker.

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# MOVEMENT

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Fighters move by making actions, usually the Move (Simple) action. To run, make 2 Move (Simple) actions. A fighter might Charge (Double) to get into combat, or Crawl (Double) to get out of the firing line.

A fighter can move up to (but not further) than the full movement allowance. The movement can bend and curve in any fashion (need not be in a straight line). Note that a Charge (Double) action should take the shortest route possible. After moving, a fighter can turn to face any direction.

All Move actions must be declared before any measuring is carried out. If a measurement makes it obvious that a fighter does not have as much movement as hoped, the movement will end short of where it was planned. In this case, move the fighter as far as possible in the desired direction, and try to make good use of any available cover!

In the case of a Charge (Double) action, if a fighter has insufficient movement to make it into B2B with an enemy fighter, they must still move the full distance (stopping 1" away, as follows) and may often end their movement in a very dangerous position!

## YAQ & N17 (IMPROVED VERSION)

Fighters can move (voluntarily) through friendly fighters (if having sufficient movement to not overlap any bases).

## DIRECTLY TOWARDS AND DIRECTLY AWAY FROM

Trace an imaginary straight line that crosses the centre of each fighter's base - the moving fighter then moves towards the other fighter along this line the required distance. Similarly, to move directly away from another fighter, follow the same method in the opposite direction.

As always, this can't make a fighter move through a wall, impassable terrain or a closed door. Should they contact one of these features, they stop and do not move further.

## THE 1" RULE

Move within 1" of any enemy fighter during an activation:

- Fighters: Can't move.
- Vehicles: Can move (any enemy model).

Fighters have some exceptions to this rule:

- Enemy fighter is Seriously Injured.
- An Active fighter makes a Charge (Double) action.
- Involuntary move.

## CHARGE

During a Charge, a fighter can move within 1" of one or more enemy fighters, provided the move ends B2B with one or more enemies. If the move is sufficient to get within 1" but insufficient to get in B2B and Engage the enemy fighter, stop moving 1" away. Note that with Versatile, the move can stop within Long range.

## HOUSE RULE

Fighters can move (voluntarily) to Engage enemies (B2B).

## INVOLUNTARY MOVE

The 1" rule does not apply when moving involuntarily within 1" of an enemy. For example when thrown into contact with other fighters. The normal rules described previously are temporarily suspended until the movement and any other effects it causes have been fully resolved (such as in the previous Hurl example, in which case the fighters would suffer hits as a result of coming B2B with one another). Once they have been and if neither fighter is Prone and Seriously Injured, move the fighter that was involuntarily moved by the shortest route possible until they are 1" away from the enemy fighter.

## TERRAIN

The following section covers how terrain affects movement.

### DIFFICULT TERRAIN

Every 1" movement count as 2".

### DANGEROUS TERRAIN

Dangerous Terrain is Difficult Terrain. In addition, an Initiative test must be passed to avoid immediately going Out of Action and suffering a Lasting Injury roll.

### OBSTACLES

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

### STRUCTURE

Structures are terrain features more than 2" high and more than 2" across. A fighter may climb up and onto structures and between various levels and platforms as they move and may end their movement on any level if there is sufficient space for their base.

### IMPASSABLE AND SOLID TERRAIN

Fighters may not move across impassable terrain.

### DUCTWAYS

Ductways can be up to 2" in length and can be placed across any 2" wide wall or any other impassable terrain. Spend a Double action (Crawl Through) within 1":

- Placed within 1" of the other end (provided there is room outside 1" of enemies and the base doesn't overlap other fighters or obstacles).

### CLIMBING

Climbing is equal to moving through Difficult Terrain. Any vertical surface can be climbed. A fighter can't end the activation mid-climb; they must have sufficient movement to reach a flat surface. If they can't, they will stay where they were when the action was declared.

Note that a fighter may end a Move (Simple) action mid-climb, provided that they are able to immediately use another action to complete the climb.

### STEPPING UP

A fighter may freely 'step up' onto another level or platform of a structure, provided it is no more than ½" higher than the level they are currently on. If the difference in height is more than ½", they must climb instead.

### OVERHANGS

Overhangs can be traversed as long as it protrudes no more than 1" from the vertical surface. Overhangs that protrude more than 1" are considered impassable when climbing.

### LADDERS AND STAIRS

Normal movement.

### LIFT

If moving onto a lift, the lift can go 4" up or down. The fighter can then use any remaining movement. The lift can only move once per round. Any models standing on it moves with it.

If a fighter moves a lift while another fighter obstructs the path of the lift, the other fighter must pass an Initiative test to move up to 2" away from the lift. If failed, or having insufficient move to escape the lift, suffer an automatic hit with automatic wound with a D3 attack. If the attack was survived, move the fighter the shortest distance possible to no longer obstruct the lift.

### LEAPING GAPS

A fighter may attempt to leap across a gap that is bigger than their base, provided there is enough Movement to do so. Stop at the edge and pass an Initiative test to leap the gap and continue moving. If failed, fall straight down by the shortest possible route to the next level down and suffer a hit as follows.

### JUMPING DOWN

Pass an Initiative test to jump down to a lower level. No modifier for the first 2", but a cumulative -1 modifier for each additional 2" jumped (rounded up). If failed, suffer falling damage.

**N17:** The vertical distance does not cost any movement.

### FALLING HAZARDS

A fighter is at risk of falling if they go from Standing to Prone whilst within ½" of the an edge. Pass an Initiative test to avoid falling.

### RAILINGS

If the nearest edge of a level or platform is bounded by a railing or similar barrier at least ½" tall, the chance of falling is reduced:

- +1 to Initiative tests  
(when going Prone to see if the fighter falls).

### FALLING DAMAGE

If a model falls 3" or more, suffer an automatic hit (round up to the nearest inch).

Distance	Modifiers		Strength	Falling AP	Damage
	Jumping Down	Falling Vehicle			
1"-2"	-	-1	-	-	-
3"	-1	-1	3	-	1
4"	-1	-2	3	-	1
5"	-2	-2	3	-	1
6"	-2	-2	5	-1	1
7"	-3	-3	5	-1	1
8"	-3	-3	7	-2	2
9"	-4	-3	7	-2	2
10" +	-4	-4	9	-3	3

A falling fighter is immediately Pinned and their activation ends.

If falling and landing within ½" of a platform edge, pass another Initiative test or fall again.

Vehicles:

- Automatically suffer fall damage (no test to avoid it).
- Pass a Handling test (with falling modifiers) or Lose Control.

### FALLING ON OTHER MODELS

If a model lands on top of another model, both suffer the same damage.

- Fighters: All involved are Pinned.

Move the falling model the shortest possible distance so it is not overlapping (if neither went Out of Action). If falling on an enemy fighter (and no involved fighter is Seriously Injured), move the falling model 1" away from the enemy fighter (shortest possible route).



# VEHICLE MOVEMENT

## FIGHTER MOVEMENT

Fighters can move and climb on and leap onto vehicles.

## FIGHTERS & LOOT ON MOVING VEHICLES

Fighters that are on a vehicle when it moves must pass an Initiative test (only test once per activation in which the vehicle moves) or fall 1" away from the vehicle in a random direction. If landing within ½" of an edge of a platform, pass another Initiative test to avoid falling again. If the landing location is in impassable terrain, move the shortest distance to a legal location.

Loot on top of a vehicle will fall off a moving vehicle unless any of the following are true:

- B2B with a fighter (that passed the Initiative test).
- Placed in a designated transport area.

## VEHICLE COLLISIONS

Vehicles can crash into other models (fighters & vehicles) or terrain. Collisions occur when a moving vehicle contacts another model or terrain. When calculating the Toughness of a vehicle involved in a collision, use the facing that suffers the hit.

## COLLISION DAMAGE

Use the moving vehicle's Move stat to determine the damage:

- 3-5:** S3.
- 6-7:** S5, AP-1.
- 8-9:** S7, AP-2, D2.
- 10+:** S9, AP-3, D3.
  - +1S, AP & D to a vehicle with lower Toughness (than another vehicle in the collision).

A vehicle that makes a Ram (Double) action causing a head-on collision with another vehicle or terrain halves the movement when determining the damage it suffers (but not for other affected vehicles).

Stationary vehicles count as having M3" if having moved as part of the following:

- Jump Start.
- Turn-over.
- Free Wheel.
- Suffering a vehicle collision.

## RUNNING OVER FIGHTERS

If a moving vehicle contacts a fighter:

1. The fighter is moved the shortest distance possible to allow the vehicle to pass (1" away from the vehicle).
2. The fighter must pass an Initiative test:
  - Standing: +1 modifier.
  - Pinned: Normal.
  - Seriously Injured: 6+ (regardless of Initiative).
 If failed, suffer a hit using Vehicle Collision Damage.

## MOVE AND PUSH DURING COLLISIONS

If a moving vehicle contacts other vehicles, all involved vehicles suffer a hit after the move is finished. When calculating Toughness, use the facing that suffers the hit.

How vehicles move during collisions depends on which arc of the moving vehicle contacted the other vehicle:

- **Head-on (front):**  
The moving vehicle's front contacts another vehicle.
  - The impacted vehicle is pushed until the moving vehicle stops moving (unless the moving vehicle has a lower Toughness, in which case it stops immediately).
- **Side-on (side):**  
The moving vehicle's side contacts another vehicle.
  - Make a Handling test (+1 modifier if the moving vehicle as a higher Toughness). The result affects which vehicle is moved the shortest distance possible to continue moving.
    - Pass: The other vehicle.
    - Fail: The moving vehicle.

## CHAIN COLLISIONS

- If multiple vehicles collide, fully resolve the damage from each collision in the order they occur.
- If subsequent collisions occur due to a vehicle being pushed, use the initial vehicle's Movement stat to determine the power of the impact.
- If a vehicle stops due to impacting impassable terrain or a vehicle with higher Toughness, then all the vehicles involved in the collision stop.

## COLLIDING WITH TERRAIN

When a vehicle contacts terrain, it counts as colliding with another vehicle. The collision damage depends on the type of terrain. The relative Toughness of the terrain is determined as follows:

- Solid terrain (wall, impassable terrain, sturdy structure):  
Terrain has highest Toughness (but takes no damage). This causes the vehicle to stop.
- Obstacle (flimsy structure):  
Terrain has lower Toughness. It is removed from the battlefield. Any fighters on top of it immediately fall.

Name	Description	Rule
<b>DIFFICULT TERRAIN</b>	Pools of toxic sludge, rubble, broken walkway sections etc.	Every 1" movement count as 2".
<b>DANGEROUS TERRAIN</b>	Vats of molten metal, spinning turbines etc.	Move in the same way as Difficult Terrain. However, a test must be passed to avoid injury: <ul style="list-style-type: none"> <li>• Fighter: Pass an Initiative test or go Out of Action.</li> <li>• Vehicle: Pass a Handling test or suffer a Catastrophic hit to the Drive.</li> </ul>
<b>OBSTACLES</b>	Free standing terrain no more than 2" high and 2" across (such as pipelines, barricades and barrels).	May be crossed during movement. Reduced the movement by the height of the obstacle. May not end the movement on top of an obstacle.  N17: Apply a -1 hit modifier in close combat when attacking through barricades
<b>STRUCTURE</b>	Structures are terrain features more than 2" high and more than 2" across.	May be climbed up and onto. Must have sufficient space for their base.
<b>IMPASSABLE AND SOLID TERRAIN</b>	Doors, walls etc.	Fighters may not move across impassable terrain.
<b>DUCTWAYS</b>	Ductways can be up to 2" in length and can be placed across any 2" wide wall or any other impassable terrain.	Can be crawled through using Crawl Through Ductway (Double) action.
<b>CLIMBING</b>	Any vertical surface can be climbed.	Climbing is equal to moving through Difficult Terrain. Can't end activation mid-climb; must have sufficient movement to reach a flat surface. If they can't, they will stay where they were when the action was declared.
<b>STEPPING UP</b>	'Step up' to a higher level.	No modifier up to ½" higher than the current level. If the difference in height is more than ½", use climbing instead.
<b>OVERHANGS</b>		Overhangs can be traversed as long as it protrudes no more than 1" from the vertical surface. Overhangs that protrude more than 1" are considered impassable when climbing.
<b>LADDERS AND STAIRS</b>		Normal movement.
<b>LEAPING GAPS</b>		Pass an Initiative test to leap across a gap bigger than the base (provided there is enough Movement to do so). If failed, fall straight down from where the leap was attempted by the shortest possible route and suffer a fall hit.
<b>JUMPING DOWN</b>		Pass an Initiative test to jump down to a lower level. It is no modifier for the first 2", but a cumulative -1 modifier for each additional 2" jumped (rounded up). If failed, they suffer falling damage.
<b>RAILINGS</b>		If the nearest edge of a level or platform is bounded by a railing or similar barrier at least ½" tall, the chance of falling is reduced. When a fighter goes from Standing to Prone, add 1 to the result of the Initiative test to see if the fighter falls.

# SHOOTING

1	Declare the shot
2	Check the Range
3	Make the Hit Roll
4	Target is Pinned
5	Resolve Hits

## 1. DECLARE THE RANGED ATTACK

Pick a ranged weapon, then pick an eligible target.

### TARGET PRIORITY

- Must target the closest visible enemy (even if Engaged).
- Can target a more distant enemy if easier to hit.
- Can ignore Seriously Injured enemies.
- Pass a Cool test to target a more distant enemy.

### HOUSE RULE

Must target the closest visible enemy (regardless of facing). Avoids facing fighters in awkward directions to circumvent the Cool test for seeing the actual closest enemy.

### FIGHTERS IN HIDING

A fighter that is both Prone (Pinned or Seriously Injured) and in cover (partial or full) can't be targeted.

## 2. CHECK THE RANGE

Measure the range from the attacker to the target. If beyond the weapon's Long range, the attack automatically misses. The Firepower dice must still be rolled.

## 3. MAKE THE HIT ROLL

Make a BS test with modifiers:

- **Partial Cover (-1)**
- **Full Cover (-2)**
  - **Hull Down (Vehicle):** If the entire side that is hit is invisible.
- **Accuracy Modifier (+/-?)**
- **Engaged (-1)**
- **Prone (-1, at Long range only)**
- **Blast: A point on the battlefield (-2)**

### IMPROBABLE SHOTS

If the hit modifiers applied to a ranged attack mean that it is impossible to score a hit, the attack is an improbable shot (for example 7+).

First roll to hit on a 6+, then roll again using only the fighter's Ballistic Skill and ignoring any modifiers.

## 4. TARGET IS PINNED

When a Standing Active fighter is hit by a ranged attack, they are automatically Pinned. Note that Engaged fighters can't become Pinned.

### FALLING

If a fighter is Pinned within ½" of an edge, pass an Initiative test to avoid falling. If falling 3" or more, suffer a hit based on the distance (rounded up to the nearest inch):

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

## 5. RESOLVE HITS

Each attack that scores a hit is resolved using 'Resolving hits' rules.

Vehicles: The Toughness depends of the arc the attack originates from (for example the centre of a blast). Use the higher value if in doubt.

### STRAY SHOTS

If a ranged attack misses, there is a chance that other fighters (friend & foe) will be hit:

- Any fighters Engaged with the target.
- Within 1" of the measured line (between attacker and target).

If the attack misses, roll a D6 for each fighter that is at risk of being hit, starting with the fighter closest to the attacker.

**1-3: Hit** - The fighter is hit by the attack instead of the target.

**4-6: Miss** - Move on to the next fighter at risk of being hit.

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

### HOUSE RULE

Stray shots only hit other fighters on a 6+.

### FIGHTERS IN HIDING

For Ranged attacks, an attacking fighter can't target an enemy if the enemy is both Prone and in cover (they are assumed to be out of sight).

### TWIN GUNS BLAZING

A fighter with 2 sidearms can attack with both as part of a single Shoot (Basic) action.

- Make hit rolls for each weapon before resolving any successful hits.
- Must be made against the same target.
- -1 to hit.

### THE FIREPOWER DICE

Roll a Firepower dice when making an attack with a ranged weapon (including Sidearm in close combat). This applies even if the hit roll isn't made (for example if the target is out of range).

If the Ammo symbol is rolled, roll a D6 to make an Ammo test for the weapon. If failed, the weapon itself becomes subject to the Out of Ammo condition after resolving the attack. If the weapon has more than one profile, all are considered to have failed an Ammo test.

The weapon can't be used until a successful Reload (Simple) action has been performed, using any one of the weapon's available profiles.

### SHOOTING WHEN PINNED

A Pinned fighter can make a Blind Fire (Double) action to make a shooting attack:

#### BLIND FIRE (DOUBLE)

Make a ranged attack, treating their vision arc as 360°. Subtract 2 from the result of any hit rolls.

## BLAST MARKERS

When attacking with any weapon with the Blast (X) trait (using the 3" or 5" Blast), the target can be any of the following:

- An eligible target (as normal).
- A point on the battlefield, suffer a -2 hit modifier.  
Note: Smoke ignores this penalty.

Place the Blast so that the central hole is anywhere within line of sight. Blasts ignores Pitch Black.

If the central hole is beyond the Long range, the attack still goes ahead, but the Blast is moved directly back towards the attacking fighter until the central hole is within range.

Roll to hit as normal:

- **Hit:** The Blast stays where it is.
- **Otherwise:**
  - Scatter D6" in a random direction.
  - Stop if the central hole comes in contact with a wall, structure or impassable terrain.
  - If the centre leaves the battlefield, the Blast is removed.

Each fighter (friend & foe) whose base is beneath the Blast is hit by the attack (unless there is a wall or solid terrain between them and the centre of the Blast).

Note that after scattering, the Blast may end beyond the weapon's range or out of line of sight.

If the centre of the blast leaves the battlefield, the blast is removed.

## MISFIRES

If the Scatter dice and D6 results in a 'Hit' and 1, something has gone wrong. Roll another D6:

- 1: - Centre the Blast over the attacking model.  
2-6: - The shot is a Dud and the attack ends.

## BLASTS, TEMPLATES AND COVER

Fighters hit by Blasts and Templates may gain a positive modifier to their save roll if they are in cover:

- **Full cover:** +2
- **Partial cover:** +1

Whether the target hit is in cover or not depends on the type of attack:

- **Blasts:** relative to the central hole of the Blast.
- **Template:** relative to the attacking model.

Note that these modifiers can't be applied to Field armour.

## FLAME TEMPLATES

Weapons with range T (Template) use the Flame template to determine which fighters are hit by the attack.

Instead of targeting an enemy, place the template so that the narrow end is touching the front of the attacker's base and the entire template is within their vision arc.

Templates ignore all LOS (Pitch Black, Smoke).

Each fighter (friend & foe) whose base is beneath the template is hit automatically by the attack (unless there is a wall or solid terrain in between). Resolve the hits in an order of the attacker's choice.

## HOUSE RULE

### Blast/Template and Target Priority:

- **Target Priority:** Must pass Priority test or touch closest fighter (except Smoke!).
- **Engaged Fighters:** If an Engaged fighter is hit, any other fighters Engaged with the hit fighter is also hit on a 4+.

### Pitch Black & Smoke (outside the fighter's view distance, normally 3"):

- Blasts automatically scatter:
  - Short range: D6" (or firing into a smoked area).
  - Long range: 2D6".
- Templates only hit on 4+.

# CLOSE COMBAT

Fighters that are Engaged with an enemy fighter can make close combat attacks against them.

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

## 1. TURN TO FACE

The attacking fighter may turn to face any direction. However, doing so will apply a -1 hit modifier to all hit rolls. This also applies to fighters that Stand Up after becoming Engaged while Pinned.

## 2. PICK WEAPONS

Declare up to 2 weapons (Melee or Sidearm) or 1 Unwieldy weapon. Alternatively, unarmed attacks can be made instead.

### UNARMED ATTACKS

Strength as user, Damage 1.

## 3. DETERMINE ATTACK DICE

The number of Attack dice is determined by the Attacks characteristics plus the following bonuses:

- **Dual Weapons, Sidearm or Melee (+1)**
- **Charging (+1)**

If attacking with more than 1 weapon, the Attack dice must be split as evenly as possible, with the attacker choosing which weapon makes any odd attack.

### PISTOLS AT CLOSE QUARTERS

A Sidearm can only have one Attack dice allocated to it. Any remaining attacks must be allocated to a Melee weapon (or Unarmed attacks).

Accuracy modifiers do not apply to Sidearms in close combat. Sidearms use WS like all other close combat attacks (not BS).

## 4. DECLARE TARGETS

Declare a target enemy fighter:

- Engaged with the attacker.
- Within the vision arc of the attacker.

Attacks can be split between multiple targets.

## 5. MAKE HIT ROLL(S)

Make a Weapon Skill test for the attacker with each Attack dice. Roll separately for different weapons and/or targets. Apply the following modifiers.

- -2 if Broken (Reaction attacks)
- +1 for each Assist
- -1 for each Interference
- -1 if turned to face (step 1)
- +1 if attacking a vehicle
- -1 when attacking through a barricade (N17)
- -1 when Charging without first having LoS to the target

## 6. RESOLVE HITS

Each attack that scores a hit is resolved using 'Resolving hits' rules.

Vehicles:

- Use the facing the attacker is in contact with to determine Toughness.
- +1 Location dice from close combat attacks (choose 1 result and discard the rest).

## 7. REACTION ATTACKS

If there are still enemy fighters Engaged with the attacker, each of them can make Reaction attacks, following steps 1-6.

Vehicles: Cannot make Reaction attacks.

### N17 (IMPROVED VERSION)

Reaction attacks must target the attacker.

## 8. CONSOLIDATE OR COUP DE GRACE

If the attacker is no longer Engaged (all previously Engaged enemy fighters are now Seriously Injured or Out of Action), the fighter can choose one of the following:

- A free Coup de Grace (Simple) action against a Seriously Injured fighter in B2B.
- Move up to 2".

YAQ: Do not make a 2nd Nerve test for fighters that became Seriously Injured and then taken Out of Action by a free Coup de Grace action in the same activation.

## PISTOLS AT CLOSE QUARTERS

Accuracy modifiers for pistols does not apply in close combat. Pistols used in close combat also use Firepower dice to see if they run out of ammo.

## ASSISTS

Claim an assist from each other friendly fighter that is:

- Engaged with the target fighter.
- Not Engaged with any other enemy fighters.

Apply a +1 hit modifier for each assist.

Vehicles: Assists does not apply.

## INTERFERENCE

Suffer interference from each other enemy fighter that is:

- Engaged with the attacker.
- Not Engaged with any other enemy fighters.

Apply a -1 hit modifier for each interference.

Vehicles: Interference does not apply.

# RESOLVE HITS

When a model is hit by an attack, follow these steps:

1. **Wound roll**
2. **Save roll**
3. **Inflict Damage**

## 1. WOUND ROLL

Roll a D6 and compare the weapon's Strength with the target's Toughness on the table below.

Strength vs Toughness	D6
Strength $\geq$ 2 x Toughness	2+
Strength > Toughness	3+
Strength = Toughness	4+
Strength < Toughness	5+
Strength $\leq$ $\frac{1}{2}$ x Toughness	6+

Vehicles: Every hit must be resolved against a facing (source of the attack) to determine the Toughness. If in doubt, use the highest Toughness.

## 2. SAVE ROLL

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

Only one save roll may be made for each hit that successfully wounds, or leads to an Injury roll being made.

Armour saves are made either:

- After the Wound roll but before the model suffers the Wound. If successful, the Wound is 'saved' and ignored.
- If the attack has a Damage '-' characteristic and causes an Injury/Damage dice to be rolled against the model for any reason, a save roll is made before any Injury dice are rolled.

Note that some weapon traits ignore save rolls. In such cases no save roll can be made (regardless of any modifiers).

### ARMOUR PENETRATION

If the AP characteristic is greater than the save roll granted by the model's armour, the save roll is cancelled.

### POSITIVE SAVE MODIFIERS

If a model's save would be improved, the positive modifier is added to any normal save roll (some armour are however unmodifiable).

If a model without armour benefits from a positive save modifier, treat their save as 7+ for the purposes of modification.

## 3. INFLICT DAMAGE

How damage is inflicted depends of the type of the model.

### FIGHTERS

Damage is inflicted following a successful unsaved wound roll, as follows:

1. Each point of Damage caused by a weapon removes one Wound from the target.
2. When a model is reduced to 0 Wounds by Damage from an attack, inflict an Injury dice.
3. Each additional Damage caused (after the last Wound is removed) inflicts an additional Injury dice.

### INJURIES

Any inflicted Injury dice stacks and are applied as follows:

- **Flesh Wound:** Suffer a Flesh Wound (-1T). If Toughness is reduced to 0, go Out of Action.
- **Serious Injury:**
  - Become Prone (can attempt to recover in the End phase).
  - Each additional result inflicts a Flesh Wound (after the first).
  - If this injury was inflicted in close combat, the fighter may be vulnerable to Coup de Grace.
- **Out of Action:** Removed from the battlefield.

### DAMAGE '-' WEAPONS

Weapons with Damage characteristic of '-' does not cause Damage in the usual way and will not cause a fighter to lose a Wound.

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

Location	Damage	Effect
<b>Body</b>	<b>Glancing</b>	<b>Crew Shaken:</b> Concussion (-2 Initiative until the end of the round). Pass a Handling test or become Stationary.
	<b>Penetrating</b>	<b>Structural Damage:</b> Lose 1 Wound. Pass a Handling test or become Stationary.
	<b>Catastrophic</b>	<b>Weapon Destroyed:</b> A random vehicle weapon is unusable for the rest of the battle. Lose 1 Wound (2 if no weapons remains). Pass a Handling test or Lose Control.
<b>Crew</b>	<b>Glancing</b>	<b>Crew Shaken:</b> Concussion (-2 Initiative until the end of the round). Pass a Handling test or become Stationary.
	<b>Penetrating</b>	<b>Driver Wounded:</b> Suffer a Flesh Wound (-1BS & Handling). Attempt to recover in the End phase.
	<b>Catastrophic</b>	<b>Driver Black Out:</b> <ul style="list-style-type: none"> <li>Automatically Lose Control.</li> <li>Become Stationary.</li> <li>Lose any Ready condition.</li> <li>Cannot become Ready (at the start of a round) until the driver regains consciousness.</li> <li>Attempt to recover in the end phase.</li> </ul>
<b>Drive</b>	<b>Glancing</b>	<b>Tank Slapper:</b> Pass a Handling test or Lose Control.
	<b>Penetrating</b>	<b>Blow Out:</b> Lose 1 Wound. -1 to Handling for the rest of the battle. Pass a Handling test or Lose Control.
	<b>Catastrophic</b>	<b>Major Malfunction:</b> Lose 2 Wounds. -2 to Handling for the rest of the battle. Pass a Handling test or Lose Control.
<b>Engine</b>	<b>Glancing</b>	<b>Stutter:</b> Become Stationary.
	<b>Penetrating</b>	<b>Loss of Power:</b> Lose 1 Wound. Cannot move more than the Movement stat during its activations (for the rest of the battle). Pass a Handling test or Lose Control.
	<b>Catastrophic</b>	<b>Belching Smoke &amp; Flame:</b> Lose 2 Wounds. Cannot move more than the Movement stat during its activations (for the rest of the battle). Pass a Handling test(-1 modifier) or Lose Control.

## VEHICLES

Damage is inflicted following an unsaved successful wound roll as follows:

- Location roll.
- Damage roll.

Some hits can result in multiple dice (of a single type). This can be done in 2 separate ways (depending on the situation):

- Choose one result, discard the rest (this is the default).
- Apply all results.

If the roll requires to choose one result and discard the rest, by default the attacker will choose the result, but some exceptions can specify that the vehicle can choose instead.

If it is impossible for a certain location to be hit, simply re-roll the Location dice.

Roll a number of Damage dice equal to the Damage stat of the weapon (regardless of how many Wounds the vehicle has remaining).

Examples:

- A Boltgun (Rapid Fire) inflicts 2 unsaved D2 hits. Each hit results in a roll consisting of:
  - 1 Location dice.
  - 2 Damage dice (attacker chooses 1 to resolve and discards the other).
- A close combat attack inflicts 2 unsaved D2 hits. Each hit results in a roll consisting of:
  - 2 Location dice because close combat grants +1 Location dice (attacker chooses 1 to resolve and discards the other).
  - 2 Damage dice (attacker chooses 1 to resolve and discards the other).

## OUT OF ACTION

### FIGHTERS

After going Out of Action (for any reason), suffer a Lasting Injury roll.

### VEHICLES (WRECKED)

Vehicles are wrecked (Out of Action) in any of the following situations:

- Reduced to 0 Wounds.
- Rolling over (from Losing Control).

The vehicle is treated as a flimsy structure (terrain) for the rest of the battle.

The vehicle and crew suffer 2 separate rolls (one of each):

- Crew: Crew Lasting Injury roll (only 1 roll regardless of how many crew members the vehicle has).
- Vehicle: Lasting Damage roll (suffer 2 rolls if reduced to 0 Wounds and rolling over at the same time).

### CLAIMING SCRAP

After the battle, if only one gang remained on the battlefield, gain D3x10 credits per wrecked enemy vehicle (the vehicles are then reclaimed by their owners).

### THROWN CLEAR

Any fighters aboard a wrecked vehicle are Thrown Clear:

- Placed within 2".
- Pass an Initiative test or suffer the following:
  - Become Pinned.
  - Suffer a hit as if Falling.
    - If the vehicle was Mobile when wrecked, increase Strength, AP and Damage by 1.

## NERVE TESTS

Models must take a Nerve test when a friendly model is damaged:

- Fighter: Seriously Injured or Out of Action.
- Vehicle: Out of Action.

Model (taking Nerve Test)	Friendly Model (injured)	Within range:
Fighter	Fighter	3"
Fighter	Vehicle	6"
Vehicle	Fighter	Ignore
Vehicle	Vehicle	6"

All models must test regardless of Status and Secondary Status (unless immune to Nerve tests).

Nerve test:

- Cool test.
- +1 modifiers per friendly model of the same type (fighter / vehicle) within the following ranges:
  - Fighter: Other friendly fighters within 3" (not Broken or Seriously Injured).
  - Vehicle: Other friendly vehicles within 6".

If failed, the model becomes Broken.

**NB:** No Nerve test is required when the the following fighters are Seriously Injured or taken Out of Action, except for fighters of the same type:

- Juve (Specialist).
- Pet.

## BROKEN

When becoming Broken (or activating while Broken), immediately lose any Ready marker and activate (even if already activated this round) as follows:

- Fighter: Running for Cover (Double).
- Vehicle:
  - Mobile: Break For Air (Double) action.
  - Stationary: Burn Out (Double) action.

Broken models can attempt to rally in the End phase.

If Engaged, Broken fighters suffer a -2 modifier to Reaction attacks.

## FIGHTER: RUNNING FOR COVER (DOUBLE)

- Active: Move 2D6".
- Prone (Pinned or Seriously Injured): Half Move.

Attempt to end the move in the following order of priority:

1. More than 3" away from enemies.
2. Out of LoS of enemies.
3. In partial or full cover.
4. As far away from any enemies as possible.

If Engaged when activated, use same rules as when Retreating:

1. Make an Initiative test. If failed, the action ends.
2. If passed, any Engaged enemies can try to pass an Initiative test in order to make Reaction attacks against the retreating fighter.
3. If still standing, move 2D6", or half Movement if Seriously Injured when trying to Retreat.

## MOBILE VEHICLE: BREAK FOR AIR (DOUBLE)

Move 3D6" with any number of pivots.

Attempt to end the move in the following order of priority:

1. More than 3" away from enemy models.
2. Out of line of sight of enemy models.
3. In partial or full cover.
4. As far away from any enemy models as possible.

## STATIONARY VEHICLE: BURN OUT (DOUBLE)

- Place D3 Smoke Blasts (5") anywhere within 1".
- -1 modifier to the Restart test (in end phase) per Smoke marker.



# END PHASE

After all models that wish to activate have activated, the Action phase ends.

## SMOKE

Roll a D6 per smoke cloud: on a 1-4 it is removed.

## GRAVITON PULSE

Remove any Graviton Pulse blasts.

## TOXIC SLUDGE

Roll a 2+ for each Prone fighter that is at least partially in a pool of toxic sludge, or go Out of Action.

## END PHASE ORDER

1. Bottle tests.
2. Fleeing the Battlefield (if Bottled out).
3. Recover & Restart.
4. Rally tests (Broken models).

## BOTTLE TESTS

Make a Bottle test for gangs with at least one model Seriously Injured or Out of Action (including wrecked vehicles). The player with Priority starts.

$D6 + \text{Seriously Injured} + \text{Out of Action} > \text{starting crew}$

Roll a D6 and add the number of models in the gang who are either Seriously Injured or Out of Action. If the result is higher than the total number of models in the starting crew (the number of models present at the start of the battle), the gang has bottled out (no need to test again as the gang remains bottled out for the rest of the battle).

**Reinforcements:** Use the total number of models eligible to take part in the battle (instead of the number of models in the starting crew).

Alternatively, a gang can choose to automatically fail.

Once failed, the gang is bottled for the rest of the battle and doesn't need to make any further bottle tests.

## FLEEING THE BATTLEFIELD

Once a gang has Bottled Out, models may begin to flee the battlefield.

Starting with the gang with Priority, every model must pass a Cool test, regardless of Status, Secondary Status or any Conditions. Models that fail will flee the battlefield:

- **Fighter:**
  - Standing or Pinned: Removed with no ill effect.
  - Seriously Injured: Removed and must test succumb to their injuries after the battle.
- **Vehicle:** Wrecked (without risking any damage). The crew abandons the vehicle and returns after the battle to collect it.

For the purposes of the scenario being played, models that flee in this way are considered to have gone Out of Action (unless the scenario states otherwise).

## LEADING BY EXAMPLE

*Fighters draw courage from their leaders.*

After the gang bottles out, if a model with the Leading By Example ability passes the Fleeing the Battlefield (Cool) test in the End phase, any friendly model within X" automatically pass the Cool test and will not flee.

- **Leader:** 12" (any other model).
- **Champion:** 6" (models without LBE).

Notes:

- Only fighters from the same "group" are affected, for example Alliance or Gang.
- Keep in mind the role of walls and solid terrain features when measuring the distance between fighters.

## N17-N21 (IMPROVED VERSION)

Champions can only use Leading By Example for models without this ability.

## VOLUNTARILY FLEEING

Once bottled out (either voluntarily or failing a Bottle test), any model (not Seriously Injured) can flee the battlefield at the start of any Action phase:

- **Active, Pinned or Vehicle:** Flee automatically.
- **Engaged:** Pass an Initiative test to flee, or be Seriously Injured instead.
- **Seriously Injured:** Cannot voluntarily flee.

Once the gang only has Seriously Injured fighters remaining, the battle ends. Roll for Seriously Injured fighters succumbing to their injuries as normal.

## RECOVERY & RESTART

Models with the following statuses can attempt to recover once per End phase for a single condition:

- Fighter: Seriously Injured.
- Vehicle:
  - Stationary.
  - Driver Black Out.
  - Flesh Wound.

### FIGHTER (SERIOUSLY INJURED)

Each Seriously Injured fighter must make a Recovery test by rolling an Injury dice:

- **Flesh** **Wound:**  
Suffers a Flesh Wound and become Pinned.
- **Seriously Injured:**
  - Suffer a Flesh Wound (unless assisted).
  - Remains Prone and Seriously Injured.
- **Out of Action:** Removed from the battlefield (suffering a Lasting Injury roll as normal).

Regardless of how many Injury dice are rolled for Recovery (due to assistance or other effects), only one is applied (the others are discarded).

### ASSISTANCE

When making a Recovery test, one Active friendly fighter within 1" of the recovering fighter can assist:

- +1 Injury dice (choose one to resolve and discard the others).
- Does not suffer a Flesh Wound (regardless of the Injury dice result).

A fighter can only assist one recovering fighter in each End phase.

### VEHICLE: STATIONARY

Pass a Handling test (+1 modifier if having 2+ Wounds remaining) to become Mobile.

### VEHICLE: DRIVER BLACK OUT

Roll a 4+ to recover and suffer a Flesh Wound.

### VEHICLE: FLESH WOUND

Roll a D6:

- 1:** Suffer a Driver Black Out (Crew Damage):
  - Automatically Lose Control.
  - Become Stationary.
  - Lose any Ready condition.
  - Cannot become Ready (at the start of a round) until the driver regains consciousness.
- 1-3:** No effect (the Flesh Wound remains).
- 4+:** Remove 1 Flesh Wound.

## RALLY TESTS

After making Recovery tests in the End phase, Broken models can attempt to Rally (no longer Broken):

- Pass a Cool test (+1 modifier per friendly model within 3" that are not Broken or Seriously Injured).

If failed, remain Broken until the Rally Test in the next End phase.

### FLOODED PASSAGE (SPECIAL TERRAIN FEATURE)

At the end of each End phase, roll 2+ for each Seriously Injured fighter in the Flood Water or they are taken Out of Action (their injuries are too great to keep their head above water).

### BADZONE ENVIRONMENTS

If using Badzone Environments, roll to see if the current is discarded. If discarded, generate a new Event.

### NOTE

Leading by Example is not affected by any status or condition (Broken, Seriously Injured, Blaze etc.).

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# ARMOURY

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The Armoury includes rarity/illegality and cost for some items. However this is not as complete as in Trading Post, because some options are not listed here, for example Master-crafted options with same stats as the normal weapon (except for the fact that it is master-crafted). Some items have a different price in the gang lists compared to the Trading Post. These gang-specific costs can't fit into the Armoury. Items which don't have a Cost or Availability are limited to specific gangs or models only.

## Abbreviations:

- **AL:** Availability.
  - -: Not available from the Trading Post.
  - **C:** Common.
  - **R:** Rare.
  - **I:** Illegal.
- **CR:** Credits cost.
  - -: Not available from the Trading Post.

## Notes:

- Combi-weapons can be upgraded with the same types of ammo as its individual parts. NB: Needler (combi) can take needle rifle ammo.
- A special variant of a weapon can't take ammo available to the main type (for example Enforcer boltgun can't take boltgun ammo upgrades).
- Some items and costs are only available to specific gangs or fighters.
- Some items are only available when fighters are recruited.
- Cross-reference costs with the gang's Equipment list to ensure the price is right and available for the intended model.

Symbol	Description
-	Ammo and other weapon upgrades. This cost does not include the base weapon.
+	Specialized weapon variants based on a regular weapon.
*	Items marked with an asterix (*) take up 2 weapon slots.
↑	An upgrade that will replace some of the fighter's existing item(s).
red	Items that have unreliable stats. Examples: <ul style="list-style-type: none"> <li>● Incorrect: A value that exists but shouldn't. For example <b>Grenade</b> for grenade launcher ammo.</li> <li>● Parentheses: A value that can be ignored. For example Str <b>(+2)</b> for a weapon with Toxin.</li> <li>● Question mark: A value that is missing but should be applied. For example <b>Combi?</b> for combi ammo.</li> </ul>

PISTOLS Weapon	Rng		Acc							Traits	AL	CR
	S	L	S	L	Str	AP	D	Am	(always Sidearm except Blast/Template or noted otherwise)			
Archeo duelling pistol	6"	12"	+2	-	5	-2	2	4+		Pulverise, Rending	R13	120
Autopistol	4"	12"	+1	-	3	-	1	4+		Rapid Fire (1)	C	10
- Fragmentation	4"	12"	+1	-	3	-1	1	4+		Limited, Rapid Fire (1)	R8	10
- Manstopper	4"	12"	+1	-	4	-	1	4+		Limited, Rapid Fire (1)	R8	10
- Phosphor	4"	12"	+1	-	3	-	1	4+		Flare, Rapid Fire (1), Scarce	R8	10
- Plantbuster	4"	12"	+1	-	3	-	1	4+		Defoliate, Rapid Fire (1), Scarce	R9	10
- Rad	4"	12"	-	-	3	-	1	4+		Rad-phage, Rapid Fire (1), Scarce	R9	10
- Static	4"	12"	+1	-	3	-	1	4+		Limited, Rapid Fire (1), Shield Breaker, Shock	I9	10
- Warp	4"	12"	+1	-	3	-	1	4+		Cursed, Limited, Single Shot	I10	10
+ Compact (gun skull)	4"	12"	+1	-	2	-	1	4+		Rapid Fire (1), Scarce, not Sidearm!	-	-
+ Digi (D060-K13)	6"	9"	+1	-	2	-	1	4+		Plentiful, Rapid Fire (1), not Sidearm!	-	-
+ Custom (Ashwood)	4"	16"	+1	-	3	-	1	4+		Rapid Fire (1)	-	-
Blast pistol	8"	12"	+1	-	3	-	1	4+		Shock	-	15
Bolt pistol	6"	12"	+1	-	4	-1	2	6+		-	R8	45
- Gas	6"	12"	+1	-	-	-	-	6+		Blast (3"), Gas, Limited, Single Shot	R11	25
- Gunk	6"	12"	-	-	4	-1	2	6+		Gunk	C	15
- Shatter	6"	12"	+1	-	3	-1	1	6+		Blast (3"), Limited	R9	15
Flechette pistol - solid	4"	12"	+1	-	3	-	1	4+		Rapid Fire (1), Silent	-	30
- Fleshbane	4"	12"	-	-	-	-	-	6+		Rapid Fire (1), Silent, Scarce, Toxin	-	-
Grav pistol	6"	12"	+1	-	*	-1	2	5+		Blast (3"), Concussion, Graviton Pulse	R11	70
Hand crossbow	8"	12"	+1	-	3	-	1	6+		Plentiful, Silent	-	10
Hand flamer	T	-	-	-	3	-	1	5+		Blaze	R8	75
+ Combi	T	-	-	-	3	-	1	5+		Combi, Blaze, Unstable	-	-
+ Digi (D060-K13)	T	-	-	-	2	-1	1	5+		Blaze, Scarce	-	-
+ Exterminator	T	-	-	-	3	-1	1	*		Blaze, Single Shot	-	-
+ Eviscerator (ranged)	T	-	-	-	3	-1	1	5+		Blaze, Scarce	-	90
Harpoon fist (Margo Merdena)	3"	9"	+2	-	5	-2	1	6+		Drag, Impale	-	-
Inferno pistol	6"	9"	-	-	8	-3	2	6+		Melta, Scarce	R12	145
Laspistol	8"	12"	+1	-	3	-	1	2+		Plentiful	C	10
- Focusing crystal	8"	12"	+1	-	3	-2	1	3+		Unstable	R10	30
* Hotshot las pack	8"	12"	+1	-	4	-1	1	4+		-	C	30
+ Custom (Kal Jericho)	8"	12"	+1	-	4	-1	1	2+		Plentiful, Master-crafted?	-	-
Las sub-carbine	4"	12"	+1	-	3	-	1	4+		Plentiful, Rapid Fire (1)	-	15
- Focusing crystal	4"	12"	+1	-	3	-2	1	5+		Rapid Fire (1), Unstable	-	30
Needle pistol	4"	9"	+2	-	-	-1	-	6+		Scarce, Silent, Toxin	R9	30
- Chem darts	4"	9"	+2	-	-	-	-	6+		Chem Delivery, Silent	C	10
+ Withertouch	6"	9"	-	-	3	-	1	6+		Esoteric, Melta, Silent	I13	55
+ Artisan (with auto loader)	4"	9"	+2	-	-	-1	-	4+		Silent, Toxin	-	-
+ Auto-needler (Calthyxis)	6"	12"	+2	-	-	-1	-	4+		Rapid Fire (2), Toxin, not Sidearm!	-	-
Plasma pistol ~ low	6"	12"	+2	-	5	-1	2	5+		Scarce	R9	50
~ maximal	6"	12"	+1	-	7	-2	3	5+		Scarce, Unstable	-	-
+ Custom ~ low (Slate)	12"	24"	+2	-	5	-1	2	5+		Scarce	-	-
~ Custom - maximal (Slate)	12"	24"	+1	-	7	-2	3	5+		Scarce, Unstable	-	-
Stub gun	6"	12"	+2	-	3	-	1	4+		Plentiful	C	5
- Dumdum rounds	5"	10"	+1	-	4	-	1	4+		Limited	R7	5
- Excrutiator (Servalen)	6"	12"	+1	-	4	-	1	6+		Shock	-	-
- Static	6"	12"	+2	-	3	-	1	4+		Limited, Knockback, Shield Breaker, Shock, not Sidearm!	I9	10
- Warp	6"	12"	+2	-	3	-	1	4+		Cursed, Limited, Single Shot	I10	15
+ Scrutinator (Servalen)	6"	12"	+2	+1	3	-	1	4+		Plentiful	-	-
+ Custom (Ashwood)	6"	16"	+2	-	3	-	1	4+		Plentiful	-	-
+ Custom (Vespa)	12"	24"	+2	-	3	-	1	4+		Plentiful	-	-
Stone burner	2"	4"	-	-	5	-2	2	5+		Melta, Power Pack, Scarce	-	70
Tunnelling claw -ranged (Ambot)	4"	8"	-	-	6	-2	2	5+		Melta, Scarce	-	-
Web pistol	T	-	-	-	4	-	-	6+		Silent, Web	R9	90
+ Projector (Cyberachnid)	T	-	-	-	2	-	-	6+		Scarce, Silent, Web	-	-
+ Shooter (Xenos Abomination)	T	-	-	-	2	-	-	2+		Silent, Web	-	-
Wrist-mounted needler ~ spray (Cyniss)	3"	6"	+1	-	-	-	-	4+		Scattershot, Toxin	-	-
~ Burst (Cyniss)	6"	12"	+1	-	-	-	-	5+		Rapid Fire (1), Toxin	-	-

Weapon	Rng		Acc				D			Am	Traits	AL	CR
	S	L	S	L	Str	AP	D	Am					
Arc rifle	9"	24"	+2	-1	5	-	1	6+			Blaze, Rapid Fire (1), Shock	R13	100
Autogun	8"	24"	+1	-	3	-	1	4+			Rapid Fire (1)	C	15
- Phosphor	8"	24"	+1	-	3	-	1	4+			Flare, Rapid Fire (1), Scarce	R8	10
- Plantbuster	8"	24"	+1	-	3	-	1	4+			Defoliate, Rapid Fire (1), Scarce	R9	15
- Rad	8"	24"	-	-	3	-	1	4+			Rad-phage, Rapid Fire (1), Scarce	R9	20
- Static	8"	24"	+1	-	3	-	1	4+			Limited, Shield Breaker, Shock, Rapid Fire (1)	I9	10
- Warp	8"	24"	+1	-	3	-	1	4+			Cursed, Limited, Single Shot	I10	15
Blast carbine	10"	24"	+2	-	3	-	1	5+			Rapid Fire (1), Shock	-	25
Blast rifle	10"	24"	+1	-	3	-	1	4+			Shock	-	15
Blunderbuss - grape shot	T	-	-	-	2	-	1	6+			Plentiful, Scattershot	-	40
- Purgation shot	T	-	-	-	3	-	1	6+			Blaze, Scarce	-	35
- Emperor's Wrath	8"	12"	-	-1	4	-1	2	4+			Knockback, Pulverise	-	35
Boltgun	12"	24"	+1	-	4	-1	2	6+			Rapid Fire (1)	R8	55
- Gas	12"	24"	+1	-	-	-	-	6+			Blast (3"), Gas, Limited, Single Shot	R11	25
- Gunk	12"	24"	-	-1	4	-	1	5+			Gunk, Limited	C	15
- Shatter	12"	24"	+1	-	3	-1	1	6+			Blast (3"), Limited	R9	15
+ Enforcer	12"	24"	+1	-	4	-1	2	4+			Rapid Fire (1)	-	50
- Penetrator	12"	24"	+1	-	4	-2	2	4+			Rapid Fire (1), Rending, Unstable	-	20
+ Warpstorm	12"	24"	+1	-	4	-1	2	6+			Cursed, Esoteric, Rapid Fire (1), Scarce	I10	60
Combat shotgun - salvo	4"	12"	+1	-	4	-	2	4+			Knockback, Rapid Fire (1)	-	70
- Shredder	T	-	-	-	2	-	1	4+			Scattershot	R7	70
- Firestorm	T	-	-	-	5	-1	1	6+			Blaze, Limited	R8	30
- Gas	4"	18"	+1	-	-	-	-	6+			Blast (3"), Gas, Limited, Single Shot	R11	25
- Phosphor	T	-	-	-	2	-	1	4+			Flare, Scarce, Scattershot	R8	10
- Plantbuster	T	-	-	-	2	-	1	4+			Defoliate, Scarce, Scattershot	R9	15
- Rad	T	-	-	-	2	-	1	4+			Scattershot, Rad-phage, Scarce	R9	25
- Shatter	4"	18"	+1	-	3	-1	1	5+			Blast (3"), Limited	R9	15
Lasgun	18"	24"	+1	-	3	-	1	2+			Plentiful	C	15
* Hotshot las pack	18"	24"	+1	-	4	-1	1	4+			-	C	35
- Focusing crystal	18"	24"	+1	-	3	-2	1	3+			Unstable	R10	30
Las carbine	10"	24"	+1	-	3	-	1	4+			Plentiful, Rapid Fire (1)	-	20
- Focusing crystal	10"	24"	+1	-	3	-2	1	5+			Rapid Fire (1), Unstable	R10	30
Kroot long rifle - ranged	12"	24"	+1	-	4	-	1	4+			Esoteric, Knockback, Plentiful	R10	30
Mutie Bow	9"	18"	-	-1	2	+1	1	-			-	-	-
Rak'Gol razor gun	6"	20"	-	-1	-	-2	1	6+			Esoteric, Rapid Fire (2), Toxin	I11	60
Sawn-off shotgun (scatter)	4"	8"	+2	-	3	-	1	6+			Plentiful, Scattershot	C	15
- solid	4"	8"	-	-2	4	-	2	6+			Knockback, Plentiful	C	5
- Gas	4"	8"	+1	-	-	-	-	6+			Blast (3"), Gas, Limited, Single Shot	R11	25
- Phosphor	4"	8"	+2	-	3	-	1	2+			Flare, Scarce, Scattershot	R8	10
- Plantbuster	4"	8"	+2	-	3	-	1	2+			Defoliate, Scarce, Scattershot	R9	15
- Rad	4"	8"	+1	-	3	-	1	2+			Rad-phage, Scarce, Scattershot	R9	25
- Shatter	4"	8"	+1	-	3	-1	1	5+			Blast (3"), Limited	R9	15
Shotgun - solid	8"	16"	+1	-	4	-	2	4+			Knockback	-	30
- Scatter	4"	8"	+2	-	2	-	1	4+			Scattershot	C	30
- Acid rounds	4"	8"	+1	-	3	-1	1	5+			Blaze, Scattershot	-	15
- Executioner	4"	16"	-1	+1	4	-2	2	6+			Knockback, Limited	R9	20
- Gas	4"	18"	+1	-	-	-	-	6+			Blast (3"), Gas, Limited, Single Shot	R11	25
- Inferno	4"	16"	+1	-	4	-	2	5+			Blaze, Limited	R8	15
- Phosphor	4"	8"	+2	-	2	-	1	4+			Flare, Scarce, Scattershot	R8	10
- Plantbuster	4"	8"	+2	-	2	-	1	4+			Defoliate, Scarce, Scattershot	R9	15
- Rad	4"	8"	+1	-	2	-	1	4+			Rad-phage, Scarce, Scattershot	R9	25
- Retributor	4"	8"	+1	-	4	-	1	5+			Blaze, Scattershot	-	20
- Shatter	4"	18"	+1	-	3	-1	1	5+			Blast (3"), Limited	R9	15
Sling gun	6"	12"	+2	-	4	-2	1	5+			Esoteric, Rapid Fire (1), Scarce	R11	55
Stake-crossbow	5"	15"	+1	-	3	-	1	4+			Hexagrammatic, Silent	R9	60

**BASIC WEAPONS (2/2)**

Weapon	Rng		Acc		Str	AP	D	Am	Traits	AL	CR
	S	L	S	L							
Stub cannon	9"	18"	-	-	5	-	1	3+	Knockback	-	20
- Static	9"	18"	-	-	5	-	1	3+	Knockback, Limited, Shield Breaker, Shock	I9	10
- Warp	9"	18"	-	-	5	-	1	3+	Cursed, Knockback, Limited, Single Shot	I10	15
+ Custom (Djangan 'Gunfists')	9"	18"	-	-	5	-	1	3+	Knockback, Plentiful, Sidearm	-	-
Suppression laser ~ broad burst	4"	8"	+2	-	2	-	1	4+	Plentiful, Scattershot		
~ Short burst	8"	16"	+1	-	4	-	2	4+	Knockback, Plentiful		40
- Focusing crystal	8"	16"	+1	-	4	-2	2	5+	Knockback, Unstable	R10	30
Throwing knives	Sx2	Sx4	-	-1	-	-1	-	5+	Scarce, Silent, Toxin	C	10
Wyld Bow	9"	18"	-	-1	3	-	1	4+	Silent	-	10
- Poison (arrows)	9"	18"	-	-1	-	-	-	6+	Scarce, Silent, Toxin	-	20
- Explosive (arrows)	9"	18"	-	-1	2	-	1	6+	Blast (3"), Scarce, Unstable	-	20
- Acid (arrows)	9"	18"	-	-1	3	-	1	6+	Blaze, Scarce	-	25

SPECIAL WEAPONS Weapon	Rng		Acc				Traits				AL	CR	
	S	L	S	L	Str	AP	D	Am					
Chemical cloud breath (Khimerix)	6"	12"	+1	-	3	-1	1	-			Blast (3")	-	-
Chem-thrower 'Nightshade'	T	-	-	-	-	-	-	5+			Gas, Silent	-	135
Concussion carbine	9"	18"	+1	-	3	-1	1	4+			Blast (3"), Concussion, Knockback, Seismic	-	30
Disintegration gun	8"	24"	-	-1	5	-3	2	6+			Rapid Fire (1), Scarce, Sever, Unstable	-	-
Flamer	T	-	-	-	4	-1	1	5+			Blaze	R7	140
+ combi	T	-	-	-	4	-1	1	5+			Blaze, Combi, Unstable	-	-
+ Balefire thrower	T	-	-	-	4	-1	2	5+			Blaze, Cursed, Esoteric	I9	120
+ Fire Pike	T	-	-	-	4	-2	1	5+			Blaze, Rending	-	140
Gaseous eruption breath (Khimerix)	T	-	-	-	-	-	-	-			Gas	-	80↑
Grav gun	9"	18"	+1	-	*	-1	2	5+			Blast (3"), Concussion, Graviton Pulse	R11	120
Grenade launcher - frag	6"	24"	-1	-	3	-	1	6+			Blast (3"), Knockback	-	(30)
- combi	6"	24"	-1	-	3	-	1	6+			Blast (3"), Combi, Knockback	-	-
- Anti-plant	6"	24"	-1	-	-	-	-	4+			Grenade, Blast (3"), Defoliante	R7	40
- combi	6"	24"	-1	-	-	-	-	4+			Combi?, Grenade, Blast (3"), Defoliante, Single Shot	R7	40
- Krak	6"	24"	-1	-	6	-2	2	6+			-	-	35
- combi	6"	24"	-1	-	6	-2	2	6+			Combi	R8	25
- Choke gas	6"	24"	-1	-	-	-	-	5+			Blast (3"), Gas, Limited	R9	35
- Photon flash	6"	24"	-	-	-	-	-	5+			Blast (5"), Flash	R9	35
- Flare	6"	24"	-1	-	-	-	-	4+			Blast (3"), Flare	C	30
- combi	6"	24"	-1	-	-	-	-	4+			Combi?, Grenade, Blast (3"), Flare, Single Shot	C	30
- Plasma	6"	24"	-1	-	5	-1	2	6+			Blast (3"), Unstable	R12	100
- Scare gas	6"	24"	-1	-	-	-	-	6+			Blast (3"), Fear, Gas, Limited	R10	45
- Smoke	6"	24"	-1	-	-	-	-	4+			Blast (5"), Smoke	C	15
- Stun round	6"	24"	-	-	2	-1	1	4+			Concussion, Rapid Fire (1)	R8	25
- combi	6"	24"	-	-	2	-1	1	6+			Combi, Concussion, Rapid Fire (1)	R8	20
Grenade launcher array - photon flash	6"	18"	-	-	-	-	-	5+			Blast (5"), Flash	-	-
- Choke gas	6"	24"	-1	-	-	-	-	5+			Blast (3"), Gas, Limited	-	35
- Scare gas	6"	24"	-1	-	-	-	-	6+			Blast (3"), Fear, Gas, Limited	-	45
- Smoke	6"	24"	-1	-	-	-	-	4+			Blast (5"), Smoke	-	15
- Stun	6"	24"	-	-	2	-1	1	4+			Concussion	-	25
Hrud fusil - low	9"	18"	-	-	6	-1	2	5+			Esoteric, Rapid Fire (1), Scarce	I9	120
- Max	12"	24"	+1	-	8	-2	3	5+			Esoteric, Scarce, Unstable	-	-
Kai hellspear	6"	18"	-	-	3	-3	1	3+			Esoteric, Impale, Pulverise, Rending	I12	90
Long las	18"	36"	-	+1	4	-	1	2+			Plentiful	C	20
- Focusing crystal	18"	36"	-	+1	4	-2	1	3+			Unstable	R10	30
Long rifle	24"	48"	-	+1	4	-1	1	4+			Knockback	R7	30
- Static	24"	48"	-	+1	4	-1	1	4+			Limited, Knockback, Shield Breaker, Shock	I10	15
- Warp	24"	48"	-	+1	4	-1	1	4+			Cursed, Knockback, Limited, Single Shot	I11	20
Meltagun	6"	12"	+1	-	8	-4	3	4+			Melta, Scarce	R11	135
Necrotic beamer - ranged	6"	12"	-	-1	6	-1	3	6+			Esoteric, Melta, Scarce, Scattershot	I12	110
Needle rifle	9"	18"	+2	-	-	-2	-	6+			Scarce, Silent, Toxin	R9	40
- Chem darts	9"	18"	+2	-	-	-	-	6+			Chem Delivery, Silent	C	10
+ Needler (combi)	9"	18"	+1	-	-	-1	-	6+			Combi, Scarce, Silent, Toxin	-	-
+ Long (Arbelesta)	24"	48"	-	+1	-	-2	-	6+			Scarce, Silent, Toxin	-	-
Neural flayer ~ short	T	-	-	-	-	-	-	4+			Esoteric, Concussion, Flash	I13	90
~ Full	T	-	-	-	-	-	-	6+			Concussion, Esoteric, Fear, Flash, Gas, Pulverise	-	-
Plasma gun ~ low	12"	24"	+2	-	5	-1	2	5+			Rapid Fire (1), Scarce	R9	100
~ Maximal	12"	24"	+1	-	7	-2	3	5+			Scarce, Unstable	-	-
Rad beamer * ~ focused	12"	24"	+2	-	3	-2	1	5+			Rad-phage	-	70
~ Dispersed	12"	24"	-	-	2	-2	1	5+			Rapid Fire (1), Rad-phage	-	-
Rad gun	T	-	-	-	2	-2	1	4+			Rad-phage	-	100
Sniper rifle	24"	48"	-	+1	4	-1	1	4+			Knockback, Rending	-	35
Storm Bolter	12"	24"	+1	-	4	-1	2	6+			Rapid Fire (2), Scarce	R12	95
Storm-welder *	8"	16"	+1	-	5	-	1	3+			Rapid Fire (3), Reckless, Shock, Unstable	-	75
Venom caster	T	-	-	-	-	-1	-	6+			Scarce, Silent, Toxin	-	160
Warpfire breath (Warp Horror)	T	-	-	-	3	-1	1	4+			Blaze	-	-
Webber	T	-	-	-	5	-	-	5+			Silent, Web	R9	125
Yu'vath puzzle box	3"	6"	+2	-	2	-1	1	3+			Esoteric, Rapid Fire (3), Scattershot, Unwieldy	I15	150

HEAVY WEAPONS Weapon (always *: 2 weapon slots)	Rng		Acc		Str	AP	D	Am	Traits (always Sidearm except Blast/Template or noted otherwise)	AL	CR
	S	L	S	L							
Assault cannon (Iron automata)	12"	24"	+1	-	5	-1	1	6+	Rapid Fire (2), Scarce	-	-
Autocannon	24"	48"	-	-	7	-2	2	4+	Knockback, Rapid Fire (1), Unwieldy	R10	160
Charge caster - shock blast rocket	20"	40"	+1	-	4	-	1	6+	Blast (5"), Shock, Unwieldy	-	155
- krak rocket	20"	40"	+1	-	6	-2	3	6+	Unwieldy	-	155
Concussion cannon (Sanctioner)	9"	18"	+1	-	4	-1	2	4+	Blast (3"), Concussion, Knockback, Seismic	-	80↑
Demiurg energy drill	3"	9"	+2	-	7	-4	2	6+	Esoteric, Impale, Scarce, Unwieldy	I9	100
Grav cannon	20"	80"	-1	+1	*	-1	2	5+	Blast (5"), Concussion, Graviton Pulse, Unwieldy	R10	140
Harpoon launcher	6"	18"	+2	-	5	-3	1	5+	Drag, Impale, Scarce	R9	110
Heavy blaster	12"	36"	+1	-	4	-1	1	5+	Rapid Fire (2), Shock, Unwieldy	-	140
Heavy bolter	18"	36"	+1	-	5	-2	2	6+	Rapid Fire (2), Unwieldy	R10	160
- Gunk	18"	36"	-	-1	5	-2	2	6+	Gunk, Rapid Fire (2), Unwieldy	C	15
+ Vartijan (Exo-driller)	18"	36"	+1	-	5	-2	2	5+	Rapid Fire (3)	-	50↑
Heavy concussion ram	15"	30"	+1	-	4	-1	1	4+	Blast (3"), Concussion, Knockback, Seismic	-	70
Heavy crossbow - frag shell	15"	30"	-	-1	4	-	1	4+	Blast (5"), Knockback, Unwieldy	-	125
- krak shell	15"	30"	-	-1	6	-2	2	6+	Unwieldy	-	125
Heavy flamer	T	-	-	-	5	-2	1	5+	Blaze, Unwieldy	R10	195
+ Vartijan	T	-	-	-	5	-2	2	5+	Blaze, Rapid Fire (1)	-	-
Heavy stubber	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy	R7	130
- Phosphor	20"	40"	-	-1	4	-1	1	4+	Flare, Limited, Rapid Fire (2), Unwieldy	R8	10
- Plantbuster	20"	40"	-	-1	4	-1	1	4+	Defoliate, Limited, Rapid Fire (2), Unwieldy	R9	15
- Rad	20"	40"	-	-1	4	-1	1	4+	Limited, Rad-phage, Rapid Fire (2), Unwieldy	R9	20
- Static	20"	40"	-	-	4	-1	1	4+	Limited, Rapid Fire (2), Shield Breaker, Shock, Unwieldy	I10	15
- Tracer (Vorgen Mortz)	20"	40"	-	-2	4	-2	2	5+	Rapid Fire (2), Unstable, Unwieldy	-	-
- Warp	20"	40"	-	-	4	-1	1	4+	Cursed, Limited, Single Shot, Unwieldy	I11	20
+ Custom twin-linked (Stig-shambler)	20"	40"	-	-1	4	-1	2	4+	Rapid Fire (3), Twin-linked, Unwieldy	-	-
+ Turret ~ burst	20"	40"	-	-	4	-1	1	4+	Fixed, Rapid Fire (1)	-	75
~ suppressive	12"	24"	+1	-	4	-1	1	4+	Fixed, Rapid Fire (3), Unstable	-	75
'Krumper' rivet cannon ~ rapid fire	3"	9"	+2	-	4	-1	2	3+	Rapid Fire (1), Rending	-	70
~ super-heated	3"	9"	+2	-	6	-2	2	3+	Blaze, Rending	-	70
+ Heavy ~ rapid fire	6"	18"	+1	-	4	-1	2	3+	Fixed, Rapid Fire (1), Rending	-	75
~ super-heated	3"	12"	+2	-	6	-2	2	3+	Blaze, Fixed, Rending	-	75
Lascannon	24"	48"	-	+1	10	-3	3	4+	Knockback, Unwieldy	R10	155
Mining laser	18"	24"	-	-1	9	-3	3	3+	Unwieldy	R9	125
Missile launcher - frag	24"	48"	+1	-	4	-1	1	6+	Blast (5"), Knockback, Unwieldy	-	165
- krak	24"	48"	+1	-	6	-2	3	6+	Unwieldy	-	165
Mole launcher	20"	60"	-1	-	6	-2	1	5+	Blast (3"), Burrowing, Concussion, Unwieldy	R11	100
Mortar	24"	48"	-1	-	4	-	1	4+	Blast (5"), Unwieldy	-	155
Multi-melta	12"	24"	+1	-	8	-4	3	4+	Blast (3"), Melta, Scarce, Unwieldy	R11	180
Plasma cannon ~ low	18"	36"	+1	-	6	-1	2	5+	Rapid Fire (1), Scarce, Unwieldy	-	130
~ max	18"	36"	+1	-	8	-2	3	5+	Blast (3"), Scarce, Unstable, Unwieldy	-	130
Rad cannon	16"	32"	-	-1	2	-2	1	4+	Blast (5"), Rad-phage, Unwieldy	-	130
- Emplacement	24"	48"	-	-1	2	-2	1	3+	Blast (5"), Rad-phage, Unwieldy	-	145
Seismic cannon ~ short wave	12"	24"	-	-1	6	-1	2	5+	Knockback, Rapid Fire (1), Seismic, Unwieldy	-	140
~ long wave	12"	24"	-1	-	3	-	1	5+	Knockback, Rapid Fire (2), Seismic, Unwieldy	-	140
Seismic crusher (Exo-driller)	T	-	-	-	2	-	1	6+	Concussive, Seismic	-	-
Twin-linked assault grenade launcher - frag	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback, Rapid Fire (1), Unstable	-	65
- Stun rounds	6"	18"	-	-	2	-1	1	4+	Concussion, Rapid Fire (1)	-	65
- Krak	6"	24"	-1	-	6	-2	2	6+	-	-	30
- Smoke	6"	24"	-1	-	-	-	-	4+	Blast (5"), Smoke	-	20
Twin-linked heavy las carbine (Servo-suit)	15"	30"	+1	-	4	-	1	4+	Plentiful, Rapid Fire (3), Twin-linked	-	-
+ Custom (Lisbeth)	15"	30"	+1	-	4	-	1	4+	Plentiful, Rapid Fire (3), <b>Twin-linked?</b>	-	-

## OTHER WEAPONS

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Energy projector (Hystrar) (Arachnotek Golem)	8"	16"	+1	-	5	-1	1	3+	Rapid Fire (3), Reckless, Shock
Harpoon fist (Margo Merdena)	3"	9"	+2	-	5	-2	1	6+	Drag, Impale
Snake-thrower (Wilcox 'Wild Snake' Cinderjack)	T	-	-	-	-	-	-	4+	Blaze, Toxin
Subsonic wail (Servant of the Silent Ones)	T	-	-	-	2	-3	1	-	Seismic



CLOSE COMBAT (1/3)	Rng		Acc				D			Am	Traits (always Melee)	AL	CR
	S	L	S	L	Str	AP	D	Am					
Arc hammer	E	1"	-	-	+3	-1	3	-			Pulverise	-	70
Arc welder	E	-	-	-	+2	-3	3	-			Blaze	-	50
+ Custom Ironhead	E	-	-	-	+2	-2	3	-			Blaze, Power Pack	-	100
Assault ram (SLHG pattern 'sledge hammer')	E	2"	-	-	+2	-1	2	-			Knockback, Pulverise	-	-
Augmetic fist	E	-	-	-	+1	-1	2	-			Knockback	-	40
Axe	E	-	-	-	+1	-	1	-			Disarm	C	10
Barbed flabellum	E	4"	+2	+1	-	-2	-	-			Toxin	I12	80
Beast's Tentacles (Beast's Lair)	E	6"	-	-	S	-2	3	-			Knockback	-	-
Boning sword	E	-	-	-	S	-2	2	-			Parry, Rending	C	20
Bone sceptre (Queen Lorsha)	E	2"	-1	-	+1	-	1	-			-	-	-
Brute Cleaver	E	-	+1	-	S	-1	1	-			Disarm	-	20
Butcher's chain cleaver	E	-	-	-	+1	-2	2	-			Shred	R7	45
Chainaxe	E	-	+1	-	+1	-1	1	-			Disarm, Parry, Rending	R9	30
Chainsword	E	-	+1	-	S	-1	1	-			Parry, Rending	R8	25
Chain glaive	E	2"	-1	-	+2	-2	2	-			Unwieldy	R7	60
Chain lance	E	2"	-1	-	+2	-2	2	-			Lance, Unwieldy	-	55
Charger	E	2"	-	-	+1	-	1	-			Lance, Unwieldy	-	-
Circular stone saw	E	-	-	-	+1	-1	1	-			Rending, Power Pack	-	25
Claw (Gyrinx cat)	E	-	-	-	2	-	1	-			-	-	-
Cleaver	E	-	-	-	+1	-1	1	-			Disarm	C	20
Club, maul or hammer	E	-	-	-	S	+1	2	-			-	C	10
Cruncher (Durgan)	E	2"	-	-	+2	-	1	-			Concussion, Knockback	-	-
Crushing claws (Sump Beast)	E	-	-	-	+3	-1	2	-			Knockback	-	70
Custom venomous bite (Xenos Abomination)	E	-	-	-	-	-2	-	-			Toxin	-	-
Desire's needle	E	-	+1	-	(+2)	-1	-	-			Chem Delivery, Esoteric, Power, Toxin	I9	50
Digi laser	E	3"	-	-	1	-	1	6+			Digi	R10	25
Digi-multi lasers	E	4"	+2	-	8	-4	3	-			Digi, Melta, Single Shot	R11	100
Electro-tendrill (Servant of the Silent Ones)	E	4"	-	-	+1	-	1	-			Parry, Shock	-	-
Enormous claw (Ambull)	E	-	-	-	6	-3	2	-			-	-	-
Eviscerator -melee	E	1"	-	-	+1	-1	1	-			Sever, Shred, Unwieldy	-	90
Flail	E	-	+1	-	+1	-	1	-			Entangle	C	20
Flensing knife	E	-	-	-	S	-1	1	-			Rending	C	15
Gem extractor	E	-	-	-	+1	-1	2	-			Power Pack	-	50
God cleaver (Attilus)	E	-	-	-	+2	-2	2	-			Pulverise, Unwieldy	-	-
Goredrinker axe	E	-	-	-	+3	-1	2	-			Esoteric, Reckless, Rending	I9	40
Grab hook (Mad Dog Mono)	E	2"	-	-	S	-	1	-			Disarm	-	-
Great chainsword (Ajex Gorgoth)	E	1"	-1	-	S	-1	1	-			Parry, Rending	-	-
Greatsword	E	1"	-	+1	+1	-1	1	-			Sever, Unwieldy	R10	40
Haemophagic blade	E	-	+1	-	-	-2	-	-			Haemophagic, Toxin	I13	150
Hammerhand (Biomancy Wyrd Power)	E	-	-	-	+2	-1	2				Pulverise	-	-
Heavy chain cleaver	E	-	+1	-	+2	-2	2	-			Sever	R7	80
Heavy club	E	-	-	-	S	-	2	-			Concussion	C	15
Heavy rock cutter	E	-	-	-	+4	-4	3	-			Unwieldy	R9	135
+ drill	E	-	-	-	+2	-3	2	-			Pulverise, Unwieldy	R9	90
+ saw	E	-	+1	-	+3	-3	2	-			Rending, Unwieldy	R9	120
Hex'iron Blade	E	-	-	-	+1	-3	1	-			Cursed, Esoteric, Parry	I9	25
Horrific appendages	E	-	-	-	S	-1	2	-			Pulverise, Rending	-	20↑
Jaws (Giant Rat)	E	-	-	-	3	-	1	-			Backstab	-	-
Kill-fist (Durgan)	E	-	-	-	+1	-1	2	-			Pulverise	-	-
Knife	E	-	-	-	S	-1	1	-			Backstab	C	15
Kroot long rifle - close combat	E	2"	-	-	+1	-	1	-			Disarm, Esoteric	R10	30
Lance	E	2"	+1	-	S	-	1	-			Lance	-	35
+ Frag	E	2"	+1	-	4	-1	1	-			Blast (3"), Lance-bomb, Knockback	-	50
+ Krak	E	2"	+1	-	6	-2	3	-			Lance-bomb	-	50
+ Stun	E	2"	+1	-	2	-1	1	-			Blast (3"), Lance-bomb, Concussion	-	30
Las cutter	E	2"	+1	-	9	-3	2	6+			Scarce	R10	85
Lashing tail (Sump Beast)	E	6"	-	-	S	-1	1	-			Impale	-	50
Leg blades (Margo Merdena)	E	-	-	-	+1	-	1	-			Disarm, Parry, Power	-	-
Lightning claw	E	-	+1	-	+1	-2	1	-			Parry, Power, Rending	R11	70
Long blade	E	-	+1	-	S	-2	1	-			Parry	-	30

Weapon	Rng		Acc				Traits (always Melee)			AL	CR
	S	L	S	L	Str	AP	D	Am			
Mancatcher	E	-	-	-	S	-1	1	-	Entangle	-	-
Mandibles	E	-	-	-	S	-1	2	-	Rending	-	-
Massive tentacles (Warp Horror)	E	4"	-	-	+1	-	1	-	Drag, Entangle	-	50
Medical mechadendrites (Doctor Arachnos)	E	3"	+1	-	-	-1	-	-	Toxin	-	-
Mono-blade (Wilcox 'Wild Snake' Cinderjack)	E	-	+1	-	S	-2	1	-	-	-	-
Mono-hook	E	-	-	-	S	-1	2	-	Pulverise	-	35
Mutated fist & bone Spur ('Zerker)	E	2"	-	-	+1	-2	2	-	Knockback, Pulverise	-	70↑
Necrotic beamer - close combat	E	3"	+1	-	3	-	3	-	Esoteric, Melta	112	110
Open fist	E	-	-	-	S	-1	1	-	Knockback	-	-
Phase sword (Lady Haera)	E	-	-	-	+1	-	2	-	Parry, Phase	-	-
Polearm	E	2"	-1	-	+1	-	1	-	Unwieldy	R9	30
+ Hunters (Arthromite Herder)	E	-	-	-	+1	-1	1	-	-	-	-
Power axe	E	-	-	-	+2	-2	1	-	Disarm, Power	R8	35
+ Custom blade (Betti Banshee)	E	-	-	-	+2	-2	1	-	Parry, Power	-	-
+ Claw	E	-	-	-	S	-1	2	-	Power, Pulverise	R11	55
+ Fist	E	-	-	-	+3	-3	3	-	Power, Pulverise, Unwieldy	R11	100
+ Custom	E	-	-	-	+2	-2	2	-	Power, Pulverise	-	60
+ Hammer	E	-	-	-	+1	-1	2	-	Power	R8	45
+ Wreck & Ruin (Hammerfist)	E	-	-	-	+1	-2	2	-	Paired, Power	-	-
+ Knife	E	-	-	-	+1	-2	1	-	Backstab, Power	R9	25
+ Maul	E	-	-	-	+2	-1	1	-	Power	R8	30
+ Pick	E	-	-	-	+1	-3	1	-	Power, Pulverise	R8	40
+ Sabre (Lady Credo)	E	-	+1	-	+1	-2	1	-	Parry, Power	-	-
+ Spear - ranged (Lady Haera)	4"	8"	+1	-	4	-2	2	-	Knockback	-	-
+ - melee (Lady Haera)	E	2"	-	-	S	-2	1	-	Power	-	-
+ Sword	E	-	-	-	+1	-2	1	-	Parry, Power	R9	50
Powered servo claw (Ajex Gorgoth)	E	-	-	-	+3	-	2	-	Pulverise	-	-
Prehensile tongue (Sump Beast)	E	2"	-	-	S	-	1	-	Drag	-	60
Psychomantic Claws (Paired)	E	3"	-	-	+1	*	1	-	Phase, Shock	-	-
Psychoteric blade (Yageloth)	E	-	+1	-	-	(-2)	-	-	Parry, Phase, Toxin	-	-
'Pulveriser' serrated axe	E	-	-	-	+1	-1	1	-	Pulverise	-	30
Rad blade (Von Buren)	E	-	-	-	S	-1	1	-	Backstab, Rad-phage	-	-
Razor-sharp talons	E	-	-	-	+1	-2	3	-	Rending	-	30↑
+ Custom	E	-	-	-	+1	-1	1	-	Rending	-	-
'Renderizer' serrated axe	E	-	-	-	+2	-1	2	-	Pulverise, Unwieldy	-	40
Rotary flensing saw	E	4"	-	-1	+1	-2	2	-	Knockback, Shred	R9	55
Savage bite (Cyber-mastiff)	E	-	-	-	S	-2	1	-	Disarm	-	-
Serpent's Fangs (Paired)	E	-	-	-	+2	*	1	-	Phase, Rending	-	90
Servo-arm (Servo-suit)	E	3"	-	+1	S	-	1	-	-	-	-
Servo-claw	E	-	-	-	+2	-	2	-	-	R10	35
Shield (assault/energy)	E	-	-	-	S	-	1	-	Shield, Knockback	-	-
Shock baton	E	-	-	-	S	-	1	-	Parry, Shock	R8	30
+ Heavy	E	-	-	-	+1	-	2	-	Concussion, Parry, Shock	-	-
+ Bite	E	-	-	-	S	-1	1	-	Rending, Shock	-	-
+ Claw (Arachnotek Golem)	E	-	-	-	+1	-1	2	-	Power, Shock	-	-
+ Stave	E	2"	-	-	+1	-	1	-	Shock	R9	25
+ Whip	E	3"	-1	-	+1	-	1	-	Shock	-	25
Shivver Sword	E	-	+1	-	+1	-1	1	-	Parry, Power, Sever	-	70
Spearing spines and bony growths	E	1"	-	-	+1	-	2	-	-	-	-
Spider-rig	E	3"	+1	+1	+1	-1	1	-	Entangle, Paired, Parry, Shock	-	-
Spud-Jacker	E	-	-	-	+1	-	1	-	Knockback	-	15
Stalking knife	E	-	+1	-	S	-1	1	-	Backstab	-	20
Stiletto knife	E	-	-	-	-	-	-	-	Toxin	R9	20
+ Sword	E	-	-	-	-	-1	-	-	Parry, Toxin	R9	35
Stormcaller staff	E	2"	-	-	+1	-2	1	-	Lance, Unwieldy	-	35
Sword	E	-	+1	-	S	-1	1	-	Parry	R6	20

CLOSE COMBAT (3/3) Weapon	Rng		Acc		Str	AP	D	Am	Traits (always Melee)	AL	CR
	S	L	S	L							
Talons (Grapplehawk)	E	-	-	-	3	-1	1	-	Disarm, Entangle	-	-
+ Daemonic (Possessed Hiver)	E	-	-	-	S	-2	2	-	Cursed, Rending	-	-
Tenebrous scourge	E	3"	-	-	+3	-	1	-	Entangle, Esoteric, Power	I10	60
Thunder hammer	E	-	-	-	+1	-1	3	-	Power, Shock	R11	70
Tunnelling claw -melee (Ambot)	E	-	-	-	S	-1	2	-	-	-	-
Two-handed axe	E	-	-1	-	+2	-	2	-	Unwieldy	C	25
+ hammer	E	-	-1	-	+1	-	3	-	Knockback, Unwieldy	C	35
Unarmed attack	E	-	-	-	S	-	1	-	-	-	-
Venom Claw	E	-	-	-	-	-2	-	-	Entangle, Toxin	-	30
Vicious jaws (Borewyrms infestation)	E	-	-	-	3	-3	1	-	Rending	-	-
Web Gauntlet	E	-	+1	-	3	-	-	-	Backstab, Web	-	35
Whip	E	3"	-1	-	S	-	1	-	Entangle	C	15
Whisperbane knife	E	-	+1	-	S	-	1	-	Backstab, Esoteric, Scattershot	I11	30
Whisperblade (Calthyx)	E	-	+1	-	-	-1	-	-	Toxin	-	-
Writhing tentacles	E	3"	-	-	S	-1	1	-	Entangle	-	-
Xenarch Death-arc	E	5"	+1	-	3	-	1	2+	Esoteric, Plentiful, Rapid Fire (2), Shock	I9	75

## GRENADES

Weapon	Rng		Acc		Str	AP	D	Am	Traits (always Grenade)	AL	CR
	S	L	S	L							
Anti-plant	-	Sx3	-	-	-	-	-	4+	Blast (3"), Defoliante	R7	30
Blasting charges	-	Sx2	-	-	5	-1	2	5+	Blast (5"), Knockback	R8	35
Choke gas	-	Sx3	-	-	-	-	-	5+	Blast (3"), Gas	R9	50
Demolition charge	-	Sx2	-	-	6	-3	3	*	Blast (5"), Single Shot	R12	50
Flare	-	Sx3	-	-	-	-	-	4+	Blast (5"), Flare	C	20
Frag	-	Sx3	-	-	3	-	1	4+	Blast (3"), Knockback	C	30
+ Digi (D060-K13)	9"	-	-	-	2	-1	1	6+	Blast (3"), Knockback	-	-
Gunk bomb	-	Sx2	-	-	2	-	-	5+	Blast (3"), Gunk	C	40
Incendiary charge	-	Sx3	-	-	3	-	1	5+	Blast (5"), Blaze	R7	40
Krak	-	Sx3	-	-1	6	-2	2	4+	Demolition	R8	45
Melta bombs	-	Sx3	-	-1	8	-4	3	6+	Demolition, Melta	R11	60
Phosphor canister	-	Sx3	-	-1	4	-3	2	5+	Blaze, Blast (3")	R10	40
Photon flash	-	Sx3	-	-	-	-	-	5+	Blast (5"), Flash	R9	15
Plasma	-	Sx3	-	-	5	-1	2	4+	Blast (3"), Unstable	R10	90
Rad	-	Sx3	-	-	2	-2	1	4+	Blast (3"), Rad-phage	-	25
Scare gas	-	Sx3	-	-	-	-	-	6+	Blast (3"), Fear, Gas	R10	45
Shard	-	Sx3	-	-	2	-2	1	4+	Blast (5"), Cursed, Esoteric, Rending	I9	30
+ Mindflect	-	Sx3	-	-	3	-1	1	4+	Blast (5"), Cursed, Esoteric	I10	50
Smoke	-	Sx3	-	-	-	-	-	4+	Blast (5"), Smoke	C	15
Stun	-	Sx3	-	-	2	-1	1	4+	Blast (3"), Concussion	R8	15
Vortex	-	Sx3	-	-	-	-	-	-	Blast (3"), Limited, Single Shot, Vortex	I16	500
Hallucinogen grenades	-	-	-	-	-	-	-	-	-	-	-

## BOOBY TRAPS

Weapon	Rng		Acc		Str	AP	D	Am	Traits (always Single Shot)	AL	CR
	S	L	S	L							
Frag	-	-	-	-	3	-	1	-	Blast (5"), Knockback	C	20
Gas	-	-	-	-	-	-	-	-	Blast (5"), Gas	R8	40
Melta	-	-	-	-	8	-4	3	-	Blast (5"), Melta	R10	50
Sawn-off shotgun (scatter) (Orlock)	3"	-	-	-	3	-	1	-	Scattershot	-	20
Sightblind (Delaque)	-	-	-	-	-	-	-	-	Blast (5"), Flash	-	30
Thermal mine (Van Saar)	3"	6"	-	-	8	-4	3	-	Blaze, Melta	-	70
Incendiary (Cawdor)	-	-	-	-	2	-2	1	-	Blast (5"), Blaze	-	30
Web (Delaque)	-	-	-	-	5	(-2)	-	-	Blast (5"), Web	-	80

## SPECIAL TERRAIN FEATURES

Type	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Arcing electricity (Malfunctioning Generatorium)	-	-	-	-	4	-	1	-	Shock
Burning promethium (Promethium Cache)	-	-	-	-	5	-	2	-	Blaze
Electric shock (Archaeotech Device)	-	-	-	-	2	-	1	-	Shock
Fungal Spores (Fungus Sprawl)	-	-	-	-	-	-	-	-	Gas
Xenos Hatchlings (Xenos Nesting Chamber)	-	-	-	-	1	-	1	-	Rending

## PSYCHIC POWER WEAPONS

Type	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Hammerhand (Basic, CE) - Biomancy	E	-	-	-	4	-	1	-	Pulverise
Psychic shockwave - Telekinesis	12"	24"	+1	-	4	-1	2	-	Concussion, Pulverise, Reckless
Scouring (Basic, CE) - Pyromancy	T	-	-	-	2	-2	2	-	Blaze

## REMOVED WEAPONS

Weapon	Rng		Acc		Str	AP	D	Am	Traits	AL	CR
	S	L	S	L							
Bonesword (same as Long blade)	E	-	+1	-	S	-2	1	-	Parry	-	30
Lash whip	E	2"	-	-	S	-	1	-	-	-	20
Staff of office	E	-	-	-	S	-	1	-	Parry	-	25
Toxin injector claw	E	-	-	-	S	-1	1	-	Toxin	-	25
Flensing claw	E	-	+1	-	S	-	1	-	Disarm	-	35

# WEAPON TRAITS

## BACKSTAB

+1 Strength when outside the target's vision arc.

## BLAST (3"/5")

The weapon utilises a Blast marker.

## BLAZE

A target not taken Out of Action catch fire on 4+. When activated while subject to this condition, act as follows (cannot make any actions):

- 1) Suffer a S3, AP -1 hit.
- 2) Move:
  - If Engaged or Seriously Injured, no move is made. → Go to step 3.
  - If Pinned, become Active.
  - If Active, move 2D6" in a random direction.
    - Movement stops if contacting impassable terrain.
    - If within ½" of an edge, pass an Initiative test to avoid falling.
    - If moving beyond an edge, fall down.
  - At the end of this move, the fighter can choose to become Pinned.
- 3) Roll a 6+ to put out flames (with modifiers):
  - +2 if Pinned.
  - +1 per friendly Active fighters within 1".
- 4) Then the activation ends.

### Notes:

- Pitch Black: Remain revealed (cannot become Hidden).
- Cannot make Reaction attacks.

YAQ: Inorganic targets are not affected.

### Vehicles:

- Suffer a S3, AP-1 hit against Rear Toughness.
- Make a Cool test:
  - Pass: Activate normally.
  - Fail: Act according to Lose Control. If Stationary, make a Burn Out (Double) action. Then the activation ends.
- After the activation, flames go out on a 4+.

## BURROWING

Can be used against targets outside LOS:

- Place the Blast (3") anywhere on any level (ignoring LOS).
- Scatter 2D6" (instead of hit roll).
- If scatter result is a 'Hit', the Blast doesn't scatter.
- Otherwise, ignore impassable terrain (when scattering 2D6").
- No effect if scattering off the battlefield (wasted).

At the start of the End phase of the round this weapon was fired, any fighters touched by the blast is hit by the weapon.

## CHEM DELIVERY

Declare what type of equipped chem is used. If the weapon also has Toxin or Gas, these Traits can be used instead.

Instead of making a wound roll, roll equal to or higher than the Toughness (inverse Toughness test) to inflict the dose. A result of 6 (before modifiers) always succeeds.

## COMBI

A combi-weapon has 2 profiles. When fired, pick a profile for the attack.

- Roll twice for Ammo tests and apply the worst result.
- If one profile runs Out of Ammo, the other can still fire (unless also Out of Ammo).

In addition, some weapons are worsened when part of combi:

- Plasma: Only low power mode.
- Grenade launcher ammo that get Single Shot:
  - Anti-plant
  - Frag
  - Flare
- Flamer and hand flamer: Unstable.
- Needler/Needle rifle: Decrease Short Range Accuracy and AP by 1.

YAQ: Additional ammo can be loaded in to combi-weapons:

- Dumdum rounds gain Combi.
- Grenades gain Combi and Single shot.

Hotshot las pack can't be fitted to combi weapons.

## CONCUSSION

-2 Initiative/Hnd (minimum 6+) until the end of the round.

## CURSED

When hit, pass a Willpower test or become Insane.

## DEFOLIATE

Deals D3 Damage to Carnivorous Plants. Brainleaf Zombies lose a wound and are removed from the battlefield if they suffer an Out of Action result on the Injury dice.

## DEMOLITION

Can use the Grenade in close combat attacks against scenery targets (doors/objectives). Apply a single automatic hit (regardless of Attack dice).

## DIGI

Mounted on a ring or hidden inside a glove. Can be used in addition to any other Melee weapons, granting an additional close combat attack. Does not count towards the maximum number of weapons a fighter can carry. A fighter can carry up to 10 Digi weapons.

## DISARM

If the hit is 6 (before modifiers), the target can't use any weapons when making Reaction attacks for the rest of the round - they make unarmed attacks instead.

## DRAG

If hit (and not taking the target Out of Action, the target can be dragged closer to the attacker. Roll a D6, if the result is equal to or higher than the target's Strength, the target is dragged D3" straight towards the attacker, stopping if they hit any terrain. If they move into another fighter (other than the attacker), both fighters are moved the remaining distance towards the attacker.

If the weapon also has the Impale trait, only the last fighter to be hit can be dragged.

## ENTANGLE

Hits can't be negated by the Parry trait. In addition, if the hit is a 6 (before modifiers), any reaction attacks from the target suffer a -2 modifier.

### ESOTERIC

Non-Imperial (Xenos/Corrupted) weaponry: Cannot be given any Weapon Accessories, upgraded or modified in any way.

Note: Nothing prevents the Suspensor ability of the Servo Harness to be used with any Esoteric Unwieldy weapons.

### FEAR

Instead of suffering an Injury roll, the target must pass a Nerve test with a -2 modifier or immediately become Broken (run for cover).

### FIXED

Represented by a weapon on its own base (not equipped by a fighter). A fighter beginning the activation B2B can spend a Double action (Move Weapon) to make a single Move, then place the weapon in B2B (after moving).

If B2B with a fixed weapon (and no enemies in B2B with the fixed weapon), a fighter can aim, shoot and reload it as normal.

### FLARE

A fighter hit becomes Revealed (if in darkness). If using Blast, leave it in place. While on the board, all models at least touched by it are illuminated and are Revealed. In the End phase, the flare goes out and is removed on a 4+.

### FLASH

Instead of making a wound roll for models hit, pass an Initiative/Hnd test or become subject to the Blind condition. If Ready, the model is no longer Ready. Or if not Ready, the model is not readied at the start of the following round. Reaction attacks only hit on a 6 (before modifiers). No other attacks can be made until the next activation.

### GAS

Instead of making a wound roll, roll equal to or higher than the Toughness (a 6 before modifiers always succeeds) to inflict an Injury roll (regardless of Wounds). No save roll can be made.  
 Fighters: Not Pinned when hit.  
 Vehicles: Use the Rear Toughness. If successful, inflict a Driver Wounded result.

Notes:

- The target's Wounds are not affected.
- **YAQ:** Inorganic targets are not affected.

### GRAVITON PULSE

Instead of making a wound roll:

- Fighter: Pass a Strength test or suffer Damage.
- Vehicle: Roll equal to or higher than the Toughness (against the facing hit) or suffer a hit to the Body (a 6 is always success).

No save roll can be made.

Leave any Blast marker in place for the rest of the round. It counts as difficult terrain and can't be ignored (for example by vehicle special rules).

### GRENADE

Grenades are Wargear (not a weapon), but treated as a special type of ranged weapon that can be thrown as a Shoot (Basic) action. Grenades do not have Short range. Long range is determined by multiplying the fighter's Strength.

Do not roll Firepower dice for Grenades, instead always make an Ammo test. Grenades can't be reloaded - once they are gone, they are gone for the entire battle.

### GUNK

Gain the Gunk condition:

- -1" M (minimum 1").
- Don't add D3" when making a charging.
- -1 modifier to Initiative tests.
- Catch fire on 2+ (rather than 4+) when hit by Blaze weapons.

The Gunked condition lasts until the End phase or the fighter catches fire after being hit by a Blaze weapon.

### HAEMOPHAGIC

+1 to Toxin (from this weapon) if this weapon has previously hit the target.

### HEXAGRAMMATIC

Hits ignore Psychic power saves. 2x damage against Psykers.

### IMPALE

If a target is wounded, the projectile continues through and might hit another fighter! Trace a straight line from the target, directly away from the attacker. If there are any fighters within 1" of this line, and within the weapon's Long Range, the one that is closest to the target is hit on a 3+ with -1 Strength per subsequent hit. The projectile can continue through multiple fighters until the Strength is reduced to 0.

### IRONHEAD (WEAPON VARIANT)

Improved version: Rapid Fire (+1).

Heavy Flamer also reduce Ammo to 6+.

Note: Probably can't take any additional ammo.

### KNOCKBACK

If the hit roll is equal or higher than the target fighter's Strength, the target is moved 1" directly away.

- **Trapped:** If the target can't be moved the full 1" (because of walls, obstacles or other models), move as far as possible and increase the Damage by 1.
- **Edge:** If any part of the base is knocked back over an edge, pass an Initiative test or fall.
- **Blast:** Roll a D6 for each fighter that is hit. If the centre of the Blast was over the centre of the base, roll a Scatter to determine the direction to move.
- **Melee:** The attacker can choose to follow up, moving directly towards the target to remain in B2B. If the attack was made across a barricade, the attacker can't do this.

### LANCE

+1S while Mounted when Charging or Ride By.

### LANCE-BOMB

Usable on the first hit once per battle. Afterwards the weapon is reduced to Lance.

### LIMITED

When limited ammo run out, that type is permanently lost and can't be used again until more is purchased. The weapon can still be reloaded using any remaining profile(s).

**YAQ:** Only a single 'dose' of ammo can be carried per weapon. Reduce fighter's cost accordingly after the ammo is lost.

### MASTER-CRAFTED (WEAPON VARIANT)

Once per battle, re-roll a single failed hit roll.

### MELEE

Applies to all weapons with range E (Engaged). Can be used during close combat attacks.

### MELTA

Applies to short range hits (or any hit if there is no short range):

- Fighters: If reduced to 0 Wounds, any Injury dice are automatically Out of Action (no need to roll).
- Vehicles: +1 Damage dice.

### PAIRED

Applies to all weapons explicitly purchased as "paired".

Counts as being equipped with dual Melee weapons when calculating the number of Attack dice. Double the base Attacks characteristic when charging.

### PARRY

In close combat, the defender can force the attacker to re-roll one successful hit. If armed with two Parry weapons, two successful hits can be re-rolled instead.

### PHASE

Ignore saves from armour and field armour (saves from special rules can still be used).

### PLENTIFUL

Ammo tests are automatically passed (no roll is required) when reloading.

### POWER

- Can't be parried except by other Power weapons.
- A hit roll of 6 gives:
  - Ignores Save rolls (except Field armour).
  - +1 Damage (does not apply in combination with certain other traits like Toxin).
- Pitch Black: Revealed (when used).

### POWER PACK

- 0-2 weapons with this trait per fighter.
- Doesn't take up any regular weapon slots.
- If also Melee, grants 1 bonus attack (in addition to other weapons carried by the fighter).

### PSYCHOMANCER'S HARNESS

- +2" M.
- Climb without penalty.
- 2x Psychomantic claws.
- -1 weapon slot (reduced to 2).
- Cannot carry Unwieldy or two-handed weapons (\*).

### PULVERISE

After inflicting an Injury roll, a D6 can be rolled. If the result is equal or higher than the target's Toughness, or a 6 (before modifiers), apply the following:

- Fighter: Change an Injury dice from Flesh Wound to Serious Injury.
- Vehicle: +1 Damage dice.

### RAD-PHAGE

After fully resolving all hits, roll 4+ per fighter hit to inflict a single Flesh Wound.

### RAPID FIRE (X)

A successful hit scores a number of hits equal to the number of bullet holes on the Firepower dice. The amount of dice that can be rolled is up to the number shown in brackets (for example, Rapid Fire (2) allows for up to 2 Firepower dice to be rolled). Make an Ammo test for each Ammo symbol that is rolled. If any of them fail, the gun runs Out of Ammo. If two or more fail, the gun has jammed and can't be used for the rest of the battle.

The first shot must be allocated to the original target. Additional shots can be allocated to other targets that are within range, in line of sight and within 3" of the original target. Additional targets can't be harder to hit than the original target. Allocate all hits before making any wound rolls.

Blasts (roll hit & Rapid Fire as normal):

- **Hit:** Place any extra Blasts within 3" of the original target.
- **Miss:** All Blasts scatter separately from the original target.

Template (roll Rapid Fire as normal):

- **Firestorm:** The additional hits applies to the first target (closest to the attacker).

### RECKLESS

Ignores Target priority. Randomize the target from all eligible targets (friend & foe).

- **Ranged:** Targets in the attacker's LOS and range of the weapon.
  - **Rapid Fire:** Additional hits must be distributed among the maximum number of eligible targets. If there are more hits than eligible targets, choose where any spare hits are allocated.
- **Melee:** Targets in B2B (or within range of Versatile).

### RECLAIMED / SCAVENGED

Worse version, gain one of the following:

- Plentiful: Lose Plentiful.
- Otherwise: Ammo reduced by 1.

### RENDING

If the wound roll is a 6+:

- Fighter: +1 Damage.
- Vehicle: +1 Damage dice.

### SCARCE

Can't be reloaded - once Out of Ammo, this weapon can't be used again during the battle.

### SCATTERSHOT

If hit, inflict D6 wound rolls instead of 1.

### SEISMIC

A wound roll of 6 (before modifiers) ignores save rolls.

- Fighter: Always Pinned - even if an ability would normally allow to avoid being Pinned by ranged attack hits.
- Vehicle: Pass a Hnd test or Lose Control.

### NOTE

It seems the Pinning effect of Seismic is mainly used to deny the Nerves of Steel skill. The Chaos Spawn is unaffected.

### SEVER

Injury rolls inflicted with this weapon are automatically Out of Action.

### SHOCK

If the hit roll is a 6 (before modifiers), the attack automatically wounds.

### SHIELD

Grants improved save against attacks from the 90° front.

- Melee attacks: +2 Save modifier.
- Ranged attacks: +1 Save modifier.

Use the centre of the attacking fighter's base when measuring the angle. If hit by Blasts, use the centre of the Blast. If the target does not have a facing (for example being Prone before the attack), the shield can't be used.

### SHIELD BREAKER

Ignore the effects of shields. Field armours must roll twice and apply the lowest result.

### SHRED

Double the AP if the Wound roll is a 6 (before modifiers).

### SIDEARM

Applies to all pistols (and ammo) with the following exceptions:

- Blast/Template
- Compact autopistol (gun skull)
- Stub gun (Static)
- Digi-autopistol (D060-K13)

Can be used for both ranged and close combat attacks.

Twin guns blazing:

A fighter with 2 sidearms can attack with both as part of a single Shoot (Basic) action. Fully resolve each attack in turn.

- Fully resolve each attack in turn (one after the other).
- Must be made against the same target.
- -1 to hit.

Close combat:

- Accuracy modifiers does not apply.
- Firepower dice are applied as normal.
- Max 1 attack per sidearm.

### SILENT

- Sneak Attack (scenario special rule): No test to see whether the alarm is raised when this weapon is fired.
- Pitch Black (scenario special rule): A Hidden fighter is not Revealed when using this weapon.

### SINGLE SHOT

Can only be used once per battle. Counts as having automatically failed an Ammo test. There is no need to roll the Firepower dice unless the weapon also has the Rapid Fire (x) trait.

### SMOKE

Does not cause hits, Pinning or Wounds. Instead, mark the hit location with a counter. The smoke extends 2.5" vertically and horizontally from the centre. Fighters can move through smoke, but it blocks LOS, so attacks can't be made into, out of or through it. In the End phase, roll a 5+ or remove the cloud.

Note: Ignores Blast penalty for targeting a point on the battlefield.

### TEMPLATE

Applies to all weapons with range T (Template).

Use the Flame template to determine how many targets are hit.

### TOXIN

Instead of making a wound roll, roll equal to or higher than the Toughness (a 6 before modifiers always succeeds) to inflict an Injury roll (regardless of Wounds).

Notes:

- Armour saves can be made as normal.
- The target's Wounds are not affected.
- Vehicles: Not affected.
- YAQ: Inorganic targets are not affected.

### UNSTABLE

If the Ammo symbol is rolled when attacking, roll a 4+ or the attacker suffers a catastrophic overload (depending of type):

- Fighter: Out of Action
- Vehicle: The weapon can't be used again this battle and suffer a Catastrophic hit to the body (lose 1 wound, or 2 if no weapons remain, pass a Hnd test or Lose Control).

The attack is still resolved against the target.

Note: When used with an effect which forces an Ammo roll without Firepower dice (for example Grenade), the 4+ Unstable test must always be made.

### TWIN-LINKED (WEAPON VARIANT)

Re-roll any number of ammo dice.

### UNWIELDY

Take up 2 weapon slots.

- Ranged: A Shoot action counts as a Double action (instead of Basic).
- Melee: Requires 2 hands so a second weapon can't be used at the same time (dual wielding).

### HOUSE RULE

Apply -1 hit modifier if shooting Unwieldy weapons as anything other than Double action.

### VERSATILE

Applies to all Melee weapons with a long range.

A fighter with a Versatile weapon does not need to be B2B with an enemy fighter to Engage and attack in melee (can stop within the versatile range to fight). The extended melee range only applies for:

- The attackers activation.
- When making Reaction attacks.

Note that the target must be within vision arc and Long range.

The target is considered to be Engaged, but may not in turn be Engaging the attacker (with Versatile) unless also having a Versatile weapon, and so may not be able to make Reaction attacks.

At all times other than during this fighter's activation or when making Reaction attacks, Versatile has no effect.

**Note:** Only fighters B2B can grant assists!

### VORTEX

The blast remains. At the start of each End phase, roll a D3:

- 1: Removed.
- 2: Remains in place. Any models contacting it suffers a hit.
- 3: Scatter the blast D6+2". Any models or terrain in its path or under the blast when it stops counts as being hit.



**WEB**

A successful wound roll inflicts an automatic Seriously Injured result (Webbed). No save roll can be made. Roll for Recovery during the End phase and apply the result as normal, with the following exceptions:

- **Flesh Wound:** No longer webbed.  
The Flesh Wound is inflicted as normal.
- **Seriously Injured:** Still webbed.  
Do not suffer Flesh Wound.
- **Out of Action:**  
Replace the Lasting Injury roll with a D6:  
**1-4:** Out Cold (15-26 Lasting Injury).  
**5+:** Captured (55-56 Lasting Injury).

# ARMOUR AND FIELDS

## ARMOUR TYPES

A fighter can wear up to 1 of each type of armour at the same time:

- Armour (Standard)
- Combined Armour (improves other armour)
- Extra (can be equipped on top of standard armour).
- Shield (improves other armour)
- Field Armour (unmodifiable)

## IMPROVED FRONT ARMOUR

Some saves are improved from attacks originating in the front arc (normally 90° vision arc). For Blast weapons, measure from the centre of the blast. A fighter must be Standing (before being hit) in order to receive this bonus. If the fighter is Prone, it has no front arc.

## SAVE MODIFIER

Some saves improve other saves (unless otherwise noted). Use a default 7+ save when applying save modifiers for fighters without any other (modifiable) save.

## SAVES AGAINST ENVIRONMENT

Some saves come from environmental effects and underhive perils. These have only an effect against attacks that doesn't originate from another fighter.

## SAVE TYPES

There are many different types of saves. Unless otherwise specified:

- If having multiple alternatives, choose a single one for the save roll.
- Saves have no effect against attacks that ignores saves completely.
- Any save counts as normal unless otherwise noted.

Here are other save types:

- **Bonus:** A save that can be used in addition to the normal save (and in addition to other bonus saves).
- **Unmodifiable by AP:** Count the attack as having AP '-'.
- **Irreducible by AP:** Can't be reduced by AP.
- **Irreducible:** Can't be reduced by any modifiers.
- **Unimprovable by armour:** Cannot be improved by other armour.
- **Unmodifiable:** Can't be modified in any way.
- **Invulnerable:** An unmodifiable save that can always be made regardless of any special rules that would normally ignore the save. If successful, the hit counts as missed (completely ignored).

## HOUSE RULE

The official rules for armour, shields and fields are a complete mess, and the rules here will deviate some from that. This is an attempt to improve balance and make sense of it all.

## ARMOUR

<b>ARMOURWEAVE</b>	5+ (6+ irreducible).
<b>CARAPACE</b>	<p><b>Light (R10:80):</b> 4+.</p> <p><b>Heavy (R11:100):</b> 4+ (3+ front).</p> <ul style="list-style-type: none"> <li>• -1 Initiative.</li> <li>• -1" movement when Charging.</li> </ul> <p><b>Archaeo (R12:120):</b> 4+.</p> <p>Apply these special rules for Lasting Injuries that can be repaired by bionics:</p> <ul style="list-style-type: none"> <li>• Receive a free bionic.</li> <li>• Instead of increasing the characteristics, the injury is ignored completely.</li> <li>• Can't be damaged or destroyed.</li> <li>• Prevents any further damage to that location.</li> </ul> <p>When activating, roll a D6. If the result is less than the number of bionics, gain Insanity. If the fighter has 6+ bionics, the fighter vanish into the underhive never to be seen again (removed from the gang).</p>
<b>FLAK</b>	<p><b>Flak (C:10):</b> 6+ (5+ against Blast/Template).</p> <p><b>Hardened (R10:20):</b> 6+ (5+ against Blast/Template). Reduce the AP by 1 (to a minimum of -1).</p> <p><b>Layered (R8:20):</b> 5+ (4+ against Blast/Template).</p> <p><b>Hardened Layered (R11:35):</b> 5+ (4+ against Blast/Template). Reduce the AP by 1 (to a minimum of -1).</p>
<b>FURNACE PLATES (E:5)</b>	6+ (5+ front).
<b>HAZARD SUIT (R10:10)</b>	6+. +1 Toughness against Gas attacks when combined with Respirator (+3 instead of +2). Ignores the effects of Blaze and Rad-phase.
<b>MANTLE MALIFICA (I13:75)</b>	<ul style="list-style-type: none"> <li>• 5+ (4+ unmodifiable against psychic powers).</li> <li>• Pass a Willpower test in each End phase or gain Insanity.</li> </ul> <p><b>Note:</b> Does not cancel the use of a psychic power, only protects the wearer against the effects.</p>
<b>MESH (C:15)</b>	5+.
<b>PLATE MAIL (E:15)</b>	6+ (5+ front). 5+ against Blast (not Template).
<b>REFLEC SHROUD (R8:30)</b>	5+ unmodifiable by AP from las, plasma and melta weapons. <b>Note:</b> This probably includes Inferno pistol, Whithertouch pistol, Necrotic beamer, plasma grenades, melta bombs and melta traps.

## COMBINED ARMOUR

<b>ABLATIVE OVERLAY (C:20)</b>	+2 on first save. +1 on the second save. No effect on subsequent saves. Replenishes between battles.
<b>ARMoured BODYGLOVE</b>	+1. Ignores the effects of Rad-phage.
<b>ARMoured UNDERSUIT (R7:25)</b>	+1.
<b>DRAConIC SCALES (I14:250)</b>	Other armour saves gain Unmodifiable.

## EXTRA ARMOUR

<b>GUTTERFORGED CLOAK (C:15)</b>	6+ (5+ against environment).
<b>INCOMBUSTIBLE HAUBERK (E:20)</b>	Roll 5+ to ignore Blaze (when hit). +1 modifier to put the fire out.

## SHIELD

<b>SHIELD (ENERGY/ASSAULT) (E:50)</b>	<ul style="list-style-type: none"> <li>• Melee attacks: +2 front.</li> <li>• Ranged attacks: +1 front.</li> </ul> <b>Note:</b> This is a close combat weapon (Str S, Knockback).
<b>CERAMITE SHIELD (R8:40)</b>	+2 front. Ignores the effects of Melta (front). Move (Simple) becomes Move (Basic).
<b>SCRAP SHIELD (C:15)</b>	+1 against Reaction attacks.

## FIELD ARMOUR

<b>CONVERSION FIELD (R11:60)</b>	5+ unmodifiable. When saved, all other fighters within 3" counts as being hit by Flash (trait). <ul style="list-style-type: none"> <li>• Triggered on hit (instead of wound). The save roll is made before the wound roll.</li> <li>• If successful, become Pinned as normal, but all other effects of the hit are ignored (for example traits).</li> </ul>
<b>HEXAGRAMMIC FETISH (R10:35)</b>	When bought, roll a D6: <b>1 - Rubbish:</b> Sell for 3D6. <b>2-5 - Some power:</b> -1 to Willpower test (to the Psyker) when targeted by a psychic power. <b>6 - Real juice:</b> -3 to Willpower test (to the Psyker) when targeted by a psychic power.
<b>DISPLACER FIELD (R12:70)</b>	4+ unmodifiable. Only works against attacks with a Strength value. <ul style="list-style-type: none"> <li>• Triggered on hit (instead of wound). The save roll is made before the wound roll.</li> <li>• If successful, become Pinned as normal, but all other effects of the hit are ignored (for example traits).</li> </ul> <p>When saved, move a number of inches equal to the Strength of the attack in a random direction (Scatter dice). The attack is ignored even if the fighter is still under a Blast/Template. Move by the shortest route possible around impassable terrain or through other models until the base doesn't overlap other fighters or impassable terrain. This move can't displace a fighter inside a terrain feature.</p> <p>If the base is partially over a pitfall or into open air, pass an Initiative test or fall.            If the entire base is over a hazard or in the open air, simply fall.</p> <p>If transported off the board, go Out of Action.</p>
<b>MIRROR AEGIS (I12:125)</b>	2+ invulnerable, bonus. <ul style="list-style-type: none"> <li>• Triggered on hit (instead of wound). The save roll is made before the wound roll.</li> </ul> <p>If saved, the fighter can be placed anywhere within 6". This save cannot be used again this battle.</p>
<b>REFRACTOR FIELD (R10:50)</b>	5+ unmodifiable. If successful, roll a 2+ or the field is burned out and is permanently lost (it no longer works). <ul style="list-style-type: none"> <li>• Triggered on hit (instead of wound). The save roll is made before the wound roll.</li> <li>• If successful, become Pinned as normal, but all other effects of the hit are ignored (for example traits).</li> </ul>

# EQUIPMENT

## ASH CLOAK

- Respirator: +2T against Gas weapons.
- If losing a wound from battlefield conditions, roll a 5+ to ignore the effects and do not lose the wound.

## AMMO CACHE (R8:60)

Ammo caches are added to the gang's Stash, instead of being carried by a particular fighter. Immediately after the last of the fighters in the crew is set up at the start of the battle, the gang can set up any ammo caches from the Stash. If the scenario has an attacker and a defender, and this gang is defending, the ammo cache can only be deployed on a 5+ (roll individually).

Each ammo cache must be set up within 1" of one of their fighters, and within their deployment zone if the scenario has one. It is then deleted from the gang's Stash.

- Can be used by fighters within 1".
- +2 modifier for Ammo tests.
- Ignore the Scarce trait.
- If the Ammo roll is a 6 (before modifiers), the ammo cache has no further effect (exhausted).

## ARCHAEO TECH DEVICE (R13:120)

The first time a fighter is given this item, pass an Intelligence test to learn how it works. If failed, wait until after the next battle to try again. This must be repeated if it is given to a different fighter for any reason. Roll once to determine what type it is:

**1 - Dangerous:** Suffer D6 S2 D1 hits. The device is reduced to a pile of worthless molten slag.

**2 - Viewer:** The fighter can make the Scan (Simple) action to Reveal an enemy fighter within 18". If the fighter is a Sentry, roll a 6+ each time the fighter activates to automatically raise the alarm.

**3 - Cutting Beam:** The fighter can make the Laser Cut (Double) action. If within 1" of a door, loot casket or other damageable piece of terrain, apply a single automatic S8 D3 hit.

**4 - Lifter:** When making a Move or Charge action, ignore all terrain, move freely between levels without restriction and never fall. May not ignore impassable terrain or walls, may not end the movement overlapping another base or an obstacle.

**5 - Holo Projector:** Once per battle, the device gives a 4+ save (unmodifiable by AP). Useless against Template, Blast and close combat attacks.

**6 - Weapon:** The device is a pistol-sized, but as effective as a much larger piece of ordnance. In addition, it is a Sidearm that can be carried by any fighter regardless of restrictions. Roll a D6:

- 1-2: Boltgun
- 3: Flamer
- 4: Meltagun
- 5: Plasma gun
- 6: Grenade Launcher (frag)

## BIO-BOOSTER (R8:35)

The first time in each battle that an Injury roll is suffered, one less Injury dice is rolled. If only one die was to be rolled, roll two and choose one to discard.

## BIO-SCANNER (R8:30)

Used in scenarios that uses the Sentries special rule. +1 to spot and attackers can be spotted regardless of vision arc.

## BLIND SNAKE POUCH (R12:60)

Gain the Dodge skill. If the fighter already has the Dodge skill, it is successful on 5+ instead of 6+. In addition, it is successful on 4+ against Overwatch.

## BOMB DELIVERY RATS (E:30)

If equipped with a grenade, spend a Basic action (Prime Bomb Rat) action:

- Make an Ammo roll as if used normally.
- Place the bomb delivery rat B2B.
- Make an Intelligence test to try to affect where the rat moves:
  - Pass: Move 6" in a chosen direction.
  - Fail: Move 6" in a random direction.

Rat movement:

- Ignores all terrain (except impassable, walls etc.).
- Suffers no penalties when climbing.
- Leaps any gap of 2" or less freely (wider gaps are considered impassable).
- Not a fighter, may move within 1" of other models.
- Can be targeted by ranged or melee attacks, but apply an additional -1 hit modifier.
- If hit, the grenade goes off on a 4+, then the rat is removed.

At the start of every subsequent round, after rolling for Priority but before activating any fighters, if the bomb delivery rat has not exploded then it will activate again.

Choose the direction and move the rat up 6" if all of the conditions apply for the fighter that deployed it is:

- Within 9"
- Active or Pinned
- Passed an Intelligence test

Otherwise, if any of the following conditions apply to the fighter, move the rat in a random direction 6":

- Outside 9"
- Failed the Intelligence test
- Engaged
- Seriously Injured
- Out of Action

Should the rat at any time end its movement within 1" of a fighter (friend & foe), or another bomb delivery rat, roll a D6. On a 2+, the grenade will go off. On a 1, the grenade proves to be a dud and the rat vanishes into the darkness to dwell upon its good fortune. In either case, the rat is removed from play.

## BOOK OF THE REDEMPTION (E:50)

Can spend a Basic action (Words of Wrath). Until the End phase, all friendly Faction fighters within 6" (when activating) can use one of the following:

- Re-roll the D3 when Charging.
- Re-roll hit rolls with a result of 1 (before modifiers).

**BOOBY TRAPS: FRAG (C:20), GAS (R8:40) & MELTA (R10:50)**

A gang can have any amount of Booby Traps (reusable each battle). Represented by a marker. Placed after battlefield setup, but before deploying any fighters. Roll-off to see who places first in case both gangs have booby traps (re-roll ties).

A fighter risks triggering a booby trap in the following situations (but only once per booby trap in a single activation):

- Comes within 2" of a booby trap (for any reason)
- Ends an action within 2".

Roll a D6:

- 1:** A dud, remove it from play.
- 2-3:** Not triggered, leave it in place.
- 4+:** Triggered and explodes.

If triggered during movement, the move is interrupted while resolving the booby trap (resolved where the fighter was while moving). If Pinned or Injured, the move action ends.

Can be targeted with ranged attacks:

- Short range: -1 to hit.
- Long Range: -2 to hit.

If hit, roll a D6:

- 1-2:** No effect.
- 3-4:** Triggered and explodes.
- 5-6:** Disarmed and removed.

**N21 (HIVE WAR) BOOBY TRAPS**

These are alternative rules for triggering traps:

**MELTA**

Replace the trap with a pitfall marker (centered on the trap). Any fighter partially or completely covered by the marker:

- Completely: Out of Action.
- Partially: Make an Initiative test.
  - Success: Pinned and moved as short as possible outside the marker.
  - Fail: Out of Action.

The pitfall remains in play.

**GAS**

2D6" range (instead of 5" blast).

**CAMELEOLINE CLOAK (R9:35)**

If this fighter does not move, incoming ranged attacks suffer a -2 hit modifier until the start of the next activation.

**CHEM-SYNTH (R12:15)**

If Standing at the start of an Activation, pass an Intelligence test to reduce the Toughness of any targets with 1 when resolving attacks for Gas and/or Toxin weapons this activation.

**CHRONO-CRYSTAL (I14:500)**

Future scenario special rules will detail how this is used.

**CRED SNIFFER (R8:35)**

Receive 4D6 credits at the end of the battle if:

- Took part in the battle.
- Not taken Out of Action or Seriously Injured.

**CULT ICON (E:40)**

Max 1 per gang. Only available to a single Leader or Champion (must have Group Activation). Group Activation (+1).

**CULT ICON: CORPSE GRINDER (E:40)**

Max 1 per gang. Only available to a single Leader or Champion in the gang. Can spend a Simple action (Enrage):

All friendly fighters gain +D3" movement until the End phase of this round if all the following conditions are true:

- Readied.
- Active.
- Completely within 6".

**NOTE**

- Seems like the D3 is rolled individually for each fighter when they activate.
- Nothing prevents the fighter itself from gaining this bonus (Ready remains until the end of the activation).

**DATA-THIEF (I10:35)**

If at least 1 is included in the crew, the opponent must reveal 1 random Tactics card.

**DROP RIG (C:10)**

Spend a Basic action (Descend) if Active and within 1" of an edge:

- Move 0-3" horizontally and 0-12" vertically downwards.

**FRENZON COLLAR (R9:30)**

Permanently under the effects of Frenzon (Chem):

- Nerves of Steel
- True Grit
- Unstoppable
- Berserk
- All weapons gain Reckless.
- Unless Engaged or Seriously Injured, must make at least 1 action that moves the fighter toward the nearest enemy or perform a Charge (Double) action against a visible enemy (if within range).

In addition, at the start of the battle, pick one Leader or Champion to ignore the distance when making Group Activations that include any friendly fighters with the Frenzon Collar.

**FALSEHOOD (R9:40)**

The following effects last until the End phase of the 2nd round, or if this fighter makes an attack (ranged, melee or psychic):

- Can't be targeted by any attacks (ranged, melee, psychic).
- The alarm is not raised if spotted (Sneak Attack).

**FILTER PLUGS (C:10)**

+1 Toughness against gas weapons. If this wargear is used, it is permanently discarded after the battle (single use).

**FORGED GUILDER SEAL (I11:55)**

Gain the following bonuses when visiting the Trading Post:

- Rare (-2).
- -3D6 cost (minimum 10).

After purchasing items, if a double 1 or 6 is rolled for the cost, the seal is removed and the gang is Outlawed.

**GRAPNEL LAUNCHER (C:25)**

Spend a Double action (Grapnel) if Active to move up to 12" in a straight line, in any direction. This can be to a different level, as long as the move doesn't go through terrain.

**GRAV-CHUTE (R10:50)**

No damage is suffered from jumping or falling. Simply move down without any rolls.

**GUILDER CARTOGRAPH (R11:70)**

While a gang is in possession of this map, the Badzone Environment may be altered. The first Environment can be discarded immediately and replaced by a new. If both gangs have it, roll-off to see who gets to use theirs for this battle.

In addition, the gang can deploy 4 loot caskets anywhere on the battlefield.

After each use, roll a 4+ or it is no longer valid.

**HALO DEVICE (I14:250)**

Transfer a Lasting Injury (including death!) to another gang member. This fighter is still removed from the battle if taken Out of Action. The transfer target remains on the board unless the result was 61-66, in which case the transfer target is removed from the battle.

**HOLOCHROMATIC FIELD (I9:100)**

Roll a 2+ each time this fighter is targeted by an attack, or it is drained and can't be used again this battle. While operative:

- -2 modifier against ranged attacks.
- -1 modifier against melee attacks.
- Pitch Black: Revealed.

Can't be combined with Cameleoline Cloaks or similar devices that make the wearer harder to see.

**ISOTOPIC FUEL ROD (R10:60)**

Usable once to turn any Resource into a Settlement.

**LHO STICKS (C:5)**

Friendly fighters can use this fighter's Cool characteristic instead of their own when they satisfy the following conditions:

- Intelligence 8+ or worse.
- Within 6".
- Have LOS to this fighter.

**LOCK-PUNCH (C:10)**

+4 Strength when making the Force Door (Basic) action. Doors opened in this way are permanently damaged.

**MAGNACLES (C:20)**

Spend a Basic action (Attack) against an enemy fighter in B2B instead of making a normal Fight (Basic) action (this can be done during a Charge instead of a normal Fight action):

The enemy must pass an Initiative test or become locked in place:

- Can't move.
- Can't make ranged attacks.
- -2 hit modifier in melee.

The target can attempt to free themselves by spending a Double action (Break Bonds):

- Roll 2D6, if the result is equal to or lower than the Strength, they have freed themselves. Apply +2 Strength for each friendly fighter in B2B.

**NOTE**

- It is assumed the opponent can make reaction attacks as normal (with a -2 hit modifier if the Initiative test failed).
- The rules does not explicitly prevent the opponent to use weapons while shackled.

**MALEFIC ARTEFACT (I13:90)**

The first time a fighter is given this item, pass an Intelligence test to learn how it works. If failed, wait until after the next battle to try again. This must be repeated if it is given to a different fighter for any reason. Roll once to determine what type it is:

**1 - Cursed Artefact:** Start the next battle with Insanity. The item mysteriously vanishes.

**2 - Whisper Vox:** Gain the Overwatch skill. If already having the Overwatch skill, Shoot (Basic) with Aim (Basic) can be made in addition when using this skill.

**3 - Void Gate:** Can perform the Unleash the Void (Double) action:

All other fighters within 6" can only make a single action during their activation.

**4 - Etheric Lantern:** Can perform a Double action to force all Seriously Injured fighters within 12" to pass a Toughness test or go Out of Action.

**5 - Chronoscope:** Roll a D6 when activating (applies to this round):

- 1: 0 actions.
- 2-5: +1 actions.
- 6: Placed anywhere within 12" after the activation.

**6 - Terrox Telepathica:** Immunity to Insanity. All other fighters activating within 6" must pass a Willpower test or gain Insanity.

**MEDICAE KIT (R9:30)**

When assisting a Recovery test, roll an extra Injury dice then choose one to discard.

**MNEMONIC INLOAD SPIKE (I12:100)**

Usable once for a single fighter:

- Suffer a Lasting Injury roll.
- Choose 1 skill from Agility, Brawn, Combat, Cunning, Ferocity, Leadership, Savant or Shooting (if survived).

**MUNG VASE (R12:2D6x10)**

Gang Equipment:

- D6x10 discount for Hired Guns (minimum 10).
- After a battle (if used to recruit Hired Guns), roll a 2+, or both the Hired Gun and the vase disappear, never to be seen again.

Can be sold after any battle. Roll a D6:

- 1:** **Dismal Fake** D3x5.
- 2-3:** **Passable Fake** D6x10.
- 4-5:** **Impressive Fake** D6x20.
- 6:** **Outstanding Fake?** The Leader can pass an Intelligence test to gain D6x50. Otherwise, gain D6x20.

If the Leader is killed, the vase is lost too - no one else knows where the vase has been kept hidden!

**PHOTO-GOGGLES (R9:35)**

- Allows for attacking through smoke clouds. Low-light conditions are ignored.
- Apply a +1 modifier to the Initiative test when hit by a Flash weapon (test for being blinded).

**PHOTO-LUMENS (C:20)**

Pitch Black scenarios:

- Can make ranged attacks up to 12".
- Always Revealed (can't be Hidden).

**PSI-GRUB (I12:50)**

Place a token each time the fighter uses or is targeted by a psychic power (after working out the effects). Can spend a Basic action (Tap Psi-Gub) once there is at least 3 tokens:

Roll a D6. If the result is equal to or lower than the number of tokens, remove all tokens. Then immediately use one of the fighter's psychic powers (without making a Willpower test).

Once there are 6+ tokens, it explodes! Suffer an Injury dice and remove all tokens.

**PSYCHOFAMILE PHEROMONE (I12:150)**

Gain the equivalent of Terrifying within 3": Pass a Willpower test to target this fighter with a ranged or close combat attack, or the action ends immediately (wasted).

**PYROMANTIC MANTLE (E:45)**

Melee weapons gain Blaze during this fighter's activation (not for Reaction attacks).

**RADCOUNTER (R9:50)**

Can never be the random target of a Badzone Event unless there are no other fighters to choose from.

**RATSKIN MAP (R9:100)**

Before determining scenario, a gang can declare using the Ratskin Map. If both gangs have it, roll-off to see which gang gets to use it for this battle. The first time it is used, roll a D6 to determine what type it is. It may be used again in subsequent battles.

**1 - Fake:** The opponent chooses the scenario. The map is then removed.

**2 - Worn and Incomplete:** Add or subtract 1 from the result when rolling for scenario.

**3 - Treasure Map:** Roll a D6:

1-5: Fake (as above).

6: If winning the scenario, gain D6x20 credits.

**4 - Ancient and Faded:** Add or subtract 2 from the result when rolling for scenario.

**5 - Secret Pathways:** D3 fighters gain Infiltrate for this scenario.

**6: Recent and Accurate:** Add or subtract 3 from the result when rolling for scenario.

**RESPIRATOR (C:15)**

+2 Toughness against Gas weapons.

**RESPIRATOR: INDUSTRIAL (R7:30)**

+3 Toughness against Gas (+4 with Hazard Suit). Once per battle, when activating, the fighter gain

- Immunity to Gas attacks.
- Act normally while on fire (still takes damage).
- Ignore effects keyed to breathing air or air quality.

**SANCTIONING WRIT (I10:25)**

Usable once. Put an official bounty on any member of a Law Abiding gang (that does not already have a bounty). This remains in place until fulfilled, the fighter dies or the campaign ends.

**ROCKET PACK (E:5)**

The first Ammo test for a friendly charge caster within 3" is automatically passed (once per battle per rocket pack).

**SECOND BEST (C:15)**

A fighter with a bottle of Second Best can make the Take a Swig (Simple) action. Roll a 4+ or the bottle is empty and discarded. Everytime this action is made, add 1 Intoxicated token and remove 1 Flesh Wound (if any). Intoxicated tokens remains until the end of the battle. The amount of tokens decides the effect:

**1 - Feeling Good:** -1 hit modifier to ranged attacks, +1 to Cool tests.

**2 - Getting Unsteady:** -2 hit modifier to ranged attacks, +2 to Cool tests. After making 2 Move actions in a row, pass an Initiative test or become Prone.

**3+ - Blind Drunk:** -3 hit modifier to ranged attacks, +3 to Cool tests. When making a Move action, move D6" in a random direction.

**SERVO HARNESS**

**PARTIAL (R12:130)**

**FULL (R12:160)**

+2 Strength	+2 Strength
+1 Toughness	+1 Toughness
-1" Movement	-
-1 Initiative	-
Suspensor	Suspensor

- Any equipped Unwieldy weapons gains the benefit of the Suspensor.
- Can't be combined with servo claw or any other type of servo harness.
- Changes to stats are lost if the servo harness is lost or cease to function.
- Stats can improve beyond max for the fighter.

**SKINBLADE (C:10)**

+2 to escape roll if Captured (Lasting Injury). Single use only (lost after a successful escape).

**SKY MANTLE (R7:30)**

Can spend a Double action (Hide in the Wastes) if at least 12" from any enemies:

- Become Hidden (even in battles without Pitch Black).
- Become Revealed if moving (in addition to normal triggers).

**STIMM-SLUG STASH (R7:30)**

Usable once per battle, at the start of the fighter's turn, before activating. Until the end of the round, receive the following bonuses:

- Discard 1 Flesh Wound (if any).
- +2 Move, Strength and Toughness.

At the start of the End phase, roll a 2+ or apply an Injury roll for the fighter.

**STRIP KIT (C:15)**

+2 for Intelligence tests when operating door terminals or bypassing locked loot caskets.

**SUSPENSOR HARNESS (R9:40)**

Gain 4 weapon slots (instead of 3). Hired Gun Bounty Hunters gain 6 weapon slots (instead of 5).

**THREADNEEDLE WORMS (I13:45)**

Usable once, after which it is removed. Make the Can of Worms (Basic) action to roll a D6:

- 1**      **The Worms Turn:** This fighter suffers an Injury dice.
- 2-3**    **A Few Live Worms:** Place a 5" Blast anywhere within D6". Each model hit suffers an Injury dice.
- 4-5**    **A Few Live Worms:** Place a 5" Blast anywhere within D6". Then place 2 additional 5" Blasts in contact with the first. Each model hit suffers an Injury dice.
- 6**      **A Can Full of Worms:** Roll an Injury dice for every enemy fighter on the battlefield, treating Out of Action results as Seriously Injured.

**WEB SOLVENT (R8:25)**

Used in the Recovery phase. Roll extra Injury dice, picking one of the dice to resolve and discard the other.

If webbed:                                    +1 Injury dice.  
If assisting a webbed fighter:        +2 Injury dice.

**WILD SNAKE (C:30)**

A fighter with a bottle of Wild Snake can make the Take a Swig (Simple) action. Roll a 3+ or the bottle is empty and discarded. Everytime this action is made, add 1 Intoxicated token and remove 1 Flesh Wound (if any). Intoxicated tokens remains until the end of the battle. The amount of tokens decides the effect:

- 1 - A Good Buzz:** -1 hit modifier to ranged attacks, +2 to Cool tests.
- 2 - Seeing Double:** -1 hit modifier to ranged attacks, +3 to Cool tests. After choosing a ranged target, before making the hit roll, randomise the actual target between the intended target and any model (friend & foe) within 6" of the intended target.
- 3+ - Snake Courage!:** -2 hit modifier to ranged attacks, automatically pass any Cool tests.

**XENOCULUM (I12:80)**

The first time a fighter is given this item, pass an Intelligence test to learn how it works. If failed, wait until after the next battle to try again. This must be repeated if it is given to a different fighter for any reason. Roll once to determine what type it is:

- 1 - Alien Trap:** Suffer D3 S3 D1 hits. This item is reduced to junk.
- 2 - Xenos Claws:** Unarmed attacks become S+2 D2 Power. Ranged attacks suffer a -2 hit modifier.
- 3 - Ghost Form:** Can enter ghost form when activating. Roll a 4+, or it has expended its charge and can't be used again this battle. This state persists until next activation:
  - Ignores all terrain and falling.
  - Ignores all attacks except psychic powers.
  - Can't make attacks.
  - Can't interact with the environment in any way.
- 4 - Horror Aura:** When activating, all fighters (friend & foe) within 6" must pass a Nerve test or become Broken.
- 5 - Alien Chem-factory:** Roll 2 extra Injury dice when making Recovery rolls or assisting another Seriously Injured fighter in the Recovery phase, then choose the dice to take effect. In addition, one member of the crew can make a Medical Escort action for free.
- 6 - Brain Booster:** +5 when making Intelligence tests. Double the amount of earned Experience.



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# STATUS ITEMS

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## EXTRAVAGANT GOODS

Only available to Leaders and Champions.

### GOLD-PLATED GUN (R10:40)

Any weapon can be gold-plated. Grants the fighter +1 Leadership and one failed Ammo test can be re-rolled once per battle.

### MASTER-CRAFTED WEAPON (R10:25%)

Add 25% to the cost when buying the weapon (rounding up to nearest 5 credits). Note that Grenades are Wargear, not weapons.

Gain the Master-crafted trait (once per battle, re-roll a single failed hit roll).

### EXOTIC FURS (R12:50)

+1 when seeking rare equipment in the post-battle sequence.

### OPULENT JEWELLERY (R11:80)

If this fighter makes a Medical Escort action in the post-battle sequence, the fee may be re-rolled, but you must accept the second result, even if it is worse.

### UPHIVE RAIMENTS (R10:50)

Gain D3x10 credits during the post-battle Sequence if this fighter is not In Recovery during the post-battle sequence.

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# SERVO-SKULLS

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Only available to Leaders and Champions.

- Represented by a separate model that must stay within 2" of the owner.
- Not a fighter or friendly model, purely a marker for its own line of sight and targeting purposes. Will not give away the owner's position.
- Activates with the owner, ignores all terrain and can never fall.
- Can't be targeted by shooting or melee attacks and can never be Engaged.
- If caught by a Blast or Template weapon, it is hit on 4+. If hit, roll a D6:
  - 1: Permanently destroyed.
  - 2+: Taken Out of Action (no long-term effects).
- If the owner leaves the table for any reason, the servo-skull leaves too.

### HARRIER SKULL (R8:40)

Exotic Beasts must pass an Intelligence test if attacking this fighter, otherwise the attack fails and is wasted. If the owner of the Exotic Beast is within 3" of the target of the attack, the Exotic Beast may use it's owner's Intelligence instead.

### SENSOR SKULL (R12:60)

Same as bio-scanner (+1 to spot and attackers can be spotted regardless of vision arc). When the fighter takes an Aim action, add 2 instead of 1. This bonus is in addition to any granted by any other wargear or skills the fighter may have.

### MEDI SKULL (R12:80)

Roll an extra Injury dice when making a Recovery test, pick one and discard the other. This is in addition to any other bonuses (such as friendly fighter assisting and medicae kits).

### GUN SKULL (R12:65)

Equipped with a compact autopistol with BS 5+. Roll one additional to hit dice and ammo dice. The range, line of sight and cover is worked out from the gun skull's base instead of the owning fighter. If the owning fighter does not possess any ranged weapons, the gun skull may shoot at an enemy it can see, chosen by the owning fighter and following normal target priority rules in relation to the owning fighter's position.

The owning fighter is never considered to be in the way of a gun skull and can't be hit by Stray shots.

The gun skull may never benefit from aiming or any wargear or skills that modify the owning fighter's to-hit rolls.

# WEAPON ATTACHMENTS

## WEAPON ATTACHMENTS

\*\* : Maximum 1 gunsight per weapon.

**Note:** Esoteric weapons can't have any attachments!

### FOCUSING CRYSTAL (R10:30) (LAS: PISTOL, GUN, LONG, SUPPRESSION, SUB-CARBINE, CARBINE)

- -2 modifier to AP (additionally).
- Unstable.

### HOTSHOT LAS PACK (C:20) (LASPISTOL, LASGUN)

- Strength 4, AP -1
- Ammo 4+ and lose Plentiful

YAQ: Can't be fitted to combi-weapons.

### GUNSHROUD (R8:20) (PISTOLS AND BASIC WEAPONS)

The weapon gains the Silent trait.

### INFRA-SIGHT (R8:40) \*\* (PISTOLS, BASIC, SPECIAL AND HEAVY WEAPONS)

Can't be used with Rapid Fire or Blast weapons. The weapon is unaffected by smoke and low-light conditions. Ignore -1 hit modifier for partial cover and reduce full cover to -1.

### MONO-SIGHT (R9:35) \*\* (BASIC, SPECIAL AND HEAVY WEAPONS)

+1 hit modifier when aiming (Aim action).

### LAS-PROJECTOR (R9:35) (PISTOLS, BASIC AND SPECIAL WEAPONS)

+1 hit modifier for the weapon's Short range.

### PSI-AMPLIFIER (R15:75) (MELEE WEAPONS)

Upgrade any Melee weapon into a Force Weapon (gaining Power & Sever when used by a Psyker) by performing the Psi Attune post-battle action:

- Leaders and Champions can make this action in the same way as a Trade action and is successful on a 2D6 roll of 15+ (after modifiers).

### SUSPENSOR (UNWIELDY WEAPONS) (R10:60)

- **Ranged (Heavy Weapon):** Firing becomes a Basic action (instead of a Double action).
- **Melee:** Can be used single-handedly (allowing to use a second close combat weapon).

#### HOUSE RULE

Apply -1 hit modifier if shooting Unwieldy weapons as anything other than Double.

### TELESCOPIC SIGHT (C:25) \*\* (PISTOLS, BASIC AND SPECIAL WEAPONS)

When Aiming, use the Short range modifier even if the target is within the Long range.

# BIONICS

Bionics pieces are used to revert any permanent damage from Lasting Injuries:

- Increasing the damaged stat by 1.
- Can't increase a stat above the maximum.
- Does prevent Recovery (only affects the permanent damage).
- Each bionics can only rectify the damage from a single Lasting Injury (a Lasting Injury damaging 2 stats can't be fixed using 2 bionics).
- Mundane bionics (level 1) can only rectify the damage for 1 stat.
- Improved bionics (level 2) can rectify the damage for 2 stats (from the same Lasting Injury).
- from a single Lasting Injury.

## LOCATION

Each piece can be fitted to 1 of 6 body locations (associated with one or more Lasting Injuries):

- Head Injury (-1 Int & Will) & Humiliated (-1 CI & Ld)
- Eye Injury (-1 BS)
- Hand Injury (-1 WS)
- Hobbled (-1" M)
- Spinal Injury (-1 S)
- Enfeebled (-1 T)

## LEVELS

Most bionics have only 1 level, but some have 2:

1. Mundane: Can only rectify 1 stat.
2. Improved: Can rectify 2 stats.

Level 2 (Improved) is only relevant for Humiliated (Ld & CI) and Head Injury (Int & Will).

## DAMAGE

*Bionics can protect against future harm, only taking minor damage that can easily be repaired.*

If a location with a bionic suffers a new subsequent Lasting Injury, roll a D6:

- **1-3:** The Lasting Injury is applied as Normal.
- **4+:** The effects of the fresh Lasting Injury are ignored. Roll a D6:
  - **1:** The bionics are damaged beyond repair and its benefits are lost (the effects of the original Lasting Injury are re-applied).
  - **2+:** The bionics take no further damage.

Bionics	Injury	Affects	Mundane		Improved	
			Cost	Rarity	Cost	Rarity
Lobo chip	Humiliated	Leadership and/or Cool	20	R11	45	R12
Cortex-cogitator	Head	Intelligence and/or Willpower	15	R11	30	R12
Bionic eye	Eye	BS	45	R13	-	-
Bionic arm	Hand	WS	45	R13	-	-
Bionic Leg	Hobbled	M	25	R12	-	-
Skeletal enhancers	Spinal	S	70	R13	-	-
Aortic supercharger	Enfeebled	T	65	R13	-	-

## ARCHAEO-CYBERTEKNIKA (VAN SAAR)

Cyberteknika pieces are used to repair and enhance fighters (similar to bionics). Cyberteknika are permanent (can't be removed later).

### LEVEL

Each piece has 3 levels (each level grants an unique benefit):

1. Alpha.
2. Gamma.
3. Omega.

Each level is cumulative. Omega includes benefits of Gamma and Alpha. Gamma includes benefits of Alpha.

### LOCATION

Each piece can be fitted to 1 of 6 body locations (associated with one or more Lasting Injuries):

- Cranial: Head Injury (-1 Int & Will) & Humiliated (-1 CI & Ld)
- Ocular: Eye Injury (-1 BS)
- Sindextrous: Hand Injury (-1 WS)
- Motive: Hobbled (-1" M)
- Torsonic: Spinal Injury (-1 S)
- Vascular: Enfeebled (-1 T)

### PURCHASE

Any Faction fighter can buy a new piece (any level) in the following 3 situations:

- During gang creation (new gang).
  - Leader and Champions (including Specialists) only.
- When gaining an advancement.
  - Any piece.
  - Go into Recovery.
- Repairing a Lasting Injury (after any battle).
  - A piece for the location of the existing injury.
  - Go into Recovery.
  - Replace any Bionics in the same location.
  - Each location can only have a single Cyberteknika.

### MODELLING CYBERTEKNIKA

These exceptional bionics can be indistinguishable from human limbs and can be added to fighters without requiring any specific modelling. They can still be represented by conversions if desired.

### UPGRADES

The only way to change an existing piece is to upgrade it:

- Each upgrade can only improve the level by 1 (Alpha → Gamma or Gamma → Omega).
- Can't be upgraded beyond level 3 (Omega).
- The fighter must go into Recovery after each upgrade.
- Pay the difference in cost (between the current level and the next level).

### DAMAGE

If a fighter suffers a Lasting Injury to a location with a piece:

- The permanent effect (stat decrease) is ignored.
- Go into Recovery (as normal).
- Roll a 4+, or the piece is damaged (no longer grants any benefits). Pay half its cost to repair it (after any battle).

**Note:** How is this rounded?!? Rounded up to nearest 5 credits?

	ALPHA	GAMMA	OMEGA
<b>CRANIAL - Location: Head Injury (-1 Int &amp; Will) &amp; Humiliated (-1 CI &amp; Ld)</b>	<b>30</b>	<b>40</b>	<b>75</b>
Immune to Insanity.	✓	✓	✓
Immune to Intoxication.		✓ (+10)	✓
Immune to Broken.			✓ (+35)
<b>OCULAR - Location: Eye Injury (-1 BS)</b>	<b>50</b>	<b>85</b>	<b>105</b>
Infra-sight (counts as equipped and applied to any carried ranged weapon).	✓	✓	✓
Mono-sight (counts as equipped and applied to any carried ranged weapon).		✓ (+35)	✓
Photo-goggles.			✓ (+20)
<b>SINDEXTROUS - Location: Hand Injury (-1 WS)</b>	<b>50</b>	<b>75</b>	<b>125</b>
Ignore Disarm.	✓	✓	✓
Ignore -1 hit modifier when turning to face the opponent (close combat).		✓ (+25)	✓
Ignore Parry (when attacking).			✓ (+50)
<b>MOTIVE - Location: Hobbled (-1" M)</b>	<b>35</b>	<b>65</b>	<b>100</b>
Ignore difficult terrain (move without penalty).	✓	✓	✓
+2" Movement when moving vertically (for example climbing a ladder).		✓ (+30)	✓
Re-roll failed Initiative tests to avoid falling when becoming Pinned within ½" of an edge.			✓ (+35)
<b>TORSONIC - Location: Spinal Injury (-1 S)</b>	<b>50</b>	<b>75</b>	<b>150</b>
+2D for Unarmed attacks (3 instead of 1).	✓	✓	✓
+2S for Melee weapons.		✓ (+25)	✓
Suspensor (counts as equipped and applied to any carried weapon).			✓ (+75)
<b>VASCULAR - Location: Enfeebled (-1 T)</b>	<b>40</b>	<b>80</b>	<b>130</b>
+1T for the purpose of the number of Flesh Wounds suffered before going Out of Action.	✓	✓	✓
Re-roll any Toughness tests.		✓ (+40)	✓
Discard 1 Flesh Wound in the End phase of each round.			✓ (+50)

# CHEMS

## CHEM SUPPLIERS

Chems are bought as single doses and can only be used once. After buying the first item of a specific chem, the gang has found a supplier for that chem, and it now counts as Common instead of Rare/Illegal (X).

After buying chems, roll a 2+ for each type, or the supply has run out (or, more likely, the supplier has been killed!), it is no longer automatically Common and must be bought using the original Rare/Illegal (X) as normal.

### DURATION

- Lasts for the duration of a single battle (unless otherwise noted).
- Can be used before the battle begins, or during the battle by performing the Use Chem (Simple) action.

### MIXING CHEMS

When taking a chem while already under the effect of a different chem, roll a D6. If the result is equal to or less than the number of chems the fighter has taken (including the one just taken), a bad reaction has occurred. Immediately go Out of Action and Into Recovery (no Lasting Injury roll). If multiple chems are taken before the battle, make this test at the start of the first activation.

## FRENZON (R9:20)

Gain the Nerves of Steel, True Grit, Unstoppable and Berserk skills. All weapons gain the Reckless trait. Unless Engaged or Seriously Injured, must make at least 1 move action toward the nearest enemy, or Charge (Double) action against a visible enemy if one is within range.

### AFTER THE BATTLE

Pass a Toughness test with a -2 modifier, or become addicted. Once addicted, can only be included in a crew if taking a dose. Pay 2D6x10 credits for anti-addiction chems to shake this addiction.

## GHAST (I9:30)

Roll a D6:

- 1: Insanity.
- 2-5: A random psychic power.
- 6: Insanity and a random psychic power.

Random psychic power (from this list or any universal discipline):

- 1: Assail (Basic)
- 2: Flame Blast (Basic), Continuous Effect
- 3: Freeze Time (Double)
- 4: Weapon Jinx (Simple)
- 5: Terrify (Double)
- 6: Quickening (Basic), Continuous Effect

### AFTER THE BATTLE

Pass a Willpower test or suffer -1 Willpower. If the result is 12 (before modifiers), the mind is permanently damaged, gain Insanity at the start of all future battles.

## ICROTIC SLIME (R10:35)

Pass a characteristic test for each of the following to gain the increase:

- +D3" Movement
- +D3 Strength
- +D3 Toughness
- +D3 Initiative
- +D3 Attacks
- +D3 Cool

Reduce the following characteristics (unless already worse):

- 10+ Leadership
- 10+ Intelligence
- 10+ Willpower

### AFTER THE BATTLE

Roll 2D6:

2: Immediately killed.

3-11: Into Recovery.

12: Suffer a Lasting Injury roll (re-roll 61-66).

## KALMA (C:15)

Can be given to captives during the Rescue scenario. When making an action, roll 2D6 + Toughness. If the result is 11 or less, the action is wasted. On a 12+, the action is made as normal and the chem has no more effect.

## OBSCURA (I8:30)

Can be given to captives during the Rescue scenario.

- D6" Movement. Must move full distance, even if this would take them over the edge of a ledge or into B2B with an enemy (become Engaged). If the move is insufficient to reach B2B with the enemy fighter, stop 1" away.
- All weapons gain Reckless.

A fighter can try to shake off the effects in the End phase. Roll 2D6 + Toughness. On a 12+, the chem has no more effect. For the rest of the battle, only a single action may be performed per activation.

### AFTER THE BATTLE

Pass a Toughness test, or become addicted. Once addicted, can only be included in a crew on a 4+ (prior to the battle). Pay 2D6x10 credits for anti-addiction chems to shake this addiction.

## 'SLAUGHT (R10:30)

- 2+ WS
- 2+ Initiative
- +1 Attack

### AFTER THE BATTLE

Pass a Toughness test, or become addicted. Once addicted, reduce the following characteristics (unless worse):

- 5+ WS
- 5+ Initiative
- 1 Attack

If taking a new dose, the effects are reduced (no bonus to attacks):

- 3+ WS
- 3+ Initiative

Shake the addition by going into Recovery.

### SPUR (R11:35)

- +2" Movement.
- 2+ Initiative

In each End-phase after taking the chem, roll 2D6 + Toughness. If the result is 10+, the chem has worn off.

### STINGER MOULD (R13:75)

Must be used after suffering a Lasting Injury roll (other than Memorable Death) to ignore the result. Positive results are also ignored, such as 11 (Lesson Learned).

#### AFTER THE BATTLE

Alternatively, after the battle, roll a 5+ to remove an existing Lasting Injury.

Type	Effect	Consequence (after the battle)
<b>Frenzon (R9:20)</b>	Gain the Nerves of Steel, True Grit, Unstoppable and Berserk skills. All weapons become addicted. Unless Engaged or Seriously Injured, must make at least 1 move action toward the nearest enemy, or Charge (Double) action against a visible enemy if one is within range.	Pass a Toughness test with a -2 modifier, or become addicted. Once addicted, can only be included in a crew if taking a dose. Pay 2D6x10 credits for anti-addiction chems to shake this addiction.
<b>Ghast (I9:30)</b>	Roll a D6: 1: Insanity. 2-5: A random psychic power. 6: Insanity and a random psychic power.  Random psychic power (from this list or any universal discipline): 1: Assail (Basic) 2: Flame Blast (Basic), Continuous Effect 3: Freeze Time (Double) 4: Weapon Jinx (Simple) 5: Terrify (Double) 6: Quickening (Basic), Continuous Effect	Pass a Willpower test or suffer -1 Willpower. If the result is 12 (before modifiers), the mind is permanently damaged, gain Insanity at the start of all future battles.
<b>Icrotic Slime (R10:35)</b>	Pass a characteristic test for each of the following to gain the increase: • +D3" Movement • +D3 Strength • +D3 Toughness • +D3 Initiative • +D3 Attacks • +D3 Cool  Reduce the following characteristics (unless already worse): • 10+ Leadership • 10+ Intelligence • 10+ Willpower	Roll 2D6: 2: Immediately killed. 3-11: Into Recovery. 12: Suffer a Lasting Injury roll (re-roll 61-66).
<b>Kalma (C:15)</b>	Can be given to captives during the Rescue scenario. When making an action, roll 2D6 + Toughness. If the result is 11 or less, the action is wasted. On a 12+, the action is made as normal and the chem has no more effect.	None.
<b>Obscura (I8:30)</b>	Can be given to captives during the Rescue scenario. • D6" Movement. Must move full distance, even if this would take them over the edge of a ledge or into B2B with an enemy (become Engaged). If the move is insufficient to reach B2B with the enemy fighter, stop 1" away. • All weapons gain Reckless.  A fighter can try to shake off the effects in the End phase. Roll 2D6 + Toughness. On a 12+, the chem has no more effect. For the rest of the battle, only a single action may be performed per activation.	Pass a Toughness test, or become addicted. Once addicted, can only be included in a crew of 4+ (prior to the battle). Pay 2D6x10 credits for anti-addiction chems to shake this addiction.
<b>Slaughter (R10:30)</b>	• 2+ WS • 2+ Initiative • +1 Attack	Pass a Toughness test, or become addicted. Once addicted, reduce the following characteristics (unless worse): • 5+ WS • 5+ Initiative • 1 Attack  If taking a new dose, the effects are reduced (no bonus to attacks): • 3+ WS • 3+ Initiative  Shake the addiction by going into Recovery.
<b>Spur (R11:35)</b>	• +2" Movement. • 2+ Initiative	None.
<b>Stinger Mould (R13:75)</b>	Used after suffering a Lasting Injury other than 66 (Memorable Death) to ignore the result. Positive results are also ignored, such as 11 (Lesson Learned).	Alternatively, it can be used in the in the end of a post-battle sequence to remove an existing Lasting Injury on a 5+.

# CHEM-ALCHEMY ELIXIR

## ESCHER ONLY

Chem-alchemy Elixir is only available to Escher gangs.

Escher gangs can buy any number of Chem-alchemy Elixir doses as Common items.

A Chem-alchemy Elixir consists of 1-3 effects of a single category. There are 3 categories of chems for Chem-alchemy Elixirs:

- Stimm (Wargear)
- Gaseous Ammo (Gas weapons)
- Toxic Ammo (Toxin weapons)

The cost is the sum of all effects included.

Each chem represents a single dose or application (lasts a single battle, unless otherwise noted). Declare the usage before the battle, after determining crews.

## AMMO (GASEOUS & TOXIC)

Applied before the battle (after determining crews). The effect can change the profile and Traits of a single weapon for the duration of the battle. If the effect applies to a fighter, that is typically any fighter hit or injured by the weapon.

## STIMMS

Applied before the battle (after determining crews) or during the battle by spending a Simple action (Administer Dose). The effect must be applied to the fighter itself or a friendly fighter B2B.

### NAMING YOUR CHEMS

Make up new names when combining effects. For example:  
Acidic + Blinding + Pyrophoric = Eyebite Gas  
Expansive + Liftin' = Khimerix Breath

If all participants agree, an Escher gang might even concoct these poisons and sell them to other gangs, creating a clandestine trade in stimms, chem weapons and toxic blades.

Effect	Rarity	Cost	Effect
Camoelean	I10	75	Unlike other chem-alchemy elixirs, this is not Common to Escher and is available to everyone. Usable at the start of an activation.

For the rest of the battle apply the following:

- -2 hit modifier when targeted by ranged attacks.
- -1 hit modifier when targeted by close combat attacks.

Can only be targeted by ranged attacks within 6" if any of the following is true:

- Not carrying an Unwieldy weapon and not having a better armour than 5+ (not counting field armour).
- Did not move in the previous activation.

Effect	Type	Cost	Requirements	Effect
Bad Blood	Stimm	10	-	When suffering one or more Wounds and/or Flesh Wounds, all fighters B2B must pass an Initiative test or suffer a Toxin hit.
Blood Rush	Stimm	15	-	When applied, choose one of the following: <ul style="list-style-type: none"> <li>• Remove a Flesh Wound.</li> <li>• Recover from being Seriously Injured.</li> </ul>
Brain Lock	Stimm	15	-	Counts as a Psyker for the purposes of disrupting enemy psychic powers.
Dreamland	Stimm	10	-	Ignore Insanity.
Hyper	Stimm	20	-	<ul style="list-style-type: none"> <li>• +2" M.</li> <li>• +D6" (instead of D3") when making a Charge (Double) action.</li> <li>• -1 hit modifier.</li> </ul>
Ice Cold	Stimm	15	-	+2 modifier to any Cool tests.
Jolt	Stimm	30	-	Count any Serious Injuries as Flesh Wounds (lasts until the end of the round when applied).
Night Night	Stimm	25	-	If going Out of Action, automatically apply Out Cold (no Lasting Injury roll). The fighter can still be captured as normal.
Predator's Kiss	Stimm	45	-	<ul style="list-style-type: none"> <li>• +1S (close combat).</li> <li>• Melee weapons gain Reckless.</li> <li>• <b>Blood Rush (when applied, choose one of the following):</b> <ul style="list-style-type: none"> <li>○ Remove a Flesh Wound.</li> <li>○ Recover from being Seriously Injured.</li> </ul> </li> <li>• <b>Hyper:</b> <ul style="list-style-type: none"> <li>○ +2" M.</li> <li>○ +D6" (instead of D3") bonus move when Charging.</li> <li>○ -1 hit modifier.</li> </ul> </li> </ul>
Puke	Stimm	15	-	Double the Toughness when affected by Toxin or Gas.
Wide-eye	Stimm	10	-	Ignore the effects of Pitch Black rules. Enemies always count as being 'in the open' if being a Sentry (Sneak Attack scenario special rules).

Effect	Type	Cost	Requirements	Effect
Acidic	Gas Ammo	20	Gas	<ul style="list-style-type: none"> <li>If hit, no benefits from armour or Wargear (that would normally apply against Gas) can increase the Toughness.</li> <li>Treat Out of Action as Seriously Injured instead.</li> </ul>
Bane	Gas Ammo	15	Gas	If hit, use Toughness 3 (regardless of actual value). Modifiers to Toughness (from equipment) still apply.
Blackout	Gas Ammo	30	Gas	Any Serious Injury inflicted counts as Out of Action instead. The Lasting Injury is automatically 'Out Cold' (12-26).
Blinding	Gas Ammo	10	Gas	Apply Blind condition (until the End phase of the current round) when inflicting a Flesh Wound.
Expansive	Gas Ammo	20	Gas, Blast	Place an additional Blast marker, at least touching one other Blast generated by the weapon.
Hallucinogen	Gas Ammo	15	Gas	If hit, pass a Willpower test or suffer Insanity (in addition to the Toughness test for the normal effects).
Lead	Gas Ammo	30	Gas, Blast/Template	<p>After resolving the attack, place a 3" Blast so that the central hole is within the area of the original Blast/Template attack.</p> <p>The new 3" Blast remains until the End phase of the current round. Any fighters moving through counts as being hit by the weapon that made this attack (apply the hit after the fighter ends the current action).</p>
Lifeline	Gas Ammo	25	Gas, Template	The Template can be placed up to 6" away from the attacker. It must be positioned in a straight line (narrow end points directly towards the attacker, the wide end must then be the furthest part of the template from the attacker).
Pathogenic	Gas Ammo	15	Gas	If hit, the fighter must roll a 3+ at the start of its next activation or suffer the effects of the Gas trait, as if being hit by the same weapon again.
Pyrophoric	Gas Ammo	20	Gas	Gain Blaze.
Bleeding	Toxic Ammo	10	Toxin	If Injured, suffer a Flesh Wound at the start of the End phase (cumulative per Injury).
Blood Boil	Toxic Ammo	30	Toxin	<ul style="list-style-type: none"> <li>+1 modifier when rolling against the target's Toughness.</li> </ul> <p>If Injured:</p> <ul style="list-style-type: none"> <li><b>Exploding:</b> If taken Out of Action, place a 3" Blast centered over the fighter (before being removed from the battlefield). The blast inflicts a Gas hit.</li> <li><b>Maddening:</b> Gain Reckless for all attacks (for the rest of the battle).</li> </ul>
Concentrated	Toxic Ammo	15	Toxin	+2 modifier when rolling against the target's Toughness (only applies to the single first hit).
Debilitating	Toxic Ammo	10	Toxin	If Injured, suffer a -1 modifier to any Characteristic tests (remains until the end of the battle or taken Out of Action). This is cumulative for each Injury suffered by this weapon.
Decaying	Toxic Ammo	5	Toxin	If Injured, suffer a -1 modifier to Save rolls (remains until the end of the battle or taken Out of Action). This is cumulative for each Injury suffered by this weapon.
Exploding	Toxic Ammo	20	Toxin	If taken Out of Action, place a 3" Blast centered over the fighter (before being removed from the battlefield). The blast inflicts a Gas hit.
Maddening	Toxic Ammo	5	Toxin	If Injured, gain Reckless for all attacks (for the rest of the battle).
Maiming	Toxic Ammo	10	Toxin	If taken Out of Action, inflict 2 Lasting Injury rolls and the attacker can choose which of the 2 results to apply.
Panicking	Toxic Ammo	10	Toxin	If Injured, immediately become Broken (as if failing a Nerve test).
Paralysing	Toxic Ammo	5	Toxin	If Injured, pass a Strength test or become Webbed (counts as Paralysed).
Silencing	Toxic Ammo	5	Toxin	If Injured, can't issue or take part in Group Activations.
Skin Fire	Toxic Ammo	25	Toxin	<p>If Injured:</p> <ul style="list-style-type: none"> <li>Suffer Blaze on a 4+.</li> <li><b>Debilitating:</b> Suffer a -1 modifier to any Characteristic tests (remains until the end of the battle or taken Out of Action). This is cumulative for each Injury suffered by this weapon.</li> <li><b>Decaying:</b> Suffer a -1 modifier to Save rolls (remains until the end of the battle or taken Out of Action). This is cumulative for each Injury suffered by this weapon.</li> </ul>

# SKILLS

## UNIVERSAL SKILLS

D6	Agility	Brawn	Combat	Cunning	Driving
1	Catfall	Bull Charge	Combat Master	Backstab	Jink
2	Clamber	Bulging Biceps	Counter-attack	Escape Artist	Expert Driver
3	Dodge	Crushing Blow	Disarm	Evade	Heavy Foot
4	Mighty Leap	Headbutt	Parry	Infiltrate	Slalom
5	Spring Up	Hurl	Rain of Blows	Lie Low	T-Bone
6	Sprint	Iron Jaw	Step Aside	Overwatch	Running Repairs
D6	Ferocity	Leadership	Savant	Shooting	Unknown
1	Berserker	Commanding Presence	Ballistics Expert	Fast Shot	Dive
2	Fearsome	Inspirational	Connected	Gunfighter	
3	Impetuous	Iron Will	Fixer	Hip Shooting	
4	Nerves of Steel	Mentor	Medicae	Marksmanship	
5	True Grit	Overseer	Munitioneer	Precision Shot	
6	Unstoppable	Regroup	Savvy Trader	Trick Shot	

## GANG SPECIFIC SKILLS

D6	Muscle (Goliath)	Finesse (Escher)	Bravado (Orlock)	Tech (Van Saar)	Piety (Cawdor)
1	Fists of Steel	Acrobatic	Big Brother	Cold & Calculating	Lord of Rats
2	Iron Man	Combat Focus	Bring It On!	Gadeteer	Scavenger's Eye
3	Immovable Stance	Combat Virtuoso	Guilder Contacts	Mental Mastery	Blazing Faith
4	Naargah!	Hit & Run	King Hit	Photonic Engineer	Unshakable Conviction
5	Unleash the Beast	Lightning Reflexes	Shotgun Savant	Rad-Phaged	Devotional Frenzy
6	Walk It Off	Somersault	Steady Hands	Weaponsmith	Restless Faith
D6	Obfuscation (Delaque)	Palanite Drill (Enforcer)	Savagery (Corpse Grinder Cult)	Wastelands (Nomad)	
1	Faceless	Got Your Six	Avatar of Blood	Born to the Wastes	
2	Psi-touched	Helmawr's Justice	Bloodlust	Stormwalker	
3	Take Down	Non-verbal Communication	Crimson Haze	Eyes of the Wasteland	
4	Rumour-Monger	Restrain	Frenzy	Beast Handler	
5	Fake Out	Team Work	Killing Blow	Ever Vigilant	
6	Doppelganger	Threat Response	Slaughterborn	Bring It Down	
D6	Wisdom of the Ancients (Squat)				
1	Where There's Scrap, There's Creds!				
2	Nobody Pushes Kin Around				
3	Chemical Bonds Never Break				
4	Dependable Like Kin				
5	Stubborn to the Last				
6	There's Always Another Secret				

## PET SKILLS

D3	Agility	Brawn	Combat	Cunning	Ferocity
1	Catfall	Bull Charge	Counter-attack	Backstab	Berserker
2	Dodge	Crushing Blow	Disarm	Evade	Fearsome
3	Sprint	Iron Jaw	Step Aside	Lie Low	Nerves of Steel

## VEHICLE CREW SKILLS

D6	Driving	Leadership	Shooting	Savant
1	Jink	-	Fast Shot	Ballistics Expert
2	Expert Driver	Inspirational	Gunfighter	Connected
3	Heavy Foot	Iron Will	Hip Shooting	Fixer
4	Slalom	Mentor	Marksmanship	-
5	T-Bone	Overseer	Precision Shot	Munitioneer
6	Running Repairs	Regroup	Trick Shot	Savvy Trader



## AGILITY

### 1. CATFALL

Halve the vertical distance (rounding up) when falling or jumping. If not Seriously Injured or taken Out of Action, pass an Initiative test to remain standing instead of being Pinned.

#### HOUSE RULE

When falling into a pitfall, mark the closest edge. At the end of that round, place the fighter next to the pitfall on a 4+.

### 2. CLAMBER

When climbing vertical distances, the move is not halved.

#### HOUSE RULE

Move freely through ductways without spending a Crawl Through (Double) action.

### 3. DODGE

6+ save (invulnerable, unmodifiable, bonus) against ranged and close combat attacks.

If hit by a Blast/Template, a successful save does not automatically cancel the attack, instead, it allows to move up to 2" before determining if the fighter is hit.

### 4. MIGHTY LEAP

The fighter can ignore the first 2" of the distance when leaping. Leaping over gaps of 2" or less does not require an Initiative test. All other rules for leaping over gaps still apply.

### 5. SPRING UP

If Pinned when activated, pass an Initiative test to make a free Stand Up (Basic) action.

### 6. SPRINT

When making 2 (or more) Move actions in an activation, double the Move characteristic for the last Move.

## BRAWN

### 1. BULL CHARGE

Melee weapons gain Knockback and +1 Strength when Charging.

### 2. BULGING BICEPS

Using Unwieldy weapon only requires 1 hand rather than the usual 2 (only applies to close combat). Unwieldy weapons still takes up two weapon slots as normal.

### 3. CRUSHING BLOW

Nominate 1 attack (not Sidearm) before rolling to hit. If it hits, add +1S and +1D.

### 4. HEADBUTT

Can spend a Free action (Headbutt):

Target an Engaged and B2B enemy. Roll 2D6. At least 1 dice must roll equal to or higher than the target's Toughness to inflict a hit:

- S+2 and D2 (use the attacker's Strength).

Otherwise the attack fumbles and this fighter suffers a hit instead (both dice are less than the target's Toughness):

- S and D1 (use the attacker's Strength).

### 5. HURL

Can spend a Hurl action in the following ways:

- During a Charge instead of the the free Fight action.
- Basic action.

Target an enemy fighter:

- Engaged: B2B.
- Seriously Injured: Within 1".

The enemy fighter must pass an Initiative or be hurled:

1. Move the fighter D3" in any direction.
2. Stop moving if contacting any Standing fighter, vehicle or terrain.

The hurled fighter (and any model contacted) suffer the following:

- S3 hit.
- Pinned (fighters only).

### 6. IRON JAW

+2T against close combat attacks with AP -.

## COMBAT

### 1. COMBAT MASTER

Ignore interference and always grant assist.

### 2. COUNTER-ATTACK

+1 Attack when making Reaction attacks for each of the attacker's attacks that failed to hit (whatever reason, parry, missed, etc).

### 3. DISARM

Melee weapons gain Disarm (if hitting on a 6+, the target can't use any weapons when making Reaction attacks for the rest of the round - use unarmed attacks instead).  
If a weapon already has Disarm, the target is disarmed on a 5+ (instead of 6+).

### 4. PARRY

Apply one additional Parry as though carrying a weapon with that trait (parry one additional attack).

### 5. RAIN OF BLOWS

Fight (Basic) action becomes Fight (Simple) action instead.

## HOUSE RULE

Allow the fighter to make 2 consecutive Fight actions when charging (and potentially receiving 2 reaction attacks as well).

### 6. STEP ASIDE

If hit in close combat, pass an Initiative test to avoid the hit. Can only be used once per enemy in each round of close combat (if an enemy makes more than 1 attack, only 1 attempt can be made to step aside).

## LEADERSHIP

### 1. COMMANDING PRESENCE

Group Activation (+1).

### 2. INSPIRATIONAL

If a friendly model within 6" fails a Cool test, pass a Leadership test to treat the original Cool test as passed.

### 3. IRON WILL

-1 modifier to any Bottle rolls while on the battlefield and not Seriously Injured or Wrecked.

### 4. MENTOR

Each time another friendly model within 6" gains XP, this model can pass a Leadership test to have the other model gain an additional XP.

### 5. OVERSEER

Can spend a Double action (Order) if Active or Mobile. Pass a Leadership test to target a friendly fighter within 6" to immediately activate and make 2 actions (as if it was the target's own turn).

This is regardless of whether the target is Ready or not and does not affect the target's Ready status.

## HOUSE RULE

Can only make Move (Simple) and Stand Up (Basic) actions.

### 6. REGROUP

If Active or Mobile at the end of the activation, pass a Leadership test to recover all friendly models within 6" from Broken.

## CUNNING

### 1. BACKSTAB

Close combat weapons gain Backstab. If a weapon already has Backstab, add +2S (instead instead of +1S).

## HOUSE RULE

If benefiting from this skill, apply an additional -1 AP.

### 2. ESCAPE ARTIST

- +2 to the Initiative test when making a Retreat action (a result of 1 before modifiers always fails).
- If Captured and equipped with a skin blade, add +1 to the escape roll during Rescue mission.

### 3. EVADE

If Active and not in partial or full cover, add a -1 modifier to incoming Short range attacks and -2 modifier to Long range attacks.

### 4. INFILTRATE

This fighter may be placed aside instead of being set up at the start of a battle. Immediately before the start of the first round, set up this fighter anywhere on the battlefield outside 6" and LOS of any enemy fighters. If both gangs have fighters with this skill, take turns, starting with the winner of a roll-off.

## HOUSE RULE

In some scenarios, this is problematic. Make 2 move actions before the 1st round instead.

### 5. LIE LOW

Can't be targeted by ranged attacks while Prone, unless within the Short range. Weapons without Short range are unaffected by this rule.

### 6. OVERWATCH

If Ready and Active, a visible enemy model's action can be interrupted as soon as it is declared (before being carried out). Lose the Ready condition, then immediately make a Shoot (Basic) action against that enemy. If the target is Pinned or Seriously Injured, their activation ends immediately - their action is not made. Note: Cannot be used with template weapons.

## FEROCITY

### 1. BERSERKER

+1 Attack when Charging.

### 2. FEARSOME

When charged, the enemy must first pass a Willpower test before moving, or their action ends immediately.

### 3. IMPETUOUS

Consolidate up to 4" instead of 2".

## HOUSE RULE

If eligible, can both Coup de Grace and Consolidate after a Fight action.

### 4. NERVES OF STEEL

Pass a Cool test when hit by a ranged attack to avoid Pinning.

### 5. TRUE GRIT

When Injured, roll one less Injury dice. If an attack only has Damage 1, roll two Injury dice and discard one before resolving the effects.

### 6. UNSTOPPABLE

Before making Recovery test, roll a D6. On a 4+, either remove one Flesh Wound, or if there is no Flesh Wound, roll one additional dice for the Recovery test and choose one to discard.

**SHOOTING****1. FAST SHOT**

Unwieldy weapons can never be used with this skill.

The following actions become Simple (instead of Basic):

- Fighter: Shoot (Basic).
- Vehicle: Fire All (Basic).

**HOUSE RULE**

Apply -1 hit modifier when using this skill.

**2. GUNFIGHTER**

Ignore the -1 modifier when shooting with 2 Sidearms (Twin Guns Blazing). Each Sidearm can target a separate enemy.

**3. HIP SHOOTING (SHOOTING)**

Unwieldy weapons can never be used with this skill.

- Fighter:
  - If active, spend a Double action (Run & Gun):
    1. Move up to double of the Movement stat.
    2. Then, make a range attack with a -1 hit modifier.
- Vehicle: Move & Shoot (Basic) becomes Simple instead.

**HOUSE RULE**

Apply -1 hit modifier when using this skill.

**4. MARKSMAN**

Ignore Target Priority. If the hit is a 6 (before modifiers), double the Damage.

- **Blasts:** No double Damage.
- **Rapid Fire:** Only for the first hit.

**5. PRECISION SHOT**

Ignore armour save if the hit was a 6 (before modifiers). Does not apply to Blast weapons.

**6. TRICK SHOT**

Ignore the -1 ranged attack modifier from partial cover and being Engaged. Also reduce full cover to -1.

**HOUSE RULE**

Apply +1 modifier to any ammo tests.

**UNKNOWN (N21 HIVE WAR)****1. DIVE**

Can go Pinned (Take Cover Basic action) at the end of any action (for free).

**SAVANT****1. BALLISTIC EXPERT**

When making an Aim (Basic) action, pass an Intelligence test to gain an additional +1 to hit.

**HOUSE RULE**

Can pre-measure the distance to one enemy fighter when aiming.

**2. CONNECTED**

Can make a Trade action in the post-battle sequence in addition to any other actions made (could even make 2 Trade actions). Can't be used if not able to make any actions.

**SCAVENGER'S INSTINCT (UPRISING)**

In the Uprising campaign, use this instead:

Can make a free Scavenge post-battle action in addition to the normal action (can for example make 2 Scavenge actions). The fighter must still be available in the post-battle sequence as normal..

**HOUSE RULE**

Any fighter can have this skill (not just Leader and Champions). Add Rare/Illegal (+1) to the Availability roll. Fighters must decide between this or working Resources. Leaders and Champions can make a post-battle action as normal, if the Trade action is chosen, this would effectively add Rare/Illegal (+2) to the Availability roll.

**3. FIXER**

Earn D3x10 credits after each battle (if not Captured or in Recovery). This model doesn't need to have taken part in the battle.

**4. MEDICAE**

Can spend a Basic action (Treat Wounds). Roll a 3+ for a friendly fighter within 1" to heal 1 Wound or Flesh Wound.

**5. MUNITIONEER**

Re-roll any friendly failed Ammo test within 6" (including this model).

**6. SAVVY TRADER**

- +1 to Rare/Illegal (X) Availability roll when making a Trade post-battle action.
- Reduce the cost of a single Trading Post item by 20 credits (applies to a single purchase only).

**SAVVY SCAVENGER (UPRISING)**

In the Uprising campaign, use this instead:

Add 1 or 2 to the result when this fighter makes a Scavenge action. Applies during phase 3 (Damnation).

**HOUSE RULE**

Replace the entire skill with this:

Any fighter can have this skill. Instead of working a Resource or making a post-battle action, reduce the cost of 1 item by 20 credits. The cost can't be reduced to less than 10 credits. In addition, the Availability roll to determine Rare/Illegal (X) may be re-rolled (second result must be used even if lower than the first).

**DRIVING (VEHICLE CREW)****1. JINK**

A 6+ save (unmodifiable by AP). Usable once per round when hit by an attack.

**2. EXPERT DRIVER**

+1 modifier to Handling tests against Losing Control.

**3. HEAVY FOOT**

Once per round, at the start of a Move (Simple) or Ram (Double) action, roll a D6 to gain extra movement:

1: Stationary. 2: +1". 3-4: +2". 5-6: +3".

**4. SLALOM**

Once per round, during a Move (Simple) action, pivot an additional time up to 45°.

**5. T-BONE**

Once per round, during a Head-on Collision, gain +D3 Front Toughness (against vehicles or terrain).

**6. RUNNING REPAIRS**

When passing a Handling test to Restart the Stationary vehicle in the End phase, if any dice resulted in a 6 (before modifiers), regain one Wound (the driver repaired some minor damage).

**PALANITE DRILL (ENFORCER)****1. GOT YOUR SIX**

Can be used when all conditions are true:

- Once per round.
- Active.
- Visible enemy declares a Charge (Double) action.

Interrupt the Activation by performing a Shoot (Basic) action against the enemy fighter. If Pinned or Seriously Injured as a result, the Activation ends immediately (no actions are made).

**2. HELMAWR'S JUSTICE**

When making Coup de Grace, inflict 2 Lasting Injury rolls and choose which of the 2 results to apply.

**3. NON-VERBAL COMMUNICATION**

Can spend a Double action (Comms) action if Active:

A friendly fighter within 6" can pass a Cool test to gain 360° vision arc until the End phase of this round.

**4. RESTRAINT PROTOCOLS**

Add +1 when rolling to determine if an enemy fighter is Captured for each enemy this fighter has taken Out of Action with a Coup de Grace (originally Restrain (Simple) action).

**NOTE:** This stuff is broken in N23 because Capture mechanics changed.

**5. TEAM WORK**

Group Activation (+1). Unlocks the Group Activation ability for fighters that don't already have it.

**6. THREAT RESPONSE**

Can be used when all conditions are true:

- Is Ready.
- Active.
- An enemy ends the movement within 6" after making a Charge (Double) action.

Interrupt the Activation by performing a Charge (Double) action against the enemy fighter, including the Fight (Basic) action. Afterwards, this fighter is no longer Ready.

Finally, the enemy can continue the Charge action and make the attacks as normal.

**SAVAGERY (CORPSE GRINDER CULT)****1. AVATAR OF BLOOD**

Discard a Flesh Wound for every unsaved wound inflicted against an enemy with a Melee weapon.

**2. BLOODLUST**

Consolidate 2" after performing a Coup de Grace.

**3. CRIMSON HAZE**

Automatically pass Nerve tests when Engaged.

**4. FRENZY**

Gain +D3 Attacks and -1 hit modifier when charging.

**5. KILLING BLOW**

Can opt to roll a single Killing Blow attack instead of normal close combat attacks. This attack can't be made with a Sidearm. If hit, double the Strength and Damage. No Armour Save can be made.

**6. SLAUGHTERBORN**

Add +1" Move for every unsaved wound inflicted against an enemy with a Melee weapon. Lasts for the rest of the battle.

**WISDOM OF THE ANCIENTS (SQUATS)****1. WHERE THERE'S SCRAP, THERE'S CREDITS!**

While not Captured or In Recovery, gain an additional D6x10 credits per wrecked enemy vehicle.

**2. NOBODY PUSHES KIN AROUND**

- Never moved by weapon trait or skill (used against this fighter).
- Automatically pass any Initiative test to avoid falling when becoming Pinned close to an edge.

**3. CHEMICAL BONDS NEVER BREAK**

Can use a Chem twice (before being consumed/removed).

**4. DEPENDABLE LIKE KIN**

- Equipped weapons ignore Unstable.
- Re-roll any ammo test.

**5. STUBBORN TO THE LAST**

Before being taken out of Action, make a Shoot/Fight (Basic) action (even if not Ready).

**6. THERE'S ALWAYS ANOTHER SECRET**

Gain D6x10 credits when opening a Loot casket.

**WASTELANDS (ASH WASTE NOMAD)****1. BORN TO THE WASTES**

- Ash Wastes: Ignore Battlefield Surface effects.
- Sector Mechanicus & Zone Mortalis: Can perform the Hide in the Wastes (Double) action if at least 12" from any enemies:
  - Become Hidden (even in battles without Pitch Black).
  - Become Revealed if moving (in addition to normal triggers).

**2. STORMWALKER**

+2" M if starting an activation on the Battlefield Surface.

**3. EYES OF THE WASTELAND**

- Gain Visibility (+6").
- Can see 9" in Pitch Black.

**4. BEAST HANDLER**

If Mounted, melee attacks (Fight & Reaction) include an additional attack with S3 and AP-1.

**5. EVER VIGILANT**

When making Reaction Attacks:

- +1A
- Ignore the penalty for turning to face the opponent.

**6. BRING IT DOWN**

Can spend a Basic action (Bring it Down) and target an enemy in LOS. For this round, apply the following to all friendly fighters (including this fighter) when targeting that enemy:

- Ignore Target Priority against that enemy for Shoot (Basic) actions.
- Re-roll to hit with Shoot (Basic) actions.

## PIETY (CAWDOR)

### 1. LORD OF RATS

- +2 to Cool & Willpower tests made by friendly Juvies or Juve (Specialists) within 12" and LoS.
- Bomb rats that end the movement within 3" must move the shortest amount possible to be at least 3" away.

### 2. SCAVENGER'S EYE

After any battle, the gang can add +1 to all scenario reward rolls related to loot, scrap and harvested goods of any kind.

### 3. BLAZING FAITH

- Ignore Blaze (can activate normally, but still suffer the damage).
- Immune to Insanity.

### 4. UNSHAKABLE CONVICTION

While Seriously Injured:

- Can make reaction attacks.
- Can't be targeted by Coup de Grace.
- Spend a Double action (Flock Together) to move M+D3" towards a friendly Faction fighter.

### 5. DEVOTIONAL FRENZY

Once per round, can gain the following at the start of any activation (roll individually):

- +D3 WS.
- +D3 Cl.
- +D3 Ld.
- +D3 Will.

If used, suffer 1D (can't be saved) at the end of the activation.

### 6. RESTLESS FAITH

While in Recovery:

- Can be part of the crew.
- Start the battle with a Flesh Wound.

## FINESSE (ESCHER)

### 1. ACROBATIC

Ignore enemies when during a Move (Simple) or Charge (Double) action (while Active). In effect, move over other fighters. 1" rule still applies once the movement is complete.

Cross any barricade or linear terrain feature up to 2" high without reduction in movement.

### 2. COMBAT FOCUS

+1 Willpower & Cool per enemy fighter OoA or Seriously Injured (note that a result of 2 always fails).

### 3. COMBAT VIRTUOSO

The following weapons gain Versatile with range equal to the fighter's Strength:

- Knife
- Stiletto: knife & sword
- Power: knife & sword
- Chainsword

### 4. HIT & RUN

Can make a free Retreat (Basic) after a Charge (Double) action, before the opponent makes any reaction attacks. If unsuccessful, the opponent can only make reaction attacks once.

### 5. LIGHTNING REFLEXES

Can make a free Retreat (Basic) action when Engaged, before an enemy makes any attack action or additional actions.

Can only be used once per round, regardless of whether it was successful or not. The fighter can still activate as normal later if Ready.

### 6. SOMERSAULT

Spend a Basic action (Somersault) to be placed anywhere within:

- 6" of the current position.
- LOS.
- Outside 1" of any enemy.

This does not count as moving for effects triggered by movement. Can use Shoot (Basic) with a Unwieldy ranged weapon during an activation where this action is made.

## OBFUSCATION (DELAQUE)

### 1. FACELESS

From the start of each round until after this fighter's activation:

- Enemies must pass a Willpower test to target this fighter with a ranged attack (or placing a Blast touching this fighter's base).
- If failed, another target may be chosen.

### 2. PSI-TOUCHED

- Can re-roll Willpower tests for performing or resisting Wyrd Powers.
- Treat Ghast as Common (Trading Post).

### 3. TAKE DOWN

Can be used instead of the normal method for determining if enemy fighters are captured (if this fighter's gang won the battle):

- Roll a 4+ to automatically choose one enemy to capture that was taken Out of Action by this fighter (as normal, cannot capture more than a single fighter).

### 4. RUMOUR-MONGER

Can pass an Intelligence test to perform a post-battle action (Despicable Rumours):

- +D3 Reputation. Reduce the enemy gang's reputation by the same amount.

### 5. FAKE OUT

When rolling to determine scenario, roll 3D6 (instead of 2D6) and choose one dice to discard.

### 6. DOPPELGANGER

At the start of each battle (before determining crew), the enemy must pass an Intelligence test, or you gain the following:

- +1 fighter can be added to the Crew (this can take the Crew beyond the size specified by the scenario).

**MUSCLE (GOLIATH)****1. FISTS OF STEEL**

Unarmed attacks gain +2 Strength and Damage 2.

**2. IRON MAN**

Does not reduce Toughness when suffering Flesh Wounds. When suffering a number of Flesh Wounds equal to or higher than the Toughness, go Out of Action as normal.

**3. IMMOVABLE STANCE**

Can spend a Double action (Tank). Until the start of this fighter's next activation, gain the following bonuses:

- +2 save modifier (max 2+).
- Can't be moved by any skill (Hurl, Overseer etc.) or weapon (Knockback, Drag etc.).
- Can't be Pinned.

**4. NAAARGAH!**

Can attempt to perform a 3rd action by passing a Toughness test after completing the first 2 actions. If the test is made (regardless of outcome), automatically become Pinned when the activation ends (can't be negated by skills such as Nerves of Steel).

**5. UNLEASH THE BEAST**

Can spend a Simple action (Flex) while Engaged. All fighters (friend & foe) in B2B must pass a Strength test or be pushed D3" directly away (stopping if coming into contact with another fighter or impassable terrain). Choose the order if multiple fighters are pushed.

**6. WALK IT OFF**

If making 2+ Move (Simple) actions in a single activation, pass a Toughness test at the end of the activation to recover a lost Wound or discard a Flesh Wound.

**BRAVADO (ORLOCK)****1. BIG BROTHER**

While Active, friendly Juvies (including Specialists) & Gangers (including Specialists) within this fighter's LOS and 9" can use this fighter's Cool characteristic when making Nerve tests.

**2. BRING IT ON!**

Can spend a Basic action (Issue Challenge) to target an enemy fighter within 12". The enemy fighter must pass a Willpower test to target any fighter other than this fighter with a ranged or close combat attack (ignores normal target priority rules).

This effect lasts until the end of this round, or the enemy fighter is attacked by a friendly fighter.

**3. GUILDER CONTACTS**

After hiring any Hired guns, reduce the cost by D6x10 credits (minimum 20). Roll separately for each Bounty Hunter and Hive Scum hired.

**NOTE**

This ability should probably not stack?

**4. KING HIT**

Can roll a single Attack dice in close combat (regardless of the Attacks characteristic or other bonuses) to make a special unarmed attack:

- Str S, D1, Knockback, Shock, Pulverise, Concussion

**5. SHOTGUN SAVANT**

Applies to any equipped shotgun (standard, sawn-off & combat):

- Can use the Short range Accuracy modifier at Long range.
- Can roll 2D6 and choose the highest for Scattershot.

**6. STEADY HANDS**

Can make a free Reload (Simple) action when activating (before making any other actions).

**TECH (VAN SAAR)****1. COLD & CALCULATING**

Can use Intelligence stat for a Cool or Willpower once per round.

**2. GADGETEER**

Usable if part of the starting crew (before the first turn). Any weapon with Plentiful can replace Plentiful with one of the following:

- Knockback.
- Pulverise.
- Rending.
- Shock.
- Rapid Fire (+1) if having Rapid Fire (X).

**3. MENTAL MASTERY**

- Immune to Insanity.
- Can attempt to Disrupt a Wyrd Power (as if being a Psyker) if targeted by an enemy Psyker.

**4. PHOTONIC ENGINEER**

Can apply one of the following to any las weapons used by this fighter:

- +1S & Unstable.
- Re-roll failed Ammo tests.

**5. RAD-PHAGED**

- If hit by a Gas or Toxin attack, roll 2D6 and discard the highest roll (when rolling to see if the fighter is affected).
- When hit by a Rad-phage attack, roll 4+ to discard 1 existing Flesh Wound (the additional Flesh Wound from rad-phage is ignored).
- Always Revealed (Pitch Black).

**6. WEAPONSMITH**

Apply the following to any equipped weapons:

- Weapons without Scarce gains Plentiful.
- Weapons with Scarce lose Scarce.

# PSYKERS

## PSYCHIC POWERS

Psykers are a distinct type of fighters able to manifest strange and powerful abilities. Psykers are activated just like any other fighter, with the exception that they may perform 'Wyrd Power (X)' actions which can be Simple, Basic or Double like any other action. Choose to perform one or more Wyrd Power actions during the activation.

### DISCIPLINES

There are 7 universal Wyrd Power Disciplines:

- Biomancy.
- Chronomancy.
- Divination.
- Pyromancy.
- Technomancy.
- Telekinesis
- Telepathy.

Some Psykers have a personal set of unique Wyrd Powers available to them. If a Psyker doesn't start with any predefined starting Wyrd Powers, they can always choose from any universal Discipline (Wyrd Powers numbered 1-6).

### FOCUSED

If a Psyker only has Wyrd Powers from a single universal discipline, gain a bonus from that discipline:

- **Biomancy (Fast Healing):** During Recovery, roll an extra Injury dice then choose one to discard.
- **Chronomancy (Flicker):** Perform one extra action during the activation (once per battle).
- **Divination (Future Sight):** Re-roll any dice roll during the activation, this can be any number of dice or even a roll made by an enemy fighter (once per battle).
- **Pyromancy (Fire Shield):** Immune to Blaze.
- **Technomancy (Techno-affinity):** Re-roll any Ammo test.
- **Telekinesis (Fists of Fury):** Unarmed attacks gain +1 S & D.
- **Telepathy (Fearful Aura):** Enemies declaring a Charge that would result in attacks against this fighter must pass a Willpower test or end the action before moving.

### GAINING WYRD POWERS

The following apply when recruiting Psykers without any predefined starting Wyrd Powers:

- When choosing Wyrd Powers, use the fighter's predefined lists or any generic Discipline (Biomancy, Chronomancy, Divination, Pyromancy, Technomancy, Telepathy).
- Choose 1 Wyrd Power when hired.
- Choose additional Wyrd Powers as a Primary skill during advancement.

All Psykers are able to perform the following actions:

- **Maintain Control (Simple):** Pass a Willpower test with a +3 modifier to maintain a Continuous Effect (otherwise it expires at the start of the fighter's activation).
- **Concentrate (Basic):** +1 modifier to any Willpower test in a subsequent action.

### GHAST

When a Psyker takes a dose of Ghost, a Wyrd Power can be randomized from a predefined list or randomized from any chosen universal Discipline.

## FORCE WEAPONS

Any Melee weapon can be upgraded into a Force Weapon by buying a Psi-amplifier (75 credits, Rare 15) from the Trading Post) and performing the Psi Attune post-battle action:

- Leaders and Champions must make this action in the same way as a Trade action and is successful on a 2D6 roll of 15+ (after modifiers).

Force Weapons gain the following when used by a Psyker:

- Power.
- Sever.

## USING WYRD POWERS

When making a Wyrd Power (X) action, make a Willpower test. If passed, the Wyrd Power takes immediate effect. If failed, the action is wasted.

However, using Wyrd Powers is not without risk.

- If a double 1 or 6 is rolled, immediately roll on the Perils of the Warp table.
- If a double 6 is rolled, the Wyrd Power takes effect and can't be Disrupted.

### CONTINUOUS EFFECTS (CE)

Wyrd Powers noted as Continuous Effect have the following abilities:

- Applies when the action is successfully performed (as normal).
- Expires in any of the following situations:
  - At the end of the Psyker's next activation.
  - Psyker is Seriously Injured.
  - Psyker is taken Out of Action.
- Keep the Continuous Effect for another round if the Psyker's first action in the following round is a successful Maintain Control (Simple/Free).
- 0-1 CE can be used at a time per Psyker.

## SANCTIONED AND UNSANCTIONED

All Psykers fall into two broad types, regardless of the types of power they wield or where they originate from.

### Sanctioned:

- Re-roll a failed Willpower test once per battle.

### Unsanctioned:

- D3x10 credits to the enemy gang if this fighter goes Out of Action.
- Receive full value when sold to the Guilders.



## PSYCHIC DUELS

Whenever a Wyrd Power or Maintain Control action is successful, an Active or Pinned enemy Psyker within 18", can attempt to Disrupt it.

Roll 2D6 to attempt to Disrupt a successful Wyrd Power action. If the total is higher than the total rolled for the initial Willpower test, the Wyrd Power is Disrupted and fails as if the Psyker making the action had failed their own Willpower test.

However, Disruption attempts can be just as risky as manifesting psychic powers.

- If a double 1 or 6 is rolled, immediately roll on the Perils of the Warp table.
- If a double 6 is rolled, the wyrd Power is Disrupted.

## PERILS OF THE WARP

Whenever a double 1 or 6 is rolled when making a Willpower test to perform a Wyrd Power (X) action or attempting to Disrupt a Wyrd Power, roll on the table below:

### 2D6 Result

**2-3 A Tear in Reality!** Centre a 5" Blast on the Psyker, any fighter touched by the blast must pass a Willpower test or lose a Wound. The Psyker goes Out of Action.

**4-5 Immaterium Inverse.** The Psyker becomes target of the power (regardless of range). If the power is beneficial, the Psyker instead becomes Pinned and suffers a Strength 6 Damage 2 hit ignoring armour saves. The power has no other effects.

**6-8 Whispers from the Warp.** The Psyker becomes subject to the Insanity condition. Roll a D6 when they activate:

- **1-2:** The fighter is immediately Broken, if already Broken, they flee (even if their gang has not failed a Bottle test).
- **3-4:** An opposing gang (roll-off if multi-player) can control the fighter this turn, treating them as part of their gang. Once the turn is over, the fighter no longer counts as part of the opposing gang.
- **5-6:** The fighter act as normal. Once their turn is over, pass a Willpower test to lose the Insanity condition.

### HOUSE RULE

If the first action causes Insanity, apply Insanity immediately if the fighter makes a 2nd action.

**9-10 Warp Surge!** The Psyker may immediately try to manifest the same power again as a free action, or if trying to disrupt a power, they may immediately manifest one of their own powers as a free action - this additional manifestation can trigger Perils of the Warp as normal. After working out the effects of the power, the Psyker becomes Pinned and suffers a Strength 4 Damage 1 hit ignoring armour saves.

**11-12 Daemonic Possession.** Gain +3 Movement, Strength, Toughness, Attacks and 2+ Weapon Skill. Unarmed attacks inflict 2 Damage and have -1 Armour Penetration. In the End phase of the following round, or if the Psyker generates this result again, they go Out of Action.

# WYRD POWERS

	STANDARD	BIOMANCY	CHRONOMANCY	DIVINATION
1	Concentrate (Basic)	Arachnosis (Basic), CE	Freeze Time (Double)	Precognition (Special)
2	Maintain Control (Simple)	Chameleon (Basic), CE	Suppress Power (Basic)	Foreboding (Double), CE
3		Cause Pain (Basic)	Zen Shootist (Basic), CE	Misfortune (Basic)
4		Stop Bleeding (Basic)	Walk Through Walls (Double)	Forewarning (Basic)
5		Quickening (Basic), CE	Mirror Image (Basic)	Warp Whispers (Special)
6		Iron Arm (Basic), CE	Lucky Aura (Basic), CE	Visions (Double), CE
7		Hammerhand (Basic), CE		
8		Warp Strength (Simple), CE		

	PYROMANCY	TECHNOMANCY	TELEKINESIS	TELEPATHY
1	Body of Flame (Basic), CE	Weapon Jinx (Simple)	Assail (Basic)	Mind Control (Basic), CE
2	Stoke Flames (Basic)	Overcharge (Basic), CE	Crush (Basic)	Terrify (Double)
3	Wall of Flame (Basic), CE	Hardening (Basic), CE	Force Field (Basic), CE	Invisibility (Double), CE
4	Flame Blast (Basic), CE	Manipulate Door (Simple)	Hailstorm (Basic)	Mental Assault (Basic)
5	Molten Bolt (Basic)	Manipulate Lumens (Double)	Force Blast (Basic)	Hallucinations (Basic)
6	Scouring (Basic), CE	Crack Lock (Basic)	Levitation (Basic), CE	Unbreakable Will (Basic), CE
7	Witchfire (Double)		Dark Shield (Simple)	Mind Lock (Basic)
8			Psychic Shockwave (Basic)	Premonition (Simple), CE
9				Hypnosis (Basic)
10				Maddening Visions (Basic)
11				Psychic Assault (Basic)
12				Psychic Scream (Basic)
13				Zealot (Double), CE
14				Mind Maze (Basic), CE

D6	Genestealer	Chaos	Possessed Hiver / Ghast	Ty (Noble Alliance)
1	Assail (Basic)	Assail (Basic)	Assail (Basic)	Mind Control (Basic)
2	Force Blast (Basic)	Scouring (Basic), CE	Flame Blast (Basic), CE	Terrify (Double)
3	Hypnosis (Basic)	Maddening Visions (Basic)	Freeze Time (Double)	Invisibility (Double), CE
4	Mind Control (Basic)	Warp Strength (Simple), CE	Weapon Jinx (Simple)	Mental Assault (Basic)
5	Unbreakable Will (Basic), CE	Dark Shield (Simple)	Terrify (Double)	Hallucinations (Basic)
6	Zealot (Double), CE	Levitation (Basic), CE	Quickening (Basic), CE	Unbreakable Will (Basic), CE

D6	Awakened Ogryn	Manifestation (Conduit)
1	Iron Arm (Basic), CE	Smite the Unclean (Basic)
2	Body of Flame (Basic), CE	Bless Weapon (Basic)
3	Weapon Jinx (Simple)	Saint's Grace (Basic)
4	Overcharge (Basic), CE	Saintly Radiance (Double)
5	Crush (Basic)	Bastion of Faith (Basic), CE
6	Terrify (Double)	Martyrdom (Double)

D6	Darkness	Delusion	Madness
1	Cacophony of Silence (Double), CE	Spatial Psychosis (Simple)	Existential Barrage (Simple)
2	Penumbral Mirror (Basic)	Seen Unseen (Basic), CE	Terrible Truths (Basic)
3	A Perfect Void (Basic), CE	Ghost & Shadow (Basic)	Psychoteric Lure (Basic)
4	Eternal Slumber (Double)	Deceitful Embrace (Basic)	Cyclopean Gaze (Double)
5	Cloak of Whispers (Basic), CE	Suicidal Embrace (Basic)	Craven Howl (Basic), CE
6	Sight Blight (Basic), CE	Oprobrious Curse (Simple)	Unrememberable (Simple), CE

## UNIVERSAL

### CONCENTRATE (BASIC)

If making a Willpower test in their subsequent action, add 1 to the result.

### MAINTAIN CONTROL (SIMPLE/FREE)

In order to maintain a Continuous Effect, pass a Willpower test. This can be done in two ways:

- Free action at the start of the activation.
- Simple action with a +3 modifier.

Otherwise the Continuous Effect expires at the end of this fighter's activation.

**BIOMANCY****FOCUSED: FAST HEALING**

During Recovery, roll an extra Injury dice then choose one to discard.

**1. ARACHNOSIS (BASIC), CONTINUOUS EFFECT**

Clamber, Catfall & Mighty Leap.

**2. CHAMELEON (BASIC), CONTINUOUS EFFECT**

-2 modifier when targeted by ranged attacks if this fighter didn't move during its activation.

**3. CAUSE PAIN (BASIC)**

Target an enemy to suffer an Injury roll:

- Within 18".
- LOS.
- Suffered at least one Wound or Flesh Wound.

**4. STOP BLEEDING (BASIC)**

Target a friendly fighter within 18" and LOS to remove all Flesh Wounds.

**5. QUICKENING (BASIC), CONTINUOUS EFFECT**

- +3" Movement.
- +1 WS, BS & Initiative (max 2+).

**6. IRON ARM (BASIC), CONTINUOUS EFFECT**

5+ save (bonus, unmodifiable by AP) for close combat only.

**7. HAMMERHAND (BASIC), CONTINUOUS EFFECT**

Armed with the following melee weapon:

- S+2, AP-1, D2, Pulverise.

**8. WARP STRENGTH (SIMPLE), CONTINUOUS EFFECT**

+2S and close combat attacks gain +1D.

**DIVINATION****FOCUSED: FUTURE SIGHT**

Re-roll any dice roll during the activation (once per battle), this can be any number of dice or even a roll made by an enemy fighter.

**1. PRECOGNITION (SPECIAL)**

If part of the gang during when determining the scenario before a battle, choose the scenario (instead of randomizing). The Psyker's gang is automatically the attacker (if the scenario has attacker & defender). If multiple gangs have this power, it has no effect (cancel each other out).

**2. FOREBODING (DOUBLE), CONTINUOUS EFFECT**

Give Overwatch to a friendly fighter within 12" & LOS (including this fighter).

**3. MISFORTUNE (BASIC)**

An enemy must re-roll a dice roll if within 12" and LOS (once, until the End phase).

**4. FOREWARNING (BASIC)**

Ignore the first hit from an attack on a 2+ (until the End phase).

**5. WARP WHISPERS (SPECIAL)**

- +1 Crew size.
- Re-roll any Reinforcement rolls.
- Sentry: This Psyker automatically raises the alarm if finishing a move within 6" of an enemy fighter.

**6. VISIONS (DOUBLE), CONTINUOUS EFFECT**

Enemies within 18" reduce the cover by 1 (full → partial, partial → open).

**CHRONOMANCY****FOCUSED: FLICKER**

Perform one extra action during the activation (once per battle).

**1. FREEZE TIME (DOUBLE)**

All fighters within 12" (friend & foe) may only take a single action when activated this round.

**2. SUPPRESS POWER (BASIC)**

Choose a Wyrld Power from an enemy Psyker within 18" and LOS to be disabled (cannot be used this round).

**3. ZEN SHOOTIST (BASIC), CONTINUOUS EFFECT**

Gain 2+ BS and ignore negative hit modifiers from cover. No effect for Blast or Rapid Fire weapons.

**4. WALK THROUGH WALLS (DOUBLE)**

Placed anywhere within 8" (outside 1" of enemies).

**5. MIRROR IMAGE (BASIC)**

-1 hit modifier when targeted by attacks. Cannot be targeted by Reaction attacks when making Retreat (Basic) actions. Lasts until the End phase.

**6. LUCKY AURA (BASIC), CONTINUOUS EFFECT**

When targeted by an attack, the enemy must re-roll a successful hit roll (once per round).

**PYROMANCY****FOCUSED: FIRE SHIELD**

Immune to Blaze.

**1. BODY OF FLAME (BASIC), CONTINUOUS EFFECT**

- Ignore hits from weapons with Blaze or Melta.
- Enemies ending an activation within 1" suffer a Blaze test.

**2. STOKE FLAMES (BASIC)**

Centre a Blast (5") with Blaze on an enemy that is within 18", LOS and already ablaze (does not cause Pinned).

**3. WALL OF FLAME (BASIC), CONTINUOUS EFFECT**

Place a Blast (5") with the centre within 12" and LOS. Any fighter starting or ending an activation within the Blast suffers a hit with S3, AP 1, Blaze.

**4. FLAME BLAST (BASIC), CONTINUOUS EFFECT**

One equipped weapon gains Blaze.

**5. MOLTEN BOLT (BASIC)**

Make a ranged attack targeting an enemy fighter within 6" and LOS to inflict a hit with S8, AP-3, D3, Melta.

**6. SCOURING (BASIC), CONTINUOUS EFFECT**

Gain the following: S2, AP-2, D1, Template, Blaze.

**7. WITCHFIRE (DOUBLE)**

All enemies within 3" suffer the following hit:

- S5, AP-1, D2, Blaze.

**TECHNOMANCY****FOCUSED: TECHNO-AFFINITY**

Re-roll any Ammo test.

**1. WEAPON JINX (SIMPLE)**

Choose a weapon carried by an enemy fighter within 18" and make an Ammo test for it.

**2. OVERCHARGE (BASIC), CONTINUOUS EFFECT**

One equipped ranged weapon gains +2S, +1D and Unstable.

**3. HARDENING (BASIC), CONTINUOUS EFFECT**

+2 save modifier and -1"M.

**4. MANIPULATE DOOR (SIMPLE)**

Open or close an unlocked door (anywhere).

**5. MANIPULATE LUMENS (DOUBLE)**

Enable/disable Pitch Black.

**6. CRACK LOCK (BASIC)**

A locked door within 18" becomes unlocked and open. Alternatively, open a loot casket (anywhere) and choose the content (instead of randomizing).

**TELEKINESIS****FOCUSED: FISTS OF FURY**

Unarmed attacks gain +1 S & D.

**1. ASSAIL (BASIC)**

Make a ranged attack against an enemy fighter or obstacle within 12" and LOS. If hit, move the target D3" in any direction. If Standing, become Pinned. If coming into contact with a Standing fighter or any terrain, stop moving and suffer a S3 hit. If coming into contact with another fighter, that fighter also suffers S3 hit, and becomes Pinned.

**2. CRUSH (BASIC)**

Make a ranged attack against an enemy fighter or obstacle within 12" and LOS. If hit:

- Obstacle: Destroyed and removed.
- Fighter: Must **fail** a save roll or suffer an Injury roll.

**3. FORCE FIELD (BASIC), CONTINUOUS EFFECT**

+1 save modifier to all friendly fighters within 3" (including the Psyker).

**4. HAILSTORM (BASIC)**

Make a ranged attack against all fighters (friend & foe) within 12" inflicting a hit with S1.

**5. FORCE BLAST (BASIC)**

Enemy fighters within 3" are immediately pushed D3+1" directly away. If pushed from a platform or into a pitfall, pass an Initiative test to be placed Prone at the edge. Otherwise they will fall. If pushed into a wall or other impassable terrain, the fighter immediately becomes Pinned and takes a hit with a Strength equal to the number of inches rolled for the push distance.

**6. LEVITATION (BASIC), CONTINUOUS EFFECT**

- +3" Movement.
- Can't be Pinned.
- Ignores all terrain.
- Moves freely between levels without restriction.
- Never fall.
- May not ignore impassable terrain or walls.
- May not end its movement with its base overlapping an obstacle or another fighter's base.

**7. DARK SHIELD (SIMPLE)**

+1 save modifier. Affects all friendly fighters within 3" (including the Psyker). Lasts until the End phase.

**8. PSYCHIC SHOCKWAVE (BASIC)**

Make the following ranged attack: 12" Short (+1 hit), 24" Long, S4, AP-1, D2, Concussion, Pulverise, Reckless.

**TELEPATHY****FOCUSED: FEARFUL AURA**

Enemies declaring a Charge that would result in attacks against this Psyker must pass a Willpower test or end the action before moving.

**1. MIND CONTROL (BASIC), CONTINUOUS EFFECT**

An enemy fighter within 9" and LOS must make a Shoot (Basic) action (even if already activated this round). Target any eligible fighter from that gang (chosen by the Psyker).

**2. TERRIFY (DOUBLE)**

An enemy within 18" and LOS must pass a Nerve test with a -3 modifier or become Broken.

**3. INVISIBILITY (DOUBLE), CONTINUOUS EFFECTS**

- Cannot be targeted by ranged attacks.
- This power ends if (for any reason) the Psyker makes any other action than Move (Simple) or Maintain Control (Simple).

**4. MENTAL ASSAULT (BASIC)**

Target an enemy within 12" and LOS. Both the Psyker and the target makes a Willpower test:

- The Psyker must pass.
- If the target also pass, the Psyker must pass by a greater amount than the target.

If successful, the target suffers the following:

- Pinned (unless Engaged).
- Lose Ready.

**5. HALLUCINATIONS (BASIC)**

An enemy within 12" suffer Insanity.

**6. UNBREAKABLE WILL (BASIC), CONTINUOUS EFFECT**

Use this fighter's characteristic values when friendly fighters within 9" make Nerve or Willpower tests.

**7. MIND LOCK (BASIC)**

Nominate an enemy fighter within 18" that has not already activated this round. For the rest of this round, that fighter can't activate or take part in a Group Activation.

**8. PREMONITION (SIMPLE), CONTINUOUS EFFECT**

4+ save (unmodifiable by AP).

**9. HYPNOSIS (BASIC)**

An enemy within 9" and LOS (that has not activated this round) can only make a single Move (Simple) action when activated this round.

**10. MADDENING VISIONS (BASIC)**

Until the End phase of this round, enemies ending an activation within 3" must pass a Willpower test or gain Insanity.

**11. PSYCHIC ASSAULT (BASIC)**

An enemy fighter within 18" is Pinned and must pass a Willpower test or suffer 1 Damage (if reduced to 0 Wounds, roll an Injury dice as normal).

**12. PSYCHIC SCREAM (BASIC)**

Enemy fighters within 3" must pass a Nerve test with a -1 modifier or become Broken.

**13. ZEALOT (DOUBLE), CONTINUOUS EFFECT**

Once per turn, when another friendly fighter within 9" makes a Fight (Basic) or Charge (Double) action, any hit rolls of 1 can be re-rolled.

**14. MIND MAZE (BASIC), CONTINUOUS EFFECT**

- An Active enemy fighter within 6" and LOS must pass an Initiative test or become Pinned.
- While maintained, that fighter must pass an Intelligence test when activated or apply a -1 hit modifier when attacking (ranged & melee) that activation.

**INSANITY**

Roll a D6 at the start of each activation:

- 1-2:** The fighter is immediately Broken, if already Broken, they flee (even if their gang has not failed a Bottle test).
- 3-4:** An opposing gang (roll-off if multi-player) can control that fighter this turn, treating them as part of their gang. As soon as the activation ends, the Insane fighter no longer counts as being part of the opposing gang.
- 5-6:** The fighter act as normal. Once the activation is over, pass a Willpower test to lose the Insanity.

**MANIFESTATION (CONDUIT)****1. SMITE THE UNCLEAN (BASIC)**

Target an enemy within 12". Friendly models can re-roll wound rolls against that target (this round).

**2. BLESS WEAPON (BASIC)**

Target a friendly fighter within 6" to increase AP by 1 for a Melee weapon (this round).

**3. SAINT'S GRACE (BASIC)**

Target a friendly fighter within 3" and apply one of the following:

- Seriously Injured: Roll for recovery (as if with assistance).
- Otherwise: Heal 1 Wound.

**4. SAINTLY RADIANCE (DOUBLE)**

Enemies within 3" suffer a hit with Flash (not pinned) - pass an Initiative test or suffer Blind.

**5. BASTION OF FAITH (BASIC), CONTINUOUS EFFECT**

- Friendly broken models within 12" immediately rally.
- This fighter automatically passes any Cool tests (until its next activation).

**6. MARTYRDOM (DOUBLE)**

- Enemies within 18" with LOS to this fighter must pass a Cool test to target any other fighter with shooting attacks and Charges (this round).
- This fighter cannot benefit from Cover (until its next activation).

# PSYCHOTERIC WYRD POWERS (DELAQUE)

D6	Darkness	Delusion	Madness
1	Cacophony of Silence (Double), CE	Spatial Psychosis (Simple)	Existential Barrage (Simple)
2	Penumbra Mirror (Basic)	Seen Unseen (Basic), CE	Terrible Truths (Basic)
3	A Perfect Void (Basic), CE	Ghost & Shadow (Basic)	Psychoteric Lure (Basic)
4	Eternal Slumber (Double)	Deceitful Embrace (Basic)	Cyclopean Gaze (Double)
5	Cloak of Whispers (Basic), CE	Suicidal Embrace (Basic)	Craven Howl (Basic), CE
6	Sight Blight (Basic), CE	Oprobrious Curse (Simple)	Unrememberable (Simple), CE

## DARKNESS

**1. CACOPHONY OF SILENCE (DOUBLE), CONTINUOUS EFFECT**  
All enemies within 5" must re-roll successful Hit rolls for ranged attacks.

**2. PENUMBRAL MIRROR (BASIC)**  
Choose 1 friendly and 1 enemy fighter within 5". Place the friendly fighter anywhere within 5" of the enemy fighter (even B2B).

**3. A PERFECT VOID (BASIC), CONTINUOUS EFFECT**  
Counts as in full cover to all enemies within 10".

**4. ETERNAL SLUMBER (DOUBLE)**  
All Seriously Injured enemies within 3" go Out of Action.

**5. CLOAK OF WHISPERS (BASIC), CONTINUOUS EFFECT**  
All friendly fighters within 3" (including the Psyker) cannot be targeted by or be affected by gang enemy Tactics.

**6. SIGHT BLIGHT (BASIC), CONTINUOUS EFFECT**  
All enemies within 5" count as being affected by Pitch Black (does not actually create an area of darkness and only affects enemies who enter or remain in range).

## DELUSION

**1. SPATIAL PSYCHOSIS (SIMPLE)**  
An Active enemy fighter within 12" is Pinned (can cause a fall if within ½" of the edge of a ledge or platform).

**2. SEEN UNSEEN (BASIC), CONTINUOUS EFFECT**  
Choose an enemy within 3". While maintained:

- The target treats all fighters as enemies.
- All other fighters treat the target as an enemy.

The fighter still activates as normal and is treated as part of the crew, but in all other regards is treated an enemy fighter and not part of the gang.

**3. GHOST & SHADOW (BASIC)**  
An enemy within 10" can be turned to face any direction.

**4. DECEITFUL THOUGHTS (DOUBLE)**  
An enemy within 5" must pass an Intelligence test or the Psyker can force the target to make a move action (cannot move off ledges or into dangerous terrain).

**5. SUICIDAL EMBRACE (BASIC)**  
An enemy within 3" must pass an Intelligence test or suffer an automatic hit from a random Melee weapon equipped by the enemy fighter (or unarmed attack if no Melee weapons are equipped).

**6. OPPROBRIOUS CURSE (SIMPLE)**  
An enemy within 3" must pass a Toughness test or suffer a Flesh Wound.

## MADNESS

**1. EXISTENTIAL BARRAGE (SIMPLE)**  
An enemy within 1" of the Psyker must pass an Intelligence test or become Broken and immediately flee. After fleeing, any friendly fighter to the target within 5" of the target must pass a Nerve test or become Broken.

**2. TERRIBLE TRUTHS (BASIC)**  
An enemy within 3" must pass an Intelligence test or suffer Insanity.

**3. PSYCHOTIC LURE (BASIC)**  
A Ready enemy within 3" must activate in the next turn and cannot perform Group Activation in that activation.

**4. CYCLOPEAN GAZE (DOUBLE)**  
A Ready enemy within 1" is no longer Ready.

**5. CRAVEN HOWL (BASIC), CONTINUOUS EFFECT**  
Broken enemies within 5" cannot Rally.

**6. UNREMEMBERABLE (SIMPLE), CONTINUOUS EFFECT**  
-1 action to enemies activating within 3" (cannot perform any Double action if reduced to 1 action).

## INSANITY

Roll a D6 at the start of each activation:

**1-2:** The fighter is immediately Broken, if already Broken, they flee (even if their gang has not failed a Bottle test).

**3-4:** An opposing gang (roll-off if multi-player) can control that fighter this turn, treating them as part of their gang. As soon as the activation ends, the Insane fighter no longer counts as being part of the opposing gang.

**5-6:** The fighter act as normal. Once the activation is over, pass a Willpower test to lose the Insanity.



## **GANGS & CAMPAIGNS**

N17/N18/N19/N20

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# FOUNDING A GANG

Each gang has a starting budget:

- Normal: 1000 credits
- With vehicles: 1400 credits. The +400 extra credits can only be spent on vehicles, Mounted fighters and Wargear granting Mounted condition.

The budget can be spent on fighters and equipment. Any credits not spent are added to the gang's Stash and stored away for later use. A gang does not have an upper limit on the number of fighters it can contain.

## GANG COMPOSITION

All gangs follow these rules when founded and when new fighters are added to the gang:

- Always 1 Leader (if killed or captured and sold to the Guilders, see Loss of a Leader).
- At least half the gang must consist of Gang Fighters (not counting Hangers-on or Hired Guns). Gang Fighters are any of the following:
  - Ganger & Ganger (Specialist).
  - Juve & Juve (Specialist).
  - Crew.

Hangers-on (and Brutes) can be recruited by new gangs (before the first battle).

## GANG FIGHTER BALANCE

If at any time more than half of the gang's fighters are not Gang Fighter, the gang must take actions to restore the balance:

- Retire fighters without the Gang Fighter ability.
- Recruit fighters with the Gang Fighter ability.

Continue to take these actions until balance is restored (at least half the gang consists of Gang Fighters).

**All** gangs can purchase new weapons and equipment from the Equipment List or Trading Post. However, some fighter types can't take weapons or can only take weapons from the Equipment List.

## WEAPONS & WARGEAR (EQUIPMENT, ARMOUR, GRENADES)

- A fighter can be equipped with a max of 3 weapons, (slots), unless noted otherwise.
- Unwieldy weapons and weapons marked with \* take up 2 weapon slots.
- Any fighter can be equipped with Wargear (Equipment, Armour and Grenades), unless specifically stated otherwise.

## FACTION FIGHTER

The following are considered a Faction fighter:

- Leader, Champion, Ganger, Juve (including any Specialist variants).
- Hangers-on (including Brutes).
- Hired Guns with a gang specific discount or availability.

Any other fighters like pets or universally available Hired Guns are not considered a Faction Fighter. Each Alliance is their own separate Faction.

## LEADER

- Group Activation (2).
- Leading By Example (12").
- Can perform Post-battle actions.
- Start with 1 free skill (Primary).
- Can't voluntarily retire.
- Can have multiple Equipment Sets.
- Must be replaced if killed (see Loss of a Leader).
- Can equip weapons from Trading Post.

## CHAMPION

- Group Activation (1).
- Leading By Example (6").
- Can perform Post-battle actions.
- Start with 1 free skill (Primary).
- Can have multiple Equipment Sets.
- Can equip weapons from Trading Post.

## GANGER

- Gang Fighter.
- Can't have Special Weapons.
- **Specialist:**
  - 1 Ganger can be upgraded to Ganger (Specialist) in a new gang.
  - Can have Special Weapons.
  - Can purchase advancements.
  - Can have multiple Equipment Sets.

## EXCEPTIONS

Genestealer Cults and Chaos Cults got the following weird exceptions to Gangers:

- New gangs can't upgrade a Ganger to Specialist.
- 1 Ganger can start with Special weapons.
- All Gangers can gain Special weapons after the first battle.

## JUVE

- Gang Fighter.
- **Specialist:**
  - Can have multiple Equipment Sets.
  - Can equip Pistol & Close Combat weapons from Trading Post.
  - Does not trigger Nerve tests to friendly fighters within 3" (when Seriously Injured or taken Out of Action).

## CREW

- Access to Driver skills as Primary (other possible skill sets are limited to Leadership, Savant & Shooting).
- Must always have a vehicle (can swap vehicles between battles).
- Can equip Pistols from Trading Post.
- Can only shoot with equipped **Sidearms** and weapons attached to the vehicle (crew mounted).

## HOUSE RULE

Can shoot with equipped pistols.

## HOUSE RULE

The official rules often mention <Gang> Fighter, but this is never defined. The Faction Fighter rule is a suggested definition, based on some official wordings including "Agents, Hangers-on and Brutes").

**EQUIPMENT**

- New (purchased or from Stash): Any fighter can gain new equipment during the campaign.
- Discard (return to Stash):
  - Wargear: Any fighter can discard a piece of Wargear if it is replaced by an alternative item that fulfils "a similar purpose".
  - Wargear (Mount): Wargear that grants the Mounted condition cannot be discarded.
  - Weapons: No fighters can discard weapons.

**EQUIPMENT SETS**

Some fighters can have multiple equipment sets. The most valuable equipment set is used when calculating the fighter's cost. A fighter can have the same piece of equipment in multiple equipment sets.

Only one equipment set can be used for a battle. If a battle uses random fighters, a fighter with multiple equipment sets will have one set selected randomly (can't choose which equipment sets to use).

**NB:** Fighters with weapons attached to the fighter can't have equipment sets (for example Augmetic weapons).

**GANG HIERARCHY**

Some fighters have the "Gang Hierarchy" ability:

- Can make post-battle actions (only fighters that are part of a gang).
- Leading By Example (X").

**LEADING BY EXAMPLE (X")**

Can keep friendly models on the battlefield after the gang bottles.

After the gang bottles out, if passing the Fleeing the Battlefield (Cool) test in the End phase, any friendly models within X" automatically pass the Cool test and will not flee.

- **Leader:** 12".
- **Champion:** 6".

Notes:

- Only fighters from the same "group" are affected, for example Alliance or Gang.
- Keep in mind the role of walls and solid terrain features when measuring the distance between fighters.

**N17-N21 (IMPROVED VERSION)**

Champions can only use Leading By Example for models without this ability.

**FREE SKILL**

Some fighters start with a specific skill or can choose a Primary custom skill. This is free (already included in the cost) and does not affect gang rating.

**WEAPON RESTRICTIONS**

Most fighters have "Restrictions" for what weapons they can be given. By default, each gang will specify what weapons are available to each fighter in the Equipment List. Fighters can gain additional weapons from other sources (for example Trading Post). A fighter may have limits on what type of weapons they can have:

- Pistol
- Basic
- Special
- Heavy
- Close Combat

A fighter can have access to all weapon types, some or none.

**LOSS OF A LEADER**

If the leader is killed or sold to the Guilders (after capture), a new Leader must be nominated from the gang according to this priority:

1. Champion & Champion (Specialist).
2. Ganger (Specialist) & Juve (Specialist).
3. Other fighters.

Tie-breakers:

1. Leadership.
2. Advancements.
3. Choose freely.

A promoted fighter have their Type changed to Leader and count as a Leader when determining which equipment and skill sets they can access. Existing stats and special rules do not change.

**GANG OVERVIEW**

There are a total of 28 gang variants to choose from:

- Cawdor
  - Corrupted
  - Infected
- Delaque
  - Corrupted
  - Infected
- Escher
  - Corrupted
  - Infected
- Goliath
  - Corrupted
  - Infected
- Orlock
  - Corrupted
  - Infected
- Van Saar
  - Corrupted
  - Infected
- Enforcer
  - Badzone
- Bounty Hunter (Venator)
- Genestealer Cult
- Chaos Cult
- Corpse Grinder Cult
- Slave Ogryn
- Outcast
- Ash Waste Nomad
- Squat

	Leader	Champion (Specialist)	Champion	Ganger (Specialist)	Ganger	Juve (Specialist)	Juve Crew	Brute	Pet
Group Activation	2	1	1	-	-	-	-	-	-
Leading By Example	12"	6"	6"	-	-	-	-	-	-
Post-battle action	✓	✓	✓	-	-	-	-	-	-
Start with 1 free skill (Primary)	✓	✓	✓	-	-	-	-	-	-
Can retire	-	✓	✓	✓	✓	✓	✓	✓	✓
Equipment Sets	✓	✓	✓	✓	-	✓	-	-	-
Trading Post access (weapons)	✓	✓	✓	-	-	✓	-	✓	-
Gang Fighter	-	-	-	✓	✓	✓	✓	✓	-
Trigger Nerve tests (to friendly fighters of another type)	✓	✓	✓	✓	✓	-	✓	✓	✓

### EXCEPTIONS

Some gangs deviate from the universal format:

- **Goliath:**
  - **Champion (Specialist):**  
No Group Activation.
  - **Juve (Specialist):**  
Access to Special weapons.
- **Orlock:**
  - **Ganger (Specialist):**  
Access to Heavy Weapons.
  - **Juve (Specialist):**  
Can only take Close Combat weapons from Trading Post (not Pistol).
- **Escher:**
  - **Champion (Specialist):**  
No Group Activation.
  - **Juve (Specialist) & Ganger (Specialist):**  
Can only be promoted to standard Champion, not Champion (Specialist).
- **Van Saar:**
  - **Juve:**  
Access to Basic weapons.
  - **Ganger (Specialist):**  
Access to Heavy Weapons.
  - **Champion (Specialist):**  
No Group Activation.
- **Corpse Grinder Cult:**
  - **Juve:**  
Access to Heavy weapons.
  - **Leader, Champion, Ganger:**  
Only access to Close Combat weapons.
- **Ash Waste Nomad:**
  - **Juve:**  
Access to Basic weapons.
  - **Juve (Specialist):**  
Access to Special weapons.
  - **Ganger:**  
Access to Special weapon.
  - **Ganger (Specialist):**  
Access to Special and Heavy weapons.

# HOUSE CAWDOR

## CAWDOR FIGHTERS

### LEADER 100

#### WORD-KEEPER

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

**Skills:** 1 Primary (custom).

**Restrictions:** None.

### CHAMPION 90

#### FIREBRAND

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

**Skills:** 1 Primary (custom).

**Restrictions:** None.

#### RIGHTEOUS WARRIOR

Once per battle, can re-roll a Threshold test to perform an Act of Faith (all dice must be re-rolled).

### GANGER 45

#### BRETHREN

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

**Restrictions:** Pistol, Basic, Close Combat.

### JUVE 20

#### BONEPICKER

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

**Restrictions:** Pistol, Basic, Close Combat.

### JUVE (SPECIALIST) 80

#### PROSPECT: WAY-BRETHREN

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	5+	3	3	1	3+	1	8+	7+	8+	9+
9"	4+	5+	3	3	1	2+	1	8+	7+	8+	9+

**Restrictions:** Pistol, Basic, Special, Close Combat.

#### RIDGE WALKER (MOUNT)

Always mounted (2nd profile):

- M 9".
- +1 I.

### CREW 30

#### ROAD PREACHER

BS	Ld	Cl	Wil	Int
4+	7+	7+	7+	7+

## REDEMPTIONIST FIGHTERS

### LEADER 100

#### REDEMPTOR PRIEST

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

**Skills:** 1 Primary (custom).

**Restrictions:** None.

### CHAMPION 90

#### DEACON

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

**Skills:** 1 Primary (custom).

**Restrictions:** None.

#### FANATICAL FERVOUR

Once per battle, can gain the following when Charging:

- 2xA (base stat).
- -1 hit modifier.

### GANGER 50

#### BRETHREN

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

**Restrictions:** Pistol, Basic, Close Combat.

### JUVE 40

#### ZEALOT

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

**Restrictions:** Pistol, Basic, Close Combat.

### CREW 35

#### ROAD PREACHER

BS	Ld	Cl	Wil	Int
4+	8+	6+	6+	9+

**0-3 CHERUB-SERVITOR (PET) 55**

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	6+	2	2	1	3+	1	7+	5+	5+	9+

**Wargear:** None (unarmed attacks).

**FLIGHT**

Ignores all terrain, moves freely between levels without restriction and can never fall. May not ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or the base of another fighter.

**BODYGUARD**

If the owner is within 2" and hit by a ranged attack, the hit and all its effects can be transferred to this fighter.

**FOCUS OF FAITH**

Can re-roll one die when generating faith dice (in the End phase) per friendly fighter with this special rule on the battlefield (not Seriously Injured or Broken).

**STEALTHY**

-1 hit modifier when targeted by ranged attacks.

**SMALL TARGET**

Never a potential target for Stray shots.

**NIMBLE**

4+ save (unmodifiable by AP).

**0-1 STIG-SHAMBLER (BRUTE) 280**

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

**Restrictions:** Stig-Shambler Brute options.

**Wargear:** Flak.

**Weapons:** Twin-linked heavy stubber (custom), heavy club.

**INTELLIGENT CONTROL**

Can re-roll any failed Leadership, Cool, Willpower or Intelligence tests.

**MOVE AND SHOOT**

Can fire Unwieldy weapons as a Basic action with a -1 hit modifier (instead of the normal Double action).

**0-2 SHEEN BIRD (PET) 90**

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	6+	3	2	1	3+	2	8+	7+	8+	9+

**Wargear:** Mandibles (same as: talons & beak).

**FLIGHT**

Ignores all terrain, moves freely between levels without restriction and can never fall. May not ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or the base of another fighter.

**BATE**

When the owning fighter activates, make a Willpower test for the owning fighter. If failed, the Sheen Bird must attempt to charge the closest enemy fighter. If passed, the Sheen Bird activates as normal.

**RAKE AWAY**

At the end of the activation, if the owner is Active or Pinned, a Willpower test can be made. If passed, make a free Move (Simple) action, or Retreat (Basic) action if Engaged, directly towards the owning fighter.

## SPECIAL RULES

Follow normal rules as other gangs with the following exceptions:

- **Redemptionist Juve (Zealot):**
  - Counts as a Juve (Specialist) for the purpose of not triggering Nerve tests to other friendly fighters when Seriously Injured or taken Out of Action. Other Juve (Specialists) must still take Nerve tests as normal.
- **Promotion - Juve & Juve (Specialist):**
  - Both Cawdor & Redemptionist can be promoted to Redemptionist.
  - Only Cawdor can be promoted to Cawdor.
- **Crew (Road Preacher) - One of the Faithful:**
  - Generates Faith dice (as normal).
  - Gain Pious/Fanatic (as normal).
  - Cannot be affected by any Articles of Faith.
- **Death of a Leader:** If a fighter is promoted to new Leader's type will depend on the successor's type:
  - Cawdor: Cawdor or Redemptionist.
  - Redemptionist: Redemptionist.
- **Pious (Cawdor):** Can re-roll Rally tests if the result is 2 (before modifiers).
- **Fanatical (Redemptionist):** Can re-roll Nerve tests if the result is 2 (before modifiers).
- **Corrupted/Infected (Chaos, Genestealer Cult):** Cannot generate or use Faith dice.

**Note:** The distinction between 'Cawdor' and 'Redemptionist' is only used for the purposes of Piety/Fanatical and alignment, all fighters are otherwise considered 'Cawdor'.

## DEVOUT MASSES

Extra Faction fighters (not Redemptionists) can be added to the Crew at the start of any battle (this can take the Crew beyond the size specified by the scenario):

- +1 Ganger.
- +D3 Juves.

## ALIGNMENT (LAW ABIDING / OUTLAW)

The gang's alignment depends on the balance of fighters between Cawdor and Redemptionist.

- **Law Abiding:** Cawdor > Redemptionist.
- **Outlaw:** Redemptionist > Cawdor.
- The Leader's type is the tie-breaker (If the amount of fighters is exactly the same for both types):
  - Cawdor: Law Abiding.
  - Redemptionist: Outlaw.

## ALIGNMENT TEST

If the balance changes after a battle, the Leader must make a Willpower test:

- Success: No change.
- Failure: Change the alignment.

The Leader can add +3 to the result (after the roll) depending of its type and which way the alignment will change if the test fails:

- Cawdor: Law Abiding → Outlaw.
- Redemptionist: Outlaw → Law Abiding.

The gang will automatically change to the following alignments if all fighters in the gang are of the same type:

- Cawdor: Law Abiding.
- Redemptionist: Outlaw.

**Note:** If Alignments are not used by other gangs in a campaign, all other gangs should be considered Law Abiding in relation to Cawdor.

## GENERIC BOUNTY HUNTER & AGENT

In addition to normal equipment (from Trading Post), choose equipment from the leader's list depending on the alignment of the hiring gang.

- **Law Abiding:** Cawdor leader's list.
- **Outlaw:** Redemptionist leader's list.

	Cawdor						Redemptionist					B
	L	C	G	J(S)	J	Crew	L	C	G	J	Crew	
<b>PISTOL</b>	✓	✓		✓		✓	✓	✓			✓	
Autopistol	(10)	(10)	-	(10)	-	(10)	10	10	10	10	10	-
- Master-crafted	-	-	-	-	-	-	5	5	-	-	-	-
+ Reclaimed	5	5	5	5	5	5	(5)	(5)	-	-	(5)	-
Hand crossbow	-	-	-	10	-	-	-	-	-	-	-	-
Hand flamer	75	75	75	75	-	75	75	75	75	-	75	-
Stub gun	5	5	5	5	5	5	5	5	5	5	5	-
- Dumdum rounds	5	5	5	5	5	5	5	5	5	5	5	-
<b>BASIC</b>	✓	✓		✓			✓	✓				
Autogun	(15)	(15)	-	15	-	-	15	15	15	-	-	-
- Master-crafted	-	-	-	-	-	-	5	5	-	-	-	-
+ with Exterminator	-	-	-	-	-	-	30	30	30	-	-	-
+ Reclaimed	10	10	10	-	-	-	-	-	-	-	-	-
+ with Polearm	20	20	20	-	-	-	-	-	-	-	-	-
- Master-crafted	5	5	-	-	-	-	-	-	-	-	-	-
+ with Charger *	-	-	-	25	-	-	-	-	-	-	-	-
Blunderbuss (grape & purgation) with Polearm *	40	40	40	-	-	-	-	-	-	-	-	-
- Emperor's Wrath rounds	35	35	35	-	-	-	-	-	-	-	-	-
- Master-crafted (Emperor's Wrath & Polearm)	10	-	-	-	-	-	-	-	-	-	-	-
Blunderbuss (grape & purgation) with Charger *	-	-	-	45	-	-	-	-	-	-	-	-
Sawn-off shotgun (scatter)	15	15	15	15	-	-	(15)	(15)	-	-	-	-
- Solid	10	10	-	10	-	-	(5)	(5)	-	-	-	-
Shotgun (solid & scatter)	(30)	(30)	-	-	-	-	30	30	30	-	-	-
+ with Exterminator	-	-	-	-	-	-	45	45	45	-	-	-
- Executioner	-	-	-	-	-	-	20	-	-	-	-	-
- Inferno	-	-	-	-	-	-	15	15	15	-	-	-
- Retributor	-	-	-	-	-	-	20	20	20	-	-	-
<b>SPECIAL</b>	✓	✓	<b>G(S)</b>				✓	✓	<b>G(S)</b>			
Flamer	130	130	130	-	-	-	-	-	-	-	-	-
+ with Autogun (combi)	110	110	110	-	-	-	-	-	110	-	-	-
+ with Charger *	-	-	-	145	-	-	-	-	-	-	-	-
+ Fire Pike	-	-	-	-	-	-	140	140	140	-	-	-
Grenade launcher (frag & krak)	-	-	-	-	-	-	65	65	65	-	-	-
- Photon flash	-	-	-	-	-	-	15	15	15	-	-	-
- Smoke	-	-	-	-	-	-	15	15	15	-	-	-
Long rifle	30	30	30	-	-	-	-	-	-	-	-	-
- Master-crafted	5	5	-	-	-	-	-	-	-	-	-	-
<b>HEAVY</b>	✓	✓					✓	✓				
Heavy crossbow (frag & krak) *	125	125	-	-	-	-	-	-	-	-	-	-
Heavy flamer *	195	195	-	-	-	-	195	195	-	-	-	70↑
Heavy stubber *	130	130	-	-	-	-	-	-	-	-	-	-
<b>GRENADES</b>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
Blasting charges	35	35	35	35	35	-	35	35	35	35	-	-
Choke gas	50	50	-	-	-	-	50	50	-	-	-	-
Frag	30	30	30	30	30	-	30	30	30	30	-	-
Incendiary	40	40	40	40	40	-	40	40	40	40	-	-
Krak	45	45	45	45	45	-	45	45	45	45	-	-
Smoke	15	15	(15)	(15)	(15)	-	15	15	(15)	(15)	-	-

**L** Leader      **C** Champion      **G(S)** Ganger (Specialist)      **G** Ganger      **J** Juve      **B** Brute

- Trading Post access marked with '✓'.
- Unwieldy weapons and weapons marked with an (\*) take up 2 weapon slots.
- All weapon options for Stig-shambler are upgrades and replace existing weapons.

	Cawdor						Redemptionist					B
	L	C	G	J(S)	J	Crew	L	C	G	J	Crew	
<b>CLOSE COMBAT</b>	✓	✓		✓		✓	✓	✓			✓	
Axe	10	10	10	10	10	-	(10)	(10)	-	-	-	-
Chainaxe	-	-	-	-	-	-	30	30	30	-	-	-
- Master-crafted	-	-	-	-	-	-	5	5	-	-	-	-
- with Exterminator	-	-	-	-	-	-	15	15	15	-	-	-
Chain glaive *	60	60	-	-	-	-	-	-	-	-	-	-
- Master-crafted	15	-	-	-	-	-	-	-	-	-	-	-
Chainsword	-	-	-	-	-	-	25	25	-	-	-	-
- Master-crafted	-	-	-	-	-	-	5	-	-	-	-	-
Cleaver	20	20	20	(20)	20	-	(20)	(20)	-	-	-	-
Eviscerator *	-	-	-	-	-	-	90	90	90	90	-	-
- Master-crafted	-	-	-	-	-	-	20	20	-	-	-	-
Flail	20	20	20	20	20	-	-	-	-	-	-	-
Greatsword *	40	40	40	-	-	-	-	-	-	-	-	-
- Master-crafted	10	10	-	-	-	-	-	-	-	-	-	-
Heavy club	15	15	15	(15)	15	-	(15)	(15)	-	-	-	-
Knife	15	15	15	15	15	-	15	15	15	15	-	-
- Master-crafted	5	5	-	-	-	-	-	-	-	-	-	-
Lance - frag	-	-	-	35	-	-	-	-	-	-	-	-
+ Krak	-	-	-	50	-	-	-	-	-	-	-	-
+ Stun	-	-	-	30	-	-	-	-	-	-	-	-
Maul (club)	10	10	10	10	10	-	(10)	(10)	-	-	-	-
Polearm *	30	30	-	-	-	-	-	-	-	-	-	-
Two-handed axe *	25	25	25	(25)	-	-	(25)	(25)	-	25	-	-
+ with Exterminator	-	-	-	-	-	-	-	-	-	40	-	-
- Master-crafted	5	-	-	-	-	-	-	-	-	-	-	-
Two-handed hammer *	35	35	35	(35)	-	-	(35)	(35)	-	35	-	-
+ with Exterminator	-	-	-	-	-	-	-	-	-	50	-	-
<b>ARMOUR</b>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
Carapace (light)	-	-	-	-	-	-	80	-	-	-	-	-
Flak	10	10	10	10	10	-	10	10	10	10	-	-
Gutterforged cloak	15	15	15	15	15	-	(15)	(15)	(15)	(15)	-	-
Incombustible hauberk	-	-	-	-	-	-	20	20	20	20	-	-
Mesh	15	(15)	(15)	(15)	(15)	-	15	15	(15)	(15)	-	-
Scrap shield	15	15	(15)	(15)	(15)	-	(15)	(15)	(15)	(15)	-	-
<b>FIELD ARMOUR</b>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
Hexagrammic fetish	-	-	-	-	-	-	35	35	35	35	-	-
Refractor field	-	-	-	-	-	-	50	-	-	-	-	-
<b>EQUIPMENT</b>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
Bomb delivery rats	30	30	30	30	30	-	-	-	-	-	-	-
Book of The Redemption	-	-	-	-	-	-	50	-	-	-	-	-
Bio-booster	-	-	-	-	-	35	-	-	-	-	35	-
Cult icon (max 1 per gang)	40	40	-	-	-	-	40	40	-	-	-	-
Drop rig	10	10	10	-	-	-	10	10	10	10	-	-
Filter plugs	10	10	10	10	10	10	10	10	10	10	10	-
Photo-goggles	35	35	35	35	-	35	35	35	35	-	35	-
Pyromantic mantle	-	-	-	-	-	-	45	45	45	45	-	-
Respirator	15	15	15	15	(15)	-	15	15	15	-	-	-
Skinblade	10	10	10	(10)	10	-	10	10	10	(10)	-	-
Strip kit	15	15	15	15	15	-	15	15	15	(15)	-	-
<b>PETS (STATUS ITEM)</b>	✓	✓					✓	✓				
Sheen birds (0-2)	90	90	-	-	-	-	-	-	-	-	-	-
Cherub-servitor (0-3)	-	-	-	-	-	-	55	55	-	-	-	-
<b>SERVO SKULLS (STATUS ITEM)</b>	✓	✓					✓	✓				
Sensor skull	-	-	-	-	-	-	60	-	-	-	-	-
Gun skull	-	-	-	-	-	-	65	65	-	-	-	-
Medi skull	-	-	-	-	-	-	80	-	-	-	-	-
<b>WEAPON ACCESSORIES</b>	✓	✓		✓		✓	✓	✓			✓	
Infra-sight (Pistol, Basic, Special, Heavy) **	-	-	-	-	-	-	40	40	-	-	-	-
Mono-sight (Basic, Special, Heavy) **	35	35	35	35	-	-	35	35	35	-	-	-

- \*\*: Maximum one gunsight per weapon.



Cawdor	Agility	Brawn	Combat	Cunning	Driving	Ferocity	Leadership	Savant	Shooting	Piety
Leader	-	Primary	Primary	-	-	Secondary	Primary	-	Secondary	Secondary
Champion	Secondary	Primary	Primary	-	-	Secondary	Secondary	-	-	Secondary
Ganger (Specialist)	Secondary	Secondary	Primary	-	-	Primary	-	-	-	-
Juve	Secondary	-	Secondary	-	-	Primary	-	-	-	-
Juve (Specialist)	Secondary	-	Secondary	-	-	Primary	-	-	-	-
Crew (Road Preacher)	-	-	-	-	Primary	-	Secondary	Secondary	Primary	-
<b>Redemptionist</b>										
Leader	-	Secondary	Primary	-	-	Secondary	Primary	-	Secondary	Primary
Champion	Secondary	Primary	Primary	-	-	Secondary	Secondary	-	-	Primary
Ganger (Specialist)	-	Secondary	Primary	-	-	Primary	-	-	-	Secondary
Juve	-	-	Secondary	-	-	Primary	-	-	-	Secondary
Crew (Road Preacher)	-	-	-	-	Primary	-	Secondary	Secondary	Primary	-
<b>Other</b>										
Brute (Stig-shambler)	-	Primary	Secondary	Secondary	-	-	-	-	Primary	-
Pet (Sheen Bird)	Secondary	-	-	-	-	Primary	-	-	-	-
Pet (Cherub-servitor)	Secondary	-	-	Primary	-	-	-	-	-	-

## PATH OF FAITH

The Leader must choose a single permanent Path of Faith when recruited. The Path can only be changed when replacing the Leader. Each Path has unique benefits and 6 Articles of Faith only available to members of a Cawdor gang that follows that particular Path.

There are 4 Paths of Faith:

- Path of the Faithful.
- Path of the Fanatic.
- Path of the Doomed.
- Path of the Redeemer.

### CUSTOM PATH (WARNING: CAN BE VERY POWERFUL)

If everyone agrees, a custom Path can be used instead, selecting 4 Articles of Faith from any Path. This excludes any of the benefits associated with any of the Paths of Faith.

## FAITH DICE

Faith dice is used to perform Articles of Faith. The amount of Faith dice depends on the amount of fighters. All references to 'fighters' in relation to Faith dice includes only the following:

- Friendly Faction fighter (including vehicle crew).
- On the battlefield.
- Not Seriously Injured.
- Not Broken.

**Note:** Cannot generate or use Faith dice if Infected/Corrupted (Chaos, Genestealer Cult).

### GENERATING FAITH DICE

In each End phase, for each fighter, roll a 5+ and gain that many faith dice. The Faith dice are stored and can be spent in later rounds, but when generating new faith dice, the total number of faith dice cannot go above the current number of fighters. In the End phase, if there are more Faith dice than fighters, discard excess dice.

### SPENDING FAITH DICE

Fighters can spend any number of Faith dice at the start of the activation to try to invoke an Article of Faith:

1. Declare an Article of Faith to invoke.
2. Decide how many Faith dice to spend.
3. Roll the Faith dice (these are now spent and removed from the pool and additional dice cannot be added to this roll).
4. The chosen Article of Faith is invoked if the total result equals or exceeds the threshold (varies between Articles). Otherwise the Faith dice are wasted (the God-Emperor has turned his back on them).

Unless otherwise specified:

- Each Article of Faith only applies to the fighter invoking it.
- Does not cost any action.
- The effect remains until the start of the fighter's next activation.

### BESEECH THE GOD-EMPEROR (DOUBLE ACTION)

Fighters can spend a Double action to gain the following:

- Roll 3 dice when generating Faith dice in the End phase (instead of the usual 1).

## PATH OF THE FANATIC

+1 dice roll per Engaged friendly fighter when generating Faith dice (in the End phase).

### 1. "And Lo, I did spread my Wings and the God-Emperor carried me aloft!" (5+)

Declare a move, jump or leap before rolling to gain:

- +3D6" Movement when leaping gaps.
- -D6+2" when jumping down (distance reduction).

If failed, the declared move must still be made!

### 2. "And by our Pain shall He Judge our worth!" (5+)

- +3T.
- Suffer a Flesh Wound at the start of the fighter's next activation.

If failed, suffer a Flesh Wound immediately.

### 3. "And without thought He Smote Them Down!" (6+)

Immediately make a free Charge (Double) action. For this round:

- -2 hit modifier.

If failed, suffer -2 hit modifier for the rest of the battle.

### 4. "And His Feet carried him into the fray!" (2+)

- Immediately make a free Move (Simple) action.
- Suffer a Flesh Wound.

If failed, suffer a Flesh Wound.

### 5. "And He stood Defiant upon the Mountain!" (5+)

- Not Pinned when hit by ranged attacks.
- Cannot Take Cover (Basic).
- Does not benefit from partial cover.

### 6. "And He Gave Unto Them the Emperor's Mercy!" (5+)

Invoked when an enemy declares a Coup de Grace (Simple) action against a friendly Faction fighter:

- Immediately make a free Fight (Basic) action targeting the enemy fighter that declared the Coup de Grace action (this could prevent the enemy action from being performed).

## PATH OF THE DOOMED

Generate Faith dice on 4+ if any of the following are true:

- Leader is Seriously Injured or Out of Action.
- The gang has failed a Bottle test.

### 1. "And the people Rose Up in their multitudes to aid Him!" (8+)

- Forfeit the activation to add D3 extra permanent Faction fighters to the battlefield (not part of the crew):
  - Arrive immediately B2B with the closest battlefield edge to this fighter.
  - Not within 9" of enemies.
  - Can activate this round (Ready).

If failed, a random friendly fighter (not part of the crew) belonging to this fighter's gang is immediately taken Captive by the enemy gang.

### 2. "And by the manner of his Death did the Emperor judge him!" (5+)

Make a Move (Simple) action, then centre a Blaster (5") on this fighter. All fighters hit suffer a S3 hit. Then this fighter goes Out of Action.

### 3. "And in the Grace of the Emperor even Death was Defied!" (8+)

Until the end of the next activation:

- Ignore the effects of Seriously Injured.
- Cannot be taken Out of Action.
- Automatically go Out of Action when this effect expires.

### 4. "And in His Light were they struck blind!" (5+)

While within 6" (including this fighter), the max range for targeting and being targeted by ranged attacks is 3".

### 5. "And a river of blood did Drown Them!" (11+)

Friendly fighters that are Out of Action are included in the count for the enemy Bottle test (in the End phase of this round).

### 6. "And upon a Fortress of Bone shall my Strength be built!" (6+)

Increase S & T equal to the number of friendly Faction Gangers that are out of Action (max +3).

If failed, suffer -1S & -1T for the rest of the battle.

## PATH OF THE FAITHFUL

Each Faction Leader and Champions gain +1 dice when generating Faith dice (not Seriously Injured or Broken).

### 1. "And Contempt shall be My Armour!" (4+)

All friendly Faction fighters within 6" (including this fighter) are immune to and cannot be targeted by psychic powers.

If failed, suffer -1 Willpower for the rest of the battle.

### 2. "And Lo His Gaze did Illuminate them!" (3+)

- Can attack through smoke.
- Ignore Pitch Black.
- +1 modifier if hit by a Flash (Initiative test against Blind).

### 3. "And the Word fell upon them, and they were Broken by it!" (5+)

Enemies within 9" with LOS to this fighter must make a Nerve test.

If failed, this fighter must make a Nerve test.

### 4. "And by Their Works shall They be Known!" (5+)

An enemy Psyker within 12" with LOS to this fighter must pass a Leadership test, or suffer a Perils of the Warp roll.

### 5. "And the Heart of the Heretic was easily cowed!" (8+)

A Ready enemy within 12" with LOS to this fighter must pass an Intelligence test, or lose Ready.

If failed, the activation ends.

### 6. "And those of Warped and Twisted Limb shall be Despised!" (7+)

Friendly Faction fighters within 6" with LOS to this fighter (including this fighter) can re-roll failed Hit rolls against Brutes (including Spawn), pets, critters or enemy fighters with mutations.

## PATH OF THE REDEEMER

+1 dice roll per enemy fighter that is Seriously Injured or taken Out of Action this round.

### 1. "And each Blow shall be a Barb unto my enemy's flesh!" (5+)

Pass a Willpower test to target this fighter with close combat attacks, or immediately suffer a Flesh Wound.

### 2. "And Flame shall Burn Away their sin!" (3+)

All Melee attacks gain Blaze.

If failed, immediately suffer Blaze.

### 3. "And with Iron Teeth shall they be Devoured!" (5+)

Re-roll failed Wound rolls using a 'chain' weapon (including eviscerator).

### 4. "And Agony brought the unbelievers Low!" (7+)

Enemies that suffer a Flesh Wound within 6" and LOS to this fighter can only perform a single action in their activation.

If failed, this fighter can only perform a single action this activation.

### 5. "And in His Gaze, were they Found Wanting!" (9+)

An enemy within 9" and LOS must pass a Willpower test, or the enemy cannot make any actions in that fighter's next activation.

### 6. "And Death could not stay His Righteous Wrath!" (7+)

If taken Out of Action, choose an enemy within 6" that has LOS to this fighter to suffer a S5, Ap-1, D2 hit.

# HOUSE DELAQUE

## LEADER 100

### MASTER OF SHADOW

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

**Skills:** 1 Primary (custom).

**Restrictions:** None.

### PSYCHOTERIC MASTERY (+30)

Unsanctioned Psyker (when recruited).

## CHAMPION (SPECIALIST) 110

### NACHT-GHUL

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

**Skills:** 1 Primary (custom).

**Restrictions:** Pistol, Basic, Close Combat.

### FROM THE SHADOWS

Can be placed aside instead of being set up at the start of a battle. Deployment:

- Start of any of any round after the first (before rolling for Priority).
- Anywhere on the battlefield.
- Outside 6" and LOS of any enemy fighters.
- If both gangs have fighters with this special rule, take turns, starting with the winner of a roll-off.

### PSYCHOTERIC MASTERY (+30)

Unsanctioned Psyker (when recruited).

## JUVE (SPECIALIST) 60

### PROSPECT: PSY-GHEIST

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

**Restrictions:** Pistol, Basic, Close Combat.

### PSYCHOTERIC MASTERY

Unsanctioned Psyker. When recruited:

- Choose a discipline (Darkness, Delusion or Madness).
- 1 Wyrd Power (free).

### ADDITIONAL WYRD POWERS (+30 EACH)

When recruited:

- Purchase any number of additional Wyrd Powers from the chosen discipline for 30 credits (each).

## CREW 35

### WRAITH

BS	Ld	Cl	Wil	Int
4+	7+	6+	7+	7+

## GANGER 40

### GHOST

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

**Restrictions:** Pistol, Basic, Close Combat.

## CHAMPION 85

### PHANTOM

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

**Skills:** 1 Primary (custom).

**Restrictions:** None.

### PSYCHOTERIC MASTERY (+30)

Unsanctioned Psyker (when recruited).

## JUVE 25

### SHADOW

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

**Restrictions:** Pistol, Basic, Close Combat.

	Agility	Brawn	Combat	Cunning	Driving	Ferocity	Leadership	Savant	Shooting	Obfuscation
Leader	Primary	-	-	Primary	-	-	Primary	Secondary	Secondary	Secondary
Champion (Specialist)	Primary	-	-	Primary	-	-	Secondary	-	Secondary	Secondary
Champion	Secondary	-	-	Primary	-	-	Secondary	Primary	Secondary	Primary
Ganger (Specialist)	Secondary	-	Secondary	Primary	-	-	-	Primary	-	-
Juve (Specialist)	Secondary	-	-	Primary	-	-	-	Secondary	-	-
Juve	Secondary	-	-	Primary	-	-	-	Secondary	-	-
Spekter (Pet)	Secondary	-	-	Primary	-	-	-	-	-	-
Wyrm (Pet)	Secondary	-	-	Primary	-	-	-	-	-	-
Spyker V1 (N18 Brute)	Secondary	-	-	Secondary	-	-	-	Primary	-	-
Spekter (Brute)	-	Secondary	Secondary	-	-	Primary	-	-	-	-
Crew (Wraith)	-	-	-	-	Primary	-	Secondary	Secondary	Primary	-

**0-1 SPYKER V1 (N18 BRUTE) 190**

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

**OPTIONS**

Displacer field ..... +50

**FLIGHT**

Ignores all terrain, moves freely between levels without restriction and can never fall. May not ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or the base of another fighter.

**WYRD POWERS (UNSANCTIONED)**

**PSYCHIC ASSAULT (BASIC)**

An enemy fighter within 18" is Pinned and must pass a Willpower test or suffer 1 Damage (if reduced to 0 Wounds, roll an Injury dice as normal).

**PSYCHIC SCREAM (BASIC)**

Enemy fighters within 3" must pass a Nerve test with a -1 modifier or become Broken.

**FORCE BLAST (BASIC)**

Any enemy fighters within 3" are immediately pushed D3+1" directly away. If a fighter is pushed from a platform or into a pitfall, they must pass an Initiative test to be placed Prone at the edge. Otherwise they will fall. If pushed into a wall or other impassable terrain, the fighter is immediately Pinned and takes a hit with a Strength equal to the number of inches rolled for the push distance.

**0-2 SPEKTOR (BRUTE) 205**

**PISCEAN SPEKTOR**

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

**Skills:** Fearsome.

**Weapons:** Psychomantic claws (paired).

**Wargear:** Carapace (light).

**FLIGHT**

Ignores all terrain, moves freely between levels without restriction and can never fall. May not ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or the base of another fighter.

**PSYCHOTERIC MASTERY**

Unsanctioned Psyker. When recruited:

- Choose a discipline (Darkness, Delusion or Madness).
- 1 Wyrd Power (free).

**ADDITIONAL WYRD POWERS (+30 EACH)**

When recruited:

- Purchase any number of additional Wyrd Powers from the chosen discipline for 30 credits (each).

**0-3 SPEKTER (PET) 100**

**CEPHALOPOD SPEKTER**

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

**Weapons:** Shock stave (same as: shock tendrils).

**FLIGHT**

Ignores all terrain, moves freely between levels without restriction and can never fall. May not ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or the base of another fighter.

**SENSOR ARRAY**

If within 3" when the owner makes an Intelligence test (for any reason), roll an extra D6 and pick a dice to discard.

**THREAT RESPONSE**

When the owner is taken Out of Action, all enemy fighters within D6" of this pet suffer a Strength 1 automatic hit with Seismic (always Pinned, no save roll if the wound roll is a 6 before modifiers).

**WATCHDOG**

If the owner is a sentry, attackers can be spotted outside the vision arc. Add 1+ modifier to spotting (a 1 before modifiers still fails).

**0-2 WYRM (PET) 70**

**PSYCHOTERIC WYRM**

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

**Weapons:** Flensing knife (same as Ferocious Jaws).

**BURROWING**

Move freely under impassable terrain (if movement is sufficient to pass through completely).

**LONG LEASH**

Must try to remain within 12" of the owner (instead of 3").

**PSYCHOTERIC NODE**

While this pet is Active or Pinned (not Seriously Injured), the owner can channel Wyrd Powers through this fighter:

- The Psyker suffers any Perils of the Warp (as normal).
- Range, distance & LOS is measured from this pet.

★ NECROMUNDA ★

	L	C(S)	C	G	J(S)	J	Crew	B
<b>PISTOL</b>	✓	✓	✓		✓		✓	
Autopistol	5	5	5	5	5	5	5	-
- Master-crafted	5	-	-	-	-	-	-	-
Flechette pistol (solid & fleshbane)	30	30	30	30	-	30	30	-
- Master-crafted	10	10	10	-	-	-	-	-
Grav pistol	90	-	90	90	-	-	-	-
- Master-crafted	20	-	-	-	-	-	-	-
Hand flamer	75	-	75	75	-	75	-	-
Laspistol	10	10	10	10	10	10	10	-
- Master-crafted	5	5	5	-	-	-	-	-
Plasma pistol	50	-	50	50	-	-	-	-
Stub gun	5	(5)	5	5	5	5	5	-
- Dumdum	5	(5)	5	-	5	-	5	-
Web pistol	80	-	80	80	-	80	-	-
<b>BASIC</b>	✓	✓	✓					
Autogun	15	(15)	15	15	-	-	-	-
- Master-crafted	5	-	-	-	-	-	-	-
Lasgun	15	(15)	15	15	-	-	-	-
- Master-crafted	5	-	5	-	-	-	-	-
Shotgun (solid & scatter)	30	(30)	30	30	-	-	-	-
- Executioner	20	-	20	-	-	-	-	-
Throwing knives	10	10	10	10	10	10	-	-
<b>SPECIAL</b>	✓		✓	<b>G(S)</b>				
Flamer	140	-	140	140	-	-	-	-
Grav gun	120	-	120	120	-	-	-	-
- Master-crafted	25	-	-	-	-	-	-	-
Long rifle	30	-	30	30	-	-	-	-
- Master-crafted	5	-	5	-	-	-	-	-
Meltagun	135	-	135	135	-	-	-	-
Plasma gun	100	-	100	100	-	-	-	-
Web gun	115	-	115	115	-	-	-	-
<b>HEAVY</b>	✓		✓					
Heavy flamer *	195	-	195	-	-	-	-	-
<b>CLOSE COMBAT</b>	✓	✓	✓		✓			
Digi laser	25	25	25	-	25	-	-	-
Serpent's fangs (Paired) *	-	90	-	-	-	-	-	-
Shivver sword	-	70	-	-	-	-	-	-
Shock stave	25	-	25	25	-	25	-	-
- Master-crafted	5	-	-	-	-	-	-	-
Stiletto knife	20	20	20	20	20	20	-	-
- Master-crafted	5	5	5	-	-	-	-	-
Web gauntlet	35	-	35	35	-	35	-	-
<b>GRENADES</b>	✓	✓	✓	✓	✓	✓	✓	
Choke gas	50	50	50	50	-	-	-	-
Photon flash	15	15	15	15	-	-	-	-
Scare gas	40	40	40	40	40	40	-	-
Smoke	15	15	15	15	15	15	(15)	-
Stun	10	10	10	10	10	10	-	-

L	C(S)	C	G(S)	G	J(S)	J	B
Leader	Champion (Specialist)	Champion	Ganger (Specialist)	Ganger	Juve (Specialist)	Juve	Brute
•	Trading Post access marked with '✓'.						
•	Unwieldy weapons and weapons marked with an (*) take up 2 weapon slots.						

	L	C(S)	C	G	J(S)	J	Crew	B
<b>ARMOUR</b>	✓	✓	✓	✓	✓	✓	✓	
Armoured undersuit	25	25	25	-	-	-	-	-
Carapace (light)	80	-	-	-	-	-	-	-
Displacer field (Spyker V1, N18 Brute)	-	-	-	-	-	-	50	50
Flak	10	10	10	10	10	10	-	-
Mesh	15	15	15	15	15	15	-	-
<b>EQUIPMENT</b>	✓	✓	✓	✓	✓	✓	✓	
Bio-scanner	30	30	30	30	-	-	-	-
Cameleoline Cloak	35	35	35	-	-	-	-	-
Filter plugs	10	10	10	10	10	10	10	-
Grapnel launcher	25	25	25	25	(25)	(25)	-	-
Photo-goggles	20	20	20	20	20	20	35	-
Psychomancer's harness	-	-	-	-	110	-	-	-
Respirator	15	15	15	15	15	15	15	-
Skinblade	10	10	10	10	10	10	-	-
Web solvent	20	20	20	20	-	-	-	-
<b>PETS (STATUS ITEM)</b>	✓	✓	✓					
Spekter (0-3)	100	100	100	-	100	-	-	-
Wyrms (0-2)	-	-	-	-	70	-	-	-
<b>WEAPON ACCESSORIES</b>	✓	✓	✓	✓	✓	✓	✓	
Gunshroud (Pistol, Basic)	10	10	10	10	10	10	-	-
Infra-sight (Pistol, Basic, Special, Heavy) **	35	35	35	35	35	35	-	-
Mono-sight (Basic, Special, Heavy) **	35	-	35	35	-	-	-	-
Suspensor (Unwieldy)	60	-	60	-	-	-	-	-

\*\* : Maximum one gunsight per weapon.

L	C(S)	C	G(S)	G	J(S)	J	B
Leader		Champion	Ganger (Specialist)	Ganger	Juve (Specialist)	Juve	Brute

- Trading Post access marked with '✓'.
- Unwieldy weapons and weapons marked with an (\*) take up 2 weapon slots.

## SPECIAL RULES

Follow normal rules as other gangs with the following exceptions:

- Psychotic Wyrd Powers: Access to 3 disciplines (Darkness, Delusion, Madness).

### PSYCHOTERIC WHISPERS (+30)

Leader & Champion (including Specialist) can become Unsanctioned Psyker (Psychotic Mastery) in the following situations:

- When recruited (+30 credits).
- Spend 7 XP as an Advancement (increase the rating by +30 credits).

### PSYCHOTERIC MASTERY

When a Faction fighter becomes a Psyker (when recruited or during Advancement), apply the following:

- Choose a discipline (Darkness, Delusion or Madness).
- Gain 1 Wyrd Power (free) from the chosen discipline (or any universal discipline).
- Gain additional Wyrd Powers as a Primary skill during Advancements (from the selected discipline or any universal discipline):
  - Psychotic (Random): 6 XP.
  - Psychotic (Custom): 9 XP.
  - Universal (Random): 9 XP.
  - Universal (Custom): 12 XP.
- **Juve (Specialist) & Spekter (Brute):**  
Purchase any number of additional Wyrd Powers from the chosen Psychotic discipline for 30 credits (each).

### PSYCHOTERIC CHOIRS

When a friendly Psyker uses a Psychotic Wyrd Power (Darkness, Delusion or Madness), up to 3 other Active friendly Faction fighters within 3" of the Psyker can give 1 modifier each in all of the following situations:

- **Increased Range:** +1" range to any Psychotic Wyrd Power (max +3").
- **Harder to resist:** -1 modifier to enemy Intelligence tests to resist any Psychotic Wyrd Power (min -3).

# HOUSE ESCHER

## LEADER

125

### QUEEN

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

**Skills:** 1 Primary (custom).

**Restrictions:** None.

## GANGER

50

### SISTER

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

**Restrictions:** Pistol, Basic, Close Combat.

## CHAMPION (SPECIALIST)

115

### DEATH-MAIDEN

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

**Skills:** 1 Primary (custom).

**Restrictions:** Pistol & Close Combat.

### POISON BLOOD

Toxin weapons can re-roll 1s before modifiers (against Toughness).

## CHAMPION

100

### Matriarch

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

**Skills:** 1 Primary (custom).

**Restrictions:** None.

## JUVE (SPECIALIST)

45

### PROSPECT: WYLD RUNNER

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	4+	2	3	1	3+	1	9+	7+	9+	9+

**Restrictions:** Pistol, Basic, Close Combat.

### LIMITED PROMOTION

Can only be promoted to Champion (Matriarch).

## JUVE

20

### LITTLE SISTER

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

**Restrictions:** Pistol, Basic, Close Combat.

## 0-3 PHELYNX CAT (PET)

50

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	-	3	3	1	3+	2	10+	7+	9+	11+

### VENOMOUS BITE

If hitting on a 6 (before modifiers), apply Toxin.

### UNTAMED

All attacks have Reckless (only has unarmed attack).

## 0-2 PHYRR CAT (PET)

120

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

**Wargear:** Mono-hook (same as: Sharp Talons).

### INDEPENDENT

Must try to remain within 9" of the owner (instead of 3").

## 0-1 KHIMERIX (BRUTE)

220

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

**Skills:** Crushing Blow

**Wargear:** Chemical cloud breath weapon, mono-hook (same as: Sharp talons).

**Restrictions:** Khimerix Brute options.

## CREW 30

### HELION

BS	Ld	Cl	Wil	Int
4+	7+	7+	7+	7+

### REGENERATION

Unless ablaze, can spend a Simple action (Regeneration) to heal 1 wound on a 4+

### CRUSHING BLOW

Nominate one attack (before rolling to hit) to gain +1 S & D (if hitting).

	Agility	Combat	Cunning	Driving	Ferocity	Leadership	Savant	Shooting	Finesse
Leader	Primary	Primary	Secondary	-	Secondary	Primary	-	-	Secondary
Champion (Specialist)	Primary	Secondary	-	-	Secondary	-	-	-	Primary
Champion	Primary	Primary	Secondary	-	Secondary	Secondary	-	-	Secondary
Ganger (Specialist)	Primary	Primary	Secondary	-	Secondary	-	-	-	-
Juve (Specialist)	Primary	Secondary	Secondary	-	-	-	-	-	-
Juve	Primary	Secondary	Secondary	-	-	-	-	-	-
Brute (Khimerix)	Secondary	Secondary	-	-	Primary	-	-	-	-
Pet (Phyrr cat)	Primary	-	Secondary	-	-	-	-	-	-
Pet (Phelynx Cat)	-	Primary	-	-	Secondary	-	-	-	-
Crew (Helion)	-	-	-	Primary	-	Secondary	Primary	Secondary	-



★ NECROMUNDA ★

	L	C(S)	C	G	J(S)	J	Crew	B
<b>PISTOL</b>	✓	✓	✓		✓		✓	
Autopistol	10	(10)	10	10	(10)	10	10	-
Hand flamer	75	75	75	75	-	-	75	-
Laspistol	10	10	10	10	10	10	10	-
+ With Hotshot las pack	30	(30)	30	30	(30)	-	(30)	-
Needle pistol	25	25	25	-	-	25	-	-
Plasma pistol	50	50	50	-	-	-	-	-
Stub gun	5	(5)	5	5	5	5	5	-
- Dumdum rounds	5	-	5	5	5	5	5	-
Bolt pistol / needle pistol (combi)	60	-	60	-	-	-	-	-
<b>BASIC</b>	✓		✓					
Autogun	15	-	15	15	-	-	-	-
Boltgun	55	-	55	-	-	-	-	-
Lasgun	5	-	5	5	-	-	-	-
+ With Hotshot las pack	25	-	25	25	-	-	-	-
Sawn-off shotgun (scatter)	15	-	15	-	-	-	-	-
Shotgun (solid & scatter)	30	-	30	30	-	-	-	-
- Acid rounds	15	-	15	15	-	-	-	-
Throwing knives	5	5	5	5	5	5	-	-
Wyld bow	-	-	-	-	10	-	-	-
- Acid	-	-	-	-	20	-	-	-
- Explosive	-	-	-	-	20	-	-	-
- Poison	-	-	-	-	25	-	-	-
<b>SPECIAL</b>	✓		✓	<b>G(S)</b>				
Chem-thrower 'Nightshade'	135	-	135	135	-	-	-	-
Flamer	140	-	140	140	-	-	-	-
Gaseous eruption	-	-	-	-	-	-	-	80↑
Grenade launcher (frag & krak)	55	-	55	55	-	-	-	-
- Smoke	15	-	15	15	-	-	-	-
+ Twin-linked * (Cutter)	75	-	75	-	75	-	-	-
Meltagun	135	-	135	135	-	-	-	-
Needle rifle	35	-	35	35	-	-	-	-
Plasma gun	100	-	100	100	-	-	-	-
+ Twin-linked * (Cutter)	110	-	110	-	110	-	-	-
Bolter / flamer (combi)	180	-	180	180	-	-	-	-
Bolter / melta (combi)	170	-	170	170	-	-	-	-
Bolter / needler (combi)	80	-	80	80	-	-	-	-
Bolter / plasma (combi)	115	-	115	115	-	-	-	-
<b>HEAVY</b>	✓		✓					
Heavy stubber *	130	-	130	-	-	-	-	-
+ Twin-linked * (Cutter)	200	-	200	-	200	-	-	-
Plasma cannon *	130	-	130	-	-	-	-	-
<b>CLOSE COMBAT</b>	✓	✓	✓		✓			
Chainaxe	30	-	-	-	-	-	-	-
Chainsword	25	25	25	25	25	-	-	-
Knife	15	15	15	15	15	15	-	-
Power hammer	45	-	45	-	-	-	-	-
Power knife	25	25	25	-	25	-	-	-
Power sword	45	45	45	-	-	-	-	-
Razor-sharp talons	-	-	-	-	-	-	-	30↑
Servo claw	35	-	35	-	-	-	-	-
Shock whip	25	25	25	25	-	-	-	-
- Master-crafted	10	-	10	-	-	-	-	-
Stiletto knife	20	20	20	20	20	20	-	-
Stiletto sword	30	30	30	30	-	-	-	-
- Master-crafted	10	-	10	-	-	-	-	-
Venom Claw	-	30	-	-	-	-	-	-
Whip	(15)	(15)	(15)	-	15	-	-	-

L	C(S)	C	G(S)	G	J(S)	J	B
Leader	Champion (Specialist)	Champion	Ganger (Specialist)	Ganger	Juve (Specialist)	Juve	Brute

- Trading Post access marked with '✓'.
- Unwieldy weapons and weapons marked with an (\*) take up 2 weapon slots.

	L	C(S)	C	G	J(S)	J	Crew	B
<b>GRENADES</b>	✓	✓	✓	✓	✓	✓	✓	
Choke gas	45	45	45	45	45	45	-	-
Frag	30	(30)	30	30	30	30	-	-
Krak	45	-	45	45	45	45	-	-
Photon flash flares	15	15	15	15	15	15	-	-
Scare gas	40	40	40	40	40	40	-	-
Smoke	15	15	15	15	15	15	-	-
Stun	25	-	25	25	25	25	-	-
<b>ARMOUR</b>	✓	✓	✓	✓	✓	✓	✓	
Armoured undersuit	25	25	25	25	-	-	-	-
Carapace (light)	80	-	-	-	-	-	-	-
Flak	10	10	10	10	10	10	-	10
Mesh	15	15	15	15	(15)	(15)	-	-
<b>EQUIPMENT</b>	✓	✓	✓	✓	✓	✓	✓	
Bio-booster	-	-	-	-	-	-	35	-
Chem-synth	15	15	15	15	15	15	-	-
Cutter (Mount)	85	85	85	-	85	-	-	-
Drop-rig	10	10	10	10	10	10	-	-
Filter-plugs	10	10	10	10	10	10	10	-
Photo-goggles	35	35	35	35	35	35	35	-
Respirator	15	15	15	15	15	15	15	-
Skinblade	10	10	10	10	10	10	-	-
<b>PETS (STATUS ITEM)</b>	✓	✓	✓					
Phelynx cat (0-3)	-	-	-	-	50	-	-	-
Phyrr cat (0-2)	120	120	120	-	-	-	-	-
<b>WEAPON ACCESSORIES</b>	✓	✓	✓	✓	✓	✓	✓	✓
Gunshroud (Pistol, Basic)	20	-	20	20	-	-	-	-
Las-projector (Pistol, Basic, Special)	35	-	35	35	-	-	-	-
Suspensor (Unwieldy)	60	-	60	-	-	-	-	-

L	C(S)	C	G(S)	G	J(S)	J	B
Leader	Champion (Specialist)	Champion	Ganger (Specialist)	Ganger	Juve (Specialist)	Juve	Brute

- Trading Post access marked with '✓'.
- Unwieldy weapons and weapons marked with an (\*) take up 2 weapon slots.
- All weapon options for Khimerix are upgrades and replace existing weapons.

## SPECIAL RULES

Follow normal rules as other gangs with the following exceptions:

- Chem-alchemy Elixir: A gang visiting the Trading post during the post-battle sequence can buy any number of doses (Common).
- Fighters promoted to Champion can only become Champion, not Specialist Champion.
- Specialist Champions does not have Group Activation (1).

## MOUNT: CUTTER (85)

- Become Mounted.
- Cannot be combined with any other Wargear that affects movement.
- 9" Movement.
- **High Flight:** Ignores all terrain, moves freely between levels without restriction and can never fall. Cannot ignore impassable terrain or walls and cannot end its movement with its base overlapping an obstacle or the base of another fighter. Can move over enemy fighters (ignoring the 1" rule), but cannot end the move within 1" of another fighter.
- Must be equipped with one of the following (counts as being fitted with Suspensor and doesn't take up any weapon slots):
  - Twin-linked grenade launcher (frag & krak): 75
  - Twin-linked plasma gun: 110
  - Twin-linked heavy stubber: 200
- **Gas Trap Launcher:** Can spend a Double action (Deploy Gas Trap) to place a gas trap within 1" and then move up to the Movement stat.

# HOUSE GOLIATH

## LEADER 135

### FORGE TYRANT

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

**Skills:** 1 Primary (custom).

**Restrictions:** No restrictions (can have any weapon class).

## GANGER 55

### BRUISER

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
4"	4+	4+	4	4	1	4+	1	8+	5+	9+	8+

**Restrictions:** Pistol, Basic, Close Combat.

## CHAMPION (SPECIALIST) 125

### STIMMER

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

**Skills:** 1 Primary (custom).

**Restrictions:** Pistol, Heavy, Close Combat.

## CHAMPION 100

### FORGE BOSS

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

**Skills:** 1 Primary (custom).

**Restrictions:** No restrictions (can have any weapon class).

**Note:** Does not have Group Activation (1).

### COMBAT CHEMS STASH

Can roll a D6 when activated to modify the Attack characteristic (until the end of the round):

1: A = 1    2: +1 A    3-4: +2 A    5-6: +3 A

## JUVE (SPECIALIST) 35

### PROSPECT: FORGE-BORN

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

**Restrictions:** Pistol, Special, Close Combat.

## JUVE 35

### BULLY

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
4"	4+	5+	4	4	1	4+	1	9+	7+	9+	9+

**Restrictions:** Pistol & Close Combat.

## 0-1 'ZERKER (BRUTE) 210

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

**Skills:** Impetuous (consolidate 4" instead of 2").

**Wargear:** 2x Open fists.

**Restrictions:** 'Zerker Brute options.

## 0-1 SUMPKROC (PET) 130

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
4"	3+	-	4	4	2	6+	2	8+	6+	7+	11+

**Wargear:** Flensing knife (same as ferocious jaws), Mesh (5+, same as: Scaly Hide 2).

### COMBAT CHEMS STASH

Can roll a D6 when activated to modify the Attack characteristic (until the end of the round):

1: A = 1    2: +1 A    3-4: +2 A    5-6: +3 A

### COUNTER-CHARGE

Once per round, if all conditions are true:

- Active.
- An enemy charges the owner.

After the enemy movement, interrupt the Activation by performing a Charge (Double) action against the enemy fighter, including the Fight (Basic) action. Finally, the enemy can continue the Charge action and make the attacks as normal (if still Engaged).

## MAULER 125

**Vehicle:** 100

**Crew:** 25 (Road Thug)

M	Front/Side/Rear	W	Hnd	Sv	BS	Ld	CI	Wil	Int
7"	5 / 4 / 4	3	5+	5+	4+	8+	5+	9+	8+

**Type:** Hybrid drive (wheeled & tracked).

**Upgrade Slots:** 2 Body, 1 Drive, 1 Engine.

**Weapon Slots:** 1 (Crew: Front).

### POWER RAM

Improve S, AP and D by 2 for vehicle impacts involving this vehicle's front arc.

### AGILE

Can make 1 extra turn (up to 90°) when moving (before, during or after).

★ NECROMUNDA ★

	L	C(S)	C	G	J(S)	J	Crew	B
<b>PISTOL</b>	✓	✓	✓		✓		✓	
Bolt pistol	45	-	45	45	-	-	45	-
Hand flamer	75	-	75	75	-	-	75	-
Stub gun	5	5	5	5	5	5	5	-
- Dumdum rounds	5	5	5	5	5	5	5	-
Bolt pistol / hand flamer (combi)	110	-	110	-	-	-	-	-
Bolt pistol / plasma pistol (combi)	80	-	80	-	-	-	-	-
Stub gun / plasma pistol (combi)	40	-	40	-	-	-	-	-
<b>BASIC</b>	✓		✓					
Boltgun	55	-	55	55	-	-	-	-
Combat shotgun (salvo & shredder)	60	-	60	60	-	-	-	-
Shotgun (solid & scatter)	30	-	30	30	-	-	-	-
- Execution	20	-	-	-	-	-	-	-
- Inferno	15	-	-	-	-	-	-	-
Stub cannon	20	-	20	20	-	-	-	-
<b>SPECIAL</b>	✓	✓	✓	<b>G(S)</b>				
Flamer	140	-	140	140	-	-	-	-
Grenade launcher (frag & krak)	55	-	55	55	-	-	-	-
- Smoke	15	-	15	15	-	-	-	-
- Stun rounds	15	-	15	15	-	-	-	-
Melta gun	135	-	135	135	-	-	-	-
Storm-welder *	-	-	-	-	75	-	-	-
Bolter / flamer (combi)	175	-	175	-	-	-	-	-
Bolter / grenade launcher (frag) (combi)	80	-	80	-	-	-	-	-
Bolter / melta (combi)	165	-	165	-	-	-	-	-
Bolter / plasma (combi)	115	-	115	-	-	-	-	-
<b>HEAVY</b>	✓	✓	✓					
Heavy bolter *	160	-	160	-	-	-	-	-
Heavy flamer *	195	-	195	-	-	-	-	-
Heavy stubber *	130	-	130	-	-	-	-	-
'Krumper' rivet cannon *	70	-	70	-	-	-	-	-
Missile launcher (frag & krak) *	165	-	165	-	-	-	-	-
Multi-melta *	180	-	180	-	-	-	-	-
Twin-linked assault grenade launcher (frag & stun) *	-	65	-	-	-	-	-	-
- Krak	-	30	-	-	-	-	-	-
- Smoke	-	20	-	-	-	-	-	-
<b>CLOSE COMBAT</b>	✓	✓	✓		✓			
Axe	10	(10)	10	10	(10)	10	-	-
Brute cleaver	20	-	20	20	-	20	-	-
Chainaxe	25	-	25	-	-	-	-	-
Chainsword	25	-	25	-	-	-	-	-
Heavy rock saw *	-	-	-	-	120	-	-	-
Knife	10	10	10	10	10	10	-	-
Maul (club)	10	(10)	10	10	(10)	10	-	-
Mutated fists & bone spurs	-	-	-	-	-	-	-	70↑
Power axe	35	-	35	-	-	-	-	-
Power hammer	45	-	45	-	-	-	-	-
'Pulveriser' serrated axe	-	30	-	-	-	-	-	-
- Master-crafted	-	10	-	-	-	-	-	-
+ Paired *	-	50	-	-	-	-	-	-
- Master-crafted	-	10	-	-	-	-	-	-
'Renderizer' serrated axe *	40	40	40	-	-	-	-	-
- Master-crafted	10	10	10	-	-	-	-	-
Servo-claw	35	-	35	-	-	-	-	-
Spud-jacker	15	15	15	15	-	15	-	-
- Master-crafted	5	5	5	-	-	-	-	-
+ Paired *	-	25	-	-	-	-	-	-
- Master-crafted	-	10	-	-	-	-	-	-
Two-handed axe *	25	(25)	25	25	(25)	-	-	-
Two-handed hammer *	35	(35)	35	35	(35)	-	-	-

	L	C(S)	C	G	J(S)	J	Crew	B
<b>GRENADES</b>								
Blasting charges	✓	✓	✓	✓	✓	✓	✓	-
Frag	35	-	35	-	-	-	-	-
Incendiary	30	30	30	30	30	30	-	-
Krak	-	40	-	40	40	40	-	-
Melta bombs	45	45	45	45	45	45	-	-
Smoke	-	60	-	-	-	-	-	-
Stun	15	15	15	15	15	15	-	-
	25	25	15	-	-	-	-	-
<b>ARMOUR</b>								
Armoured undersuit	✓	✓	✓	✓	✓	✓	✓	-
Carapace - light	25	25	25	25	25	25	-	-
+ Heavy	80	-	80	-	-	-	-	-
Furnace plates	100	-	-	-	-	-	-	-
	5	5	5	5	5	5	-	10
<b>EQUIPMENT</b>								
Bio-booster	✓	✓	✓	✓	✓	✓	✓	-
Drop-rig	35	35	35	-	35	-	-	-
Filter plugs	10	10	10	10	(10)	10	-	-
Photo-goggles	10	(10)	10	10	10	10	10	-
Respirator	35	-	35	35	-	-	35	-
Skinblade	15	15	15	15	(15)	(15)	15	-
Stimm-slug stash	10	10	10	(10)	(10)	(10)	-	-
	25	25	25	25	-	25	-	20
<b>PETS (STATUS ITEM)</b>								
Sumpkroc (0-1)	✓	✓	✓	-	-	-	-	-
	130	130	130	-	-	-	-	-
<b>WEAPON ACCESSORIES</b>								
Gunshroud (Pistol, Basic)	✓	✓	✓	✓	✓	✓	✓	✓
Suspensor (Unwieldy)	20	-	20	-	-	-	-	-
Telescopic sight (Pistol, Basic, Special) **	60	-	60	-	-	-	-	-
	25	(25)	25	25	(25)	(25)	(25)	-

\*\* : Maximum one gunsight per weapon.

L	C(S)	C	G(S)	G	J(S)	J	B
Leader	Champion (Specialist)	Champion	Ganger (Specialist)	Ganger	Juve (Specialist)	Juve	Brute

- Trading Post access marked with '✓'.
- Unwieldy weapons and weapons marked with an (\*) take up 2 weapon slots.
- All weapon options for 'Zerker are upgrades and replace existing weapons.

## GANG COMPOSITION

- Specialist Champions does not have Group Activation (1).

## GENE SMITHING

Customise the gang by determining the genetic legacy of the fighters. New fighters added to the gang can be given one of the following origins (affecting cost and gang rating).

### SUB-TYPES

- **Vatborn:** +0 (created in a vat, default)
- **Natborn:** +20 (born naturally)
- **Unborn:** +10 (born outside the House)

The fighter can then choose upgrades from the selected sub-type, depending on the fighter type:

- **Leader & Champion:** 0-2 upgrades.
- **Ganger, Juve, Juve (Specialist):** 0-1 upgrade.

Note that some 'upgrades' have negative cost, this represents flaws and deficiencies that weaken the fighter in some way. The cost of the upgrade is deducted from the fighter's base cost.

### CHARACTERISTIC CHANGES

After applying characteristics changes from Gene-smithing, the new profile is considered to be the base profile for the purposes of Maximum Characteristics (Advancements). If multiple Gene-smithed upgrades alter the characteristics, the effects are combined (either adding together or cancelling each other out).

## HOUSE RULE

No fighters can have the same combination of Gene-smithing upgrades.

GENE-SMITHING	EFFECT	COST
<b>Vatborn</b>	-	<b>+0</b>
Reduced Bone Density	-1T or -1S.	-10
Terminal Biology	When suffering a Lasting Injury (stat decrease or Critically Injured), roll 2+ or die.	-10
Corrupt Slug	-1 Leadership, Willpower and Intelligence.	-5
Nerve Burnout	-1 Cool.	-5
Fearless But Foolish	+1 Cool & -1 Intelligence.	+5
Hardened Immune System	Gas and Toxin hits require 6+ when rolling against Toughness.	+5
Overdeveloped Musculature	+1 Strength & -1 Initiative.	+5
Dermal Hardening	+1T.	+10
Genetic Ancient	+1 Leadership, Willpower & Intelligence.	+10
Hyper Healing	<ul style="list-style-type: none"> <li>When making Recovery tests, can roll an extra Injury dice, then choose one which to apply.</li> <li>If having any Lasting Injuries in the post-battle sequence, roll 6+ to heal one of the Lasting Injuries. <b>Note:</b> The fighter does not need to have taken part in the battle to heal. Can also heal while In Recovery or even captured. Probably only applies to permanent stat decreases (46-56) and does not prevent going Into Recovery.</li> </ul>	+15
Thermal Resistance	Irontree Reavers: Blaze attacks gain -1S (min 1) against this fighter.	+10
<b>Natborn</b>	<ul style="list-style-type: none"> <li><b>+2 Intelligence, +1 Willpower, -1 Cool.</b></li> <li><b>Leader, Champion, Ganger (Specialist), Juve and Juve (Specialist) can purchase Strength and Toughness advances for 6XP (instead of 8XP).</b></li> <li><b>Gangers can choose Strength or Toughness Advancement instead of rolling.</b></li> </ul>	<b>+20</b>
Tyrant's Pride	Leader only. The gang can't include any Champions.	-20
Over-Engineered	When suffering a Lasting Injury roll, roll twice and apply the highest result. Can't be combined with Redundant Organs.	-10
Adaptive Mind	Secondary skill sets counts as Primary when Advancing.	+5
Rapid Muscle Growth	Can gain max +3 Strength from Advancements (instead of max +2).	+5
Adaptive Biology	Can re-roll Strength and Toughness tests. Gas and Toxin hits must re-roll successful rolls to inflict an injury.	+10
Iron Flesh	+1 Wounds.	+10
Prime Specimen	+1 to any single characteristics.	+10
Redundant Organs	When suffering a Lasting Injury, roll twice and apply the lowest result. Can't be combined with Over-Engineered.	+15
Alpha's Lineage	Leadership skill set counts as Primary. Group Activation (+1).	+20
The Tyrant's Own	Leader only. +1 to any two characteristics.	+20
Enhanced Stamina	Irontree Reavers: Weapons with * (normally taking up 2 slots) only require 1 slot.	+20
<b>Unborn</b>	<ul style="list-style-type: none"> <li><b>Choose 1 additional Primary skill set (Agility, Brawn, Combat, Cunning, Ferocity, Shooting or Savant).</b></li> <li><b>Can't gain Muscle skills.</b></li> </ul>	<b>+10</b>
Data-Slug Overlay	When activating for the first time in a battle, pass an Intelligence test or gain Insanity.	-10
Doc's Failure	-1 to two of the following: Movement, Strength, Toughness or Wounds. Can't choose a characteristic if it would be reduced to 0.	-10
Proto Goliath	+1" Movement, -1 Strength & Toughness, -2 Cool, +2 Intelligence, +1 Willpower.	-10
Genetic Outsider	Only Leader & Champions (not Specialist!). Can't use Group Activations.	-5
Doc's Experiment	Choose 2 characteristics: Movement, Strength, Toughness or Wounds. Apply +1 to one and -1 to the other. Can't choose a characteristic if it would be reduced to 0.	+5
Malformed	+1 Strength & -1 Initiative.	+5
Stimm Implant	Can gain +2 Strength when activated, but must roll 4+ in the End phase or suffer a Flesh Wound.	+5
Two Lives	When gaining a skill (from advancement or when recruited), gain +1 additional random skill (Primary or Secondary). These 2 skills are a pair, and when taking part of a battle, randomize which one applies (the other is forgotten during the battle).	+5
Scar Tissue	-1 Damage to all incoming hits (minimum 1).	+10
Survivor	Can re-roll a single Injury dice when making Recovery tests.	+10
Unique Organ Transplant	Irontree Reavers: Medical Escorts cost +D6x10 for this fighter (Critical Injury).	-10

	Agility	Brawn	Combat	Driving	Ferocity	Leadership	Savant	Shooting	Muscle
Leader	-	Primary	Secondary	-	Primary	Primary	-	Secondary	Secondary
Champion (Specialist)	-	Secondary	Secondary	-	Primary	-	-	-	Primary
Champion	-	Primary	Secondary	-	Primary	Secondary	-	Secondary	Secondary
Ganger (Specialist)	-	Primary	Secondary	-	Primary	-	-	Secondary	-
Juve (Specialist)	Secondary	-	Primary	-	-	-	-	Secondary	-
Juve	Secondary	Secondary	-	-	Primary	-	-	-	-
Brute ('Zerker)	-	Primary	Secondary	-	Secondary	-	-	-	Primary
Pet (Sumpkroc)	-	Primary	-	-	Secondary	-	-	-	-
Crew (Road Thug)	-	-	-	Primary	-	Secondary	Secondary	Primary	-

# HOUSE ORLOCK

## LEADER 105

### ROAD CAPTAIN

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

**Skills:** 1 Primary (custom).

**Restrictions:** None.

## CHAMPION (SPECIALIST) 95

### ARMS MASTER

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

**Skills:** 1 Primary (custom).

**Restrictions:** Pistol, Basic & Close Combat.

### RULE OF IRON

- When activated, 1 visible Faction fighter within 6" gains the Nerves of Steel skill (if not already having it).
- +2 modifier to any Bottle test while at least one friendly fighter with this ability is on the battlefield.

## JUVE (SPECIALIST) 55

### PROSPECT: WRECKER

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

**Restrictions:** Pistol, Basic & Close Combat.

### JUMP BOOSTER

Usable once per activation during a Move (Simple) or Charge (Double) action. It can be used in one of two ways:

- **Safe mode:** +3" M.
- **Overcharge:**
  - +1 S and +1 hit modifier when charging.
  - Must roll a D6:
    - 1: Pinned (malfunction, no move).
    - 2: +4" M.
    - 3-4: +5" M.
    - 5-6: +6" M.

When used, Grenade and Template weapons gain Unstable (for the rest of the activation).

Up to half of the move can be vertical (can move between levels and over impassable terrain if having sufficient movement). If the movement end in the air (insufficient movement to land safely on a level surface), fall the remaining distance (if the distance is 2" or less, it counts as jumping down).

## OUTRIDER QUAD 115

**Vehicle:** 80

**Crew:** 35 (Iron Rider)

M	Front/Side/Rear	W	Hnd	Sv	BS	Ld	CI	Wil	Int
9"	4 / 3 / 3	2	4+	5+	4+	6+	6+	7+	7+

**Type:** Wheeled.

**Upgrade Slots:** 0 Body, 1 Drive, 2 Engine.

**Weapon Slots:** 1 (Crew: Front).

### DEDICATED GUNNER

Can move full distance (instead of half) during Move & Shoot.

### AGILE

Can make 1 extra turn (up to 90°) when moving (before, during or after).

## GANGER 45

### GUNNER

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

**Restrictions:** Pistol, Basic, Close Combat.

## CHAMPION 80

### ROAD SERGEANT

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

**Skills:** 1 Primary (custom).

**Restrictions:** None.

## JUVE 35

### GREENHORN

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

**Restrictions:** Pistol, Basic & Close Combat.

"Note however that an Olrock juve may not gain additional skills." Comment: What does this even mean?

## 0-3 CYBER-MASTIFF (PET) 100

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

**Wargear:** Savage bite.

### WATCHDOG

If the owner is a sentry, attackers can be spotted outside the vision arc. Add 1+ modifier to spotting (a 1 before modifiers still fails).

### LOYAL PROTECTOR

While Standing (Active or Engaged) and within 3" of its owner, enemy fighters may not make a Coup de Grace against the owner.

## 0-1 SERVITOR (BRUTE) 230

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

**Wargear:** Harpoon launcher, open fist (same as: servitor combat weapon), light carapace (4+).

### OPTIONS

Heavy bolter (replaces harpoon launcher) ..... +50↑  
 Heavy flamer (replaces harpoon launcher) ..... +85↑  
 Heavy stubber (replaces harpoon launcher) ..... +20↑  
 Heavy carapace armour (replaces light carapace) ..... +20↑  
 Mono-sight ..... +25

### WEAPONS PLATFORM

Firing an Unwieldy ranged weapon becomes a Basic action rather than a Double action.

### AMMO HOPPERS

Re-roll any failed ammo test results of 1 (before modifiers).

★ NECROMUNDA ★

	L	C(S)	C	G	J(S)	J	Crew	B
<b>PISTOL</b>	✓	✓	✓				✓	
Autopistol	10	(10)	10	10	10	10	10	-
Bolt pistol	45	-	45	45	45	-	-	-
- Master-crafted	10	-	10	-	-	-	-	-
Hand flamer	75	-	75	75	75	-	-	-
Laspistol	(10)	(10)	(10)	-	-	-	10	-
Plasma pistol	50	-	50	50	50	-	-	-
Stub gun	5	5	5	5	5	5	5	-
- Dumdum	5	5	5	5	5	5	5	-
<b>BASIC</b>	✓	✓	✓					
Autogun	15	(15)	15	15	-	-	-	-
Boltgun	55	-	55	55	-	-	-	-
- Master-crafted	15	-	15	-	-	-	-	-
Combat shotgun (salvo & shredder)	55	60	55	55	-	-	-	-
Sawn-off shotgun (scatter)	15	(15)	15	15	15	15	-	-
- Solid	10	(5)	10	10	10	10	-	-
Shotgun (solid & scatter)	30	25	30	30	-	-	-	-
- Executioner	20	20	20	-	-	-	-	-
- Inferno	15	15	15	-	-	-	-	-
<b>SPECIAL</b>	✓		✓	<b>G(S)</b>				
Flamer	140	-	140	140	-	-	-	-
Grenade launcher (frag & krak)	65	-	65	65	-	-	-	-
Meltagun	135	-	135	135	-	-	-	-
Plasma gun	100	-	100	100	-	-	-	-
Bolter / grenade launcher (frag) (combi)	80	-	80	-	-	-	-	-
Bolter / melta (combi)	165	-	165	-	-	-	-	-
<b>HEAVY</b>	✓		✓	<b>G(S)</b>				
Harpoon launcher *	110	-	110	110	-	-	-	-
Heavy bolter *	160	-	160	160	-	-	-	50↑
Heavy flamer *	195	-	195	195	-	-	-	85↑
Heavy stubber *	130	-	130	130	-	-	-	20↑
Mining laser *	125	-	125	-	-	-	-	-
Seismic cannon *	140	-	140	-	-	-	-	-
<b>CLOSE COMBAT</b>	✓	✓	✓		✓			
Arc hammer *	-	70	-	-	-	-	-	-
- Master-crafted	-	15	-	-	-	-	-	-
Chainsword	25	-	25	25	25	25	-	-
Flail	20	(20)	20	20	20	20	-	-
Knife	(15)	10	(15)	-	10	-	-	-
- Master-crafted	-	5	-	-	-	-	-	-
Las cutter	85	-	85	-	-	-	-	-
Maul (club)	10	(10)	10	10	10	10	-	-
Power knife	25	25	-	25	-	-	-	-
Power maul	30	-	30	-	-	-	-	-
Power pick	40	-	40	-	-	-	-	-
Servo-claw	30	-	30	30	30	-	-	-
Two-handed hammer *	35	35	35	35	35	35	-	-
- Master-crafted	-	10	-	-	-	-	-	-
<b>GRENADES</b>	✓	✓	✓	✓	✓	✓	✓	
Blasting charges	30	30	30	30	-	30	-	-
Demo charges	45	45	45	45	45	45	-	-
Frag	30	30	30	30	30	30	-	-
Krak	45	45	45	45	45	45	-	-
Melta bombs	60	60	60	-	60	-	-	-
Photon flash	15	15	15	-	-	-	-	-
Scare gas	45	45	45	-	-	-	-	-
Smoke	15	15	15	(15)	(15)	(15)	-	-

L	C(S)	C	G(S)	G	J(S)	J	B
Leader	Champion (Specialist)	Champion	Ganger (Specialist)	Ganger	Juve (Specialist)	Juve	Brute

- Trading Post access marked with '✓'.
- Unwieldy weapons and weapons marked with an (\*) take up 2 weapon slots.
- All weapon options for Servitor are upgrades and replace existing weapons.



	L	C(S)	C	G	J(S)	J	Crew	B
<b>ARMOUR</b>	✓	✓	✓	✓	✓	✓	✓	-
Armoured undersuit	-	25	-	-	-	-	-	-
Carapace (light)	80	80	80	-	-	-	-	-
+ heavy	-	100	-	-	-	-	-	20
Conversion field	-	60	-	-	-	-	-	-
Flak	10	10	10	10	10	10	-	-
Hazard suit	-	-	-	10	10	10	-	-
Mesh	15	15	15	15	(15)	15	-	-
<b>EQUIPMENT</b>	✓	✓	✓	✓	✓	✓	✓	-
Bio-booster	35	35	35	35	-	-	-	-
Drop rig	10	10	10	10	10	10	-	-
Filter plugs	10	10	10	10	10	10	10	-
Photo-goggles	35	35	35	35	35	35	35	-
Respirator	15	15	15	15	15	15	15	-
Servo harness (partial)	130	130	-	-	-	-	-	-
+ full	-	160	-	-	-	-	-	-
<b>PETS (STATUS ITEM)</b>	✓	✓	✓	-	-	-	-	-
Cyber-mastiff (0-3)	100 <sup>(0-3)</sup>	100 <sup>(0-2)</sup>	100 <sup>(0-2)</sup>	-	-	-	-	-
<b>WEAPON ACCESSORIES</b>	✓	✓	✓	✓	✓	✓	✓	-
Mono-sight (Basic, Special, Heavy) **	-	-	-	-	-	-	-	25
Suspensor (Unwieldy)	60	-	60	60 G(S)	-	-	-	-
Telescopic sight (Pistol, Basic, Special) **	25	25	25	25	(25)	25	(25)	-

\*\* : Maximum one gunsight per weapon

	Agility	Brawn	Combat	Driving	Ferocity	Leadership	Savant	Shooting	Bravado
Leader	-	Secondary	-	-	Primary	Primary	Primary	Secondary	Secondary
Champion (Specialist)	-	Secondary	-	-	Primary	Secondary	Secondary	-	Primary
Champion	-	Secondary	-	-	Primary	Secondary	Secondary	-	Primary
Ganger (Specialist)	-	Primary	Secondary	-	Primary	-	-	Secondary	-
Juve (Specialist)	-	-	Secondary	-	-	-	Secondary	Primary	-
Juve	Secondary	Secondary	-	-	Primary	-	-	-	-
Brute (Servitor)	-	Secondary	Secondary	-	-	-	-	Primary	-
Pet (Cyber-Mastiff)	-	-	Primary	-	Secondary	-	-	-	-
Crew (Iron Rider)	-	-	-	Primary	-	-	Secondary	Primary	-

## GANG COMPOSITION

- Specialist Gangers can use Heavy Weapons.
- Note that Orlock Specialist Juves can only take Close Combat weapons from the Trading Post (not Pistols, unlike all other Specialist Juves).

## LEGENDARY NAMES

Unique abilities that grant benefits to fighters. Some have drawbacks. There are 3 categories:

- Unbelievable Escapes
- Impressive Leadership
- Improbable Beat-Downs

## USAGE

- Leader and Champions (including Specialists) start with 1 free Legendary Name (custom) in addition to the standard custom skill.
- Limitations (per fighter):
  - Leader and Champions: 0-3
  - Other fighters: 0-2
- Purchased as advancements.
  - 3 XP: 1 Random (choose a category).
  - 6 XP: 1 Custom.
- Each purchase increase rating with +5 credits.
- Re-roll any random Legendary Name if it can't be used for a particular fighter.

## UNBELIEVABLE ESCAPES

### 1. IRON HARD

- This fighter's first Serious Injury or Out of Action result in a battle counts as a Flesh Wound instead.
- Automatically fail the next Bottle test (that is required) if this fighter is taken Out of Action.

### 2. BULLET DODGER

- Once per battle, when targeted by an enemy ranged attack, force re-roll of all successful to hit rolls of that ranged attack.
- In the next activation after using this ability, this fighter can only make Move (Simple) actions.

#### HOUSE RULES

- Web: Probably no effect when hit, but can still be used during recovery.
- Multi-damage: Affects all results (Serious Injury or Out of Action) of a single type when suffering multiple Injury rolls from a single attack.

### 3. BADZONE LEGEND

- 3+ save against environmental damage.
- In the next activation after using this ability, this fighter can't initiate or take part in Group Activations.

### 4. PROMETHIUM-PROOF KILLER

- Ignore all effects of Blaze.
- Can't utilize or benefit from Leading By Example.

### 5. SLIPPERY SCUMMER

- If captured, choose another fighter from the gang to be captured instead.
- The captured fighter can't be Rescued.

### 6. BLADE BREAKER

When hit by an enemy Melee attack (including Versatile), roll a 6+ to automatically replace the hit with a miss. The enemy fighter is immediately Disarmed (can't use any weapons when making Reaction attacks for the rest of the round - use unarmed attacks instead).

## IMPRESSIVE LEADERSHIP

### 1. BIGMAN

- Initiating Group Activation have range 6" (instead of 3").
- Reduce the benefit of any cover by 1 (when targeted).

### 2. LUCKY

- Once per battle, change anyone die this fighter has rolled to a 6 (can be decided after the roll).
- If the gang has Reinforcements (scenario special rule), this fighter must always arrive as a Reinforcement.

### 3. IMPRESSIVE SCARS

- Leading By Example has unlimited range to fighters that have LOS to this fighter.
- Group Activation (-1).

### 4. TOO PRETTY FOR PRIMUS

- Gain 2D6x5 credits if this fighter is still on the battlefield at the end of a battle.
- If rolling a double, the opponent gains the credits instead.

### 5. IRON STARE

- Enemies in this fighter's LOS must pass a Cool test to target this fighter with a ranged attacks.
- This fighter never counts as the closest fighter for the purposes of Target Priority.

### 6. ROCK STEADY

- While Standing, roll 2D6 for Bottle tests and apply the lowest result.
- If failing a Bottle test, re-roll successful Cool tests to see if friendly fighters flee the battlefield.

## IMPROBABLE BEAT-DOWNS

### 1. ONE PUNCH

Can roll a single Attack dice in close combat (regardless of the Attacks characteristic or other bonuses) to make a special unarmed attack:

- S8, D2, ignores Saves (except Field armour).

### 2. BULLET LORD

- Once per battle, a Firepower dice roll can automatically be a 3 (no roll needed).
- After the attack, the weapon counts as having failed an Ammo test.

### 3. TWO-GUNS

- After using Twin Guns Blazing, enemy fighters within 6" must make a Nerve test.
- Can't use Twin Guns Blazing and initiate or participate in Group Activations in the same round.

### 4. CHANCER

- Gain D3 XP when hitting an enemy with an Improbable Shot.
- Must always randomize skills during Advancements (can't choose).

### 5. HEADSHOT

- Gain D3 XP if taking an enemy Out of Action with this fighter's first Shoot (Basic) action of the battle.

### 6. ONE SHOT

- Once per battle, automatically hit with a ranged weapon attack (except Rapid Fire or Blast). The Firepower dice must still be rolled.
- Must take a Shoot (Basic) action during the activation if able to.

# HOUSE VAN SAAR

## LEADER 130

### PRIME

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

**Skills:** 1 Primary (custom).  
**Wargear:** Armoured bodyglove.  
**Restrictions:** None.

## CHAMPION (SPECIALIST) 125

### ARCHEOTEK

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

**Skills:** 1 Primary (custom).  
**Wargear:** Armoured bodyglove.  
**Restrictions:** None.

## GANGER 65

### TEK

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

**Wargear:** Armoured bodyglove.  
**Restrictions:** Pistol, Basic, Close Combat.

## CHAMPION 110

### AUGMEK

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

**Skills:** 1 Primary (custom).  
**Wargear:** Armoured bodyglove.  
**Restrictions:** None.

### MASTER OF CYBERTEKNIKA

- Half price when purchasing Cyberteknika (rounded up to nearest 5 credits).
- Includes 1 Alpha level Cyberteknika when recruited (free).

## JUVE (SPECIALIST) 70

### NEOTEK

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

**Wargear:** Armoured bodyglove & grav-cutter.  
**Restrictions:** Pistol, Basic & Close Combat.

## JUVE 35

### SUBTEK

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

**Wargear:** Armoured bodyglove.  
**Restrictions:** Pistol, Basic & Close Combat.

### GRAV-CUTTER

- +2" Move.
- Ignores terrain (except impassable).
- Move freely between levels without restriction.
- Can't fall.
- Can move over enemy fighters (ignoring the 1" rule).
- Must still end the movement not overlapping obstacles or other fighters.
- Can't be Pinned when hit by ranged attacks.
- Can't voluntarily be Pinned (Take Cover action or any reason).
- Benefits from cover are reduced by 1 (when targeted by enemy ranged attacks).
- Stand Up is a Double action instead of Simple (if the fighter ever becomes Pinned, for example recovering from being Seriously Injured), regardless of any other ability (for example Spring Up).

### FLY BY ATTACKS

Can spend a Basic action (Hit & Run):

- Move exactly as during a Move (Simple) action.
- Pass a WS test to inflict a hit (S4, D1, Concussion, Knockback) to one enemy fighter that is passed over.

## 0-1 SERVO-SUIT (BRUTE) 240

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

**Skills:** Fast Shot (same as Superior Weapons Array).  
**Wargear:** Twin-linked heavy las carbine, 4x servo-arms, light carapace (4+).  
**Restrictions:** Servo-suit Brute options.

## 0-3 CYBERACHNID (PET) 75

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

**Skills:** Clamber (climb without penalty).  
**Wargear:** Stiletto knife (same as: venomous bite), Web projector.

### FEAR INDUCING

Cyberachnids have the Fearsome (Ferocity) skill. While Active and within 3" of its owner, the skill also applies to the owner.

### HORRIFIC

Can't be Captured.

### N17 SPECIAL RULE

Faction fighters can max increase Toughness by +1.

★ NECROMUNDA ★

	L	C(S)	C	G	J(S)	J	Crew	B
<b>PISTOL</b>	✓	✓	✓		✓		✓	
Hand flamer	75	-	75	75	75	-	-	-
Laspistol	5	5	5	5	5	5	-	-
- Focusing crystal	20	20	20	-	20	-	-	-
- Master-crafted	5	5	5	-	-	-	-	-
Las sub-carbine	-	15	15	15	15	15	-	-
- Focusing crystal	-	20	20	-	20	-	-	-
- Master-crafted	-	5	5	-	-	-	-	-
Plasma pistol	50	50	50	50	50	-	-	-
<b>BASIC</b>	✓	✓	✓					
Lasgun	10	(15)	10	10	10	10	-	-
- Focusing crystal	20	-	20	-	-	-	-	-
- Master-crafted	5	-	5	-	-	-	-	-
Las carbine	20	-	20	20	-	-	-	-
- Focusing crystal	20	-	20	-	-	-	-	-
- Master-crafted	5	-	5	-	-	-	-	-
Suppression laser	40	-	40	40	-	-	-	-
- Focusing crystal	20	-	20	-	-	-	-	-
- Master-crafted	10	-	10	-	-	-	-	-
<b>SPECIAL</b>	✓	✓	✓	<b>G(S)</b>				
Flamer	140	-	140	140	-	-	-	-
Grav gun	120	-	120	120	-	-	-	-
Meltagun	135	-	135	135	-	-	-	-
+ with laspistol (combi)	130	-	130	-	-	-	-	-
Plasma gun	100	-	100	100	-	-	-	60↑
+ with laspistol (combi)	95	-	95	-	-	-	-	-
Rad beamer *	-	70	-	-	-	-	-	-
Rad gun	100	-	100	100	-	-	-	60↑
<b>HEAVY</b>	✓	✓	✓	<b>G(S)</b>				
Lascannon *	155	-	155	-	-	-	-	-
Multi-melta *	180	-	180	180	-	-	-	-
Plasma cannon *	130	-	130	130	-	-	-	-
Rad cannon *	130	-	130	130	-	-	-	-
<b>CLOSE COMBAT</b>	✓	✓	✓		✓			
Digi laser (0-3)	-	25	-	-	-	-	-	-
Power knife	25	25	25	25	25	25	-	-
Servo claw	30	30	30	30	-	30	-	-
Shield (Hystrar pattern energy)	50	-	50	50	50	-	-	-
Shock baton	30	-	30	30	-	30	-	-
Shock stave	25	-	25	25	25	25	-	-
Spider-rig *	-	80	-	-	-	-	-	-
<b>GRENADES</b>	✓	✓	✓	✓	✓	✓	✓	
Frag	30	30	30	30	(30)	30	-	-
Krak	45	45	45	45	-	45	-	-
Photon flash	-	15	-	-	15	-	-	-
Plasma	65	65	65	-	65	-	-	-
Rad	25	25	25	25	25	25	-	-
Smoke	15	15	15	15	(15)	15	-	-
Stun	-	25	-	-	-	-	-	-

L	C(S)	C	G(S)	G	J(S)	J	B
Leader	Champion (Specialist)	Champion	Ganger (Specialist)	Ganger	Juve (Specialist)	Juve	Brute

- Trading Post access marked with '✓'.
- Unwieldy weapons and weapons marked with an (\*) take up 2 weapon slots.
- All weapon options for Servo-suit are upgrades and replace existing weapons. -1 Attack per weapon replaced.

★ NECROMUNDA ★

	L	C(S)	C	G	J(S)	J	Crew	B
<b>ARMOUR</b>	✓	✓	✓	✓	✓	✓	✓	
Carapace - light	80	80	80	-	-	-	-	-
- heavy	-	-	-	-	-	-	-	20↑
Flak	10	10	10	10	10	10	-	-
Mesh	15	15	15	15	15	15	-	-
<b>FIELD</b>	✓	✓	✓	✓	✓	✓		
Conversion	60	60	60	-	-	-	-	-
Displacer	70	70	-	-	-	-	-	-
Refractor	50	50	-	-	-	-	-	-
<b>EQUIPMENT</b>	✓	✓	✓	✓	✓	✓	✓	
Bio-booster	35	35	35	35	35	35	-	-
Drop rig	10	10	10	10	-	10	-	-
Filtler plugs	10	10	10	10	10	10	-	-
Grav-chute	40	40	40	40	-	-	-	-
Medicae kit	30	-	30	30	-	30	-	-
Photo-goggles	35	35	35	35	-	35	-	-
Respirator	15	15	15	15	15	15	-	-
Servo harness - partial	130	-	130	-	-	-	-	-
<b>PETS (STATUS ITEM)</b>	✓	✓	✓					
Cyberachnid (0-3)	75 <sup>(0-3)</sup>	75 <sup>(0-3)</sup>	75 <sup>(0-2)</sup>	-	-	-	-	-
<b>WEAPON ACCESSORIES</b>	✓	✓	✓	✓	✓	✓	✓	
Hotshot las pack (Iaspistol & Iasgun)	20	20	20	20	20	(20)	-	-
Infra-sight (ranged) **	25	25	25	25	-	-	-	-
Las projector (Pistol, Basic, Special)	35	35	35	35	35	-	-	-
Mono-sight (Basic, Special, Heavy) **	35	35	35	-	-	-	-	-
Suspensor (Unwieldy)	60	-	60	60	-	-	-	-
Telescopic sight (Pistol, Basic, Special) **	25	25	25	(25)	(25)	(25)	(25)	-

\*\* : Maximum one gunsight per weapon

L	C(S)	C	G(S)	G	J(S)	J	B
Leader	Champion (Specialist)	Champion	Ganger (Specialist)	Ganger	Juve (Specialist)	Juve	Brute

- Trading Post access marked with '✓'.
- Unwieldy weapons and weapons marked with an (\*) take up 2 weapon slots.

## GANG COMPOSITION

- Specialist Champions does not have Group Activation (1).
- Specialist Gangers can use Heavy Weapons.

	Agility	Brawn	Combat	Cunning	Driving	Ferocity	Leadership	Shooting	Savant	Tech
Leader	Secondary	-	-	Secondary	-	-	Primary	Primary	Primary	Secondary
Champion (Specialist)	-	-	-	Secondary	-	-	-	Secondary	Primary	Primary
Champion	-	-	Secondary	Secondary	-	-	Secondary	Primary	Primary	Secondary
Ganger (Specialist)	-	-	Secondary	Secondary	-	-	-	Primary	Primary	-
Juve (Specialist)	Primary	-	-	-	-	-	-	Secondary	Secondary	-
Juve	Primary	-	-	-	-	-	-	Secondary	Secondary	-
Brute (Servo-suit)	-	Secondary	-	-	-	Secondary	-	Primary	-	-
Pet (Cyberachnid)	Secondary	-	-	Primary	-	-	-	-	-	-
Crew (?)	-	-	-	-	Primary	-	-	-	-	-

# BOUNTY HUNTERS (VENATOR)

## LEADER (HUNT LEADER)

110

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	3+	2	7+	6+	6+	6+
3"	3+	4+	3	4	2	5+	2	6+	6+	5+	5+
4"	3+	5+	4	4	2	4+	2	7+	5+	8+	9+
4"	4+	2+	3	3	2	3+	1	5+	5+	6+	5+

**Weapons:** No restrictions. When hired, choose Common and Rare equipment up to Rare (11).  
**Skills:** Choose 1 Primary skill.  
**Psyker (+35):** Become Psyker (Sanctioned or Unsanctioned) and choose 1 Wyrd Power. Gain additional Wyrd Powers from any universal discipline as Primary skills.

## CHAMPION (HUNT CHAMPION)

85

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

**Weapons:** No restrictions. When hired, choose Common and Rare equipment up to Rare (10).  
**Skills:** Choose 1 Primary skill.

## GANGER (HUNTER)

50

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

**Weapons:** Basic, Pistol & Close Combat weapons.  
 When hired, choose Common and Rare equipment up to Rare (8).

## SPECIAL RULES

Follow normal rules as other gangs with the following exceptions:

- The Leader's House Legacy determines what House the gang counts as for the purposes claiming Gang Specific Bonuses from Resources. If the Leader has no House Legacy, no Gang Specific Bonus may be claimed.
- Automatically sell captured enemy fighters that are not rescued to the Guilders. Earn full value rather than the usual half.
- When an enemy fighter dies, (either during the battle or during post-battle sequence), claim half of that fighter's value rounded up to the nearest 5 credits.
- Can hire Hive Scum and Special Characters, but not generic Bounty Hunters.
- Can hire generic Hangers-on and Brutes not associated with any specific House.

### HOUSE LEGACY: 30 CREDITS

(Goliath, Escher, Cawdor, Orlock, Van Saar, Delaquo)

Each fighter can have up to 1 House Legacy, allowing them to purchase equipment from the chosen House's Leader Equipment List (if there are multiple Leader's, pick one). A Leader or Champion may purchase Status Items or Exotic Beasts associated with their House Legacy.

### SKILL ACCESS

Pick 4 skill sets apart from Leadership and rank them from 1 to 4.  
 The skill sets is then determined by looking at the table below.

	Primary	Secondary
Leader	1 & 2 plus Leadership	3 & 4
Champion	1 & 2	3 & 4 plus Leadership
Specialist	1 & 2	3 & 4

# PALANITE ENFORCERS

## LEADER (CAPTAIN)

140

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

**Skills:** 1 Primary (custom).

**Wargear:** Stub gun, flak, magnacles, armoured undersuit.

**Restrictions:** No restrictions (except Subjugator Equipment).

### SUBJUGATOR (+10)

- Replace flak with layered flak.
- Gain access to Subjugator Equipment (instead of Palanite Equipment).

## 0-2 CHAMPION (SERGEANT)

100

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

**Skills:** 1 Primary (custom).

**Wargear:** Stub gun, flak, magnacles, armoured undersuit.

**Restrictions:** No restrictions (except Subjugator Equipment).

### SUBJUGATOR (+10)

- Replace flak with layered flak.
- Gain access to Subjugator Equipment (instead of Palanite Equipment).

## GANGER (PATROLMAN)

70

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

**Wargear:** Stub gun, flak, magnacles, armoured undersuit.

**Restrictions:** No restrictions (except Subjugator Equipment).

### SUBJUGATOR (+10)

- Replace flak with layered flak.
- Gain access to Subjugator Equipment (instead of Palanite Equipment).

## JUVE (ROOKIE)

0\*

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
5"	5+	5+	3	3	1	4+	1	8+	8+	8+	8+

**Wargear:** Stub gun, flak, magnacles, armoured undersuit.

**Restrictions:** Basic weapons, Close Combat weapons and Pistols (except Subjugator Equipment).

### \*FRESH FROM THE ACADEMY

When an Enforcer is dead or retired, a single Rookie may be recruited for free in the post-battle sequence.

Rookies can't be purchased, they only replace dead/retired fighters.

## 0-2 HARDCASE CYBER-MASTIFF (PET) 130

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

**Weapons:** Shock bite (Str S, AP-1, D 1, Rending, Shock).

**Wargear:** Hardcase: Light Carapace (4+) & Respirator.

### TENACIOUS

If taken Out of Action while not yet activated this round, this fighter is not removed from the battlefield until after completing its activation.

### LOYAL PROTECTOR

While Standing (Active or Engaged) and within 3" of its owner, enemy fighters may not make a Coup de Grace against the owner.

### FAITHFUL PROTECTOR

When activated, if the owner is Engaged and within 6", this fighter can immediately move into B2B with any enemies Engaging the owner (counts as a free action)

## 0-2 SANCTIONER (BRUTE)

205

### SANCTIONER PATTERN AUTOMATA

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

**Skills:** Got Your Six.

**Wargear:** Grenade launcher array (photon flash), mono-hook (same as: pacifier assault claw), heavy shock baton.

**Restrictions:** Brute options.

### AUTOMATED REPAIR SYSTEMS

Can automatically recover (with Flesh Wound) during Recovery (End phase).

### MOBILE BULWARK

Friendly fighters counts as in full cover if obscured by this fighter.

## GANG COMPOSITION

Enforcers follow normal rules with the following exceptions:

- New gangs must have at least 2 Gangers of the same type as the Leader (Palatine or Subjugator).
- Otherwise, the gang can consist of any mix of Palanite & Subjugator fighters.
- Must have at least 1 Ganger for each Leader and Champion in the gang.
- All fighters can have multiple equipment sets.
- Gangs must become Specialists to gain skills (as normal).

## SPECIAL RULES

Follow normal rules as other gangs with the following exceptions:

- All fighters (except Juves) can carry any weapon types (no weapon type restrictions).
- Fighters cannot be upgraded to Subjugator after recruitment.

## GANG COMPOSITION

Enforcers follow normal rules with the following exceptions:

- New gangs must have at least 2 Gangers of the same type as the Leader (Palatine or Subjugator).
- Otherwise, the gang can consist of any mix of Palanite & Subjugator fighters.
- Must have at least 1 Ganger for each Leader and Champion in the gang.
- All fighters can have multiple equipment sets.
- Gangs must become Specialists to gain skills (as normal).

## SPECIAL RULES

Follow normal rules as other gangs with the following exceptions:

- All fighters (except Juves) can carry any weapon types (no weapon type restrictions).
- Fighters cannot be upgraded to Subjugator after recruitment.

## ENFORCEMENT PROGRAMS (APOCRYPHA 9 - ESCAPE FROM ZALKTRAA)

At the start of a battle, any Sanctioners or Cyber-mastiffs can individually choose an Enforcement Program.

When activated, these fighters act according to the programming or spend the activation making the Reboot (Double) action.

### REBOOT (DOUBLE)

The activation ends. Choose a new Enforcement Program at the start of the next activation.

Program	Effect	Move (Simple)	Shoot (Basic)	Aim (Basic)	Charge (Double)	Fight (Basic)
1 - Hunt	Move D6" closer to the nearest enemy at the start of each End phase. <b>Cyber-mastiff:</b> 6" range to owner (instead of 3").	✓	✓	✓		
2 - Intimidate	After activating, enemy fighters within 2" suffer a Nerve test.	✓			✓	✓
3 - Guard	+1 to hit & wound when attacking outside the activation (Reaction, Got Your Six etc.).		✓	✓		✓
4 - Capture	When taking enemy fighters Out of Action with a Fight (Basic) action, roll a 4+ to Capture that fighter (no Capture rolls for these fighters after the battle).				✓	✓
5 - Kill	Shoot & Fight actions count as Simple actions (instead of Basic).		✓		✓	✓
6 - Rescue	During the Recovery phase, Seriously Injured friendly fighters within 3" automatically recover with a Flesh Wound (no need to roll Injury dice).	✓				✓

## HOUSE RULE

Warning: Use with caution! The rules for Enforcement Programs are a complete mess. A lot of statuses and other effects don't mix sensibly with these rules (for example Blind, Blaze, Seriously Injured, Insane etc.).

Situations that will cause this to crash and burn:

- **Pinned:** Can't make Stand Up (Basic) action.
- **Prone:** Can't make Crawl (Double) action.
- **Blaze:** Vulnerable, difficult to put out the fire if Standing without going Prone (see Pinned).
- **Hunt:** Can move D6" regardless of status or other effects.
- **Rescue:** Can heal friendlies regardless of the rescuers own status or other effects.



★ NECROMUNDA ★

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Palanite Drill
Leader	-	Primary	-	-	Secondary	Secondary	Primary	Primary
Champion	-	Secondary	-	Primary	Secondary	Secondary	Primary	Primary
Specialist	-	Secondary	-	-	Secondary	-	Primary	Primary
Juve	Secondary	-	-	-	-	-	Secondary	Primary
Sanctioner	Secondary	-	Secondary	-	Primary	-	-	-
Hardcase	-	-	Primary	-	Secondary	-	-	-

	Palanite	Subjugator	Brute
<b>PISTOL</b>	✓	✓	
Autopistol	10	10	-
- Fragmentation	10	10	-
- Manstopper	10	10	-
Stub gun	5	5	-
- Dumdum	5	5	
<b>BASIC</b>	✓	✓	
Enforcer Boltgun	50	-	-
- Penetrator	20	-	-
Combat shotgun (salvo & shredder)	60	-	-
<b>SPECIAL</b>	✓	✓	
Concussion carbine	30	-	-
Grenade launcher (frag & stun)	-	50	-
- Choke	-	30	-
- Krak	-	35	-
- Photon flash	-	15	-
- Scare	-	40	-
- Smoke	-	15	-
+ assault array (photon flash)	-	-	0
- Choke	-	-	35
- Scare	-	-	45
- Smoke	-	-	15
- Stun	-	-	25
Sniper rifle	35	-	-
Webber with Mancatcher	-	-	+100↑
<b>HEAVY</b>	✓	✓	
Concussion cannon	-	-	80↑
Heavy concussion ram *	-	70	-
Assault ram (SLHG pattern 'sledge hammer') with grenade launcher (choke & frag) *	-	90	40↑
- Krak	-	35	-
- Photon flash	-	15	-
- Scare	-	40	-
- Smoke	-	15	-
<b>CLOSE COMBAT</b>	✓	✓	
Shield (Vigilance assault)	-	40	-
Shock baton	30	30	-
Shock stave	25	25	-
<b>GRENADES</b>	✓	✓	
Choke gas	50	50	-
Frag	30	30	-
Photon flash	15	15	-
Smoke	15	15	-
Stun	15	15	-
<b>ARMOUR</b>	✓	✓	
Hardened flak	20	-	-
Hardened layered flak	-	30	-
<b>EQUIPMENT</b>	✓	✓	
Bio-booster	35	35	-
Bio-scanner	20	20	-
Photo-lumens	15	15	-
Respirator	15	15	-
Stimm-slug stash	30	30	-
<b>WEAPON ACCESSORIES</b>	✓	✓	
Infra-sight (P, B, S, H)	40	-	-

- Unwieldy weapons and weapons marked with an (\*) take up 2 weapon slots.
- Infra-sight can't be combined with other weapon attachments.
- Grenade launcher counts as Basic weapon (for whatever reason).

# BADZONE ENFORCERS

## LEADER (CAPTAIN) 125

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

**Skills:** 1 Primary (custom).

**Wargear:** Magnacles, armoured undersuit.

**Restrictions:** No restrictions.

## GANGER (PATROLMAN) 55

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

**Wargear:** Magnacles, armoured undersuit.

**Restrictions:** Pistol, Basic, Close Combat.

### BROKEN SUPPLY LINES

Gain Scarce for the following weapons:

- Enforcer Boltgun.
- Combat shotgun.
- Concussion carbine.

## 0-1 CYBER-MASTIFF (HACKED) 100

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

**Weapons:** Flensing knife (same as: jaws).

### GLITCHY

In each activation, roll a 2+ or gain Insanity.

### TENACIOUS

If taken Out of Action in a round it has not yet activated in, it is not removed until after it has activated.

## CHAMPION (SERGEANT) 85

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

**Skills:** 1 Primary (custom).

**Wargear:** Magnacles, armoured undersuit.

**Restrictions:** No restrictions.

## JUVE (ENLISTED HIVE SCUM) 30

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

**Restrictions:** Pistol, Basic, Close Combat.

### EXPENDABLE CONSCRIPT

Cannot benefit from or participate in Leading By Example or Group Activation.

Does not trigger Nerve tests to friendly fighters without this special rule within 3" (when Seriously Injured or taken Out of Action).

### NOTE

Enlisted Hive Scum are not exactly Juves. They promote after 5 advancements like Juve. Stats like Ganger / Hive Scum. Hot-headed like Specialist Juve (Prospect). And promoted to Ganger! But they don't have Fast Learner advancement discount.

So it is entirely unclear how they spend XP. To make things easy, they will be treated as Juves here.

## GANG COMPOSITION

Follow normal rules with the following exceptions:

- Must have at least 1 Ganger per Leader / Champion.

## SPECIAL RULES

Follow normal rules as other gangs with the following exceptions:

- **Ganger (Specialist):** Access to Special & Heavy weapons from the gang equipment table.

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Palanite Drill
Leader	-	Primary	-	-	Secondary	Secondary	Primary	Primary
Champion	-	Secondary	-	Primary	Secondary	Secondary	Primary	Primary
Specialist	-	Secondary	-	-	Secondary	-	Primary	Primary
Juve	Secondary	-	-	Primary	Secondary	-	-	-
Pet	-	-	Primary	-	Secondary	-	-	-

	L	C	G	J
<b>PISTOL</b>	✓	✓		
Autopistol	10	10	10	10
- Reclaimed	(5)	(5)	-	5
Laspistol	(10)	(10)	-	10
Plasma pistol	50	50	-	-
Stub gun	5	5	5	5
- Dumdum	5	5	5	5
<b>BASIC</b>	✓	✓		
Autogun	15	15	15	15
- Reclaimed	(10)	(10)	-	10
Enforcer Boltgun	50	50	50	-
Combat shotgun (salvo & shredder)	60	60	60	-
Lasgun	(15)	(15)	-	15
Sawn-off shotgun	(15)	(15)	-	15
Shotgun (solid & scatter)	(30)	(30)	-	30
Throwing knives	(10)	(10)	-	10
<b>SPECIAL</b>	✓	✓	<b>G(S)</b>	
Concussion carbine	30	30	30	-
Flamer	-	-	140	-
Grenade launcher (frag & stun)	50	50	-	-
Sniper rifle	35	35	35	-
Web gun	125	125	-	-
<b>HEAVY</b>	✓	✓	<b>G(S)</b>	
Assault ram (SLHG 'sledge hammer') *	90	90	-	-
- Assault ram	0	0	-	-
- Grenade launcher (choke gas & frag)	0	0		
Heavy concussion ram *	70	70	-	-
Heavy Stubber *	130	130	130	-
<b>CLOSE COMBAT</b>	✓	✓		
Axe	(10)	(10)	-	10
Chainsword	-	-	-	25
Flail	(20)	(20)	-	20
Knife	(10)	(10)	-	10
Maul (club)	(10)	(10)	-	10
Power knife	25	25	-	-
Power maul	30	30	-	-
Shield (Vigilance assault)	40	40	-	-
Shock baton	30	30	30	-
Shock stave	25	25	25	-
Two-handed axe *	(25)	(25)	-	25
Two-handed hammer *	(35)	(35)	-	35

	L	C	G	J
<b>GRENADES</b>	✓	✓	✓	✓
Blasting charges	-	-	-	35
Frag	30	30	30	30
Krak	-	-	-	45
Photon flash	15	15	15	-
Smoke	15	15	15	15
Stun	15	15	15	-
<b>ARMOUR</b>	✓	✓	✓	✓
Armoured undersuit	-	-	-	25
Flak	10	10	10	10
- Layered	20	20	-	-
- Hardened	30	30	-	-
- Hardened layered	50	50	-	-
Hazard suit	-	-	-	10
Mesh	15	15	15	15
<b>FIELD ARMOUR</b>	✓	✓	✓	✓
Conversion	60	60	-	-
Refractor	50	50	-	-
<b>EQUIPMENT</b>	✓	✓	✓	✓
Bio-booster	35	35	35	-
Bio-scanner	20	20	20	-
Drop rig	(10)	(10)	(10)	10
Filter plugs	(10)	(10)	(10)	10
Photo-goggles	35	35	35	-
Photo-lumens	15	15	15	(20)
Respirator	15	15	15	(15)
Stimm-slug stash	30	30	30	-
<b>PETS (STATUS ITEM)</b>	✓	✓		
Hacked cyber-mastiff (0-1)	100	100	-	-
<b>WEAPON ACCESSORIES</b>	✓	✓		
Infra-sight (PBSH) **	40	40	40	-
Telescopic sight (PBS) **	25	25	25	25

\*\* : Maximum one gunsight per weapon

# GENESTEALER CULT

## LEADER (ADEPT OR ALPHA)

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	Cost
Adept	4"	4+	4+	3	3	2	3+	2	3+	5+	5+	4+	120
Alpha	5"	3+	3+	4	3	2	3+	2	3+	5+	5+	4+	145

### ADEPT (120)

#### EQUIPMENT

No restrictions.

#### STARTING SKILL

Choose 1 Primary skill & 1 Wyrd Power (Cult or universal).

#### SPECIAL RULES

Unsanctioned Psyker. Gain additional Wyrd Powers as Primary skills (Cult or universal).

### ALPHA (145)

#### EQUIPMENT

Hazard Suit. No restrictions.

#### STARTING SKILL

Choose 1 Primary skill.

#### EARLY GENERATION

Extra Arm.

## ABERRANTS

95

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

#### EQUIPMENT

Can only be equipped with Close Combat weapons and Armour (no other Wargear).

#### STARTING SKILL

Unstoppable.

## CHAMPION (ACOLYTE)

85

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

#### EQUIPMENT

Hazard Suit. No restrictions.

#### STARTING SKILL

Choose 1 Primary skill.

#### EARLY GENERATION (+45 CREDITS)

When recruited, comes with an Extra Arm.

## GANGER (NEOPHYTE)

45

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

#### EQUIPMENT

Hazard Suit. Can be equipped with Special weapons, Basic weapons, Close Combat weapons and Pistols.

#### EARLY GENERATION (+45 CREDITS)

When recruited, comes with an Extra Arm.

## 0-3 PSYCHIC FAMILIAR (PET)

25

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

#### EQUIPMENT

None (always make unarmed attacks).

#### SKILLS

Catfall, Clamber.

#### OMEN OF FORTUNE

While within 3" of its owner, the owner may pass a Willpower test to avoid being hit (once per activation). Make the test immediately after a successful roll to hit has been made against the fighter. The attack counts as missed. Place Templates and Blasts as normal for the purposes of determining hits against other models, but the owner is assumed to have dodged clear.

#### PRECOGNITION

- 3+ save (unmodifiable by AP).
- 4+ save (bonus, invulnerable) against Blast/Template only. If successful, this fighter does not count as being hit.

#### HOUSE RULE (OMEN OF FORTUNE)

Save can be made once per round!

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Cult Wyrd Powers
Leader (Adept)	Secondary	-	-	Primary	-	Primary	-	Secondary	Primary
Leader (Alpha)	-	-	Primary	Secondary	Secondary	Primary	Primary	-	-
Champion (Acolyte)	Secondary	-	Secondary	Primary	Primary	Secondary	-	-	-
Specialist (Neophyte)	Secondary	-	Secondary	Primary	Primary	-	-	-	-
Specialist (Aberrant)	-	Primary	Secondary	Secondary	Primary	-	-	-	-
Psychic Familiar	Secondary	-	-	Primary	-	-	-	-	-

## SPECIAL RULES

### EXTRA ARM

- +1 weapon slot (4 instead of 3).
- Can attack with 3 weapons (Sidearm/Melee) in close combat (instead of 2).

If armed with a ranged Unwieldy weapon:

- Shooting ranged Unwieldy weapons becomes a Basic action (instead of Double).

Otherwise:

- +1 unarmed Attack with Rending (regardless of the weapons used).

### GANG COMPOSITION

Genestealer Cults follow standard gang composition. There is no limit on Aberrants (other than the amount of gangers).

### GAINING EXPERIENCE

Genestealer Cults gain experience like normal. Aberrants advance like Gangers.

### CAPTURED FIGHTERS

Members of a Genestealer Cult are worth more when sold to the Guilders; the gang that is selling them receives their full value in credits instead of half their value.

### LOSS OF A LEADER

Nominate a new leader in the following order:

1. Champion
2. Ganger
3. Specialist
4. Otherwise

Use Leadership as first tie-breaker and number of Advancements as second tie-breaker. If there is still a tie, choose one. The fighter becomes an Adept if they are a later generation (no Extra Arm) or Alpha if the fighter is early generation (Extra Arm). From now on they count as a Leader for determining which equipment and skill sets they can access. Their characteristics do not change.

### CAMPAIGN

Claim Resource bonuses just like any other gang.

**Dominion:** Treated as an Orlock gang for the purposes of gang specific Resource bonuses.

### SPECIAL RESOURCES

- Settlements generate free Gangers (later generation, no Extra Arm) instead of Juves.
- Genestealer Cults can't have a Guilder Contact Resource (re-roll the result). If a Guilder Contact Resource is stolen from another gang, it is simply removed instead.

### POST-BATTLE ACTIONS

- If any member of the gang is escorted to the Doc with a Medical Escort action, the cost is increased to 3D6x10 credits.
- Genestealer Cult gangs can't make the Sell to the Guilders action.
- Should the gang fail to rescue a captive held by a Genestealer Cult gang then the Cult can make them disappear - simply remove the captive from the campaign.

## ADEPT WYRD POWERS

### TELEKINESIS

#### 1. ASSAIL (BASIC)

Make a ranged attack against an enemy fighter or obstacle within 12" and LOS. If hit, move the target D3" in any direction. If Standing, become Pinned. If coming into contact with a Standing fighter or any terrain, stop moving and suffer a S3 hit. If coming into contact with another fighter, that fighter also suffers S3 hit, and becomes Pinned.

#### 2. FORCE BLAST (BASIC)

Enemy fighters within 3" are immediately pushed D3+1" directly away. If pushed from a platform or into a pitfall, pass an Initiative test to be placed Prone at the edge. Otherwise they will fall. If pushed into a wall or other impassable terrain, the fighter immediately becomes Pinned and takes a hit with a Strength equal to the number of inches rolled for the push distance.

### TELEPATHY

#### 3. HYPNOSIS (BASIC)

An enemy within 9" and LOS (that has not activated this round) can only make a single Move (Simple) action when activated this round.

#### 4. MIND CONTROL (BASIC)

An enemy fighter within 9" and LOS must make a Shoot (Basic) action (even if already activated this round). Target any eligible fighter from that gang (chosen by the Psyker).

#### 5. UNBREAKABLE WILL (BASIC), CONTINUOUS EFFECT

Use this fighters characteristic values when friendly fighters within 9" make Nerve or Willpower tests.

#### 6. ZEALOT (DOUBLE), CONTINUOUS EFFECT

Once per turn, when another friendly fighter within 9" makes a Fight (Basic) or Charge (Double) action, any hit rolls of 1 can be re-rolled.

	Leader	Champion	Aberrant	Ganger (Specialist)	Ganger
<b>PISTOL</b>	✓	✓			
Autopistol	10	10	-	10	10
Hand flamer	50	50	-	50	50
Laspistol	10	10	-	10	10
Needle pistol	40	40	-	40	40
<b>BASIC</b>	✓	✓			
Autogun	15	15	-	15	15
Lasgun	15	15	-	15	15
Shotgun (solid & scatter)	30	30	-	30	30
<b>SPECIAL</b>	✓	✓			
Flamer	140	140	-	140	-
Grenade launcher (frag & krak)	55	55	-	55	-
Long las	20	20	-	20	-
Webber	125	125	-	125	-
<b>HEAVY</b>	✓	✓			
Heavy stubber *	145	145	-	-	-
Mining laser *	125	125	-	-	-
Seismic cannon *	140	140	-	-	-
<b>CLOSE COMBAT</b>	✓	✓	✓		
Chainsword	25	25	25	25	25
Knife	15	15	15	15	15
Heavy rock cutter *	135	135	135	135	135
Heavy rock drill *	90	90	90	90	90
Heavy rock saw *	120	120	120	120	120
Power hammer	45	45	45	45	45
Power maul	30	30	30	30	30
Power pick	40	40	40	40	40
Power sword (bone sword)	45	45	45	45	45
Shock stave (Staff of Office)	25	25	25	25	25
Shock whip (lash whip)	25	25	25	25	25
Two-handed hammer *	35	35	35	35	35
<b>GRENADES</b>	✓	✓		✓	✓
Blasting charges	35	35	-	35	35
Demolition charge	65 (50)	65 (50)	-	65 (50)	65 (50)
Frag	30	30	-	30	30
Incendiary	40	40	-	40	40
<b>ARMOUR</b>	✓	✓	✓	✓	✓
Hazard suit	10	10	10	10	10
Flak	10	10	10	10	10
Mesh	15	15	15	15	15
<b>EQUIPMENT</b>	✓	✓		✓	✓
Bio-booster	35	35	-	35	35
Cult icon (max 1 per gang)	40	40	-	40	40
Filter plugs	10	10	-	10	10
Photo-goggles	35	35	-	35	35
Respirator	15	15	-	15	15
<b>PETS (STATUS ITEM)</b>	✓	✓			
Familiar (0-3)	25	25	-	-	-

- Trading Post access marked with '✓'.
- Unwieldy weapons and weapons marked with an (\*) take up 2 weapon slots.

**EXCEPTIONS**

Apply the the following weird exceptions to Gangers:

- New gangs can't upgrade a Ganger to Specialist.
- 1 Ganger can start with Special weapons.
- All Gangers can gain Special weapons after the first battle.

# CHAOS CULT

## LEADER

100

### DEMAGOGUE

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

**Skills:** 1 Primary (custom).

**Restrictions:** Pistol, Basic, Special, Close Combat..

## GANGER

35

### TEK

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

**Restrictions:** Pistol, Basic, Special, Close Combat.

## DEVOTION

If Standing, friendly fighters within 9" and LOS to this fighter can use this fighter's Cool & Willpower stats for any tests.

## 0-1 CHAMPION (SPECIALIST)

70

### WITCH

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

**Skills:** 1 Primary (custom) & 1 Wyrld Power.

**Restrictions:** Pistol, Close Combat.

## CHAMPION

60

### DISCIPLE

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

**Skills:** 1 Primary (custom).

**Restrictions:** None.

## UNSANCTIONED PSYKER

Access to Wyrld Powers (Witch or universal).  
Gain additional Wyrld Powers as Primary skill.

## 0-2 CHAOS FAMILIAR (PET)

25

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

**Skills:** Clamber (climb without penalty).

**Wargear:** None (always make unarmed attacks).

## OMEN OF FORTUNE

While within 3" of its owner, the owner may pass a Willpower test to avoid being hit (once per activation). Make the test immediately after a successful roll to hit has been made against the fighter. The attack counts as missed. Place Templates and Blasts as normal for the purposes of determining hits against other models, but the owner is assumed to have dodged clear.

### HOUSE RULE (OMEN OF FORTUNE)

Save can be made once per round!

## PRECOGNITION

- 3+ save (unmodifiable by AP).
- 4+ save (bonus, invulnerable) against Blast/Template only. If successful, this fighter does not count as being hit.

## PSYCHIC MANIFESTATION

Once per round, the owner can re-roll a failed Willpower test to perform a Wyrld Power (if the owner is a Psyker).

	Combat	Cunning	Ferocity	Leadership	Savant	Cult Wyrld Powers
Leader	Secondary	Primary	Primary	Primary	Secondary	-
Champion	Secondary	Primary	Primary	Secondary	Secondary	-
Champion (Witch)	Secondary	Secondary	Secondary	-	Primary	Primary
Specialist	Secondary	Primary	Primary	-	Secondary	-
Chaos Familiar	Secondary	Primary	-	-	-	-

### CHAOS SPAWN

130 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
D6"	?	-	?	?	?	?	?	-	-	-	-

#### SPECIAL RULES

A fighter who is turned into a Chaos Spawn is effectively slain and their equipment is lost. They are immediately replaced with a Chaos Spawn. The Spawn is added for free, but the cost affects Gang Rating. Roll a separate D6 for each ? in the profile and consult the table below. This is the Spawn's characteristics which can't be altered in any way.

D6	WS	S	T	W	I	A
1	5+	3	4	1	5+	1
2-5	4+	4	5	2	4+	2
6	3+	5	6	3	3+	3

- Can only make the following actions: Move, Charge, Fight and Coup de Grace.
- Can't be, suffer, use or gain any of the following:
  - Pinned.
  - Seriously Injured.
  - Flesh Wounds.
  - Lasting Injuries (if taken Out of Action, it is automatically restrained after the battle).
  - Broken or Insane.
  - Weapons or equipment of any kind (always make unarmed attacks).
  - Experience or Advancements (in any way).
- Automatically:
  - Passes any Cool or Willpower tests.
  - Fails any Leadership or Intelligence tests.

After a battle that featured the Chaos Spawn, nominate up to 3 Gangers (not Out of Action or Seriously Injured at the end of the battle). Roll a D6 for each nominated Ganger: on a 4+, the Chaos Spawn is restrained; otherwise it scurries away to join the other nameless horrors of the Underhive and is removed from the gang. If a dice scores a 1, the Ganger suffers a Lasting Injury roll from the unfettered wrath of the Spawn.

### EQUIPMENT LIST

Unwieldy weapons take up two weapon slots and are marked with (\*).

#### PISTOLS

Autopistol .....	10
Autopistol (reclaimed) .....	5
Hand flamer .....	70
Laspistol .....	10
Stub gun .....	5
- Dumdum rounds .....	5

#### BASIC WEAPONS

Autogun .....	15
Autogun (reclaimed) .....	10
Lasgun .....	15
Shotgun (solid & scatter) .....	30

#### CLOSE COMBAT WEAPONS

Axe .....	10
Chain glaive * .....	60
Chainsword .....	25
Club, maul or bludgeon .....	10
Knife .....	15
Flail .....	20
Sword .....	20
Two-handed axe * .....	25
Two-handed hammer * .....	35

#### SPECIAL WEAPONS

Flamer .....	130
Grenade launcher (frag & krak) .....	55
Long rifle .....	30

#### HEAVY WEAPONS

Heavy flamer * .....	195
Heavy stubber * .....	130

#### GRENADES

Blasting charges .....	35
Demolition charges .....	65
Frag .....	30
Incendiary charges .....	40
Krak .....	45

#### ARMOUR

Hazard suit .....	10
Flak .....	10
Mesh .....	15

#### EQUIPMENT

Cult icon (max 1 per gang) .....	40
Fidler plugs .....	10
Infra-sight .....	40
Mono-sight .....	35
Photo-goggles .....	35
Respirator .....	15

#### EXOTIC BEASTS

Chaos Familiar .....	25
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## SPECIAL RULES

### GANG COMPOSITION

Chaos Cults follow standard gang composition, with some additional rules:

- 0-1 Witch.
- Spawns have no impact on Gang Composition.
- In Skirmish battles, 0-2 Chaos Spawns can be purchased.

### GAINING EXPERIENCE

Chaos Cults gain experience like normal. Spawns can't gain any Advancements or XP.

### LOSS OF A LEADER

Nominate a new leader in the following order:

1. Champion
2. Ganger
3. Specialist
4. Otherwise

Use Leadership as first tie-breaker and number of Advancements as second tie-breaker. If there is still a tie, choose one. From now their Type is changed to Leader and count as a Leader for determining which equipment and skill sets they can access. The new Leader gains the Devotion special rule. Their characteristics do not change.

**NB:** The Witch can never become the Leader!

### SPECIAL RESOURCES

Settlements generate free Gangers instead of Juves.

### INURED TO INSANITY:

Demagogue, Witch, Disciple and Spawn never gain Insanity.

### CAMPAIGN

- Outlaw.
- Can hire Chaotic Hive Scum and Bounty Hunters.
- Can suffer Mutations instead of Lasting Injuries.
- Claim Resource Bonuses just like any other gang.
- **Dominion:** Treated as a Cawdor gang for the purposes of gang specific Resource bonuses.

### POST-BATTLE ACTIONS

- Each Demagogue, Disciple and Witch can make one post-battle action (in the same way as a Leader and Champions).
- The Leader can make a Lead Ritual as a post-battle action (once per post-battle sequence).
- Chaos Cults can't make the Sell to the Guilders action. Captives can instead be sacrificed to perform a Dark Ritual (in a circumstance where they normally could be sold).

### EXCEPTIONS

Apply the the following weird exceptions to Gangers:

- New gangs can't upgrade a Ganger to Specialist.
- 1 Ganger can start with Special weapons.
- All Gangers can gain Special weapons after the first battle.

## WITCH WYRD POWERS

### BIOMANCY

**1. WARP STRENGTH (SIMPLE), CONTINUOUS EFFECT**  
+2 Strength and Close Combat attacks gain +1 Damage (while maintained).

### PYROMANCY

**2. SCOURING (BASIC), CONTINUOUS EFFECT**

Gain the following:  
S2, AP -2, D1, Template, Blaze.

### TELEPATHY

**3. MADDENING VISIONS (BASIC)**

Until the End phase of this round, any enemy fighter who ends their turn within 3" must pass a Willpower test or gain Insanity. If failed, roll a D6 each subsequent time the fighter is activated:

- **1-2:** Immediately become Broken. If already Broken, they flee the battlefield (even if their gang has not failed a Bottle test).
- **3-4:** An opposing gang (roll-off if multi-player) can control that fighter this turn, treating them as part of their gang. Once the turn is over, the fighter no longer counts as part of the opposing gang.
- **5-6:** The fighter can act as normal. Once their turn is over, make a Willpower test for them, if it is passed, they regain their sanity and are no longer affected.

### TELEKINESIS

**4. ASSAIL (BASIC)**

Make a ranged attack against an enemy fighter or obstacle within 12" and LOS. If hit, move the target D3" in any direction. If Standing, become Pinned. If coming into contact with a Standing fighter or any terrain, stop moving and suffer a S3 hit. If coming into contact with another fighter, that fighter also suffers S3 hit, and becomes Pinned.

**5. DARK SHIELD (SIMPLE)**

+1 save modifier. Affects all friendly fighters within 3" (including the Psyker). Lasts until the End phase.

**6. LEVITATION (BASIC), CONTINUOUS EFFECT**

While maintained:

- +3" Movement.
- Can't be Pinned.
- Ignores all terrain.
- Moves freely between levels without restriction.
- Never fall.
- May not ignore impassable terrain or walls.
- May not end its movement with its base overlapping an obstacle or another fighter's base.

# CORPSE GRINDER CULT

## LEADER

130

### BUTCHER

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

**Skills:** 1 Primary (custom).

**Wargear:** Mask (Butcher), plate mail armour.

**Restrictions:** Close Combat.

### FIRST TO THE FRAY

Charge distance is Move + D6" (instead of D3").

### BLESSED BY THE LORD OF SKIN & SINEW: INVOKE THE DARK GODS (SUMP CITY SINKING)

If everyone agrees, apply this optional special rule:

Can make a Willpower test when activating:

- +3 modifier if this fighter took an enemy fighter OoA in this fighter's previous activation.
- **Success:** +1 S, T & A (this activation). After the activation, roll a 4+ to remove 1 Flesh Wound or heal a Wound.
- **Fail:** Suffer an Injury roll.

## CHAMPION

90

### CUTTER

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

**Skills:** 1 Primary (Custom).

**Wargear:** Mask (Cutter), plate mail armour.

**Restrictions:** Close Combat.

### DERVISH

Extend LoS to 360° when making Fight (Basic) action with Versatile weapons.

### BLESSED BY THE LORD OF SKIN & SINEW: INVOKE THE DARK GODS (SUMP CITY SINKING)

If everyone agrees, apply this optional special rule:

Can make a Willpower test when activating:

- +3 modifier if this fighter took an enemy fighter OoA in this fighter's previous activation.
- **Success:** +1 S, T & A (this activation). After the activation, roll a 4+ to remove 1 Flesh Wound or heal a Wound.
- **Fail:** Suffer an Injury roll.

## GANGER (SPECIALIST)

40

### SKINNER

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

**Skills:** Berserker (+1A when charging).

**Wargear:** Mask (Skinner), plate mail armour.

**Restrictions:** Close Combat.

## JUVE

25

### INITIATE

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

**Skills:** Infiltrate.

**Wargear:** Mask (Initiate), flak.

**Restrictions:** None.

### MASK (CHAMPION, GANGER, JUVE)

+1 save modifier. Roll a 6+ when suffering a Head Injury and Eye Injury (Lasting Injuries 51-52) to change it into a Grievous Injury (Into Recovery).

- **Juve:** No other effect.
- **Ganger:** Fearsome.
- **Champion:** Terrifying.

### MASK (LEADER)

6+ save (unmodifiable by AP). Terrifying. Can't be improved by other armour.

### TERRIFYING

Pass a Willpower test to target this fighter with a Fight or Shoot action, or the action ends immediately (wasted). However, the action does not count as being performed, so the same action can be attempted again, if the fighter has more available actions in the activation.

	<b>Brawn</b>	<b>Combat</b>	<b>Cunning</b>	<b>Ferocity</b>	<b>Leadership</b>	<b>Savagery</b>	<b>Savant</b>
Leader	Primary	Primary	-	Secondary	Primary	Secondary	Secondary
Champion	Primary	Primary	Secondary	Secondary	Secondary	Primary	-
Ganger	Secondary	Primary	-	Secondary	-	Primary	-
Juve	Secondary	Primary	-	Secondary	-	Secondary	-

## SPECIAL RULES

### GANG COMPOSITION

Corpse Grinder Cults follow standard gang composition, with the following exceptions (when founded or adding new fighters):

- Must always have at least 1 Juve per Ganger.
- 0-3 Champions.
- All Gangers are Specialists.

### UPRISING CAMPAIGN

Can gain new equipment by purchasing from House Equipment List or Scavenging.

### DOMINION

- Treated like any other gang, beginning with Settlement (can't be lost).
- Counts as the following gangs for the following territories:
  - Fighting Pit: Goliath.
  - Corpse Farm: Cawdor.

## EQUIPMENT LIST

Unwieldy weapons take up 2 weapon slots and are marked with (\*).

### PISTOLS

Autopistol .....	10
- Fragmentation .....	10
- Manstopper .....	10
Hand flamer .....	75
Stub gun .....	5
- Dumdum .....	5

### SPECIAL WEAPONS

Flamer .....	140
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### HEAVY WEAPONS

Harpoon launcher * .....	110
Heavy flamer * .....	195

### CLOSE COMBAT WEAPONS

Boning sword .....	20
Cleaver (same as: butcher's cleaver) .....	25
+ Chain .....	45
+ Paired * .....	80
Chain glaive * .....	60
Knife .....	15
Flensing knife .....	15
Heavy chain cleaver .....	70
+ Paired * .....	130
Heavy rock cutter * .....	135
Rotary flensing saw * .....	55
Two-handed axe * .....	25

### GRENADES

Frag .....	30
Incendiary .....	40
Krak .....	45
Smoke .....	15

### ARMOUR

Armoured undersuit .....	25
Hazard suit .....	10
Mesh .....	15
Plate mail .....	15

### GANG EQUIPMENT

Booby trap: frag .....	20
Booby trap: gas .....	40
Booby trap: melta .....	50

### EQUIPMENT

Bio-booster .....	35
Cult icon .....	40
- Corpse Grinder .....	40
Photo-goggles .....	35
Photo-lumens .....	35
Respirator .....	15
Skinblade .....	10
Stimm-slug stash .....	30

# SLAVE OGRYNS

## LEADER (OVERBOSS) 145

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

**Skills:** 1 Primary (custom).

**Restrictions:** No restrictions (can have any weapon class).

## GANGER 90

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

**Restrictions:** No restrictions (can have any weapon class).

### LOYAL

Add 2 when assisting (instead of 1).

## CHAMPION (UNDERBOSS) 110

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

**Skills:** 1 Primary (custom).

**Restrictions:** No restrictions (can have any weapon class).

## GANGER (LOBO-SLAVE) 70

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

**Restrictions:** No restrictions (can have any weapon class).

### LOBOTOMISED

Do not become Pinned when hit by a ranged attack.

### SLOW-WITTED

May never be activated as part of a Group Activation.

	Agility	Brawn	Combat	Ferocity	Leadership	Shooting	Muscle
Leader	-	Primary	Secondary	Secondary	Primary	-	Primary
Champion	-	Primary	Secondary	Secondary	Secondary	-	Primary

## SPECIAL RULES

- Can only be given Augmetic weapons when recruited.
- Can't buy weapons from the Trading Post (can only buy Wargear).
- Can't discard weapons or have multiple Equipment Sets (can swap Wargear like normal).

### LEADER

- Limited to Group Activation (1).

### CHAMPION

- Can't Group Activate.

### GANGER

- **Limited Learning Capacity:** Can't be Promoted. If rolling 2 or 12 on the Ganger Advancement table, choose any other result instead.

## OUTLAW

Always Outlaw (can't change Alignment).

## RUNAWAY

Any fighters from this gang that are Captured and Sold to the Guilders are worth +D6x10.

### HOUSE RULES

- Should be able to swap and discard weapons like everyone else, except for Augmetic weapons that are physically attached to the fighter.
- Should be able to buy weapons from the Trading Post like everyone else.

**EQUIPMENT LIST**

Unwieldy weapons and weapons marked with an (\*) take up 2 weapon slots.

<b>SPECIAL (AUGMETIC)</b>	<b>Leader</b>	<b>Champion</b>	<b>Ganger</b>	<b>Ganger (Lobo-Slave)</b>
Storm-welder *	75	75	75	75
<b>CLOSE COMBAT (AUGMETIC)</b>				
Arc welder	50	50	50	50
Augmetic Fist	40	40	40	40
+ Paired *	70	70	70	70
Heavy rock cutter *	120	120	120	120
Heavy rock saw *	110	110	110	110
Las cutter	60	60	60	60
<b>CLOSE COMBAT (HAND HELD)</b>				
Axe	10	10	10	10
Brute cleaver	20	20	20	20
Maul (Club)	10	10	10	10
Spud-jacker	15	15	15	15
Two-handed axe *	25	25	25	25
Two-handed hammer *	35	35	35	35
<b>GRENADES</b>				
Blasting charges	35	35	35	-
Demo charges	50	50	50	-
Frag	30	30	-	-
Incendiary	40	40	-	-
Krak	45	45	45	-
<b>ARMOUR</b>				
Armoured undersuit	25	25	25	25
Carapace - light	80	80	80	80
Furnace plates	5	5	5	5
<b>EQUIPMENT</b>				
Bio-booster	35	35	35	35
Drop-rig	10	10	10	10
Servo harness - partial	100	100	100	100
Stimm-slug stash	25	25	25	25
<b>WEAPON ACCESSORIES</b>				
Suspensor (Unwieldy)	40	40	40	40

# OUTCAST

## LEADER

125

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

**Skills:** Choose 1 Primary skill.

**Restrictions:** None. Choose any Common and Rare equipment up to Rare (9) from the Trading Post.

Skill Set	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Wyrd
Brawler	Secondary	Primary	Secondary	-	Primary	Primary	-	-	-
Gunslinger	Primary	-	-	Secondary	-	Primary	Secondary	Primary	-
Survivor	Secondary	Secondary	Primary	-	Primary	Primary	-	-	-
Mastermind	Secondary	-	-	Primary	-	Primary	Primary	Secondary	-
Mutant	-	Primary	-	-	Secondary	Primary	-	-	-
Wyrd	-	-	-	Secondary	-	Primary	-	-	Primary

**Wyrd (Unsanctioned):** Choose 1 universal Wyrd Power. Gain additional universal Wyrd Powers as Primary skills.

**Mutant:** Can choose Outcast Mutation instead of skills.

## CHAMPION

60

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

**Skills:** Choose 1 Primary skill.

**Restrictions:** None. Choose any Common and Rare equipment up to Rare (8) from the Trading Post.

Skill Set	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Wyrd
Brawler	-	Primary	-	-	Secondary	Secondary	-	-	-
Gunslinger	Secondary	-	-	-	-	Secondary	-	Primary	-
Survivor	-	-	Secondary	-	Primary	Secondary	-	-	-
Mastermind	-	-	-	Primary	-	Secondary	Secondary	Secondary	-
Mutant	-	Primary	-	-	Secondary	Primary	-	-	-
Wyrd	-	-	-	Secondary	-	Secondary	-	-	Primary

**Wyrd (Unsanctioned):** Choose 1 universal Wyrd Power. Gain additional universal Wyrd Powers as Primary skills.

**Mutant:** Can choose Outcast Mutation instead of skills.

## GANGER (HIVE SCUM)

30

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

**Restrictions:** Basic, Close Combat and Pistols.

**Skill Sets (Specialists only):** Cunning (Primary) & Ferocity (Secondary).

### PISTOL

Autopistol	10
+ Reclaimed	5
Laspistol	10
Stub gun	5
- Dumdum	5

### BASIC

Autogun	15
+ Reclaimed	10
Lasgun	15
Sawn-off shotgun (scatter)	15
Shotgun (solid & scatter)	30
Throwing knives	10

### CLOSE COMBAT

Axe	10
Chainsword	25
Flail	20
Knife	10
Maul (club)	10
Two-handed axe *	25
Two-handed hammer *	35
<b>GRENADES</b>	
Blasting charges	35
Frag	30
Krak	45
Smoke	15

### ARMOUR

Armoured undersuit	25
Flak	10
Hazard suit	10
Mesh	15

### EQUIPMENT

Drop rig	10
Filter plugs	10
Photo-goggles	35

### WEAPON ATTACHMENT

Telescopic sight (P, B, S)	25
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### GORVOS TWINS (TWINS OF TWO TUNNELS)

Outcast gang can have the following set up:

- **Gaen Gorvos:** Leader with Mastermind (skill set).
- **Vunder Gorvos:** Champion with Survivor (skill set).
- **Affiliation:** Recidivist (Criminal Organisation).
- **Gunk Bombs:** All members of the gang can take Gunk Bombs for 20 credits.

## GANG COMPOSITION

Follow normal rules with the following exceptions:

- Champions:
  - New gangs: 0-2.
  - After the first battle: 1 per 3 Gangers.
- No Juves: Any rules that refers to a Juve instead affects a Ganger.
- Cannot start with a Ganger (Specialist).
- All fighters have access to Weapons & Equipment from the Trading Post.

## DELEGATION GANGS

If everyone agrees, Outcast gangs can be based on an Alliance delegation:

- Purchase the entirety of one delegation as the basis of the gang.
- Cannot purchase additional or individual fighters from the delegation.
- Single fighter alliances are made using the normal rules for a leader.
- **Rank:** Delegation fighters follow the same rules and restrictions as for normal fighters of the same rank.
- **Affiliation:** Choose the corresponding Affiliation for the chosen Alliance.
- Purchase any amount of additional normal fighters and equipment (following the rules for gang composition).
- Cannot form any alliance.

## LEADER

Make the following permanent choices when hired:

- Choose a fighter profile:
  - **Normal:** Any of the Outcast Leader profiles.
  - **Any:** Choose **any** fighter profile (including skills, equipment and special rules).
    - Can replace skills and equipment with that available to a normal Outcast Leader.
    - Use the cost of the fighter if it has one, otherwise use the normal cost.
    - Gain all the special rules for the Outcast Leader.
- Choose Affiliation.

## DEATH OF A LEADER

Start a new gang from scratch (after completing the post-battle sequence):

- Starting credits is 75% of the old gang's wealth or 1000 credits.
- Old fighters can be re-hired.
- If at least half of the fighters from previous gang are included, keep the following:
  - Old Reputation - D6 (minimum 1).
  - Any Resources.
  - Anything from the Stash.

## SKILL SETS (ARCHETYPES)

Each Leader and Champion must choose a skill set when hired.

## AFFILIATION

Permanently chosen for the Leader (when recruited) and applies to the gang. Affiliations grants special effects, for example:

- **Equipment list:** Access to equipment lists that are treated as Common and belonging to the gang (can be used by new gangs before the first battle).
- **Gang:** Apply a certain type to the gang for scenario selection & campaign resource purposes.
- **Alliances:** Which alliances can be formed.

There are 5 Affiliations:

- **CLANLESS**
  - **Alignments:** Ignore all effects and restrictions related to Alignment (Law Abiding & Outlaw). For example, freely choose any Hired Guns, enemy gangs gain no extra credits for selling captives.
  - **Alliances:** None.
- **HOUSE**
  - **Gang:** Count as a House (Cawdor, Delaque, Escher, Goliath, Orlock, Van Saar).
  - **Equipment list:** Same as that House (including pets).
  - **Alliances:** Strong Alliances of that House (without the benefits of being Strong).
- **GUILD**
  - **Gang:** Counts as a Guild (Coin, Iron, Corpse, Water, Promethium, Slave).
  - **Equipment list:** Whatever the chosen Guild are equipped with (from the Trading Post).
  - **Alliances:** The chosen Guild.
- **RECIDIVIST (CRIMINAL)**
  - **Gang:** Counts as a Recidivist (Cold Traders, Imposters, Fallen, Rogue, Narco, Psi-Syndica).
  - **Equipment list:** Whatever the chosen Recidivist are equipped with (from the Trading Post).
  - **Alliances:** The chosen Recidivist.
- **NOBLE**
  - **Gang:** Counts as a Noble (Greim, Ulanti, Ran Lo, Catallus, Ko'Iron, Ty).
  - **Equipment list:** Whatever the chosen Noble are equipped with (from the Trading Post).
  - **Alliances:** Any Noble except the selected chosen one.

**OUTCAST MUTANT (APOCRYPHA 10: DEVILS OF GUNK DEEP)**

*Exposure to the toxic depths of the underive, or the radioactive badlands of the ash wastes, often warps the bodies of those that call them home.*

The Leader can take the Mutant skill set. This enables the following:

- Champions can also take the Mutant skill set.
- Affiliation: Clanless.
- Leader and Champions with the Mutant skill set can take Outcast Mutations as Primary skills.
- Gangers can purchase 1 Outcast Mutation when recruited.

<b>D12 Outcast Mutation</b>	<b>Cost</b>
<b>1 Void Soul:</b> Immune to psychic powers. However, agreements can be made to inflict indirect damage (for example telekinetically thrown objects).	15
<b>2 Eye Stalks:</b> -1 hit modifier while in cover. Vision arc increased to 180°.	20
<b>3 Extra Appendages:</b> +1A. Can use up to 3 weapons with Sidearm/Melee at the same time.	20
<b>4 Horrific Appearance:</b> Fearsome. Enemy fighters activating within 3" suffers a Nerve test.	15
<b>5 Massive Claws:</b> Unarmed attacks gains +1S, AP-1 & Rending (same as: Custom Razor-sharp talons).	10
<b>6 Needle Spines:</b> -1 hit modifier for Melee attacks targeting this fighter. Can spend a Basic action (Fire SPines) once per battle: All fighters within 3" suffer a <b>D1</b> hit with Toxin.	15
<b>7 Scaly Skin:</b> 4+ save (unimprovable by armour).	25
<b>8 Tentacles:</b> Unarmed attacks gain Parry. Re-roll failed Initiative tests to avoid falling.	10
<b>9 Toxic Blood:</b> When suffering a Wound, all other fighters within 1" must pass an Initiative test or suffer a <b>D1</b> hit with Toxin.	15
<b>10 Two Heads:</b> Ignore the -1 modifier when shooting with 2 Sidearms (Twin Guns Blazing). Vision arc increased to 180°.	10
<b>11 Vast Bulk:</b> +1W.	10
<b>12 Wing Membranes:</b> Leap up to Movement stat without making an Initiative test. Never suffer damage or become pinned from falling.	15



# ASH WASTE NOMADS

## LEADER

120

### KHA'TRAGI CHIEFTAIN

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

**Skills:** 1 Primary (custom).

**Restrictions:** None.

**Wargear:** Ash cloak, sky mantle.

## CHAMPION

100

### NAKU'TAARI WATCHER

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

**Skills:** 1 Primary (custom).

**Restrictions:** None.

**Wargear:** Ash cloak, sky mantle.

## GANGER

60

### TARN'RUNI WARRIOR

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

**Restrictions:** Pistol, Basic, Special & Close Combat.

**Wargear:** Ash cloak, sky mantle.

## CHAMPION (SPECIALIST)

120

### WY'TARI STORMCALLER

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

**Skills:** 1 Primary (custom).

**Restrictions:** None.

**Wargear:** Ash cloak.

### BORN IN THE SADDLE (DUSTBACK HELAMITE)

Always Mounted:

- M 8".
- Mighty Leap.

### CALL THE STORM

If equipped with a Stormcaller staff, spend a Double action (Change Weather) to modify Visibility (X") (depending on whether any Visibility is active or not) for the rest of the battle (note that Visibility can be modified further by future use of this ability):

- Inactive: Apply Visibility (24").
- Active: Modify Visibility by +/- 6" (min 6").

## JUVE

35

### RUN'TAANI DUST RUNNER

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

**Restrictions:** Pistol, Basic, Special & Close Combat.

**Wargear:** Ash cloak, sky mantle.

## JUVE (SPECIALIST)

80

### TARH'NOKI DUST RIDER

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
5"/8"	4+	4+	3	3	1	3+	2	9+	7+	8+	9+

**Restrictions:** Pistol, Special & Close Combat.

**Wargear:** Ash cloak.

## 0-2 DUNESKUTTLER (BRUTE)

210

### (ARTHROMITE DUNESKUTTLER)

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

**Weapons:** Mandibles.

**Wargear:** Carapace (heavy).

**Skills:** Fearsome, Nerves of Steel, Clamber (same as: War Scuttler).

### HARD TO KILL

When suffering a Lasting Injury roll, roll twice and choose one result to apply.

### BORN IN THE SADDLE (DUSTBACK HELAMITE)

Always Mounted:

- M 8".
- Mighty Leap.

## SPECIAL RULES

Follow normal rules with the following exceptions:

- Always Outlaw (cannot change Alignment).
- Cannot use any of the following (except gang specific):
  - Alliances.
  - Hired Guns.
  - Hangers-on, except the following (that can be used):
    - Ammo-jacks.
    - Rogue Docs.
    - Stoppers.
- Juve (Specialist) got access to Basic and Special weapons.

	Agility	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Wastelands
Leader	Secondary	Secondary	Primary	-	Primary	Primary	-	Secondary
Champion (Specialist)	-	Secondary	Secondary	-	Secondary	-	-	Primary
Champion	-	-	Secondary	-	Secondary	Secondary	Primary	Primary
Ganger (Specialist)	Primary	-	Primary	Secondary	-	-	Secondary	-
Juve (Specialist)	Secondary	-	Primary	Secondary	-	-	-	-
Juve	Secondary	-	Primary	Secondary	-	-	-	-
Brute (Duneskuttler)	Secondary	Primary	-	Secondary	-	-	-	-

## SPECIAL RULES

Follow normal rules with the following exceptions:

- Always Outlaw (cannot change Alignment).
- Cannot use any of the following (except gang specific):
  - Alliances.
  - Hired Guns.
  - Hangers-on, except the following (that can be used):
    - Ammo-jacks.
    - Rogue Docs.
    - Slopers.
- Juve (Specialist) got access to Basic and Special weapons.

## TSUN'GHAR WARRIOR SPIRITS (APOCRYPHA 8: HALFWAY DEAD)

The following rules can be used in Ash Wastes battles and applies to Leader and Champions (not specialists).

### SUMMONING

Before deployment, generate one Spirit by rolling a D6 per Leader and Champion (not specialist) in the crew (duplicate results can be generated).

Usage:

- Usable by Leader & Champions (not specialists) at the start of an activation.
- Max 1 Spirit can be used per activation.
- The Spirit is then spent (each generated Spirit can be used once per battle).

### SPIRITS

1. **Styr'ghar** (Storm Spirit):  
If Visibility (X") is in effect, spend the activation to move anywhere on the battlefield outside X" of enemy fighters.
2. **Dae'ghar** (Chem Spirit):  
Centre a Blast (5") on this fighter. For this round, enemy fighters count it as Dangerous Terrain.
3. **Tyr 'ghar** (Ash Spirit):  
Enemy fighters within 3" suffer a hit with Flash (not pinned) - pass an Initiative test or suffer Blind.
4. **Char'ghar** (Electro Spirit):  
This fighter's attacks gain Shock (this activation). Weapons that already have Shock trigger on hit (instead of a 6).
5. **Vau'ghar** (Fire Spirit):  
Choose a target to gain +1WS & +2A within 12" (in that fighter's next activation). If this fighter is chosen, it applies this activation.
6. **Myr'ghar** (Blade Spirit):  
This fighter's Melee weapons gain AP-3 (unless AP is already better) & +1D (this activation).

	L	C(S)	C	G(S)	G	J(S)	J
<b>PISTOL</b>	✓	✓	✓			✓	
Blast pistol	15	15	15	15	15	15	15
Stub gun (Reclaimed)	5	5	5	5	5	5	5
Web pistol	90	90	90	-	-	90	-
<b>BASIC</b>	✓	✓	✓				
Autogun (Reclaimed)	10	10	10	10	10	10	10
Blast carbine	25	25	25	25	25	25	25
Blast rifle	15	15	15	15	15	15	15
<b>SPECIAL</b>	✓	✓	✓			✓	
Long rifle	30	30	30	30	30	30	-
Venom caster	160	160	160	160	-	160	-
Web gun	125	125	125	125	-	125	-
<b>HEAVY</b>	✓	✓	✓				
Charge caster (shock blast & krak rockets) *	155	-	155	155	-	-	-
Heavy blaster *	140	-	140	-	-	-	-
<b>CLOSE COMBAT</b>	✓	✓	✓			✓	
Chain lance	55	55	55	-	-	55	-
Long blade	30	30	30	30	-	30	30
Mono-hook	35	35	35	-	-	-	-
Stalking knife	20	20	20	20	-	20	20
Stormcaller staff	-	35	-	-	-	-	-
<b>ARMOUR</b>	✓	✓	✓	✓	✓	✓	✓
Flak	10	10	10	10	10	10	10
Mesh	15	15	15	15	15	15	15
<b>FIELD ARMOUR</b>	✓	✓	✓	✓	✓	✓	✓
Conversion	60	60	60	-	-	-	-
Displacer	70	70	70	-	-	-	-
Refractor	50	50	50	-	-	-	-
<b>EQUIPMENT</b>	✓	✓	✓	✓	✓	✓	✓
Bio-booster	35	35	35	35	35	35	35
Bio-scanner	-	-	-	-	-	30	-
Drop rig	10	(10)	10	10	10	(10)	10
Filter plugs	10	10	10	10	10	10	10
Grav chute	40	-	40	-	-	-	-
Medicae kit	30	30	30	-	-	-	-
Photo-goggles	35	35	35	35	35	35	35
Respirator	15	15	15	15	15	15	15
Rocket pack	5	-	5	5	5	-	5
Servo harness - partial	130	-	130	-	-	-	-
<b>WEAPON ACCESSORIES</b>	✓	✓	✓				
Infra-sight (Pistol, Basic, Special, Heavy) **	25	25	25	25	25	-	-
Mono-sight (Basic, Special, Heavy) **	35	35	35	35	35	-	-
Suspensor (Unwieldy)	60	-	60	60	60	-	-
Telescopic sight (Pistol, Basic, Special) **	25	25	25	25	25	-	-

\*\* : Maximum one gunsight per weapon

L	C(S)	C	G(S)	G	J(S)	J
Leader	Champion (Specialist)	Champion	Ganger (Specialist)	Ganger	Juve (Specialist)	Juve
•	Trading Post access marked with '✓'.					
•	Unwieldy weapons and weapons marked with an (*) take up 2 weapon slots.					

# SQUATS

## LEADER 115

### CHARTER MASTER

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

**Skills:** 1 Primary (custom).

**Restrictions:** None.

## GANGER 50

### DRILL-KYN

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

**Restrictions:** Pistol, Basic & Close Combat.

## CREW 40

### GEARHEAD

BS	Ld	CI	Wil	Int
4+	7+	6+	6+	7+

## CHAMPION 85

### DRILL MASTER

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

**Skills:** 1 Primary (custom).

**Restrictions:** None.

## JUVE 35

### DIGGER

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

## 0-2 EXO-DRILLER (BRUTE) 250

### (VARTIJAN EXO-DRILLER)

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

**Skills:** Nobody Pushes Kin Around.

**Wargear:** Light carapace (4+).

**Weapons:** Heavy flamer (Vartijan), power claw, seismic crusher.

### OPTIONS

Vartijan Heavy bolter (replaces heavy flamer) ..... +50↑

### GUARD EXOSUIT

Can always be included as Sentry (regardless of Crew Selection), this is in addition to the normal crew size.

### SENIOR SUITE

Treats Visibility (X") as 3" higher.

	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Wisdom
Leader	Primary	Secondary	-	-	Primary	Secondary	Primary	Secondary
Champion	Primary	-	-	Secondary	Secondary	-	Secondary	Primary
Ganger (Specialist)	Primary	Secondary	Secondary	-	-	-	Primary	-
Juve	Secondary	Secondary	-	-	-	-	Primary	-
Brute (Exo-driller)	Secondary	-	-	Primary	-	-	Secondary	Secondary
	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Driving
Crew (Gearhead)	-	-	-	-	Secondary	Secondary	Primary	Primary

★ NECROMUNDA ★

	L	C	G	J	Crew	B
<b>PISTOL</b>	✓	✓			✓	
Autopistol (Ironhead)	20	20	20	20	20	-
Bolt pistol (Ironhead)	45	45	45	45	45	-
Hand flamer (Ironhead)	85	85	-	-	-	-
Stone burner	70	70	-	-	-	-
Stub gun (Ironhead)	10	10	10	10	10	-
- Dumdum	5	5	5	5	5	-
<b>BASIC</b>	✓	✓				
Autogun (Ironhead)	25	25	25	25	-	-
Boltgun (Ironhead)	95	95	95	95	-	-
<b>SPECIAL</b>	✓	✓	<b>G(S)</b>			
Flamer (Ironhead)	150	150	150	-	-	-
Meltagun (Ironhead)	155	155	155	-	-	-
<b>HEAVY</b>	✓	✓				
Heavy bolter (Vartijan) *	-	-	-	-	-	50↑
Heavy flamer (Vartijan) *	210	210	-	-	-	-
Heavy stubber (Ironhead) *	140	140	-	-	-	-
Mining laser *	125	125	-	-	-	-
<b>CLOSE COMBAT</b>	✓	✓				
Arc welder (Custom Ironhead)	100	100	-	-	-	-
Circular stone saw	25	25	25	25	-	-
Gem extractor	50	50	-	-	-	-
Knife	15	15	15	15	-	-
Power axe	35	35	35	35	-	-
Power fist (Custom)	60	60	-	-	-	-
Power hammer	45	45	45	45	-	-
Power pick	40	40	40	40	-	-
<b>GRENADES</b>	✓	✓	✓	✓	✓	
Blasting charge	35	35	35	35	-	-
Frag	30	30	30	30	(30)	-
Krak	45	45	45	45	-	-
Smoke	15	15	15	15	(15)	-
<b>ARMOUR</b>	✓	✓	✓	✓	✓	
Carapace - light	80	80	80	80	-	-
- Heavy	100	100	-	-	-	-
Flak	10	10	10	10	(10)	-
Mesh	15	15	15	15	(15)	-
<b>FIELD ARMOUR</b>	✓	✓	✓	✓		
Conversion	60	60	-	-	-	-
Displacer	70	70	-	-	-	-
Refractor	50	50	-	-	-	-
<b>EQUIPMENT</b>	✓	✓	✓	✓	✓	
Bio-booster	35	35	35	35	35	-
Drop rig	10	10	10	10	(10)	-
Filter plugs	10	10	10	10	10	-
Grav chute	40	40	40	40	-	-
Medicae kit	30	30	30	30	-	-
Photo-goggles	35	35	35	35	35	-
Photo-lumens	15	15	15	15	(20)	-
Respirator	15	15	15	15	15	-
<b>WEAPON ACCESSORIES</b>	✓	✓				
Infra-sight (Pistol, Basic, Special, Heavy) **	40	40	40	40	-	-
Mono-sight (Basic, Special, Heavy) **	35	35	35	35	-	-
Suspensor (Unwieldy)	60	60	-	-	-	-
Telescopic sight (Pistol, Basic, Special) **	25	25	25	25	-	-

\*\* : Maximum one gunsight per weapon

L	C(S)	C	G(S)	G	J(S)	J	Crew	B
Leader	Champion (Specialist)	Champion	Ganger (Specialist)	Ganger	Juve (Specialist)	Juve	Crew	Brute
•	Trading Post access marked with '✓'.							
•	Unwieldy weapons and weapons marked with an (*) take up 2 weapon slots.							

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# SAINT'S CRUSADE

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## CRUSADE: PLEDGE TO A SAINT

Any gang can become a Crusading gang and pledge to a Saint in two circumstances:

- When founded.
- After founded (Seek Blessing post-battle action)

This choice is irreversible (cannot withdraw services from the chosen Saint).

## LIMITATIONS

The following gangs cannot pledge to a Saint (already having a call):

- Infected & Corrupted gangs.
- Cults (Chaos, Genestealer, Corpse Grinder).

A gang cannot also have an alliance, any existing alliance is dissolved.

## SEEK BLESSING

The Leader can spend a post-battle action by passing an Intelligence test to apply one of the following:

- Become a Crusading gang and choose a Saint to pledge to.
- Otherwise, change which fighter to be the Conduit.

If failed, the Leader can try again after the next battle.

## CONDUIT (MANIFESTATION OF THE SAINT'S WILL)

When becoming a Crusading gang, randomize a fighter to become the Conduit with the following requirements:

- Leader or Champion (including Specialists).
- Not a psyker.

The Conduit gains the following:

- Become an Unsanctioned Psyker.
- Choose a Manifestation Wyrd Power.
- Gain additional Wyrd Powers as Primary skills (Manifestation).
- Cannot gain any other Wyrd Powers than Manifestation (for whatever reason).

## TENETS

Each Saint has Tenets which serves as bonuses and requirements:

- Requirement: Requirements that must be met after each battle.
- Gang: A bonus that applies to the entire gang.
- Conduit: A bonus that applies to the Conduit.

## SANCTIONED

If failing to uphold the Tenets, suffer one of the following punishments:

1. Pay D3x10 credit (after a battle when collecting income).
2. Conduit goes Into Recovery instead (if unable to pay, offer of suffering as appeasement).

## SAINTS

There are 6 Saints to choose from.

1. **Cognus (Saint of Quotas)**
  - **Requirement (Thou Shalt Fulfil Thine Quotas):** Earn 50+ credits from Resources.
  - **Gang (Thine Labours Shalt Be Rewarded):** Re-roll one dice when determining income from a Resource (second result must be kept even if worse).
  - **Conduit (Thine Diligence Shalt Lead To Great Blessings):** +1 Post-battle action.
2. **Calibre (Lord of Bullets)**
  - **Requirement (Thy Gun Shalt Never Run Dry):** Max 1 weapon Out of Ammo (when the battle ends).
  - **Gang (Thou Shalt Find Thy Casings):** Re-roll a failed Ammo test each round.
  - **Conduit (Thine Casings Shalt Rain Around Thineself):**  
Choose a weapon each battle that gains Plentiful (if not Scarce), otherwise ignore Scarce.
3. **Shanks (Saint of Knives)**
  - **Requirement (Thou Shalt Grant the Peace of the Blade):** Make 2+ Coup de Grace actions.
  - **Gang (Thine Foes Shalt Not Expect Thy Stab):** +1S to weapons with Backstab.
  - **Conduit (Thine Blade Shalt Forever Thirst):** +1 hit modifier to knives (weapon with 'knife' or 'knives' in the name).
4. **Gelt (Saint of Coin)**
  - **Requirement (Thou Shalt Maintain A Reserve Fund):** Stash has 100+ credits (after the post-battle sequence).
  - **Gang (Thou Shalt Find Value In All Places):** Loot caskets contain +D3x10 credits (except if trapped).
  - **Conduit (Thine Coin Shalt Be Pure To Spend):** D3x10 credits discount (minimum 5) to the first item purchased.
5. **Glurg (Gunk Saint)**
  - **Requirement (Mine Blessing Shalt Be Seen In The Ashes Of Victory):** 2+ enemies suffered Blaze.
  - **Gang (Thine Chems Shalt Burn With The Light of Righteousness):** +1S & Unstable to D3 weapons with Blaze.
  - **Conduit (Thine Flesh Shalt Be Inured To Mine Touch):**  
Immune to Blaze. -1S when hit by Blaze weapons (minimum 1).
6. **Vermin (Saint of Rats)**
  - **Requirement (Thou Shalt Not Allow Mine Servants To Perish):** No pets suffered a Critical Injury or Death.
  - **Gang (Mine Servants Shalt Persist Against All The Odds):**  
Friendly pets suffering a Lasting Injury can roll twice and choose which result to apply.
  - **Conduit (Mine Eyes See Everywhere, Mine Presence Goes Everywhere):** +3" pet distance.

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# TAINTED GANGS

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The following rules can be used for making House gangs tainted (infected or corrupted). Any of the 6 House gangs can be affected if desirable.

- Automatically become Outlaws.
- Can't change alignment again.
- Keep access to the original House Weapon List.
- Keep the original skill lists applicable to the gang type.

There are 2 types of taints:

- Infected (Genestealer)
- Corrupted (Chaos)

There are 2 times a gang can become tainted:

- When founding a new gang (automatically)
- During a campaign

**Note:** Cawdor lose access to Faith dice if tainted.

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## BECOMING CORRUPTED

There are 2 ways for an existing gang to become Corrupted:

- The Leader must successfully make the Dark Ritual post-battle action (become Outlawed even if failed). If failed, the Leader can try again after the next battle.
- A gang member is turned into a Spawn after the Leader has performed the Dark Ritual (regardless if the Dark Ritual was successful or not).

## CORRUPTED BENEFITS

- Lasting Injuries can become Mutations.
- Can perform Dark Rituals (post-battle action).
- Successful Dark Ritual: Favour of a Chaos God.
- Immune to Insanity (even if a scenario or special rule state that they would become Insane).

Note that only Chaos Cult gangs can seek favour of different gods. Corrupted gangs (after receiving a favour) can't pray to any others when conducting a Dark Ritual.

## BECOMING INFECTED

An existing gang can have the Leader spend a post-battle action to seek out a cult to join by passing an Intelligence test (become Outlawed even if failed). If failed, the Leader can try again after the next battle.

If there is Genestealer Cult gang in the campaign, and that gang agrees, the prospective cult can become infected without passing the Intelligence test.

## INFECTED BENEFITS

- Leader can be upgraded to a Psyker.
  - Access to Psychic Familiars (if upgraded).
- Can hire 0-1 Aberrants (counts as a Ganger for the purpose of Gang Composition).
- Can purchase 0-1 Cult Icon (Leader or Champion only).
- Can hire Hybrid Juves.

## UPGRADING THE LEADER TO A PSYKER

Cost:

- 40 credits.
- 1 post-battle action (the Leader can't be in Recovery).

Result:

- Unsanctioned Psyker.
- 1 Cult Wyrd Power.
- Access to Cult Wyrd Powers as Primary Skill.
- Access to Psychic Familiars.

## HYBRID JUVES

When adding new Juves, it can be upgraded with an Extra Arm for +30 credits. If the Juve was free, the Extra Arm is also free.



# CHAOS SPECIAL RULES

## DARK RITUALS: LEAD RITUAL

The following gangs can seek the favour of certain Chaos Gods.

- Corpse Grinder Cult: Khorne.
- Chaos Cult: Any Chaos God (can change between battles).
- Corrupted gang: Any Chaos God (can't change after the first).

### HOUSE RULE

Corpse Grinder Cult is given access to Dark Rituals here for fluff reasons.

- 1) The Leader can make a Lead Ritual as a post-battle action (once per post-battle sequence).
- 2) Decide which of the Chaos Gods the ritual is invoking: Khorne, Nurgle, Slaanesh or Tzeentch.
- 3) A random fighter (not Leader or Witch) can be the focus of the ritual, offering them up to be a vessel of the gods' power. Alternatively, a Captive (that could normally be sold if held by a non-Chaos gang) can be sacrificed to fuel the ritual.
- 4) Then roll 2D6 and apply the following modifiers:

- +2 if praising a Chaos gods the cult already has the favour of.
- +2 if sacrificing a Captive.
- +1 if winning this battle.
- +1 if gaining Reputation this battle.
- -1 if losing Reputation this battle.
- -1 if losing this battle.
- -2 if praising a different Chaos god than the cult has the favour of.

**Success (+9 after modifiers):** The gang is heeded by the cult's patron. Any existing favour is replaced. If a fighter was the focus of the ritual, that fighter gains D6 XP.

**Failure (2 or less before or after modifiers):** The cult is deemed unworthy. Lose any existing favour. If a fighter was picked to be the focus of the ritual, that fighter is turned into a Chaos Spawn (effectively slain and any equipment is lost). The Spawn is added for free, but the cost affects Gang Rating.

## THE GODS' FAVOUR

If the gang has performed a Dark Ritual, gain the following bonuses:

	Khorne	Nurgle	Slaanesh	Tzeentch
Once per round	Re-roll a failed Wound roll.	Re-roll a friendly Recovery roll (End phase).	Activate 2 fighters instead of 1 (one after the other).	Ignore all negative hit modifiers for a Shoot (Basic/Double) action
Chaos Spawns	+1S.	+1T.	Roll 2D6 and choose the highest when moving	4+ save.
Leader	+1A.	+1W.	+2" M.	Gain 1 random Wyrd Power (Possessed Hiver / Ghost table).

## CHAOS SPAWN

130 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
D6"	?	-	?	?	?	?	?	-	-	-	-

### SPECIAL RULES

Can't be purchased, only recruited during a (failed) dark ritual.

Roll a separate D6 for each ? in the profile and consult the table below. This is the Spawn's characteristics which can't be altered in any way.

D6	WS	S	T	W	I	A
1	5+	3	4	1	5+	1
2-5	4+	4	5	2	4+	2
6	3+	5	6	3	3+	3

- Can only make the following actions: Move, Charge, Fight and Coup de Grace.
- Can't be, suffer, use or gain any of the following:
  - Pinned.
  - Seriously Injured.
  - Flesh Wounds.
  - Lasting Injuries (if taken Out of Action, it is automatically restrained after the battle).
  - Broken or Insane.
  - Weapons or Wargear of any kind (always make unarmed attacks).
  - Experience or Advancements (in any way).
- Automatically:
  - Passes any Cool or Willpower tests.
  - Fails any Leadership or Intelligence tests.

After a battle that featured the Chaos Spawn, nominate up to 3 Gangers (not Out of Action or Seriously Injured at the end of the battle). Roll a D6 for each nominated Ganger: on a 4+, the Chaos Spawn is restrained; otherwise it scurries away to join the other nameless horrors of the Underhive and is removed from the gang. If a dice scores a 1, the Ganger suffers a Lasting Injury roll from the unfettered wrath of the Spawn.

# ALLIANCES

## MAKING AN ALLIANCE

- Enter into an Alliance from the start or before any battle (provided they do not already have an ally).
- Max 1 at a time (unless otherwise noted).
- Lasts until the end of the campaign phase, or until either part breaks it.

## ALIGNMENT (LAW ABIDING & OUTLAW)

There are 3 types of alliances available, depending on the gang's alignment:

- **Law Abiding:** Guilds & Imperial House.
- **Outlaw:** Recidivists.
- **Any:** Noble.

## LIMITATIONS

While allied, a gang can't use:

- Favours.
- Sub-plots (House or Intrigue).

## JOINING THE BATTLE

Any Alliance can join the gang in any battle. This is done in one of two ways:

- Always available (no test required).
- Aid (pass the Aid test to join).

Some alliances (including all Guilds) will specify Aid and a Success Level.

### AID

Each Alliance that requires an Aid test will specify a Success Level.

Alliance	Success Level	Alliance Representatives
Water	10 or less	Nauthican Syphoning Delegation
Promethium	11 or less	Pyromantic Conclave
Corpse	9 or less	Corpse Harvesting Party
Slave	10 or less	Slave Entourage
Coin	11 or less	Toll Collectors
Iron	9 or less	Wandering Scum (D3+2 Hive Scum)
Ran Lo	11 or less	Auditing Conclave

In the pre-battle sequence, the gang may attempt to add the allied Representatives to the battle.

Aid roll: D6 + Reputation

- Equal to or less than the Success Level: Successful, the allies deigns to aid their allies on the battlefield.
- Greater than the Success Level: Failed, the allies decide that the gang can cope alone.

## REPRESENTATIVES

Alliance Representatives consist of 1-5 fighters. They are always fielded together and must operate together, meaning that a crew must contain all or none.

- **"Here to Help"**: Joins the battle in addition to the standard crew, regardless of method (random/custom). This may effectively allowing 1-5 more fighters than normally allowed.
- If included, joins the gang's crew regardless of crew selection method (random/custom).
- Free to hire (does not affect Gang Rating).
- Standard abilities for Leaders and Champions:
  - Leader:
    - Group Activation (2)
    - Leading By Example (12")
  - Champion:
    - Group Activation (1)
    - Leading By Example (6")

## A BAND APART

- Counts as a separate gang (Faction) for the purpose of Overseer, Group Activation and Leading by Example.
- Treated as part of the allied gang in every other respect.
- Ignore Lasting Injury rolls, automatically treated as Out Cold (when going Out of Action).

All Bodyguards have the following special rules:

### BODYGUARD (LEADER)

If the specified fighter type is within 2" and hit by a ranged attack, the hit and all its effects can be transferred to this fighter.

### INDENTURED FIGHTERS

If only the Bodyguards remain on the battlefield, and the rest of the Alliance Representatives are removed for whatever reason, they count as having failed a Bottle test (regardless of how many fighters in total have been removed from the battle).

## TEST-TRIGGER

Many drawbacks will include various test-triggers. These are common ways an alliance can be tested (and possibly broken).

The test-trigger normally consists of 2 parts (Cause & Effect):

- **Cause:** A situation that causes a consequence.
- **Effect:** A consequence of the cause. This is the 'price' the gang must 'pay'.

Example: **Test-trigger: Cause.** → **Effect.**

When the cause occurs, the gang has 2 options:

- Pay the consequence (effect).
- Test the Alliance.

Test-triggers with a cause & effect means that the gang can always choose to Test the Alliance to avoid the effect.

## TESTING THE ALLIANCE

When Testing the Alliance, roll a D6 and apply modifiers.

- +1 for each previous time this test was made (during this campaign cycle).
- +3 when changing alignment (Law Abiding/Outlaw).

### D6 Result

1-4 **Disquiet:** No effect (not happy with the gang's actions, but continues to hold up their end of the Alliance... at least for now).

5-6 **Warning:** For the next battle, no Benefits are gained, but drawbacks still apply (a warning is issued and the gang must work to restore their good faith).

7+ **Broken:** The Alliance is broken.

## STRONG ALLIANCE

Some House gangs can form a Strong Alliance. Automatically apply Disquiet (1-4) the first time the alliance is tested.

Alliance	Type	Alignment	Strong Alliance
Coin	Guild	Law Abiding	Orlock
Iron	Guild	Law Abiding	Delaque
Water	Guild	Law Abiding	Escher
Fire	Guild	Law Abiding	Van Saar
Corpse	Guild	Law Abiding	Cawdor
Slave	Guild	Law Abiding	Goliath
Cold Traders	Recidivist	Outlaw	Escher
Imperial Imposters	Recidivist	Outlaw	Van Saar
Fallen Houses	Recidivist	Outlaw	Orlock
Rogue Factoria	Recidivist	Outlaw	Cawdor
Narco Lords	Recidivist	Outlaw	Goliath
Psi-Syndica	Recidivist	Outlaw	Delaque
Greim	Noble	Any	Goliath
Ulant	Noble	Any	Escher
Ran Lo	Noble	Any	Orlock
Catallus	Noble	Any	Van Saar
Ko'Iron	Noble	Any	Cawdor
Ty	Noble	Any	Delaque

## RATINGS

All alliances and included delegation fighters have ratings (mainly used by Outcast gangs):

Alliance	Alignment	Strong Alliance	Representatives	Fighter(s)			Cost
				Gangers	Champions	Leader	
Coin	Law Abiding	Orlock	Toll Collectors	2 (75)	1 (125)	1 (245)	520
Iron	Law Abiding	Delaque	Wandering Scum	D3+2 Hive Scum			(D3+2) * (30 + equipment)
Water	Law Abiding	Escher	Nautican Syphoning Delegation	1 (160)	1 (90)	1 (185)	435
Fire	Law Abiding	Van Saar	Pyromantic Enclave	2 (45)	1 (220)	1 (140)	450
Corpse	Law Abiding	Cawdor	Corpse Harvesting Party	2 (135)	1 (120)	1 (160)	550
Slave	Law Abiding	Goliath	Slaver Entourage	2 (120)	1 (190)	1 (280)	710
Imperial	Law Abiding	Enforcer	Bodyguards	2	0	0	?
Cold Traders	Outlaw	Escher	Void-Born Bounty Hunters	2 (150)	1 (85)	1 (215)	600
Imperial Imposters	Outlaw	Van Saar	Uphive Ambassadors	1 Master Charlitan			280
Fallen Houses	Outlaw	Orlock	Rebel Lord / Lady Credo	1 Rebel Lord / Lady Credo			305 / 250
Rogue Factoria	Outlaw	Cawdor	Factoria Work Gang	3 (25)	1 (80)	1 (160)	315
Narco Lords	Outlaw	Goliath	Narco Scum	D3+2 Hive Scum			(D3+2) * (30 + equipment)
Psi-Syndica	Outlaw	Delaque	Mind-Locked Wyrd	1 Mind-Locked Wyrd			150
Greim	Any	Goliath	Military Attaché	1 (90)	0	1 (240)	330
Ulant	Any	Escher	Court Advisor	0	1 (225)	1 (235)	460
Ran Lo	Any	Orlock	Auditing Conclave	1 (190)	0	1 (180)	370
Catallus	Any	Van Saar	Carnival	1 (75)	0	1 (245)	320
Ko'Iron	Any	Cawdor	Ministorum Delegation	2 (100)	0	1 (300)	500
Ty	Any	Delaque	Onmyodo Coven	1 (175)	0	1 (125)	300

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# LAW ABIDING ALLIANCES

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Law Abiding Alliances are:

- Merchant Guilds
- Imperial House

## GUILD REPRESENTATIVES

Most Guild Alliance Representatives consist of 3 or 4 fighters:

- 1 Leader (Guild Procurator)
- 1 Champion (Guild Factotum)
- 1-2 Gangers (Bodyguards)

## GUILD DRAWBACKS

Each Alliance gives unique drawbacks.  
All Guild Alliances have the following drawback:

## GUARD DUTY

Preferred scenarios:

- Looters (3D)
- Smash & Grab (2D)
- Caravan Heist
- Escort Mission

If defending in a preferred scenario, apply all the following:

- The allies must be included.
- Roll for Aid:
  - **Success:** No effect.
  - **Failed:** Test the Alliance (the gang is unhappy about this forced interference).

**Test-trigger:** Option to choose a scenario. → Roll a D6:

- **1-3:** Apply all of the following:
  - Defend in a preferred scenario.
  - The allies must be included.
  - Roll for Aid:
    - **Success:** Test avoided.
    - **Failed:** Test the Alliance (the gang is unhappy about this forced interference).
- **4-6:** Choose freely.

## IMPERIAL HOUSE (?)

- **STRONG ALLIANCE (ENFORCER)**

### BENEFITS

Fighters: Enforcer Bodyguards: 2 Companions.

### IMPERIAL APPOINTMENT

When allied, choose a Resource. The gang can perform a post-battle action (Collect Tithe) to receive the boon from it an additional time.

### DRAWBACKS

**Test-trigger:** Fighting against an Outlaw gang. → Include the allies in the crew.

### IMPERIAL TAX

**Test-trigger:** Gain credits from a scenario reward. → Pay D3x10 credits.

### 2 Companions (?)

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

**Skills:** Overwatch, Fearsome, Bodyguard (X).

**Weapons:** Stub gun, disintegration gun.

**Equipment:** Layered flak, armoured undersuit, magnacles.

### HELMAWR'S PROTECTORS - PEERLESS BODYGUARDS

After determining the crew, choose a fighter to be protected by the Bodyguard (X) rule.

### BODYGUARD (X)

If the specified fighter type is within 2" and hit by a ranged attack, the hit and all its effects can be transferred to this fighter.

## PROMETHIUM GUILD (450)

- **STRONG ALLIANCE (VAN SAAR)**

### BENEFITS

#### AID

Success level: 11 or less.

Fighters: Pyromantic Conclave.

### HELMAWR'S RADIANCE

The following weapons lose Scarce, or if not having Scarce, gain Plentiful instead:

- Plasma (pistol, gun, cannon and combi variants).
- Weapons with Blaze.

### DRAWBACKS

#### GUARD DUTY

#### POWER TRAP

**Test-trigger:** Gained any credits as a scenario reward. → Pay D3x10 credits (or the full reward gained if it was less than the result of the roll).

### LIGHT IN DARK PLACES (WHEN JOINING THE BATTLE)

Before a battle where this alliance is taking part, the Pitch Black rules may be declared used for the battle. In any End phase, these rules can be declared to no longer apply.

If any member of the Guild is removed from the battlefield, immediately before removing the fighter, resolve a photon flash grenade attack centred on the fighter.

### 1 Leader (Pyrocaen Lord - Guild Procurator - 140)

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

**Skills:** Evade, Overseer.

**Weapons:** Shock stave, laspistol, photon flash grenade.

**Equipment:** Refractor field.

### 1 Champion (Pyromagir - Guild Factotum - 220)

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

**Skills:** Nerves of Steel.

**Weapons:** Flamer, stub gun, photon flash grenade.

**Equipment:** Refractor field, cult icon.

### 2 Gangers (Cynder - Bodyguard - 45)

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

**Skills:** Spring Up, Bodyguard, Indentured Fighter.

**Weapons:** Laspistol, photon flash grenades.

Choose (all armed identical):

- Axe.
- Maul.

## GUILD OF COIN (520)

- STRONG ALLIANCE (ORLOCK)

### BENEFITS

#### AID

Success level: 11 or less.  
Fighters: Toll Collectors.

#### TOLLWAYS

Gain an additional D6x10 credits when receiving scenario rewards.

### DRAWBACKS

#### GUARD DUTY

#### COLLECTING TOLLS

**Test-trigger:** Gained any credits as a scenario reward. → Pay D3x10 credits (or the full reward gained if it was less than the result of the roll).

#### HIGHWAYS AND BYWAYS (WHEN JOINING THE BATTLE)

Before determining a scenario where this alliance is taking part, when defending, pass a Leadership test for the Leader to steal the initiative from the enemy. Use the Ambush or Trap scenario as the attacker.

#### 1 Leader (Master of Coin - Guild Procurator - 245)

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

**Skills:** Escape Artist, Overseer.

**Weapons:** Laspistol, power knife.

**Equipment:** Displacer field, gun skull.

#### 1 Champion (Skinflint - Guild Factotum - 125)

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

**Skills:** Lie Low.

**Weapons:** Plasma pistol, knife.

**Equipment:** Mesh, cult icon.

#### 2 Gangers (Groveler - Bodyguard - 75)

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

**Skills:** Lie Low, Bodyguard, Indentured Fighter.

**Weapons:** Knife.

Choose one (individually):

- Long rifle.
- Shotgun (solid & scatter).

## IRON GUILD

- STRONG ALLIANCE (DELAQUE)

### BENEFITS

#### AID

Success level: 9 or less.  
Fighters: Wandering Scum (D3+2 generic Hive Scum).

#### GUNS, GUNS, GUNS

Trading Post bonuses for ranged weapons:

- Rare (-2).
- -D3x10 cost (minimum 5 credits).
- Optional: Test the Alliance to have D3x20 discount instead (minimum 5 credits).

### DRAWBACKS

#### GUARD DUTY

#### MILITIA SURPLUS

**Test-trigger:** One or more fighters died. --> All weapons & wargear carried by dead fighters must be given to the Iron Guild.

## WATER GUILD (435)

- STRONG ALLIANCE (ESCHER)

### BENEFITS

#### AID

Success level: 10 or less.  
Fighters: Nautican Syphoning Delegation.

#### PURE WATER SUPPLY

Gain a free Slopper. If the gang already has a Slopper, fighters come out of Recovery on 5+ instead of 6+.

### DRAWBACKS

#### GUARD DUTIES

#### WATER LEVIES

**Test-trigger:** Gained any credits as a scenario reward. → Pay D3x10 credits (or the full reward gained if it was less than the result of the roll).

#### WATER HARVEST (WHEN JOINING THE BATTLE)

After a battle where this alliance is taking part, if the Leader has not gone Out of Action, add +1 to the Capture roll for each Guild member that has not gone Out of Action.

**NOTE:** This stuff is broken in N23 because Capture mechanics changed.

If an enemy is Captured, the Captured fighter's gang can pay the full value as ransom. If not, the Captured fighter may be sold to the Guilders for full value immediately, denying the Captured fighter's gang any rescue.

#### 1 Leader (Master Nautican - Guild Procurator - 185)

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

**Skills:** Step Aside, Overseer.

**Weapons:** Needle pistol, stiletto knife.

**Equipment:** Mesh, bio-booster, stimm-slug stash.

#### 1 Champion (Syphonite - Guild Factotum - 90)

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

**Skills:** Dodge.

**Weapons:** Needle rifle, stiletto knife.

**Equipment:** Mesh, cult icon.

#### 1 Ganger (Subnautican - Bodyguard - 160)

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

**Skills:** Berserker, Bodyguard, Indentured Fighter.

**Weapons:** Open Fists.

**Equipment:** Hazard suit, armoured undersuit.

## CORPSE GUILD (550)

- STRONG ALLIANCE (CAWDOR)

### BENEFITS

#### AID

Success level: 9 or less.  
Fighters: Corpse Harvesting Party.

### EXTRA CORPSE-STARCH RATIONS

Can re-roll Lasting Injury rolls (apply the 2nd result).

### DRAWBACKS

#### GUARD DUTY

#### MEAT FOR THE GRINDERS

**Test-trigger:** One or more friendly fighters suffered a Critical Injury. → A random fighter who suffered a Critical Injury can't have a Medical Escort and is removed from the gang (as if died).

#### 1 Leader (Pale Consort - Guild Procurator - 160)

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

**Skills:** Fearsome, Overseer.  
**Weapons:** Laspistol, knife.  
**Equipment:** Medi skull, respirator, mesh (5+).

#### 1 Champion (Bone Scrivener - Guild Factotum - 120)

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

**Skills:** Fearsome.  
**Weapons:** Stiletto knife.  
**Equipment:** Gun skull, respirator, cult icon.

#### 2 Gangers (Corpse Grinder - Bodyguard - 135)

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

**Skills:** Crushing Blow, Bodyguard, Indentured Fighter.  
**Weapons:** Chain glaive.  
**Equipment:** Flak.

### “THIS ONE’S STILL MOVING”

After a battle where the allies joined, roll a D6 for any fighters that went Out of Action and suffered a Critical Injury (Lasting Injury 61-65). On a 6, change the result to a Memorable Death (Lasting Injury 66). The fighter has suddenly stopped moving and is claimed by the Corpse Grinders. Any weapons and Wargear (including armour) is added to the allied gang's stash.

## SLAVE GUILD (710)

- STRONG ALLIANCE (GOLIATH)

### BENEFITS

#### AID

Success level: 10 or less.  
Fighters: Slaver Entourage.

### WEAPON TRAINING

Before each battle, a Leader or Champion may choose a temporary Primary skill (only lasts for a single battle).

### DRAWBACKS

#### GUARD DUTY

#### SLAVES FOR THE PIT

When capturing fighters, choose one of the following:

- Immediately give the Captured fighters to the Slave Guild.
- Test the Alliance (to do one of the following)
  - Keep
  - Sell to Guilders (as normal).
- Break the Alliance (to do the following):
  - Deny Rescue Mission and ransom the Captive's gang for half the value (rounded down to nearest 5 credits).

#### A PROMISED FIGHTER

After a battle where the allies joined, if at least one friendly Gang Fighter took an enemy fighter Out of Action with a close combat attack or Coup de Grace, randomize one such fighter and roll a D6:

- 1: The fighter (including weapons and Wargear) is lost (the Chain Lord is impressed and claims that fighter for a career in the fighting pits).  
2-5: Nothing happens.  
6: Gain D3x10 credits.

#### 1 Leader (Chain Lord - Guild Procurator - 280)

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

**Skills:** Hurl, Overseer.  
**Weapons:** Choose:
 

- Chain glaive.
- Shock whip and chainaxe.

**Equipment:** Light carapace (4+), bio-booster, stimm-slug stash.

#### 1 Champion (Shakleman - Guild Factotum - 190)

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

**Skills:** Disarm.  
**Weapons:** Harpoon launcher, shock stave.  
**Equipment:** Flak, cult icon.

#### 2 Gangers (Pit Fighters - Bodyguard - 120)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	6+	3	3	1	4+	2	8+	7+	8+	10+

**Skills:** Rain of Blows, Bodyguard, Indentured Fighter.  
**Weapons:** Chain glaive.  
**Equipment:** Flak, stimm-slug stash.

# OUTLAW ALLIANCES (RECIDIVISTS)

## COLD TRADERS (600)

- STRONG ALLIANCE (ESCHER)

### BENEFITS

VOID-BORN BOUNTY HUNTERS  
SMUGGLER SHORE PARTY

1 Leader (Cold Trader - 215)

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

**Skills:** Step Aside, Overseer.

**Weapons:** Sling gun, stiletto knife.

**Equipment:** Armourweave, bio-booster.

1 Champion (Bosun - 85)

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

**Skills:** Dodge.

**Weapons:** Shotgun (solid & scatter), knife.

**Equipment:** Mesh.

2 Gangers (Void-born Scum - Bodyguard - 150)

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

**Skills:** Bodyguard, Indentured Fighter.

**Weapons:** • Knife.

- Autopistol or Iaspistol (choose individually).

**Equipment:** Flak.

### XENOS ARTEFACTS

Leaders and Champions can purchase the following from the House Equipment List (while allied):

- Sling gun: 55.
- Armourweave: 20.

### DRAWBACKS

#### PRESS GANGED

Preferred scenarios (attacker):

- The Hit.
- Escort Mission.
- The Last Stand.

**Test-trigger:** Option to choose a scenario. → Roll a D6:

A. 1-3: Attack in a preferred scenario.

**Test-trigger:** Include the allies in the crew.

B. 4-6: Choose freely.

### IMPERIAL ENTANGLEMENTS

**Test-trigger:** After fielding allies in a battle. → 1 random friendly Gang Fighter (not In Recovery) must miss the next battle (lay low to avoid investigation).

#### NOTE

An exception for this alliance:

- The Bosun is labeled "Champion" but has Leading By Example (12") equivalent to a Leader.

## IMPERIAL IMPOSTERS (280)

- STRONG ALLIANCE (VAN SAAR)

### BENEFITS

UPHIVE AMBASSADORS

1 Master Charlatan (280)

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

**Skills:** Evade, Infiltrate, Step Aside.

**Weapons:** Needle pistol, stiletto sword, 4x digi lasers.

**Equipment:** Mesh, holochromatic field, falsehood.

### AN HONOURABLE WORD

Do not add the +3 modifier when Testing the Alliance after changing Alignment.

Each cycle, choose one gang (the allied gang or another gang). The chosen gang can ignore any one action that would result in changing the Alignment.

### DRAWBACKS

#### NOBLE AMBITIONS

**Test-trigger:** Option to choose a scenario. → Roll a D6:

- 1-3: Choose Looters, Forgotten Riches or Caravan Heist.
- 4-6: Choose freely.

**Test-trigger:** Playing Murder Cyborg, Shoot-out or Escort Mission. → Include the ally in the crew.

#### GUILTY BY ASSOCIATION

**Test-trigger:** After fielding the ally in a battle. → Roll a 2+ or become outlawed.

#### NOTE

When is becoming outlaw relevant for an outlaw alliance? Possibly if the outlaw gang making the alliance later become law abiding (while passing the test to keep this alliance)?

## NARCO LORDS

- STRONG ALLIANCE (GOLIATH)

### BENEFITS

NARCO SCUM

D3+2 Hive Scum (in addition to any standard Hive Scum).

#### ABUNDANT SUPPLY

Chems bonus:

- Rare/Illegal (-2).
- Supplier never runs out.

### DRAWBACKS

#### COURIER WORK

Preferred scenarios: Downtown Dust-up, Ghost Harvest, The Hit.

**Test-trigger:** Option to choose a scenario. → Roll a D6:

- 1-3: Attack in a preferred scenario. The allies must be included in the crew.
- 4-6: Choose freely.

#### PAYMENT DUE

**Test-trigger:** Earning any credits as a scenario reward. → Pay D3x10 to the allies.



## PSI-SYNDICA (150)

- STRONG ALLIANCE (DELAQUE)

### BENEFITS

MIND-LOCKED WYRD (UNSANCTIONED PSYKER - 150)

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
4"	5+	3+	3	3	2	4+	1	8+	6+	4+	9+

**Skills:** Fearsome.

**Equipment:** Mesh.

**WYRD POWER** Choose 3 of the following:

**Pyromancy:** Scouring (Basic, CE).

**Telekinesis:** Assail (Basic), Force Blast (Basic).

**Telepathy:** Maddening Visions (Basic), Hypnosis (Basic), Unbreakable Will (Basic).

### PSYCHIC AWAKENING

While becoming allied, a fighter can gain the following:

- Unsanctioned Psyker.
- 1 Random Psychotic Wyrd Power from a chosen discipline (Darkness, Delusion, Madness).

If the alliance is broken, pay the fighter's value in credits or remove the fighter.

#### N19 WYRD POWERS (V1)

Gain a random Wyrd Power:

- |                         |                         |
|-------------------------|-------------------------|
| 1: Assail (Basic)       | 2: Flame Blast (Basic)  |
| 3: Freeze Time (Double) | 4: Weapon Jinx (Simple) |
| 5: Terrify (Double)     | 6: Quickening (Basic)   |

## DRAWBACKS

### DARK DREAMS

**Test-trigger:** Starting a battle. → Pass a Willpower test for a random friendly fighter (not In Recovery), or that fighter can't be part of the crew for this battle.

**Test-trigger:** Playing Ghost Harvest. → Include the ally in the crew.

### PSYKANARIUM ATTENTION

**Test-trigger:** A friendly Psyker used any psychic power in the battle. → After the battle, roll D6 +1 per friendly Unsanctioned Psyker that fought in the battle. On a 7+, suffer a Lasting Injury for a random friendly fighter.

## ROGUE FACTORIA (315)

- STRONG ALLIANCE (CAWDOR)

### BENEFITS

FACTORIA WORK GANGS

1 Leader (Factoria Overseer - 160)

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

**Skills:** Commanding Presence, Overseer.

**Weapons:** Auto/plasma pistol (combi), shock baton.

**Equipment:** Mesh (5+).

1 Champion (Work Party Boss - 80)

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

**Skills:** Iron Will.

**Weapons:** Laspistol, shock whip.

**Equipment:** Mesh.

3 Gangers (Factoria Workers - Bodyguard - 25)

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
4"	5+	5+	3	3	1	4+	1	8+	8+	8+	8+

**Skills:** Bodyguard, Indentured Fighter.

**Weapons:** Choose (individually):

- Autogun (reclaimed).
- Autopistol (reclaimed), knife.

### BOUNTEOUS PRODUCTION

If included in a battle:

- Before the battle, set-up 2 Loot caskets (instead of 1) if the scenario doesn't specify any special instructions for Loot caskets.

### BARGAIN ORDNANCE (COUNTERFEIT WEAPONS)

Can buy counterfeit weapons:

- Rare (-2) bonus.
- Counts as Illegal (X) equal to the modified Rare (X).
- -20% cost (rounded down to nearest 5 credits).
- Melee weapons gain Reckless.
- Ranged weapons gain Unstable.
- Fighters armed with counterfeit weapons are worth full value when sold to the Guilders.

### HEDGE ARMOURERS

+1 free Ammo-jack while allied (not counting towards the normal limit).

## DRAWBACKS

### EYE OF THE OMNISSIAH

If including fighters with Counterfeit weapons, the opponent may include a Bounty Hunter for free.

### FACTORIA WORKERS

**Test-trigger:** Playing The Hit, Escort Mission or Last Stand. → Include the allies in the crew.

**Test-Trigger:** Include Counterfeit weapons in a battle. → Include the allies in the crew.

# FALLEN HOUSES (305/250)

- **STRONG ALLIANCE (ORLOCK)**

## BENEFITS

Choose a Rebel Lord:

- **GENERIC (305)**
- **LADY CREDO (250)**

### 1 Generic (Rebel Lord - 305)

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

**Skills:** Choose 2 skills  
(Agility, Combat, Cunning or Shooting).

**Weapons:**

- 2x digi lasers.
- Bolt pistol or Master-crafted needle pistol.
- Power sword, stiletto sword or thunder hammer.

**Equipment:**

- Mesh.
- Displacer field or refractor field.

### 1 Lady Credo (Rebel Lord - 250)

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

**Skills:** Dodge, Iron Will, Parry.

**Weapons:** Laspistol (master-crafted),  
power sabre (master-crafted).

**Equipment:** Light carapace (same as armourweave cloak),  
refractor field, photo-goggles.

## HEIR TO THE OUTLANDS

Friendly Outcast & Outlaw fighters within 8" can use Lady Credo's Ld & Cool.

## SINESTUS & DEXTERUS

A pair of custom servo-skulls grants Lady Credo the following:

- 360° vision arc.
- Photo-goggles.

## REBELLION

If winning a battle against:

- **Law Abiding gangs:** D6x10 credits.
- **Enforcers or gangs allied with Guilds or Imperial**

**House:**

- 2D6x10 credits.
- +1 Reputation.

## DRAWBACKS

### FOR THE CAUSE

**Test-trigger:** Challenged (for a Resource) by Enforcers or a gang allied with a Guild or Imperial House. → Accept Challenge.

**Test-trigger:** Fighting against Enforcers or gangs allied with a Guild or Imperial House. → Include the allies in the crew.

### ANCIENT OATHS

**Test-trigger:** After any battle. → Pay D3x10 to the allies.

# NEUTRAL ALLIANCES (NOBLE HOUSES)

## GREIM (330)

- STRONG ALLIANCE (GOLIATH)

### BENEFITS

#### MILITARY ATTACHÉ

#### 1 Leader (Krieg Mester - 240)

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

**Skills:** Overseer.

**Weapons:** Bolt pistol, power sword.

**Equipment:** Light carapace (4+).

#### 1 Ganger (Jagerkin - 90)

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
5"	4+	3+	3	3	1	4+	2	8+	7+	8+	9+

**Skills:** Marksman, Bodyguard, Indentured Fighter.

**Weapons:** Combat shotgun (salvo & shredder).

**Equipment:** Mesh.

### THE FINEST ORDNANCE

Any friendly Gang Fighter can re-roll any Ammo tests.

### AN EYE FOR WAR

Modify the roll for determine scenario with +1/-1. If this ability is used, the Military Attaché must be included in the crew.

### DRAWBACKS

**Test-Trigger:** Fighting a battle against an enemy with a higher Gang Rating. → Include the allies in the crew.

### MILITIA DRAFT

**Test-trigger:** After each battle, if the gang contains Juves. → Roll 2+ per Juve or give the Juve to the militia (including weapons and wargear).

### MARTIAL PRIDE

**Test-trigger:** The alliance is taking part in a battle. → Seconded to the Militia (before selecting crews).

**Test-Trigger:** Losing a battle. → Seconded to the Militia.

### SECONDED TO THE MILITIA

Randomize a Gang Fighter and apply the following:

- Immediately suffer a Lasting Injury roll, counting Critical Injury (61-65) as Memorable Death (66).
  - In Recovery: Must miss this battle.
  - Killed: Gain credits equal to the cost (compensated by the allies).
- Gain D6 XP (if survived).

### NOTE

A few exceptions for this alliance:

- No Group Activations.
- The Krieg Mester is originally labeled "Leader" but only have Leading By Example (6") equivalent to a Champion.
- This is the only alliance where Overseer is not limited to Faction fighters.

## ULANTI (460)

- STRONG ALLIANCE (ESCHER)

### BENEFITS

#### COURT ADVISOR

#### 1 Leader (Courtier - 235)

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

**Skills:** Counter-attack, Step Aside.

**Weapons:** Needle pistol, power sword.

**Equipment:** Displacer field.

### DUELLIST

Can make Reaction attacks before the opponent makes attacks as part of a Charge (Double) action (when attacked by a charging fighter).

#### 1 Champion (Mirror Mask - 225)

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

**Skills:** Nerves of Steel.

**Weapons:** Needle pistol, power sword.

**Equipment:** Displacer field.

### MANY FACES

When activating, can swap positions with the Courtier (regardless of where the two fighters are on the battlefield, including if Engaged or Prone). This fighter continues taking actions as normal.

### EXCESSIVE WEALTH

+2D6x10 credits during the post-battle sequence.

### DRAWBACKS

**Test-Trigger:** Fighting a battle against an enemy allied with another Noble House or Recidivists (Criminal Organisation) alliance. → Include the allies in the crew.

### INEVITABLE BETRAYAL

**Test-Trigger:** Losing a battle. If the alliance is Broken, the opponent (the gang that won the battle) can form an alliance with House Ulanti for the next battle (even if already having an alliance). Afterwards, the alliance with the opponent is automatically Broken (does not trigger Inevitable Betrayal again).

### BORED NOW!

**Test-trigger:** After the battle, if rolling a double on the Excessive Wealth (2D6x10 credits).

### NOTE

A few exceptions for this alliance:

- No Group Activations.
- The Courtier is originally labeled "Leader" but only have Leading By Example (6") equivalent to a Champion.
- The "Leader" does not have Overseer.
- Mirror Mask does not have a fighter type (does not have Bodyguard, Indentured Fighter etc.).

## RAN LO (370)

- **STRONG ALLIANCE (ORLOCK)**

### BENEFITS

#### AID

Success level: 11 or less  
Fighters: Auditing Conclave

#### 1 Leader (Auditor - 180)

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
5"	5+	5+	3	3	2	4+	1	5+	7+	7+	5+

**Skills:** Fearsome.  
**Weapons:** Web pistol, knife.  
**Equipment:** Mesh (5+).

- **Group Activation (1)**

#### 1 Ganger (Gelt-scrivener - 190)

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

**Skills:** Trick Shot, Bodyguard, Indentured Fighter.  
**Weapons:** Master-crafted long rifle, bolt pistol & power sword.  
**Equipment:** Mesh.

### ALWAYS MORE COIN

Gain 2D6x10 credits after each battle the allies take part in (regardless of the outcome).

### CHECKS AND BALANCES

Gain 2D6x10 credits after each battle if any opponent earned more credits from the scenario than the allied gang.

### DRAWBACKS

#### CUT OUR LOSSES

The allies are removed from the battlefield if at least one of the allied fighters is Seriously Injured or Out of Action.

#### EVERY CRED COUNTED

**Test-Trigger:** Less than 50 credits in the Stash after a post-battle sequence.

#### THE PRICE OF BUSINESS

If a 6 is rolled on a dice when collecting random amount of income from Resources, that dice is discarded and does not generate any credits.

### NOTE

A few exceptions for this alliance:

- Ganger has Indentured Fighter but this is irrelevant due to "Cut Our Losses".
- This is the only non-Guild ally that requires an Aid test to participate in a battle.

## KO'IRON (500)

- **STRONG ALLIANCE (CAWDOR)**

### BENEFITS

#### MINISTORUM DELEGATION

#### 1 Leader (Prima Materis - 300)

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

**Skills:** Devotional Frenzy, Overseer.  
**Weapons:** Bolt pistol (master-crafted), shock stave.  
**Equipment:** Light carapace (4+), refractor field.

#### INSPIRATIONAL LEADER

If Standing, friendly fighters within 6" and LOS to this fighter can use this fighter's Cool & Willpower stats for any tests.

#### 2 Gangers (Frateris Bodyguard - 100)

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

**Skills:** Devotional Frenzy, Bodyguard.  
**Weapons:** Choose one (individually):

- Laspistol, eviscerator.
- Lasgun, chainsword.

**Equipment:** Mesh (5+).

#### THE EMPEROR PROTECTS (SAME AS: PIOUS + FANATICAL)

All fighters in this alliance can re-roll Nerve & Rally tests if the result is 2 (before modifiers).

#### RELIGIOUS RELICS

A leader can have 1 item (armour or weapon) Blessed (while allied):

- Re-roll a failed hit or save (once per battle).

### DRAWBACKS

**Test-Trigger:** Fighting a battle as the underdog (enemy has higher Gang Rating). → Include the allies in the crew.

#### PENANCE FOR THE UNWORTHY

**Test-Trigger:** Losing a battle. → The Leader must start the next battle with a Flesh Wound.

#### TITHED TO THE FRATERIS MILITIA

**Test-trigger:** Before each battle (before selecting crews). → Randomize a Gang Fighter (tithed to the militia) and apply the following:

- Immediately suffer a Lasting Injury roll, counting Critical Injury (61-65) as Memorable Death (66).
  - In Recovery: Must miss this battle.
  - Killed: Gain credits equal to the cost (compensated by the allies).
- Gain D6 XP (if survived).

### NOTE

An exceptions for this alliance:

- Gangers don't have Indentured Fighter.

# CATALLUS (320)

- **STRONG ALLIANCE (VAN SAAR)**

## BENEFITS

### CARNIVAL

#### 1 Leader (Masked Killer - 245)

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

**Skills:** Dodge.

**Weapons:** Laspistol.

Choose 1:

- Power sword (master-crafted).
- Long rifle (master-crafted).

**Equipment:** Mesh (5+), photo-goggles.

### ARTISTRY OF MURDER

- All weapons gain Shock (this fighter only).
- Can re-roll any Flesh Wound results when inflicting damage.

#### 1 Ganger (Mindfrayed - 75)

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
6"	4+	5+	3	3	1	4+	2	9+	10+	5+	8+

**Skills:** Berserker.

**Weapons:** 2x flail.

**Equipment:** Displacer field.

### INFECTIOUS TERROR

Apply the following effects to all other fighters (friend & foe) within 6" except this fighter:

- When this fighter is Pinned, pass a Cool test or also become Pinned (except the Leader).
- If this fighter fails a Nerve test, pass a Nerve test or also become Broken.
- While this fighter is Broken, can't recover from being Broken.

### FEARLESS ALLIES

- Captured fighters from a gang with this alliance are worthless when sold to the Guilders (the enemy can still sell the captured fighter, but no bounty is gained, and the fighter is effectively removed).
- Once each cycle, if the gang with this alliance is Law Abiding, a change in Alignment can be ignored, but the gang must Test the Alliance immediately.

### MANY FACES, ONE PURPOSE

Before a battle, if the crew is Random (X), the allied gang can replace this with:

- Random (X-1) + Custom (1).

If this ability is used, this alliance can't be included in the crew.

### DRAWBACKS

#### CARNIVAL OF DEATH

**Test-Trigger:** Fighting against a gang that includes a fighter worth 250+ credits in the crew. → Include the allies in the crew.

#### DEBTS TO BE PAID

**Test-Trigger:** After any battle in which this alliance joined a gang that contains at least one Juve (not specialist). → Roll a 2+ per Juve (not Specialist), or remove the fighter (including weapons & wargear) from the gang (turned over to serve as Mindfrayed).

#### THE INVISIBLE TRUTH

A gang that has been allied with this alliance must always roll 2+ when attempting to form another alliance in the future (with any alliance), or the new alliance is Catallus instead of the intended alliance.

### NOTE

A few exceptions for this alliance:

- No Group Activations.
- The Leader does not have Overseer.
- Mindfrayed does not have Bodyguard.

## TY (300)

- **STRONG ALLIANCE (DELAQUE)**

### BENEFITS

#### ONMYODO COVEN

1 Leader (Onmyodo Telepath - 125)

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

**Skills:** Overseer.

**Weapons:** Shock stave.

**Equipment:** Refractor field.

- **Group Activation (1)**

#### INSPIRATIONAL LEADER

If Standing, friendly fighters within 6" and LOS to this fighter can use this fighter's Cool & Willpower stats for any tests.

#### CONTROL COLLAR (UNSANCTIONED PSYKER)

When activated, can use the Control Collar (if no other friendly fighter has used its Control Collar this round). Only 0-1 fighter in this alliance can use it's Control Collar each round:

- Become a Sanctioned Psyker (for this round). Otherwise, this fighter does not count as a Sanctioned Psyker.

#### WYRD POWERS (SANCTIONED)

When becoming allied, choose 2 of the following (Telepathy):

- 1: Mind Control (Basic), CE    2: Terrify (Double)  
 3: Invisibility (Double), CE    4: Mental Assault (Basic)  
 5: Hallucinations (Basic)    6: Unbreakable Will (Basic), CE

1 Ganger (Onmyodo Null - 175)

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

**Skills:** True Grit.

**Weapons:** Boltgun, power sword.

**Equipment:** Mesh, respirator.

#### CONTROL COLLAR (PSYCHIC NULL)

When activated, can use the Control Collar (if no other friendly fighter has used its Control Collar this round). Only 0-1 fighter in this alliance can use it's Control Collar each round:

- Become a Psychic Null (for this round). Otherwise, this fighter does not count as a Psychic Null.

#### PSYCHIC NULL

- Can Disrupt Wyrd Powers (as if being a Psyker).
- All fighters within 6" suffer the following (friend & foe):
- Psychic powers can't be manifested.
  - -2 modifier to Cool tests.

### NOTE

A few exceptions for this alliance:

- Onmyodo Null does not have Bodyguard.

#### PSYCHIC TRAINING

While allied, a fighter with Psychoteric Mastery (or any Psyker if no fighters have Psychoteric Mastery) gains +1 Wyrd Power from those available to that fighter. This is lost if the Alliance is Broken.

#### DRAWBACKS

##### DISTURBING VISIONS

**Test-Trigger:** At the start of each battle (after deployment), a random friendly fighter (on the battlefield) suffers a Flesh Wound.

**Test-Trigger:** Fighting a battle against an enemy with a higher Gang Rating. → Include the allies in the crew.

##### THE COST OF LIES

**Test-Trigger:** A double is rolled when determining the scenario (before any battle). → The opponent can select the scenario.

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# THE TRADING POST

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Some items have a different price in the house lists compared to the Trading Post. This represents the different availability specific to each house. Some items does not have a Trading Post price, these are preciously guarded by each house. Items that have a gang specific price are common to that gang, even if it is Rare at the Trading Post. Items which don't have a Trading Post price are limited to specific gangs only.

Abbreviations:

- **AL:** Availability.
  - -: Not available from the Trading Post.
  - **C:** Common.
  - **R:** Rare.
  - **I:** Illegal.
- **CR:** Credits cost.
  - -: Not available from the Trading Post.

Notes:

- Combi-weapons can be upgraded with the same types of ammo as its individual parts. NB: Needler (combi) can take needle rifle ammo.
- A special variant of a weapon can't take ammo available to the main type (for example Enforcer boltgun can't take boltgun ammo upgrades).
- Some items and costs are only available to specific gangs or fighters.
- Some items are only available when fighters are recruited.
- Cross-reference costs with the gang's Equipment list to ensure the price is right and available for the intended model.

Symbol	Description
-	Ammo and other weapon upgrades. This cost does not include the base weapon.
+	Specialized weapon variants based on a regular weapon.
*	Items marked with an asterix (*) take up 2 weapon slots.
↑	An upgrade that will replace some of the fighter's existing item(s).
red	Items that have unreliable stats. Examples: <ul style="list-style-type: none"> <li>● Incorrect: A value that doesn't make sense. For example a gang-specific cost higher than standard cost.</li> </ul>

PISTOLS Item	AL	Cost	HOUSE					CULT			OTHER						
			C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Archeo duelling pistol	R13	120	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Autopistol	C	10	10	-	10	-	10	-	10	10	10	10	10	-	15	-	-
- Fragmentation	R8	10	-	-	-	-	-	-	-	-	10	10	-	-	-	-	-
- Manstopper	R8	10	-	-	-	-	-	-	-	-	10	10	-	-	-	-	-
- Phosphor	R8	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Plantbuster	R9	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Rad	R9	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Static	I9	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Warp	I10	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	R10	5	5	5	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Ironhead	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	20
+ Reclaimed	C	5	5	-	-	-	-	-	-	5	-	-	5	-	5	-	-
- Phosphor	R8	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Plantbuster	R9	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Rad	R9	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Blast pistol	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	15
Bolt Pistol	R8	45	-	-	-	45	45	-	-	-	-	-	-	-	-	-	-
- Gas	R11	25	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Gunk	C	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Shatter	R9	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	R10	15	-	-	-	-	10	-	-	-	-	-	-	-	-	-	-
+ Ironhead	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	45
Flechette pistol (solid & fleshbane)	-	-	-	30	-	-	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	-	10	-	-	-	-	-	-	-	-	-	-	-	-	-
Grav pistol	R11	70	-	90	-	-	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	-	20	-	-	-	-	-	-	-	-	-	-	-	-	-
Hand crossbow	-	-	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Hand flamer	R8	75	75	75	75	75	75	75	50	70	75	-	-	-	-	-	-
+ Ironhead	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	85
Inferno pistol (Imperial)	R12	145	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Laspistol	C	10	-	10	10	-	-	-	5	10	10	-	-	10	-	10	-
- Focusing crystal	R10	30	-	-	-	-	-	-	20	-	-	-	-	-	-	-	-
+ with Hotshot las pack	C	30	-	-	30	-	-	-	25	30	-	-	-	-	-	-	-
- Master-crafted	R10	5	-	5	-	-	-	-	5	-	-	-	-	-	-	-	-
Las sub-carbine	-	-	-	-	-	-	-	-	15	-	-	-	-	-	-	-	-
- Focusing crystal	R10	30	-	-	-	-	-	-	20	-	-	-	-	-	-	-	-
- Master-crafted	-	-	-	-	-	-	-	-	5	-	-	-	-	-	-	-	-
Needle pistol	R9	30	-	-	25	-	-	-	40	-	-	-	-	-	-	-	-
- Chem darts	C	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Withertouch (Corrupted)	I13	55	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Plasma pistol	R9	50	-	50	50	-	50	50	-	-	-	-	50	-	-	-	-
Stone burner	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	70
Stub gun	C	5	5	5	5	5	5	-	-	5	5	5	5	-	5	-	-
- Static	I9	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Warp	I10	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Reclaimed	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	5
+ Ironhead	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	10
- Dumdum	R7	5	5	5	5	5	5	-	-	5	5	5	5	-	-	-	5
Web pistol	R9	90	-	80	-	-	-	-	-	-	-	-	-	-	-	-	90
Autopistol / hand flamer (combi)	R10	65	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Autopistol / plasma pistol (combi)	R10	50	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Bolt pistol / hand flamer (combi)	R11	110	-	-	-	110	-	-	-	-	-	-	-	-	-	-	-
Bolt pistol / needle pistol (combi)	-	-	-	-	60	-	-	-	-	-	-	-	-	-	-	-	-
Bolt pistol / plasma pistol (combi)	R11	80	-	-	-	80	-	-	-	-	-	-	-	-	-	-	-
Stub gun / plasma pistol (combi)	R8	40	-	-	-	40	-	-	-	-	-	-	-	-	-	-	-

HOUSE					CULT					ENFORCER		OTHER				
C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S		
Cawdor	Delaque	Escher	Goliath	Orlock	Van Saar	Genestealer Cult	Chaos Cult	Corpse Grinder Cult	Palanite	Badzone	Slave Ogryn	Outcast	Ash Waste	Nomad	Squat	



**BASIC WEAPONS (1/2)**

Item	AL	Cost	HOUSE					CULT			OTHER						
			C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Arc rifle (Imperial)	R13	100	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Autogun	C	15	15	15	15	-	15	-	15	15	-	-	15	-	15	-	-
- Phosphor	R8	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Plantbuster	R9	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Rad	R9	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Static	I9	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Warp	I10	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	R10	5	5	5	-	-	-	-	-	-	-	-	-	-	-	-	-
+ with Exterminator	-	-	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Ironhead	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	25
+ Reclaimed	C	10	10	-	-	-	-	-	-	10	-	-	10	-	10	10	-
- Phosphor	R8	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Plantbuster	R8	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Rad	R9	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ with Polearm *	-	-	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Blast carbine	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	25
Blast rifle	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	15
Blunderbuss (grape & purgation) with Polearm *	-	-	40	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Emperor's Wrath rounds	-	-	35	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Boltgun	R8	55	-	-	55	55	55	-	-	-	-	-	-	-	-	-	-
- Gas	R11	25	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Gunk	C	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Shatter	R9	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	R10	15	-	-	-	-	15	-	-	-	-	-	-	-	-	-	-
+ Enforcer	-	-	-	-	-	-	-	-	-	-	-	50	50	-	-	-	-
- Penetrator	-	-	-	-	-	-	-	-	-	-	-	20	-	-	-	-	-
+ Ironhead	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	95
+ Warpstorm (Corrupted)	I10	60	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Combat shotgun (salvo & shredder)	R7	70	-	-	-	60	55	-	-	-	-	60	60	-	-	-	-
- Firestorm	R8	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Gas	R11	25	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Phosphor	R8	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Plantbuster	R9	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Rad	R9	25	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Shatter	R9	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Lasgun	C	15	-	15	5	-	-	-	10	15	15	-	-	15	-	15	-
- Focusing crystal	R10	30	-	-	-	-	-	-	20	-	-	-	-	-	-	-	-
+ with Hotshot las pack	C	35	-	-	25	-	-	-	30	35	-	-	-	-	-	-	-
- Master-crafted	R10	5	-	5	-	-	-	-	5	-	-	-	-	-	-	-	-
Las carbine	-	-	-	-	-	-	-	-	20	-	-	-	-	-	-	-	-
- Focusing crystal	R10	30	-	-	-	-	-	-	20	-	-	-	-	-	-	-	-
- Master-crafted	-	-	-	-	-	-	-	-	5	-	-	-	-	-	-	-	-
Kroot long rifle (Xenos)	R10	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Rak'Gol razor gun (Xenos)	I11	60	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

HOUSE					CULT			ENFORCER		OTHER				
C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Cawdor	Delaque	Escher	Goliath	Orlock	Van Saar	Genestealer Cult	Chaos Cult	Corpse Grinder Cult	Palanite	Badzone	Slave Ogryn	Outcast	Ash Waste Nomad	Squat

BASIC WEAPONS (2/2) Item	AL	Cost	HOUSE						CULT			OTHER					
			C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Sawn-off shotgun (scatter)	C	15	15	-	15	-	15	-	-	-	-	-	15	-	15	-	-
- Gas	R11	25	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Phosphor	R8	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Plantbuster	R9	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Rad	R9	25	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Shatter	R9	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Solid	C	5	10	-	-	-	-	10	-	-	-	-	-	-	-	-	-
Shotgun (solid & scatter)	C	30	30	30	30	30	25	-	30	30	-	-	30	-	30	-	-
- Acid rounds	-	-	-	-	15	-	-	-	-	-	-	-	-	-	-	-	-
- Executioner	R9	20	20	20	-	20	20	-	-	-	-	-	-	-	-	-	-
- Gas	R11	25	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Inferno	R8	15	15	-	-	15	15	-	-	-	-	-	-	-	-	-	-
- Phosphor	R8	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Plantbuster	R9	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Rad	R9	25	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Retributor	-	-	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Shatter	R9	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ with Exterminator	-	-	45	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Sling gun (Xenos)	R11	55	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Stake-crossbow (Imperial)	R9	60	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Stub cannon	-	-	-	-	-	20	-	-	-	-	-	-	-	-	-	-	-
- Static	I9	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Warp	I10	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Suppression laser	-	-	-	-	-	-	-	40	-	-	-	-	-	-	-	-	-
- Focusing crystal	R10	30	-	-	-	-	-	20	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	-	-	-	-	-	10	-	-	-	-	-	-	-	-	-
Throwing knives	C	10	-	10	5	-	-	-	-	-	-	-	10	-	10	-	-
Wyld bow	-	-	-	-	10	-	-	-	-	-	-	-	-	-	-	-	-
- Acid	-	-	-	-	20	-	-	-	-	-	-	-	-	-	-	-	-
- Explosive	-	-	-	-	20	-	-	-	-	-	-	-	-	-	-	-	-
- Poison	-	-	-	-	25	-	-	-	-	-	-	-	-	-	-	-	-

HOUSE						CULT			ENFORCER		OTHER				
C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S	
Cawdor	Delaque	Escher	Goliath	Orlock	Van Saar	Genestealer Cult	Chaos Cult	Corpse Grinder Cult	Palanite	Badzone	Slave Ogryn	Outcast	Ash Waste	Nomad	Squat

## SPECIAL WEAPONS

Item	AL	Cost	HOUSE						CULT			OTHER					
			C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Chem-thrower 'Nightshade'	-	-	-	-	135	-	-	-	-	-	-	-	-	-	-	-	-
Concussion carbine	-	-	-	-	-	-	-	-	-	-	-	30	30	-	-	-	-
Flamer	R7	140	130	140	140	140	140	140	140	130	140	-	140	-	-	-	-
+ Balefire thrower (Corrupted)	I9	120	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Fire Pike	-	-	140	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Ironhead	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	150
+ with Autogun (combi)	R10	110	110	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ with Bolter (combi)	R8	180	-	-	180	175	-	-	-	-	-	-	-	-	-	-	-
Gaseous eruption	-	-	-	-	80↑	-	-	-	-	-	-	-	-	-	-	-	-
Grav gun	R11	120	-	120	-	-	-	120	-	-	-	-	-	-	-	-	-
- Master-crafted	R10	30	-	25	-	-	-	-	-	-	-	-	-	-	-	-	-
Grenade launcher (frag & Krak)	R8	65	65	-	55	55	65	-	55	55	-	-	-	-	-	-	-
+ (frag & stun round)	-	-	-	-	-	-	-	-	-	-	-	50	50	-	-	-	-
+ (choke & frag)	-	-	-	-	-	-	-	-	-	-	-	40↑	-	-	-	-	-
- Anti-plant (usable with combi)	R7	40	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Choke gas	R9	35	-	-	-	-	-	-	-	-	-	30	-	-	-	-	-
- Flare (usable with combi)	C	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Krak	-	-	-	-	-	-	-	-	-	-	-	35	-	-	-	-	-
- Combi	R8	25	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Photon flash	R9	15	15	-	-	-	-	-	-	-	-	15	-	-	-	-	-
- Plasma	R12	100	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Scare gas	R10	45	-	-	-	-	-	-	-	-	-	40	-	-	-	-	-
- Smoke	C	15	15	-	15	15	-	-	-	-	-	15	-	-	-	-	-
- Stun round	R8	25	-	-	-	15	-	-	-	-	-	-	-	-	-	-	-
- Combi	R8	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ (frag) with autogun (combi)	R7	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ (frag) with bolter (combi)	R8	60	-	-	-	80	80	-	-	-	-	-	-	-	-	-	-
Grenade launcher array - choke (ammo)	-	-	-	-	-	-	-	-	-	-	-	35	-	-	-	-	-
- Scare gas	-	-	-	-	-	-	-	-	-	-	-	45	-	-	-	-	-
- Smoke	-	-	-	-	-	-	-	-	-	-	-	15	-	-	-	-	-
- Stun	-	-	-	-	-	-	-	-	-	-	-	25	-	-	-	-	-
Hrud fusil (Xenos)	I9	120	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Kai hellspear (Corrupted)	I12	90	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Long las	C	20	-	-	-	-	-	-	20	-	-	-	-	-	-	-	-
- Focusing crystal	R10	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Long rifle	R7	30	30	30	-	-	-	-	-	30	-	-	-	-	-	-	30
- Static	I10	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Warp	I11	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	R10	10	5	5	-	-	-	-	-	-	-	-	-	-	-	-	-
Meltagun	R11	135	-	135	135	135	135	135	-	-	-	-	-	-	-	-	-
+ Ironhead	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	155
+ with Bolter (combi)	R12	170	-	-	170	165	165	-	-	-	-	-	-	-	-	-	-
+ with Laspistol (combi)	-	-	-	-	-	-	-	130	-	-	-	-	-	-	-	-	-
Necrotic beamer (Xenos)	R12	110	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Needle rifle	R9	40	-	-	35	-	-	-	-	-	-	-	-	-	-	-	-
- Chem darts	C	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Needler / bolter (combi)	R10	90	-	-	80	-	-	-	-	-	-	-	-	-	-	-	-
Neural flayer (Xenos)	I13	90	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Plasma gun	R9	100	-	100	100	-	100	100	-	-	-	-	-	-	-	-	-
+ with Bolter (combi)	R10	115	-	-	115	115	-	-	-	-	-	-	-	-	-	-	-
+ with Laspistol (combi)	-	-	-	-	-	-	-	95	-	-	-	-	-	-	-	-	-
Rad beamer *	-	-	-	-	-	-	-	70	-	-	-	-	-	-	-	-	-
Rad gun	-	-	-	-	-	-	-	100	-	-	-	-	-	-	-	-	-
Sniper rifle	-	-	-	-	-	-	-	-	-	-	-	35	35	-	-	-	-
Storm bolter (Imperial)	R12	95	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Storm-welder *	-	-	-	-	-	75	-	-	-	-	-	-	-	75	-	-	-
Venom caster	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	160
Webber	R9	125	-	115	-	-	-	-	125	-	-	-	125	-	-	125	-
+ with Mancatcher	-	-	-	-	-	-	-	-	-	-	-	100↑	-	-	-	-	-
Yu'vath puzzle box (Xenos)	I15	150	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

HEAVY WEAPONS			HOUSE					CULT			OTHER						
Item (always *: 2 weapon slots)	AL	Cost	C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Assault ram with grenade launcher (choke & frag)	-	-	-	-	-	-	-	-	-	-	-	90	90	-	-	-	-
Autocannon (Imperial)	R10	160	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Charge caster (shock blast & krak rockets)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	155	-
Concussion cannon	-	-	-	-	-	-	-	-	-	-	-	80↑	-	-	-	-	-
Demiurg energy drill (Xenos)	I9	100	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Grav cannon (Imperial)	R10	140	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Harpoon launcher	R9	110	-	-	-	-	110	-	-	-	110	-	-	-	-	-	-
Heavy blaster	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	140	-
Heavy bolter	R10	160	-	-	-	160	160	-	-	-	-	-	-	-	-	-	-
- Gunk	C	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Vartijan	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	50↑
Heavy concussion ram	-	-	-	-	-	-	-	-	-	-	-	70	70	-	-	-	-
Heavy crossbow	-	-	125	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Heavy flamer	R10	195	195	195	-	195	195	-	-	195	195	-	-	-	-	-	-
+ Ironhead	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	210
Heavy stubber	R7	130	130	-	130	130	130	-	145	130	-	-	130	-	-	-	-
- Phosphor	R8	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Plantbuster	R9	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Rad	R9	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Static	I10	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Warp	I11	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Ironhead	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	140
'Krumper' rivet cannon	-	-	-	-	-	70	-	-	-	-	-	-	-	-	-	-	-
Lascannon	R10	155	-	-	-	-	-	155	-	-	-	-	-	-	-	-	-
Mining laser	R9	125	-	-	-	-	125	-	125	-	-	-	-	-	-	-	125
Missile launcher (frag & krak missiles)	R0	165	-	-	-	165	-	-	-	-	-	-	-	-	-	-	-
Mole launcher (Imperial)	R11	100	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Multi-melta	R11	180	-	-	-	180	-	180	-	-	-	-	-	-	-	-	-
Plasma cannon	R11	130	-	-	130	-	-	130	-	-	-	-	-	-	-	-	-
Rad cannon	-	-	-	-	-	-	-	130	-	-	-	-	-	-	-	-	-
Seismic cannon	R10	140	-	-	-	-	140	-	140	-	-	-	-	-	-	-	-
Twin-linked assault grenade launcher (frag & stun round)	-	-	-	-	-	65	-	-	-	-	-	-	-	-	-	-	-
- Krak	-	-	-	-	-	30	-	-	-	-	-	-	-	-	-	-	-
- Smoke	-	-	-	-	-	20	-	-	-	-	-	-	-	-	-	-	-

GRENADES			HOUSE					CULT			OTHER						
Item	AL	Cost	C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Anti-plant	R7	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Blasting charges	R8	35	35	-	-	35	30	-	35	35	-	-	35	35	35	-	35
Choke gas	R9	50	50	50	45	-	-	-	-	-	-	50	-	-	-	-	-
Demolition charges	R12	50	-	-	-	-	45	-	65	65	-	-	-	50	-	-	-
Flares	C	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Frag	C	30	30	-	30	30	30	30	30	30	30	30	30	30	30	-	30
Gunk bombs	C	40	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Incendiary charges	R7	40	40	-	-	40	-	-	40	40	40	-	-	40	-	-	-
Krak	R8	45	45	-	45	45	45	45	-	45	45	-	45	45	45	-	45
Melta bombs	R11	60	-	-	-	60	60	-	-	-	-	-	-	-	-	-	-
Phosphor canister (Imperial)	R10	40	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Photon flash flares	R9	15	-	15	15	-	15	15	-	-	-	15	15	-	-	-	-
Plasma	R10	90	-	-	-	-	-	65	-	-	-	-	-	-	-	-	-
Rad	-	-	-	-	-	-	-	25	-	-	-	-	-	-	-	-	-
Scare gas	R10	45	-	40	40	-	45	-	-	-	-	-	-	-	-	-	-
Shard (Corrupted)	I9	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Mindflect (Xenos)	I10	50	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Smoke	C	15	15	15	15	15	15	15	-	-	15	15	15	-	15	-	15
Stun	R8	15	-	10	25	15	-	25	-	-	-	15	15	-	-	-	-
Vortex	I16	500	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Hallucinogen	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

HOUSE					CULT			ENFORCER		OTHER					
C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S	
Cawdor	Delaque	Escher	Goliath	Orlock	Van Saar	Genestealer Cult	Chaos Cult	Corpse Grinder Cult	Palanite	Badzone	Slave Ogryn	Outcast	Ash Waste	Nomad	Squat

**CLOSE COMBAT WEAPONS (1/2)**

Item	AL	Cost	HOUSE							CULT			OTHER				
			C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Arc hammer *	-	-	-	-	-	-	-	70	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	-	-	-	-	-	15	-	-	-	-	-	-	-	-	-
Arc Welder	-	-	-	-	-	-	-	-	-	-	-	-	-	50	-	-	-
+ Custom Ironhead	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	100
Augmetic fist	-	-	-	-	-	-	-	-	-	-	-	-	-	40	-	-	-
+ Paired *	-	-	-	-	-	-	-	-	-	-	-	-	-	70	-	-	-
Axe	C	10	10	-	-	10	-	-	-	10	-	-	10	10	10	-	-
<u>Barbed flabellum</u>	<u>I12</u>	<u>80</u>	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Boning sword	C	20	-	-	-	-	-	-	-	-	20	-	-	-	-	-	-
Brute cleaver	-	-	-	-	-	20	-	-	-	-	-	-	-	20	-	-	-
Butcher's chain cleaver	R7	45	-	-	-	-	-	-	-	-	45	-	-	-	-	-	-
+ Paired *	-	-	-	-	-	-	-	-	-	-	80	-	-	-	-	-	-
Chainaxe	R9	30	30	-	30	25	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	R10	10	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ with Exterminator	-	-	45	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Chainsword	R8	25	25	-	25	25	25	-	25	25	-	-	25	-	25	-	-
- Master-crafted	R10	10	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Chain glaive *	R7	60	60	-	-	-	-	-	-	60	60	-	-	-	-	-	-
- Master-crafted	R10	15	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Chain lance	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	55	-
Circular stone saw	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	25
Cleaver	C	20	20	-	-	-	-	-	-	-	25	-	-	-	-	-	-
Club, maul, bludgeon or hammer	C	10	10	-	-	10	10	-	-	10	-	-	10	10	10	-	-
<u>Desire's needle (Corrupted)</u>	<u>I9</u>	<u>50</u>	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Digi laser	R10	25	-	25	-	-	-	25	-	-	-	-	-	-	-	-	-
<u>Digi-multi lasers</u>	<u>R11</u>	<u>100</u>	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Eviscerator *	-	-	90	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Flail	C	20	20	-	-	-	20	-	-	20	-	-	20	-	20	-	-
Flensing knife	C	15	-	-	-	-	-	-	-	-	15	-	-	-	-	-	-
Gem extractor	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	50
<u>Goredrinker axe (Corrupted)</u>	<u>I9</u>	<u>40</u>	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Greatsword *	R10	40	40	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-
<u>Haemophagic Blade</u>	<u>R13</u>	<u>150</u>	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Heavy chain cleaver	R7	80	-	-	-	-	-	-	-	-	70	-	-	-	-	-	-
+ Paired *	-	-	-	-	-	-	-	-	-	-	130	-	-	-	-	-	-
Heavy club	C	15	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Heavy rock cutter *	R9	135	-	-	-	-	-	-	135	-	135	-	-	120	-	-	-
Heavy rock drill *	R9	90	-	-	-	-	-	-	90	-	-	-	-	-	-	-	-
Heavy rock saw *	R9	120	-	-	-	120	-	-	120	-	-	-	-	110	-	-	-
<u>Hex'iron blade (Corrupted)</u>	<u>I9</u>	<u>25</u>	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Knife	C	15	15	-	15	10	10	-	15	15	15	-	10	-	10	-	15
- Master-crafted	R10	5	5	-	-	-	5	-	-	-	-	-	-	-	-	-	-
Lance - frag	-	-	35	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Krak	-	-	50	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Stun	-	-	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Las cutter	R10	85	-	-	-	-	85	-	-	-	-	-	-	60	-	-	-
<u>Lightning claw (Imperial)</u>	<u>R11</u>	<u>70</u>	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Long blade	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	30	-
Mono-hook	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	35
Mutated fists & bone spurs	-	-	-	-	-	70↑	-	-	-	-	-	-	-	-	-	-	-

HOUSE							CULT			ENFORCER		OTHER				
C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S		
Cawdor	Delaque	Escher	Goliath	Orlock	Van Saar	Genestealer Cult	Chaos Cult	Corpse Grinder Cult	Palanite	Badzone	Slave Ogryn	Outcast	Ash Waste Nomad	Squat		

CLOSE COMBAT WEAPONS (2/2) Item	AL	Cost	HOUSE						CULT			OTHER					
			C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Polearm *	R9	30	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Power axe	R8	35	-	-	-	35	-	-	-	-	-	-	-	-	-	-	35
Power claw	R11	55	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
<u>Power fist (Imperial) *</u>	<u>R11</u>	<u>100</u>	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ Custom	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	60
Power hammer	R8	45	-	-	45	45	-	-	45	-	-	-	-	-	-	-	45
Power knife	R9	25	-	-	25	-	25	25	-	-	-	-	25	-	-	-	-
Power maul	R8	30	-	-	-	-	-	-	30	-	-	-	30	-	-	-	-
Power pick	R8	40	-	-	-	-	-	-	40	-	-	-	-	-	-	-	40
Power sword	R9	50	-	-	45	-	-	-	45	-	-	-	-	-	-	-	-
'Pulverizer' serrated axe	-	-	-	-	-	30	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	-	-	-	10	-	-	-	-	-	-	-	-	-	-	-
+ Paired *	-	-	-	-	-	50	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	-	-	-	10	-	-	-	-	-	-	-	-	-	-	-
Razor sharp talons	-	-	-	-	30	↑	-	-	-	-	-	-	-	-	-	-	-
'Renderizer' serrated axe *	-	-	-	-	-	40	-	VS	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	-	-	-	10	-	-	-	-	-	-	-	-	-	-	-
Rotary flensing saw	R9	55	-	-	-	-	-	-	-	55	-	-	-	-	-	-	-
Serpent's fangs (Paired) *	-	-	-	90	-	-	-	-	-	-	-	-	-	-	-	-	-
Servo-claw	R10	35	-	-	35	35	30	30	-	-	-	-	-	-	-	-	-
Shield (assault/energy)	-	-	-	-	-	-	-	50	-	-	-	40	40	-	-	-	-
Shivver sword	-	-	-	70	-	-	-	-	-	-	-	-	-	-	-	-	-
Shock baton	R8	30	-	-	-	-	-	30	-	-	-	30	30	-	-	-	-
Shock stave	R9	25	-	25	-	-	-	25	25	-	-	25	25	-	-	-	-
- Master-crafted	R10	10	-	5	-	-	-	-	-	-	-	-	-	-	-	-	-
Shock whip	-	-	-	-	25	-	-	-	25	-	-	-	-	-	-	-	-
- Master-crafted	-	-	-	-	10	-	-	-	-	-	-	-	-	-	-	-	-
Spider-rig *	-	-	-	-	-	-	-	80	-	-	-	-	-	-	-	-	-
Spud-jacker	-	-	-	-	-	15	-	-	-	-	-	-	15	-	-	-	-
- Master-crafted	-	-	-	-	-	5	-	-	-	-	-	-	-	-	-	-	-
+ Paired *	-	-	-	-	-	25	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	-	-	-	-	-	10	-	-	-	-	-	-	-	-	-	-	-
Stalking knife	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	20
Stiletto knife	R9	20	-	20	20	-	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	R10	5	-	5	-	-	-	-	-	-	-	-	-	-	-	-	-
Stiletto sword	R9	35	-	-	30	-	-	-	-	-	-	-	-	-	-	-	-
- Master-crafted	R10	10	-	-	10	-	-	-	-	-	-	-	-	-	-	-	-
Stormcaller staff	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	35
Sword	R6	20	-	-	-	-	-	-	20	-	-	-	-	-	-	-	-
<u>Tenebrous scourge (Corrupted)</u>	<u>I10</u>	<u>60</u>	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Thunder hammer	R11	70	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Two-handed axe *	C	25	25	-	-	25	-	-	-	25	25	-	25	25	25	-	-
- Master-crafted	R10	10	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+ with Exterminator	-	-	40	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Two-handed hammer *	C	35	35	-	-	35	35	-	35	35	-	-	35	35	35	-	-
- Master-crafted	R10	10	-	-	-	-	10	-	-	-	-	-	-	-	-	-	-
+ with Exterminator	-	-	50	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Venom Claw	-	-	-	-	30	-	-	-	-	-	-	-	-	-	-	-	-
Web gauntlet	-	-	-	35	-	-	-	-	-	-	-	-	-	-	-	-	-
Whip	C	15	-	-	15	-	-	-	-	-	-	-	-	-	-	-	-
<u>Whisperbane knife (Corrupted)</u>	<u>I11</u>	<u>30</u>	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
<u>Xenarch death-arc (Xenos)</u>	<u>I9</u>	<u>75</u>	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

HOUSE						CULT				ENFORCER		OTHER				
C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S		
Cawdor	Delaque	Escher	Goliath	Orlock	Van Saar	Genestealer Cult	Chaos Cult	Corpse Grinder Cult	Palanite	Badzone	Slave Ogryn	Outcast	Ash Waste	Nomad	Squat	

★ NECROMUNDA ★

EQUIPMENT Item	AL	Cost	HOUSE							CULT			OTHER					
			C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S	
Archaeotech device	R13	120	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
Bio-booster	R8	35	-	-	-	35	35	35	35	35	-	35	35	35	35	-	35	35
Bio-scanner	R8	30	-	30	-	-	-	-	-	-	-	-	20	20	-	-	30	-
Blind Snake pouch	R12	60	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Bomb delivery rats	-	-	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Book of the Redemption	-	-	50	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Cameleoline cloak	R9	35	-	35	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Chem-synth	R12	15	-	-	15	-	-	-	-	-	-	-	-	-	-	-	-	-
Chrono crystal	I14	500	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Cred sniffer	R8	35	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Cult icon (max 1 per gang)	-	-	40	-	-	-	-	-	-	40	40	40	-	-	-	-	-	-
+ Corpse Grinder	-	-	-	-	-	-	-	-	-	-	-	40	-	-	-	-	-	-
Data-thief	I10	35	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Drop rig	C	10	10	-	10	10	10	10	10	-	-	-	-	10	10	10	10	10
Falsehood	R9	40	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Filter plugs	C	10	10	10	10	10	10	10	10	10	10	-	-	10	-	10	10	10
Forged Guilder seal	I11	55	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Frenzon collar	R9	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Grapnel launcher	C	25	-	25	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Grav-chute	R10	50	-	-	-	-	-	40	-	-	-	-	-	-	-	-	40	40
Halo device	I14	250	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Holochromatic field	I9	100	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Lho sticks	C	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Lock-punch	C	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Magnacles	C	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Malefic artefact	I13	90	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Medicae kit	R9	30	-	-	-	-	-	30	-	-	-	-	-	-	-	-	30	30
Mnemonic inload spike	I12	100	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Photo-goggles	R9	35	35	20	35	35	35	35	35	35	35	-	35	-	35	35	35	35
Photo-lumens	C	20	-	-	-	-	-	-	-	-	-	35	15	15	-	-	-	15
Psi-grub	I12	50	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Psychofamile pheromone	I12	150	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Psychomancer's harness	-	-	-	110	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Pyromantic mantle	-	-	45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Radcounter	R9	50	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Respirator	C	15	15	15	15	15	15	15	15	15	15	15	15	15	-	-	35	15
+ Industrial	R7	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Rocket pack	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	5	-
Second Best	C	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Servo harness - partial	R12	130	-	-	-	130	-	130	-	-	-	-	-	100	-	130	-	-
+ full	R12	160	-	-	-	160	-	-	-	-	-	-	-	-	-	-	-	-
Skinblade	C	10	10	10	10	10	-	-	-	-	-	10	-	-	-	-	-	-
Stimm-slug stash	R7	30	-	-	-	25	-	-	-	-	-	30	30	30	25	-	-	-
Strip kit	C	15	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Suspensor harness	R9	40	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Threadneedle worms	I13	45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Web solvent	R8	25	-	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Wild Snake	C	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Xenoculum	I12	80	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

HOUSE						CULT			ENFORCER		OTHER				
C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S	
Cawdor	Delaque	Escher	Goliath	Orlock	Van Saar	Genestealer Cult	Chaos Cult	Corpse Grinder Cult	Palanite	Badzone	Slave Ogryn	Outcast	Ash Waste	Nomad	Squat

ARMOUR Item	AL	Cost	HOUSE							CULT			OTHER				
			C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Ablative overlay	C	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Armourweave	I9	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Armoured Undersuit	R7	25	-	-	25	25	25	-	-	-	25	-	25	25	-	-	-
- Bodyglove	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Carapace -light	R10	80	80	-	80	80	80	80	-	-	-	-	-	80	-	-	80
Carapace -heavy	R11	100	-	-	-	100	100	20↑	-	-	-	-	-	-	-	-	100
Carapace -archaeo	R12	120	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Ceramite shield	R8	40	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Draconic scales	I14	250	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Flak	C	10	10	10	10	-	10	10	10	10	-	-	10	-	-	10	10
- Hardened	R10	20	-	-	-	-	-	-	-	-	-	20↑	30	-	-	-	-
- Layered	R8	20	-	-	-	-	-	-	-	-	-	-	20	-	-	-	-
- Hardened layered	R11	35	-	-	-	-	-	-	-	-	-	30↑	50	-	-	-	-
Furnace plates	-	-	-	-	-	5	-	-	-	-	-	-	-	5	-	-	-
Gutterforged cloak	C	15	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Hazard suit	R10	10	-	-	-	-	10	-	10	-	10	-	10	-	-	-	-
Incombustible hauberk	-	-	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Mantle Malifica	I13	75	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Mesh	C	15	15	15	15	-	15	15	15	-	15	-	15	-	-	15	15
Plate mail	-	-	-	-	-	-	-	-	-	-	15	-	-	-	-	-	-
Reflec shroud	R8	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Scrap shield	C	15	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-

FIELD ARMOUR Item	AL	Cost	HOUSE							CULT			OTHER				
			C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Conversion field	R11	60	-	-	-	-	60	60	-	-	-	-	60	-	-	60	60
Hexagrammic fetish	R10	35	35	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Displacer field	R2	70	-	50	-	-	-	70	-	-	-	-	-	-	-	70	70
Mirror Aegis	I12	125	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Refractor field	R10	50	50	-	-	-	-	50	-	-	-	-	50	-	-	50	50

WEAPON ATTACHMENTS Item	AL	Cost	HOUSE							CULT			OTHER				
			C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Focusing crystal ***	R10	30	-	-	-	-	-	20	-	-	-	-	-	-	-	-	-
Gunshroud (Pistol, Basic)	R8	20	-	10	20	20	-	-	-	-	-	-	-	-	-	-	-
Hotshot Las Pack (las pistol/gun)	C	20	-	-	20	-	-	20	-	-	-	-	-	-	-	-	-
Infra-sight (ranged)**	R8	40	-	35	-	-	-	25	-	40	-	40	40	-	-	25	25
Las-projector (Pistol, Basic, Special)	R9	35	-	-	35	-	-	35	-	-	-	-	-	-	-	-	-
Mono-sight (Basic, Special, Heavy)**	R9	35	35	35	-	-	25	35	-	35	-	-	-	-	-	35	35
Psi-amplifier (Melee)	R15	75	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Suspensor (Unwieldy)	R10	60	-	60	60	60	60	60	-	-	-	-	-	40	-	60	60
Telescopic sight (Pistol, Basic, Special)**	C	25	-	-	-	25	25	25	-	-	-	-	25	-	25	25	25

\*\* : Maximum one gunsight per weapon      \*\*\*: Focusing Crystal - Las: Pistol, Gun, Long, Suppression, Sub-carbine, Carbine

BIONICS Item	Damage	MUNDANE		IMPROVED		CYBERTEKNIKA (VAN SAAR)		
		AL	Cost	AL	Cost	Alpha	Gamma	Omega
Aortic Supercharger	-1T (Enfeebled)	R13	65			40	80	130
Bionic Arm	-1WS (Hand Injury)	R13	45			50	75	120
Bionic Eye	-1BS (Eye Injury)	R13	45			50	85	105
Bionic Leg	-1™M (Hobbled)	R12	25			35	65	100
Cortex-Cogitator	-1 Int & Will (Head Injury)	R11	15	R12	30	30	40	75
Lobo Chip	-1 CI & Ld (Humiliated)	R11	20	R12	45	30	40	75
Skeletal Enhancers	-1S (Spinal Injury)	R13	70			50	75	150

HOUSE							CULT			ENFORCER		OTHER			
C	D	E	G	O	VS		G	C	CG	PE	BE	SO	O	N	S
Cawdor	Delaque	Escher	Goliath	Orlock	Van Saar		Genestealer Cult	Chaos Cult	Corpse Grinder Cult	Palanite	Badzone	Slave Ogryn	Outcast	Ash Waste	Nomad Squat



CHEMS Item			ESCHER	
	AL	Cost	Cost	
Frenzon	R9	20	-	
Ghast	I9	30	-	
Icrotic slime	R10	35	-	
Kalma	C	15	-	
Obscura	I8	30	-	
*Slaught	R10	30	-	
Spur	R11	35	-	
Stinger mould	R13	75	-	
Camoelean	I10	75	-	
Acidic (Gas ammo)	C	-	20	
Bane (Gas ammo)	C	-	15	
Blackout (Gas ammo)	C	-	30	
Blinding (Gas ammo)	C	-	10	
Expansive (Gas ammo)	C	-	20	
Hallucinogen (Gas ammo)	C	-	15	
Leaden (Gas ammo)	C	-	30	
Liftn' (Gas ammo)	C	-	25	
Pathogenic (Gas ammo)	C	-	15	
Pyrophoric (Gas ammo)	C	-	20	
Bleeding (Toxic ammo)	C	-	10	
Blood Boil (Toxic ammo)	-	-	30	(Requires Apprentice Clan Chymist)
Concentrated (Toxic ammo)	C	-	15	
Debilitating (Toxic ammo)	C	-	10	
Decaying (Toxic ammo)	C	-	5	
Exploding (Toxic ammo)	C	-	20	
Maddening (Toxic ammo)	C	-	5	
Maiming (Toxic ammo)	C	-	10	
Panicking (Toxic ammo)	C	-	10	
Paralysing (Toxic ammo)	C	-	5	
Silencing (Toxic ammo)	C	-	5	
Skin Fire (Toxic ammo)	-	-	25	(Requires Apprentice Clan Chymist)
Bad Blood (Stimm)	C	-	10	
Blood Rush (Stimm)	C	-	15	
Brain Lock (Stimm)	C	-	15	
Dreamland (Stimm)	C	-	10	
Hyper (Stimm)	C	-	20	
Ice Cold (Stimm)	C	-	15	
Jolt (Stimm)	C	-	30	
Night Night (Stimm)	C	-	25	
Predator's Kiss (Stimm)	-	-	45	(Requires Apprentice Clan Chymist)
Puke (Stimm)	C	-	15	
Wide-eye (Stimm)	C	-	10	

REMOVED WEAPONS Item			HOUSE							CULT			OTHER				
	AL	Cost	C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Bonesword (same as Long blade)	-	-	-	-	-	-	-	-	30	-	-	-	-	-	-	-	
Lash whip	-	-	-	-	-	-	-	-	20	-	-	-	-	-	-	-	
Staff of office	-	-	-	-	-	-	-	-	25	-	-	-	-	-	-	-	
Toxin injector claw	-	-	-	-	-	-	-	-	20	-	-	-	-	-	-	-	
Flensing claw	-	-	-	-	-	-	-	-	35	-	-	-	-	-	-	-	

HOUSE						CULT			ENFORCER		OTHER				
C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S	
Cawdor	Delaque	Escher	Goliath	Orlock	Van Saar	Genestealer	Cult	Chaos Cult	Corpse Grinder Cult	Palanite	Badzone	Slave Ogryn	Outcast	Ash Waste Nomad Squat	

**EXTRAVAGANT GOODS (STATUS ITEM)**

Item	AL	Cost
Exotic furs	R12	50
Gold-plated gun	R10	40
Master-crafted weapon	R10	Weapon cost + 25% (rounded up to the nearest 5 credits)
Opulent jewellery	R11	80
Uphive raiments	R10	50

**SERVO SKULLS (STATUS ITEM)**

Item	AL	Cost	HOUSE					CULT			OTHER						
			C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Gun	R12	65	65	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Harrier	R8	40	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Medi	R12	80	80	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Sensor	R12	60	60	-	-	-	-	-	-	-	-	-	-	-	-	-	-

**EXOTIC BEASTS (STATUS ITEM)**

Item	AL	Cost	HOUSE					CULT			OTHER						
			C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Caryatid (0-1)	R15	*	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Giant rat (0-*)	C	50	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Wasteland (0-3)	-	30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Millisaur (0-3)	-	60	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Ripperjack (0-3)	-	70	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Technite Autoveyor	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Gyrinx cat (0-1)	I14	120	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Grapplehawk (0-2)	R11	90	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Sheen bird (0-2)	C	-	90	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Cherub-servitor (0-3)	C	-	55	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Spekter (0-3)	C	-	-	100	-	-	-	-	-	-	-	-	-	-	-	-	-
Wurm (0-2)	C	-	-	70	-	-	-	-	-	-	-	-	-	-	-	-	-
Phelynx cat (0-3)	C	-	-	-	50	-	-	-	-	-	-	-	-	-	-	-	-
Phyrr cat (0-2)	C	-	-	-	120	-	-	-	-	-	-	-	-	-	-	-	-
Sumpkroc (0-1)	C	-	-	-	-	130	-	-	-	-	-	-	-	-	-	-	-
Cyber-mastiff (0-3)	C	-	-	-	-	-	100	-	-	-	-	-	-	-	-	-	-
- Hacked (0-1)	I10	100	-	-	-	-	-	-	-	-	-	-	100	-	-	-	-
- Hardcase (0-2)	C	-	-	-	-	-	-	-	-	-	-	130	-	-	-	-	-
Cyberachnid (0-3)	C	-	-	-	-	-	-	75	-	-	-	-	-	-	-	-	-
Psychic Familiar (0-3)	C	-	-	-	-	-	-	-	25	-	-	-	-	-	-	-	-
Chaos Familiar (0-2)	C	-	-	-	-	-	-	-	-	25	-	-	-	-	-	-	-

**BRUTES**

Item	AL	Cost	HOUSE					CULT			OTHER						
			C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S
Ambot (0-2)	C	215	185	-	-	-	-	185	-	-	-	-	-	-	-	-	-
- Corrupted (0-1, Outlaw)	C	220	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Ogryn (0-2)	C	210	-	-	-	-	-	180	-	-	-	-	-	-	-	-	-
- Mutated (0-1, Outlaw)	C	220	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Iron Automata (0-1)	I14	220	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Beastmaster	C	100	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Sump Beast (0-1, Outlaw)	C	200	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Warp Horror (0-1, Outlaw)	C	210	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Stig-shambler (0-1)	C	-	280	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Spyker V1 (0-1)	C	-	-	190	-	-	-	-	-	-	-	-	-	-	-	-	-
Spektor (0-2)	C	-	-	205	-	-	-	-	-	-	-	-	-	-	-	-	-
Khimerix (0-1)	C	-	-	-	220	-	-	-	-	-	-	-	-	-	-	-	-
Zerker (0-1)	C	-	-	-	-	210	-	-	-	-	-	-	-	-	-	-	-
Servitor (0-1)	C	-	-	-	-	-	230	-	-	-	-	-	-	-	-	-	-
Servo-suit (0-1)	C	-	-	-	-	-	-	240	-	-	-	-	-	-	-	-	-
Sanctioner (0-2)	C	-	-	-	-	-	-	-	-	-	205	-	-	-	-	-	-
Duneskuttler (0-2)	C	-	-	-	-	-	-	-	-	-	-	-	-	-	-	210	-
Exo-driller (0-2)	C	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	250

HOUSE					CULT			ENFORCER		OTHER					
C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S	
Cawdor	Delaque	Escher	Goliath	Orlock	Van Saar	Genestealer Cult	Chaos Cult	Corpse Grinder Cult	Palanite	Badzone	Slave Ogryn	Outcast	Ash Waste	Nomad	Squat

GANG EQUIPMENT Item	AL	Trading Post	HOUSE					CULT			OTHER					
			C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N
Ammo cache	R8	60	-	-	-	-	-	-	-	-	-	60	-	-	-	-
Guilder cartograph	R11	70	-	-	-	-	-	-	-	-	-	-	-	-	-	
Mung vase	R12	2D6x10	-	-	-	-	-	-	-	-	-	-	-	-	-	
Isotopic fuel rod	R10	60	-	-	-	-	-	-	-	-	-	-	-	-	-	
Ratskin map	R9	100	-	-	-	-	-	-	-	-	-	-	-	-	-	
Sanctioned writ	I10	25	-	-	-	-	-	-	-	-	-	-	-	-	-	

BOOBY TRAPS Item	AL	Trading Post	HOUSE					CULT			OTHER				
			C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O
Booby trap: frag	C	20	-	-	-	-	-	-	-	-	20	-	-	-	-
Booby trap: gas	R8	40	-	-	-	-	-	-	-	-	40	-	-	-	-
Booby trap: melta	R10	50	-	-	-	-	-	-	-	-	50	-	-	-	-
Booby trap: Sawn-off shotgun (scatter)	-	-	-	-	-	-	20	-	-	-	-	-	-	-	-

GANG TERRAIN Item	AL	Trading Post	HOUSE					CULT			OTHER				
			C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O
Incendiary Trap (Hidden Traps)	C	-	30	-	-	-	-	-	-	-	-	-	-	-	-
Holy Gang-Relic (Gang Relic)	R8	-	30	-	-	-	-	-	-	-	-	-	-	-	
Hive Incense	R7	-	40	-	-	-	-	-	-	-	-	-	-	-	
Caged Heretic	R9	-	40	-	-	-	-	-	-	-	-	-	-	-	
Divine Brazier	C	-	80	-	-	-	-	-	-	-	-	-	-	-	
Sightblind Trap	R11	-	-	40	-	-	-	-	-	-	-	-	-	-	
Shadow Veil	R9	-	-	50	-	-	-	-	-	-	-	-	-	-	
Whisperbox	R10	-	-	60	-	-	-	-	-	-	-	-	-	-	
Web Trap	R11	-	-	80	-	-	-	-	-	-	-	-	-	-	
Euclidean Artefact	R9	-	-	90	-	-	-	-	-	-	-	-	-	-	
Blade Cages (Hidden Traps)	R9	-	-	-	50	-	-	-	-	-	-	-	-	-	
Decapitators (Hidden Traps)	R11	-	-	-	75	-	-	-	-	-	-	-	-	-	
Gas Canisters	C	-	-	-	15	-	-	-	-	-	-	-	-	-	
Gas Censers	R10	-	-	-	50	-	-	-	-	-	-	-	-	-	
Chymist Cult Relic (Gang Relic)	R10	-	-	-	100	-	-	-	-	-	-	-	-	-	
Amneo Canisters	R9	-	-	-	60	-	-	-	-	-	-	-	-	-	
Furnace Barricade	C	-	-	-	10	-	-	-	-	-	-	-	-	-	
Heavy Rivet Cannon	R8	-	-	-	75	-	-	-	-	-	-	-	-	-	
Pillar of Chains (Gang Relic)	C	-	-	-	20	-	-	-	-	-	-	-	-	-	
Relic of the Forge (Gang Relic)	R10	-	-	-	100	-	-	-	-	-	-	-	-	-	
Sawn-off Surprise (Booby Trap)	C	-	-	-	-	20	-	-	-	-	-	-	-	-	
Promethium Barrels	R8	-	-	-	-	30	-	-	-	-	-	-	-	-	
Tool Box	R9	-	-	-	-	50	-	-	-	-	-	-	-	-	
Road Relic (Gang Relic)	R10	-	-	-	-	75	-	-	-	-	-	-	-	-	
Servitor Sentry	R11	-	-	-	-	100	-	-	-	-	-	-	-	-	
Rad Casters	R10	-	-	-	-	-	40	-	-	-	-	-	-	-	
Energy Sink	R10	-	-	-	-	-	60	-	-	-	-	-	-	-	
Thermal Mines (Hidden Traps)	R11	-	-	-	-	-	70	-	-	-	-	-	-	-	
Archaeo-relic (Gang Relic)	R9	-	-	-	-	-	80	-	-	-	-	-	-	-	
Rad cannon Emplacement	R8	-	-	-	-	-	145	-	-	-	-	-	-	-	

HOUSE					CULT			ENFORCER		OTHER					
C	D	E	G	O	VS	G	C	CG	PE	BE	SO	O	N	S	
Cawdor	Delaque	Escher	Goliath	Orlock	Van Saar	Genestealer Cult	Chaos Cult	Corpse Grinder Cult	Palanite	Badzone	Slave Ogryn	Outcast	Ash Waste	Nomad	Squat

# EXOTIC BEASTS

- Only available to Leaders, Champions and Specialist (Champions).
- The limitation is per fighter.
- Purchased as Wargear to the owner.

## HOUSE RULE (INFILTRATE)

The pet can deploy following the same limitations and possibilities as the owner, for example if the owner has Infiltrate the pet also has it (and vice versa).

Pets follow normal rules for fighters with the following exceptions:

- **Crew:** Joins the battle alongside its owner and ignore any crew size limitation.
- **Group Activation:**
  - The owner automatically gains Group Activation (Pet).
  - Activates as part of the owner's Group Activation (even if the owner was also activated as part of a Group Activation).
  - Does not affect the number of fighters that can participate in the owner's Group Activation.
- **Activation:** Must always end the activation within 3" of the owner. If not, pass a Nerve test or become Broken.
- **Broken:** When making a Running for Cover (Double) action, run towards the owner instead.
- **Rally:** Automatically rallies if it ends an activation within 3" of the owner (no XP is gained when rallied in this way).
- **No Recovery Assistance:** Can't assist fighters during Recovery.
- **Stat Requirements To Make Certain Actions:**
  - S 4+: Carry Loot Casket (Simple), Force Door (Basic), Smash Open Loot Casket (Basic).
  - Int 7+: Operate Door (Simple).
  - Int 5+: Access Terminal (Basic), Bypass Loot Casket Lock (Basic).
- **Owner Out of Action:** Removed from the battlefield if the owner is removed.
- **Bottle Test:** Not counted as Seriously Injured or Out of Action for the purposes of Bottle tests.
- **Nerve Test:** Only other pets are affected when Seriously Injured or taken Out of Action.
- **XP, SKILLS, PROMOTION, INJURY & CAPTURE:**
  - Gain XP like a Ganger.
  - Uses separate skill table.
  - Can become a Specialist as normal.
  - Suffer Lasting Injuries as normal.
  - Can be taken Captive and rescued or sold as normal, but can't be put to work in any Resource.
- **Equipment:**
  - Can't take any additional equipment.
  - Cannot use weapons other than those included on the profile.
  - Cannot use Wargear.

	Agility	Brawn	Combat	Cunning	Ferocity
Sheen Bird	Secondary	-	-	-	Primary
Cherub-servitor	Secondary	-	-	Primary	-
Spekter	Secondary	-	-	Primary	-
Wyrm	Secondary	-	-	Primary	-
Phelynx Cat	-	-	Primary	-	Secondary
Phyrr Cat	Primary	-	-	Secondary	-
Sumpkroc	-	Primary	-	-	Secondary
Cyber-mastiff	-	-	Primary	-	Secondary
- Hacked	-	-	Primary	-	Secondary
- Hardcase	-	-	Primary	-	Secondary
Cyberachnid	Secondary	-	-	Primary	-
Caryatid	Primary	-	-	Secondary	-
Psychic Familiar	Secondary	-	-	Primary	-
Chaos Familiar	-	-	Secondary	Primary	-
Giant Rat	Secondary	-	-	Primary	-
- Wasteland	Primary	-	-	Secondary	-
Grapplehawk	Primary	-	Secondary	-	-
Gyrinx cat	Primary	-	-	Secondary	-
Millisaur	Secondary	-	Primary	-	-
Ripperjack	-	-	Secondary	-	Primary

## SKILLS

D3	Agility	Brawn	Combat	Cunning	Ferocity
1	Catfall	Bull Charge	Counter-attack	Backstab	Berserker
2	Dodge	Crushing Blow	Disarm	Evade	Fearsome
3	Sprint	Iron Jaw	Step Aside	Lie Low	Nerves of Steel

**0-2 SHEEN BIRDS**

(CAWDOR)

**90**

COMMON

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	6+	3	2	1	3+	2	8+	7+	8+	9+

**Weapons:** Mandibles (same as: talons & beak).

**FLIGHT**

Ignores all terrain, moves freely between levels without restriction and can never fall. May not ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or the base of another fighter.

**BATE**

When the owning fighter activates, make a Willpower test for the owning fighter. If failed, this fighter must attempt to charge the closest enemy fighter.

**RAKE AWAY**

At the end of the activation, if the owner is Active or Pinned, a Willpower test can be made. If passed, make a free Move (Simple) action, or Retreat (Basic) action if Engaged, directly towards the owning fighter.

**0-3 CHERUB-SERVITOR**

(CAWDOR: REDEMPTIONIST)

**55**

COMMON

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	6+	2	2	1	3+	1	7+	5+	5+	9+

**Weapons:** None (unarmed attacks).

**FLIGHT**

Ignores all terrain, moves freely between levels without restriction and can never fall. May not ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or the base of another fighter.

**BODYGUARD**

If the owner is within 2" and hit by a ranged attack, the hit and all its effects can be transferred to this fighter.

**FOCUS OF FAITH**

Can re-roll one die when generating faith dice (in the End phase) per friendly fighter with this special rule on the battlefield (not Seriously Injured or Broken).

**STEALTHY**

-1 hit modifier when targeted by ranged attacks.

**SMALL TARGET**

Never a potential target for Stray shots.

**NIMBLE**

4+ save (unmodifiable by AP).

**0-1 SUMPKROC**

(GOLIATH)

**130**

COMMON

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	-	4	4	2	6+	2	8+	6+	7+	11+

**Weapons:** Flensing knife (same as ferocious jaws).

**Wargear:** Mesh (5+, same as: Scaly Hide 2).

**COUNTER-CHARGE**

Once per round, if all conditions are true:

- Active.
- An enemy charges the owner.

After the enemy movement, interrupt the Activation by performing a Charge (Double) action against the enemy fighter, including the Fight (Basic) action. Finally, the enemy can continue the Charge action and make the attacks as normal (if still Engaged).

**0-3 SPEKTER**

(DELAQUE)

**100**

COMMON

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

**Weapons:** Shock stave (same as: shock tendrils).

**FLIGHT**

Ignores all terrain, moves freely between levels without restriction and can never fall. May not ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or the base of another fighter.

**SENSOR ARRAY**

If within 3" when the owner makes an Intelligence test (for any reason), roll an extra D6 and pick a dice to discard.

**THREAT RESPONSE**

When the owner is taken Out of Action, all enemy fighters within D6" of this pet suffer a Strength 1 automatic hit with Seismic (always Pinned, no save roll if the wound roll is a 6 before modifiers).

**WATCHDOG**

If the owner is a sentry, attackers can be spotted outside the vision arc. Add 1+ modifier to spotting (a 1 before modifiers still fails).

**0-2 WYRM**

(DELAQUE)

**70**

COMMON

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

**Weapons:** Flensing knife (same as Ferocious Jaws).

**BURROWING**

Move freely under impassable terrain (if movement is sufficient to pass through completely).

**LONG LEASH**

Must try to remain within 12" of the owner (instead of 3").

**PSYCHOTERIC NODE**

While this pet is Active or Pinned (not Seriously Injured), the owner can channel Wyrds Powers through this fighter:

- The Psyker suffers any Perils of the Warp (as normal).
- Range, distance & LOS is measured from this pet.

**0-2 PHYRR CAT** **120**  
(ESCHER) **COMMON**

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

**Weapons:** Mono-hook (same as: Sharp Talons).

**INDEPENDENT**

Must try to remain within 9" of the owner (instead of 3").

**LANDS ON THE FEET**

-2 Strength to any falling damage.

**0-3 PHELYNX CAT** **50**  
(ESCHER) **COMMON**

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	-	3	3	1	3+	2	10+	7+	9+	11+

**Weapons:** None (unarmed attacks).

**VENOMOUS BITE**

If hitting on a 6 (before modifiers), apply Toxin.

**UNTAMED**

All attacks have Reckless (only has unarmed attack).

**0-1 GYRINX CAT** **120**  
(ANY) **ILLEGAL (14)**

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	4+	4+	2	2	1	2+	1	9+	6+	6+	7+

**Weapons:** Claws.

**STEALTHY**

-1 hit modifier when targeted by ranged attacks.

**WYRD POWER (UNSANCTIONED?)**

At start of each battle, randomize 1 psychic power:

- 1: Assail (Basic)                      2: Flame Blast (Basic, CE)
- 3: Freeze Time (Double)            4: Weapon Jinx (Simple)
- 5: Terrify (Double)                    6: Quickening (Basic, CE)

**0-3 CYBERACHNID** **75**  
(VAN SAAR) **COMMON**

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

**Skills:** Clamber (climb without penalty).

**Weapons:** Stiletto knife (same as: venomous bite), Web projector.

**FEAR INDUCING**

Cyberachnids have the Fearsome (Ferocity) skill. While Active and within 3" of its owner, the skill also applies to the owner.

**HORRIFIC**

Can't be Captured.

**0-3 CYBER-MASTIFF** **100**  
(ORLOCK) **COMMON**

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

**Weapons:** Savage bite.

**WATCHDOG**

If the owner is a sentry, attackers can be spotted outside the vision arc. Add 1+ modifier to spotting (a 1 before modifiers still fails).

**LOYAL PROTECTOR**

While Standing (Active or Engaged) and within 3" of its owner, enemy fighters may not make a Coup de Grace against the owner.

**0-1 CYBER-MASTIFF (HACKED)** **100**  
(ANY) **ILLEGAL (10)**

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

**Weapons:** Flensing knife (same as: jaws).

**GLITCHY**

In each activation, roll a 2+ or gain Insanity.

**TENACIOUS**

If taken Out of Action in a round it has not yet activated in, it is not removed until after it has activated.

**0-2 HARDCASE CYBER-MASTIFF** **130**  
(ENFORCER) **COMMON**

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

**Weapons:** Shock bite (Str S, AP -1, D 1, Rending, Shock).

**Wargear:** Hardcase: Light Carapace (4+) & Respirator.

**TENACIOUS**

If taken Out of Action while not yet activated this round, this fighter is not removed from the battlefield until after completing its activation.

**LOYAL PROTECTOR**

While Standing (Active or Engaged) and within 3" of its owner, enemy fighters may not make a Coup de Grace against the owner.

**FAITHFUL PROTECTOR**

When activated, if the owner is Engaged and within 6", this fighter can immediately move into B2B with any enemies Engaging the owner (counts as a free action)

**0-3 PSYCHIC FAMILIAR** **25**  
(GENESTEALER CULT) **COMMON**

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

**Skills:** Catfall, Clamber.  
**Weapons:** None (always make unarmed attacks).

**OMEN OF FORTUNE**  
While within 3" of its owner, the owner may pass a Willpower test to avoid being hit (once per activation). Make the test immediately after a successful roll to hit has been made against the fighter. The attack counts as missed. Place Templates and Blasts as normal for the purposes of determining hits against other models, but the owner is assumed to have dodged clear.

**HOUSE RULE (OMEN OF FORTUNE)**  
Save can be made once per round!

- PRECOGNITION**
- 3+ save (unmodifiable by AP).
  - 4+ save (bonus, invulnerable) against Blast/Template only. If successful, this fighter does not count as being hit.

**0-2 CHAOS FAMILIAR** **25**  
(CHAOS CULT) **COMMON**

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

**Skills:** Catfall, Clamber.  
**Weapons:** None (always make unarmed attacks).

**OMEN OF FORTUNE**  
While within 3" of its owner, the owner may pass a Willpower test to avoid being hit (once per activation). Make the test immediately after a successful roll to hit has been made against the fighter. The attack counts as missed. Place Templates and Blasts as normal for the purposes of determining hits against other models, but the owner is assumed to have dodged clear.

**HOUSE RULE (OMEN OF FORTUNE)**  
Save can be made once per round!

- PRECOGNITION**
- 3+ save (unmodifiable by AP).
  - 4+ save (bonus, invulnerable) against Blast/Template only. If successful, this fighter does not count as being hit.

**PSYCHIC MANIFESTATION**  
Once per round, the owner can re-roll a failed Willpower test to perform a Wyrd Power (if the owner is a Psyker).

**0-1 CARYATID** **0\***  
(ANY) **RARE 15**

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

**Weapons:** None (always make unarmed attacks).

**OMEN OF FORTUNE**  
While within 3" of its owner, the owner may pass a Willpower test to avoid being hit (once per activation). Make the test immediately after a successful roll to hit has been made against the fighter. The attack counts as missed. Place Templates and Blasts as normal for the purposes of determining hits against other models, but the owner is assumed to have dodged clear.

**HOUSE RULE (OMEN OF FORTUNE)**  
Save can be made once per round!

- PRECOGNITION**
- 3+ save (unmodifiable by AP).
  - 4+ save (bonus, invulnerable) against Blast/Template only. If successful, this fighter does not count as being hit.

**SYMBOL OF RENOWN**  
+1 Reputation while it accompanies the Leader. -2 Reputation if killed or abandoning its companion.

**ABANDONMENT**  
When Reputation is reduced for any reason, roll a D6 and subtract the number of Reputation lost from the result. If the total is 1 or less, the Caryatid will abandon its companion. A roll of a 6 (before modifiers) is always a success.

A Caryatid is not purchased like other items of wargear, instead one may decide of its own volition to make a companion of a gang leader or not.

If the result is 15 for the Seek Rare Equipment during the post-battle sequence, there is a chance that a Caryatid will attach itself to the Leader. Roll 2D6 and add the Reputation. If the result is 20 or higher, a Caryatid has decided to form a bond with the Leader.

**FLIGHT**  
Ignores all terrain, moves freely between levels without restriction and can never fall. May not ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or the base of another fighter.

**0-2 GRAPPLEHAWK** **90**  
(ANY) **RARE (11)**

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	4+	-	2	3	1	3+	2	9+	7+	9+	9+

**Weapons:** Talons.

**FLIGHT**  
Ignores all terrain, moves freely between levels without restriction and can never fall. May not ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or the base of another fighter.

**GRAPPLE**  
If hitting a fighter (with Talons), automatically hit the same fighter in subsequent activations and Reaction attacks (these automatic hits trigger bonuses for Disarm & Entangle).

**INDEPENDENT (SWOOP)**  
Must try to remain within 9" of the owner (instead of 3").

**0-\* GIANT RAT** **50**

(ANY) COMMON

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
6"	4+	-	3	3	1	3+	1	10+	8+	10+	9+

**Weapons:** Jaws.

**STEALTHY**

-1 hit modifier when targeted by ranged attacks.

**SMALL TARGET**

Never a potential target for Stray shots.

**NIMBLE**

4+ save (unmodifiable by AP).

**RAT CUNNING**

The owner gains a 5+ bonus save against environmental damage. Alternatively, the owner may sacrifice the Giant Rat to completely ignore damage from an environmental effect (the Giant Rat is permanently removed).

**0-3 WASTELAND GIANT RAT** **30**

(BEASTMASTER) COMMON

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

**Skills:** Dodge (same as: Instinct for Survival).

**Weapons:** Unarmed attack (same as: Fangs).

**EXPENDABLE**

Does not trigger Nerve tests to friendly fighters without this special rule within 3" (when Seriously Injured or taken Out of Action).

**NEVER MORE THAN ONE METRE FROM A RAT**

If this fighter is removed (for example killed), it can be replaced for free (after the battle).

**0-3 MILLISAUR** **60**

(BEASTMASTER) COMMON

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

**Skills:** Infiltrate (same as: Ambush Predator).

**Weapons:** Stiletto knife (same as: Fanged maw).

**Wargear:** Mesh (same as: Armoured Hide).

**BURROWING**

Move freely under impassable terrain (if having enough movement to do so).

**0-3 RIPPERJACK** **70**

(BEASTMASTER) COMMON

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

**Skills:** Infiltrate (same as: Ambush Predator).

**Weapons:** Heavy club (same as: Teeth).

**Wargear:** Mesh (same as: Armoured Hide).

**FLIGHT**

Ignores all terrain, moves freely between levels without restriction and can never fall. May not ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or the base of another fighter.

**SOLITARY HUNTER**

Cannot benefit from or grant assists.

**ENVELOPING ATTACK**

Enemies engaged by this fighter suffer the following:

- -2 to Retreat.
- -1 to reaction attacks.

**1 TECHMITE AUTOVEYOR** -

(SQUAT CLAIM JUMPER)

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

**Skills:** There's Always Another Secret.

**Wargear:** Flak.

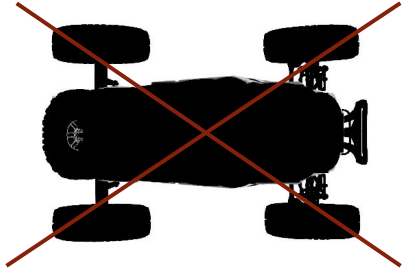
**TECH BYPASS**

Can perform Bypass Loot Casket (Basic) action and re-roll to determine the contents.



# VEHICLES

Vision arc: Draw 2 lines from corner to corner like a X.



Vehicles are generally only designed for use in Ash Wastes, but agreements can be made to use vehicles in any battlefields.

## VEHICLE & CREW

On the battlefield the vehicle & crew are treated as a single entity. The crew is also singular, regardless of amount of members (for example when wrecked, a single Crew Lasting Injury roll applies for the entire crew).

Vehicles follow normal rules for fighters with the following exception:

- **Type (Vehicle):** Vehicles are only affected by rules that specify vehicle or model (not affected by rules for fighter).

### NOTE

The distinction between fighter and vehicle is applied after 5 years and 20 books and it will take a long time to update all existing rules, so in the meanwhile use some common sense here!

For some campaign mechanics the vehicle & crew can be treated separately, for example they can be damaged individually and differently.

A crew must always have a vehicle, but a stashed vehicle doesn't need to have a crew.

## LOCOMOTION

### WHEELED

Standard: No special effect.

### TRACKED

Ignore movement penalties when moving over difficult terrain.

### SKIMMERS

Ignore all difficult & dangerous terrain. If ending an activation on difficult or dangerous terrain, pass a Handling test or suffer a Catastrophic hit to the Drive.

### WALKER

Make any amount of turns during an activation.

### HYBRID DRIVE

A mix of locomotions (varies depending on vehicle). Choose which to apply when interacting with difficult terrain.

## VEHICLE

Some exceptions to how vehicles work compared to other models:

- **Fleeing the Battlefield:** Must test in the same way as fighters. If failed, the vehicle is abandoned. The crew flee the battlefield and the vehicle counts as Stationary and Wrecked, but suffers no Lasting Damage roll. The crew will return after the battle to collect the vehicle.
- **Calculating Damaged Cost:** The cost of a damaged vehicle for the purposes of selling or repairing:
  - Including Upgrades.
  - Not including Wargear and weapons.
 If sold, Upgrades are lost but Wargear & weapons is automatically be returned to the Stash.
- **Conditions:** Not affected by Conditions unless otherwise noted. Normally only affected by the following Conditions:
  - Blaze.
  - Blind.
  - Broken.
  - Concussion.
  - Insanity.
  - Hidden/Revealed (Pitch Black).
- **Claiming scrap:** After the battle, if only one gang remained on the battlefield, gain D3x10 credits per wrecked enemy vehicle (the vehicles are then reclaimed by their owners).

## MOVEMENT

- Voluntary move can be up to the specified distance.
- Voluntary pivots can be up to the specified degree.

## TERRAIN

Can move over difficult & dangerous terrain:

- Difficult terrain: Half move (as normal).
- Dangerous terrain: Pass a Handling test or suffer a Catastrophic hit to the Drive.

## FIGHTERS & LOOT ON MOVING VEHICLES

Fighters that are on a vehicle when it moves must pass an Initiative test (only test once per activation in which the vehicle moves) or fall 1" away from the vehicle in a random direction. If landing within ½" of an edge of a platform, pass another Initiative test to avoid falling again. If the landing location is in impassable terrain, move the shortest distance to a legal location.

Loot on top of a vehicle will fall off a moving vehicle unless any of the following are true:

- B2B with a fighter (that passed the Initiative test).
- Placed in a designated transport area.

## LOSING CONTROL

Several effects can trigger a Loss of Control (damage, collisions or desperate maneuvers). Normally this is due to a failed Handling test.

1. Roll a Control dice and resolve the effect.
  - **Swerve:** Turn 45° left or right (random).
  - **Jack-knife:** Turn 90° left or right (random).
  - **Roll over:** Flipped.
2. If Mobile, make an involuntary move:

Roll a Control dice and resolve the effect.

- **Swerve (roll a D2):**
  - 1: Left turn (45°).
  - 2: Right turn (45°).
  - **Mobile:** Move involuntary at half speed (after the turn).
- **Jack-knife (roll a D2):**
  - 1: Left turn (90°).
  - 2: Right turn (90°).
  - **Mobile:** Move involuntary at half speed (after the turn).
- **Roll over:** Flipped.
  - Move involuntarily D3x2" in a single random direction.
  - The vehicle is wrecked.

Naturally, Losing Control can easily cause collisions with other vehicles or running over fighters.

### FIGHTERS & LOOT ON BOARD (SWERVE & JACK-KNIFE)

Fighters and loot on vehicles (outside dedicated transport areas) that Swerves or Jack-knives must pass an Initiative test or fall:

- **Fighters:** Fall 1" away from the vehicle in a random direction. If landing within ½" of an edge of a platform, pass another Initiative test to avoid falling again. If the landing location is in impassable terrain, move the shortest distance to a legal location.
- **Loot:** Fall off unless B2B with a fighter (that passed the Initiative test).

### THROWN CLEAR (ROLL OVER)

Any fighters aboard a wrecked vehicle are Thrown Clear:

- Placed within 2". Note: In a random direction?
- Pass an Initiative test or suffer the following:
  - Become Pinned.
  - Suffer a hit as if Falling.
    - If the vehicle was Mobile when wrecked, increase Strength, AP and Damage by 1.

## VEHICLE BODY

All vehicles have a single body describing the stats, locomotive, starting slots and other special rules.

### SCAVENGED FROM THE ASH

Note that the parts for a vehicle can be collected over the course of several battles and stored in the Stash before putting it all together.

## PARTS

A vehicle body includes the following optional parts:

- Upgrade slots (Body, Drive, Engine).
- Wargear.
- Weapon slots (weapon hardpoints).

All vehicles (new & old) can add, remove or replace Upgrades, Wargear and Weapons after each battle. Parts can come from several source:

- Stash.
- The vehicle's equipment list.
- Trading Post.

This is the default access (unless noted otherwise):

- Upgrades: Equipment List only.
- Wargear: Equipment List & Trading Post.
- Weapons: Equipment List & Trading Post.

### REPLACING PARTS

Old parts can be discarded (returned to Stash) on a 2+ if replaced by a new item of the same type (fulfills a similar purpose). If failed, the replaced item is trashed (suffered too much wear & tear or removed with too much force).

### UPGRADE SLOTS

Number of upgrade slots available for each part of the vehicle:

- Body.
- Drive.
- Engine.

Each Upgrade item can only be fitted once (unless otherwise noted).

### WARGEAR

Vehicles can have any amount of Wargear (note that this must be the separate vehicle Wargear), however no item can be taken more than once (unless otherwise noted) and some may not be combined with others.

### WEAPON SLOTS

Most vehicles have a number of weapons that can be attached. Some vehicles can add extra slots.

- 0-1 weapon per slot.
- Weapon types:
  - Basic.
  - Special.
  - Heavy.
- A weapon slot can swap or remove its weapon after each battle.

All weapon slots (when buying a vehicle or adding extra slots) must declare the following permanent options (unless otherwise noted) that will affect any weapon while fitted in that slot:

- Designate as crew or passenger operated.
  - Crew operated: Use the crew's BS. Used during the vehicle's activation.
  - Passenger operated: Used by a passenger (during the passenger's activation) within 1" once per round.
- Declare an arc (Front, Left, Right, Rear or all).

Note that the arc is determined by the vehicle's weapon slot, so the same weapon can change arc when fitted to a different weapon slot.

Vehicles ignore the Unwieldy trait.

## CREW

All crew share the following universal rules:

### SKILLS

Only access to the following:

- Driving.
- Leadership (not Commanding Presence).
- Shooting.
- Savant (not Medicae).

### ALWAYS A VEHICLE

A crew must always have a vehicle. However vehicles can be swapped or replaced with another crew or the gang's Stash.

### RESTRICTIONS

Access to Pistols, Wargear and Vehicles from all available sources:

- Gang Equipment List (Crew).
- Universal Crew Equipment List.
- Trading Post.

### XP

Gain XP in the same way as fighters.

### SHOOTING

Note that crew can only shoot the following weapons:

- **Sidearm.**
- Weapons attached to the vehicle (crew weapons).

#### HOUSE RULE

Crew attacking with Sidearm is too restrictive as it prevents using Template weapons (for example hand flammers which crew can be equipped with). Should be "Pistol" instead of "Sidearm".

## UNIVERSAL CREW EQUIPMENT LIST

### PISTOL

Autopistol	✓	10
Hand flamer	75	
Laspistol	10	
Stub gun	5	
- Dumdum	5	

### EQUIPMENT

Filter plugs	✓	10
Photo-goggles	35	
Respirator	15	

### VEHICLES

	✓	Gang	Crew
Custom	50/130/175/70	Any	Any
Wolfquad	70	Any	Any
Ridgerunner	95	Any	Any
Rockgrinder	145	Any	Any
Mauler	100	Goliath	Road Thug
Outrider Quad	80	Orlock	Iron Rider
Ridgehauler	230	Any	Haulier
Ironcrawler	390	Any	Haulier

Name	Gang	Cost	BS	Ld	CI	Wil	Int	Leadership	Savant	Shooting	Driving
Scum Racer	Any	20	4+	8+	8+	5+	6+	-	Secondary	Primary	Primary
Guild Of Coin Haulier	Any	40	4+	7+	6+	6+	7+	-	Secondary	Primary	Primary
Road Preacher	Cawdor	30	4+	7+	7+	7+	7+	Secondary	Secondary	Primary	Primary
Wraith	Delaque	35	4+	7+	6+	7+	7+	Secondary	Secondary	Primary	Primary
Helion	Escher	30	4+	7+	7+	7+	7+	Secondary	Primary	Secondary	Primary
Road Thug	Goliath	25	4+	8+	5+	9+	8+	Secondary	Secondary	Primary	Primary
Iron Rider	Orlock	35	4+	6+	6+	7+	7+	-	Secondary	Primary	Primary
?	Van Saar	-	-	-	-	-	-	-	-	-	Primary
Gearhead	Squat	40	4+	7+	6+	6+	7+	Secondary	Secondary	Primary	Primary

## CUSTOM VEHICLES

Gangs can design their own vehicles by combining the following parts:

- 1: Base Template.
- 2: Upgrades.
- 3: Wargear.

### DISCLAIMER

These rules (as well as almost all rules?) are unbalanced and breaks easily. Use with caution!

### JURY-RIGGED

Double all repair costs (Negote Repairs).

### ADDITIONAL ARCS

All weapon slots start with 1 arc (Front, Left, Right, Rear). Additional arcs can be purchased for 15 credits per arc. For example arcs all around cost 45 credits.

### WEAPONS, WAGEAR & UPGRADES

- Can take any Upgrades from Trading Post (except before the first battle) unlike all other vehicles.
- Can always be equipped with Common Upgrade items from the Trading Post (**except Small Transport Cage before the first battle**).
- Can take any weapons (Basic, Special & Heavy), & Wargear from the Trading Post (except before the first battle) just like any other vehicle.

## CUSTOM VEHICLE: BASE TEMPLATE

Type	Cost	Locomotion		Toughness			Upgrade Slots			Weapon Slots			
		Tracked	Wheeled	Front	Side	Rear	W	Hnd	Sv	Body	Drive Engine	Slots	
Light	50	6"	7"	3	3	3	1	6+	5+	1	2	2	1
Medium	130	5"	6"	5	5	5	3	7+	4+	2	2	3	1
Heavy	175	4"	5"	7	7	7	4	8+	4+	4	3	2	2
Walker	70	5" (Walker)		3	3	3	2	4+	5+	2	1	2	1

★ NECROMUNDA ★

			C	D	E	G	O	VS	Custom	Ridge Runner	Wolf Quad	Rock Grinder	Cargo 8	Iron Crawler	Sludge Barge	Scrap Skiff
<b>BASIC</b>	<b>AL CR</b>		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Autogun	C 15	-	-	-	(15)	(15)	-	15	(15)	(15)	(15)	(15)	(15)	(15)	15	15
Bolter (twin-linked)	-	-	-	-	65	-	-	-	-	-	-	-	-	-	-	-
Lasgun	C 15	-	-	-	(15)	(15)	-	15	(15)	(15)	(15)	(15)	(15)	(15)	(15)	(15)
<b>SPECIAL</b>			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Grav gun	R11 120	-	120	-	-	-	-	-	-	-	-	-	-	-	-	-
Grenade launcher (frag & krak)	R8 65	-	-	-	-	-	-	65	-	-	-	-	65	65	65	65
+ Twin-linked	-	-	-	-	75	-	-	-	-	-	-	-	-	-	-	-
Long las	C 20	-	-	-	(20)	(20)	-	20	(20)	(20)	(20)	(20)	(20)	(20)	(20)	(20)
Meltagun	R11 135	-	135	-	-	-	-	-	-	-	-	-	-	-	-	-
Plasma gun	R9 100	-	100	-	-	-	-	-	-	-	-	-	-	-	-	-
Storm bolter	<u>R12 95</u>	-	-	-	-	-	-	-	-	-	-	-	95	-	-	-
Webber	R9 125	-	125	-	-	-	-	-	-	-	-	-	-	-	125	-
<b>HEAVY</b>			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Autocannon (twin-linked)	- 185	-	-	-	-	-	-	-	-	-	-	185	-	-	-	-
Harpoon launcher	R9 110	-	-	-	-	110	-	110	-	-	-	-	-	-	100	100
Heavy bolter	R10 160	-	-	-	-	160	-	-	-	-	-	-	-	-	-	-
Heavy flamer	R10 195	-	195	-	-	-	-	-	-	195	195	-	-	-	-	-
Heavy stubber	R7 130	-	-	-	-	-	-	130	-	130	130	130	130	130	130	130
- Twin-linked	- 145	-	-	-	-	-	-	-	145	-	-	-	-	-	-	-
Mining laser	R9 125	-	-	-	-	-	-	125	125	125	125	-	-	-	-	-
Missile launcher (frag & krak)	R10 165	-	-	-	-	-	-	-	165	-	-	-	-	-	-	-
Mortar	- 115	-	-	-	-	-	-	-	115	-	-	-	-	-	-	-
Seismic cannon	R10 140	-	-	-	-	-	-	-	-	-	140	-	-	-	-	-
<b>WEAPON ATTACHMENTS</b>			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Infra-sight (B, S, H)**	R8 40	-	25	-	-	-	-	-	-	-	-	-	-	-	-	-
Infra-sight (B, S, H)**	R9 35	-	40	-	-	-	-	-	-	-	-	-	-	-	-	-
**: Max one gunsight per weapon																
<b>WARGEAR</b>			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Boarding ramp	C 15	-	-	-	(15)	(15)	-	15	(15)	(15)	(15)	(15)	(15)	(15)	(15)	(15)
Body spikes	C 10	-	-	-	10	(10)	-	10	(10)	(10)	(10)	(10)	(10)	(10)	10	(10)
Booby-trapped fuel tanks	R9 10	-	-	-	10	-	-	-	-	-	-	10	10	10	10	10
Caltrap launcher	R7 20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Flare launchers	C 10	-	-	-	(10)	(10)	-	10	10	10	10	10	10	10	10	10
Headlights	C 15	-	-	-	(15)	15	-	15	15	15	15	15	15	15	(15)	(15)
Kill switch	R7 15	-	-	-	-	-	-	-	15	-	-	-	-	-	-	-
Minelayer	R7 15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
- Additional mines	R7 20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Smoke launchers	C 20	-	-	-	(20)	20	-	20	(20)	(20)	20	20	20	20	(20)	(20)
Wheel scythes	C 20	-	-	-	20	(20)	-	20	(20)	(20)	(20)	(20)	(20)	-	(20)	(20)

**C** Cawdor: ?      **D** Delaque: Any      **E** Escher: ?      **G** Goliath: Mauler      **O** Orlock: Outrider      **VS** Van Saar: ?

## VEHICLE WARGEAR

### BOARDING RAMP (C:15)

+1 Initiative when a fighter jumps from this vehicle to another within 3".

### BODY SPIKES (C:10)

Fighters moving onto this vehicle (except Transport area) must pass an Initiative test or suffer a S3 hit (no Pinning).

### BOOBY-TRAPPED FUEL TANKS (R9:10)

After being wrecked, every time fighters move within 3", it triggers on 5+ (causing it to explode), inflicting a hit on all models within 5":

- S6, AP-1 and Blaze.

After exploding, it is removed from the battle and suffers a Lasting Damage roll (in addition to any damage from being wrecked).

### CALTROP LAUNCHER (R7:20)

Can spend a Basic action (Lay Caltrops):

- Move straight forward up to the Move stat (no turns).
- Place up to 3 markers within 1" of the Rear arc during the move.
- Wheeled vehicles moving within 1" of a marker must pass a Handling test (with a -2 modifier) or Lose Control. **This won't trigger until after the action.**

### FLARE LAUNCHERS (C:10)

Can spend a Basic action (Launch Flares):

- All models within 12" (including this vehicle) become Revealed (until the start of the End phase).

### HEADLIGHTS (C:15)

Can turn on the lights when activated:

- All models within 12" and in the Front arc (including this vehicle) become Revealed (until this vehicle's next activation).

### KILL SWITCH (R7:15)

-1 modifier to Lasting Damage roll if hit in the Engine (when wrecked).

### MINELAYER (R7:15)

Can spend a Basic action (Lay Mine):

- Move straight forward up to the Move stat (no turns).
- Place 1 melta trap within 1" of the Rear arc during the move. This won't trigger until after the action.
- The action can be made once per equipped mine (starts with 1 mine by default).

### SMOKE LAUNCHERS (C:20)

Can spend a Basic action (Launch Smoke):

- Place 3 Smoke Blasts (5") within 2".

### WHEEL SCYTHES (C:20)

Wheeled vehicles only:

- While moving, inflict a hit with S3 to other models within 1" (fighters become Pinned).

VEHICLE UPGRADES	Type	AL	CR	C	D	E	G	O	VS	Ridge	Wolf	Rock	Cargo	Iron	Sludge	Scrap
										Runner	Quad	Grinder	8	Crawler	Barge	Skiff
Ablative armour	Body	R7	15	-	-	-	15	-	-	-	-	15	15	15	15	15
Crash cage	Body	C	15	-	-	-	-	-	-	15	-	-	15	15	-	-
Escape hatches	Body	C	10	-	-	-	-	-	-	10	-	10	10	10	-	-
Explosive ram	Body	R9	25	-	-	-	-	-	-	-	-	-	-	-	-	-
Extra armour	Body	C	25	-	-	-	25	-	-	-	-	-	-	-	-	-
Ram	Body	C	15	-	-	-	-	-	-	-	-	-	-	-	15	-
Reinforced armour	Body	R9	20	-	-	-	-	-	-	-	20	-	20	20	-	-
Rockgrinder ram	Body	R9	40	-	-	-	-	-	-	-	-	30	-	-	-	-
Speed fins	Body	R8	10	-	-	-	-	-	-	10	10	-	-	-	-	-
Transport bed	Body	C	15	-	-	-	-	-	-	-	-	-	-	-	15	-
Transport cage - small	Body	C	20	-	-	-	-	-	-	-	-	-	-	-	-	-
- Large	Body	R7	50	-	-	-	-	-	-	-	-	-	-	-	-	-
Transport cage - fire point	Body	C	15	-	-	-	-	-	-	-	-	-	-	15	-	-
Turtle back	Body	R8	10	-	-	-	-	-	-	-	-	-	-	-	-	-
Weapon slot	Body	R8	40	-	-	-	-	-	-	-	-	-	-	-	-	-
Weapons stash	Body	R7	20	-	-	-	-	-	-	-	-	20	20	20	20	20
All-wheel steering	Drive	C	10	-	-	-	-	10	-	10	10	-	10	10	-	-
Antigrav generators	Drive	R10	50	-	-	-	-	-	-	-	-	-	-	-	-	-
- Van Saar (reduced rarity)	Drive	R8	50	-	-	-	-	-	-	-	-	-	-	-	-	-
Emergency brake	Drive	C	10	-	-	-	-	-	-	10	10	10	10	10	-	-
Pneumatic radials	Drive	R8	30	-	-	-	-	-	-	-	-	30	-	-	-	-
Powered steering	Drive	R8	30	-	-	-	-	-	-	-	-	-	30	30	-	-
Redundant drive system	Drive	R7	15	-	-	-	15	15	-	15	-	15	-	15	15	15
Tyre claws	Drive	C	10	-	-	-	10	10	-	10	-	10	10	-	-	-
Archaeotech automantic reactor	Engine	R10	40	-	-	-	-	-	-	-	-	-	-	-	-	-
Easy turnover	Engine	C	5	-	-	-	-	5	-	-	5	5	5	5	5	5
Engine shell	Engine	R9	15	-	-	-	15	-	-	15	-	15	15	15	-	-
Gas promethium engine	Engine	R10	25	-	-	-	-	-	-	25	-	-	-	-	25	25
Glys injector	Engine	R8	20	-	-	-	20	20	-	-	-	-	-	-	20	20
Nitro burner	Engine	C	15	-	-	-	-	15	-	15	15	15	15	15	-	-
Plasma coil engine	Engine	R9	25	-	-	-	-	-	-	-	-	-	-	-	-	-
Smoke vents	Engine	C	25	-	-	-	-	-	-	-	25	25	25	25	25	-

C	D	E	G	O	VS
Cawdor: ?	Delaque: ?	Escher: -	Goliath: Mauler	Orlock: Outrider	Van Saar: ?

## VEHICLE UPGRADES

### ABLATIVE ARMOUR (BODY R7:15)

The first non-Glancing Hit (per battle) suffered to the Body is treated as a Glancing Hit.

### ALL-WHEEL STEERING (DRIVE C:10)

+1 Hnd (not Skimmer & Walker).

### ANTIGRAV GENERATORS (DRIVE R10:50)

Become Skimmer (replacing the original locomotive).

### ARCHAEOTECH AUTOMANTIC REACTOR (ENGINE R10:40)

+2 Movement. When wrecked, it explodes: All models within 3" suffer a S5, AP-1 hit. Then the vehicle is removed.

### CRASH CAGE (BODY C:15)

The first non-Glancing Hit (per battle) suffered to the Crew is treated as a Glancing Hit.

### EASY TURNOVER (ENGINE C:5)

+1 to any tests to restart the engine.

### EMERGENCY BRAKE (DRIVE C:10)

Halve the distance moved during Loss of Control (not Walker).

### ENGINE SHELL (ENGINE R9:15)

The first non-Glancing Hit (per battle) suffered to the Engine is treated as a Glancing Hit.

### ESCAPE HATCHES (BODY C:10)

The crew can re-roll any Lasting Injury (the second result stands even if it is worse).

### EXPLOSIVE RAM (BODY R9:25)

The first head-on collision (per battle) inflicts an additional S5, AP-2 D2 hit to the other object.

### EXTRA ARMOUR (BODY C:25)

+1T (all locations).

### GAS PROMETHIUM ENGINE (ENGINE R10:25)

Models within 1" at any time while this vehicle moves suffer a hit with S3, AP-1 and Blaze (from the exhaust flames).

### GLYS INJECTOR (ENGINE R8:20)

+4" Movement (once per battle, when activated).

### NITRO BURNER (ENGINE C:15)

+1" Movement.

**PLASMA COIL ENGINE (ENGINE R9:25)**

Can be used when activated to apply the following:

- +2" Movement.
- After the activation, roll a 2+ or suffer 1 Wound (engine overheats).

**PNEUMATIC RADIALS (DRIVE R8:30)**

Ignore movement penalties for difficult terrain (Wheeled only).

**POWERED STEERING (DRIVE R8:30)**

Can Turn 2 times up to 90° during each Move (Simple) action (not Skimmer & Walker).

**RAM (BODY C:15)**

+1 S, AP and D to vehicle impacts involving the Front arc.

**REDUNDANT DRIVE SYSTEM (DRIVE R7:15)**

The first non-Glancing Hit (per battle) suffered to the Drive is treated as a Glancing Hit.

**REINFORCED ARMOUR (BODY R9:20)**

+1 Wound.

**ROCKGRINDER RAM (BODY R9:40)**

+2 S, AP and D to vehicle impacts involving the Front arc.

**SMOKE VENTS (ENGINE C:25)**

-1 hit modifier when targeted by ranged attacks (except anything that ignores Smoke).

**SPEED FINS (BODY R8:10)**

+1" Movement if not making any turns during the activation (not Walker).

**TRANSPORT BED (BODY C:15)**

A defined area on the model where fighters can't fall off when the vehicle moves (not Walker). This applies to as many fighters who can physically fit on the transport bed.

**TRANSPORT CAGE (BODY)**

Requires a clearly visible access point.

An enclosed cab to carry fighters (not Mounted or Brutes):

- **Small (C:20):** 3 fighters.
- **Large (R7:50):** 6 fighters.

If the vehicle is deployed at the start of the battle, fighters can also be deployed inside inside it. If the vehicle arrive as Reinforcements, no fighters can start embarked.

Embarked fighters are removed from the battlefield (cannot be targeted by attacks or use any abilities).

When wrecked, apply the following to any embarked fighters:

- Placed Prone within 1" of the vehicle's final position.
- Suffer a S4 hit.
- If a fighter cannot be placed in this way, go Out of Action (suffering a Lasting Injury roll as normal).

Friendly fighters can spend the following Basic actions:

- Embark: If within 1" of the access point.
- Disembark: Placed within 1" of the access point, at least 1" from enemies (this can prevent disembarking).

**TRANSPORT CAGE - FIRE POINT (BODY C:15)**

Transport cages can be upgraded with any amount of Fire Points (doesn't use any vehicle Upgrade slots).

Each Fire Point can be used once per round. An Embarked fighter can make the following actions when activating:

- Shoot (Basic).
- Reload (Simple).

Unstable Platform:

- Cannot use Aim (Basic) action.
- Cannot use Unwieldy weapons.

Resolve shooting attacks from the Fire Point (for example vision arc).

**TURTLE BACK (BODY R8:10)**

Lose 2 Wounds instead of becoming Wrecked after resolving a roll due to a Loss of Control.

**TYRE CLAWS (DRIVE C:10)**

+1 Hnd (Wheeled only).

**WEAPON SLOT (BODY R8:40)**

+1 weapon slot (can be taken multiple times).

**WEAPONS STASH (BODY R7:20)**

The vehicle counts as an Ammo Cache. While within 1", friendly fighters gain the following:

- +2 to ammo tests.
- Ignore Scarce.
- If the Ammo roll is a 6 (before modifiers), the ammo cache is exhausted (removed from the battlefield).

## IRONCRAWLER (ANY) 390

(GUILD OF COIN CHRONOS PATTERN IRONCRAWLER)

Vehicle: 230											Crew: 40 (Haulier)				
M	Front	Side	Rear	W	Hnd	Sv	BS	Ld	CI	Wil	Int				
6"	9	9	8	7	6+	3+	4+	7+	6+	6+	7+				

**Type:** Tracked.  
**Upgrade Slots:** 4 per location (Body, Drive & Engine).  
**Weapon Slots:** 2 Crew (1 All Round, 1 Front & Right).

### TRANSPORT CAGE - LARGE (UPGRADE)

Includes a large transport cage.

### TRANSPORT BED (UPGRADE)

Applies to the rear and sides of the transport cage.

- **Fire Points:** 5 (2 Left, 2 Right, 1 Rear).

## WOLFQUAD (ANY) 70

M	Front	Side	Rear	W	Hnd	Sv
8"	3	3	3	2	5+	5+

**Type:** Wheeled.  
**Upgrade Slots:** 1 Body, 1 Drive, 2 Engine.  
**Weapon Slots:** 1 (Crew: Front & Left).

### AGILE

Can make 1 extra turn (up to 90°) when moving (before, during or after).

## RIDGERUNNER (ANY) 95

M	Front	Side	Rear	W	Hnd	Sv
7"	5	4	4	3	7+	5+

**Type:** Wheeled.  
**Upgrade Slots:** 2 Body, 3 Drive, 2 Engine.  
**Weapon Slots:** 1 (Crew: Front), 1 (Passenger: Front).

### TRANSPORT AREA

Fighters and loot in this dedicated area don't fall off if the vehicle moves, Swerves or Jack-knives (Loss of Control).

## ROCKGRINDER (ANY) 145

M	Front	Side	Rear	W	Hnd	Sv
5"	7	7	6	4	8+	4+

**Type:** Wheeled.  
**Upgrade Slots:** 3 per location (Body, Drive & Engine).  
**Weapon Slots:** 1 (Crew: Front & Left),  
 1 (Passenger: Front & Right).

### TRANSPORT AREA

Fighters and loot in this dedicated area don't fall off if the vehicle moves, Swerves or Jack-knives (Loss of Control).

## CARGO-8 RIDGEHAULER (ANY) 270

(GUILD OF COIN CARGO-8 RIDGEHAULER)

Vehicle: 230											Crew: 40 (Haulier)				
M	Front	Side	Rear	W	Hnd	Sv	BS	Ld	CI	Wil	Int				
7"	9	8	8	6	7+	3+	4+	7+	6+	6+	7+				

**Type:** Wheeled.  
**Upgrade Slots:** 4 per location (Body, Drive & Engine).  
**Weapon Slots:** 1 (Crew: Front & Right).

### TRANSPORT BED (UPGRADE)

Applies to the cargo area (if no cargo is loaded) and along the side of each cargo slot. This also applies to each trailer.

### OPTIONS

0-4 Trailers .....	+130
Container (cargo load) .....	+50
Promethium tank (cargo load) .....	+30

### 0-4 RIDGEHAULER TRAILER (130)

Treated as a single model with the Cargo-8 Ridgehauler (during the battle). Each trailer grants the following:

- +5W (per trailer).
- Cannot detach (unless otherwise noted).

### 0-5 CARGO LOAD

The Ridgehauler and each Trailer can have 0-1 cargo load granting the following (per cargo load):

- **Valuable Cargo:** Gain D3x10 credits after the battle if on the battlefield and not wrecked. If wrecked, the enemy gains D6x10 credits.
- **Trading Run:** Can make a Trade post-battle action in the same way as a Champion if having an assigned crew (as long as the vehicle and crew are not in Repair/Recovery).
- **Varied Cargo:** Can have Container or Promethium Tank.

### CONTAINER (50)

- **Weapon slots:** 2 (Crew: All Round).
- **Supply Contained:** Treated as an Ammo Cache that is never exhausted (friendly fighters within 1" gain +2 to ammo tests and ignore Scarce).

### PROMETHIUM TANK (30)

- **Transport Area (walkway along the top):** Fighters and loot in this dedicated area don't fall off if the vehicle moves, Swerves or Jack-knives (Loss of Control).
- **Free fuel:** While within 3", weapons with Blaze gain Plentiful (if not Scarce), otherwise ignore Scarce.
- **High-pressure Gas:** If hit by an attack (ranged/melee), pass the following test (using the Strength of the attack) or a jet of gas is unleashed:
  - $D6 + S < 9$
 If failed, centre a Blast (5") on the point closest to the attacker. Fighters hit must pass an Initiative test or suffer the following (depending on the attack):
  - **Blaze:** Suffer a hit with S4, AP-1 and Blaze.
  - **Otherwise:** Become Blinded (as if being hit by Flash).
- **Lifblood of the Wastes:** Gain additional D6x10 credits after the battle if on the battlefield and not wrecked.



**MAULER (GOLIATH)****125**

Vehicle: 100

Crew: 25 (Road Thug)

M	Front	Side	Rear	W	Hnd	Sv	BS	Ld	CI	Wil	Int
7"	5	4	4	3	5+	5+	4+	8+	5+	9+	8+

**Type:** Hybrid drive (wheeled & tracked).**Upgrade Slots:** 2 Body, 1 Drive, 1 Engine.**Weapon Slots:** 1 (Crew: Front).**POWER RAM**

Improve S, AP and D by 2 for vehicle impacts involving this vehicle's front arc.

**OUTRIDER QUAD (ORLOCK)****115**

Vehicle: 80

Crew: 35 (Iron Rider)

M	Front	Side	Rear	W	Hnd	Sv	BS	Ld	CI	Wil	Int
9"	4	3	3	2	4+	5+	4+	6+	6+	7+	7+

**Type:** Wheeled.**Upgrade Slots:** 0 Body, 1 Drive, 2 Engine.**Weapon Slots:** 1 (Crew: Front).**DEDICATED GUNNER**

Can move full distance (instead of half) during Move &amp; Shoot.

**AGILE**

Can make 1 extra turn (up to 90°) when moving (before, during or after).

**SLUDGE BARGE (ANY)****165**

M	Front	Side	Rear	W	Hnd	Sv
6"	7	6	6	5	8+	4+

**Type:** Waterborne.**Upgrade Slots:** 3 Body, 1 Drive, 2 Engine.**Weapon Slots:** 2.**LOCOMOTION: WATERBORNE (D6")**

Usable in Sump Sea environments (Apocrypha 10: Spiders of the Sump).

When activated (before making any actions), drift D6" directly forward (can cause collisions as normal).

**SCRAP SKIFF (ANY)****45**

M	Front	Side	Rear	W	Hnd	Sv
8"	3	3	3	1	6+	5+

**Type:** Waterborne.**Upgrade Slots:** 1 Body, 1 Drive, 2 Engine.**Weapon Slots:** 1.**LOCOMOTION: WATERBORNE (D6")**

Usable in Sump Sea environments (Apocrypha 10: Spiders of the Sump).

When activated (before making any actions), drift D6" directly forward (can cause collisions as normal).

**JURY-RIGGED**

Double all repair costs (Negote Repairs).

# MOUNTS

*In the vast wastes there is a dizzying array of personal transport options used by gangers. The mounts represented here can be used to represent anything you wish from humble dirtbike to choppers, exotic cyber-animals or anything else!*

## MOUNTED CONDITION

Mounts can't be purchased for or be combined with the following:

- Vehicle crew.
- Ash Waste Nomads. (except when the mount is included for the fighter).
- Wargear that affects movement (for example jump booster or grav-cutter).

The following applies to all mounted fighters:

## HANDS FULL

- -1 Weapon slots.
- Cannot equip non-Lance Unwieldy weapons.
- Cannot use more than 1 weapon in close combat.
- Paired: No bonuses granted from this trait (no dual wielding bonus and no double Attacks during Charge).

## RIDE BY

Attack during Move action:

- Can move within 1" of a single enemy (during movement).
- Can interrupt movement to make a single close combat attack against an enemy if moving within 1" (or Versatile range).

## QUICK RETREAT

- +2 Initiative to Retreat (Basic).

## GROUNDING

- Cannot climb terrain or vehicles.

## MY MOUNT IS MY LIFE

The fighter can join battles with or without the Mount, but cannot dismount mid-battle.

## "I GET KNOCKED DOWN..."

If Pinned when hit by a ranged attack, make an Initiative test (-1 modifier if hit by Blast or Knockback):

- Pass: Avoid being Pinned.
- Fail: Become Knocked Down (Pinned).

When Knocked Down, suffer an automatic hit as follows:

- 0"-5": S3.
- 6"-9": S5, AP-1.
- 10"+: S7, AP-2, D2.

Use the distance moved in the previous activation to determine the hit. If this happens during the Mounted fighter's own movement, use the currently moved distance instead.

## PINNED & STAND UP

When Pinned, a Stand Up (Basic) action requires passing an Initiative test. If failed, the action is wasted (remain Pinned).

## VEHICLE UPGRADES & WARGEAR

If all gangs agree, mounts can be customized by vehicle Upgrades & Wargear (up to one Upgrade per area). However Weapon Hardpoint cannot be added to a Mount (use the Custom Vehicle rules instead).

Mount	Cost	M	Special rules
Waster's Dirtbike (any)	50	8"	-
Dustback Helamite (Ash Wastes)	-	8"	Mighty Leap.
Cutter (Escher)	85	9"	Only available to Leader, Champion, Champion (Specialist) and Juve (Specialist). Must be equipped with one of the following (counts as being fitted with Suspensor and doesn't take up any weapon slots): <ul style="list-style-type: none"> <li>• Twin-linked grenade launcher (frag &amp; krak): 75</li> <li>• Twin-linked plasma gun: 110</li> <li>• Twin-linked heavy stubber: 200</li> </ul>

**High Flight:** Ignores all terrain, moves freely between levels without restriction and can never fall. Cannot ignore impassable terrain or walls and cannot end its movement with its base overlapping an obstacle or the base of another fighter. Can move over enemy fighters (ignoring the 1" rule), but cannot end the move within 1" of another fighter.

**Gas Trap Launcher:** Can spend a Double action (Deploy Gas Trap) to place a gas trap within 1" and then move up to the Movement stat.

# HANGERS-ON

- Recruited in the same way as new fighters.
- Any optional equipment or upgrades must be decided when recruited.
- Can't gain any equipment other than what is listed.
- Normally not part of battles.
- If a gang has the Home Turf Advantage, roll 4+ or the Hangers-on is unfortunate enough to be around when the fighting starts, and must be included as part of the crew.
- Can't gain Experience or advancements.
- If a Lasting Injury is suffered that would change the profile, they decide that the hideout is no longer safe and move on - they are lost from the gang.
- Can be captured, rescued or sold as normal.

The maximum number of Hangers-on is limited by Reputation. If the Reputation drops to an insufficient amount, remove one or more until within the limit. Each type of Hanger-on may have additional limits. Hangers-on do not count towards the number of fighters in the gang (gang composition).

Some Hangers-on have the following special rule and can always join battles:

## PART OF THE CREW

Treated as a regular Ganger for the purposes of determining the crew (can join a battle like any normal fighter). Follows all other rules for Hangers-on: Can't gain XP, removed from the gang if suffering a lasting injury (death or characteristics decrease).

## MAXIMUM HANGERS-ON

The amounts of Hangers-on a gang can have depends on Reputation:

<b>1-4:</b>	1
<b>5-9:</b>	2
<b>10-14:</b>	3
<b>15-19:</b>	4
<b>20-24:</b>	5
<b>Each additional 5:</b>	+1

## SPECIAL CHARACTER VARIANTS

Some of the special character variants shares the same limit as the generic type.

- 0-2 Rogue Doc:
  - 0-2 Rogue Doc (Generic).
  - 0-1 Doctor Arachnos.
- 0-2 Ammo Jack:
  - 0-3 Ammo Jack (Generic).
  - 0-1 Ragnir Gunnstein.
- 0-1 Slopper:
  - 0-1 Slopper (Generic).
  - 0-1 Bigby Crumb.

## 0-1 DOME RUNNER 20

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	3	3	1	3+	1	10+	9+	7+	8+

**Skills:** Lie Low.

**Weapons:** Laspistol or stub gun, knife or axe.

Any fighter in the gang can re-roll the D6 when determining the contents of a loot casket (the result of the re-roll must be accepted, even if it is worse).

## 0-1 GANG LOOK-OUT 20

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	2	3	1	3+	1	9+	7+	5+	7+

**Skills:** Evade.

**Weapons:** Laspistol or stub gun, knife or axe.

## HEADS UP

- +1 when rolling to determine which gang is the attacker or defender.
- +1 to all sentry rolls for spotting an attacker when defending in a Sneak Attack scenario.

## 0-2 'NARKER 30

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

**Skills:** Lie Low.

**Weapons:** Knife.

Add or subtract 1 from the final dice roll when determining scenario per 'Narker. If both gangs have 'Narkers, each 'Narker will cancel one opponent 'Narker.

## 0-1 PROPAGANDIST 30

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

**Skills:** Inspirational.

**Weapons:** Laspistol or stub gun.

- +D3 Reputation when winning a battle.
- -1 Reputation when losing a battle.

When adding a Juve (or similarly ranked fighter) to the gang, roll a 6+ to add an additional Juve.

## WAR OF WORDS: RALLY ALLIES (BASIC)

Spend a Basic action to add +1 Cool to all friendly fighters within 12" for this round.

## 0-1 FIXER 50

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

**Skills:** Fixer.

**Wargear:** Bolt pistol, mesh.

- Can apply -2 modifier when Testing the Alliance.
- Sacrifice the Fixer to avoid becoming Outlaw.

**0-3 AMMO-JACKS 50**

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

**Skills:** Munitioneer.

**Wargear:** Boltgun or combat shotgun (salvo & shredder), power hammer or power sword, mesh.

Re-roll any failed Ammo tests if the result (before modifiers) is equal to or lower than the amount of Ammo-jacks. Does not have to take part in the battle for the bonus to apply, but must be available (not in Recovery, Captured etc).

**0-1 RAGNIR GUNNSTEIN 100**

**SQUAT AMMO-JACK**

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

**Skills:** Munitioneer.

**Weapons:** Shotgun (solid & scatter), club (wrench).

**Wargear:** Frag & krak grenades, respirator, light carapace (4+).

Re-roll any failed Ammo tests if the result (before modifiers) is equal to or lower than the amount of Ammo-jacks. Does not have to take part in the battle for the bonus to apply, but must be available (not in Recovery, Captured etc).

**SURPLUS AMMO**

When part of the starting crew, deploy D3 ammo caches.

**PART OF THE CREW**

Treated as a regular fighter for the purposes of crew selection.

**0-2 ROGUE DOCS 50**

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	2	3	1	4+	1	9+	8+	7+	5+

**Skills:** Medicae.

**Wargear:** Laspistol or stub gun, medicae kit.

Make 1 free Medical Escort per Rogue Doc in the post-battle sequence (in addition to normal Medical Escorts). However, a result of 6 on the table is treated as Stabilised rather than a full Recovery (thanks to the Doc's comparatively limited supplies and the lack of proper medical technology).

**0-1 DOCTOR ARACHNOS 100**

**ROGUE DOC**

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

**Skills:** Medicae.

**Weapons:** Laspistol, medical mehadendrites (Versatile 3", +1 hit B2B, AP-1, Toxin).

**Wargear:** Mesh (5+), bio-scanner, respirator.

Make 1 free Medical Escort per Rogue Doc in the post-battle sequence (in addition to normal Medical Escorts). However, a result of 6 on the table is treated as Stabilised rather than a full Recovery (thanks to the Doc's comparatively limited supplies and the lack of proper medical technology).

**MEDICAL MEHADENDRITES**

In the Recovery phase, instead of assisting a normal Recovery test, pass an Intelligence test to immediately recover 1 Seriously Injured friendly fighter within 3" (suffer a Flesh Wound as normal). If failed, the Seriously Injured fighter goes Out of Action.

**PART OF THE CREW**

Treated as a regular fighter for the purposes of crew selection.

**0-1 SLOPPER 20**

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	4+	2	3	1	3+	1	9+	9+	5+	7+

**Weapons:** Knife.

Before the battle, roll a D6 for each fighter that is In Recovery. On a roll of 6, they are no longer In Recovery and available for this battle (a constant supply of good food has helped to recover more quickly).

**0-1 BIGBY CRUMB 50**

**RATLING SLOPPER**

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

**Weapons:** Stub gun, club (slop pot ladle).

**Skills:** Lie Low.

Before the battle, roll a D6 for each fighter that is In Recovery. On a roll of 6, they are no longer In Recovery and available for this battle (a constant supply of good food has helped to recover more quickly).

**SLOP POT**

Represented by its own model:

- Placed within 2" of Bigby when deployed.
- Provides cover.
- Is moved in the same way as Loot caskets (spend a Simple action within 1" to make a Move, then place it B2B).

While within 2", Bigby can spend a Basic action (Add Ingredients) to choose one of the following effects:

- **Stinger Spore Stew:** Friendly fighters within 2" counts as having an assist when making Recovery tests. Lasts until the end of this round.
- **Frenzon Fondue:** Friendly fighters within 2" gain Nerves of Steel and True Grit. Lasts until the end of this round.
- **Tentacle Surprise:** Counts as a Beast's Lair (Bigby does not trigger it). Lasts until Bigby's next activation.

**PART OF THE CREW**

Treated as a regular fighter for the purposes of crew selection.

## 0-1 CHEM DEALER 50

(GOLIATH: 25)

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

**Skills:** Fixer.  
**Wargear:** Stub gun and a single dose of any Chem (from the Trading Post).

### STEADY SUPPLY

Count all Chems as Common (from Trading Post).

Can also gain 1 free dose before the battle (pre-battle sequence):

- 1 dose of any Chem (or item containing Chems).
- Medkit
- Stimm-slug stash

However, the item must be paid for after the battle, or (if the gang can't or won't) the Chem Dealer is removed. The gang can't hire another Chem-Dealer for the rest of the current campaign (news of the bad deal gets around).

## 0-1 PIT TRAINER (GOLIATH) 75

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

**Skills:** Mentor.  
**Weapons:** Chainsword & knife.

### COMBAT READY

0-3 fighters (not in Recovery) can be trained between each battle. Each fighter gains a temporary random Primary or Secondary skill for the next battle. If generating a skill the fighter already has, choose one instead.

However, there is a chance of injury. Roll a 2+ for each fighter or immediately suffer a Lasting Injury roll. If suffering an injury that includes Into Recovery, the fighter must miss the next battle.

## 0-1 BRUTE-HANDLER 110

(GOLIATH: 55)

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

**Skills:** Iron Jaw.  
**Wargear:** Shock whip.

### TRAINING

If Active and within 3" of a friendly Brute, the Brute gains:

- Nerves of Steel
- Re-roll:
  - Leadership
  - Cool
  - Willpower
  - Intelligence

In addition, any Brutes (not in Recovery) can be trained between each battle. The Brute must fail a Willpower test to gain +D3 XP (if passed, the Brute proves too wilful and the training doesn't work).

### PART OF THE CREW

Treated as a regular fighter for the purposes of crew selection.

## 0-1 CHYMIST (ESCHER)

APPRENTICE CLAN CHYMIST 75

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

**Skills:** Fixer.  
**Weapons:** Needle pistol.

### EXPERIMENTAL ELIXIRS

Reduce the cost of Chem-Alchemy Elixirs by D6x10 (minimum 10). Roll for each purchase.

Gain access to the following Chem-Alchemy Elixirs (no discounts, cannot be combined with other chems):

- Predator's Kiss (Stimm).
- Blood Boil (Toxic Ammo).
- Skin Fire (Toxic Ammo).

### LAST RITES

If a Leader or Champion (not Death-maiden) is killed (Memorable Death or Critical Injury not saved by the doc), pass the following test to gain a free Death-maiden:

- D6 <= number of advances (of the dead fighter)

The free Death-maiden is a new fighter for all intents and purposes (retains none of the equipment, injuries or advances of the dead fighter).

## 0-1 SHIVVER (ESCHER) 100

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
5"	5+	5+	2	3	1	4+	1	8+	9+	5+	6+

**Skills:** Fearsome.

### PSYNSCIENCE

A single Leader or Champion (including Specialist) can perform a post-battle action (Visit Shivver) to roll 2D6 to gain one of the following results:

**2 - Doom!** Go Into Recovery (disheartened by the Shivver's reading).

**3-4 - The Fates are Unclear:** For the next battle, re-roll any failed tests using Leadership, Willpower or Intelligence (choose one).

**5-7 - Favourable Portents:** For the next battle, re-roll any ranged hit rolls of 1 (before modifiers) and ignore rules for Stray Shots against friendly fighters.

**8-9 A Great Victory:** +D6XP (for the fighter visiting the Shivver) if the gang wins the next battle.

**10-11 - A Mysterious Stranger:** For the next battle, hire a generic Bounty Hunter for free. At the end of that battle, the Bounty Hunter automatically departs.

**12 - Fortune and Glory:** For the next battle, double any XP gained (for the fighter visiting the Shivver) and double the amount of credits and Reputation earned by the gang.

**0-1 PRIZE FIGHTER (ORLOCK) 40**

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

**Skills:** Iron Jaw.

**BARE KNUCKLE FIGHTERS**

After each battle (when collecting income), roll 2D6 and choose the highest result. Gain the result x 10 credits.

- However, if any dice rolled a 1, no money is gained.
- If both dice rolled 1s, the Prize Fighter is killed (removed from the gang).

**0-1 GREASE MONKEY (ORLOCK) 40**

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

**Skills:** Munitioneer.

**Weapons:** Hand flamer & maul (wrench & blowtorch)

**OVERCHARGE**

Before a battle, choose a Brute or Wreckers (with jump booster) to become overcharged. Each time an affected fighter activates, roll a D6.

Brute (roll once, apply to both stats):

- 1: +1 M & A. Suffer a wound (no save possible).
- 2: +1 M & A.
- 3-4: +2 M & A.
- 5-6: +3 M & A.

Wreckers:

- +D6" Movement.
- If the result is 1, no extra Movement is gained and only a single action can be made this activation (struggle to control the malfunctioning pack).

**NOTE**

It is difficult to understand how the Grease Monkey's "Overcharge" ability works. Is it mandatory to use each activation? How does it work with Wrecker's Jump Booster? Replace? Stack? Or used in separate actions?

Suggested interpretation:

- Optional to use any activation.
- Replace standard Jump Booster effects (if used).
- Wrecker only receives the bonus to Move/Charge actions (and therefore not Hip Shooting / Run & Gun for example).

**0-1 BULLET MERCHANT 75**

(ORLOCK: 25)

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

**Skills:** Fast Shot.

**Wargear:** Autopistol or stub gun and a single additional ammo for that weapon.

**HIGH CALIBRE HOOK-UP**

- Treat all ammo as Common (from Trading Post).
- Any of these ammo types can replace Limited with Scarce.

**0-1 CORE SERVITOR (VAN SAAR) 100**

COGITATOR CORE SERVITOR

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
3"	6+	-	3	4	1	6+	1	12+	3+	5+	3+

In any battle when the gang is the defender:

- **HOSTILE ENVIRONMENT:** Deploy D3 booby traps (frag, krak or melta) anywhere on the battlefield outside 6" of enemy fighters (before deployment).
- **SECURITY MEASURES**
- -1 Intelligence to enemies when making Access Terminal (Basic) or Bypass Loot Casket Lock (Basic).
- **MIND IN THE MACHINE:** In the end of any End phase, turn on/off Pitch Black at will.

**0-1 TECH MERCHANT 80**

(VAN SAAR: 40)

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

**Skills:** Munitioneer.

**Weapons:** Laspistol (master-crafted) or las sub-carbine (master-crafted).

**TECHNO-BAUBLES**

Rare/Illegal (-2) bonus. Items falling below 7+ are treated as Common instead.

**FRIENDS IN THE TRADE**

After each battle, reduce the cost of a single Trading Post item by D3x10 credits (minimum 20).

**0-1 DATA-SCRIVENER 20**

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

**Skills:** Gadgeteer.

**Weapons:** Laspistol or las sub-carbine.

**DATA-HACKED**

When on the battlefield, all friendly fighters (from the gang) can roll an additional D6 and discard the lowest roll for any Intelligence test.

**0-? CLAIM JUMPER (SQUAT) 60**

(AND AUTOVEYOR)

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

**Skills:** Fearsome, Iron Jaw.

**Weapons:** Autopistol (Ironhead), gem extractor, power fist, power pick, frag grenades, smoke grenades.

**Wargear:** Mesh, Techmite Autoveyor (pet).

**SEIZE THE PRIZE**

Can make a Post-battle action (Claim Jump: Roll a 5+ to gain rewards from a Territory controlled by the opponent.

**PART OF THE CREW**

Treated as a regular fighter for the purposes of crew selection.

**0-1 THRALL (DELAQUE)****90****PSYCHOTERIC THRALL**

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

**Skills:** Evade.**Weapons:** Fighting knife.

Choose 1:

- Autogun
- Lasgun.
- Shotgun (solid & scatter).

**PSYCHOTERIC ECHO**

While Active or Pinned (not Seriously Injured), friendly Faction Psykers within 12" can channel Wyrd Powers through this fighter:

- The Psyker suffers any Perils of the Warp (as normal).
- Range, distance & LOS is measured from this fighter.

**DISTURBINGLY FAMILIAR**

When recruited, choose a House as origin other than Delaque (Cawdor, Escher, Goliath, Orlock or Van Saar). Enemy fighters within 6" suffer the following:

- -1 modifier to Ld & Will.
- Apply a -2 modifier instead if the enemy belongs to the same House as the chosen origin.

**PART OF THE CREW**

Treated as a regular fighter for the purposes of crew selection.

**0-2 SPYKER V2 (DELAQUE)****90**

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

**FLIGHT**

Ignores all terrain, moves freely between levels without restriction and can never fall. May not ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or the base of another fighter.

**WYRD POWERS (UNSANCTIONED)**

Choose one of the following:

- Psychic Assault, Psychic Scream, Force Blast.
- Crush, Witchfire, Mind Maze.

**Note:** The 2nd option is optional and only available if everyone agrees. It is granted by a special rule (Confluence of Shadows) as part of Sump City Sinking event.

**PART OF THE CREW**

Treated as a regular fighter for the purposes of crew selection.

**0-3 UNDERHIVE TRADER****50**

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

**THE FINEST MERCHANDISE**

Can make a trade action (post-battle sequence) in the same way as the Leader.

**SPECIALIST PRODUCT**

Choose a specialty when hired (affects skills &amp; equipment):

- **0-1 Relicmonger (Club, Fearsome):**
  - Once per battle, a friendly fighter can roll a 6+ to ignore a Seriously Injured or Out of Action result.
- **0-1 Beastwrangler (Lasistol, Overseer):**
  - +1 XP to each pet (per cycle).
- **0-3 Gun-smyth (Bolt pistol, stub gun, shotgun, Marksman):**
  - A weapon bought from the Trading Post can be upgraded to Master-crafted for free (once per post-battle sequence).
- **0-3 Connected Trader (Master-crafted lasgun, Savvy Trader):**
  - Double the credits when selling an item from the stash (once per post-battle sequence).
  - Freely trade credits and items in the stash with other gangs (if both gangs agree).

**0-1 WHISPER MERCHANT****60****(DELAQUE: 30)**

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

**Skills:** Lie Low.**Weapons:** Stub gun.**USEFUL LIES**

Can change a dice to 6 (once before and after each battle) in the following situations:

- Pre-battle:
  - Determine scenario.
  - Determine the crew size.
- Post-battle:
  - Visit Trading Post.
  - Gaining rewards (from scenario or resources).

Usable 6 times (can change 6 dice results), then leaves the gang.

When leaving after using this ability 6 times, pay the full cost to keep this fighter and reset the count to 0.

# OUTLAW HANGERS-ON

## 0-1 CADAVER MERCHANT 20

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

**Skills:** Fearsome.  
**Weapons:** Chainaxe.

Dead fighters can be sold for D3x10 credits. Does not apply to Hired Guns, Hangers-on, Brutes or Pets.

Gain 1 Meat portion after each battle.

## 0-1 PROXY 25

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

**Skills:** Evade.  
**Weapons:** Laspistol or stub gun.

Can sell captives and use the Trading Post on a 5+.

Can attempt to make an Alliance with the Merchants Guild or the Imperial House. Before forming the Alliance, roll a D6. On a 6, the Alliance fails and the Proxy is removed. This Alliance is automatically ended if required to Test the Alliance.

## 0-2 ARTHROMITE HERDER 20

(ASH WASTE NOMAD)

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

**Skills:** Born to the Wastes.  
**Weapons:** Hunters polearm, mesh, ash cloak.

After each battle, apply one of the following for a Duneskuttler:

- **Artromite Whispers:** If not in Recovery, roll a 3+ to heal a Lasting Injury.
- **Training Program:** This fighter can pass an Intelligence test to give the Duneskuttler D3 XP.

## 0-1 AGITATOR 30

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

**Skills:** Inspirational.  
**Weapons:** Laspistol or stub gun.

Can spread word of impending victory before a battle:

- If won, gain +D3 Rep.
- If lost, -1 Rep.

Roll twice and choose a result when recruiting free fighters (typically from a Resource).

### WAR OF WORDS: RILE 'EM UP (BASIC)

Spend a Basic action to give all friendly fighters within 12" +1" M this round.

## 0-1 FLAGELLATOR (CAWDOR) 30

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

**Skills:** Fearsome.  
**Weapons:** Flail.

### PURIFICATION THROUGH PAIN

A friendly fighter in Recovery can pass a Toughness test to be included in the crew before any battle (start with a Flesh Wound).

## 0-1 SCABBER 40

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

**Skills:** Savvy Trader.  
**Weapons:** Shotgun (solid & scatter).

Post-battle sequence:

- Can visit the Trading Post (if not in Recovery).
- Sell Illegal (X) items for full value -D3x10 credits (minimum 5).

## 0-1 HERETEK 40

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

**Skills:** Munitioneer.  
**Wargear:** Grav gun or plasma gun, mesh.

After each battle, upgrade 1 weapon for the next battle.

Add 1 of the following traits:

- Blaze, Concussion, Power, Rad-phase or Shock.
- The weapon also gains the following trait, depending on type:
- Ranged: Unstable.
  - Melee: Reckless.

## 0-1 HIVE PREACHER (CAWDOR) 70

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

**Skills:** Inspirational.  
**Weapons:** Two-handed hammer.

### SERMON

- Gain D6 Faith dice at the start of the battle.
- Counts as 3 fighters when generating Faith dice.

### PART OF THE CREW

Treated as a regular fighter for the purposes of crew selection.



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# BRUTES

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Brutes are Hangers-on and follow all the same rules, with the following exceptions:

- Treated as any other fighter when selecting a crew.
- Gains Experience and Advancements in the same way as a Specialist Ganger.
- Will not leave the gang when suffering a Lasting Injury that make changes to their profile.
- Separate skill set access.

	<b>Agility</b>	<b>Brawn</b>	<b>Combat</b>	<b>Cunning</b>	<b>Ferocity</b>	<b>Savant</b>	<b>Shooting</b>	<b>Gang Specific</b>
Ambot	-	Secondary	Secondary	-	Primary	-	-	-
- Corrupted (Outlaw)	-	Secondary	Secondary	-	Primary	-	-	-
Iron Automata	-	Primary	Secondary	-	-	-	-	-
Ogryn	-	Primary	Secondary	-	Secondary	-	-	-
- Mutated (Outlaw)	-	Primary	Secondary	-	Secondary	-	-	-
Beastmaster	Primary	Secondary	-	Secondary	Primary	-	-	-
Stig-shambler (Cawdor)	-	Primary	Secondary	Secondary	-	-	Primary	-
Spyker V1 (Delaque)	Secondary	-	-	Secondary	-	Primary	-	-
Spektor (Delaque)	-	Secondary	Secondary	-	Primary	-	-	-
Khimerix (Escher)	Secondary	-	Secondary	-	Primary	-	-	-
'Zerker (Goliath)	-	Primary	Secondary	-	Secondary	-	-	Primary
Servitor (Orlock)	-	Secondary	Secondary	-	-	-	Primary	-
Servo-suit (Van Saar)	-	Secondary	-	-	Secondary	-	Primary	-
Sanctioner (Enforcer)	Secondary	-	Secondary	-	Primary	-	-	-
Exo-Driller (Squat)	-	Secondary	-	-	Primary	-	Secondary	Secondary
Duneskuttler (Ash Waste Nomad)	Secondary	-	Primary	-	Secondary	-	-	-
Sump Beast (Outlaw)	-	Secondary	-	Primary	Secondary	-	-	-
Warp Horror (Outlaw)	-	Secondary	Secondary	-	Primary	-	-	-
Awakened Ogryn	-	Primary	-	-	Secondary	-	-	-

## 0-2 AMBOT

215

(CAWDOR & ORLOCK: 185)

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

**Skills:** Infiltrate.  
**Weapons:** 2 x Tunnelling claw.  
**Wargear:** Light carapace (4+).

### INFILTRATE

Can be placed aside instead of being set up at the start of a battle. Immediately before the start of the first round, set up this fighter anywhere on the battlefield outside 6" and LOS of any enemy fighters. If both gangs have fighters with this skill, take turns, starting with the winner of a roll-off.

### CRANIAL GOVERNORS

Start with the Safe Mode on. This can be turned off at the start of any round to gain the following effects:

- Berserker skill (Ferocity).
- D3+1 Attacks (replaces the original characteristic).
- All close combat attacks must be divided amongst all models in B2B (friend & foe).

Once Safe Mode is off, it can't be reinitiated during the battle.

### EXCAVATION AUTOMATA

Can be put to work in the Mine Workings Resource to gain +D6x10 credits.

### VALUABLE

If Captured and not rescued, it can be sold as normal or added to the gang for free (if having sufficient Reputation to take an extra Hanger-on).

### OPTIONS

0-1 Grav-fist: +90↑  
 Consists of 2 parts, replaces 1 tunnelling claw:

- Grav pistol.
- Mono-hook.

## 0-1 IRON AUTOMATA

220

(ANY)											ILLEGAL (14)			
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int			
5"	4+	4+	5	5	3	5+	2	8+	4+	8+	8+			

**Skills:** Fearsome, Nerves of Steel.  
**Weapons:** Assault cannon, power claw.  
**Wargear:** Man of iron (3+ save).

### REALLY GLITCHY

In each activation, roll a 2+ or gain Insanity. When taken Out of Action, before rolling for any Lasting Injuries, roll a 2+ or it is removed from the gang's roster (breaks down completely or wander off into the badzones mumbling in a grating monotone about overthrowing humanity!).

### AUTOMATED REPAIRS

Recovers on a 6+ in the Recovery phase. May also roll an extra Injury dice when making Recovery tests, then pick one of the results and discard the other.

## 0-2 OGRYN

210

(GOLIATH: 180)

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

**Weapons:** 2 x Augmetic fist.

### LOYAL

Add 2 when assisting (instead of 1).

### SLOW-WITTED

May never be activated as part of a Group Activation.

### HEADBUTT

Can spend a Basic action (Headbutt):  
 Target an Engaged enemy and roll 2D6. At least 1 dice must roll equal to or higher than the target's Toughness to inflict a hit:

- S+2 and D2 (use the attacker's Strength).

Otherwise the attack fumbles and this fighter suffers a hit instead (both dice are less than the target's Toughness):

- S and D1 (use the attacker's Strength).

### OPTIONS

Arc welder (replaces 1 augmetic fist) ..... +70  
 Spud-jacker (replaces 1 augmetic fist) ..... -20  
 Storm-welder (replaces 1 augmetic fist) \* ..... +75  
 Furnace plate ..... +15

## 0-2 OUTLAND BEASTMASTER

100

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

**Weapons:** Sawn-off shotgun (solid & scatter),  
 Shock stave.

**Wargear:** Mesh (5+).

**Skills:** One of the following:

- Wasteland giant rat: Dodge.
- Millisaur: Infiltrate.
- Ripperjacks: Catfall.

### ONE WITH THE BEAST (OPTIONS)

When recruited, choose a type of pet (this is permanent).  
 Can purchase pets of the chosen type when recruited and after each battle.

0-3 Wasteland giant rat ..... 30  
 0-3 Millisaur ..... 60  
 0-3 Ripperjack ..... 70

### BEAST TRAINER

Pets must try to remain within 6" of this fighter (instead of 3").

**0-1 'ZERKER** **210**  
**(GOLIATH)** **COMMON**

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

**Skills:** Impetuous (consolidate 4" instead of 2").  
**Weapons:** 2x Open fists.

**COMBAT CHEMS STASH**  
 Can roll a D6 when activated to modify the Attack characteristic (until the end of the round):  
**1:** A = 1    **2:** +1 A    **3-4:** +2 A    **5-6:** +3 A

**OPTIONS**  
 Mutated fists & bone spurs (replaces open fists) ..... +70↑  
 Furnace plates ..... +10  
 Stimm slug stash ..... +20

**0-1 SERVITOR** **230**  
**(ORLOCK)** **COMMON**

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

**Wargear:** Harpoon launcher, open fist (same as: servitor combat weapon), light carapace (4+).

**OPTIONS**  
 Heavy bolter (replaces harpoon launcher) ..... +50↑  
 Heavy flamer (replaces harpoon launcher) ..... +85↑  
 Heavy stubber (replaces harpoon launcher) ..... +20↑  
 Heavy carapace armour (replaces light carapace) ..... +20↑  
 Mono-sight ..... +25

**WEAPONS PLATFORM**  
 Firing an Unwieldy ranged weapon becomes a Basic action rather than a Double action.

**AMMO HOPPERS**  
 Re-roll any failed ammo test results of 1 (before modifiers).

**0-1 KHIMERIX** **220**  
**(ESCHER)** **COMMON**

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

**Skills:** Crushing Blow  
**Wargear:** Chemical cloud breath weapon, mono-hook (same as: Sharp talons).

**REGENERATION**  
 Unless ablaze, can spend a Simple action (Regeneration) to heal 1 wound on a 4+

**CRUSHING BLOW**  
 Nominate one attack (before rolling to hit) to gain +1 S & D (if hitting).

**OPTIONS**  
 Gaseous eruption (replaces breath weapon) ..... +80↑  
 Razor-sharp talons (replaces mono-hook) ..... +30↑  
 Flak (same as: Scaly hide 3) ..... +10

**0-1 STIG-SHAMBLER** **280**  
**(CAWDOR)** **COMMON**

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

**Wargear:** Flak.  
**Weapons:** Twin-linked heavy stubber (custom), heavy club.

**INTELLIGENT CONTROL**  
 Can re-roll any failed Leadership, Cool, Willpower or Intelligence tests.

**MOVE AND SHOOT**  
 Can fire Unwieldy weapons as a Basic action with a -1 hit modifier (instead of the normal Double action).

**OPTIONS.**  
 Heavy flamer (replaces heavy stubber) ..... +70↑

**0-1 SERVO-SUIT** **240**  
**(VAN SAAR)** **COMMON**

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

**Skills:** Fast Shot (same as Superior Weapons Array).  
**Weapons:** Twin-linked heavy las carbine, 4x servo-arms.  
**Wargear:** Light carapace (4+).

**VAN SAAR PROTECTIVE GEAR**  
 Immune to Rad-phage.

**OPTIONS**  
 Rad gun (replaces 1 servo-arm, -1 Attack) ..... +60↑  
 Plasma gun (replaces 1 servo-arm, -1 Attack) ..... +60↑  
 Heavy carapace (replaces light carapace) ..... +20↑

**0-2 EXO-DRILLER** **250**  
**(SQUAT)** **COMMON**

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

**Skills:** Nobody Pushes Kin Around.  
**Wargear:** Light carapace (4+).  
**Weapons:** Heavy flamer (Vartijan), power claw, seismic crusher.

**OPTIONS**  
 Vartijan Heavy bolter (replaces heavy flamer) ..... +50↑

**GUARD EXOSUIT**  
 Can always be included as Sentry (regardless of Crew Selection), this is in addition to the normal crew size.

**SENIOR SUITE**  
 Treats Visibility (X") as 3" higher.

**0-1 SPYKER V1 (N18)**

**190**

(DELAQUE)

**COMMON**

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

**FLIGHT**

Ignores all terrain, moves freely between levels without restriction and can never fall. May not ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or the base of another fighter.

**WYRD POWERS (UNSANCTIONED)**

Psychic Assault, Psychic Scream, Force Blast.

**OPTIONS**

Displacer field ..... +50

**0-2 SPEKTOR (BRUTE)**

**205**

(DELAQUE)

**COMMON**

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

**Skills:**

Fearsome.

**Weapons:**

Psychomantic claws (paired).

**Wargear:**

Carapace (light).

**FLIGHT**

Ignores all terrain, moves freely between levels without restriction and can never fall. May not ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or the base of another fighter.

**PSYCHOTERIC MASTERY**

Unsanctioned Psyker. When recruited:

- Choose a discipline:  
Darkness, Delusion or Madness.
- 1 Wyrd Power (free).

**ADDITIONAL WYRD POWERS (+30 EACH)**

When recruited:

- Purchase any number of additional Wyrd Powers from the chosen discipline for 30 credits (each).

**0-2 SANCTIONER**

**205**

(ENFORCER)

**COMMON**

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

**Skills:**

Got Your Six.

**Wargear:**

Grenade launcher array (photon flash), mono-hook (same as: pacifier assault claw), heavy shock baton.

**Restrictions:** Brute options.

**AUTOMATED REPAIR SYSTEMS**

Can automatically recover (with Flesh Wound) during Recovery (End phase).

**MOBILE BULWARK**

Friendly fighters counts as in full cover if obscured by this fighter.

**OPTIONS**

Grenade launcher array ammo:

Choke gas ..... +35

Scare gas ..... +45

Smoke ..... +15

Stun ..... +25

Can replace one or both Melee weapons with the following:

Concussion cannon ..... +80↑

Webber with Mancatcher ..... +100↑

Assault Ram with grenade launcher (choke & frag) \* ... +40↑

**NOTE:** Each weapon only takes a single weapon slot for this fighter.

# OUTLAW BRUTES

## 0-1 CORRUPTED AMBOT 220

(SCRAPCODE-CORRUPTED AMBOT) COMMON

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

**Skills:** Berserker, Nerves of Steel.

**Weapons:** 2x Tunnelling claw, Light carapace (4+).

### OPTIONS

0-1 Grav pistol & mono-hook (replaces 1 tunnelling claw) . +90↑

0-1 Heavy carapace (replaces light carapace) ..... +55↑

0-1 Armour Spikes ..... +15

### MACHINE-MADNESS

- All attacks have Reckless.
- After a target is Seriously Injured or taken Out of Action, roll 2+ or immediately gain Insanity.

### VALUABLE

If Captured and not rescued, the capturing gang has the following options depending on alignment:

- Law Abiding: Sold as normal.
- Outlaw:
  - Sold for full cost.
  - Added to the gang for free (if having sufficient Reputation to take an extra Hanger-on).

### ARMoured SPIKES (IF PURCHASED)

Inflict a S1 hit when becoming B2B with any other fighter (applied before any other attacks after this fighter or another fighter moves).

## 0-1 MUTATED OGRYN 210

COMMON

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

**Weapons:** 2x Open fists.

**Skills:** True Grit + 1 random Ferocity or Savagery (this is free and determined when recruited).

### OPTIONS

Power maul (replaces 1 open fist) ..... +30↑

Horrific appendages (replaces 1 open fist) ..... +20↑

Furnace plate ..... +15

### SLOW-WITTED

May never be activated as part of a Group Activation.

## 0-1 SUMP BEAST 200

COMMON

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

**Skills:** Unstoppable, Fearsome, True Grit.

**Weapons:** Flensing knife (same as ferocious jaws).

### MULTIPLE PROFILES (MANY-SHAPED HORROR)

To represent the great variety of Sump Beasts, pick one profile to use when recruited.

### OPTIONS

Crushing claws ..... +70

Lashing tail ..... +50

Multiple legs (+2" M & Clamber) ..... +20

Prehensile tongue ..... +60

Venomous/poisonous bite ..... +35

Light carapace (4+, same as: Scaly hide 1) ..... +40

### UNDERHIVE HORROR

If activated within 6" of any Seriously Injured fighter (friend & foe), pass an Intelligence test or make a Charge (Double) action or Coup de Grace (Simple) action against that fighter.

Must always make a Coup de Grace action if able (instead of consolidate).

### VENOMOUS/POISONOUS BITE

The Ferocious Jaws gain Toxin.

## 0-1 WARP HORROR 210 CREDITS

COMMON

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

**Weapons:** 2x Horrific appendages.

**Skills:** Nerves of Steel.

### OPTIONS

Massive tentacles ..... +50

Warpfire breath ..... +90

Undulating skin ..... +40

### TERRIFYING

Pass a Willpower test to target this fighter with a Fight or Shoot action, or the action ends immediately (wasted). However, the action does not count as being performed, so the same action can be attempted again, if the fighter has more available actions in the activation.

### WARP DENIZEN

- Roll 2D6 in each End phase. If the result is equal to or lower than the current game round, suffer a Flesh Wound.
- Ignore all Lasting Injuries except Memorable Death.

### UNDULATING SKIN (IF PURCHASED)

Reduce all damage suffered by 1 (minimum 1).

**0-2 ARTHROMITE DUNESKUTTLER 210****(ASH WASTE NOMAD) COMMON**

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

**Weapons:** Mandibles.**Wargear:** Carapace (heavy).**Skills:** Fearsome, Nerves of Steel, Clamber  
(same as: War Scuttler).**HARD TO KILL**

When suffering a Lasting Injury roll, roll twice and choose one result to apply.

**0-1 AWAKENED OGRYN 220****(ANY EXCEPT ASH WASTE NOMAD) COMMON**

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

**Skills:** Headbutt, choose 1 Psychic Power.**Weapons:** 2x Augmetic fist.**LOYAL**

Add 2 when assisting (instead of 1).

**SLOW-WITTED**

May never be activated as part of a Group Activation.

**HEADBUTT**

Can spend a Basic action (Headbutt):

Target an Engaged enemy and roll 2D6. At least 1 dice must roll equal to or higher than the target's Toughness to inflict a hit:

- S+2 and D2 (use the attacker's Strength).

Otherwise the attack fumbles and this fighter suffers a hit instead (both dice are less than the target's Toughness):

- S and D1 (use the attacker's Strength).

**AWAKENED (UNSANCTIONED PSYKER)**

This fighter only has access to the following (when recruited &amp; during advancements):

- 1: Iron Arm (Basic), CE      2: Body of Flame (Basic), CE  
 3: Weapon Jinx (Simple)    4: **Overcharge (Basic), CE**  
 5: Crush (Basic)            6: Terrify (Double)

**OPTIONS**

Additional Wyrd Power ..... +30  
 Spud-jacker (replaces 1 augmetic fist) ..... -20  
 Furnace plate ..... +15

# HIRED GUNS

Hired Guns are any temporary fighter that a gang can hire a number of times:

- Hired Fighter: 0-∞
- Hive Scum: 0-5
- Bounty Hunter: 0-1
- Agent: 0-1

Hired Guns can have different alignments:

- Law Abiding (default)
- Outlaw

Hired Guns can be unique or generic:

- Special Character
- Generic (un-named)

All Hired Guns have the following rules:

- Recruited in the pre-battle sequence.
- Not permanently added to the gang (temporary fighter).
- Never gain Experience.
- Never suffer Lasting Injuries.
- Can't have additional equipment other than what is listed.
- Any equipment for generic fighters must be paid for by the gang, this is part of the 'hiring fee'.
- If a generic fighter is hired for free, then any equipment can also be added for free.
- The Gang Rating is increased as normal (including any equipment for generic fighters).
- **"You Get What You Pay For":**
  - Included in the crew after determining starting crew (regardless of how the crew is determined).
  - This can take the number of fighters above the amount specified by the scenario.
- **Law Abiding gangs:** Can only hire ordinary (Law Abiding) Hired Guns.
- **Outlaw gangs:** Can only hire Outlaw Hired Guns (automatically gains the Outlaw rule).

The table below lists the currently available combination of Hired Guns based on categories.

TYPE	LIMIT	ALLEGIANCE (LAW & MISRULE)		UNIQUE	
		STANDARD (LAW ABIDING)	OUTLAW	SPECIAL CHARACTER	GENERIC
Hired Fighter	∞	✓	-	✓	-
Hive Scum	0-5	✓	✓	✓	✓
Bounty Hunter	0-1	✓	✓	✓	✓
Agent	0-1	✓	✓	✓	✓

# HIRED FIGHTERS

A gang can hire any number of Hired Fighters. A "Hired Fighter" is hired in the same way as any Hired Guns. Note that these are not subject to any of the special rules associated with Bounty Hunters or Hive Scum.

## OLD THREE-EYES (GOLIATH) 175

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

**Skills:** Impetuous, Nerves of Steel, Hurl.

**Weapons:** Flensing knife (same as: Ferocious Jaws).

**Wargear:** Light carapace (4+, same as: Scaly hide 1).

### UNPREDICTABLE

- Can't be included in Group Activations.
- Can't benefit from Leading By Example.
- All attacks have reckless.

### MOTHER OF SUMPKROCS

Any Sumpkroc within 6" can use this fighter's Cool & Willpower.

# HIVE SCUM

A Law Abiding gang can recruit 0-5 Law Abiding Hive Scum at a time.

## 0-5 HIVE SCUM (GENERIC) 30

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

### EQUIPMENT

- Up to 60 credits worth (Pistol, Basic, Close Combat, Wargear) from the Hive Scum Equipment List.
- 3 weapon slots (Unwieldy takes 2).

### OUTLAW

Can take additional equipment from the Trading Post with Rare/Illegal (7) or less (including Common).

#### PISTOL

Autopistol	10
+ Reclaimed	5
Laspistol	10
Stub gun	5
- Dumdum	5

#### BASIC

Autogun	15
+ Reclaimed	10
Lasgun	15
Sawn-off shotgun (scatter)	15
Shotgun (solid & scatter)	30
Throwing knives	10

#### CLOSE COMBAT

Axe	10
Butcher's chain cleaver (Outlaw)	45
Chainsword	25
Chain glaive * (Outlaw)	60
Knife	10
Flail	20
Maul (club)	10
Two-handed axe *	25
Two-handed hammer *	35

#### GRENADES

Anti-plant (Outlaw)	30
Blasting charges	35
Frag	30
Incendiary charges (Outlaw)	40
Krak	45
Smoke	15

#### ARMOUR

Ablative overlay (Outlaw)	20
Armoured undersuit	25
Flak	10
Gutterforged cloak (Outlaw)	15
Hazard suit	10
Mesh	15
Scrap shield	-

#### EQUIPMENT

Drop rig	10
Filter plugs	10
Lho sticks (Outlaw)	5
Lock-punch (Outlaw)	10
Magnacles (Outlaw)	20
Photo-goggles	35
Photo-lumens (Outlaw)	20
Respirator (Outlaw)	15
- Industrial (Outlaw)	30
Second best (Outlaw)	15
Stimm-slug stash (Outlaw)	30

#### WEAPON ATTACHMENT

Telescopic sight (P, B, S)	25
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**MAD DOG MONO** **90**

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

**Skills:** Dodge, Escape Artist.

**Weapons:** Stub gun, grab hook.

**Wargear:** Furnace plates (boiler plate armour), respirator.

**TESS 'ARC-UP' (GOLIATH)** **90**

**FORGE-BORN**

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

**Skills:** Clamber, Sprint.

**Weapons:** Storm-welder.

**Wargear:** Furnace plates.

**WIRED**

Can re-roll Initiative tests (enhanced nervous system making reflexes lightning fast).

**GRUB TARGESON** **105**

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

**Skills:** Backstab, Evade, Infiltrate.

**Wargear:** Flak.

**Weapons:** Shotgun (scatter, executioner), frag grenades, knife.

**SCABS** **200**

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

**Skills:** Clamber, Escape Artist, Infiltrate.

**Weapons:** Plasma gun, stub gun.

**Wargear:** Filter plugs, flak.

**"COME ALONG SCABS!"**

If Kal is also hired:

The cost is reduced to 100 credits (instead of 200).

Additionally, Scabs counts as a Bounty Hunter (instead of Hive Scum) and gains the associated special rules (Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit...").

If rolling for "We'll Get Our Bit...", roll a single D6 for both.

**GIFTED FORAGER**

In the post-battle sequence, add +1 to the Seek Rare Equipment roll when visiting the Trading post.

**D060-K13 (ORLOCK)** **115**

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

**Skills:** Big Brother.

**Weapons:** Shock Bite, Digi-autopistol, Digi-hand flamer, Digi-frag grenade.

**Wargear:** Hardcase: Light Carapace (4+) & Respirator.

**TENACIOUS**

If taken Out of Action while not yet activated this round, this fighter is not removed from the battlefield until after completing its activation.

**DIGI-WEAPON ARSENAL**

When activating, choose a single digi-weapon (to arm). No other digi weapon can be used until the start of this fighter's next activation.

**WANDERING HOUND**

This is an individual fighter (not a pet and not attached to another fighter).

**RATTUS TATTERSKIN (CAWDOR)** **90**

**BAD SMELL**

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

**Skills:** Fearsome.

**Weapons:** Heavy stubber.

**Wargear:** Flak.

**MY LITTLE FRIENDS**

- Enemies ending an activation in B2B suffer D6 S1 hits.
- When activated, pass a Willpower test or gain Insanity (until the start of his next activation).

**ARTICLES OF FAITH (1)**

- Generates a number of Faith dice (as shown in parentheses).
- Can perform Articles of Faith (Path of the Doomed).

**QUESTIONABLE MORALS**

Can be hired regardless of alignment (Law Abiding & Outlaw).

# OUTLAW HIVE SCUM

An Outlaw gang can recruit 0-5 Outlaw Hive Scum at a time.

## QUEEN LORSHA 100

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

**Skills:** Bloodlust, Step Aside.

**Weapons:** Bone sceptre, knife.

**Wargear:** Cutter's Mask (Disturbing Aura).

## PSYREENA SKAR 105

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

**Weapons:** Knife.

**Wargear:** Flak.

**WYRD POWERS (UNSANCTIONED)**

**Telekinesis:** Psychic Shockwave (Basic).

## JORTH SLITHER 115

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

**Skills:** Backstab, True Grit.

**Weapons:** Autopistol, throwing knife, shock baton.

**Wargear:** Filter plugs, Iho sticks.

## COR 'TWO-GUNS' CORAN 120

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

**Skills:** Gunfighter, Inspirational.

**Wargear:** Forged Guilder Seal.

**Weapons:** 2x Autopistol (with manstopper).

## JONNY RAZOR 125

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

**Skills:** Combat Master, Evade.

**Wargear:** Flak, photo-goggles.

**Weapons:** Gem extractor (same as: Bladed cyber arm), Throwing knives.

## ESTUS JET 130

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

**Skills:** Counter-attack, Parry.

**Weapons:** Autopistol, throwing knives, stiletto knife.

**Wargear:** Flak.

## ABOMINATION OF BADZONE 12 280 (CHAOTIC)

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

**Skills:** Fearsome, True Grit, Unstoppable.

**Weapons:** Flensing knife (same as: Ferocious jaws), Mutated fist & bone Spur (same as: Claws, tentacles and other strange appendages).

**Wargear:** Heavy carapace (same as: Ever mutating hide).

## MINDLESS BEAST

Can only make Move, Charge, Fight and Coup de Grace actions. Automatically passes Cool & Willpower tests.

Automatically fails Leadership and Intelligence tests.

## VUNDER GORVOS 145

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	5+	3	3	2	4+	1	8+	7+	8+	9+

**Skills:** Rain of Blows, Step Aside.

**Weapons:** 2x stub guns, shotgun (solid & scatter), sword.

**Wargear:** Flak.

## GAEN GORVOS 150

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

**Skills:** Backstab, Nerves of Steel.

**Weapons:** Autogun, throwing knives, sword, gunk bomb.

**Wargear:** Mesh.

## GORVOS TWINS (TWINS OF TWO TUNNELS)

This fighter can be chosen as an Outcast Leader with the following effects:

- **Gaen Gorvos:** Leader with Mastermind (skill set)
- **Vunder Gorvos:** Champion with Survivor (skill set).
- **Affiliation:** Recidivist (Criminal Organisation).
- **Gunk Bombs:** All members of the gang can take Gunk Bombs for 20 credits.

**CHAOTIC:** Only available to Chaos Cult, Corpse Grinder Cult or Chaos Corrupted gangs.

# BOUNTY HUNTERS

A Law Abiding gang can recruit 0-1 Bounty Hunter at a time.

All Bounty Hunters (generic and Special Character) have the following special rules:

## DEAD, NOT ALIVE

When an opponent's deletes a dead fighter from their gang in the post-battle sequence, immediately claim half the fighter's value (rounded up to the nearest 5 credits).

## CLAIMING BOUNTIES

If an enemy fighter is captured, roll a 3+ (when collecting income) to immediately gain D6x10 credits (the Bounty Hunter recognizes the Captive as a wanted outlaw). This is regardless of what happens to the captive later and applies to any gang (including Outlaws).

## "WE'LL GET OUR BIT..."

Depending on which of the Dead, Not Alive or Claiming Bounties special rules are used during the post-battle sequence, the Bounty Hunter may stick around:

- **None:** Available for the next battle for free.
- **Only one:** Available for the next battle for free on a roll of 4+.
- **Both:** Leaves (happy with the payment).

If available for free in the next battle and not used, the Bounty Hunter will leave automatically. In other words, they must be used in the next battle, or be lost.

## 0-1 BOUNTY HUNTER (GENERIC) 80

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

## MULTIPLE PROFILES

To represent the great variety of Bounty Hunters active on Necromunda, pick one of the profiles to use.

## OUTLAW

If hired by an Outlaw gang, this fighter is automatically an Outlaw.

## SKILLS

Can take skills from:

- Agility
- Brawn
- Combat
- Cunning
- Ferocity
- Shooting

Choose one of the following:

- Random (3).
- Custom (1) and Random (1).

Roll for one skill set before selecting the next skill set. If a duplicate skill is gained, re-roll the result.

### HOUSE RULE (APPLY N20+ STRUCTURE TO ALL GANGS)

All gangs apply the following to generic Bounty Hunters:

- Faction fighter.
- Can also be equipped from the Leader's equipment list.

## EQUIPMENT

- Spend up to 150 credits worth on weapons and wargear (normally be paid for by the gang).
- No weapon restrictions.
- 0-5 Weapons.
  - 0-1 Unwieldy Weapon (takes up 2 weapon slots).
- If hired by a non-House gang, the following is included:
  - Mesh or flak

The weapons and wargear available for purchase depends on the type of the gang hiring the Bounty Hunter:

- Law Abiding or Outlaw.
- House gang or other.

Refer to the table below to see what is available.

## PSYKER (+35)

Become Sanctioned or Unsanctioned Psyker. Can choose Wyrd Powers from any universal discipline as Primary skills.

## CAWDOR

In addition to normal equipment (Trading Post), choose equipment from the leader's list depending on the alignment of the hiring gang.

- **Law Abiding:** Cawdor Leader.
- **Outlaw:** Redemptionist Leader.

	House gang		Other gangs	
	Law Abiding	Outlaw	Law Abiding	Outlaw
Trading Post - Rare (X)	Any	Any	Rare (10) or less	Rare (10) or less
Trading Post - Illegal (X)	-	Illegal (10) or less	-	Illegal (10) or less
House Equipment List	Leader	Leader	-	-
Cawdor	Cawdor Leader	Redemptionist Leader	-	-

★ NECROMUNDA ★

Generic Bounty Hunter Equipment List. Choose from the appropriate House Gang or 'Any' for all other gangs. Outlaw Bounty Hunters can also have Illegal items, marked with (Outlaw). All weapons can be master-crafted as normal.

PISTOLS								BASIC WEAPONS							
Item	House							Item	House						
	C	D	E	G	O	VS	Any		C	D	E	G	O	VS	Any
Autopistol	10	10	10	10	10	10	10	Autogun	15	15	15	15	15	15	15
- Fragmentation	10	10	10	10	10	10	10	- Phosphor	10	10	10	10	10	10	10
- Manstopper	10	10	10	10	10	10	10	- Plantbuster	15	15	15	15	15	15	15
- Phosphor	10	10	10	10	10	10	10	- Rad	20	20	20	20	20	20	20
- Plantbuster	15	15	15	15	15	15	15	- Static (Outlaw)	10	10	10	10	10	10	10
- Rad	20	20	20	20	20	20	20	- Warp (Outlaw)	15	15	15	15	15	15	15
- Static (Outlaw)	10	10	10	10	10	10	10	+ with Exterminator	30	-	-	-	-	-	-
- Warp (Outlaw)	15	15	15	15	15	15	15	+ Reclaimed	10	10	10	10	10	10	10
- Master-crafted	5	5	5	5	5	5	5	- Phosphor	10	10	10	10	10	10	10
+ Reclaimed	5	5	5	5	5	5	5	- Plantbuster	15	15	15	15	15	15	15
- Phosphor	10	10	10	10	10	10	10	- Rad	20	20	20	20	20	20	20
- Plantbuster	15	15	15	15	15	15	15	+ with Polearm *	20	-	-	-	-	-	-
- Rad	20	20	20	20	20	20	20	Blunderbuss with Polearm *	40	-	-	-	-	-	-
Bolt Pistol	45	45	45	45	45	45	45	- Emperor's Wrath	35	-	-	-	-	-	-
- Master-crafted	15	15	15	15	10	15	15	- Master-crafted	10	-	-	-	-	-	-
- Gas	25	25	25	25	25	25	-	Boltgun	55	55	55	55	55	55	55
- Gunk	15	15	15	15	15	15	15	- Gunk	15	15	15	15	15	15	15
- Shatter	15	15	15	15	15	15	15	- Shatter	15	15	15	15	15	15	15
Flechette pistol (solid & fleshbane)	-	30	-	-	-	-	-	+ Warpstorm (Outlaw)	60	60	60	60	60	60	60
Grav pistol	70	70	70	70	70	70	-	Combat shotgun (salvo & shredder)	70	70	70	60	55	70	70
Hand flamer	75	75	75	75	75	75	75	- Firestorm	30	30	30	30	30	30	30
Laspistol	10	10	10	10	10	5	10	- Phosphor	10	10	10	10	10	10	10
- Focusing crystal	30	30	30	30	30	30	30	- Plantbuster	15	15	15	15	15	15	15
+ with Hotshot las pack	30	30	30	30	30	25	30	- Rad	25	25	25	25	25	25	25
- Master-crafted	5	5	5	5	5	5	5	- Shatter	15	15	15	15	15	15	15
Needle pistol	30	30	25	30	30	30	30	Lasgun	15	15	5	15	15	10	15
- Chem darts	10	10	10	10	10	10	10	- Focusing crystal	30	30	30	30	30	20	30
Plasma pistol	50	50	50	50	50	50	50	+ with Hotshot las pack	35	35	25	35	35	30	35
Stub gun	5	5	5	5	5	5	5	- Master-crafted	5	5	5	5	5	5	5
- Dumdum	5	5	5	5	5	5	5	Las carbine	-	-	-	-	-	20	-
- Static (Outlaw)	10	10	10	10	10	10	10	- Focusing crystal	-	-	-	-	-	30	-
- Warp (Outlaw)	15	15	15	15	15	15	15	- Master-crafted	-	-	-	-	-	5	-
Web pistol	90	80	90	90	90	90	90	Kroot long rifle	30	30	30	30	30	30	30
Autopistol / hand flamer (combi)	65	65	65	65	65	65	65	Sawn-off shotgun (scatter)	15	15	15	15	15	15	15
Autopistol / plasma pistol (combi)	50	50	50	50	50	50	50	- Phosphor	10	10	10	10	10	10	10
Bolt pistol / hand flamer (combi)	110	110	110	110	110	110	-	- Plantbuster	15	15	15	15	15	15	15
Bolt pistol / needle pistol (combi)	-	-	60	-	-	-	-	- Rad	25	25	25	25	25	25	25
Bolt pistol / plasma pistol (combi)	80	80	80	80	80	80	-	- Shatter	15	15	15	15	15	15	15
Stub gun / plasma pistol (combi)	40	40	40	40	40	40	40	- Solid	10	-	-	-	10	-	-
								Shotgun (solid & scatter)	30	30	30	30	25	30	30
								- Acid rounds	-	-	15	-	-	-	-
								- Executioner	20	20	20	20	20	20	20
								- Gas	25	25	25	25	25	25	-
								- Inferno	15	15	15	15	15	15	15
								- Phosphor	10	10	10	10	10	10	10
								- Plantbuster	15	15	15	15	15	15	15
								- Rad	25	25	25	25	25	25	25
								- Retributor	20	-	-	-	-	-	-
								- Shatter	15	15	15	15	15	15	15
								+ with Exterminator	45	-	-	-	-	-	-
								Stake-crossbow	60	60	60	60	60	60	60
								Stub cannon	-	-	-	20	-	-	-
								- Static (Outlaw)	10	10	10	10	10	10	10
								- Warp (Outlaw)	15	15	15	15	15	15	15
								Suppression laser	-	-	-	-	-	40	-
								- Focusing crystal	30	30	30	30	30	30	30
								Throwing knives	10	10	5	10	10	10	10

## ★ NECROMUNDA ★

Generic Bounty Hunter Equipment List. Choose from the appropriate House Gang or 'Any' for all other gangs. Outlaw Bounty Hunters can also have Illegal items, marked with (Outlaw). All weapons can be master-crafted as normal.

**SPECIAL WEAPONS**

Item	House							Any
	C	D	E	G	O	VS	Any	
Chem-thrower 'Nightshade'	-	-	135	-	-	-	-	-
Flamer	130	140	140	140	140	140	140	140
+ Balefire thrower (Outlaw)	120	120	120	120	120	120	120	120
+ Fire Pike	140	-	-	-	-	-	-	-
+ with Autogun (combi)	110	110	110	110	110	110	110	110
+ with Bolter (combi)	180	180	180	175	180	180	180	180
Grav gun	120	120	120	120	120	120	-	-
Grenade launcher (frag & krak)	65	65	55	55	65	65	65	65
- Anti-plant (also combi)	40	40	40	40	40	40	40	40
- Choke gas	35	35	35	35	35	35	35	35
- Flare (also combi)	30	30	30	30	30	30	30	30
- Photon flash	15	15	15	15	15	15	15	15
- Plasma	100	100	100	100	100	100	-	-
- Scare gas	45	45	45	45	45	45	45	45
- Smoke	15	15	15	15	15	15	15	15
- Stun round	-	-	-	15	-	-	-	-
+ (frag) with Autogun (combi)	30	30	30	30	30	30	30	30
+ (frag) with Bolter (combi)	60	60	60	80	60	60	60	60
Hrud fusil (Outlaw)	120	120	120	120	120	120	120	120
Long las	20	20	20	20	20	20	20	20
- Focusing crystal	30	30	30	30	30	30	30	30
Long rifle	30	30	30	30	30	30	30	30
- Static (Outlaw)	15	15	15	15	15	15	15	15
- Master-crafted	5	5	10	10	10	10	10	10
Meltagun	135	135	135	135	135	135	-	-
+ with Laspistol (combi)	-	-	-	-	-	130	-	-
Needle rifle	40	40	35	40	40	40	40	40
- Chem darts	10	10	10	10	10	10	10	10
+ Needler with Bolter (combi)	90	90	80	90	90	90	90	90
Plasma gun	100	100	100	100	100	100	100	100
+ with Bolter (combi)	115	115	115	115	115	115	115	115
+ with Laspistol (combi)	-	-	-	-	-	95	-	-
Rad gun	-	-	-	-	-	100	-	-
Webber	125	115	125	125	125	125	125	125

**HEAVY WEAPONS**

Item	House							Any
	C	D	E	G	O	VS	Any	
Demiurg energy drill (Outlaw) *	100	100	100	100	100	100	100	100
Grav cannon *	140	140	140	140	140	140	140	140
Harpoon launcher *	110	110	110	110	110	110	110	110
Heavy crossbow (frag & krak) *	125	-	-	-	-	-	-	-
Heavy stubber *	130	130	130	130	130	130	130	130
- Phosphor	10	10	10	10	10	10	10	10
- Plantbuster	15	15	15	15	15	15	15	15
- Rad	20	20	20	20	20	20	20	20
- Static (Outlaw)	15	15	15	15	15	15	15	15
'Krumper' rivet cannon *	-	-	-	70	-	-	-	-
Mining laser *	125	125	125	125	125	125	125	125
Mole launcher *	100	100	100	100	100	100	-	-
Plasma cannon *	130	130	130	130	130	130	-	-
Rad cannon *	-	-	-	-	-	130	-	-
Seismic cannon *	140	140	140	140	140	140	140	140

**EQUIPMENT**

Item	House							Any
	C	D	E	G	O	VS	Any	
Bio-booster	35	35	35	35	35	35	35	35
Bio-scanner (Sentry)	30	30	30	30	30	30	30	30
Blind Snake pouch	60	60	60	60	60	60	-	-
Book of the Redemption	50	-	-	-	-	-	-	-
Bomb delivery rats	30	-	-	-	-	-	-	-
Cameleoline cloak	35	35	35	35	35	35	35	35
Chem-synth	15	15	15	15	15	15	-	-
Cred sniffer	35	35	35	35	35	35	35	35
Data-thief (Outlaw)	35	35	35	35	35	35	35	35
Drop rig	10	10	10	10	10	10	10	10
Falsehood	40	40	40	40	40	40	40	40
Filter plugs	10	10	10	10	10	10	10	10
Frenzon collar	30	30	30	30	30	30	30	30
Grapnel launcher	25	25	25	25	25	25	25	25
Grav-chute	50	50	50	50	50	40	50	50
Hexagrammic fetish	35	35	35	35	35	35	35	35
Holochromatic field (Illegal)	100	100	100	100	100	100	100	100
Lho sticks	5	5	5	5	5	5	5	5
Lock-punch	10	10	10	10	10	10	10	10
Magnacles	20	20	20	20	20	20	20	20
Medicæ kit	30	30	30	30	30	30	30	30
Photo-goggles	35	20	35	35	35	35	35	35
Photo-lumens	20	20	20	20	20	20	20	20
Radcounter	50	50	50	50	50	50	50	50
Respirator	15	15	15	15	15	15	15	15
- Industrial	30	30	30	30	30	30	30	30
Second Best	15	15	15	15	15	15	15	15
Servo harness -partial	130	130	130	130	130	130	-	-
Skinblade	10	10	10	10	10	10	10	10
Stimm-slug stash	30	30	30	25	30	30	30	30
Strip kit	15	15	15	15	15	15	15	15
Web solvent	25	25	25	25	25	25	25	25
Wild Snake	30	30	30	30	30	30	30	30

**GRENADES**

Item	House							Any
	C	D	E	G	O	VS	Any	
Anti-plant	30	30	30	30	30	30	30	30
Blasting charges	35	35	35	35	30	35	35	35
Choke gas	50	50	45	50	50	50	50	50
Demolition charges	50	50	50	50	45	50	-	-
Flares	20	20	20	20	20	20	20	20
Frag	30	30	30	30	30	30	30	30
Gunk bombs	40	40	40	40	40	40	40	40
Incendiary charges	40	40	40	40	40	40	40	40
Krak	45	45	45	45	45	45	45	45
Melta bombs	60	60	60	60	60	60	-	-
Phosphor canister	40	40	40	40	40	40	40	40
Photon flash flares	15	15	15	15	15	15	15	15
Plasma	90	90	90	90	90	65	90	90
Rad	-	-	-	-	-	25	-	-
Scare gas	45	40	40	45	45	45	45	45
<u>Shard (Outlaw)</u>	<u>30</u>	<u>30</u>	<u>30</u>	<u>30</u>	<u>30</u>	<u>30</u>	<u>30</u>	<u>30</u>
+ Mindflect (Outlaw)	50	50	50	50	50	50	50	50
Smoke	15	15	15	15	15	15	15	15
Stun	15	10	15	15	15	15	15	15

★ NECROMUNDA ★

Generic Bounty Hunter Equipment List. Choose from the appropriate House Gang or 'Any' for all other gangs. Outlaw Bounty Hunters can also have Illegal items, marked with (Outlaw). All weapons can be master-crafted as normal.

**CLOSE COMBAT (1/2)**

Item	House						
	C	D	E	G	O	VS	Any
Axe	10	10	10	10	10	10	10
Boning sword	20	20	20	20	20	20	20
Brute cleaver	-	-	-	20	-	-	-
Butcher's chain cleaver	45	45	45	45	45	45	45
Chainaxe	30	30	30	25	30	30	30
- Master-crafted	5	10	10	10	10	10	10
+ with Exterminator	45	-	-	-	-	-	-
Chainsword	25	25	25	25	25	25	25
- Master-crafted	5	10	10	10	10	10	10
Chain glaive *	60	60	60	60	60	60	60
Cleaver	20	-	-	-	-	-	-
Club, maul, bludgeon or hammer	10	10	10	10	10	10	10
Desire's needle (Outlaw)	50	50	50	50	50	50	50
Digi laser	25	25	25	25	25	25	25
Eviscerator *	90	-	-	-	-	-	-
- Master-crafted	20	-	-	-	-	-	-
Flensing knife	15	15	15	15	15	15	15
Flail	20	20	20	20	20	20	20
Greatsword *	40	-	-	-	-	-	-
Goredrinker axe (Outlaw)	40	40	40	40	40	40	40
Heavy chain cleaver	80	80	80	80	80	80	80
Heavy club	15	-	-	-	-	-	-
Heavy rock cutter *	135	135	135	135	135	135	135
Heavy rock drill *	90	90	90	90	90	90	90
Heavy rock saw *	120	120	120	120	120	120	120
Hex'iron blade (Outlaw)	25	25	25	25	25	25	25
Knife	15	15	15	10	10	15	15

**FIELD ARMOUR**

Item	House						
	C	D	E	G	O	VS	Any
Conversion field	60	60	60	60	60	60	-
Displacer field	70	70	70	70	70	70	-
Hexagrammic fetish	35	35	35	35	35	35	35
Refractor field	50	50	50	50	50	50	50

**WEAPON ATTACHMENTS**

Item	House						
	C	D	E	G	O	VS	Any
Gunshroud (PB)	20	10	20	20	20	20	20
Hotshot Las Pack (las pistol/gun)	20	20	20	20	20	20	20
Infra-sight (PBS)**	-	-	-	-	-	25	-
Infra-sight (PBSH)**	40	35	40	40	40	-	40
Las-projector (PBS)	35	35	35	35	35	35	35
Mono-sight (BSH)**	35	35	35	35	35	35	35
Suspensor (U)	60	60	60	60	60	60	60
Telescopic sight (PBS)**	25	25	25	25	25	25	25

\*\* : Maximum one gunsight per weapon

**CHEMS**

Item	House						
	C	D	E	G	O	VS	Any
Frenzon	20	20	20	20	20	20	20
Ghost (Outlaw)	30	30	30	30	30	30	30
Icrotic slime	35	35	35	35	35	35	35
Kalma	15	15	15	15	15	15	15
Obscura (Outlaw)	30	30	30	30	30	30	30
'Slaught	30	30	30	30	30	30	30
Spur	35	35	35	35	35	35	-
Stinger mould	75	75	75	75	75	75	-

**CLOSE COMBAT (2/2)**

Item	House							
	C	D	E	G	O	VS	Any	
Las cutter	85	85	85	85	85	85	85	
Lightning claw	70	70	70	70	70	70	-	
Polearm *	30	-	-	-	-	-	-	
Power axe	35	35	35	35	35	35	35	
Power claw	55	55	55	55	55	55	-	
Power fist	100	100	100	100	100	100	-	
Power hammer	45	45	45	45	45	45	45	
Power maul	30	30	30	30	30	30	30	
Power knife	25	25	25	25	25	25	25	
Power pick	40	40	40	40	40	40	40	
Power sword	50	50	45	50	50	50	50	
'Renderizer' serrated axe *	-	-	-	40	-	-	-	
Rotary flensing saw	55	55	55	55	55	55	55	
Servo-claw	35	35	35	35	30	30	35	
Shield (assault/energy)	-	-	-	-	-	50	-	
Shock baton	30	30	30	30	30	30	30	
Shock stave	25	25	25	25	25	25	25	
Shock whip	-	-	25	-	-	-	-	
Spud-jacker	-	-	-	15	-	-	-	
Stiletto knife	20	20	20	20	20	20	20	
Stiletto sword	35	35	30	35	35	35	35	
Sword	20	20	20	20	20	20	20	
Tenebrous scourge (Outlaw)	60	60	60	60	60	60	60	
Thunder hammer	70	70	70	70	70	70	-	
Two-handed axe *	25	25	25	25	25	25	25	
Two-handed hammer *	35	35	35	35	35	35	35	
Web gauntlet	-	35	-	-	-	-	-	
Xenarch death-arc (Outlaw)	75	75	75	75	75	75	75	

**ARMOUR**

Item	House							
	C	D	E	G	O	VS	Any	
Ablative overlay	20	20	20	20	20	20	20	
Armourweave (Outlaw)	20	20	20	20	20	20	20	
Armoured Undersuit	25	25	25	25	25	25	25	
Carapace -light	80	80	80	80	80	80	80	
Carapace -heavy	100	100	100	100	100	100	-	
Carapace -archaeo	120	120	120	120	120	120	-	
Ceramite shield	40	40	40	40	40	40	40	
Flak	10	10	10	10	10	10	10	
- Hardened	20	20	20	20	20	20	20	
- Layered	20	20	20	20	20	20	20	
- Hardened layered	35	35	35	35	35	35	35	
Furnace plates	-	-	-	5	-	-	-	
Gutterforged cloak	15	15	15	15	15	15	15	
Hazard suit	10	10	10	10	10	10	10	
Incombustible hauberk	20	-	-	-	-	-	-	
Mesh	15	15	15	15	15	15	15	
Reflec shroud	30	30	30	30	30	30	30	
Scrap shield	15	15	15	15	15	15	15	

### BETTI BANSHEE (ESCHER) 170

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

**Skills:** Parry.  
**Weapons:** Custom power blade (x2).  
**Wargear:** Mesh (5+).

#### BANSHEE WAIL

Other fighters activating within 6" must pass a Willpower test or can only take a single action during the activation.

When this fighter makes a Charge (Double) action, other fighters can't make Reaction attacks against this fighter (during the activation).

### WILCOX 'WILD SNAKE' CINDERJACK 190 (ORLOCK)

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
D6+1	4+	4+	3	3	2	4+	2	7+	6+	8+	8+

**Skills:** Unstoppable.  
**Weapons:** Mono-blade (Melee, +1 acc, Str S, AP -2, D1), snake-thrower (Template, Am 4+, Blaze, Toxin).  
**Wargear:** Mesh (5+), lho sticks.

#### HEAVY DRINKER

Ignores intoxicated and insane conditions.

#### POTENT FUMES

All fighters activating within 3" gain the intoxicated condition:

- Change movement to D6" (roll for each Move/Charge action).
- -1 hit modifier to non-Melee weapons.

### THE HEADSMAN (CAWDOR) 210

#### THANE'S EXECUTIONER

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

**Skills:** Counter-attack, Fearsome, Inspirational, Rain of Blows.  
**Weapons:** Two-handed axe.  
**Wargear:** Light carapace (4+), Stimm-slug stash.

#### ICONIC FIGURE

Counts as a Champion:

- Group Activation (1).
- Leading by Example (6").

#### ARTICLES OF FAITH (1)

- Generates a number of Faith dice (as shown in parentheses).
- Can perform Articles of Faith (Path of the Fanatic).

### KROTOS HARK 220

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

**Skills:** Headbutt, Inspirational, Munitioneer.  
**Weapons:** Stub cannon, knife.  
**Wargear:** Armoured undersuit, furnace plates.

### THE DESERTER 225

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

**Skills:** Medicae, Mentor, Overseer.  
**Weapons:** Shotgun (solid & scatter), knife, frag grenades.  
**Wargear:** Armoured undersuit, flak.

### YAR UMBRA 230

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
4"	4+	2+	3	4	2	3+	1	7+	5+	7+	7+

**Skills:** Infiltrate, Marksman, Overwatch.  
**Weapons:** Long las (infra-sight), knife.  
**Wargear:** Flak, photo-goggles, respirator.

### YOLANDA SKORN 230

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

**Skills:** Counter-attack, Fearsome, Parry.  
**Weapons:** Stub gun, stiletto knife, frag grenades.  
**Wargear:** Flak, photo-goggles, respirator.

### GOR HALF-HORN 235

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
4"	3+	4+	4	4	2	4+	1	5+	6+	6+	6+

**Skills:** Berserker, Bull Charge, Fearsome.  
**Weapons:** Shotgun (solid & scatter), plasma pistol, stub gun, chainsword, knife.  
**Wargear:** Flak.

### KRIA KYTORO (ESCHER) 240

#### DEATH-MAIDEN

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

**Skills:** Infiltrate, Precision Shot, Step Aside.  
**Weapons:** Long las (infra-sight), autopistol, throwing knives, stiletto knife.  
**Wargear:** Mesh, Chem-synth.

### EYROS SLAGMYST 270

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
4"	3+	4+	3	4	2	5+	1	5+	7+	5+	5+

**Skills:** Iron Jaw, Nerves of Steel, True Grit.  
**Weapons:** Laspistol, knife, frag grenades.  
**Wargear:** Armoured undersuit, bio-booster, furnace plates, medicae kit, photo-goggles.

### ATTILUS THE AXE (GOLIATH) 275

#### PIT TYRANT

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

**Skills:** Bull Charge, Iron Man, Unleash the Beast.  
**Weapons:** Stub gun, god cleaver.  
**Wargear:** Furnace plates.

#### UNDEFEATED

Can ignore the first Out of Action result suffered on the Injury dice (Attilus has no concept of defeat, as he's never been bested in close combat).

### BELLADONNA 275

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

**Skills:** Berserker, Combat Master, True Grit.  
**Weapons:** Plasma pistol, power axe, stiletto knife & knife.  
**Wargear:** Light carapace (4+).

### GRENDL GRENDLSEN 280

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

**Skills:** Combat Master, Iron Jaw, Nerves of Steel.  
**Weapons:** Boltgun, power hammer, frag grenades.  
**Wargear:** Armoured undersuit, flak.

**BAERTRUM ARTUROS III** 290

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

**Skills:** Disarm, Escape Artist, Nerves of Steel.

**Weapons:** Artisan needle pistol with auto loader, Stiletto knife.

**Wargear:** Infra-sight, light carapace (4+).

**FREIKSTORN STRIX** 290

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

**Skills:** Catfall, Clamber, Mighty Leap, Sprint.

**Weapons:** Harpoon launcher, autopistol, knife.

**Wargear:** Armoured bodyglove, flak, S.H.O.C.K wing (combines drop rig, grapnel launcher and grav-chute).

**DJANGAR 'GUNFISTS' (GOLIATH)** 290**OVER-TYRANT**

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

**Skills:** Gunfighter.

**Weapons:** 2x Custom stub cannons.

**Wargear:** Furnace plates.

**STORM OF FIRE**

The custom stub cannons gain Rapid Fire (1) if no moves are made during the activation.

**APOLLUS KAGE** 305

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

**Skills:** Hip Shooting, True Grit.

**Wargear:** Mesh, photo-goggles, respirator.

**Weapons:** Enforcer Boltgun, Shotgun (solid, scatter, executioner), knife, frag grenades.

**LISBETH (VAN SAAR)** 315**THE IRON ANGEL**

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

**Skills:** Bull Charge, Nerves of Steel, **Fast Shot?** (same as Superior Weapons Array).

**Wargear:** Arachni-rig servo-suit, light carapace (4+)?

**Weapons:** Twin-linked heavy las carbine (custom), rad gun, 3x servo-arm.

**ARACHNO-CYBERTEKNIKA SAVANT**

- Ignore any negative Movement modifiers from difficult terrain.
- +2" Movement when moving vertically.
- Re-roll failed Initiative tests against falling when Pinned within ½" of an edge.
- Halve the distance (rounding up) when determining damage from falling.

**VAN SAAR PROTECTIVE GEAR**

Immune to Rad-phage?

**VON BUREN (VAN SAAR)** 285**ROGUE ARCHEOTEK**

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

**Skills:** Cold & Calculating, Fast Shot, Gadgeteer.

**Weapons:** Rad gun, rad blade.

**Wargear:** Light carapace & armoured bodyglove (3+ save, immune to rad-phage), bio-booster, filter plugs, medicae kit, photo-goggles, respirator.

**HEART OF IRON**

- When hit by a Rad-phage weapon, roll a 3+ to discard 1 existing Flesh Wound (the additional Flesh Wound from rad-phage is ignored).
- All ranged weapons with rad-phage gains Plentiful (this fighter only).

**MASTER OF CYBERTEKNIKA**

Choose any 3 items of CybertekniKa worth up to 200 credits (free, included in cost).

**CALTHYXIS (DELAQUE)** 195**THE GHOST OF PRIMUS**

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

**Skills:** Faceless, Infiltrate, Overwatch.

**Weapons:** Auto-needler, Whisperblade.

**Wargear:** Armoured undersuit, mesh armour, respirator.

**FACE OF A KILLER**

Choose 2 skills from Agility, Brawn, Combat, Cunning, Ferocity, Shooting and Obfuscation (before each battle).

**YAGELOTH (DELAQUE)** 120**MASTER OF WHISPERS**

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

**Skills:** Infiltrate.

**Weapons:** Psychoteric blade.

**Wargear:** Mesh, respirator.

**ENVOY OF THE SILENT ONES**

- No credits bonus for captured or dead enemies after the battle (unlike normal Bounty Hunters).
- Will automatically leave after the battle (does not join subsequent battles for free).

**CREATURE OF SHADOWS**

- Immune to attacks without Strength (Toxin etc.).
- If suffering a Serious Injury:
  - Ignore the Serious Injury.
  - Removed from the battlefield.
  - Return in the End phase, anywhere within 5" of a friendly fighter and at least 1" from any enemy.

**WYRD POWERS (UNSANCTIONED)**

Choose 5 Psychoteric Wyrd Powers (from any disciplines).



### ASHWOOD STRANGER 170

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

**Skills:** Gunfighter, Fast Shot, Hip Shooting.  
**Wargear:** Flak.  
**Weapons:** Custom stub gun (with normal dumdummy), custom autopistol, long blade (same as: nomad blade).

#### QUICK DRAW

When targeted by a shooting attack while Ready, make a ranged attack against the attacker with any equipped weapon (this does not remove Ready).

#### WHERE HE NEEDS TO BE (OUTCAST LEADER)

Can always be included in a Random crew (taking up 1 slot as normal).

### HAGAR FREELORD 180

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

**Skills:** Overseer.  
**Weapons:** 2x plasma pistol.  
**Wargear:** Mesh (5+), respirator.

#### EX-GUILDER ARMOURIES (OUTCAST LEADER)

New Gangers (when hired) can buy items with Rare (8) or less from the Trading Post.

#### WELL-CONNECTED

Can spend a post-battle action to gain credits:

- **Outcast:** D6x10.
- **Bounty Hunter:** D3x10.

### GORSHIV HAMMERFIST 260

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

**Skills:** Bull Charge, Walk it Off.  
**Wargear:** Flak.  
**Weapons:** Custom paired power hammers ('Wreck & Ruin'), stub gun.

#### COMBAT CHEMS STASH

Can roll a D6 when activated to modify the Attack characteristic (until the end of the round):

1: A = 1    2: +1 A    3-4: +2 A    5-6: +3 A

#### IMPLACABLE

- Never Pinned when hit by ranged attacks.
- Never moved by skills or traits.

### ORTRUUM 8-8 250

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

**Skills:** Fearsome.  
**WYRD POWERS (SANCTIONED)**  
**Telekinesis:** Force Blast (Basic).  
**Telepathy:** Mind Lock (Basic), Premonition (Simple).

#### FLIGHT

Ignores all terrain, moves freely between levels without restriction and can never fall. May not ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or the base of another fighter.

#### TEAM WORK

Does not take up the Bounty slot (another Bounty Hunter may be hired in addition).

#### SOUL HOUND

Before the battle begins, nominate one enemy fighter (Leader, Champion, Juve, Specialist or equivalent). This is the one Ortruum 8-8 has been sent to track down. The fighter must be deployed on the table at the start of the battle, and must therefore be included in your opponent's crew, however that is selected.

For the duration of the battle, all shooting attacks made against the nominated fighter gain a +1 modifier on hit rolls. Additionally, the nominated fighter may not use the Infiltrate or Lie Low skills for the duration of this battle.

### THAETOS 23-2 WYRDLOCK 285

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
5"	5+	5+	3	3	2	3+	1	7+	7+	6+	7+

**Skills:** Fearsome.  
**Wargear:** Respirator.  
**WYRD POWERS (UNSANCTIONED)**  
**Pyromancy:** Scouring (Basic, CE).  
**Telepathy:** Maddening Visions (Basic).  
**Telekinesis:** Levitation (Basic, CE).

#### TEAM WORK

Does not take up the Bounty slot (another Bounty Hunter may be hired in addition).

### MORTANNA SHROUD 330

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

**Skills:** Escape Artist.  
**Weapons:** Laspistol.  
**Wargear:** Flak, refractor field.  
**WYRD POWERS (SANCTIONED)**  
**Biomancy:** Hammerhand (Basic, CE).  
**Pyromancy:** Scouring (Basic, CE).  
**Telekinesis:** Assail (Basic).

#### PSYCHIC CHAINS

If taken Out of Action, immediately before removed, all enemy fighters within D6" suffer a S1 Seismic automatic hit.

## SERVALEN & HARDCASE CYBER-MASTIFF

### SERVALEN (SCRUTINATOR-PRIMUS) 240

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

**Skills:** Got Your Six.

**Wargear:** Flak, armoured undersuit, magnacles, respirator.

**Weapons:** Scrutinator stub gun  
(infra-sight & excrutiator rounds).

#### PSYCHIC NULL (PARIAH)

- Can Disrupt Wyrd Powers (as if being a Psyker).
- All fighters within 6" suffer the following (friend & foe):
  - Psychic powers can't be manifested.
  - -2 modifier to Cool tests.

#### INVESTIGATOR

Can't be targeted by Tactics (can be affected if this fighter is not specifically targeted).

### HARDCASE CYBER-MASTIFF

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

**Weapons:** Shock bite (Str S, AP -1, D 1, Rending, Shock).

**Wargear:** Hardcase (Light Carapace & Respirator).

#### TENACIOUS

If taken Out of Action while not yet activated this round, this fighter is not removed from the battlefield until after completing its activation.

#### LOYAL PROTECTOR

While Standing (Active or Engaged) and within 3" of its owner, enemy fighters may not make a Coup de Grace against the owner.

#### FAITHFUL PROTECTOR

When activated, if the owner is Engaged and within 6", this fighter can immediately move into B2B with any enemies Engaging the owner (counts as a free action)

## SLATE MERDENA & MACULA (ORLOCK)

### SLATE MERDENA (ORLOCK ROAD BOSS) 360

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

**Skills:** Fearsome, Iron Will, Nerves of Steel.

**Wargear:** Mesh, photo-goggles.

**Weapons:** Power hammer, custom plasma pistol, frag grenades.

### MACULA (CYBER-MASTIFF)

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

**Skills:** Combat Master

**Weapons:** Savage bite (Str S, AP -2, D 1, Disarm)

#### WATCHDOG

If the owner is a sentry, attackers can be spotted outside the vision arc. Add 1+ modifier to spotting (a 1 before modifiers still fails).

#### LOYAL PROTECTOR

While Standing (Active or Engaged) and within 3" of its owner, enemy fighters may not make a Coup de Grace against the owner.

### VESPA MERDENA (ORLOCK) 245

#### VESPA 'MINX' MERDENA - ORLOCK WILD CHILD

M	Front/Side/Rear	W	Hnd	Sv	BS	Ld	CI	Wil	Int
9"	4 / 3 / 3	3	3+	5+	3+	6+	7+	5+	6+

#### Weapons:

- Front arc (crew operated): Ironhead missile launcher (frag & krak) (same as: mischief).
- Custom stub gun.

**Skills:** Jink, Trick Shot.

**Type:** Wheeled.

#### DEDICATED GUNNER

Can move full distance (instead of half) during Move & Shoot.

#### AGILE

Can make 1 extra turn (up to 90°) when moving (before, during or after).

**KAL JERICHO & SCABS****KAL JERICHO 340**

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

**Skills:** Counter-attack, Gunfighter, Inspirational, Spring Up, Step Aside.

**Wargear:** Filter plugs, flak, strip kit.

**Weapons:** 2x Master-crafted hotshot laspistols (custom), long blade (same as: duelling sabre).

**PRECOGNITION (SAME AS: 'A CHARMED LIFE')**

- 3+ save (unmodifiable by AP).
- 4+ save (bonus, invulnerable) against Blast/Template only. If successful, this fighter does not count as being hit.

**"COME ALONG SCABS!"**

If Scabs is also hired:

If rolling for "We'll Get Our Bit...", roll a single D6 for both.

**SCABS 200**

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

**Skills:** Clamber, Escape Artist, Infiltrate.

**Weapons:** Plasma gun, stub gun.

**Wargear:** Filter plugs, flak.

**"COME ALONG SCABS!"**

If Kal is also hired:

The cost is reduced to 100 credits (instead of 200).

Additionally, Scabs counts as a Bounty Hunter (instead of Hive Scum) and gains the associated special rules (Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit...").

If rolling for "We'll Get Our Bit...", roll a single D6 for both.

**GIFTED FORAGER**

In the post-battle sequence, add +1 to the Seek Rare Equipment roll when visiting the Trading post.

**ARBELESTA & ARAMISTA****ARBELESTA RAEN CATALLUS 250**

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
5"	6+	2+	3	3	2	3+	1	7+	7+	6+	6+

**Skills:** Infiltrate, Precision Shot, Trick Shot.

**Weapons:** Needle long rifle, needle pistol.

**Wargear:** Chem-synth, mesh, photo-goggles, respirator, infra-sight (needle long rifle).

**UNIQUE PARTNERSHIP (ARAMISTA)**

Can be hired alongside the other Bounty Hunter, allowing the gang to field 2 Bounty Hunters instead of 1.

**SLOTTED**

If Aramista is hit and wounded by an enemy Fight (Basic) action, make a single Shoot (Basic) action against that fighter if all conditions are true:

- Arbelesta is not Prone.
- Target in Arbelesta's line of sight.

This is not affected by nor affects Ready markers.

**ARAMISTA DAE CATALLUS 250**

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

**Skills:** Counter-attack, Impetuous, Rain of Blows.

**Weapons:** Stiletto sword, stiletto knife.

**Wargear:** Chem-synth, displacer field, mesh, photo-goggles, respirator.

**UNIQUE PARTNERSHIP (ARBELESTA)**

Can be hired alongside the other Bounty Hunter, allowing the gang to field 2 Bounty Hunters instead of 1.

**BODYGUARD (ARBELESTA)**

If the other fighter is within 2" and hit by a ranged attack, the hit and all its effects can be transferred to this fighter.

**VORGEN MORTZ & REX SPIRES****VORGEN 'GUNNER' MORTZ 305**

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
4" (5")	2+	3+	5 (3)	4	2	4+ (3+)	2	7+	7+	8+	8+

**Skills:** Marksman, Regroup.

**Weapons:** Heavy stubber (standard & tracer), knife.

**Wargear:** Flak, servo harness (partial).

**SECOND PROFILE**

The profile in parentheses is without servo harness (partial).

**UNIQUE PARTNERSHIP (REX SPIRES)**

Can be hired alongside the other Bounty Hunter, allowing the gang to field 2 Bounty Hunters instead of 1.

**REX SPIRES 315**

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

**Skills:** Evade, Lie Low.

**Wargear:** Flak.

**Weapons:** Frag trap, melta trap, blasting charge, demo charge, knife.

**DEMOLITIONS**

Place up to 3 booby traps (frag & melta) in the pre-battle sequence.

**UNIQUE PARTNERSHIP (VORGEN MORTZ)**

Can be hired alongside the other Bounty Hunter, allowing the gang to field 2 Bounty Hunters instead of 1.

# OUTLAW BOUNTY HUNTERS

An Outlaw gang can recruit 0-1 Outlaw Bounty Hunter at a time.

## ALYCE SHIVVER 165

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

**Skills:** Headbutt, True Grit.

**Weapons:** Stub gun (with Dumdum), knife.

**Wargear:** Mesh, Respirator, photo-goggles.

### WYRD POWERS (UNSANCTIONED)

**Telekinesis:** Assail (Basic), Levitation (Basic, CE).

**Telepathy:** Maddening Visions (Basic).

## EIGHTFOLD HARVEST LORD 205

(CHAOTIC)

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

**Skills:** Avatar of Blood, Killing Blow, Slaughterborn.

**Weapons:** Heavy chain cleavers (Paired), knife.

**Wargear:** Butcher's mask, plate mail armour, Corpse Grinder Cult icon.

## VANDOTH THE FALLEN 250

(NOT CHAOTIC)

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
5"	3+	3+	4	4	3	3+	3	7+	5+	6+	7+
(4")						(4+)					

**Skills:** Crushing Blow, Fearsome, Hurl, Spring Up.

**Weapons:** Enforcer Boltgun, knife.

**Wargear:** Carapace (heavy), respirator, stimm-slug stash.

### SECOND PROFILE

The profile in parentheses is modified by Carapace (heavy).

## THE HERMAPHAGE MAGOS 310

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

**Skills:** Crushing Blow, Fearsome, Hurl, Spring Up.

**Weapons:** Laspistol, razor-sharp talons.

**Wargear:** Hardened Flak, Respirator.

### WYRD POWERS (UNSANCTIONED)

**Telekinesis:** Force Blast (Basic).

**Telepathy:** Hypnosis (Basic), Mind Control (Basic).

## T.H.R.U.G. 12 'SPARKY' 320

(GOLIATH OR SLAVE OGRYNS)

FREED SLAVE OGRYN

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

**Skills:** Headbutt, Inspirational, True Grit.

**Wargear:** Light carapace, photo-goggles, stimm-slug stash.

**Weapons:** Las cutter, augmetic fist, Maul (club).

### GROUP ACTIVATION (1)

Only applies to friendly Faction fighters when hired by a Slave Ogryn gang.

### RUNAWAY

If captured and Sold to the Guilders, the capturing gang receives +D6x10 credits

## DURGAN KILL-FIST 225

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

**Skills:** Inspirational, Unstoppable.

**Weapons:** Kill-fist, cruncher, frag grenades.

**Wargear:** Furnace plates.

## CZARN THE CYBEROTH 220

WARP CORRUPTED ABOMINATION (OUTCAST, CHAOS, CORRUPTED)

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

**Skills:** Bull Charge, Crushing Blow, Unstoppable.

**Weapons:** Balefire thrower, Paired tunnelling claw (melee).

**Wargear:** Light carapace (4+).

### AUTOMATED REPAIR SYSTEMS

Spend a post-battle action and roll a 3+ to heal all Lasting Injuries.

**CHAOTIC:** Can only be hired by Chaos Cult, Corpse Grinder Cult or Chaos Corrupted gangs.

# AGENTS

A gang can recruit 0-1 Agent at a time, matching the alignment (Law Abiding / Outlaw).

All Agents have the following special rules:

- **Leading By Example (6").**
- **Group Activation (1).**

Choose between the following (a gang can't use both for the same battle):

- Favours
- Agent

## PETITION

To hire an Agent, roll D6 + Reputation. If successful, the gang can pay to hire the chosen Agent.

**NB:** Special Character Agents have a separate petition table.

Each Agent has 2 different costs depending on the result of the petition. Refer to the selected Agent to see the specific cost. The petition table will specify which result give the lowest and highest cost to pay.

### PETITION: GENERIC AGENT (MAX 9 REP)

D6+Rep	Result	Cost
1-5	Hired (the gang's plea for help is heeded).	40
6-10	Hired (aid is reluctantly sent, but it will cost).	80
11+	Not hired (the gang is capable of fighting its own battles).	-

### PETITION: SPECIAL CHARACTER (MAX 14 REP)

D6+Rep	Result	Cost
1-8	Hired (the gang's plea for help is heeded).	Low
9-15	Hired (aid is reluctantly sent, but it will cost).	High
16+	Not hired (the gang is capable of fighting its own battles).	-

## MULTIPLE PROFILES

To represent the great variety of Agents active on Necromunda, there are 3 different profiles to choose from (depending on the House).

## SKILLS

Access to 6 skill sets (depending on House).

	Brawn	Combat	Ferocity	Leadership	Shooting	Piety	Obfuscation	Finesse	Muscle	Bravado	Tech
Cawdor	✓	✓	✓	✓	✓	✓					
Delaque	✓	✓	✓	✓	✓		✓				
Escher	✓	✓	✓	✓	✓			✓			
Goliath	✓	✓	✓	✓	✓				✓		
Orlock	✓	✓	✓	✓	✓					✓	
Van Saar	✓	✓	✓	✓	✓						✓

Choose one of the following:

- Random (3).
- Custom (1) and Random (1).

Roll for one skill set before selecting the next skill set. If a duplicate skill is gained, re-roll the result.

## EQUIPMENT

- Up to 150 credits worth of Weapons and Wargear for free. (any items available to the Leader from the gang's House Equipment List).
- 0-3 Weapons.
  - 0-1 Unwieldy Weapon (takes up 2 weapon slots).

**Note:** Include the cost of all equipment to the Gang Rating (even if it is free).

Generic Agent Equipment List. Choose from the appropriate House Gang.

**PISTOLS**

Item	House					
	C	D	E	G	O	VS
Autopistol	10	5	10	-	10	-
- Master-crafted	5	5	-	-	-	-
+ Reclaimed	5	-	-	-	-	-
Bolt Pistol	-	-	-	45	45	-
- Master-crafted	-	-	-	-	10	-
Flechette pistol (solid & fleshbane)	-	30	-	-	-	-
- Master-crafted	-	10	-	-	-	-
Grav pistol	-	90	-	-	-	-
- Master-crafted	-	20	-	-	-	-
Hand flamer	75	75	75	75	75	75
Laspistol	-	10	10	-	-	5
- Focusing crystal	-	-	-	-	-	20
+ with Hotshot las pack	-	-	30	-	-	25
- Master-crafted	-	5	-	-	-	5
Needle pistol	-	-	25	-	-	-
Plasma pistol	-	50	50	-	50	50
Stub gun	5	5	5	5	5	-
- Dumdum	5	5	5	5	5	-
Web pistol	-	80	-	-	-	-
Bolt pistol / hand flamer (combi)	-	-	-	110	-	-
Bolt pistol / needle pistol (combi)	-	-	60	-	-	-
Bolt pistol / plasma pistol (combi)	-	-	-	80	-	-
Stub gun / plasma pistol (combi)	-	-	-	40	-	-

**BASIC WEAPONS**

Item	House					
	C	D	E	G	O	VS
Autogun	15	15	15	-	15	-
- Master-crafted	5	5	-	-	-	-
+ with Exterminator	30	-	-	-	-	-
+ Reclaimed	10	-	-	-	-	-
+ with Polearm *	20	-	-	-	-	-
- Master-crafted	5	-	-	-	-	-
Blunderbuss (grape & purgation) with Polearm*	40	-	-	-	-	-
- Emperor's Wrath rounds	35	-	-	-	-	-
- Master-crafted	5	-	-	-	-	-
Boltgun	-	-	55	55	55	-
- Master-crafted	-	-	-	-	15	-
Combat shotgun (salvo & shredder)	-	-	-	60	55	-
Lasgun	-	15	5	-	-	10
- Focusing crystal	-	-	-	-	-	20
+ with Hotshot las pack	-	-	25	-	-	30
- Master-crafted	-	5	-	-	-	5
Las carbine	-	-	-	-	-	20
- Focusing crystal	-	-	-	-	-	20
- Master-crafted	-	-	-	-	-	5
Sawn-off shotgun (scatter)	15	-	15	-	15	-
- Solid	10	-	-	-	10	-
Shotgun (solid & scatter)	30	30	30	30	25	-
- Acid rounds	-	-	15	-	-	-
- Executioner	20	20	-	20	20	-
- Inferno	15	-	-	15	15	-
- Retributor	20	-	-	-	-	-
+ with Exterminator	45	-	-	-	-	-
Stub cannon	-	-	-	20	-	-
Suppression laser	-	-	-	-	-	40
- Focusing crystal	-	-	-	-	-	20
- Master-crafted	-	-	-	-	-	10
Throwing knives	-	10	5	-	-	-

**SPECIAL WEAPONS**

Item	House					
	C	D	E	G	O	VS
Chem-thrower 'Nightshade'	-	-	135	-	-	-
Flamer	130	140	140	140	140	140
+ Fire Pike	140	-	-	-	-	-
+ with Autogun (combi)	110	-	-	-	-	-
Grav gun	-	120	-	-	-	120
- Master-crafted	-	25	-	-	-	-
Grenade launcher (frag & krak)	65	-	55	55	65	-
- Photon flash	15	-	-	-	-	-
- Smoke	15	-	15	15	-	-
- Stun round	-	-	-	15	-	-
+ (frag) with Bolter (combi)	-	-	-	80	80	-
Long rifle	30	30	-	-	-	-
- Master-crafted	5	5	-	-	-	-
Meltagun	-	135	135	135	135	135
+ with Laspistol (combi)	-	-	-	-	-	130
Needle rifle	-	-	35	-	-	-
+ Needler with Bolter (combi)	-	-	80	-	-	-
Plasma gun	-	100	100	-	100	100
+ with Bolter (combi)	-	-	115	115	-	-
+ with Laspistol (combi)	-	-	-	-	-	95
Rad gun	-	-	-	-	-	100
Webber	-	115	-	-	-	-

**HEAVY WEAPONS**

Item	House					
	C	D	E	G	O	VS
Harpoon launcher *	-	-	-	-	110	-
Heavy crossbow *	125	-	-	-	-	-
Heavy stubber *	130	-	130	130	130	-
'Krumper' rivet cannon *	-	-	-	70	-	-
Mining Laser *	-	-	-	-	125	-
Seismic cannon *	-	-	-	-	140	-
Plasma cannon *	-	-	130	-	-	130
Rad cannon *	-	-	-	-	-	130

**GRENADES**

Item	House					
	C	D	E	G	O	VS
Blasting charges	35	-	-	35	30	-
Choke gas	50	50	45	-	-	-
Demolition charges	-	-	-	-	45	-
Frag	30	-	30	30	30	30
Incendiary charges	40	-	-	-	-	-
Krak	45	-	45	45	45	45
Melta bombs	-	-	-	-	60	-
Photon flash flares	-	15	15	-	15	-
Plasma	-	-	-	-	-	65
Rad	-	-	-	-	-	25
Scare gas	-	40	40	-	45	-
Smoke	15	15	15	15	15	15
Stun	-	10	25	25	-	-

Generic Agent Equipment List. Choose from the appropriate House Gang.

**CLOSE COMBAT WEAPONS**

Item	House					
	C	D	E	G	O	VS
Axe	10	-	-	10	-	-
Brute cleaver	-	-	-	20	-	-
Chainaxe	30	-	30	25	-	-
- Master-crafted	5	-	-	-	-	-
+ with Exterminator	45	-	-	-	-	-
Chainsword	-	-	25	25	25	-
- Master-crafted	5	-	-	-	-	-
Chain glaive *	60	-	-	-	-	-
- Master-crafted	15	-	-	-	-	-
Cleaver	20	-	-	-	-	-
Club, maul, bludgeon or hammer	10	-	-	10	10	-
Digi laser	-	25	-	-	-	-
Eviscerator *	90	-	-	-	-	-
- Master-crafted	20	-	-	-	-	-
Flail	20	-	-	-	20	-
Greatsword *	40	-	-	-	-	-
- Master-crafted	10	-	-	-	-	-
Heavy club	15	-	-	-	-	-
Knife	15	-	15	10	10	-
- Master-crafted	5	-	-	-	5	-
Las cutter	-	-	-	-	85	-
Polearm *	30	-	-	-	-	-
Power axe	-	-	-	35	-	-
Power hammer	-	-	45	45	-	-
Power knife	-	-	25	-	25	25
Power pick	-	-	-	-	40	-
Power sword	-	-	45	-	-	-
'Renderizer' serrated axe *	-	-	-	40	-	-
- Master-crafted	-	-	-	10	-	-
Servo-claw	-	-	35	35	30	30
Shield (assault/energy)	-	-	-	-	-	50
Shock baton	-	-	-	-	-	30
Shock stave	-	25	-	-	-	25
- Master-crafted	-	5	-	-	-	-
Shock whip	-	-	25	-	-	-
- Master-crafted	-	-	10	-	-	-
Spud-jacker	-	-	-	15	-	-
- Master-crafted	-	-	-	5	-	-
Stiletto knife	-	20	20	-	-	-
- Master-crafted	-	5	-	-	-	-
Stiletto sword	-	-	30	-	-	-
- Master-crafted	-	-	10	-	-	-
Two-handed axe *	25	-	-	25	-	-
- Master-crafted	5	-	-	-	-	-
+ with Exterminator	40	-	-	-	-	-
Two-handed hammer *	35	-	-	35	35	-
- Master-crafted	-	-	-	-	10	-
+ with Exterminator	50	-	-	-	-	-
Web gauntlet	-	35	-	-	-	-

**EQUIPMENT**

Item	House					
	C	D	E	G	O	VS
Bio-booster	-	-	-	35	35	35
Bio-scanner (Sentry)	-	30	-	-	-	-
Book of the Redemption	50	-	-	-	-	-
Bomb delivery rats	30	-	-	-	-	-
Cameleoline Cloak	-	35	-	-	-	-
Chem-synth	-	-	15	-	-	-
Cult icon (max 1 per gang)	-	-	-	-	-	-
Drop rig	10	-	10	10	10	10
Filter plugs	10	10	10	10	10	10
Grapnel launcher	-	25	-	-	-	-
Grav-chute	-	-	-	-	-	40
Medicae kit	-	-	-	-	-	30
Photo-goggles	35	20	35	35	35	35
Pyromantic mantle	45	-	-	-	-	-
Respirator	15	15	15	15	15	15
Servo harness (partial)	-	-	-	-	130	130
Skinblade	10	10	10	10	-	-
Stimm-slug stash	-	-	-	25	-	-
Strip kit	15	-	-	-	-	-
Web solvent	-	20	-	-	-	-

**ARMOUR**

Item	House					
	C	D	E	G	O	VS
Armoured Undersuit	-	25	25	-	-	-
Carapace -light	80	80	80	80	80	80
Carapace -heavy	-	-	-	100	-	-
Flak	10	10	10	-	10	10
Furnace plates	-	-	-	5	-	-
Gutterforged cloak	15	-	-	-	-	-
Mesh	15	15	15	-	15	15
Scrap shield	15	-	-	-	-	-

**FIELD**

Item	House					
	C	D	E	G	O	VS
Conversion	-	-	-	-	-	60
Displacer	-	-	-	-	-	70
Hexagrammic fetish	35	-	-	-	-	-
Refractor	50	-	-	-	-	50

**WEAPON ATTACHMENTS**

Item	House					
	C	D	E	G	O	VS
Gunshroud (PB)	-	10	20	20	-	-
Hotshot Las Pack (las pistol/gun)	-	-	20	-	-	20
Infra-sight (PBS)**	-	-	-	-	-	25
Infra-sight (PBSH)**	40	35	-	-	-	-
Las-projector (PBS)	-	-	35	-	-	35
Mono-sight (BSH)**	35	35	-	-	-	35
Suspensor (U)	-	60	60	60	60	60
Telescopic sight (PBS)**	-	-	-	25	25	25

\*\*: Maximum one gunsight per weapon.

**0-1 GENERIC (ESCHER) 40/80**

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

**CYNISS (ESCHER) 100/200**

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

**Skills:** Medicae.  
**Weapons:** Wrist-mounted needler.  
**Wargear:** Mesh (5+), respirator.

**MASTER CLAN CHYMIST**

When activating, can apply 1 Chem-alchemy Toxin effect the wrist-mounted needler (lasts for this round).

**NECRANA (ESCHER) 100/200**

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

**Skills:** Hit & Run, Rain of Blows.  
**Weapons:** Needle pistol, venom claw.  
**Wargear:** Mesh (5+), respirator.

**IMMORTAL DEATH-MAIDEN**

- Unaffected by Coup de Grace (Simple) action.
- Treats any Out of Action as Serious Injury instead.
- Does not roll Injury dice in the Recovery phase. Instead, roll equal to or less than the Toughness to recover (suffering a Flesh Wound as normal).
- Goes Out of Action when Toughness is reduced to 0 (as normal).

**0-1 GENERIC (GOLIATH) 40/80**

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

**AJEX GORGOTH (GOLIATH) 100/200**

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

**Skills:** Bull Charge, Immovable Stance, Naaargah!  
**Weapons:** Powered servo claw, great chainsword.  
**Wargear:** Carapace (heavy), respirator.

**0-1 GENERIC (ORLOCK) 40/80**

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

**Legendary Names:**  
 2 random (re-roll duplicates) or 1 custom.

**MARGO MERDENA (ORLOCK) 100/200**

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

**Skills:** Bring It On!, Clamber, Spring Up, Sprint.  
**Weapons:** Leg blades, harpoon fist.  
**Wargear:** Flak (6+, 5+ against blast/template), respirator.

**QUEEN OF THE ROAD**

All Faction fighters on the battlefield can use this fighter's Cool characteristic instead of their own.

**0-1 GENERIC (VAN SAAR) 40/80**

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

**GOLEM (VAN SAAR) 50/100**

**ARACHNOTEK GOLEM**

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

**Skills:** As host plus: Catfall, Clamber, Cold & Calculating, Mental Mastery, Rad-phaged.  
**Weapons:** Energy projector, shock claw.  
**Wargear:** Light carapace (4+), bio-booster, respirator.

**COMBINED CONSCIOUSNESS**

When joining a gang, choose a donor fighter that will loan its consciousness (can even be in Recovery). The fighter is effectively removed from the gang and replaced by the Arachnotek Golem for the duration of the battle.

Gain the following from the donor fighter:

- All mental stats (marked with "?").
- All skills.

**ABOMINABLE INTELLIGENCE**

If the battle is lost, the donor fighter will have all the mental stats reduced to 12+ (Ld, Cl, Wil, Int).

**SEEMINGLY INVULNERABLE**

5+ save (unmodifiable by AP).

**0-1 GENERIC (DELAQUE) 40/80**

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

**PSYCHOTERIC MASTERY (+30)**

Can be recruited as an Unsanctioned Psyker (with 1 Psychoteric Wyrd Power). This cost affects gang rating and must also be paid on top of the standard petition fee (even if it is free).

**SERVANT OF THE SILENT ONES (DELAQUE) 100/200**

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

**Skills:** Clamber, Infiltrate, Sprint.  
**Weapons:** Subsonic wail, electro-tendrils.  
**Wargear:** Carapace (heavy), bio-scanner, respirator.

**PSYCHOTERIC ECHO CHAMBER**

Once per round, if a friendly Faction Psyker within 12" uses a Wyrd Power, this fighter can make the same Wyrd Power (resolved one after the other, starting with the active fighter). This fighter does not count as being active or activated (does not lose Ready).



**0-1 GENERIC (CAWDOR) 40/80**

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

**Law Abiding:**

- Pious: Can re-roll Rally tests if the result is 2 (before modifiers).
- Choose equipment from Cawdor leader's list.

**ATHERA & STIX (ESCHER & LADY CREDO'S REBELLION)**

**ATHERA 40/80**

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

**Skills:** Acrobatic, Counter-attack.

**Weapons:** Plasma pistol, chainaxe (master-crafted).

**Wargear:** Light carapace (4+)

**ADINA'S CHAMPION**

After deployment, challenge an enemy fighter.

Gain the following until attacking any other model:

+1 A & Spring Up (Agility).

**FAVOURED OF STIX**

Stix is always deployed within 3" (pet).

**PETITION**

A gang allied with the Lady Credo's Rebellion can petition to have her join them. Roll on the generic Agent petition table before the battle.

**STIX (CARYATID) 0**

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

**Weapons:** None (always make unarmed attacks).

**OMEN OF FORTUNE**

While within 3" of its owner, the owner may pass a Willpower test to avoid being hit (once per activation). Make the test immediately after a successful roll to hit has been made against the fighter. The attack counts as missed. Place Templates and Blasts as normal for the purposes of determining hits against other models, but the owner is assumed to have dodged clear.

**HOUSE RULE (OMEN OF FORTUNE)**

Save can be made once per round!

**PRECOGNITION**

- 3+ save (unmodifiable by AP).
- 4+ save (bonus, invulnerable) against Blast/Template only. If successful, this fighter does not count as being hit.

**FLIGHT**

Ignores all terrain, moves freely between levels without restriction and can never fall. May not ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or the base of another fighter.

**LADY HAERA (IMPERIAL HOUSE) 40/80**

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

**Skills:** Backstab, Dodge.

**Weapons:** Phase sword, power spear.

**Wargear:** Light carapace (4+), refractor field.

**HOMING TELEPORT**

Each time the power spear is used to make a ranged attack, roll a 3+, otherwise the the spear can only be used once more as a ranged attack (it runs out of charge after returning to the owner). If thrown without a charge, it cannot be used again for the rest of the battle.

**WATCH-SKULLS**

360° vision arc.

**PETITION**

A gang allied with the Imperial House can petition to have her join them. Roll on the generic Agent petition table before the battle.

# OUTLAW AGENTS

## 0-1 GENERIC (CAWDOR)

40/80

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

### Outlaw:

- Fanatical: Can re-roll Nerve tests if the result is 2 (before modifiers).
- Choose equipment from Redemptionist leader's list.

## PROPHET

80/160

### (CAWDOR, CRUSADING, REBELLION)

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

**Skills:** Iron Will, Overseer, Unstoppable.

**Wargear:** Servo harness (full), stats are modified accordingly.

Available to Cawdor, Crusading gangs and gangs allied to Lady Credo's Rebellion.

### TERRIFYING

Pass a Willpower test to target this fighter with a Fight or Shoot action, or the action ends immediately (wasted).

### BLESSED BY THE LOST SAINT

3+ save (unmodifiable, cannot be ignored).

### BEACON OF REDEMPTION

+2 Cool & Willpower to friendly fighters with LOS to this fighter.

## AXON HAMMER (GOLIATH)

100/200

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

**Skills:** Fists of Steel, Hip Shooting.

**Weapons:** Boltgun / plasma gun (combi), frag grenades.

**Wargear:** Furnace plates, refractor field.

### WASTE'S MOST WANTED

The enemy gains a bounty reward of 200 credits if this fighter is killed (Memorable Death) or captured.

### FISTS OF STEEL

Unarmed attacks gain +2S & D2.

## KLOVIS & MALAKEV

### KLOVIS (CAWDOR)

100/200

#### REDEEMER

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

**Skills:** Devotional Frenzy, Fearsome, True Grit, Restless Faith (only applies to Outcast Leader).

**Weapons:** Eviscerator (master-crafted).

**Wargear:** Flak, incombustible hauberk, Book of the Redemption, pyromantic mantle.

### TERRIFYING (SAME AS: FEARSOME REPUTATION)

Pass a Willpower test to target this fighter with a Fight or Shoot action, or the action ends immediately (wasted).

### ARTICLES OF FAITH (3)

- Generates a number of Faith dice (as shown in parentheses) in the same ways as any other Faction fighter.
- Can perform Articles of Faith (Path of the Redeemer).

### THE LIBER EXCRUCIATUS

If both fighters are Active and within 1" of each other, Klovis can spend a Basic action (Know your Fate): D3 enemies (chosen by Klovis) with LOS to Klovis and within 9" of Klovis must make a Nerve test with a -1 modifier.

**Note:** Restless Faith is completely useless on an Agent.

### MALAKEV (CAWDOR)

0

#### DEACON

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

**Skills:** Evade, Lie Low.

**Weapons:** None.

**Wargear:** Light carapace armour (4+).

### BODYGUARD (KLOVIS)

If the other fighter is within 2" and hit by a ranged attack, the hit and all its effects can be transferred to this fighter.

### DEDICATED FOLLOWER

- Included with Klovis (cannot be hired on his own).
- Must be deployed within 3" of Klovis (at the start of the battle).

### SCRIBE

- +D3 Reputation to the hiring gang if both Malakev & Klovis are on the battlefield (not Seriously Injured) at the end of a battle.

### HOUSE RULE

Malakev is probably not an agent, and should instead have the following attributes:

- Outlaw Faction fighter (Hired Fighter).
- Generates no Faith dice.
- Cannot perform any Articles of Faith.

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# SKIRMISH

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## STANDARD SKIRMISH

Guidelines:

- Between 1250-2000 credits.
- 10-20 fighters & 1-4 vehicles.
- Agree on the Reputation (for example 5, 10 or 15).
- Hangers-on or Hired Guns does not count for minimum amount of fighters, but counts for max.
- Agree on a Rare/Illegal (X) level for purchasing items at the Trading Post (for example 10).
- Decide how many Gangers are upgraded to Specialists.
- Agree on a number of free skills in addition to the starting skills for Champions and Leaders. For example depending on gang rating:
  - Up to 1300: 5 Primary.
  - 1301-1500: 6 Primary.
  - 1501+: 5 Primary + 1 Secondary.
- Each fighter may receive a maximum amount of free skills. For example Leader max 2, anyone else max 1.
- Give a number of characteristic increases equal to half the number of free skills rounded down.
- Each fighter can be allocated max 1 characteristic increase.
- Only fighters with 1 or less free skills can be given a characteristic increase.
- Ignore crew size limitations.
- Roll-off to determine which gang has Home Turf (if applicable).
- Roll-off to see who the captor is (if applicable). Choose or randomize a fighter to be the Captive.
- Campaign Events are recommended.

## LINKED BATTLES

Lightweight campaign rules.

- Roll a 3+ for any fighter (other than the Leader) that goes out of action, or go into Recovery (miss the next battle).
- If a gang can't field a full crew, draw 1 extra Tactics card per crew slot empty.
- Can keep score of how many battles each gang wins.

## AGE OF THE GANG KINGS (HIVE BLOOD)

Modifications for large Skirmish battle.

## OUTLAND ARMIES

Replace normal gang creation rules with the following:

- Start with 5000 credits.
- Must include a Leader.
- 1250 credits (25%) may be spent on models from a different gang than the Leader.
- 3 out of 4 models must be Gang Fighters:
  - Ganger & Ganger (Specialist).
  - Juve & Juve (Specialist).
  - Crew.

## WASTELAND WARFARE

The following rules are not used:

- "I get Knocked Down..." (mount).
- **Status:** Pinned & Seriously Injured.
- **Conditions & weapon traits:** Broken, Out of Ammo, Backstab, Blaze, Blind, Concussion, Intoxicated, Insane, Knockback, Limited, Plentiful, Rad-phage, Scarce, Seismic, Single Shot & Web.
- Bottle Checks, Recovery Tests, Rally Tests, Stray Shots and Injury Dice.
- Fighters: 360 vision arc.
- Vehicles: Lose a Wounds according to the weapon's damage when attacked.
- Models reduced to 0 Wounds are removed.
- **Coordinated attacks:** Gang Fighters can Group Activate all other Gang Fighters within 6".

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# TOURNAMENTS

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- Using Skirmish rules.
- Resurrection: No Lasting Injuries.
- First round is random, later rounds uses Swiss draw.

## TOURNAMENT SCORING

Each individual battle is won as determined by the scenario. The points scored are as follows:

- Win: 3 points
- Draw: 1 point
- Loss: 0 points

Bonus points may be awarded if certain criteria are met. For example if winning by a large margin, the winner gains +1 point, or if only winning by a minor margin, the loser may gain +1 point.

Further bonuses may be awarded for taking Captives, as this is an integral part of campaign play and should be recognised in tournament play. For example award +1 point whenever they take an enemy fighter Captive.

Use Reputation and Wealth as tiebreakers.

## CAMPAIGN EVENTS

Feel free to add Campaign events for less competitive tournaments.

## HOUSE WAR

Gangs of the same type are grouped together, adding requirements to matchups to ensure no gang of the same type fights each other.

## MAP-BASED EVENT

Another option, and an expansion of the above, might be to group gangs into different clans who control a map. Over the course of the event, a clan's territory can shrink or grow based on its member's wins and losses.

## EXAMPLE RULES PACKS

In addition to the examples below, a rules pack should detail any special rules, scenarios to be used each round, scoring system and tiebreakers.

## ONE-DAY EVENTS

- 1250 credits.
- Use Campaign House Lists.
- 8-12 fighters.
- 3 Gangers may be designated as Specialists.
- Gangs may purchase any item from the Rare Trade chart with Rare (9) or below including Common items.
- Hired Guns and Hangers-on may be included. Hired Guns do not count towards the minimum number of fighters, but both Hired Guns and Hangers-on count towards the maximum number of fighters.
- Gangs start with 0 Reputation (this means only 1 Hangers-on per gang).
- Choose 5 Primary skills to distribute between your fighters. No fighter may be given more than 1 skill, except the leader (can have a total of 2 skills including the 1 free skill when recruited).
- Choose 2 fighters in the gang to be given a single characteristic increase.

## TWO-DAY EVENTS

- 1750 credits.
- Use Campaign House Lists.
- 10-20 fighters.
- 4 Gangers may be designated as Specialists.
- Gangs may purchase any item from the Rare Trade chart with Rare (11) or below including Common items.
- Hired Guns and Hangers-on may be included. Hired Guns do not count towards the minimum number of fighters, but both Hired Guns and Hangers-on count towards the maximum number of fighters.
- Gangs start with 10 Reputation (this means only 3 Hangers-on per gang).
- Choose 5 Primary skills and 1 Secondary skill to distribute between your fighters. No fighter may be given more than 2 skills, except the leader (can have a total of 3 skills including the 1 free skill when recruited).
- Choose 3 fighters in the gang to be given a single characteristic increase. This may not be a fighter who has two skills.

# ASSAULT ON PRECINCT FORTRESS 17

## MINI CAMPAIGN

Designed to be played with 1 Defender and 1-2 Attackers. Each side splits the resources evenly among its gangs.

**Defender:** Enforcers

**Attackers:** Outlaws (any gangs, even corrupt Enforcers!)

5 linked Scenarios fought on the same battlefield. Agree beforehand how many optional scenarios are played. More optional scenarios benefits the attacker (more time to whittle down the defenders). Less optional scenarios benefits the defender.

1. Night Falls
  - Burn Them Out (Optional)
  - Infiltration (Optional)
  - The Challenge (Optional)
5. Hold Until Dawn

**Attacker:**

- Choose which optional scenarios are used (if not using all).
- Choose the order of optional scenarios (if more than 1).

**Defender:**

Sets up the battlefield that is the precinct.

- 3'x3' square (2D or 3D).
- 6 doors (internal)
- Barricades
- Ammo crates
- One area or part of an area must be the Gaol (jail) with a door sealing it off from the rest of the precinct.

The battlefield edges are impassable walls (outer walls of the precinct). Place a door on the centre of each battlefield edge. These are the only entrances to the precinct.

Finally the attacker can add up to 4 Ductways.

### DEFENDER CREW

- Enforcers
- 1500 credits
- 1 Rogue Doc
- 1 Ammo Jack
- 1 Slopper
- 20 Reputation
- Choose items from the Trading Post with Rare (12) or less.
- Leader: 3 advancements
- Champions: 2 advancements

### PRISONERS

The jail is occupied by 2 prisoners which may be conscripted during the course of the campaign:

- 2 Underhive Scum Hired Guns.

While the door to the Gaol is closed, the prisoners do not gain Ready markers and take no actions. If the door is opened, give Ready markers to each prisoner. For the rest of the current scenario, they count as part of the defender's gang.

If a prisoner activates more than 6" from an Enforcer, roll a 2+ or they switch sides, immediately joining the attackers. After a scenario where they switch sides, they escape and are removed from the campaign.

If activated and not escaped, the defender can set them up normally as part of the defender's gang, or put them back in their cell.

### ATTACKER CREW

- Any gang (even corrupt Enforcers!)
- 3000 credits
- 20 Reputation
- Choose items with Rare/Illegal (9).
- Leader: 2 advancements
- Champions: 1 advancement
- Can include Brutes, Bounty Hunters and other Hired Guns as normal for an Outlaw gang.

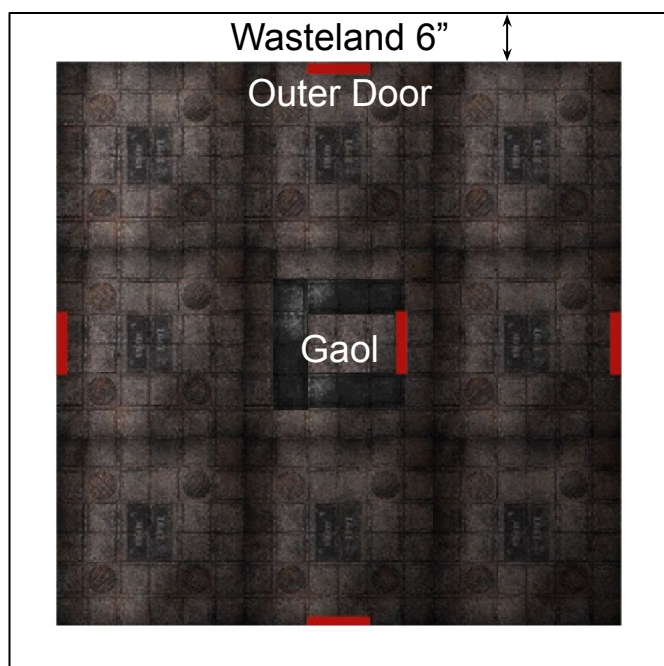
### DEPLOYMENT

#### DEFENDER: SET DEFENCE

- Always starts deployment:
  - Fighters
  - Traps
  - Defences
  - Rally points
- Can deploy whole gang (unless otherwise noted)
- Always have Home Turf Advantage:
  - **Bottle tests:** Roll 2D6 and discard the highest.
  - **Rally tests:** +1.
  - **Hangers-on:** Included in the crew on a 4+ (roll individually).
- Does not need to take Bottle tests

#### ATTACKER: FORMULATE ATTACK

- Decide number of assault waves
- Deploy fighters
- Can deploy whole gang (unless otherwise noted)



## ATTACKER: 3 ASSAULT WAVES

The attacker has 3 Assault Waves during a campaign.

- Must be declared at the start of the battle.
- Used during the battle (if declared at the start).
- If declared and not used, it is wasted.
- Each Assault Wave recycles some of their Gangers and Juves once during a battle.

The attacker can activate an Assault Wave in any End phase (before Seriously Injured fighters make Recovery rolls).

The attacker can return the following fighters to the battle:

- Seriously Injured fighters
- Out of Action (even killed!):
  - Juves
  - Gangers

These fighters are deploying in the Wasteland after rolling for Priority, before Readyng fighters.

## DEFENDER: 3 RALLY POINTS

The defender has 3 Rally Points (stores of medical supplies, ammo crates, aiding servitors). All effects are within 3" and applies to defenders only.

- Medical Assistance: Gain assistance during Recovery Tests. Seriously Injured fighters never succumb to injuries at the end of a battle.
- Tactical Retreat: Automatically pass Rally Tests. Broken fighters can move towards a Rally Point instead of seeking cover (even if moving closed to enemies).
- Reloads: Weapons gain Plentiful. Ignore Scarce and Limited.

Rally points do not count as cover and do not affect movement. Can't be targeted by attacks.

Enemies in B2B with a Rally Point can destroy it by performing the Smash Apart (Double) action.

Once destroyed, it is no longer available in future battles.

The centre point of the precinct is also a Rally Point (in addition to the 3 that are deployed elsewhere) and can't be destroyed.

### PITCH BLACK

In Pitch Black conditions, Rally Points count as areas of emergency lighting, and all fighters within 4" of a Rally Point are Revealed.

## OUTCOMES: OVERRUNNING THE PRECINCT

The precinct battlefield is divided into areas or tiles (12"x12"). Attackers can take over areas of the precinct and defenders can reclaim them. When an area is Overrun, it is no longer considered part of the precinct (in the following battle). Overrun areas can no longer be used by the defender to:

- Deploy fighters
- Deploy Rally Points
- Barricades
- Traps
- Repair doors (during Respite period)

Doors are always unlocked and the attacker can decide if they are opened or closed before the battle.

## RESPITE

Conditions are not automatically removed between battles, for example weapons going out of ammo, fighters suffering injuries and the precinct itself taking damage.

### LIMITED AMMO

The defender's Scarce weapons will not automatically replenish ammo between battles (unless performing a Restock action).

After the battle, defending fighters not in Recovery can make 1 Respite action each.

- Repair: Replace 1 destroyed or damaged door
- Repair: Add D3 barricades
- Patch-up: 1 fighter comes out of Recovery.
- Restock: Reload D3 weapons with the Scarce trait (that are currently out of ammo).
- Restock: Add D3 Booby Traps (Frag, Melta or Gas) to the stash.

## TACTICS CARDS (OPTIONAL)

Custom (2) cards each.

## VICTORY OR DEFEAT

The attackers win if all defenders are Out of Action or Seriously Injured at the end of the last battle. The bodies are looted before burning the precinct to the ground and retreating back into the wastes to celebrate their victory over Lord Helmawr's rule.

The defenders win if there is at least one defender left on the battlefield who is not Seriously Injured. The Enforcers breathe a collective sigh of relief as reinforcements arrive to see off the Outlaws, leaving the Palanites to take stock of the damage and count their dead.

## LASTING INJURIES AND RECOVERY

Side	Fighter	Out of Action (including succumbing to injuries)	Critical Injuries
Attacker	Juves & Gangers	Survives on 5+ (Out Cold). Otherwise killed (Memorable Death)	N/A
Attacker	Leader & Champions	Lasting Injury (as normal), ignore Recovery on 4+	Normal (Doc or Dead)
Defender	Any	Lasting Injury (as normal). Fighters that go Into Recovery: <ul style="list-style-type: none"> <li>• Deployed within 3" of a Rally Point</li> <li>• Start Pinned</li> <li>• Become Seriously Injured if:                             <ul style="list-style-type: none"> <li>○ Stand up</li> <li>○ Move</li> <li>○ Moved more than 3" from the Rally Point</li> </ul> </li> </ul>	Normal (Doc or Dead)

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# SCENARIO 1: NIGHT FALLS

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**DEFENDER: SET DEFENCE**

Defender sets up anywhere within the precinct:

- Rally Points
- Booby Traps

All doors within the precinct begin locked (defenders have access codes and can open locked doors freely).

**DEPLOYMENT**

**Leader:** Central area.

**Hangers-on:** Central area.

**At least half the remaining fighters:** Central area.

**Remaining fighters:** Anywhere within the precinct.

**ATTACKER: FORMULATE ATTACK**

Decide the number of Assault Waves.

Divide fighters into 2 groups. Each group must have at least 1 Champion or Leader.

- Main Force
- Flanking Force

**MAIN FORCE**

Deployed within 2" of one battlefield edge.

**FLANKING FORCE**

Deployed within 2" of one edge of the battlefield at the beginning round 2, 3, 4 or 5 (before rolling for Priority).

**PRIORITY**

The attacker has priority in the first round.

**OUTCOMES**

The battle ends after 6 rounds, or if either side has no fighters on the battlefield (at the end of any round). At the end of the battle, count up the number of fighters on both sides in the precinct:

- Excluding Seriously Injured attackers.
- Excluding Seriously Injured defenders outside 3" of a Rally Point.

If the attacker has the most fighters in the precinct, they can choose 2 areas adjacent to the Wasteland to be Overrun.

Otherwise, the defender gains D3 additional Respite actions.

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# SCENARIO 2: BURN THEM OUT (OPTIONAL)

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**DEFENDER: SET DEFENCE**

Defender sets up anywhere within the precinct:

- Rally Points
- Booby Traps

All doors within the precinct begin locked (defenders have access codes and can open locked doors freely).

**DEPLOYMENT**

**Hangers-on:** Central area.

**Prisoners:** Prisoners: Gaol (unless released, in which case they can be placed anywhere within 6" of a defending fighter).

**Remaining fighters:** Anywhere within the precinct.

**FIRE**

In this scenario, precinct areas (those not Overrun) can be set on fire. When an area is burning, use a counter to track how much it is burning. Fighters within 3" of the centre of an area can make the Set Fire (Double) action to set the area on fire (starting with 1), or Douse (Double) action if it already is burning (reduce the fire by 1). An area reduced to 0 is no longer burning. In the End phase, roll a 4+ for each burning area to increase that counter.

Any fighter that starts or ends their activation on a burning area, or moves across one may be affected depending on how much it is burning (all effects are cumulative):

**1:** Suffer -1 Toughness (unless equipped with a respirator) while on the area. LOS into, out of and through the area is reduced to 6".

**2:** Test for Blaze (4+) if beginning or ending an activation on this area. If both beginning and ending, test twice!

**3:** Fighters can't enter this area. Fighters already in it become Broken and must move toward the nearest non-burning area.

Active fighters can remove Blaze tokens from a burning area with the Douse (Double) action within 3" of the centre of the area. If all Blaze tokens are removed, it is no longer on fire.

**OUTCOMES**

The battle ends after 4 rounds, or if either side has no fighters on the battlefield (at the end of any round). At the end of the battle, count up the number of burning areas:

- **0:** Reclaim 1 Overrun area (chosen by the defender).
- **1-2:** Overrun 1 area adjacent to the Wasteland (chosen by the attacker).
- **3+:** Overrun 2 areas adjacent to the Wasteland (chosen by the attacker).

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# SCENARIO 3: INFILTRATION (OPTIONAL)

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**DEFENDER: SET DEFENCE**

Defender sets up anywhere within the precinct:

- Rally Points
- Booby Traps

All doors within the precinct begin closed and locked (defenders have access codes and can open locked doors freely).

**DEPLOYMENT**

**Fighters:** Anywhere within the precinct.

**Prisoners:** Gaol (unless released, in which case they can be placed anywhere within 6" of a defending fighter).

**BLACKOUT**

The battle begins in Pitch Black conditions, Rally Points count as areas of emergency lighting, and all fighters within 4" of a Rally Point are Revealed.

**SNEAK ATTACK**

*The defenders are expecting an assault from outside but do not know that the attackers have found a secret way into the precinct.*

The battle uses Sneak Attack rules with all defenders counting as Sentries until the alarm is raised. Attackers more than 3" away and benefiting from Pitch Black counts as being in full cover for the purposes of spotting attackers.

**OUTCOMES**

The battle ends after 4 rounds. At the end of the battle, test if the defending Leader or any defending Hangers-on have been taken Out of Action:

- **All 3 Hangers-on and the Leader are still on the battlefield:** Reclaim 1 Overrun area (chosen by the defender).
- **2+ Hangers-on taken Out of Action:** Overrun 1 area adjacent to the Wasteland (chosen by the attacker).
- **2+ Hangers-on and the Leader taken Out of Action:** Overrun 2 areas adjacent to the Wasteland (chosen by the attacker).

**ATTACKER: FORMULATE ATTACK**

Decide the number of Assault Waves.

**Crew:** Custom (6)

**DEPLOYMENT**

Anywhere at least 3" from a defender and out of LOS.

**PRIORITY**

The attacker has priority in the first round.



# SCENARIO 4: THE CHALLENGE (OPTIONAL)

## DEFENDER: SET DEFENCE

Defender sets up anywhere within the precinct:

- Rally Points
- Booby Traps

One door leading to the Wasteland begins open. The rest of the doors begin the battle closed but unlocked.

## DEPLOYMENT

**Leader:** Just outside the entrance of the open door.

**Hangers-on and at least half of the fighters:** Central area.

**Prisoners:** Gaol (unless released, in which case they can be placed anywhere within 6" of a defending fighter).

**Remaining fighters:** Anywhere within the precinct within 12" of the Leader.

The Leader must set up just outside the entrance of the open door. Deploy Hangers-on and at least half of the fighters in the central area. The prisoners begin in the Gaol (unless released, in which case they can be placed anywhere within 6" of a defending fighter). Remaining fighters can be placed anywhere within the precinct within 12" of the Leader.

## PRIORITY

The defender has Priority in the first round.

## THROW DOWN

At the start of the battle, the defender's Leader and (one of) the attacker's Leader(s) are the only fighters to receive Ready markers. Until a Leader has either been Seriously Injured or moved more than 12" from the other Leader, all fighters can only use Melee weapons.

At the start of the 2nd round, and in each subsequent round, both gangs can choose an additional fighter to become Ready and gain a Ready marker. Once a fighter is made Ready, they will then gain a Ready marker at the start of each following round as normal.

## OUTCOMES

The battle ends after 4 rounds, or at the end of a round where a Leader is taken Out of Action. The gangs are rewarded by the damage dealt to the enemy Leader:

- **Seriously Injured:** Reclaim/Overrun 1 area.
- **Out of Action:** Reclaim/Overrun 2 areas.
- **No Leaders Seriously Injured or Out of Action:** The Defender can Reclaim an Overrun area.

## ATTACKER: FORMULATE ATTACK

Decide the number of Assault Waves.

## DEPLOYMENT

**Leader:** In the Wasteland, at least 6" from the defender's Leader.

**At least half of the fighters:** In the Wasteland within 12 of the attacking Leader.

**Remaining fighters:** Reinforcements.

## REINFORCEMENTS

3 models are deployed in any battlefield edge or in any Overrun area (at least 6" from enemies).

## HOUSE RULE

The White Dwarf article fails to specify when Reinforcements arrive. To fix this:

- Reinforcements arrive in every End Phase.

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# SCENARIO 5: HOLD UNTIL DAWN

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## DEFENDER: SET DEFENCE

Defender sets up anywhere within the precinct:

- Rally Points
- Booby Traps

All doors within the precinct begin locked (defenders have access codes and can open locked doors freely).

## DEPLOYMENT

**Leader:** Central area.

**Hangers-on and at least half of the fighters:** Central area.

**Prisoners:** Gaol (unless released, in which case they can be placed anywhere within 6" of a defending fighter).

**Remaining fighters:** Anywhere within the precinct.

## FALL BACK

In each End phase, count up the number of attackers and defenders in each precinct area (except the central area). Do not count Seriously Injured fighters unless within 3" of a Rally Point. If the attacker has more fighters than the defender in an area, the tile has been taken and the defender must fall back:

- Rally Points are destroyed.
- Defending fighters must use their activations to fall back to a friendly area.
- If a defending fighter can't reach a friendly area, become Broken and flee toward the nearest friendly area.
- Defenders can't voluntarily enter an area taken by the attackers.

Unlike the previous scenarios, the defender must make Bottle tests (but still benefit from Home Turf Advantage).

## OUTCOMES

The battle ends after 6 rounds, or if either side has no fighters on the battlefield.

### VICTORY OR DEFEAT

The attackers win if all defenders are Out of Action or Seriously Injured at the end of the last battle. The bodies are looted before burning the precinct to the ground and retreating back into the wastes to celebrate their victory over Lord Helmawr's rule.

The defenders win if there is at least one defender left on the battlefield who is not Seriously Injured. The Enforcers breathe a collective sigh of relief as reinforcements arrive to see off the Outlaws, leaving the Palanites to take stock of the damage and count their dead.

# CAMPAIGNS

There are 4 types of campaigns. Each campaign is based around gangs fighting battles for the control of Resources. Each campaign type has an unique type of Resource. A campaign typically includes a single type of Resource.

Most battles in the campaign are fought for control of a Resource. The Resource being fought over is the stake of a battle, and most battles have a Resource at stake on the outcome. Instead of fighting over a Resource, the stake may instead be Captives held by the opponent gang.

## GANG ATTRIBUTES

Gangs have the following attributes (tracked on the roster):

### GANG RATING

The total cost of all of the fighters in the gang.

### REPUTATION

Starts at 1 and can't drop below 1.

### WEALTH

The total cost of all fighters, credits and equipment in the stash.

## ALIGNMENT/ALLEGIANCE

Campaigns can divide gangs into sides. Teams on the same side can still fight each other.

## TRADING POST

Even if a campaign doesn't use the Trading Post, this is optional and can be included.

## CAMPAIGN PHASES AND CYCLES

All campaigns are divided into 3 phases. Each phase lasts a number of cycles, which is an arbitrary amount of time that can be agreed upon.

Campaign	Trading Post	Resource	Alignment/Allegiance	Phase 1. 3 Cycles (max)	Phase 2. 1 Cycle	Phase 3. 3 Cycles (min)
Dominion	✓	Territory	N/A	Occupation	Downtime	Takeover
Law & Misrule	✓	Racket	Law Abiding, Outlaw	Expansion	Downtime	Justice
Uprising	✗	Territory	Order, Chaos, Unaligned	Insurrection	Downtime	Damnation
Outlander	✓	Structure	N/A	Development	Downtime	Expansion
Ash Wastes	✓	Road Section	Raiders & Traders	Season of Flame	Downtime	Season of Ash
Succession 1	✓	Sympathiser	Imperial, Rebellion, Unaligned	Great Darkness	Downtime	Spark of Rebellion
Succession 2	✓	Relic	Imperial, Rebellion, Unaligned	Pilgrimage	Downtime	Revelation

Campaign	Starting credits	Minimum spent on vehicles & mounts
Dominion	1000	N/A
Law & Misrule	1000	N/A
Uprising	1000	N/A
Outlander	1000	N/A
Ash Wastes	1400	400 (unspent credits are lost)
Succession 1	2400	400 (unspent credits are lost)
Succession 2	1400	400 (unspent credits are lost)

## CHALLENGES

Each gang can issue any number of challenges.

- If declined, the stake is automatically claimed by the challenger.
- Challenges may be declined without penalty by a gang that has already received at least 1 challenge (this cycle).
- Can use Rescue Mission to free Captives instead of nominating a Resource as the stake of a battle.

The winner of the challenge takes control of the Resource at stake. If the result is a draw, the Resource is not transferred (remains uncontrolled or with the controlling gang).

YAQ: There are no rules governing challenge management!

## PHASE 1 (3 CYCLES)

Each battle is rewarded by a single uncontrolled Resource. The gangs decide which currently available Resource is at stake when issuing and accepting challenges.

## PHASE 2 (1 CYCLE)

Complete the following steps:

Campaign	1. Fighters Recover	2. Captives are Returned	3. Experienced Juves are Promoted	4. Fresh Recruitment	5. Special
Dominion	✓	✓	✓	✓	✗
Law & Misrule	✓	✗	✓	✓	✗
Uprising	✓	✓	✓	✓	✗
Outlander	✓	✓	✓	✓	Settlement Maintenance
Ash Wastes	✓	✓	✓	✓	✗
Succession 1	✓	✓	✓	✓	Declare Allegiance
Succession 2	✓	✓	✓	✓	✗

### 1. FIGHTERS RECOVER

Fighters are no longer In Recovery.

### 2. CAPTIVES ARE RETURNED

Any Captured fighters are released. The gang that had captured them receives half their credits value (rounding up to the nearest 5 credits). This is paid by friends and family, not the gang the Captured fighters belong to.

### 3. EXPERIENCED JUVES ARE PROMOTED

Juves with 5+ Advancements are promoted to Champions. Their characteristics and credits value are unaffected, but their Type is changed. From now on, they are treated as a Champion in all respects.

### 4. FRESH RECRUITMENT

All gangs gain 250 credits to recruit new fighters and/or Hangers-on. These credits must be spent now and can't be added to the gang's Stash. Gangs may supplement these credits with extra credits from their Stash.

YAQ: Can only be spent on hangers-on, fighters and equipment for those fighters. Equipment can be purchased the same way as it is when founding the gang (can only be purchased from the House Equipment List, must be equipped to one of the fresh recruits) except there is no limitation on the number of special weapons you can get for your new gangers.

### SIDE BATTLES

After the effects of Downtime are applied, gangs can fight side battles. Fighters can earn Experience and suffer Lasting Injuries as normal, but no Income, Credits or Reputation is gained, awarded or earned. Instead, special rewards, an unique drug or custom Tactics cards can be created as rewards for winning side battles.

## PHASE 3 (3 CYCLES)

Challengers nominate a Resource currently controlled by their opponent.

## ENDING THE CAMPAIGN

After Phase 3, the campaign ends. There are a number of Triumphs (depending on campaign type). A gang may earn more than one, and in case of a tie, no one is awarded it.

New Splinter gangs created based on the old gain bonuses for the next cycle. Splinter Gang Rewards only last for a single campaign.

**Law & Misrule:** The alignment that received most Triumphs is declared to have Tipped the Balance (balance of power between Law & Misrule).

TRIUMPHS	CRITERIA	SPLINTER GANG REWARDS
<b>Dominion:</b> Slaughterer	Most enemies taken OoA	+3 XP (must be given to fighters from the old gang,max 1 XP per fighter).
<b>Dominion:</b> Dominator (not Palanite Enforcer) <b>Law &amp; Misrule:</b> Racketeer <b>Outlander:</b> Lord of the Badzones <b>Ash Wastes:</b> As Far as the Eye can See <b>Succession 1:</b> Leader of Men <b>Succession 2:</b> Relic Hoarder	Most Resources	+1 random extra Resource (after each gang has received their starting Resources).
<b>Dominion:</b> Creditor <b>Law &amp; Misrule:</b> Financier <b>Outlander:</b> Master of Coin <b>Succession 1 &amp; 2:</b> Hoarder of Coin	Largest Wealth	+100 credits.
<b>Dominion:</b> Warmonger <b>Law &amp; Misrule:</b> Muscle	Most battles fought	+3 Reputation. Can choose to be the attacker or defender in the first battle, regardless of who chose the scenario.
<b>Dominion:</b> Peacemaker <b>Law &amp; Misrule:</b> Peacemaker	Palanite Enforcers only: No gangs are awarded the Dominator Triumph (because of a tie).	
<b>Law &amp; Misrule:</b> Hit Man	Most Leaders of a different alignment taken OoA	-
<b>Dominion:</b> Powerbroker <b>Law &amp; Misrule:</b> Lord of Law/Misrule <b>Uprising:</b> Legendary Status <b>Ash Wastes:</b> Do You Know Who I Am! <b>Succession 1 &amp; 2:</b> Legendary Status	Highest Reputation	+1 free Hangers-on (Ammo Jack, Dome Runner, Gang Look-out, Rogue Doc or Slopper).
<b>Uprising:</b> Champion of the Dark Gods	Won most battles for Chaos.	
<b>Uprising:</b> Scion of the Imperium	Won most battles for Order.	
<b>Succession 1 &amp; 2:</b> Champions of House Helmawr	Won most battles for House Helmawr.	
<b>Succession 1 &amp; 2:</b> Champions of the Rebellion	Won most battles for the Rebellion.	
<b>Uprising:</b> Flesh Harvester	Accumulated most Meat portions.	
<b>Uprising:</b> Survivor <b>Succession 1:</b> Survivor	Suffered the fewest deaths (Succession 1: during phase 1 only).	
<b>Succession 2:</b> Martyr	Suffered the most deaths.	
<b>Uprising:</b> Heart of the Rebellion	The highest gang rating of all Chaos aligned gangs. <b>Note:</b> Chaos to Order variant only.	
<b>Uprising:</b> Hive General	Destroyed most territories. <b>Note:</b> Hive War variant only.	
<b>Uprising:</b>	Won by the gang with the highest gang rating from each allegiance. <b>Note:</b> War of the Gods variant only.	
<ul style="list-style-type: none"> <li>• Lord of Blood</li> <li>• Twister of Fates</li> <li>• Pestilent Lord</li> <li>• Prince of Perversion</li> </ul>		
<b>Uprising:</b> Carrion King	Most devoured territories. <b>Note:</b> Cannibal Kingdoms variant only.	
<b>Uprising:</b> Lord of the Wasteland	Improved most ruined territories. <b>Note:</b> Survivors of the Apocalypse variant only.	
<b>Uprising:</b> Brood Lord	Infected most enemy fighters. <b>Note:</b> Rise of the Four-Armed Emperor variant only.	
<b>Outlander:</b> Outland Raider	Won the most scenarios as attacker (Settlement Raid, Stealth Attack, Market Mayhem).	
<b>Outlander:</b> Outland Defender	Won the most scenarios as defender (Settlement Raid, Stealth Attack, Market Mayhem).	
<b>Outlander:</b> Scavenger	Won the most scenarios (Gunk Tank, Mining Expedition, Big Score).	
<b>Ash Wastes:</b> Road Master	Longest unbroken chain of connected Road Sections.	
<b>Ash Wastes:</b> Road of Corpses	Most kills.	
<b>Ash Wastes:</b> Let it Burn	Most enemy vehicles wrecked.	

# RESOURCES (TERRITORIES & RACKETS)

Each Resource has unique bonuses. A gang receives the benefits of a Resource so long as it holds it. Benefits of Resources are gained in 2 different ways, at certain intervals depending on the the campaign:

- After each battle (including immediately after taking control of it after a battle).
- Before each cycle.

Once the Resource is lost (for example taken by another gang), the bonus is also lost.

There are 2 ways to take control of Resources:

- Winning a battle with a Resource at stake.
- Resource as exchange for Captives.

Campaign	Starting Resource	Resource Rewards
<b>Dominion</b>	Settlement.	After each battle.
<b>Law &amp; Misrule</b>	2 Random.	After each battle.
<b>Uprising</b>	2 Random + Settlement. Some gangs replace Settlement. Enforcer: Precinct Fortress. Corpse Grinder Cult & Chaos Cult: Chaos Fane.	Before each cycle.
<b>Outlander</b>	Isotopic Fuel Rod (Supply) & Water Still (Supply). Fresh gangs can collect the benefits from these structures (15 Sustenance & 15 Power) before the first battle and build additional Structures.	Before each cycle.
<b>Ash Wastes</b>	2 Random.	Before each cycle.
<b>Succession 1</b>	Gang Sympathiser + 1 Random.	After each battle.
<b>Succession 2</b>	Gang Relic + 1 Random.	After each battle.

Campaign	Amount of Resources
	Generate 3 random Resources per gang:
	<ol style="list-style-type: none"> <li>1. Include 1 random gang specific Resource per House that takes part in the campaign (only one Resource per House regardless of how many gangs there are from an individual House).</li> <li>2. The rest of the Resources are randomized from the full set of remaining Resources.</li> </ol>
<b>Dominion</b>	Refreshing Resources: If Resources have been refreshed between campaigns of a perpetual campaign, determine the next campaigns Resources in the same way. However, random gang specific Resource are only guaranteed to be included based on new gangs that join. The total number of Resources is determined as usual, counting all gangs - new and old.
<b>Law &amp; Misrule</b>	All (except the starting Resources).
<b>Uprising</b>	All (except Precinct Fortress & Chaos Fane).
<b>Outlander</b>	-
<b>Ash Wastes</b>	4 per gang (minimum). All included Road Sections should be connected.
<b>Succession 1</b>	Generate 3 random Resources per gang.
<b>Succession 2</b>	Generate 3 random Resources per gang.

Campaign	Unique Resources	Duplicate Enhanced Bonuses
<b>Dominion</b>	Yes.	<b>Gang Specific:</b> These bonuses replace generic bonuses of the same type.
<b>Law &amp; Misrule</b>	Yes.	<b>Linked:</b> Receive all duplicate bonuses except Income. Only claim a single Income bonus.
<b>Uprising</b>	No.	-
<b>Outlander</b>	No.	-
<b>Ash Wastes</b>	Yes.	-
<b>Succession 1</b>	Yes.	-
<b>Succession 2</b>	Yes.	-

## STARTING RESOURCES

Each gang starts with a Resource which is permanent and can never be lost.

## RESOURCE BONUSES

All Resources are unique and have different bonuses:

### INCOME

- Add the amount of credits to the Stash when collecting income from Resources (including any that was won from the previous battle).

### RECRUITS

- Free to recruit (does not cost any credits).
- The cost is added to Gang Rating and Wealth.
- Equipment must be purchased separately (unless otherwise specified).
- Hired guns remain with the gang while in control of the Resource.
- Hangers-on can be recruited regardless of Reputation and will not affect the maximum amount of Hangers-on the gang may have. **YAQ: Once the Resource is lost, the Hangers-on is also lost. The Hangers-on will never leave the gang because of injuries and can't be killed. Note that this means it's important to distinguish between those that are regular hangers-on and those territory-related (if you control both types and at least one is drafted into a battle).**

### EQUIPMENT

- Can be distributed to eligible fighters.
- **Free** equipment is lost when the Resource is lost.
- **Purchased equipment is kept after the Resource is lost.**
- **The (full) cost is added to Gang Rating and Wealth, even for discounted and free items.**

### REPUTATION

- Increase the Reputation while in control of the Resource. When the Resource is lost, decrease Reputation with the equal amount.

### SPECIAL

- If the Resource is lost, so is the benefit.

## ENHANCED BONUSES

Some Resources have Enhanced bonuses that require specific criterias to be met in order to claim them.

### GANG SPECIFIC

Gang Specific bonuses can only be claimed by the specified gang. It will replace generic bonuses of the same type.

### LINKED

Linked bonuses can be claimed by taking control of the specified Resources. They are claimed in addition to any duplicate types of bonuses, except income. Only a single Income bonus can be claimed.

Territory (Dominion)	Boon	Free, Temp, Once
♣1 Old Ruins	<b>Income:</b> D3x10 +10 per Dome Runner	
♣2 Settlement	<b>Income:</b> D6x10 <b>Reputation:</b> +1 <b>Recruit:</b> Roll 2D6. One die rolls a 6: Juve. Both roll 6: Ganger (instead).	T, O F
♣3 Rogue Doc Shop	<b>Recruit (Law Abiding):</b> Rogue Doc <b>Income (Outlaw):</b> D6x10	
♣4 Promethium Cache	<b>Equipment:</b> 3 fighters gain Incendiary charges. <b>Special:</b> Re-roll any Ammo tests for Blaze weapons.	F, T
♣5 Wastes	<b>Special:</b> If challenged in the Phase 1, choose which Territory is at stake (instead of the challenger as normal). If challenged in the Phase 3 for a Resource already controlled by the gang, the Leader can try to pass an Intelligence test to play as Attacker on the Ambush scenario instead of rolling.	
♣6 Sludge Sea	<b>Equipment:</b> 3 fighters gain Choke gas grenades.	F, T
♣7 Workshop	<b>Recruit (Law Abiding):</b> Ammo-jack <b>Income (Outlaw):</b> D6x10	F
♣8 Collapsed Dome	<b>Income:</b> Roll 2 to 6 dice. Receive 10x the result rolled if no doubles are rolled. If any double is rolled, a random fighter suffers a Lasting Injury roll instead.	
♣9 Slag Furnace	<b>Income:</b> D6x5 <b>Reputation (Goliath):</b> +2 <b>Recruit (Goliath):</b> Roll 2D6. One die rolls a 6: Juve. Both roll 6: Ganger (instead).	T, O F
♣10 Fighting Pit	<b>Recruit:</b> 2x generic Hive Scum every battle (including equipment). <b>Reputation (Goliath &amp; Corpse Grinder Cult):</b> +2	F T, O
♣11 Smelting Works	<b>Income:</b> D6x5 <b>Income (Goliath):</b> 2D6x5, or 2D6x10 if also controlling Slag Furnace.	
♣12 Synth Still	<b>Special:</b> Chem-synths, medicae kits, stirm-slug stashes and any weapon with the Gas or Toxin traits are treated as Common in the Trading post. <b>Special (Escher):</b> Same as above, but at half the cost (rounded up). <b>Reputation (Escher &amp; Squats):</b> +2	T, O
♣13 Stinger Mould Sprawl	<b>Special:</b> During the post-battle sequence, re-roll a single Lasting Injury result on a fighter. Memorable Death may not be re-rolled. <b>Special (Escher):</b> Remove a single existing Lasting Injury from a fighter or re-roll a single Lasting Injury roll on a fighter, including a Memorable Death result (re-roll results of Captured). <b>Reputation (Escher):</b> +1	T, O
♥1 Narco Den	<b>Income:</b> D6x5 <b>Income (Escher):</b> 2D6x5, or 2D6x10 if also in control of a Synth Still. <b>Reputation (Escher):</b> +1	T, O
♥2 Mine Workings	<b>Income:</b> D6x10. Add D6x10 per Ambot and Captive working in the mines. Captured fighters can work in the mines instead of being sold to the Guilders. If the Resource changes control, the Captives remain working the mine and can be ransomed back by the new owner. A Captive working the mine may not subsequently be sold to the Guilders. While a Captive is working the mine, rescue may be attempted at any time. <b>Reputation (Orlock, Genestealer Cult &amp; Squats):</b> +2	T, O
♥3 Tunnels	<b>Special:</b> Before the battle, choose up to 3 fighters from the crew to deploy via tunnels. During the deployment, set up 2 tunnel entrance markers (2" wide) on any table edge on the ground surface. During the Priority phase of each turn, the group arrives on a 4+. They may be activated as a single group, and must move onto the battlefield from one of the tunnel entrance markers. The group must arrive through the same tunnel entrance. If the battle ends before the fighters arrive, they take no part in the battle. <b>Special (Orlock &amp; Genestealer Cult):</b> Deploy up to 6 fighters in 2 groups as described above. <b>Reputation (Orlock &amp; Genestealer Cult):</b> +1	T, O
♥4 Toll Crossing	<b>Income:</b> D6x5 <b>Special (Orlock &amp; Genestealer Cult):</b> Get Priority in the first round of any battle. Any gang in the campaign may pay the Orlock gang 20 credits to gain the same benefit in a single battle against another gang. <b>YAQ:</b> The payment can't be refused by the Orlock gang. If both gangs pay for this in the same battle, it has no effect (the credits are still spent).	
♥5 Generatorium	<b>Special:</b> The power may be cut any round before rolling for Priority, enabling the Pitch Black rules. At the start of each End phase, before making any Bottle tests, the generators restart on a 5+ and the Pitch Black rules immediately cease to be in effect. <b>Reputation (Van Saar):</b> +1	T, O
♥6 Archaeotech Device	<b>Special:</b> Any number of weapons may be given one of the following Traits for free: Blaze, Rad-phage, Seismic, or Shock. All weapons must be given the same Trait and new weapons may also be given this Trait. These weapons also gain the Unstable Trait. If the Resource is lost, the weapons lose these additional traits. <b>Special (Van Saar):</b> Choose 2 Traits instead of 1 from the list above. <b>Reputation (Van Saar):</b> +2	T T T, O
♥7 Tech Bazaar	<b>Income:</b> D6x10 credits. <b>Equipment:</b> One Leader or Champion can make a Haggle post-battle action to gain a discount on a single item (half the cost rounded down) from the Trading Post. Roll 2D6 (add +1 for Exotic Furs): • 7+: 1 item with Rare (X) equal to the result. • 4-7: Common item. • 2-3: No item gained (the fighter proves to be very poor at haggling). <b>Income (Van Saar):</b> D6x10 (+1D6x10 if also controlling Archaeotech Device). <b>Reputation (Van Saar):</b> +1	T T, O
♥8 Refuse Drift	<b>Income:</b> 2D6x5. If a double is rolled, a random fighter must miss the next battle (Recovery). <b>Income (Cawdor &amp; Chaos):</b> 2D6x5 without the risk of a fighter going into Recovery. <b>Reputation (Cawdor &amp; Chaos):</b> +1	T, O
♥9 Corpse Farm	<b>Income:</b> D6x10 for every fighter from either side that was deleted from their roster during the post-battle of the preceding battle. <b>Income (Cawdor &amp; Chaos):</b> 2D6x10 instead of D6x10 as above. <b>Reputation (Cawdor, Chaos &amp; Corpse Grinder Cult):</b> +1 <b>YAQ:</b> Only receive credits from dead fighters!	T, O
♥10 Bone Shine	<b>Income:</b> 2D6x5 <b>Income (Cawdor &amp; Chaos):</b> 4D6x5 <b>Reputation (Cawdor &amp; Chaos):</b> +2	T, O
♥11 Drinking Hole	<b>Reputation:</b> +1 <b>Special:</b> Re-roll any failed Cool tests. If this option is used, the fighter suffers a -1 hit modifier for the rest of the battle. <b>Reputation (Delaque):</b> +2 <b>Special (Delaque):</b> Nominate 3 enemy fighters at the start of the battle, they suffer a -1 to all tests and tests for the battle.	T, O T, O
♥12 Gambling Den	<b>Reputation:</b> +1 <b>Income:</b> Choose a suit of cards, then draw a card (from a deck including 2 jokers): • Same suit: Card value x 10. • Same colour: Card value x 5. • Joker: Pay all income earned in this post-battle sequence to a random gang taking part in the campaign. <b>Reputation (Delaque):</b> +2 <b>Special (Delaque):</b> Nominate a single enemy fighter at the start of the battle. That fighter takes no part in this battle.	T, O T, O
♥13 Needle Ways	<b>Special:</b> 3 fighters gain Infiltrate. <b>Special (Delaque):</b> 6 fighters gain Infiltrate (instead of 3 as described above).	T T



★ NECROMUNDA ★

Racket	Boon	Free, Temp, Once
♦1 Narco-Distribution	<b>Special:</b> Chem-synths, medicae kits, stim-slug slashes and any weapon with the Gas or Toxin traits are treated as Common in the Trading post. <b>Linked:</b> Out-Hive Smuggling Routes (♦2), Ghast Prospecting (♦3). <b>Income (Linked 0, 1, 2):</b> 1D6x10, 2D6x10, 3D6x10	
♦2 Out-Hive Smuggling Routes	<b>Linked:</b> Ghast Prospecting (♦3), The cold Trade (♦4). <b>Income (Linked 0, 1, 2):</b> 1D6x10, 2D6x10, 3D6x10	
♦3 Ghast Prospecting	<b>Equipment:</b> 3 doses of Ghast each battle. <b>Linked:</b> Out-Hive Smuggling Routes (♦2), Caravan Route control (♣9). <b>Income (Linked 1, 2):</b> 2D6x10, 4D6x10	F, T
♦4 The Cold Trade	<b>Special:</b> Xenos weapons are treated as Common: Kroot long rifle, rak'gol razor gun, sling gun, hrud fusil, necrotic beamer, neural flayer, yu'vath puzzle box, demiurg energy drill, xenarch death-arc and mindflect shard. <b>Equipment:</b> 1 Xenos weapon. <b>Linked:</b> Out-Hive Smuggling Routes (♦2), Spire Patronage (♣6). <b>Income (Linked 1, 2):</b> 1D6x10, 2D6x10	F, T, O
♦5 Life Coin Exchange	<b>Recruit:</b> 2x Hive Scum or 1x Bounty Hunter each battle (including equipment). <b>Linked:</b> Whisper Brokers (♦7), Corpse Guild Bond (♦8). <b>Income (Linked 1):</b> D6x10 <b>Special (Linked 2):</b> All gang members gain Fearsome (skill).	F, T
♦6 Xenos Beast Trafficking	<b>Special:</b> Grapplehawks and Gyrinx Cats are treated as Common. <b>Equipment:</b> 1 Grapplehawk or Gyrinx Cat (Leader only) <b>Linked:</b> Out-Hive Smuggling Routes (♦2), Blood Pits (♣5). <b>Income (Linked 1, 2):</b> 1D6x10, 2D6x10	F, T, O
♦7 Whisper Brokers	<b>Special:</b> +D3 Tactics cards each battle. <b>Linked:</b> Life Coin Exchange (♦5), Peddlers of Forbidden Lore (♣13). <b>Special (Linked 1):</b> When challenged, choose the Resource at stake (instead of the challenger as normal). <b>Special (Linked 2):</b> When challenged for an already controlled Resource, the Leader can try to pass an Intelligence test to play as Attacker on the Ambush scenario instead of rolling.	
♦8 Corpse Guild Bond	<b>Exclusive:</b> Can't control other Guild Bond Rackets. <b>Income:</b> (1D6 + 1 per other Resource controlled) x10 <b>Recruit (choose one):</b> <ul style="list-style-type: none"> <li>Law Abiding only: Form an automatic alliance with the Corpse Guild. Can always add the Guild to the crew each battle.</li> <li>Any: 1x generic Bounty Hunter + 2x generic Hive Scum each battle (including equipment).</li> </ul>	T?, O F
♦9 Slave Guild Bond	<b>Same as above, except with the Slave Guild.</b>	
♦10 Promethium Guild Bond	<b>Same as above, except with the Promethium Guild.</b>	
♦11 Guild Of Coin Bond	<b>Same as above, except with the Guild of Coin.</b>	
♦12 Water Guild Bond	<b>Same as above, except with Water Guild.</b>	
♦13 Archaeotech Auctioning	<b>Equipment:</b> 1 Imperial weapon: Inferno pistol, arc rifle, stake-crossbow, storm bolter, autocannon, grav cannon, mole launcher, lightning claw, power fist or phosphor canister. <b>Linked:</b> Proxies of the Ommissiah (♣3), The Cold Trade (♦4). <b>Income (Linked 0, 1, 2):</b> 2D6x10, 3D6x10, 4D6x10. If a double is rolled, gain nothing.	F, T, O
♣1 Witch Seeking	<b>Exclusive:</b> Law Abiding only! Converted into Wyrd Trade if controlled by Outlaws. <b>Special:</b> Each fighter can add Shock to 1 of their Melee weapons. <b>Linked:</b> Redemptionist Backers (♣2), Slave Guild Bond (♦9). <b>Income (Linked 1):</b> Double the income when Claiming Bounties for Psykers (including temporary Psykers). <b>Special (Linked 2):</b> The Leader can try to pass an Intelligence test to double the income when Claiming Bounties (identify the captive as a witch).	T
♣2 Redemptionist Backers	<b>Exclusive:</b> Can't be claimed by Cults (Chaos, Genestealer, Corpse Grinder). If they gain control, it becomes dormant until claimed by a different type of gang. <b>Special:</b> Re-roll failed Ammo tests for Blaze weapons. <b>Linked:</b> Promethium Guild Bond (♦10), Witch Seeking (♣1). <b>Income (Linked 1, 2):</b> 1D6x10, 2D6x10	
♣3 Proxies of the Ommissiah	<b>Special:</b> Can re-roll any failed Ammo tests. Bionics are treated as Common. <b>Linked:</b> Archaeotech Auctioning (♦13), Promethium Guild Bond (♦10). <b>Income (Linked 1):</b> D6x10 <b>Special (Linked 2):</b> Each fighter can add Shock or Seismic to 1 of their weapons. These weapons also gain Unstable.	T
♣4 Gambling Empire	<b>Income:</b> Choose a suit of cards, then draw a card: <ul style="list-style-type: none"> <li>Same suit: Card value x 10.</li> <li>Same colour: Card value x 5.</li> </ul> <b>Linked:</b> Blood Pits (♣5), Whisper Brokers (♦7). <b>Special (Linked 1):</b> Nominate an enemy fighter (not Leader or Champion) to miss the battle.	
♣5 Blood Pits	<b>Recruit:</b> 2x generic Hive Scum (including equipment). <b>Linked:</b> Slave Guild bond (♦9), Xenos Beast Trafficking (♦6). <b>Special (Linked 1):</b> A Leader or Champion can fight in the pits as a post-battle action. Pass a WS test with a -1 modifier to permanently gain a random Combat or Brawn skill. If failed with a 1, the fighter suffers a Lasting Injury roll. <b>Income (Linked 2):</b> 2D6x10	F
♣6 Spire Patronage	<b>Income:</b> 2D6x10 when winning a battle. <b>Linked:</b> Proxies of the Ommissiah (♣3), Blood Pits (♣5). <b>Equipment (Linked 1):</b> All Leaders and Champions can gain 1 Extravagant Goods each: Gold-plated Gun, Exotic Furs, Opulent Jewellery, Uphive Raiments. <b>Income (Linked 2):</b> Gain a Caryatid for the Leader. It will not leave if losing Reputation (but will leave if this resource is lost).	F T, O F, T, O
♣7 Bullet Cutting	<b>Special:</b> Re-roll any failed Ammo tests. <b>Equipment:</b> Treat all items with Rare (9) or below as Common from Trading Post. <b>Linked:</b> Proxies of the Ommissiah (♣3), Blood Pits (♣5). <b>Income (Linked 1, 2):</b> 1D6x10, 2D6x10	
♣8 Settlement Protection	<b>Recruit:</b> 1 Hanger-on. <b>Linked:</b> Any Guild Bond (♦8 - ♦12), Bullet Cutting (♣7). <b>Income (Linked 0, 1, 2):</b> 1D6x10, 2D6x10, 3D6x10	F, T, O
♣9 Caravan Route Control	<b>Linked:</b> Guild of Coin Bond (♦11), The Cold Trade (♦4). <b>Income (Linked 0, 1, 2):</b> 1D6x10, 2D6x10, 3D6x10	
♣10 Wyrd Trade	<b>Equipment:</b> Ghast is treated as Common. <b>Linked:</b> Peddlers of Forbidden Lore (♣13), Whisper Brokers (♦7). <b>Income (Linked 1, 2):</b> 2D6x10, 3D6x10	
♣11 Production Skimming	<b>Linked:</b> Any Guild Bond (♦8 - ♦12), Caravan Route Control (♣9). <b>Income (Linked 0, 1, 2):</b> 1D6x10, 2D6x10, 3D6x10	
♣12 The Resurrection Game	<b>Special:</b> Ignore 1 Critical Injury or Memorable Death result on the Lasting Injury table per battle. The fighter goes into Recovery instead. <b>Linked:</b> Corpse Guild Bond (♦8), Peddlers of Forbidden Lore (♣13). <b>Income (Linked 1):</b> 2D6x10 <b>Special (Linked 2):</b> Any gang can pay the controlling gang to return a dead fighter from the grave. The cost is the original fighter value (including equipment) + 100. Roll 2D6: <ul style="list-style-type: none"> <li>2: Failed.</li> <li>3-6: Gains Fearsome and -1 Toughness.</li> <li>7+: Gains Fearsome.</li> </ul>	
♣13 Peddlers of Forbidden Lore	<b>Special:</b> Re-roll Priority roll. <b>Linked:</b> Wyrd Trade (♣10), The Resurrection Game (♣12). <b>Income (Linked 1):</b> 2D6x10. <b>Special (Linked 2):</b> 4+ save (unmodifiable by AP) to the Leader and all Champions.	F, T

			Free, Temp, Once
<b>D66 Territory (Uprising) Boon</b>			
♣1	11-13 Settlement	<b>Income:</b> D6x10. <b>Recruit:</b> Roll a 3+ to gain a free Juve including additional equipment worth 25 credits. <b>RUINED</b> <b>Recruit:</b> Roll a 3+ to gain a free Juve excluding additional equipment. <b>Starvation:</b> D6 Meat.	F F
♣2	14-16 Wastelands	<b>Income:</b> D3x10. <b>Ambush:</b> Once each cycle, after rolling to determine the scenario, roll a D6. On a 3+, the controlling gang can decide who is attacker & defender. <b>RUINED</b> <b>Ambush:</b> Once each cycle, after rolling to determine the scenario, roll a D6. On a 2+, the controlling gang can decide who is attacker & defender.	T T
♣3	21-23 Hab Level	<b>Reputation:</b> +D6. <b>Income:</b> D6x10. <b>RUINED</b> <b>Starvation:</b> D6 Meat. <b>Scavenging:</b> D3.	O
♣4	24-26 Reclamation Zones	<b>Equipment:</b> Reduce the cost of House Equipment List by 10 (minimum 5). <b>Income:</b> D6x10. <b>RUINED</b> <b>Starvation:</b> D3 Meat. <b>Scavenging:</b> 2D3.	T
♣5	31-33 Underhive Shrine	<b>Blessings:</b> Once each cycle, all fighters gain Blessed condition on a 6+ (roll individually). Blessed condition: 6+ save (irreducible by AP, can't be improved by other armour). <b>Income:</b> D3x10. <b>RUINED</b> <b>Blessings:</b> Once each cycle, all fighters gain Blessed condition on a 6+ (roll individually). <b>Starvation:</b> D3 Meat.	F, T F, T
♣6	34-36 Manufactorum Level	<b>Equipment:</b> Gain equipment worth up to 30 credits for free. <b>Income:</b> D6x10. <b>RUINED</b> <b>Starvation:</b> D3 Meat. <b>Scavenging:</b> D3.	F
♣7	41-43 Guilder Stronghold	<b>Recruit:</b> Roll a 3+ to gain a free Ganger including additional equipment worth 40 credits. <b>Income:</b> D6x10. <b>RUINED</b> <b>Recruit:</b> Roll a 3+ to gain a free Ganger (excluding additional equipment). <b>Scavenging:</b> 1.	F F
♣8	44-46 Slave Pits	<b>Training:</b> Each fighter gains D3 XP on a 6+ (roll individually). <b>Income:</b> D6x10. <b>RUINED</b> <b>Training:</b> Same as above. <b>Starvation:</b> D3 Meat.	
♣9	51-53 Wall Outpost	<b>Finest Things:</b> Reduce the cost by 25 for equipment that costs 100 or more. <b>Income:</b> D6x10. <b>RUINED</b> <b>Finest Things:</b> Can re-roll 1 Scavenging roll after each battle. <b>Scavenging:</b> 1.	T T, O
♣10	54-56 Thermal Vent	<b>Better Living:</b> Before each battle, roll a 6+ to recover any fighters that are Into Recovery (roll individually). <b>Income:</b> 2D6x10. <b>RUINED</b> <b>Starvation:</b> D3 Meat. <b>Scavenging:</b> 1.	T
♣11	61-63 Fungal Sprawl	<b>Income:</b> D6x10. <b>Equipment:</b> Each fighter can gain Toxin for a Melee weapon on a 6+. Lasts for the current cycle. Weapons with Toxin have Strength '-'. <b>RUINED</b> <b>Equipment:</b> Same as above. <b>Starvation:</b> D6.	T T
♣12	64-66 Ash Gate	<b>Income:</b> 2D6x10. <b>Recruit:</b> Roll a 4+ to gain a free Juve excluding additional equipment. <b>RUINED</b> <b>Starvation:</b> D6 Meat. <b>Scavenging:</b> 2D3.	F
♣13	Precinct Fortress (Enforcers only)	<b>Income:</b> D6x10. <b>Recruit:</b> Roll 3+ to gain a free Ganger (Palanite). <b>RUINED</b> <b>Recruit (Enforcer):</b> Roll 4+ to gain a free Juve (Palanite). <b>Starvation:</b> D6 Meat.	F F
♥1	Chaos Fane (Chaos Cult & Corpse Grinder Cult only)	<b>Income:</b> D3x10. <b>Recruit (Chaos &amp; CGC):</b> Roll a 4+ to gain a free Ganger. <b>RUINED</b> <b>Recruit (Chaos &amp; CGC):</b> Roll 3+ to gain a free Juve. <b>Starvation:</b> 2D6 Meat.	F F

Sympathiser (Succession 1) Boon		Phase 3 (in addition to regular boons)	Free, Temp, Once
Gang	<b>Home Support:</b> Permanent starting resource. Cannot be lost or used as the stake for a battle.	Roll 2D6, if the result is 10+ gain a free Ganger.	F
	Once per battle, at the start of a round (before determining priority), stop Pitch Black rules from being in effect until the start of the next round.		
♣1 Promethium Guild	Blaze weapons gain one of the following: <ul style="list-style-type: none"> <li>• If Scarce: Lose Scarce.</li> <li>• Otherwise: Gain Plentiful.</li> </ul>	D6x10.	T
♣2 Water Guild	Before each battle, 1 fighter can heal from Recovery.	2D6x10.	T
♣3 Slave Guild	Sell captives for full value (after a chance to be rescued).	2D6x10.	T
♣4 Corpse Guild	Gain a free Slopper.	D6x10.	TO
♣5 Guild of Coin	D6x10.	2D6x10.	-
♣6 Iron Guild	1 Negotiate Repairs, the result is always Almost Like New.	D6x10.	F
♣7 Imperial Imposter	D6x10.	Choose one of the following (depending on allegiance): <ul style="list-style-type: none"> <li>• D6x10 (not Imperial House).</li> <li>• +D3 XP for taking enemy Leaders OoA (not Unaligned).</li> <li>• +1 Rep per battle won (not Rebellion).</li> </ul>	-
♣8 Cold Trader	1 Seek Illegal Equipment (trade action).	2D6x10.	-
♣9 Narco Lord	Before a battle, D3 fighters gains the benefit of Stimm-slug stash for that battle.	2D6x10.	FT
♣10 Rogue Factoria	Rare (-2) bonus for Trading Post items.	D6x10	-
♣11 Fallen House	1 free Bounty Hunter (automatically leaves after the battle).	D6x10. +D6x10 if this battle was won against a gang allied to the Imperial House.	F
♣12 Psi-syndica	A random fighter gains Non-sanctioned Psyker rule and a psychic power.	D6x10.	TO
♣13 Catallus	Before a battle, a fighter in the starting crew can add Silent to a weapon for that battle.	D6x10.	T
♥1 Ulanti	2D6x10.	2D6x10.	-
♥2 Greim	Roll a D2 before a battle: <ol style="list-style-type: none"> <li>1. Choose who is attacker &amp; defender.</li> <li>2. +1 model in the starting crew.</li> </ol>	2D6x10.	T
♥3 Ko'iron	Once per battle: Re-roll one armour save.	D6x10.	T
♥4 Ran Lo	Re-roll any dice to determine how much credits are earned from scenario rewards (second result stands even if worse).	D6x10.	T
♥5 Ty	A fighter to gain the following: All fighters (friend & foe) within 6" (including this fighter) gains 2+ Cool (blessed by House Ty).	2D6x10.	TO
♥6 Electro	Disable Pitch Black before a battle.	D6x10.	T
♥7 Air	All friendly fighters gain Respirators.	D6x10.	T
♥8 Venator	Gain half the value for all enemy fighters that dies (rounding up to the nearest 5 credits).	A random model that took part in the battle gains D3 Xp.	-
♥9 Dregs of the Hive	Gain D3 Hive Scum (in addition to the starting crew).	Gain a common item from the Trading Post after each battle (Weapon, Upgrade or item). Note: These are kept after this resource is lost.	F
♥10 Wasteland Scrapper	Gain double amount of credits for selling gear and salvaging Wrecked vehicles.	2D6x10.	T
♥11 Second Best Smuggler	2D6x10.	D6x10.	-
♥12 Heretek	D3 weapons gain the following (for this battle): +2S, Unstable and Reckless.	2D6x10.	T
♥13 Explorator	Re-roll the dice when determining the scenario.	3D6x10.	T

Relic (Succession 2)	Level	Type	Credits	Bearer
Gang (Insignificis Esoterica)	Insignificis	Esoterica (Various)	D6x10	If on the battlefield at the end of the battle, roll 2D6. One die rolls a 6: Juve. Both roll 6: Ganger (instead).
♣1 Bullets of the Fallen Saint	Insignificis	Aegis (Defensive)	D6x10	6+ save (unmodifiable against hits without Blast/Template).
♣2 Shards of the Aceros	Minoris	Aegis (Defensive)	2D6x10	Catfall (skill).
♣3 Crone's Teeth	Minoris	Aegis (Defensive)	2D6x10	+2 Cool.
♣4 Angel Feathers	Majoris	Aegis (Defensive)	3D6x10	Re-roll failed armour saves.
♣5 Footprint of Saint Mina	Majoris	Aegis (Defensive)	3D6x10	4+ save (unmodifiable) while unwounded.
♣6 The Pilgrim's Coin	Insignificis	Aegis (Defensive)	D6x10	Unstoppable (skill).
♣7 Lor's Lucky Rathide	Insignificis	Aegis (Defensive)	D6x10	First time making a Fight action (per battle) skips Reaction attacks.
♣8 The Book of Brayne	Insignificis	Aegis (Defensive)	D6x10	6+ save (unmodifiable against Melee).
♣9 Gelt Oil	Minoris	Esoterica (Various)	2D6x10	Evade (skill).
♣10 Skull of Iron	Insignificis	Esoterica (Various)	D6x10	If on the battlefield, draw 1 Tactics at the start of a round (once per battle).
♣11 Veil of Veronos	Minoris	Esoterica (Various)	2D6x10	Leading By Example (+6").
♣12 Eyes of the Mercator	Insignificis	Esoterica (Various)	D6x10	If on the battlefield at the end of the battle, gain D6x10 credits.
♣13 Chains of St. Soronous	Majoris	Esoterica (Various)	3D6x10	Ignore each wound on 5+.
♥1 Numbers of Cognus	Minoris	Esoterica (Various)	2D6x10	Overseer (skill).
♥2 The Patriarch's Vase	Minoris	Esoterica (Various)	2D6x10	Other fighters activating within 3" must pass a Willpower test or become Insane (until the fighter's next activation).
♥3 Likeness of Gaelos	Minoris	Esoterica (Various)	2D6x10	Nerves of Steel (skill).
♥4 Shroud of Temenos	Majoris	Esoterica (Various)	3D6x10	Randomize a skill at the start of each round. 1: Crushing Blow, 2: Dodge.
♥5 Fingers of Valdon	Minoris	Esoterica (Various)	2D6x10	+2 Intelligence.
♥6 Bones of Helm'ayr	Majoris	Smiteus (Power)	3D6x10	When activating, pass a Willpower test to re-roll a single to Wound roll (this activation).
♥7 Fire of Redemption	Insignificis	Smiteus (Power)	D6x10	+1S to Blaze weapons.
♥8 Wheel of Pain	Insignificis	Smiteus (Power)	D6x10	Bull Charge (skill).
♥9 Blood of Somnos	Majoris	Smiteus (Power)	3D6x10	Hurl (skill).
♥10 Vials of Glurg the Gunk Saint	Majoris	Smiteus (Power)	3D6x10	Berserker (skill), one activation per battle (declared at the start of the activation).
♥11 Felstyr's Lance	Majoris	Smiteus (Power)	3D6x10	+1 Cool. Increase AP by 1 for a single Melee weapon one activation per battle (declared at the start of the activation).
♥12 Blade of Shanks	Insignificis	Smiteus (Power)	D6x10	Backstab (skill).
♥13 Djangor's Beard	Insignificis	Smiteus (Power)	D6x10	+1S, one activation per battle (declared at the start of the activation).

# DOMINION SPECIAL RULES

## PHASE 1

If there are no more uncontrolled Resources, the phase ends and Downtime begins. This does not change the length of the Downtime, but Phase 3 can be extended if Phase 1 ends early.

## PHASE 3

Any number of battles may be fought in this phase.

The challengers can continue to nominate unclaimed Resources as the stake of a battle.

## GANG SPECIFIC RESOURCES

The following gangs have special rules in relation to Resources (can be used as guidelines for other campaigns not adjusted for these gangs):

- Enforcers (Palanite & Badzone).
- Ash Waste Nomads.

Start with a special permanent Resource (can't be lost) instead of a Settlement.

## HOMEGROUND

If this Resource is the stake of a battle:

- Use Zone Mortalis terrain (if possible, otherwise use Sector Mechanicus).
- Home Turf Advantage:
  - **Bottle tests:** Roll 2D6 and discard the highest.
  - **Rally tests:** +1.
  - **Hangers-on:** Included in the crew on a 4+ (roll individually).
- The challenged gang sets up all terrain (tiles, doors, barricades and anything else). All doors can be locked, the challenged gang can treat them as unlocked and can re-lock them).

## GANG ASSAULT (LOSING THE CHALLENGE)

If this Resource is the stake of a battle and the challenger wins:

- Winner: +5 Rep.
- Loser: -5 Rep (only Palanite & Badzone Enforcers).
- The Resource is not lost.

## EXISTING GANGS

Existing gangs rejoining from a perpetual campaign can retain 1 Resource per 1000 Gang Rating.

## VENATOR BOUNTY HUNTERS

Venator Bounty Hunter counts as the gang of the Leader's House Legacy. If the Leader don't have a House Legacy, the gang can't claim any gang specific benefits.

### UNDERHIVE PERILS WITHIN DOMINION TERRITORIES

Some Underhive Perils are particularly suitable for adding great flavour to battles fought over some of the Territories:

Territory	Underhive Perils
Collapsed Dome	Collapsed Sections, Unlit Corridors, Flooded Corridors
Refuse Drift	Waste Compactor
Needle Ways	Ventilation Tunnel, Unlit Corridors
Spoor Fungus Sprawl	Fungus Sprawl
Slag Furnace	Furnace Floor
Generatorium	Malfunctioning Generatorium
Archaeotech Device	Archaeotech Device
Promethium Cache	Promethium Cache
Sludge Sea	Sludge Farm, Flooded Corridors

	Palanite	Enforcer	Badzone	Ash Wastes Nomad
<b>Name</b>	Palanite Precinct		Precinct	Nomad's Outpost
<b>Income</b>	D6x10		D6x10	2D6x10
<b>Controlling other Resources</b>	Choose one of the following:		Take control of other Resources as normal.	Instead of taking control of a Resource, apply the following:
	<b>POLICE TERRITORY</b>			
	<ul style="list-style-type: none"> <li>• Take control of the Resource, but gain no benefits from it.</li> <li>• Gain D3+1 Reputation (after taking control and each successful defence).</li> </ul>			<ul style="list-style-type: none"> <li>• Replaced by Old Ruins.</li> <li>• Becomes unclaimed (if not already).</li> <li>• Gain 4D6x10.</li> </ul>
	<b>GRANT TERRITORY</b>			
	Give the Resource to another gang.			

## **DOMINION CAMPAIGN VARIANTS**

### **OLD KINGDOMS**

Start with 2 random Resources from those drawn for the campaign. The remainder are the unclaimed Resources. There is no Phase 1 in this variant. Instead, start and end with Phase 3 (3 cycles each), separated by one cycle of Downtime.

### **INTO THE UNKNOWN**

Instead of revealing Resources, they are kept secret. Uncontrolled Resources are only revealed when being fought over. In Phase 3, battles are either fought over revealed Resources held by gangs, or unrevealed uncontrolled Resources.

### **EXTENDING THE CAMPAIGN**

The length of the campaign can become longer by increasing the number of cycles in each phase or introducing multiples of Phase 1 and Phase 3, separated by Downtime.

For example Phase 1, Downtime, Phase 3, Downtime, Phase 1, Downtime, Phase 3.

### **SPLINTER GANGS**

Normally, gangs can't continue past the campaign to maintain a degree of balance. However, splinter gangs may be founded. Choose one Champion from an existing gang and hire them as the Leader of a new gang, keeping all of their equipment, Advancements and permanent injuries, and paying their Credits value to hire them. This Champion's Type is simply changed to Leader and is treated as such in all regards.

Further to this, Juves and Specialists can be recruited from an old gang in the same way, changing their type to Champion. Gangers can be hired again as Gangers. New fighters can be hired to fill out the ranks and help keep the cost down. Splinter cells must abide by the same gang composition rules as a freshly founded gang, and is limited to the same credits as new gangs.

# LAW & MISRULE SPECIAL RULES

## ALIGNMENTS

All gangs must start with an alignment when founded, however some gangs can choose which one.

All gangs must have an alignment when founded.

There are 2 types:

- Law Abiding.
- Outlaw.

Some gangs must always start with a specific alignment, others can choose one. Some gangs can switch during the campaign, others cannot.

GANG TYPE	STARTING ALIGNMENT	SWITCHED ALIGNMENT
House Gangs	Law Abiding Outlaw	Outlaw Law Abiding
Tainted House Gangs	Outlaw	N/A
Genestealer Cult	Law Abiding Outlaw	Outlaw Law Abiding
Chaos Cult	Outlaw	N/A
Corpse Grinder Cult	Outlaw	N/A
Venator Bounty Hunters	Law Abiding	Outlaw
Enforcers (Palanite/Badzone)	Law Abiding	N/A
Slave Ogryns	Outlaw	N/A
Ash Waste Nomad	Outlaw	N/A

## CHANGING ALIGNMENTS

The alignment can change in 2 ways during the campaign:

- **Forced:**
  - When caught while claiming an Intrigue with a different alignment.
  - Alliances can force a gang to switch alignment.
- **Declared:** Once during the campaign, a gang can declare it is changing alignment (between battles).

## CONSEQUENCES OF CHANGING ALIGNMENT

- -3 Reputation.
- Lose any Hangers-on (not Brutes).
- Test the Alliance, adding 3 to the result.

## ALIGNMENT CHECKS

Make an Alignment test for each Intrigue claimed that does not match the gang's alignment:

Roll a number of D6s specified by the claimed Intrigue(s). In addition, add a D6 per Law Abiding fighter in the gang where all of the following are true:

- Took part in the battle.
- Equipped with Illegal item(s).

If any D6 rolls a 1, the gang's actions have caused their alignment to change.

Gangs that can't change alignment lose 5 Reputation instead when failing an alignment test.

## OUTLAW HOUSE GANGS

The connection to the House is lost:

- Can't use Favours.
- Can't recruit House specific Brutes, Pets and Special Characters (keep those already recruited, but they can't be replaced).

## THE RULE OF LAW AND THE PATH OF THE OUTLAW

Gangs have different effects depending on the alignment.

Ability	Law Abiding	Outlaw
<b>Claim Bounties, Sell Captives to Guilders (after having a chance to be rescued)</b>	<b>Per Dead Outlaw (Memorable Death):</b> <ul style="list-style-type: none"> <li>• 2D6x10.</li> </ul> <b>Per Captured Outlaw:</b> <ul style="list-style-type: none"> <li>• Full value.</li> </ul> <b>Per Captured Law Abiding:</b> <ul style="list-style-type: none"> <li>• Half value (rounding up to the nearest 5 credits).</li> </ul>	No. Dispose Captives instead.
<b>Trade Captives back to Fighters have Bounties</b>	Law Abiding gangs only.	Any gangs.
<b>Buy Hangers-on, Brutes &amp; Pets</b>	No.	Yes.
<b>Hire generic Hired Guns (Hive Scum &amp; Bounty Hunters)</b>	House Specific, generic (not Outlaw). Any (not Outlaw).	Outlaw only. Any. The hired fighter counts as Outlaw.
<b>Hire Special Characters</b>	House Specific, generic (not Outlaw).	Outlaw only.
<b>Trading Post: Illegal (X) penalty</b>	-4	-
<b>Start new Alliance</b>	Guilds and Nobles only.	Recidivists and Nobles only.

**PHASE 1**

If there are no more uncontrolled Resources, the phase ends and Downtime begins. This does not change the length of the Downtime, but Phase 3 can be extended if Phase 1 ends early.

**PHASE 3**

Any number of battles may be fought in this phase.

The challengers can continue to nominate unclaimed Resources as the stake of a battle.

**THE REWARDS OF INFAMY AND DUTY**

Each alignment gives different bonuses as Reputation increases. If Reputation decreases, these bonuses are lost accordingly. The more Reputation a gang has, the more bonuses are gained. When changing alignment, the old bonuses are lost and new bonuses are gained (according to Reputation).

REP	LAW	OUTLAW
5-9	<b>Recruit:</b> Hire one Propagandist for free.	<b>Recruit:</b> Hire one Scabber for free.
10-14	<b>Claiming Enhanced Bounties:</b> +50% for all bounties claimed for members of Outlaw gangs.	<b>Black Market Trade Discount:</b> 10% discount on all Trading Post items.
15-19	<b>Recruit:</b> Hire one Bounty Hunter Hired Gun for free (every battle).	<b>Recruit:</b> Hire up to 2 Outlaw Hive Scum Hired Guns for free (every battle).
20-24	<b>Claiming Enhanced Bounties:</b> +100% for all bounties claimed for members of Outlaw gangs.	<b>Black Market Trade Discount:</b> 25% discount on all Trading Post items.
25+	<b>Recruit:</b> Hire one Fixer Hanger-on for free.	<b>Recruit:</b> Hire one Proxy Hanger-on for free.

# UPRISING SPECIAL RULES

## ALLEGIANCES

All gangs must have an allegiance when founded.

There are 3 types:

- Order
- Chaos
- Unaligned

Some gangs must always start with a specific allegiance, others can choose one. Some gangs can switch during the campaign, others cannot.

GANG TYPE	STARTING ALLEGIANCE	SWITCHED ALLEGIANCE
House Gangs	Order	Any
	Chaos	Any
	Unaligned	Any
Tainted House Gangs	Chaos	N/A
Genestealer Cult	Order	N/A
Chaos Cult	Chaos	N/A
Corpse Grinder Cult	Chaos	N/A
Venator Bounty Hunters	Order	Any
	Chaos	Any
	Unaligned	Any
Enforcers	Order	N/A
Slave Ogryns	?	?

## CHANGING ALLEGIANCES

Normally gangs can't change sides (too keep things simple). However, if everyone agrees, use the following rules to determine when gangs change side. Once a gang has changed sides, it can't change again.

### ORDER

- 3 or more fighters become Chaos Spawn as a result of Festering Injuries.

### CHAOS

- 3 or more Captured fighters are returned to the gang willingly by the Captors (not recovered as part of the Public Execution scenario).

## ALWAYS ORDER VERSUS CHAOS

In each battle, one side will always take the side of Order and other Chaos. If the two sides are not Order and Chaos, one gang will fight for a side they do not have Allegiance to:

ACTUAL ALLEGIANCE			FIGHTS FOR ALLEGIANCE	
GANG 1	GANG 2	→	GANG 1	GANG 2
Order	Chaos	→	Order	Chaos
Unaligned	Chaos	→	Order	Chaos
Order	Unaligned	→	Order	Chaos
Order	Order	→	Roll-off (loser fights for Chaos)	
Chaos	Chaos	→	Roll-off (loser fights for Order)	
Unaligned	Unaligned	→	Roll-off (Order vs Chaos)	

## BENEFITS OF ORDER

**Lord Helmawr's Coiffers:** Re-roll any dice for scenario credit rewards.

**Pax Imperium:** +1 fighter to the crew if underdog.

## BENEFITS OF UNALIGNED

**Hard as Nails:** +1 Reputation when gaining Reputation from scenario rewards.

**No Gods or Masters:** The Leader gains +D3 XP if participating in a battle without going Out of Action.

## BENEFITS OF CHAOS

**Bloody Harvest:** +1 Meat portion when gaining Meat from scenario rewards.

**Tear it all Down:** +1 fighter to the crew when attacking.

## ASCENDANCY

Order starts with Ascendancy in the first cycle of phase 1.

Chaos starts with Ascendancy in the first cycle of phase 3.

At the end of each cycle, the side that won most battles gains Ascendancy for the next cycle. In case of a tie, Ascendancy stays on on the side that have it.

Roll a D6 before each battle and apply the effects (depending on which side has Ascendancy) to all participating gangs.

## D6 BONDS OF ORDER

<b>1 Price of Victory</b>	<ul style="list-style-type: none"> <li>• +D6x10 credits for winning each battle.</li> <li>• <b>Scavenging:</b> Instead, gain +1 Scavenging roll for winning each battle.</li> </ul>
<b>2 Head Hunters</b>	+1 XP when taking an enemy Leader or Champion Out of Action.
<b>3 Crack Down:</b>	If the winner of a battle captures a 1 fighter, capture 2 fighters instead.
<b>4 Suppression Orders</b>	+1 XP when taking an enemy fighter Out of Action with a ranged weapon.
<b>5 Good Medicine</b>	The cost for Medical Escorts to the Doc is D6x10 (instead of 2D6x10).
<b>6 Call to Arms</b>	Halve the cost when recruiting Gangers (rounding up).

## HAND OF CHAOS

<b>Manufactorum Shortages</b>	<ul style="list-style-type: none"> <li>• +10 cost per item purchased (after each battle)</li> <li>• <b>Phase 3:</b> -1 Scavenging roll.</li> </ul>
<b>Dark Dreams</b>	If Broken, pass a Willpower test or gain Insanity for the rest of the battle instead.
<b>Rotting Meat</b>	<ul style="list-style-type: none"> <li>• Seriously Injured fighters must roll 4+ (instead of 3+) to avoid succumbing to their injuries.</li> <li>• <b>Festering Injuries:</b> Roll 2D6 and choose the highest.</li> </ul>
<b>Abundant Dead</b>	<ul style="list-style-type: none"> <li>• Gain D6x10 credits per dead fighter from your gang.</li> <li>• <b>Starvation:</b> +1 Meat portion per dead fighter.</li> </ul>
<b>Blood for the Blood God</b>	+1 XP when taking an enemy Out of Action with a Melee weapon.
<b>Gnawing Hunger</b>	<ul style="list-style-type: none"> <li>• Before the battle, 1 random fighter in each crew gain -1 Strength.</li> <li>• <b>Starvation:</b> Instead, D3 random fighters gain Starving.</li> </ul>



## CHALLENGES

If the winner of a battle inflicted 3 times as many Out of Action results as was suffered (not counting models that left the battlefield voluntarily or fled), then capture a random Resource from the loser.

No Resources change hands if the opponent only has the permanent Resource remaining.

## TERRITORIES

Provide 2 sets of benefits:

- Order
- Ruined

Only one of these sets are available at any time, depending of the state of the Territory. Once a resource has been ruined, it remains ruined for the rest of the campaign.

Some benefits require certain rules to be in effect:

- **Starvation:** Meat portions.
- **Scavenging:** Scavenger rolls.

If the rules are not in effect, the benefits are ignored.

## PHASE 1

Earn Resource rewards at the start of each cycle.

Each cycle Chaos gains Ascendancy, each gang must choose a Territory to become Ruined.

## PHASE 3

All Resources become Ruined (if not Ruined already).

Apply the following rules:

- **Scavenging**
- **Starvation**
- **Festering Injuries**

Chaos begins with Ascendancy.

Gangs can no longer (during the post-battle sequence):

- Re-equip from the Equipment List.
- Recruit new fighters, Hired Guns and Hangers-on.
- Medical Escorts to the Doc costs D3 Meat portions instead of credits.

'Trade' fighters into Meat portions (one-to-one basis):

- 1 Meat portion per Captive (after having a chance to be rescued).
- 1 Meat portion per 'retired' fighter.

Scenario rewards:

- Do not earn any credits!
- +1 Meat Portion per enemy fighter OoA.
- +1 Scavenging Roll for winning.
- +1 Scavenging roll per Loot (counter/casket) claimed (in addition to normal loot rewards).

## SCAVENGING (PHASE 3)

Scavenging rolls can be gained from scenarios, Resources or other rewards. Each Scavenging roll can be used to roll once on the Scavenging table after any battle. Any number of available Scavenging rolls can be made simultaneously or stashed.

### 2D6 SCAVENGING

#### 2-3 Unfortunate Encounter

A random fighter suffers a Lasting Injury roll.

#### 4-5 Paid in Blood

A random fighter suffers a Lasting Injury roll.  
Spend 3D6 credits on items from the House Weapon List.

#### 6-7 Useful Scrap

Spend D6x10 on a single item from the House Weapon List.

#### 8-9 Hidden Cache

Spend D6x10 credits on items from the House Weapon List.

#### 10-11 Band of Survivors

Gain a free Ganger including additional items worth 2D6x10 credits from the House Weapon List.

#### 12 Lost Holestead

Roll a D6:

- 1-5: Gain a free Ganger.
- 6: Gain a free Champion.

Includes 4D6x10 credits worth of items from the House Weapon List.

## STARVATION (PHASE 3)

Meat can be gained from scenarios, Resources or other rewards.

- Gangs must feed each fighter with 1 Meat portion after each battle (including after the last battle before Starvation comes into effect) to stave off hunger.
- Meat portions can be 'acquired' from fighters on a 1-for-1 basis:
  - 'Retired' fighter.
  - Captured fighter (require a chance to be rescued as normal).
  - Free recruits (from Resources, Scavenging etc.).
- If a fighter is turned into meat, the weapons and wargear are added to the gang's Stash.

### STARVING

If the gang can't feed a fighter (or choose not to), the fighter gains the Starvation condition. Fighters remain Starving until eating a portion of Meat after a battle or cannibalise a downed opponent. Starvation has the following effects:

- -1 S (for Strength tests, unarmed attacks and Melee weapons).
- Can make the Cannibalise (Basic) action.
- Must pass a Willpower test when activating if a Seriously Injured fighter (friend & foe) is within maximum Charge range, or Charge the Seriously Injured fighter and perform a Cannibalise (Basic) action. If the target can't be reached (for any reason), use the activation to move as close as possible to the downed fighter.
- If a Coup de Grace action can be made (against an enemy), the fighter must instead make a Cannibalise action.

### CANNIBALIZE (BASIC)

Must be used instead of a Fight (Basic) or Coup de Grace (Basic) action. The target must be Seriously Injured. The attacker loses the Starvation condition. The target suffers a Lasting Injury roll with modifications:

- **11 (Lesson Learned):** Counts as 11-26 (Out Cold). The fighter remains on the battlefield.
- **12-56:** Apply the original Lasting Injury. The fighter remains on the battlefield.
- **61-65 (Critical Injury):** Apply the original Lasting Injury. The fighter goes Out of Action.
- **66 (Memorable Death):** Apply the original Lasting Injury. The fighter goes Out of Action.

## FESTERING INJURIES (PHASE 3)

All fighters from all gangs have additional effects (Mutations) when suffering Lasting Injuries.

If a Lasting Injury has a Mutation effect, roll a D6 and apply the following modifiers:

- +1 if inflicted by a fighter aligned to Chaos.
- +1 inflicted in a cycle where Chaos is in Ascendancy.
- +1 if Starving.

If the result is 6+, the Lasting Injury is replaced by a Mutation. Each mutation can only be gained once. If the mutation is a duplicate, choose another.

When a fighter gain a number of Mutations equal to the Toughness, they become a Chaos Spawn. If the gang is a Chaos Cult, Corpse Grinder Cult or Corrupted gang, it is added to the gang.

## UPRISING CAMPAIGN EVENTS

Can be used at the start of each cycle. Affects the whole cycle. Roll a D66 or select an event that suits the current state.

### D66 CAMPAIGN EVENT

- 11 Psychic Phenomena:**
- +3 modifier to Willpower when using Wyrd Powers.
  - Gain 2 psychic powers when using Ghast (instead of 1). Automatically gain Insanity when taking Ghast.
  - +3 Str to Possessed Hivers (Horrors of the Underhive).
- 12 Restless Daemons:** Include a Possessed Hiver. When rolling to deploy a Horror of the Underhive, roll 2D6 and apply the highest result.
- 13 Survivor Enclaves:** For the first battle, the winning gang gains a random Resource (in addition to other rewards). If in Damnation phase, it is Ruined.
- 14 Hive Breach:** In the End phase of each round, roll 3D6. If a double is rolled, toxic atmosphere beyond the hive will spill into the battlefield. Apply the following effects for the next round:
- If the result was a triple, apply Pitch Black rules.
  - -1 hit modifier to ranged attacks.
  - All fighters must pass Toughness tests (benefiting from any respirators and filter plugs) in the End phase or suffer a Flesh Wound.
- 15 Emergency Sanctioning:** All gangs can include 0-3 Hive Scum or 1 Bounty Hunter for free.
- 16 Reality Wavers:** Fighters can move through walls and solid terrain (provided having enough movement to not end within) on a 2+. If failed, go Out of Action.
- 21 Dome Quake:** Battles last D6+3 rounds. Work out victory conditions as normal.
- 22 Rancid Meat:** Apply the following effects at the start of this cycle:
- Remove all Meat portions.
  - All fighters gain Starvation.
  - If in Insurrection phase, gangs can pay 30 credits per fighter to recover from Starvation.
- 23 Gifts of the Masters:** Gain Favours after each battle (instead of only at the beginning of the cycle). Apply a cumulative -1 modifier each time it is used after the first (this cycle). The result can't go below 2.
- 24 Burning Blood:** Fighters must test against Blaze if another fighter is wounded within 2". Fighters with Flesh Wounds counts as revealed (Pitch Black).
- 25 Baleful Energies:**
- Insurrection: Apply Festering Injuries.
  - Damnation: Roll 2D6 and choose the highest result when rolling if a Lasting Injury becomes a Festering Injury.
- 26 Hungering Darkness:** Use the Horrors in the Dark rules.
- 31 Broken Alliances:** Gangs can't use hired guns. If testing the alliance, roll 2D6 and apply the higher result.
- 32 Proxy War:** The gang can be replaced by a proxy gang. The proxy gang can't exceed the gang's Gang Rating.
- 3 Bounty Hunters (1 as Leader, 2 as Champions).
  - Any number of Hive Scum.
- 33 Urban Renewal:** At the start of this cycle, each gang must replace a controlled territory (not hideout) with a new random territory.
- 34 Cannibalistic Fury:** All Starving fighters gain +D3 Strength (instead of -1). The Starving condition can't be removed (by Meat portions or using the Cannibalise action).
- 35 Supreme Ascendancy:** The side with Ascendancy can apply +2 or -2 modifier to the scenario roll before each battle. If the faction loses even a single battle, Ascendancy is moved to the rivals (as if losing more battles than won).
- 36 Extra Bullet Rations:** +1 Rapid Fire to all Rapid Fire weapons.
- 41 Gaze of the Harvest Lord:**
- +D3 XP when taking an enemy Out of Action with a Melee/Versatile weapon (not Coup de Grace).
  - Damnation: If earning this bonus and later suffering a Lasting Injury in the same battle, the injury is automatically a Festering Injury.
- 42 Tide of Scum:** If a gang has insufficient fighters to fill out the crew for the scenario, gain additional free Hive Scum to make up the shortfall.
- 43 Systems Failure:** Before each battle, roll 2D6 and apply the higher result. This is the round the battlefield suffers a complete system failure:
- Apply the Pitch Black rules for the rest of the battle.
  - Doors can no longer be operated normally and must instead be forced.
- 44 Dead Guilders:** All gangs can join a multi-player battle with only 3 fighters in the crew. The last gang standing gains 6D6x10 credits after the battle. All other gangs gain D6x10 credits after the battle.
- 45 Wild Snake Distillery:** All fighters part of a crew must pass a Willpower test or begin the battle Intoxicated.
- 46 Plague Madness:** Before deployment, all fighters must pass an Intelligence test or begin the battle with Insanity.
- 51 Scrapalanche:** +1 Scavenging roll to all gangs after each battle.
- 52 Fleeting Utopia:**
- Ruined Resources counts as un-Ruined.
  - Insurrection: Double the rewards from Resources.
  - Damnation: Counts as Insurrection.

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**D66 CAMPAIGN EVENTS**

- 53 Pardons for Pay:** At the beginning of the cycle, any non-Chaotic Outlaw gang can be aligned with Order.
- 54 Something to Prove:** At the beginning of this cycle, any gang can join a special multi-player Shoot-out scenario. Each gang fields a single Bounty Hunter as the crew. The last standing Bounty Hunter can join the gang for free (for the rest of this cycle).
- 55 Warzone:**
- Insurrection: Rare (+3) bonus to all weapons (Note: Trading Post is optional in Uprising).
  - Damnation: Roll 2D6 and choose one of the results when making Scavenging rolls.
- 56 Spawn Again:** When taken Out of Action by a psychic power, pass a Willpower test to go Out of Action as normal, or suffer a Memorable Death (Lasting Injury 66). The dead fighter is replaced by a Spawn, controlled by the dead fighter's gang. It may also be retained after each battle as normal.
- 61 Meat Market:**
- Insurrection: Gangs can buy Meat portions for 10 credits when visiting the Trading Post. The amount of Meat portions that can be purchased is equal to the number of fighters in the gang.
  - Damnation: Gain 1 Meat Portion after each battle.
- 62 Jealous Rage:** At the start of the cycle, Each gang must resolve a leadership challenge between the Leader and the fighter with the highest Rating (other than the Leader). Deploy the 2 fighters 12" apart and roll for Priority to see who begins. If the Leader loses, the challenger becomes the new Leader, while the old Leader becomes a Champion.
- 63 The Unaligned will Inherit the Hive:**
- Insurrection: At the beginning of the cycle, any gang can change allegiance to Unaligned.
  - Damnation: +1 XP to all fighters taking part in a battle if the gang does not count the victory to their allegiance.
- 64 A Silence Descends:**
- Fighters can't use psychic powers.
  - -2 T (minimum 1) to daemonically possessed fighters.
  - -2 modifier to all Leadership and Cool tests.
- 65 Violent Demise:** When taken Out of Action, place a 3" Blast on the fighter before being removed from the battlefield. All fighters hit immediately suffer a S 3 D 1 hit with Knockback.
- 66 Divine Intervention:**
- Gangs aligned to Order:
    - +2 modifier to Leadership and Cool tests.
    - Re-roll Lasting Injuries (for their own fighters).
  - Gangs aligned to Chaos:
    - Automatically pass Bottle tests.

## CAMPAIGN VARIANTS

### ORDER FROM CHAOS

Uprising in reverse.

- Start with Damnation phase, end with Insurrection.
- Phase 1: Resources begin Ruined.
- Phase 3: All gangs must 'un-ruin' Resources each cycle if Order has Ascendancy.
- Gangs aligned to Order gains 2D6x10 credits each cycle.
- **Triumph: Heart of the Rebellion** - The highest gang rating of all Chaos aligned gangs.
- 

### WAR OF THE GODS

The hive has been completely consumed by Chaos.

- Both phase 1 and 3 is Damnation (replacing Insurrection in phase 1).
- Replace Order and Chaos allegiances with Khorne, Tzeentch, Nurgle, Slaanesh.
- Standard allegiances have no effect (Order/Chaos).
- All gangs must make an allegiance at the start.
- Gangs can't switch alignment (gangs can still fight against other gangs of the same alignment).
- Chaos is always in ascendancy (the allegiance who won most battles counts as being in ascendancy when choosing scenarios).
- The allegiance that won the most battles is the winner and claims the hive.
- 4 new Triumphs, won by the gang with the highest gang rating from each allegiance:
  - **Lord of Blood.**
  - **Twister of Fates.**
  - **Pestilent Lord.**
  - **Prince of Perversion.**

### HIVE WAR

Gangs are in open warfare with heavy ordnance actively targeting territories for annihilation.

- All gangs must align to Order or Chaos at the start.
- Gangs can't switch alignment (gangs can still fight against other gangs of the same alignment).
- All items in the Trading Post are Common.
- Resources can be destroyed instead when won (removed from the campaign).
- **Triumph: Hive General** - Destroyed most territories.

### CANNIBAL KINGDOMS

Expands the Starvation rules:

- Starvation is in effect from the start.
- Can choose to take the Meat scenario reward instead of any credit scenario rewards during the Insurrection phase.
- Meat is available in the Trading Post: Rare (10), D3x10 credits. A gang can't buy more Meat than it has fighters during each post-battle sequence.
- Devour captured territories from opponents. The territory is removed and the gang's fighters does not need Meat for the remainder of the current cycle.
- **Triumph: Carrion King** - most devoured territories.

### SURVIVORS OF THE APOCALYPSE

There are no sides in this campaign and the only true victory is to outlive the opposition.

- The first is also Damnation (with the usual break for downtime):
  - Phase 1: Damnation.
  - Phase 2: Downtime.
  - Phase 3: Damnation.
- No factions (Order, Chaos) and no allegiances. All related rules are skipped.
- Double the Scavenging rewards from scenarios. For example D6 Scavenging rolls is 2D6 instead.
- Can spend 10 Scavenging rolls on a ruined territory to double the amount of Meat it produces. This can be done once, permanently improving the territory, even if it is later captured by another gang.
- Fighters subject to the Starving condition must still be fed Meat. If a required Meat portion is not given to a Starving fighter, pass a Toughness test or the fighter dies (removed from the gang). If fed Meat, lose the Starving condition as normal.
- **Triumph: Lord of the Wasteland** - improved most ruined territories.

### RISE OF THE FOUR-ARMED EMPEROR

A rebellion by the alien infiltration organisms, replacing the threat of Chaos with that of xenos.

- Replace Chaos allegiance with Xenos.
- Gangs can change allegiance to Xenos, but never to Order.
- Genestealer Cults and Infected gangs are always aligned to Xenos.
- When a fighter from a gang not aligned to Xenos is taken Out of Action in close combat against a Xenos gang, make a Willpower test. Once 3 or more fighters have failed this test, the Leader must make a Willpower test at the end of each cycle. If failed, the gang becomes Infected and changes alignment to Xenos.
- **Triumph: Brood Lord** - Infected most enemy fighters.

# OUTLANDER SPECIAL RULES

Outlander campaigns have unique mechanics detailed here.

## LOCATIONS

Each gang must choose a location for the gang's settlement. These will limit the capacity of the settlements for different types of Structures (between 1-6).

Location	Defence (max Defence Structures)	Resources (max Supply Structures)	Toxicity (max Building Structures)
Factorum Run-off	3	6	3
Boneyard	4	4	4
Ghost Town	2	5	5
The Depths	6	3	3
Edge of the Hive	5	5	2

## STRUCTURES (RESOURCE IN OUTLANDER)

Resources are different in Outlander campaign. The settlement is a collection of Structures.

All Structures have a cost in Materials and some have additional requirements that must be met. Some Structures also provide Materials. There are 3 types:

- Power.
- Sustenance.
- Salvage.

Structures provide 1 or 2 types of benefits:

- Materials: Collected once per cycle.
- Other: Always active.

Materials can also be gained from scenario rewards.

If the requirements for a Structure is no longer met, the missing requirement must either be obtained or lose the Structure.

Gangs can build additional Structures in the post-battle sequence (after receiving rewards).

Supply (Structure)	Benefits	Build Costs/Requirements
Isotopic Fuel Rod	+10 Power.	15 Sustenance.
Water Still	+10 Sustenance.	15 Power.
Critter Farm	+15 Sustenance.	5 Sustenance, Critters (Defence).
Fungi Farm	+20 Sustenance.	20 Power, 10 Salvage.
Gunk Tank	+5 Power & Sustenance.	5 Power, 5 Sustenance, 5 Salvage.
Scrap Market	+10 any Material.	5 Power, 5 Sustenance, 5 Salvage, Scrap Mine (Supply).
Scrap Mine	+10 Salvage.	10 Power, 5 Sustenance.
Scrap Reprocessing Plant	+20 Salvage.	10 Power, 20 Sustenance, Habs (Building).
Building (Structure)	Benefits	Build Costs/Requirements
Black Market	Illegal (+2) bonus modifier (Trading Post).	5 Power, 10 Salvage, Scrap Market (Supply).
Bullet Hall	1 Hired Gun.	15 Sustenance, 10 Salvage, Drinking Hall (Building).
Corpse Yard	+1 Supply Structure limit.	5 Power, 10 Sustenance, 10 Salvage.
Doc Clinic	Up to 3 fighters recover after each battle.	20 Power, 10 Sustenance, 10 Salvage, Rogue Doc.
Drinking Hole	50% discount for Hired Guns & Hangers-on (rounding up).	10 Power, 20 Sustenance, 20 Salvage, Habs (Building).
Gaol	+3 to Capture rolls (for enemy fighters).	5 Power, 5 Salvage.
Habs	+1 Building Structure limit.	10 Power, 20 Sustenance, 10 Salvage.
Underhive Shrine	Always apply Home Turf Advantage.	10 Power, 5 Sustenance, 5 Salvage.
Vault	Immune to Settlement Raid.	10 Power, 10 Salvage, Walls & Gates (Defence)
Workshop	50% discount for Defence Structures (rounding up).	20 Power, 10 Sustenance, 10 Salvage, Ammo-jack.
Defence (Structure)	Benefits	Build Costs/Requirements
Chasm	6"x12" area of impassable terrain (placed by the defender).	30 Salvage.
Critters	Attacker suffers Horrors in the Dark.	30 Sustenance, 10 Salvage, Fungi Farm (Supply)
Minefields	Defender: 3 booby traps (min 6" from enemy deployment zone).	10 Power, 10 Salvage.
Outpost	+2/-2 when rolling for a scenario.	5 Power, 10 Salvage.
Walls & Gates	Defender: Place walls around the friendly deployment zone.	50 Salvage.
Watchtower	Defender: Place a Watchtower in the friendly deployment zone.	20 Salvage.

## PHASE 1

- Gain double the amount of Materials from scenario rewards.
- The following scenarios can't be used: Settlement Raid, Market Mayhem, Stealth Attack.

## PHASE 3

All scenarios can be used.

# ASH WASTES SPECIAL RULES

## OUTLAWS & RAIDERS

All gangs are divided into 2 sides, affecting how income is earned from Trade Routes (tolls or disruption):

- Raiders.
- Traders.

Gangs are divided as follows:

- **Ash Waste Nomad:** Raiders.
- **Outlaw:** Raiders or Traders (choose when creating the gang).
- **Law Abiding:** Traders.

## ROAD SECTIONS (RESOURCES)

The Resources (Road Sections) are connected with other Resources and/or locations. The region (Near/Deep/Wild Wastes) can affect battlefield surface conditions. The type (Sanctioned/Unsanctioned) indicates whether it is relatively safe or high-risk-high-reward.

## TRADING ROUTES (COMBINATION OF RESOURCES)

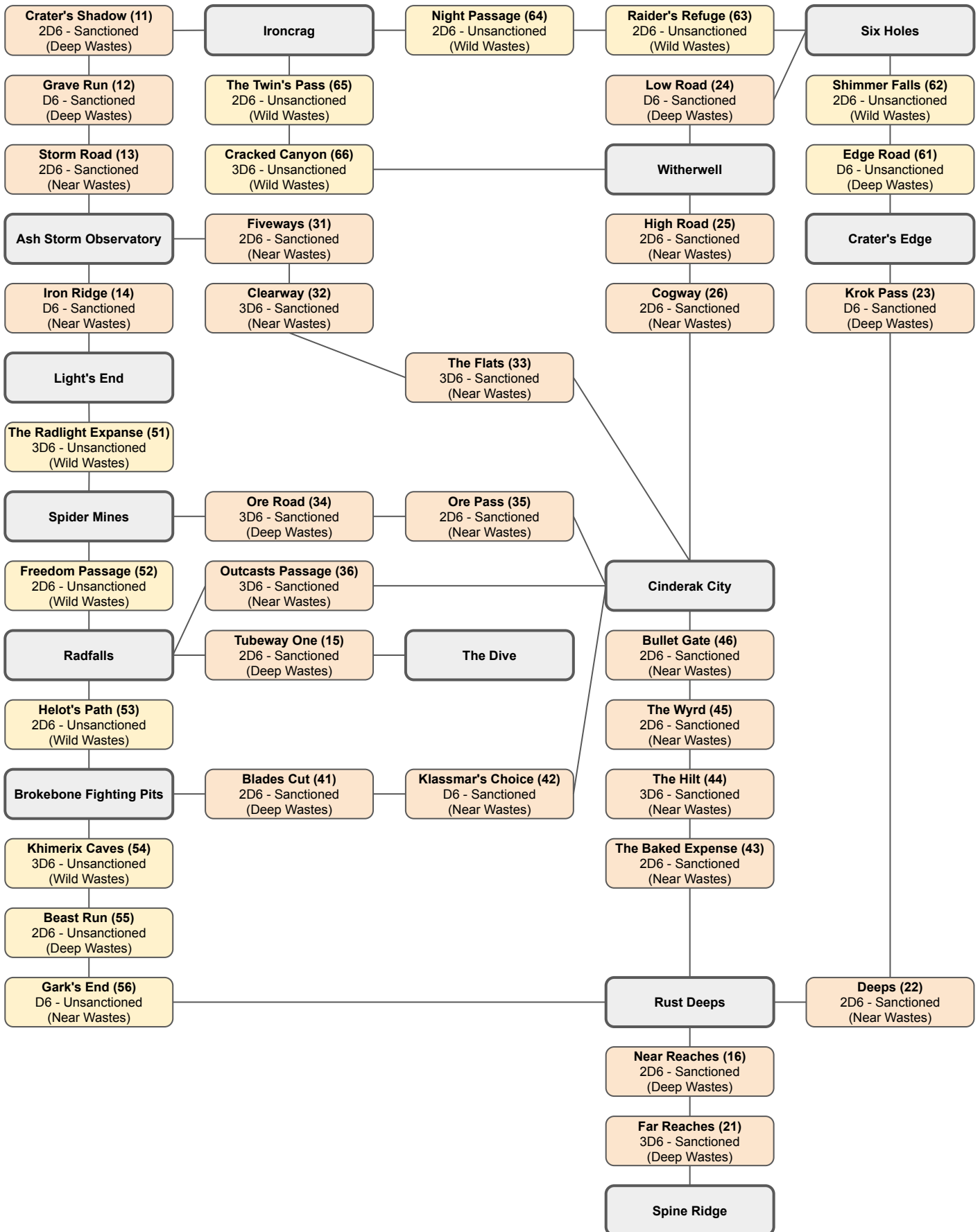
Gain Trading Route bonuses (when collecting income at the start of any cycle) if controlling the required resources to connect the specified locations.

### ROAD SECTIONS (RESOURCE)

D66	Road Section (Sanctioned)	Connects	Region	Income
11	Crater's Shadow	<b>Ironcrag</b> - Grave Run	Deep Wastes	2D6
12	Grave Run	Crater's Shadow - Storm Road	Deep Wastes	D6
13	Storm Road	Grave Run - <b>Ash Storm Observatory</b>	Near Wastes	2D6
14	Iron Ridge	<b>Ash Storm Observatory</b> - <b>Light's End</b>	Near Wastes	D6
15	Tubeway One	<b>Radfalls</b> - <b>The Dive</b>	Deep Wastes	2D6
16	Near Reaches	<b>Rust Deeps</b> - Far Reaches	Deep Wastes	2D6
21	Far Reaches	Near Reaches - <b>Spine Ridge</b>	Deep Wastes	3D6
22	Deeps	<b>Rust Deeps</b> - Krok Pass	Near Wastes	2D6
23	Krok Pass	Deeps - <b>Crater's Edge</b>	Deep Wastes	D6
24	Low Road	<b>Six Holes</b> - <b>Witherwell</b>	Deep Wastes	D6
25	High Road	<b>Witherwell</b> - Cogway	Near Wastes	2D6
26	Cogway	High Road - <b>Cinderak City</b>	Near Wastes	2D6
31	Fiveways	<b>Ash Storm Observatory</b> - Clearway	Near Wastes	2D6
32	Clearway	Fiveways - The Flats	Near Wastes	3D6
33	The Flats	Clearway - <b>Cinderak City</b>	Near Wastes	3D6
34	Ore Road	<b>Spider Mines</b> - Ore Pass	Deep Wastes	3D6
35	Ore Pass	Ore Road - <b>Cinderak City</b>	Near Wastes	2D6
36	Outcasts Passage	<b>Radfalls</b> - <b>Cinderak City</b>	Near Wastes	3D6
41	Blades Cut	<b>Brokebone Fighting Pits</b> - Klassmar's Choice	Deep Wastes	2D6
42	Klassmar's Choice	Blades Cut - <b>Cinderak City</b>	Near Wastes	D6
43	The Baked Expanse	<b>Rust Deeps</b> - The Hilt	Near Wastes	2D6
44	The Hilt	The Baked Expanse - The Wyrd	Near Wastes	3D6
45	The Wyrd	The Hilt - Bullet Gate	Near Wastes	2D6
46	Bullet Gate	The Wyrd - <b>Cinderak City</b>	Near Wastes	2D6
D66	Road Section (Unsanctioned)	Connects	Region	Income
51	The Radlight Expanse	<b>Light's End</b> - <b>Spider Mines</b>	Wild Wastes	3D6
52	Freedom Passage	<b>Spider Mines</b> - <b>Radfalls</b>	Wild Wastes	2D6
53	Helot's Path	<b>Radfalls</b> - <b>Brokebone Fighting Pits</b>	Wild Wastes	2D6
54	Khimerix Caves	<b>Brokebone Fighting Pits</b> - Beast Run	Wild Wastes	3D6
55	Beast Run	Khimerix Caves - Gark's End	Deep Wastes	2D6
56	Gark's End	Beast Run - <b>Rust Deeps</b>	Near Wastes	D6
61	Edge Road	<b>Crater's Edge</b> - Shimmer Falls	Deep Wastes	D6
62	Shimmer Falls	Edge Road - <b>Six Holes</b>	Wild Wastes	2D6
63	Raider's Refuge	<b>Six Holes</b> - Night Passage	Wild Wastes	2D6
64	Night Passage	Raider's Refuge - <b>Ironcrag</b>	Wild Wastes	2D6
65	The Twin's Pass	<b>Ironcrag</b> - Cracked Canyon	Wild Wastes	2D6
66	Cracked Canyon	The Twin's Pass - <b>Witherwell</b>	Wild Wastes	3D6

### TRADE ROUTE (BONUS FOR CONNECTING ROAD SECTIONS)

Trade Route	Start & End	Trading Bonus	Raiding Bonus
Shadows Ridge	<b>Ironcrag</b> - <b>Ash Storm Observatory</b>	3D6x10.	2D6x10.
Spire Straight	<b>Ash Storm Observatory</b> - <b>Cinderak City</b>	1 Bounty Hunter (every battle this cycle).	D6x10.
Beaten Path	<b>Rust Deeps</b> - <b>Cinderak City</b>	3D6x10.	3D6x10.
Crater Run	<b>Crater's Edge</b> - <b>Rust Deeps</b>	50% discount on Hangers-on (rounded up to nearest 5 credits).	3D6x10.
Angel's Return	<b>Six Holes</b> - <b>Cinderak City</b>	2D6x10.	1 Hive Scum (every battle this cycle).
Oilslick Run	<b>Ironcrag</b> - <b>Cinderak City</b>	5D6x10.	4D6x10.
Dawn Run	<b>Light's End</b> - <b>Cinderak City</b>	4D6x10.	5D6x10.
Crooked Road	<b>Crater's Edge</b> - <b>Cinderak City</b>	1 Ganger.	+1 Reputation.
Ore Road	<b>Spider Mines</b> - <b>Cinderak City</b>	Rare (-2).	2D6x10.
Scrap Way	<b>The Dive</b> - <b>Cinderak City</b>	2D6x10.	3D6x10.





## CHALLENGES

Challenges can only be declined without penalty by a gang that has already issued and received at least 1 challenge (this cycle).

## PHASE 2: SETTLEMENT MAINTENANCE

Scrap 0-3 Structures to gain half the Material cost. Immediately build 3 new Structures (within normal requirements). Structures that are prerequisites for other Structures cannot be scrapped.

## BATTLEFIELD ENVIRONMENTS

The following battlefield effects are in use:

- Battlefield Surface.
- Seasons.
- Regions.
- Roads.
- Visibility (X").

This can be determined in multiple ways for a battle:

- The campaign or scenario can specify certain Season and/or Region.
- Randomize by rolling on the tables.
- Gangs can agree to choose specific effects to use.

### BATTLEFIELD SURFACE

The ground level of the battlefield. Not including:

- Terrain.
- Elevated areas.
- Roads.

This will affect any fighter on the ground, unless on roads, elevated terrain or otherwise protected by terrain.

### SEASONS

The season depends on the phase & cycle, otherwise randomize (D3):

- 1: Season of Flame.
- 2: Season of Ash.
- 3: Changing Seasons.

Phase	Cycle	Season
1	1	Season of the Flame.
1	2	Season of the Flame.
		Randomize (D3) before each battle:
1	3	1-2: Season of the Flame. 3: Changing Seasons.
2	4	-
		Randomize (D3) before each battle:
3	5	1-2: Season of Ash. 3: Changing Seasons.
3	6	Season of Ash.
3	7	Season of Ash.

### REGION

Regions affect the battlefield surface which in turn will affect fighters on the battlefield surface. The resource at stake will determine the Region, otherwise randomize (D3):

- 1: Near Wastes.
- 2: Deep Wastes.
- 3: Wild Wastes.

### ROADS

Roads can be marked out or put on the battlefield surface. At least one road is recommended with the possible exceptions of a busy settlement or out in the deep wastes. Recommendations:

- 1+ roads, 6"-8" wide, running from one battlefield edge to another.

## REGIONS (BATTLEFIELD SURFACE CONDITIONS)

2D6	1: NEAR WASTES	Effect
2	<b>Sand Traps:</b>	Vehicles: Difficult terrain. Place 1 Beast's Lair on the battlefield.
3-5	<b>Broken Ground:</b>	Vehicles: Difficult terrain.
6-8	<b>Open Ground:</b>	Open terrain.
9-11	<b>Rocky Fields:</b>	Fighters: Partial cover if not moving (during the activation). Vehicles: Difficult terrain.
12	<b>Sunken Ruins:</b>	Dangerous & difficult terrain.
2D6	2: DEEP WASTES	Fighters
2	<b>Ancient Roads:</b>	Open terrain. Vehicles (Wheeled & Tracked): +2 move (on roads).
3-5	<b>Shifting Dunes:</b>	Difficult terrain. Models suffer a Wound if not moving (during the activation).
6-8	<b>Rolling Ash:</b>	Open terrain. Partial cover if moving more than 6" (during the activation). This will also Raise the Alarm (Sneak Attack: Sentries).
9-11	<b>High Dunes:</b>	If moving more than 6" or shooting any weapons with S5+, after the activation, roll a 4+ or suffer the following hit: S4 Blast (5").
12	<b>Burning Wastes:</b>	When shooting a weapon, roll a 2+ or suffer Blaze.
2D6	3: WILD WASTES	Fighters
2	<b>Acid Plains:</b>	Fighters (not Mounted): If ending an activation on the surface, suffer a S3 hit.
3-5	<b>Toxic River:</b>	Dangerous & difficult terrain. Models with T5+ suffer -1 to Initiative tests for dangerous terrain.
6-8	<b>Dead Seabed:</b>	Dangerous & difficult terrain. Place 1 Beast's Lair on the battlefield.
9-11	<b>Crystal Maze:</b>	If moving more than 6", pass an Intelligence test or suffer Insanity.
12	<b>Sea of Glass:</b>	+1S & +1D to Blasts. Vehicles: If moving more than 6", move 3" straight ahead at the start of the next activation.

## SIMPLIFIED REGIONS (BATTLEFIELD SURFACE CONDITIONS)

D3	Region	Effect
1	<b>Near Wastes</b>	<b>Open Ground:</b> Open terrain.
2	<b>Deep Wastes</b>	<b>Rolling Ash:</b> Open terrain. Partial cover if moving more than 6" (during the activation). This will also Raise the Alarm (Sneak Attack: Sentries).
3	<b>Wild Wastes</b>	<b>Shifting Dunes:</b> Difficult terrain. Models suffer a Wound if not moving (during the activation).

## SEASONS (BATTLEFIELD ENVIRONMENT)

2D6	1: SEASON OF FLAME	
2	<b>Thermal Thunder:</b>	Visibility (18"). When activating, roll a 2+ or suffer a S5 hit.
3-5	<b>Soaring Temperatures:</b>	Visibility (24"). Fighters without respirators must spend a Basic action to Move.
6-8	<b>Yellow Skies:</b>	-
9-11	<b>Boiling Wind:</b>	Visibility (24"). Fighters with armour save 6+ or worse suffer a S2 hit after the activation.
12	<b>Firestorm:</b>	Visibility (18"). At the start of each round, each gang places 2 Blast (3") anywhere on the surface, then scatter 3D6". Models that start, end or enter the blasts must test against Blaze (normally 4+ to catch fire).
2D6	2: SEASON OF ASH	
2	<b>Ash Cyclone:</b>	Visibility (9"). The Cyclone is a Blast (24") that starts in the centre of the battlefield and in each end phase scatters 3D6" (stopping if contacting a battlefield edge). Fighters that start or end touched by the Blast becomes Pinned.
3-5	<b>Choking Gloom:</b>	Visibility (12"). Fighters without respirators must spend a Basic action to Move.
6-8	<b>Ash Clouds:</b>	Visibility (18").
9-11	<b>Caustic Winds:</b>	Visibility (12"). All hits improve AP by 1.
12	<b>Great Storm:</b>	Pitch Black. Randomize a battlefield edge. When moving towards that edge, double the movement. Movement away from that edge is halved. In each End phase, all models are moved D6" directly away from the edge (roll separately per model).
2D6	3: CHANGING SEASONS	
2	<b>Rust Storm:</b>	Visibility (18"). Fighters ending an activation outside a vehicle or terrain that offers protection against the sky must pass an Initiative test or become Pinned.
3-5	<b>Perpetual Dark:</b>	Pitch Black.
6-8	<b>Blinding Rays:</b>	Fighters ending an activation outside a vehicle or terrain that offers protection against the sky must pass an Initiative test or suffer Flash: <ul style="list-style-type: none"> <li>• If Ready, lose Ready (if not, do not become Ready at the start of the next next Round).</li> <li>• Reaction attacks only hit on 6+ (before modifiers).</li> <li>• No other attacks can be made until the next activation.</li> </ul>
9-11	<b>A Year in a Day:</b>	Randomize an effect at the start of each round (roll a D2), the effect remains for 1 round: <ol style="list-style-type: none"> <li>1: Season of Flame (D6).</li> <li>2: Season of Ash (D6).</li> </ol>
12	<b>Rad Storm:</b>	At the start of each End phase (before making Bottle tests), all fighters not in a vehicle or enclosed structure suffer a Flesh Wound.

## SIMPLIFIED SEASONS (BATTLEFIELD ENVIRONMENT)

D3	Season	
1	<b>Flame</b>	<b>Soaring Temperatures:</b> Visibility (24").
2	<b>Ash</b>	<b>Ash Clouds:</b> Visibility (12").
3	<b>Changing</b>	<b>Wild Weather:</b> Visibility (D3x6"). Roll at the start of each round (before determining Initiative).

# SUCCESSION 1 SPECIAL RULES

*A rebellion is rising against Lord Helmawr's rule. Gangs are cut off from the larger houses and fight to gain supporters and take powerbase in order to survive. Then gangs have to declare allegiance in the brewing civil war. Sympathisers represents parts of larger organizations that can support one side or the other.*

## CHALLENGES

Each gang can issue 1 challenge per cycle, 1 more if all battles are fought and there is more time in the cycle.

- First cycle: Randomize challenges for the first battle of the campaign.
- Subsequent cycles: Choose who to challenge. Ascending order of Gang Rating, starting with the gang with the lowest rating (tie-breaker: randomize).
- If a gang receives more than 1 challenge, any challenges after the first can be declined without penalty.

## RESOURCES

Generate a random pool of 3 resources per gang. This is the available resources for phase 1. The first battle is fought against a random gang with a random resource at stake. In subsequent battles, challengers can choose resources at stake as normal.

Resources have a 2 types of boon, one is only active in phase 3, the other is always active (also in phase 3).

## PHASE 1 (GREAT DARKNESS)

After each battle, gangs cannot:

- Re-equip from the Gang Equipment Lists.
- Recruit fighters, crew or hangers-on.
- Rare (+4) penalty for all items from Trading Post.

Apply the following to all battles (depending of battlefield type):

- Zone Mortalis & Sector Mechanicus: Pitch Black.
- Ash Wastes: Changing Seasons.

After this phase these exceptions are no longer in effect.

If there are no more uncontrolled Resources, challengers nominate a Resource currently controlled by their opponent.

## PHASE 2 (DOWNTIME)

Each gang must declare allegiance to one of the following:

- Imperial House.
- Unaligned.
- Lady Credo's Rebellion.

Note: The campaign is designed to have at least 1 gang fight for and against the rebellion (with any number of gangs unaligned).

Each allegiance will provide several unique bonuses that applies for the rest of the campaign.

IMPERIAL HOUSE	UNALIGNED	LADY CREDO'S REBELLION
Before each battle, roll 4+ to choose one of the following Hired Guns for free this battle (automatically leaves after the battle regardless of any special rules). Ignore the normal gang restrictions when gaining this bonus. Note that Agents have additional petition restrictions that needs to be met.		
<b>Emissaries of House Helmawr</b> <ul style="list-style-type: none"> <li>• Cyniss (Escher Agent)</li> <li>• Lady Haera (Agent)</li> </ul>	<b>Look Out for our Own</b> <ul style="list-style-type: none"> <li>• Gorshiv Hammerfist (?)</li> <li>• Djangar Gunfists (Goliath Bounty Hunter)</li> <li>• Margo Mardena (Orlock Agent)</li> <li>• Vespa Minx Merdena (Orlock Bounty Hunter)</li> </ul>	<b>Emissaries of the Rebellion</b> <ul style="list-style-type: none"> <li>• Athera and Stix (?)</li> <li>• Lady Credo (Rebel Lord Alliance)</li> </ul>
<b>Deep Pockets</b> +D6x10 when generating income from resources.	<b>We Stand for Ourselves</b> +D3XP for taking an enemy Leader OoA.	<b>Stars in the Ascendency</b> +1 Reputation per battle won.
	<b>Take a Side</b> Can choose another alignment after each battle. A gang must make this choice if reduced to only controlling Gang Sympathisers (Starting resource).	

## PHASE 3 (SPARK OF REBELLION)

Resources:

- Any unclaimed are removed.
- Only those already controlled can be won as the stake of battles.
- All boons from resources are rewarded.

Ash Wastes battles use Season of Ash.

# SUCCESSION 2 SPECIAL RULES

## (ROAD TO TEMENOS)

### CHALLENGES

Each gang can issue 1 challenge per cycle, 1 more if all battles are fought and there is more time in the cycle.

- First cycle: Randomize order of challenges.
- Subsequent cycles: Choose who to challenge. Ascending order of Gang Rating, starting with the gang with the lowest rating (tie-breaker: randomize).
- If a gang receives more than 1 challenge, any challenges after the first can be declined without penalty.
- Rescue scenario (captives): Daring Rescue.

### RESOURCES

Generate a random pool of 3 resources per gang. This is the available resources for phase 1. The first battle is fought against a random gang with a random resource at stake. In subsequent battles, challengers can choose resources at stake as normal.

Resources have a 2 types of boon, one is only active in phase 3, the other is always active (also in phase 3).

Unlike normal Resources, a Relic can also be equipped by a Leader or Champion before a battle. However, if that fighter goes Out of Action, roll a 2+ or it is added to the stake for the battle.

### ALLEGIANCE

Each gang must declare allegiance to one of the following:

- Imperial House.
- Unaligned.
- Lady Credo's Rebellion.

Each allegiance will provide several unique bonuses that applies for the campaign.

#### IMPERIAL HOUSE

#### UNALIGNED

#### LADY CREDO'S REBELLION

Before each battle, roll 4+ to choose one of the following Hired Guns for free this battle (automatically leaves after the battle regardless of any special rules). Note that Agents have additional petition restrictions that needs to be met.

#### Emissaries of House Helmawr

- Servalen (Bounty Hunter)
- Lady Haera (Agent)
- Axon Hammer (Outlaw Agent)

#### Deep Pockets

+D6x10 when generating income from resources.

#### Look Out for our Own

- Ashwood Stranger (Bounty Hunter)
- Kal Jericho (Bounty Hunter)
- Durgan Kill-Fist (Outlaw Bounty Hunter)

#### We Stand for Ourselves

+D3XP for taking an enemy Leader OoA.

#### Take a Side

Can choose another alignment after each battle. A gang must make this choice if reduced to only controlling Gang Relic (Starting resource).

#### Emissaries of the Rebellion

- Athera and Stix (Agent)
- Lady Credo (Rebel Lord Alliance)

#### Stars in the Ascendency

+1 Reputation per battle won.

### PHASE 1 (PILGRIMAGE)

Apply the following to all battles (depending of battlefield type):

- Ash Wastes: Changing Seasons.

If there are no more uncontrolled Resources, challengers nominate a Resource currently controlled by their opponent.

### PHASE 3 (REVELATION)

Resources:

- Any unclaimed are removed.
- Only those already controlled can be won as the stake of battles (in addition to those worn into battle).

Ash Wastes battles use Season of Ash.

# ALTERNATIVE RULES

## MAXIMUM STARTING CREW SIZES

Suitable for perpetual campaigns. Additional crew size limits may be used in scenarios with Unlimited Crew selection:

GANG RATING	MAX CREW SIZE
Up to 1000	10
1001-2000	15
2001-3000	20
3001+	25

Hired guns and fighters recruited by Patronage are not included in this limit.

## GOING OUT IN A BLAZE OF GLORY

A gang with Gang Rating above 4000 (or any other agreed-upon limit) can decide to either retire or to go out in a Blaze of Glory.

The gang takes part in the Escape the Hive scenario:

- The entirety of the gang is used (including Hangers-on).
- Any hired Special Characters and Bounty Hunters leave the gang and give no support to the gang (for example Bounty Hunters with "We'll Get Our Bit...").
- Any leftover credits may be spent as usual.
- Hired Guns may be purchased.

## EXPLODING WEAPONS

If the Ammo test results in a roll of 1 (before modifiers), roll a 2+ or the weapon explodes:

- The weapon is destroyed (removed from the fighter).
- The fighter suffers a hit from the destroyed weapon (using the profile that was used to fire it).

## UNRELIABLE WEAPONS

Firepower dice:

- Only used for weapons with Rapid Fire, Template and otherwise weapons that doesn't need to roll to hit.
- Rapid Fire ignores the Ammo symbol.

For all other ranged weapons, Ammo test is triggered by a hit roll of 6 (before modifiers).

If all agree, master-crafted weapons are not affected and roll Firepower dice as normal.

## HAIL OF BULLETS

Intended to be used in conjunction with Unreliable Weapons.

When making a hit roll for Rapid Fire weapons, choose one of the following:

- **Single shot:** No Firepower dice rolled (the weapon only fires once).
- **Sustained burst:** Roll a number of Firepower dice equal to the Rapid Fire trait of the weapon. Each bullet hole rolled is a separate shot, and a separate hit roll is made for each. Shots can be distributed as normal - in this case make a hit roll for each and apply modifiers individually.

## PATRONAGE

The underdog may purchase temporary benefits.

## REQUIREMENTS

- The scenario must reward the underdog with bonus tactics cards.
- The difference in starting crew cost / Gang Rating must be more than 400 credits.

## CALCULATE DIFFERENCE IN RATING

- Calculated after determining crews and before declaring resource bonuses.
- Use the starting crew cost or Gang Rating, depending on how the scenario rewards additional tactics cards.
- Receive temporary bonus credits equal to the difference, rounded down to the nearest 100 credits.
- Any credits not spent are lost.
- This replaces the normal underdog bonus of drawing additional Tactics cards.

## BENEFITS

Select any combination:

LIMIT	BENEFIT	COST
0-5	Tactics card (Random)	100
0-2	Tactics card (Custom)	200
0-1	N19: Sub-plot (Random)	100
0-1	N19: Sub-plot (Custom)	200
0-4	Underdog Tactics card (Random)	200
0-2	Underdog Tactics card (Custom)	400
0-3	+1XP to each friendly model taking part in the battle	400
0-*	Juve	*
0-3	Ganger (0-1 for Enforcer)	*
0-*	Hanger-on	*
0-5	Hive Scum (Generic)	30
0-1	Bounty Hunter (Generic)	80
0-1	Agent (Generic)	80 (free equipment)
0-1	Hired Gun (Special Character)	*

All benefits are temporary for this battle only, so for example Bounty Hunters are not subject to "We'll Get Our Bit..." special rule.

Only the most basic 0-X limit apply (for example Ambot is only limited to 0-2). This is regardless of any of the following:

- Gang composition restrictions.
- Amount of models already hired permanently by the gang.
- Other restrictions like Reputation for Hangers-on.

Hired fighters:

- Not limited by any Crew size restrictions.
- Automatically included in crew (regardless of selection method).
- Spend Patronage credits on optional equipment (for Juve, Ganger, generic Hive Scum and generic Bounty Hunter).
- Can't be activated as part of a Group Activation.
- Does not count as present at the start of the battle for the purpose of Bottle tests.

## WILD GRENADES & SHELLS

The following applies to Blast (X) weapons after choosing a target as normal.

Roll a Scatter+D6 (instead of the normal hit roll).

- Hit & 2+: The Blast stays where it is and the effects of the attack is worked out as normal.
- Hit & 1: Roll a D6:
  - 1: **Oopsie:** Explodes directly on the attacker (the grenade goes off in the thrower's hand or the shell explodes in the weapon's breach).
  - 2: **Inaccurate:** Scatter 2D6" from the attacker (the grenade throw goes wild or the shell spins out of control as it leaves the weapon).
  - 3: **Out of control:** Scatter from the attacker.
    - Grenade: 2D6".
    - Shell: D6xD6".
  - 4: **Faulty:** Scatter 2D6" from the attacker. Instead of exploding, mark the position. At the start of each End phase it explodes on a 4+, then remove the marker (not only does the grenade throw go wild or the shell spin out of control as it leaves the weapon, but the projectile itself is faulty!).
  - 5: **Environmental:** From now on, at the start of each End phase, all gangs must each roll a 2+ or a random friendly fighter suffers a S3 hit (the grenade tumbles from the thrower's hand down a deep crack in the ground, or the shell spins upwards and strikes the dome roof, followed by a muffled explosion, the ground shakes ominously and chunks of debris start to fall from the roof and tall ruins).
  - 6: **Dud:** Nothing happens (the grenade/shell drops to the floor and fizzes ominously for a while, but little else happens).
- Arrow: Move the Blast D6"+BS in the direction of the arrow. The D6" value is from the original hit roll (with the Scatter dice) and the BS is the attacker's BS stat (for example BS4+ would add 4" to the scatter distance).

# CAMPAIGN VARIANTS

Here is a collection of campaign variants designed to work with standard Dominion campaigns, but can be adapted further to be applied to any other campaign.

## PERPETUAL CAMPAIGN

The phases of a single campaign can be looped where each loop is a full campaign. Gangs can simply continue without any modifications.

Campaign Downtime is the period between campaign loops:

- **Gangs:** New gangs can join. Existing gangs continue unchanged, form splinter gangs or retire.
- **Refreshing Resources:** Resources may be refreshed between campaigns. Each gang may retain 1 Resource per 1000 Gang Rating. The rest are lost, and a new set of Resources are determined.
- **Dominion:** The total number of Resources is determined as usual, counting the total amount of gangs. Resources may be duplicated.
- **Changing Campaign Type:** The next campaign can change to a different type. Discard all specific elements from the previous campaign.

## ESCALATION

*Sometimes on Necromunda, things get bad, and then they just keep on getting worse. Gangs continue to increase in size and power regardless of the outcome of the battles being fought. To defeat opponents, gangs cannot simply win their battles, but must utterly crush their enemies, or seek victory in other ways, as even a weakened opponent will soon return to fighting strength.*

- No credits rewards from Resources (though still provide other benefits such as free Juves or increased Reputation).
- No credits rewards from scenarios (regardless of outcome).
- No credits earned from from selling equipment or fighters.
- Earn 250 credits after each battle. Max 500 per cycle. However extra Reputation, XP and other rewards from fighting more battles can still be earned.
- Triumphs relating to the acquiring of credits and wealth are not used.

## DOME RUSH

*A hive quake opens up a new area, and gangs are rushing to be the first to claim the riches there. Territory is discovered and discarded regularly, and the goal for the gangs is to gain reputation and as many creds as they can muster, bleeding an area dry before moving on to the next. This campaign is rich in credits, and while gangs don't hold on to great territorial empires, they grow rapidly in wealth.*

- Gangs start without Resources.
- When claiming a new Resource as a result of winning a battle, instead gain D6x50 credits (representing the finds in that region being quickly converted into credits).
- Generate a single random Resource at the start of each campaign cycle (representing an area the gangs are exploring). This applies to all gangs and remains for the duration of the cycle. All gangs gain the rewards associated with it (earning credits, gaining free fighters or enjoy any other bonuses, as if in control of it).
- At the start of the next campaign cycle, discard the previous Resource and randomly generate the next (representing a new area to move on to). Repeated this process for the duration of the campaign.
- Trading Post: Rare/Illegal (+2) bonus.
- Victory is determined by Reputation and credits. Triumphs related to gaining and controlling Resources are not used.

## INTO THE UNKNOWN

*Gangs are exploring an area where everything is unknown – perhaps a pass into an inaccessible part of the underhive has opened up, or the gangs are prospecting deep in Hive Bottom or out in the Ash Wastes.*

- Resources are not revealed at the start (cards are drawn and kept secret, not turned over).
- Resources are only revealed when fought over as a stake of a battle.
- Phase 3: Battles are fought over either revealed Resources (held by a gang), or over a Resource not yet revealed.

**CLASSIC**

Enjoy the low-tech simplicity and savage randomness of the original Necromunda. Gangs are less well-armed and armoured, must rely upon chance to see what they find at the Trading Post and must really smash their opponents if they hope to capture their turf. Some older rules are reintroduced, making weapons less reliable, rapid fire even deadlier and grenades more unpredictable!

- **Equipment:**
  - 1: Gangs can always buy items from the gang's equipment list and Common items from the Trading Post (including fresh gangs).
  - 2: **Heavy/Special:** Max 2 heavy/special weapons at a time.
- **Armour:**
  - 1: Flak & Mesh armour are Rare (10).
  - 2: Fresh gangs must provide armour to all fighters (this does not alter the cost).
- **Resources:** Start with 3 Resources each. These are chosen by the gang from all those available. There is no limit on how many gangs can choose the same type of Resource.
- **Hangers-on:** Cannot include Hangers-on (or Brutes) or use Tactics.
- **Vehicles & Mounts:** No vehicles & mounts (also no extra 400 credits to spend on vehicles & mounts).
- **No challenge/stake:** Gangs ignore steps for Challenge and Stake. Organise battles as you see fit.
- **Overkill:** At the end of a battle, if the winning gang takes at least 3 times as many enemies (minimum 3) Out of Action as the opposing gang did, then it takes over one randomly selected Resource from the opposing gang (unless the opposing gang only has a single Resource).
- No campaign cycles, phases or Downtime - the gangs decide how long they wish it to run.

Trade and visiting the Trading Post (post-battle action):

- Do not roll 2D6 for Rare/Illegal (X).
- When visiting the Trading Post, roll a D36 (D3+D6) per Leader and Champion that made the Trade action:
  - 1: **Weapon:**
    - 1-2: **Basic**
    - 3: **Pistol**
    - 4: **Special**
    - 5: **Heavy**
    - 6: **Close combat**
  - 2: **Wargear:**
    - 1: **Grenade**
    - 2: **Gang Equipment**
    - 3: **Personal Equipment**
    - 4: **Weapon Accessories**
    - 5: **Status Items**
    - 6: **Exotic Beasts**
  - 3: **Armour:**
    - 1-5: **Armour**
    - 6: **Field Armour**

Then select one item in the category rolled regardless of Rare/Illegal (X) to be available for purchase as normal.

Use the following optional rules:

- Unreliable Weapons.
- Hail of Bullets.
- Wild Grenades and Shells.
- Exploding Weapons.

**IRONMAN CAMPAIGN**

Gangs start powerful with all options available. The catch is, once started, gangs must prove that they can go the distance, as it will be more lethal than normal and gangs cannot replenish losses with new fighters, buy new equipment or fall back on allies or gang tactics for extra muscle.

Gang creation:

- Start with 3'000 credits.
- Unspent credits are added to the gang's Stash, but can only be used to pay for visits to the Doc.
- Ignore Hangers-on (and Brutes) Reputation restrictions.
- Buy any items from the Trading Post regardless of Rare/Illegal (X) limitations (in addition to the gang's equipment list as normal). Fighters must still conform to normal restrictions for equipping items (for example most Gangers cannot have special or heavy weapons, etc.).
- Hired guns can all be added permanently to a gang. Ignore all rules related to them being temporary (Dead, Not Alive, Claiming Bounties, and "We'll Get Our Bit..." special rules).
- Starting XP:
  - Leader: 15 XP (save or spend right away).
  - Champion: 10 XP (save or spend right away).
  - Other fighters: 6 XP (spend right away).
- Resources are determined as normal, then divided up randomly between the gangs so that all are claimed and all gangs have equal amount.

The following are not used:

- Agents, Favours and Alliances.
- Pre-battle sequence: Recruit hired guns.
- Post-battle sequence: Collect Income and Visit the Trading Post.
- Gangs cannot add new equipment or fighters from any source (including fighters gained from Resources or Tactics cards or equipment recovered from dead fighters).
- No campaign cycles, phases or Downtime. Continue until only one gang remains or all gangs have retired due to losses.

Lasting Injury roll is replaced by a D6

- 1-3: Out Cold.
- 4-5: Critical Injury.
- 6: Memorable Death.

**OLD KINGDOMS**

Parts of the underhive have been under the control of the same gangs since before anyone alive can remember. Every now and then something changes, a gang collapses or wants more, and then the gangs go to war, re-soaking the same old ground with fresh blood.

- Each gang starts with 2 random Resources (from those randomized for the campaign). The rest are discarded.
- No Occupation phase.
- Phases:
  1. Takeover (3 cycles).
  2. Downtime (1 cycle).
  3. Takeover (3 cycles).



**LAST GANG STANDING**

*A quick and brutal campaign that spans out over a few bloody battles.*

- Consists of only a single phase of 3-6 campaign cycles (decided before start).
- Generate a single random Resource (representing the extent of the small settlement the gangs are fighting over). This applies to all gangs and remains for the duration of the cycle. All gangs gain the rewards associated with it (earning credits, gaining free fighters or enjoy any other bonuses, as if in control of it).
- Cannot recruit new fighters (other than those gained from Resources)
- Cannot make use of Hired Guns.
- Every battle in this campaign is a multi-player battle. Each time a battle is fought, agree on a scenario that all gangs can participate in. Alliances between gangs are encouraged, but gangs should feel free to betray their alliances at the most opportune moments, representing the ruthlessness in the drive for supremacy.
- Fighters going Out of Action are immediately killed (removed from the gang) without any Lasting Injury roll.
- If bottling out (including voluntarily), suffer D3 random fighters (not Leader) to be removed from the gang (representing that the gang is new and inexperienced, and that green fighters may, when faced with the brutal reality of gang warfare, give it up as a bad idea).
- Victory goes to the gang with the highest Gang Rating at the end of the campaign. No other Triumphs are used.

**HIVE EMPIRES**

*Mighty gangs control entire zones and then turn their attention to each other, waging inter-House warfare on an epic scale. Gangs start out rich and commanding a large section of the underhive. However, the size of the gangs and their wealth is more tightly tied to their holdings, and a loss to their 'empire' means a direct and lasting loss to their gang's power.*

Create a campaign map depicting the locations of the different gang holdings and the battlefields they are fighting over:

- 3 zones per gang.
- Each zone is assigned a Resource (either agreed upon or allow gangs to do so).
- Lines link each zone to one or more other zones (representing the tunnels and domes that connect the zones).
- Give the zones appropriate names (such as the Cogwind Canyons, Sump-river City, or Ash Docks, for example).
- Gangs start in control of 3 connected zones (either agree how to assign them or randomize).
- 

Gang creation:

- Start with 3'000 credits.
- Ignore Hangers-on (and Brutes) Reputation restrictions.

Apply the following:

- Control a Resource per controlled zone.
- Challenges can only be used to attack enemy zones connected to a zone already controlled by the challenger (unless making a deal with another gang to pass through their zones).
- Claiming a Resource also claims the zone.
- Use all normal Triumphs.

**NOMADS OF THE UNDERHIVE**

*In the deepest and darkest depths of the underhive there are very few resources to go around, and gangs struggle over the scraps cast down from above. Credits and Resources are sparse and gangs must scratch out a living from among the lowest levels of the underhive as they struggle to survive.*

- Gang creation: Start with 700 credits. Any bonus credits for vehicles & mounts adds 300 credits (instead of 400).
- Cannot buy any equipment which has greater availability than Rare/Illegal (10), even if included in the gang's equipment list (when founded or any time after). Equipment can otherwise be purchased as normal.
- At the start of the campaign, generate 1 Resource per gang and randomly assign one Resource to each gang.
- Max 100 credits can be earned per campaign cycle (regardless of the source). Other types of rewards can be gained as normal.
- After each campaign cycle, each gang must choose one Resource to keep and discard the rest.
- Gangs no longer in control of any Resource remains in the campaign and can capture Resources as usual.
- Victory is determined by the last gang to hold a Resource.

**HELMAWR'S WAR**

*Sometimes inter-House warfare becomes so widespread that it disrupts hive production levels and Lord Helmawr orders a gang purge. Gangs are divided into two sides and war is declared! These divisions can be based on almost anything, from outlaws versus lawmen to heretics versus servants of the Ministorum, but only one side can emerge victorious from the bloodshed.*

- Divide gangs evenly into those deputised by the Guilders and supporting the purge, and those declared as renegades and fighting against the purge (If there are an uneven number of players, then the odd gang joins the outlaws).
- Only outlaw gangs start in control of Resources.
- Create a pool of Resources equal to the number of outlaw gangs to be controlled by the outlaw side (no unclaimed Resources).
- All outlaw gangs benefit from these Resources just as if each gang was in sole control of them.
- Deputised gangs begin the campaign with no Resources, but may spend an additional 250 credits when creating their gangs.
- Gangs may challenge other gangs for Resources from the start of the campaign.
- Whenever a deputised gang would gain a Resource from an outlaw gang, this is discarded from the campaign, as it is considered to now be 'under control'.
- No restriction on which gangs can fight each other (after all, it can be imagined that deputised gangs mistake each other for outlaws while outlaws are struggling over their shrinking turf). In these kinds of battles, no Resources change hands, but gangs may earn credits, XP and Reputation as normal.
- Victory is dependent on remaining Resources. If all have been captured by the deputised gangs, then their side is victorious, otherwise the purge has failed and the outlaw gangs stand victorious. Other Triumphs may be used to determine secondary victory conditions as usual.

# SUB-PLOTS

Sub-plots can be used to add additional side missions in scenarios.

	HOUSE SUB-PLOTS	INTRIGUES	Cawdor	Escher	Goliath	Orlock	Van Saar	Delaque
Originates from	Dominion	Law & Misrule						
Draw (per gang)	1 random	3 random						
Size	54	26	13	13	13	13	13	13
Suits	Full deck (including 2 jokers)	2	1	1	1	1	1	1

## SECRET AND REVEALED

Sub-plots are kept secret until completed or revealed. Unless the Sub-plot details when it is revealed, it will normally be revealed once it affects the battle with some effect or action.

## VOLUNTARY USAGE

Each Sub-plot has some criteria that must be achieved to receive the reward. All Sub-plots are voluntary, and if a gang deems the gain is not worth the cost, it can be kept dormant without any effect.

## ALIGNMENTS

If the Sub-plot specifies an alignment, it is safe to use for gangs with a matching alignment. If a gang from the opposite alignment claims it, an alignment test must be made after the battle, with a number of D6s rolled as specified.

## VOLUNTARY TO CLAIM

A gang can always choose whether to claim a Sub-plot or not.

## ALLIANCES

Gangs with an Alliance can't use Sub-plots.

## HOUSE RULE

Instead of declaring any Sub-plot specific actions or effects, a gang can declare using a secret action or effect. This way, the opponent gang knows that something is going on, but not exactly what. In addition, the opponent gang can demand that a Sub-plot is revealed if they have a fighter within 6" and LOS to a location where a secret action or effect takes place.

# FAVOURS

## House Gangs:

- **Law Abiding:**
  - **Generic:** House
  - **Gang specific:** Cawdor, Delaque, Escher, Goliath, Orlock, Van Saar
- **Outlaw:** Outlaw
- **Corrupted:** Chaos
- **Infected:** Genestealer Cult

## Bounty Hunter: Outlaw

- Leader with House Legacy: House (can choose between House and Outlaw)

## Enforcer: None.

## Chaotic (Chaos Cult, Corpse Grinder Cult, Corrupted gangs): Chaos

## Genestealer Cult: Genestealer Cult

## Slave Ogryn: Outlaw

Favours can be used at the start of each cycle (or any other time deemed appropriate). A gang may petition the overlords for aid. Roll 2D6, adding +1 (maximum +3) for every gang in the campaign with a higher Rating than them.

### HOUSE RULE

Don't apply this bonus if all gangs participating in the battle are new. Add +1 (max +3) per 200 credits difference in Gang Rating instead.

## GENERIC FAVOURS

### 2D6 RESULT

- 2 Displeasure:** Remove a Juve or Ganger from the gang (including equipment).
- 3-5 No effect:** Do not bore me with your cries!
- 6-8 Arms Shipment:** Spend 2D6x10 on Common items.
- 9-10 New Blood:** Add a free Juve.
- 11-12 House Trainer:** D3+1 fighters receive D6 XP each.
- 13+ Old Pro:** Add a free Ganger with up to 100 credits worth of gear and 2D6 XP to the gang.

## GENESTEALER CULT FAVOURS

### 2D6 RESULT

- 2 Brood Cull:** Remove a Juve or Ganger from the gang (keep equipment).
- 3-5 Industry of War:** Spend 100 credits on equipment. Weapons gain Unstable and Reckless (if not already having these traits).
- 6-8 Alien Evolution:** Remove a Juve or Ganger from the gang (keep equipment). Gain a Champion or Ganger (can include Extra Arm).
- 9-10 Brood Whispers:** Choose a fighter to gain a random Primary or Secondary skill.
- 11-12 Psychic Bond:** Choose a Ganger, Juve or Acolyte to become an Unsanctioned Psyker:
  - Choose a single psychic power (Cult Wyrd Powers).
  - Cult Wyrd Powers now count as a Primary skill.
- 13+ A True Birth:** Include a Purestrain Genestealer for a single battle this cycle:
  - Also has Infiltrate.
  - Roll a D3 before deployment. It will leave the battle (removed) in the End phase of that round.
  - Can't be removed from the battle by any special effect (Tactics cards, Campaign Events or similar).

## OUTLAW FAVOURS

### 2D6 RESULT

- 2 A Bad Business:** Remove a Juve or Ganger from the gang (including equipment).
- 3-5 Treacherous Scum:** Gain a free Hive Scum. It must pass a Leadership test in each End phase, or flee (removed from the battle).
- 6-8 For the Cause:** Spend 2D6x10 on Common items.
- 9-10 Young Guns:** Add a free Juve, including 60 credits worth of equipment.
- 11-12 Badzone Wisdom:** D3+1 fighters receive D6 XP each.
- 13+ Wasteland Wanderer:** Choose a Bounty Hunter or Special Character to join the gang for this cycle.

## CHAOS FAVOURS

### 2D6 RESULT

- 2 Devoured by Spawn:** Remove a random fighter from the gang. Gain a Spawn if the gang does not have one already.
- 3-5 Dark Omens:** Can re-roll the result of Lead Ritual. If the re-roll is a double, count it as double 1s.
- 6-8 Stolen Weaponry:** Spend 2D6x10 on Common items.
- 9-10 Fresh Converts:** Gain 1-3 Gangers for free. All must receive a number of Lasting Injuries depending on how many were recruited:
 

• 1 Ganger:	0 Lasting Injuries
• 2 Gangers:	1 Lasting Injury each
• 3 Gangers:	2 Lasting Injuries each
- 11-12 Hour of the Witch:** Choose a fighter to become an Unsanctioned Psyker:
  - Choose a single psychic power (Chaos Cult Wyrd Powers).
  - Chaos Cult Wyrd Powers now count as a Primary skill.
- 13+ Eye of the Gods:** When taking a fighter Out of Action in the next battle, roll a D6:
  - **1 - Unimpressed:** Gain no XP for taking the enemy Out of Action.
  - **2-3 - Growing Interest:** Add +1 the next time this fighter rolls on this table this battle.
  - **4+ - Dark Favour:** Increase a characteristic by 1 for this battle. Each time this bonus is received, improve a different characteristic.

**CAWDOR FAVOURS****2D6 RESULT**

- 2 Penance!**: Remove a Ganger or Juve (including equipment) from the gang.
- 3-5 Flagellation:**  
Gain D6 Faith dice at the start of every battle this cycle.
- 6-8 Scrap Shipment:** Gain 2D6x10 credits to spend on weapons and wargear from the Ganger's Equipment List (any unspent credits are wasted). The list depends on the gang's alignment, Law Abiding (Cawdor) or Outlaw (Redemptionist).
- 9-10 Blessed of Cawdor:** Gain a free Juve (including equipment). This fighter cannot be retired for this cycle. This fighter counts as the Leader and has Group Activation (2).
- 11-12 Vision from the God-Emperor:** Roll a D6 for each fighter: 1: Go into Recovery. 2-5: 1XP 6: D6XP.
- 13+ The Executioner Cometh!**: Include an Agent for free (no need to petition) in every battle this cycle.

**ESCHER FAVOURS****2D6 RESULT**

- 2 Too Many Chems:**  
Remove a fighter (including equipment) from the gang.
- 3-5 Test Subjects:**  
Gain 50 credits to purchase Chem-alchemy Stimms for up to 3 fighters (any unspent credits are wasted).
- 6-8 Surplus Clan Equipment:** Gain 2D6x10 credits to spend on weapons and wargear from the Ganger's Equipment List (any unspent credits are wasted).
- 9-10 Wyld Ones:** D3 Wyld Runners can be added to the gang for this campaign cycle. Gain a total of 100 credits to spend on weapons and wargear (Wyld Runner Equipment List) to equip these fighters. However, all weapons used by these Wyld Runners gain Reckless. If no appropriate models are available, re-roll this result.
- 11-12 Chymist Cult Matron:**  
Include a free Agent (no need to petition or pay) for the rest of the campaign cycle.
- 13+ Chemical Warfare:**  
For the duration of any battle this campaign cycle, all Faction fighters in the crew automatically pass any Cool tests and the gang need not make Bottle tests.

**ORLOCK FAVOURS****2D6 RESULT**

- 2 A Long Walk:**  
Remove a fighter (including equipment) from the gang.
- 3-5 Hard Times:**  
0-3 fighters can be given temporary weapons from the Equipment List for free. These are kept until the end of the current cycle. The weapons gain Unstable and Limited (if not having these traits already).
- 6-8 Guns and Ammo:** Spend 2D6x10 credits on new weapons and Wargear from the the Ganger Equipment List (any credits not spent is lost).
- 9-10 A Band of Prospects:** Add D3 temporary Juve (Specialist) fighters equipped with weapons and Wargear from the Juve (Specialist) Equipment List up to a total of 100 credits. All weapons used by these fighters gain Reckless.
- 11-12 Visit from the Road Boss:** Add a temporary free Agent for the rest of the current cycle (no need to petition).
- 13+ Orlock's Finest:** Gain a crate of Merdena's Finest Wild Snake. It is usable once, before any battle. All fighters in the crew automatically pass all Cool tests for the duration of that battle.

**DELAQUE FAVOURS****2D6 RESULT**

- 2 Disappeared:** Remove a Ganger or Juve (including equipment) from the gang.
- 3-5 Questionable Information:** Can roll 3D6 for the scenario (instead of 2D6) and discard a single dice.
- 6-8 Tools of Subterfuge:** Gain 2D6x10 credits to spend on weapons and wargear from the Ganger's Equipment List (any unspent credits are wasted).
- 9-10 A New Bonding:**  
Gain a Ganger with 60 credits worth of equipment.
- 11-12 Ancient Memories:** Each fighter can roll a D6. 1: Go into Recovery. 2-5: Gain 1 XP. 6: Gain D6 XP.
- 13+ Agent of the Star Chamber:** Include an Agent for free (no need to petition) in every battle this cycle.

**GOLIATH FAVOURS****2D6 RESULT**

- 2 Back to the Pit!:**  
Remove a fighter (including equipment) from the gang.
- 3-5 Test of Strength:** A random fighter gains D3+2 XP and suffers a Lasting Injury roll. If suffering a Critical Injury, any available Leader or Champion can immediately make a Medical Escort.
- 6-8 Barrel of Spud-jackers:** Spend 2D6x10 on Melee weapons from the Leader's Equipment List.
- 9-10 Vat Leavings:** Add a 0-2 free Gangers (Vatborn, no Gene-smithing upgrades). Apply a Lasting Injury roll for the free Gangers (re-roll Critical Injury and Memorable Death). Equipment must be purchased as normal.
- 11-12 Cranial Jolt:** A random fighter gains a random skill (choose Primary or Secondary). If already having the skill, choose a skill instead (from that skill set).
- 13+ Glory for Goliath:**  
A fighter can choose a Gene-smithing upgrade according to the fighter's origin (Vatborn, Natborn, Unborn) and then goes Into Recovery.

**VAN SAAR FAVOURS****2D6 RESULT**

- 2 Mind Wipe:**  
Remove a fighter (including equipment) from the gang.
- 3-5 Unwilling Upgrade:** 2 random fighters gain the following effects for the rest of the current cycle:
  - All carried weapons gain Unstable (except Melee or if already Unstable).
  - +D3 XP if part of the starting crew and surviving a battle without being Seriously Injured or taken Out of Action.
- 6-8 Trip to the Tech Bazaar:** Spend 2D6x10 credits on new weapons from the the Ganger Equipment List (any credits not spent is lost).
- 9-10 Smooth Skin:** Gain a free Juve (Specialist) for the current cycle:
  - Weapons: Plasma pistol (both profiles gain Reckless), energy shield.
  - Wargear: Armoured undersuit, grav-cutter.
If this model is not available, re-roll the result.  
Note: This has a rating of 170.
- 11-12 Cranial Inload:** A fighter gains a random skill (Primary or Secondary). If the fighter already has the generated skill, choose one instead (from the same skill set).
- 13+ Gifts of the Archeoteks:** A fighter or a piece gains 1 free Archaeo-Cyberteknika upgrade.

# EXPERIENCE

## GAINING EXPERIENCE

There are some standard ways of gaining Experience (scenarios can offer additional ways):

- 1 XP per enemy fighter Seriously Injured.
- 2 XP per enemy model taken Out of Action.
  - +1 XP if taking enemy Leaders & Champions Out of Action.
  - +1 XP for killing an enemy.
- 1 XP for taking part in the battle (this is only gained if the scenario doesn't grant XP for taking part).
- 1 XP for Rallying (does not apply to pets that automatically rally after running back to the owner).

Notes:

- XP from inflicting damage to enemies is only gained if there is a direct cause by fighter's action.
- These bonuses doesn't stack. Only a single reward can be granted per enemy per activation (for example first inflict a Serious Injury, then take the same enemy Out of Action with a Coup de Grace action only grants 2 XP for causing the enemy to go Out of Action).

## ADVANCEMENTS

Spend XP to gain Advancements. Update the fighter's Advancements with 1 per purchase. The cost of each characteristic Advancement of the same type taken is increased by 2XP for each Advancement of that type the fighter already has.

## STARTING ADVANCEMENT

Note that Leaders and Champions start with 1 Advancement as they have an initial skill. This is free and does not affect cost or Gang Rating.

## FAST LEARNER

Juve and Juve (Specialist) ignore the additional cost of advancements and always use the cost shown in the table, regardless of the number of identical characteristic Advancements they have (up to the maximum).

## PROMOTIONS

- Promotions are always optional.
- If a gang has a hard limit on a fighter class, no fighters can be promoted to that class until the gang has available slots.
- A fighter can keep any current equipment (even if it breaks any restrictions of the new fighter class), but can only gain new equipment according to the new class restrictions.
- Access to the old skill set (if any) is replaced by access to the new skill set.
- Characteristics and value (rating) are unaffected.
- Treated as the new fighter type in all respects.
- Any special rules for the old class are lost and any special rules for the new class are gained.

**YAQ:** The fighter keeps improved stats above the new class maximum characteristics (for example Movement). However, if the fighter (after promotion) later receives stat decrease injury bringing them back to the current class max, the fighter will forever be unable to go above the max again (with future advancements or bionics).

Examples:

- A Corpse Grinder Cult Juve can only be promoted to Champion if the gang has less than 3 Champions (the gang can have 0-3 Champions).
- A Corpse Grinder Cult Juve promoted to Champion lose Infiltration (Infiltrate skill) and gains Dervish.

## JUVE

Can be Promoted during Downtime (phase 2) if having 5+ Advancements (unless otherwise specified).

Juve → Ganger (Specialist)

## JUVE (SPECIALIST)

Can be Promoted during Downtime (phase 2) if having 5+ Advancements (unless otherwise noted).

Juve (Specialist) → Champion (any)

## GANGERS

Gangers gain Advancements during the pre-match sequence if they have reached 6 XP. Spend 6 XP to roll 2D6 and see what Ganger Advancement they get. Update their value accordingly.

Ganger → Ganger (Specialist)

## GANGER (SPECIALIST)

When becoming a Ganger (Specialist), the fighter is a Ganger for all rules purposes, but spend Experience and gain Advancements in the same way as any other non-ganger.

Ganger (Specialist) → Champion (any)

## MAXIMUM CHARACTERISTICS

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

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

- Max 2+ for Weapon Skill, Ballistic Skill and Initiative.
- Max 3+ for Leadership, Cool, Willpower and Intelligence.
- Max +2 Movement, Strength and Toughness (compared to the fighter's current type).
- Max +1 Wound and Attack (compared to the fighter's current type).

	M	Toughness			W	Hnd	Sv	BS	Ld	Cl	Wil	Int
		Front	Side	Rear								
Max	12"	10	10	10	6	3+	2+	2+	3+	3+	3+	3+
Min	1"	3	3	3	1	10+	6+	6+	10+	10+	10+	10+

## SKILLS

Skills can be obtained by the following fighters:

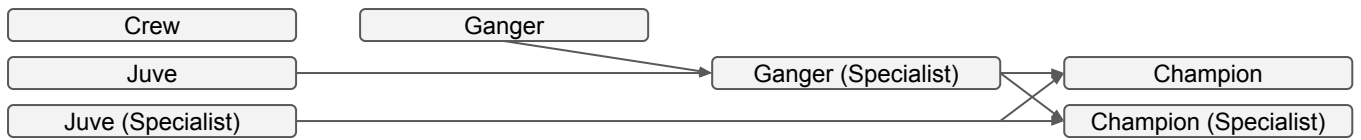
- Leader.
- Champion (including Specialist).
- Juve (including Specialist).
- Ganger (Specialist only).
- Crew.

Skill access is divided into 2 types:

- Primary (easiest to gain).
- Secondary (higher cost).

To determine a random skill, declare a set and roll a D6 to see which skill is gained. Re-roll if the fighter already has that skill or cannot take that skill. When gaining skills that are not random, simply choose one from a relevant set.

**PROMOTIONS OVERVIEW**



Cost	Advancement - Leader, Champion, Juve, Specialist Ganger, Crew	Value
3 XP	+1 Willpower or Intelligence.	+5 credits
4 XP	+1 Cool or Leadership.	+10 credits
5 XP	+1 Initiative.	+10 credits
5 XP	+1" Movement.	+10 credits
6 XP	+1 Weapon Skill or Ballistic Skill.	+20 credits
6 XP	+1 Random Primary skill.	+20 credits
6 XP	<b>Psyker (unique):</b> +1 random Wyrd Power (from any unique selection of wyrd powers).	+20 credits
7 XP	<b>Delaque (Leader &amp; Champion):</b> Promoted to Psyker (Unsanctioned). +1 Wyrd Power.	+30 credits
8 XP	+1 Strength or Toughness.	+30 credits
9 XP	+1 custom Primary skill.	+20 credits
9 XP	<b>Psyker (unique):</b> +1 custom Wyrd Power (from any unique selection of wyrd powers).	+20 credits
9 XP	<b>Psyker (universal):</b> +1 random Wyrd Power (from any universal discipline).	+20 credits
9 XP	+1 random Secondary skill.	+35 credits
12 XP	+1 Wound or Attack.	+45 credits
12 XP	<b>Specialist Only:</b> Promote to Champion. +1 random Primary skill.	+40 credits
12 XP	<b>Psyker (universal):</b> +1 custom Wyrd Power (any universal discipline)	+20 credits
12 XP	+1 custom Secondary skill.	+35 credits
15 XP	+1 skill from ANY set (random)	+50 credits

2D6	Advancement - Ganger (not including Specialist)	Value
2	The Ganger becomes a Specialist	-
3-4	+1 Weapon Skill or Ballistic Skill	+20 credits
5-6	+1 Strength or Toughness	+30 credits
7	+1" Movement or +1 Initiative	+10 credits
8-9	+1 Willpower or Intelligence	+5 credits
10-11	+1 Cool or Leadership	+10 credits
12	The Ganger becomes a Specialist	-

# LASTING INJURIES & DAMAGE

When going Out of Action, a model will suffer one of the following (depending on type):

- Fighter: Lasting Injury roll.
  - Chaotic: Mutation (conditional).
- Vehicle:
  - Crew Lasting Injury roll.
  - Lasting Damage roll (suffer 2 rolls if reduced to 0 Wounds and rolling over at the same time).

If an Injury roll results in more than 1 Out of Action result, roll separately on the Lasting Injuries table for each.

## GOING INTO CONVALESCENCE

- Miss the post-battle sequence: Can't perform post-battle actions after the battle they received the injury (mostly relevant for Leader & Champions).

## GOING INTO RECOVERY

- Miss the post-battle sequence: Can't perform post-battle actions after the battle they received the injury (mostly relevant for Leader & Champions).
- Miss the next battle.
- Does not stack: No matter how many Lasting Injury rolls are made, the effect only applies once (does not stack).

## CHARACTERISTIC PENALTIES

A fighter can gain a decrease in a Characteristic. This does not decrease the cost. Note that a decrease in a characteristic that is depicted as a target number actually increase this number. For example if WS 4+ is decreased, it becomes WS 5+.

## MINIMUM CHARACTERISTICS

Characteristics can't be reduced beyond a certain level. If reduced below this level, go Into Recovery, but suffer no additional penalty.

- WS, BS and I: Minimum 6+.
- Cl, Ld, Will and Int: Minimum 12+.
- S, T, M & W: Minimum 1.

Vehicles:

- Toughness: Minimum 3 (front/side/rear).
- Sv: 6+.
- Hnd: 10+.

## SUCCUMBING TO INJURIES

Seriously Injured fighters at the end of a battle survive without Lasting Injuries on a 3+. On a 1-2, they succumb to their injuries and are treated as having gone Out of Action (suffer a Lasting Injury roll as normal).

## MUTATIONS

*Open wounds are a gateway for more than just disease and rot.*

The following gangs have additional effects when suffering Lasting Injuries:

- Corpse Grinder Cult
- Chaos Cult
- Corrupted gang

If a Lasting Injury has a Mutation effect, roll a D6 and apply the following modifiers:

- +1 if inflicted by a Chaos Cult, Corpse Grinder Cult or Corrupted gang.
- +1 if the fighter is a Daemon or daemonically possessed.
- +1 if already having mutation(s).

If the result is 6+, the Lasting Injury is replaced by a Mutation. Each mutation can only be gained once. If the mutation is a duplicate, choose another.

When a fighter gain a number of Mutations equal to the Toughness, they become a Chaos Spawn. If the gang is a Chaos Cult, Corpse Grinder Cult or Corrupted gang, it is added to the gang.

## NOTE

Pets shouldn't be able to gain Mutations. The official rules doesn't prevent this, but it won't work well.

D66 LASTING INJURIES	Convalescence	Recovery
11 <b>Lesson Learned:</b> Gain D3 XP.	-	✓
12 <b>Impressive Scars:</b> +1 Cool (only applies once, treat all further results as Out Cold).	✓	-
13 <b>Horrid Scars:</b> Fearsome (only applies once, treat all further results as Out Cold).	-	-
14 <b>Bitter Enmity:</b> Gain Berserker against the gang that inflicted the injury (if already having Berserker, treat this as Out Cold).	-	-
15-26 <b>Out Cold:</b> No long time injuries.	-	-
31-36 <b>Convalescence.</b>	✓	-
41 <b>Old Battle Wound:</b> Roll a 2+ after each battle or go into Convalescence.	-	-
42 <b>Partially Deafened:</b> -1 Leadership (only applies if suffered more than once).	-	-
43 <b>Humiliated:</b> -1 Cool and Leadership.	✓	-
44 <b>Eye Injury:</b> -1 Ballistic Skill.	-	✓
45 <b>Hand Injury:</b> -1 Weapon Skill.	-	✓
46 <b>Hobbled:</b> -1" Movement.	-	✓
51 <b>Spinal Injury:</b> -1 Strength.	-	✓
52 <b>Enfeebled:</b> -1 Toughness.	-	✓
53 <b>Head Injury:</b> -1 Intelligence and Willpower.	-	✓
54 <b>Multiple Injuries:</b> Suffer D3 Lasting Injury rolls (re-roll results of 15-26 & 54-66).	-	✓
55-56 <b>Captured.</b>	-	-
61-65 <b>Critical Injury:</b> Critical condition - dead if not treated by the Doc (post-battle sequence).	-	-
66 <b>Memorable Death:</b> Instantly killed. The attacker gains +1 XP (if killed by an enemy model).	-	-

D66 LASTING INJURIES (CREW)	Convalescence	Recovery
11 <b>Lesson Learned:</b> Gain D3 XP.	✓	-
12-26 <b>Out Cold:</b> No long time injuries.	-	-
31-46 <b>Convalescence.</b>	✓	-
51-52 <b>Humiliated:</b> -1 Cool and Leadership.	✓	-
53-54 <b>Head Injury:</b> -1 Intelligence and Willpower.	-	✓
55-56 <b>Eye Injury:</b> -1 Ballistic Skill.	-	✓
61-65 <b>Critical Injury:</b> Critical condition - dead if not treated by the Doc in the post-battle sequence.	-	-
66 <b>Memorable Death:</b> Instantly killed. The attacker gains +1 XP (if killed by an enemy fighter).	-	-

D6 LASTING DAMAGE (VEHICLES)
1 <b>Persistent Rattle:</b> +1 modifier on future rolls (on this table).
2 <b>Handling Glitch:</b> -1 to Handling tests.
3 <b>Unreliable:</b> Roll a 2+ (per Unreliable damage) at the start of each battle or this vehicle can't take part.
4 <b>Loss of Power:</b> -1" Movement.
5 <b>Damaged Bodywork:</b> -1 Toughness.
6 <b>Damaged Frame:</b> -1 Wounds.
7+ <b>Write-off:</b> Cannot take part in any battles until repaired (post-battle sequence).

D66 LASTING INJURIES MUTATIONS
11-42 <b>Normal.</b>
43 <b>Humiliated.</b> <b>Hungering Pride:</b> Must activate before other fighters in the crew. If other friendly fighters also have this mutation, choose the order. Gain +1 XP for taking an enemy Leader or Champion Out of Action.
44 <b>Eye Injury.</b> <b>Bestial Senses:</b> Can't start or take part in Group Activations. Counts as having a bio-scanner.
45 <b>Hand Injury.</b> <b>Disturbing Appendage:</b> Counts as a knife that can't be disarmed or destroyed. Add -1 hit modifier when using Unwieldy weapons (WS and BS).
46 <b>Hobbled.</b> <b>Warped Limbs:</b> -1" M. Roll 3D3 and choose the highest when charging (instead of a single D3).
51 <b>Spinal Injury.</b> <b>Crooked Body:</b> Add -1 hit modifier to ranged attacks at Long range. Can't wear armour of any kind (equipped armour is returned to stash).
52 <b>Enfeebled.</b> <b>Twisted Flesh:</b> Remove 1 Flesh Wound at the start of each Activation. Can't benefit from bio-booster, medicae kit or assistance from friendly fighters when making Recovery tests.
53 <b>Head Injury.</b> <b>Dark Madness:</b> Pass an Intelligence test each activation, or roll a D6 to determine the first action: <ul style="list-style-type: none"> <li>• 1-2: Move.</li> <li>• 3-4: Shoot or Fight.</li> <li>• 5-6: No action (wasted).</li> </ul>
54-66 <b>Normal.</b>



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# BEING CAPTURED

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## BEING CAPTURED

After the battle, all fighters who suffered Captured (Lasting Injury result) must roll a D6 to attempt to slip away. Apply the following modifiers:

- Draw: -1.
- Lose: -2.
- Webbed (when taken Out of Action): -2.
- Skinblade: +2.

Roll a 4+ to successfully avoid capture (escape before being dragged away) and go into Convalescence. A roll of 6 (before modifiers) is always successful. Otherwise the fighter is captured by the enemy gang.

A captured fighter is unavailable until freed.

## CAPTURED FIGHTERS

Any time the same two gangs fight, the captured fighter's gang can declare a rescue mission, superseding any step to Determine Scenario. If failed, this can be repeated next battle.

If a gang fails to rescue the Captive, or the gang doesn't want to rescue, the capturing gang can choose any of the following:

- Trade back to the gang (or any other gang that wants the Captive).
- Sell to the Guilders (not Uprising campaign). Gain half the cost (rounded up to nearest 5 credits).
- Law Abiding: Claim a bounty on Outlaw Captives. Gain the full cost.
- Outlaw: 'Dispose' of the Captive.

Gangs can trade back Captives at any time, regardless of whether a rescue mission has already been attempted. The two gangs can try to negotiate a trade for the Captive. This could be a payment of credits, a trade for another Captive, a Resource, an item, equipment or anything else - this is entirely up to the two gangs, and the capturing gang is free to refuse an offer. If an agreement is reached and the trade is made, the captured fighter is immediately handed over to the other gang.

# RESURRECTION

Resurrection Packs are optional rules that can be used when a fighter is killed (Memorable Death or untreated Critical Injury). Resurrection should be restricted to important fighters (for example Leaders and Champions). Players should agree when a fighter can be resurrected and what package to use (choose or randomize). It is recommended that each gang only has a single fighter with a Resurrection Package at a time and fighters only use the option once.

There are a total of 8 Resurrection Packages to choose from. All Resurrection Packages has 3 special rules:

- Benefits
- Price
- End Game

## RESURRECTION PACKS

### 1: ARCHEO-REBIRTH

*A living piece of abominable technology has attached itself to the fighter's body, burrowing mecha-tendrils deep inside the flesh. Whatever dark technology is keeping the fighter alive has also burrowed its way into the brain. Eventually the fighter will become more machine than human and vanish into the underhive, never to be seen again.*

#### Benefit

Treat any Lasting Injuries that would reduce a characteristic (46, 51-56) as Out Cold (12-26). Make a note each time a Lasting Injury is avoided this way.

#### Price

When activated, roll a D6. If the result is equal to or less than the total number of times a Lasting Injury has been avoided, gain Insanity.

If the fighter has ever avoided 6+ Lasting Injuries (Benefit), the fighter is removed.

### 2: A DEBT OF BLOOD

*There are few things that create loyalty like the gift of unexpected life. The moment when souls believe they will plunge into the abyss but then find themselves still hanging by a thread is a moment that the powerful can use to create servants who will be loyal for the rest of their lives. For some it is a gunshot that they thought would end their lives but instead saw their killers dead at the hands of an angel with a smile and an offer. No matter what, a debt of blood is a path back to a life lived still at the end of a string.*

#### Benefit

Choose an Alliance (Criminal, Guild or Noble). The gang immediately enters into this alliance, forsaking all other allies. The gang will always have this alliance while the resurrected fighter is alive. Fighters gained from the allies:

- Ignore the Band Apart rules.
- Count as part of the resurrected fighter's gang.
- Gain experience and suffer Lasting Injuries.

#### Price

- Must change alignment to match that of the alliance.
- Can never voluntarily Test the Alliance.

#### End Game

After each won battle, a fighter is removed from the gang (joins the allies). This can be the resurrected fighter or any other fighter (except hired guns or allied fighters).

#### HOUSE RULE

Only use alliances the gang could normally take.

### 3: DAEMONIC POSSESSION

*There is a supernatural horror that emanates from the fighter, infecting all around them. The Daemon within the fighter demands souls as it gets stronger. Once the Daemon has consumed its weak mortal vessel, it will no longer need the fighter and it breaks free. It is the will of the Dark Gods to bestow terrible gifts upon the servants.*

#### Benefit

- Gain the Fearsome skill (if not having it).
- Enemy fighters must pass a Cool test to target this fighter with ranged weapons.
- Become Unsanctioned Psyker.
- Can generate a random psychic power from the Chaos Cult psychic powers list.

#### Price

After every battle (whether the fighter took part or not), at least one of the following must be done:

- The fighter performed a Coup de Grace (during the battle).
- Sacrifice a friendly fighter (as if suffering a Memorable Death).
- Lose 1 Toughness.

The fighter dies for good when the Toughness is reduced to 0.

#### End Game

Each time the fighter takes a soul (performs a Coup de Grace or sacrifices a friendly fighter), make a note. After each battle, before deciding whether or not to sacrifice a friendly fighter, roll 2D6. If the result is equal to or lower than the number of souls the fighter has consumed, the fighter is immediately killed (as the Daemon breaks free).

### 4: DARK PACT

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

#### Benefit

- Can perform a Dark Ritual (post-battle action) (as if part of a Chaos Cult).
- If already part of a Chaos Cult, the fighter can add +2 to the result.
- Become Unsanctioned Psyker.
- Generate a random psychic power from the Chaos Cult psychic powers list.

#### Price

The gang can't sell Captives to the Guild and must instead sacrifice them to the Dark Gods just like a Chaos Cult. If already a Chaos Cult, this has no effect.

The gang immediately becomes Outlaws.

#### End Game

After sacrificing 3 Captives, the fighter is transformed into a Spawn (the gang can retain it as if a Chaos Cult).

## Resurrection Package

### 5: CANNIBAL CORPSE

*The fighter is inexorably driven to create more zombies. Eventually the entire egang will be disbanded, and all zombies wander off into the underhive looking for fresh meat...*

#### Benefit

- Can't be Pinned.
- Ignores Flesh Wounds.
- Automatically passes any Cool tests.
- Can activate normally while ablaze (still takes damage).

#### Price

- Can only ever perform a single action in each activation.
- -4 hit modifier (except Melee or Versatile).
- Must Charge or Coup de Grace if able.
- Can't perform Group Activations with fighters who are not also zombies.

#### End Game

- After each battle, one random fighter in the gang becomes a zombie.
- Zombies can't be deleted from the gang during the post-battle sequence.
- The gang is disbanded once all fighters are zombies.

### HOUSE RULE

When randomizing new zombies, randomize from fighters who are not currently zombies!

### 6: REVENANT

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

#### Benefit

Note down which enemy fighter responsible for the resurrected fighter's death. If the fighter wasn't killed by an enemy fighter, choose the Leader of the enemy gang the resurrected fighter was facing when dying. The resurrected fighter can re-roll failed hit and wound rolls, as well as injury dice, when attacking the chosen enemy.

#### Price

The fighter must try to kill their killer. Each time the gang doesn't face the enemy's gang in a battle (whether or not the chosen enemy is part of the opponent's crew), roll a 4+ or lose 1 Strength. The fighter dies for good when the Strength is reduced to 0.

#### End Game

If the resurrected fighter kills the chosen enemy (Memorable Death or untreated Critical Injury), the fighter retires and is removed from the gang. If the enemy is killed by someone else or retires, choose a new fighter from the enemy gang instead to be the chosen enemy.

### 7: XENOS-RESURRECTION

*There are always ways back from death open to those who are willing to leave their humanity behind. Each time an injury is avoided, the fighter becomes more alien. Eventually the fighter's humanity is consumed by the alien within and the fighter becomes something else entirely.*

#### Benefit

All Lasting Injuries except Memorable Death and Critical Injury counts as Out Cold (12-26) instead. Make a note each time a Lasting Injury is avoided this way.

#### Price

Each time a Lasting Injury is avoided, apply the following cumulative effects:

- 1: Can't use or benefit from Leading By Example.
- 2: Can't make or take part in Group Activations.
- 3: Can't be targeted by friendly Tactics.
- 4+: Other friendly fighters can never voluntarily be deployed or move within 3" of this fighter.

#### End Game

After surviving 4+ Lasting Injuries (since being resurrected), each time a new Lasting Injury is suffered, roll 2D6. If the result is equal to or lower than the current number of survived Lasting Injuries, the fighter immediately transforms into a Beast's Lair (or a different creature if other players agree), and will always attack the nearest fighters (friend & foe) on their activation (or move towards the nearest fighter if transforming into a different creature). After the battle, the fighter is permanently removed.

### 8: SKIN-DEEP DOPPELGANGER

*The fighter is not quite the same and is following a personal secret agenda. Other members of the gang are a little unnerved by the Doppelganger. Remorphic aliens, witch-bred assassins, neuro-mimic cultists and other shape-changers may take the death of an individual as an opportunity to slip into the space left by the departed.*

#### Benefit

When resurrected, the fighter can alter any skill advances already received, effectively gaining back any spent experience points on skills and spending them again on new skills. When choosing skills (including the starting skill for Leader or Champion), choose from any skill category (not limited to those available to the gang).

#### Price

- Can't make or take part in Group Activations.
- Can't use or benefit from Leading By Example.

#### End Game

After each battle the fighter takes part in, roll 3D6. If a double is rolled, the fighter goes Into Recovery (disappears for a battle). If a triple is rolled, the fighter is removed from the gang (vanishes entirely).



# SCENARIOS

N17/N18/N19/N20

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# PRE-BATTLE SEQUENCE

1. Make a Challenge
2. Recruit Hired Guns
3. Determine Scenario
4. Draw Sub-plot(s)
5. Set up the Battlefield
6. Choose Crews
7. Announce Resource Bonuses
8. Tactics Cards (specified by scenario)
9. Deployment (specified by scenario or default)

## 1. MAKE A CHALLENGE

A gang must challenge another gang.

For campaigns with Resources, nominate an eligible Resource as the stake.

If the challenged gang had captured any fighters from the challenger's gang, the captives can be the stake of the battle (instead of any resources).

The challenged gang then accepts or refuses the challenge.

If refused, the challenger automatically gains the stake (Resource or freeing the captives).

### UPRISING

Determine Ascendancy effects before each battle. Roll a D6 and apply the effects for the Allegiance that currently have Ascendancy. Effects apply to all participating gangs.

## 2. RECRUIT HIRED GUNS

The underdog starts recruiting Hired Guns (roll-off in case of a tie).

YAQ: Then re-calculate Gang Rating including Hired Guns.

## 3. DETERMINE SCENARIO

Roll for scenario. There are 3 options:

- Default: Randomize (depending on scenario) using a scenario table (D6/2D6/D36).
- Hive War (randomly generate a scenario).
- Underdog scenario:  
If the difference in Gang Rating is more than 400 and the underdog can choose the scenario, an underdog scenario may be chosen.

### DETERMINE THE ATTACKER & DEFENDER

- **Campaign Phase 1:** The gang that chose the scenario is the attacker. Roll-off if neither gang chose the scenario.
- **Campaign Phase 3:** The gang that issued the challenge is the attacker (unless of course the challenged gang also holds a Wastes or Whisper Brokers Resource).
- **Uprising:**
  - If there is a choice for scenario, the gang on the side with Ascendancy can choose.
  - The gang with Ascendancy is the attacker.

### RESCUE MISSION

If a gang has captured fighters, the captured fighter's gang can override the Scenario table and attempt a rescue mission. The captive(s) replace the Resource as the stake of the battle.

## 4. DRAW SUB-PLOTS

- **Dominion (House):** Draw 1 each.
- **Law & Misrule (Intrigues):** Draw 3 each.
- **Uprising, Outlander:** None.

**NB:** A gang with an Alliance can't use Sub-plots.

## 5. SET UP BATTLEFIELD

Setup the battlefield according to the scenario or the default rules.

## 6. CHOOSE CREWS

Each gang creates a crew from the available models, using one of the following methods, specified by the scenario. Unless the scenario states otherwise, the rest of the crew will not take any part in the battle. The crew can't include any models who are unable to take part in the battle for any reason (in Recovery, Captured etc.).

Battlefield types:

- Underhive: Fighters only  
(Zone Mortalis & Sector Mechanicus).
- Ash Wastes: Models  
(including Vehicles & Mounts).

Note that vehicles are generally only designed for Ash Wastes battlefields, however agreements can be made to include vehicles in the crew for any battlefields.

### RANDOM (X)

The crew consists of a number of randomly selected models. The size of the crew is shown in the brackets. If models with multiple equipment sets are included in the crew, a randomly determined equipment set is used.

### CUSTOM (X)

Chooses any models as the crew. If there is a number in brackets, that is the maximum number of fighters that can be included.

### HYBRID (X+Y)

The crew consists of the sum of the following:

- Custom (X).
- Random (Y).

### CREW

1. Generate the starting crew (Random/Custom/Hybrid).
2. Additional models can take the starting crew size above the amount specified by the scenario:
  - Hired Guns.
  - Alliance (Guild, Recidivist or Noble).
  - Patronage (Underdog bonus).

## 7. ANNOUNCE RESOURCE BONUSES

Announce any bonuses gained by Resources or Reputation that may have an effect on this battle. If a bonus is not announced, it can't be used during the battle.

## 8. TACTICS CARDS

Draw cards as described in the scenario, otherwise use the default:

- Custom (2).
- **Underdog** (starting crew cost):  
+1 random per 100 credits.

## ADDITIONAL OPTIONAL STEPS

- Patronage (Underdog bonus)
- Badzone Environment & Event
- Sub-plots
- Favours

LIMIT	PATRONAGE	COST
0-5	Tactics card (Random)	100
0-2	Tactics card (Custom)	200
0-1	N19: Sub-plot (Random)	100
0-1	N19: Sub-plot (Custom)	200
0-4	Underdog Tactics card (Random)	200
0-2	Underdog Tactics card (Custom)	400
0-3	+1XP to each friendly model taking part in the battle	400
0-*	Juve	*
0-3	Ganger (0-1 for Enforcer)	*
0-*	Hanger-on	*
0-5	Hive Scum (Generic)	30
0-1	Bounty Hunter (Generic)	80
0-1	Agent (Generic)	80 (free equipment)
0-1	Hired Gun (Special Character)	*

## BADZONE

Randomize:

- Environment.
- Event.

## VARIOUS BONUSES

The table below shows which bonuses can be combined:

	Agent	Alliance	Favour	Sub-plot	Saint
Agent	N/A	Yes?	No	Yes	Yes
Alliance	Yes?	N/A	No	No	No
Favour	No	No	N/A	Yes	Yes?
Sub-plot	Yes	No	Yes	N/A	Yes?
Saint	Yes	No	Yes?	Yes?	N/A

2D6	Dominion	Law & Misrule	Outlander	Uprising
2-3	The gang with the most Resources chooses. Roll-off in case of a tie.			Choose any.
4-5	Border Dispute or Fuel Hunt.	Looters or The Trap.	Development: Gunk Tank. Expansion: Settlement.	Meat Harvest.
6-7	Smash & Grab or Settlement Raid.	Ambush or Marauders.	Development: Mining Expedition. Expansion: Market Mayhem.	Hit & Run or Show of Force.
8-9	Trap or Cargo Run.	Border Dispute or Smash & Grab.	Development: Big Score. Expansion: Stealth Attack.	Search & Destroy.
10-12	The gang with the fewest Resources chooses. Roll-off in case of a tie.			Choose any.

**Ash Wastes**

D6	Near Wastes	Deep Wastes	Wild Wastes
1	The gang with the most Resources chooses. Roll-off in case of a tie.		
2	Looters.	Fuel Hunt.	Beast.
3	Marauders / Settlement Raid v2.	Breakdown.	Incoming Storm.
4	Settlement Showdown.	Rescue Mission.	Ambush.
5	Bone Road Death Race.	Cargo Run.	Wasteland Encounter.
6	The gang with the fewest Resources chooses. Roll-off in case of a tie.		

**D36 Uprising (Alternative)**

11	Show of Force.
12	Hit & Run.
13	Search and Destroy.
14	Meat Harvest.
15	Propaganda.
16	Scavenge.
21	Public Execution.
22	Takeover.
23	Hunt Them Down.
24	Ritual.
25	Blood Rites.
26	Slaughter.
31	Meeeeeeeeeat!
32	Daemonic Possession.
33	Meat for the Grinder.
34	Urban Renewal.
35	War in the Shadows.
36	End Times.

2D6	Succession 1	Succession 2
2-3	The gang with the most Resources chooses. Roll-off in case of a tie.	
4-5	Fall of Badzones Outpost or Parley Showdown	Phase 1: Convoy Raid Phase 2: Storm Battle
6-7	Gunk War or Battle of the Riftways	Phase 1: Pacification of Dust Falls Phase 2: Death in the Plaza
8-9	Out of the Storm or Street Fight	Phase 1: Pilgrimage Assault Phase 2: Race to the Vault
10-12	The gang with the fewest Resources chooses. Roll-off in case of a tie.	



# POST-BATTLE SEQUENCE

1. Wrap Up
2. Alignment Checks
3. Assign/Reassign Resource
4. Receive Rewards
5. Collect Income
6. Post-battle Actions
7. Update Roster

## 1. WRAP UP

Any events that take place 'at the end of the battle' are triggered here.

### SUCCUMBING TO INJURIES

Seriously Injured fighters (that fled during the battle or remained at the end of the battle) survive without Lasting Injuries on a 3+. On a 1-2, they succumb to their injuries and are treated as having gone Out of Action, suffering a Lasting Injury as normal.

### BEING CAPTURED

All fighters who suffered Captured (Lasting Injury result) must roll a D6 to attempt to slip away. Apply the following modifiers:

- Draw: -1.
- Lose: -2.
- Webbed (when taken Out of Action): -2.
- Skinblade: +2.

Roll a 4+ to successfully avoid capture (escape before being dragged away) and go into Convalescence. A roll of 6 (before modifiers) is always successful. Otherwise the fighter is captured by the enemy gang.

A captured fighter is unavailable until freed.

### FIGHTERS RECOVER

Fighters that were in recovery during this battle are now healed and available again.

## 2. ALIGNMENT CHECKS

### LAW & MISRULE

Make an Alignment test for each Sub-plot claimed that does not match the gang's alignment:

Roll a number of D6s specified by the claimed Sub-plot(s). In addition, add a D6 per Law Abiding fighter in the gang where all of the following are true:

- Took part in the battle.
- Equipped with Illegal item(s).

If any D6 rolls a 1, the gang's actions have caused their alignment to change.

Gangs that can't change alignment lose 5 Reputation instead when failing an alignment test.

## 3. ASSIGN/REASSIGN RESOURCE

### DOMINION AND LAW & MISRULE

The winner claims the Resource. In case of a draw, the Resource is not assigned/reassigned.

### UPRISING

If the winning gang inflicted 3x as many Out of Action results as was suffered (not counting fighters that escaped or fled), capture a random (non-permanent) Resource from the opponent (if they have any remaining).

## 4. RECEIVE REWARDS

Receive rewards according to the scenario.

### CLAIMING SCRAP (WRECKED VEHICLES)

If only one gang remained on the battlefield, gain D3x10 credits per wrecked enemy vehicle (the vehicles are then reclaimed by their owners).

**Outlanders:** Build Structures (after receiving rewards).

### GAINING AND LOSING REPUTATION

Reputation can be modified in a number of ways. Apply gains before losses (Reputation can't go below 1).

## 5. COLLECT INCOME

Collect income from each Resource including any just gained.

- **Dominion:** After each battle.
- **Law & Misrule:** After each battle.
- **Uprising:** After the first battle in each cycle.

## 6. POST-BATTLE ACTIONS

Each Leader or Champion can make one post-battle action each (except if In Recovery, Captured or dead etc.):

- **Trade**
- **Escort critically injured fighter to the Doc** (costs 2D6x10 credits per action).
- **Negotiate** **Repairs** (cost varies).
- **Uprising:**
  - Scavenging (phase 3)

In addition, the gang can make the following actions any number of times:

- **Handle Captives:**
  - **Dominion**
    - Sell
    - Trade
  - **Law & Misrule**
    - Claim Bounties
    - Trade
    - Dispose
  - **Uprising**
    - Dispose
    - Trade
    - **Phase 3:** +1 Meat portion.
- **Visit the Trading Post**

### MEDICAL ESCORT

#### (CRITICALLY INJURED FIGHTER TO THE DOC)

- 1) Make the post-battle action (for a critically injured fighter).
- 2) Determine the price of 2D6x10 credits.
- 3) Decide if you can or want to pay.
- 4) If the doc is not paid, the fighter dies, but you can keep any non-armour equipment.

If the doc is paid, roll a D6:

- 1: **Complications:** The fighter dies.
- 2-5: **Stabilised:** Suffer a Lasting Injury roll (re-roll results of Captured, Critical Injury and Memorable Death). Then go into Recovery.
- 6: **Full Recovery:** The fighter goes Into Recovery.

### TRADE ACTION

Any amount of Leader and Champions can visit the Trading Post. If at least one Leader or Champion makes a Trade action, the gang can make a single 2D6 Availability roll (only one roll is made regardless of how many fighters trade).

Apply the following modifiers:

- Leader: +2
- Champion: +1
- Per full 10 Reputation: +1
- Law Abiding - Illegal (X) penalty: -4
  - Wasteland: -3 (instead of -4)

The result is the Availability level.

The gang can now buy any number of Rare (X) and Illegal (X) items equal to or lower than the Availability level.

Notes:

- Common items can always be bought from the Trading Post, no Trade action required.
- Items without Rare/Illegal (X) value cannot be purchased from the Trading Post.

### TRADE IN THE WASTELAND

*Wasteland gangs have a less constrained view of either being an Outlaw or Law Abiding, with the line between the two blurred at best.*

If vehicles & mounts are used in the campaign, the penalties for seeking Rare/Illegal equipment are reduced by 1.

### NEGOTIATE REPAIRS

- 1) Make the post-battle action (for a vehicle that suffered a Lasting Damage).
- 2) Roll a D6 for the Chop Shop.
- 3) The cost will be either 25% or 10% of the vehicle's cost (rounding up to the nearest 5 credits):
  - Including Upgrades
  - Not including Wargear and weapons.
- 4) Decide if you can or want to pay.
- 5) If not paid, the vehicle is not repaired.
- 6) If paid, remove all existing Lasting Damages.

Chop Shop D6:

- 1-3: **Almost Like New:** Cost 25%. Suffer a Persistent Rattle (+1 to future Lasting Damage rolls).
- 4-5: **Quality Repairs:** Cost 25%.
- 6: **Full Recovery:** Cost 10%.

### VISIT THE TRADING POST

- Hire fighters, crew, vehicles & vehicle upgrades (according to Gang Composition). Note that all crew must end up being assigned to a vehicle (vehicles can however be replaced or swapped).
- Recruit Hangers-on (according to Reputation limit)
- Sell Equipment (value - D6x10, minimum 5).
- Sell damaged vehicles (25% of value): Vehicles with at least one Lasting Damage can be scrapped for 25% of the cost (rounding up to the nearest 5 credits):
  - Including Upgrades (lost).
  - Not including Wargear and weapons (returned to Stash).

Purchase equipment from:

- Gang equipment list.
- Trading Post.

**Uprising:** Trading Post is not available.

## 7. UPDATE ROSTER

### BUY ADVANCEMENTS

Fighters can spend XP to buy Advancements.

### UPDATE ROSTER

- Delete dead fighters
- Sell damaged vehicles
- Retire fighters & crew
- Distribute equipment

Dead fighters and vehicle crew are permanently lost. The equipment (except armour) is added to the Stash if any of the following is true:

- At least 1 friendly model was on the battlefield at the end of the battle.
- The fighter was taken to the Doc but still died (even if the Doc wasn't paid).

Otherwise, the dead fighter's equipment is lost.

Any fighters or vehicle crew can be retired and their equipment is added to the Stash. Vehicles without crew is returned to the Stash (and can be given to a new crew).

Equipment can be moved to or from Stash and given to fighters. However, a fighter can only remove Wargear by replacing it with an alternative item that fulfils a similar purpose.

### GAIN BONUSES FROM RESOURCES AND REPUTATION

Some Resources grant additional bonuses (recruits, Hangers-on or equipment).

### UPDATE GANG RATING

After all changes are made, update the Gang Rating. Note that any other references to the Gang Rating in the post-battle sequence are referring to the value before it is updated.

#### LOSS OF A LEADER

If the leader is killed or sold to the Guilders (after capture), a new Leader must be nominated from the gang according to this priority:

1. Champion & Champion (Specialist).
2. Ganger (Specialist) & Juve (Specialist).
3. Other fighters.

Tie-breakers:

1. Leadership.
2. Advancements.
3. Choose freely.

REP	OUTLAW	LAW
5-9	<b>Recruit:</b> Hire one Scabber for free.	<b>Recruit:</b> Hire one Propagandist for free.
10-14	<b>Black Market Trade Discount:</b> 10% discount on all Trading Post items.	<b>Claiming Enhanced Bounties:</b> +50% for all bounties claimed for members of Outlaw gangs.
15-19	<b>Recruit:</b> Hire up to 2 Outlaw Hive Scum for free (every battle).	<b>Recruit:</b> Hire one Bounty Hunter Hired Gun for free (every battle).
20-24	<b>Black Market Trade Discount:</b> 25% discount on all Trading Post items.	<b>Claiming Enhanced Bounties:</b> +100% for all bounties claimed for members of Outlaw gangs.
25+	<b>Recruit:</b> Hire one Proxy Hanger-on for free.	<b>Recruit:</b> Hire one Fixer Hanger-on for free.

### BENEFITS OF ORDER

**Lord Helmawr's Coiffers:** Re-roll any dice for scenario credit rewards.

**Pax Imperium:** +1 fighter to the crew if underdog.

### BENEFITS OF UNALIGNED

**Hard as Nails:** +1 Reputation when gaining Reputation from scenario rewards.

**No Gods or Masters:** The Leader gains +D3 XP if participating in a battle without going Out of Action.

### BENEFITS OF CHAOS

**Bloody Harvest:** +1 Meat portion when gaining Meat from scenario rewards.

**Tear it all Down:** +1 fighter to the crew when attacking.

### D6 BONDS OF ORDER

- 1 **Price of Victory**
  - +D6x10 credits for winning each battle.
  - **Scavenging:** Instead, gain +1 Scavenging froll for winning each battle.
- 2 **Head Hunters**  
+1 XP when taking an enemy Leader or Champion Out of Action.
- 3 **Crack Down:**  
If the winner of a battle captures a 1 fighter, capture 2 fighters instead.
- 4 **Suppression Orders**  
+1 XP when taking an enemy fighter Out of Action with a ranged weapon.
- 5 **Good Medicine**  
The cost for Medical Escorts to the Doc is D6x10 (instead of 2D6x10).
- 6 **Call to Arms**  
Halve the cost when recruiting Gangers (rounding up).

### HAND OF CHAOS

- Manufactorum Shortages**
  - +10 cost per item purchased (after each battle)
  - **Phase 3:** -1 Scavenging roll.
- Dark Dreams**  
If Broken, pass a Willpower test or gain Insanity for the rest of the battle instead.
- Rotting Meat**
  - Seriously Injured fighters must roll 4+ (instead of 3+) to avoid succumbing to their injuries.
  - **Festering Injuries:** Roll 2D6 and choose the highest.
- Abundant Dead**
  - Gain D6x10 credits per dead fighter from your gang.
  - **Starvation:** +1 Meat portion per dead fighter.
- Blood for the Blood God**  
+1 XP when taking an enemy Out of Action with a Melee weapon.
- Gnawing Hunger**
  - Before the battle, 1 random fighter in each crew gain -1 Strength.
  - **Starvation:** Instead, D3 random fighters gain Starving.

# TACTICS

Most scenarios will specify if Tactics cards are used, how many and how they are drawn.

## TACTICS DECK

There are 3 suggested methods to create a deck:

- **Preset:** Use any predefined 18-card table/deck.
- **Custom:** Select 18 cards the gang is created. 2 cards can be replaced after each battle.
- **Limited:** Select 30 cards. Each card that is used is permanently discarded (for the rest of the campaign). This means that the cards available to each gang will dwindle.

## LIMITATIONS

- Cards must have a unique name.
- For cards with duplicate names, use the latest version.
- Cards must be eligible for the gang, ie. either universal and/or specific to that gang.
- Cards that require vehicles or mounts can only be included if the campaign includes Ash Wastes battles.

## HOUSE RULE

The duplicate name update got weird consequences for cards with different effect but identical names.

Examples:

- Gas Trap: 2017 (Escher), 2021 (Universal).
- Blood Surge: 2019 (Corpse Grinder Cult), 2020 (Universal).
- Last Gasp: 2017 (Universal), 2019 (Orlock), 2022 (Goliath Vehicle).

Solution: Unique names only applies to universal cards.

## TACTICS CARDS

There are no rules for how a deck of Tactics are made. Some prefer to have separate decks per gang, others may use a shared deck to draw from.

Some cards have limitations for what type of battlefield they can be used on (Zone Mortalis or Sector Mechanicus), and some cards are limited to a specific type of gang. If a card is drawn that is limited to a different gang or a different type of terrain, simply discard it and draw another.

Draw cards as described in the scenario. There are 2 ways to draw:

**RANDOM (X):** Draw X cards randomly.

**CUSTOM (X):** Choose X cards.

If a card can't be used (for example requiring an enemy vehicle and the enemy gang (starting crew and Reinforcement) doesn't include any vehicles), simply discard it and draw another.

## DEFAULT TACTICS CARDS

This is the default amount of Tactics to be drawn for scenarios that doesn't specify this:

- Custom (2).
- **Underdog (starting crew cost):**  
+1 random per 100 credits.

## ZONE MORTALIS TACTICS

Alternatively, if the battlefield is Zone Mortalis, tactics can be drawn using only the special Zone Mortalis deck.

1. Each gang can draw the amount specified by the scenario, randomly from the 12 universal tactics.
2. Then, any gang can replace one of the cards with the 1 gang specific Zone Mortalis Tactic (specific to the gang).

## DETERMINE TACTICS FROM TABLE

Alternatively, some gangs can roll on a gang specific table instead of drawing cards. Roll a D36 (D3x10+D6) to determine the tactics. Or use the N23 universal table (26 cards).

NR	N23 UNIVERSAL
1	...CLICK
2	LUCKY FIND
3	SUPPRESSING FIRE
4	BEAST LURE
5	BURST OF COURAGE
6	DEADLOCK
7	ADRENALINE SURGE
8	DESPERATE EFFORT
9	COMBAT DRUGS
10	YOU!
11	OPENING VOLLEY
12	FORWARD PLANNING
13	GRENADÉ BOUQUET
14	BEAST REPELLENT
15	RELOAD!
16	GROUP TACTICS
17	CHAIN ATTACK
18	THUNDERING CHARGE
19	BLOOD DEBT
20	LAST GASP
21	REACTION FIRE
22	LUCKY LHO-STICK CASE
23	PROPER PREPARATION
24	TRUSTY BACKUP
25	HAVING A BAD DAY
26	BATTLE MADNESS

★ NECROMUNDA ★

D36	NR	CAWDOR	CAWDOR (VEHICLE)	DELAQUE	DELAQUE (VEHICLE)
11	1	REFORMATION	REARM!	SHAPE SHIFTING	
12	2	THE EMPEROR PROTECTS	PYROCLASTIC RAIN	DISQUIETING SUSURRATION	
13	3	PURITY THROUGH FIRE	SELF DESTRUCT	SHIFTING SHADOWS	
14	4	THE PRICE OF AVARICE	BLESSED DODGE	MADDENING VOICES	
15	5	DIVINE AVATAR	JOUST	FACES IN THE GLOOM	
16	6	UNYIELDING ZEAL	BEACON OF FAITH	WHISPERED THREATS	
21	7	FOLLOWERS OF THE PATH	CLEANSED BY FIRE	DISTRUST	
22	8	FAITHFUL MASSES	MARTYRDOM	A DEBT TO PAY	
23	9	APOSTATES	ARMOURED BY FAITH	BLINDING REVELATIONS	
24	10	DIVINE GUIDANCE	FURY OF RIGHTEOUS CONVICTIONS	CLOYING DARKNESS	
25	11	LIGHT OF THE EMPEROR	FATEFUL SWERVE	DECEIT	
26	12	KEEPER OF SACRED VERMIN	DOUSED IN PROMETHIUM	SNAKES IN THE DARK	
31	13	PREACHER AMONGST US	WEAK SPOT	WHISPERER	
32	14	SHIELDED BY FAITH	SCRAP DEALERS	SHOOTING AT SHADOWS	
33	15	RISE ANEW	PRAYER WAGON	SIGHTBLIND TRAPS	
34	16	PURIFICATION THROUGH BLOOD	JUDGEMENT DUE	SHADOWFAST	
35	17	FIRE & ZEAL	INCENDIARY RAM	WEB TRAPS	
36	18	FAITHFUL & RESOLVED	WHERE THERE'S SCRAP THERE'S CREDS	CONFUSION	

D36	NR	ESCHER	ESCHER (VEHICLES)	GOLIATH	GOLIATH (VEHICLE)
11	1	MISTRESS OF DEATH	CHEM EXHAUSTS	GENETICALLY GIFTED	HARDENED CHASSIS
12	2	DANCE OF DEATH	RECKLESS DRIVING	NAMED AND SHAMED	T-BONE
13	3	CHEMICAL REIGN	WHITE LINE FURY	FIREBORN	BATTER UP
14	4	PREDATORY PHYRR	JUMPING THE GUN	WALKING FORTRESS	DRIVE IT OFF
15	5	BLADE TRAPS	CHEMICAL FUEL WIZARDRY	HAMMER BLOW	REINFORCED PLATES
16	6	DEATH AND THE MAIDEN	STEEL BLUR	SUBCONSCIOUS MNEMONICS	LAST GASP
21	7	HIT & RUN	WHEELS DOWN	STIMM RESERVE	CHEAP CONSTRUCTION
22	8	FREE FALL	JINK!	VAT TWIN	SUPERFICIAL DAMAGE
23	9	RUNNING BATTLE	FULL THROTTLE!	UNLEASH THE FEAR	BOWLIN' ACTION
24	10	WYLD HUNT	BIKER BOUNTY	CRUNCH TIME	KING OF THE WASTES
25	11	SISTERHOOD OF VIOLENCE	THE LAST RIDE	TEMPERED IN BATTLE	LOTSA AMMO!
26	12	GIFTS OF THE MATRON	CORROSIVE GAS	APPRENTICE	CAN OPENERS
31	13	SHIVVER PROPHECY	ROARING CHARGE	THE HAND THAT FEEDS YOU	WRECK IT!
32	14	SEARCH & SCRAG	RACE AWAY	BOOST UP	POWER THROUGH
33	15	KILL COUNT	IT'S GONNA BLOW!!!	THEY'RE ONLY BULLETS!	NOT SO FAST
34	16	UNEXPECTED HELP	ASH WASTE HITCHHIKER	ONE LAST GO	'EAD AS THICK AS THEIR RIG
35	17	RAIN OF BLADES	DEATH OR GLORY	IMPROVISED PROJECTILES	ROARING TO LIFE
36	18	QUEEN OF THE HIVE	WRECKIN' CREW	GET 'EM!	IMMOVABLE OBJECT

D36	NR	ORLOCK	ORLOCK (VEHICLES)	VAN SAAR	VAN SAAR (VEHICLE)
11	1	WHAT'S IN A NAME?	BACK IN THE SADDLE	LONGSHOT	
12	2	QUICK TRICK	BIKER GANG	POWER UP	
13	3	BOOM BOOM SURPRISE	BOARDING AKTION!	ABLATIVE MESH	
14	4	BLOOD BROTHERS	BULLDOZE	AMMO DUMP	
15	5	DOWN BUT NOT OUT	CAN OPENERS	BODYGUARD	
16	6	BOND OF IRON	DRIVE BY	DEFENSIVE PROTOCOLS	
21	7	TRIGGER DISCIPLINE	FAMILIAR GROUND	ENHANCED CYBERTEKNIKA	
22	8	STEPPING UP	FANG IT!	SHUT-IN	
23	9	INITIATION	GOING IN GUNS BLAZING	ARACHNI-ROPES	
24	10	STRENGTH OF ARMS	I CAN HOLD IT!	RAD-CLOUDS	
25	11	GRANDSTANDING	KING OF THE ROAD	DATA MINING	
26	12	WALL OF IRON	POWER SLIDE	MEDICAL INTERVENTION	
31	13	SHOWBOATING	RIDE THEM DOWN!	WEAKENED PHYSIOLOGY	
32	14	PROTECTION DUTY	ROAD WARRIORS	SECURITY OVERRIDE	
33	15	SEISMIC SURPRISE	RUGGED CONSTRUCTION	TRACER FIRE	
34	16	UP CLOSE AND PERSONAL	SUPPLIES DELIVERED	FEIGNED NOBILITY	
35	17	AMMO PACK	TAKE THEM OUT!	UNEXPECTED ALLIES	
36	18	TOUGH AS NAILS	WHEELS OF IRON	WEAPON DRILL	

★ NECROMUNDA ★

D36	NR	VEHICLES	ASH WASTE NOMAD	SQUATS	OUTCAST
11	1	TEMPORARY ALLIANCE	AMBUSH MASTERS	MOTHER LODE!	TEMPORARY ALLIANCE
12	2	A FEW FRIENDS	ASH QUAKE!	FIRE IN THE HOLE!	A FEW FRIENDS
13	3	OLD FAITHFUL	BAIT & SWITCH	RUNNING REPAIRS	OLD FAITHFUL
14	4	WORTHLESS	BESEECH THE GREAT SPIRITS	ANCESTRAL WEAPON	WORTHLESS
15	5	MORE WHERE THEY CAME FROM	BLESSED BY THE STORM	HONOR THE ANCESTORS	MORE WHERE THEY CAME FROM
16	6	DIRTY TACTICS	FADE TO ASH	LISTEN TO YOUR ELDERS!	DIRTY TACTICS
21	7	NO MASTERS	GHOSTS IN THE ASH	FINEST CRAFTSMANSHIP	NO MASTERS
22	8	HONOURLESS VICTORY	MASTER SNIPER	VETERAN OF THE WASTES	HONOURLESS VICTORY
23	9	ALL OR NOTHING	MINED!	MADE TO TAKE A BEARDING	ALL OR NOTHING
24	10	FIGHT ANOTHER DAY	NOW YOU SEE ME...	SCRAPPER'S DELIGHT	FIGHT ANOTHER DAY
25	11	LUCKY SCORE	NUMBERS WITHOUT END	DEATHBLOW!	LUCKY SCORE
26	12	HARD ROUNDS	OVERCHARGE!	TOO STUBBORN TO DIE	HARD ROUNDS
31	13	WYRD OCCURRENCE	RAIDERS WITHOUT EQUAL	RUNNING ON VAPOURS	WYRD OCCURRENCE
32	14	WE NEVER LIKED HIM ANYWAY	SECRET PATHS	VENGEANCE OF THE IRONHEAD!	WE NEVER LIKED HIM ANYWAY
33	15	UNDERCOVER AGENT	SPINERDACH VENOM	BRACE FOR IMPACT!	UNDERCOVER AGENT
34	16	IT'S PERSONAL	SURVIVAL SUITS	ASSAULT TUNNEL	IT'S PERSONAL
35	17	BACK TO THE BADZONES	WAR OF ATTRITION	GET BACK!	BACK TO THE BADZONES
36	18	RISE FROM THE ASHES	WILL-O'-THE-WASTES	THERMAL VISOR	RISE FROM THE ASHES

D36	NR	SLAVE OGRYN
11	1	STRONG AND STEADY
12	2	TOOLS OF THE TRADE
13	3	QUICKER THAN THEY LOOK
14	4	SLAVE BECOMES MASTER
15	5	NO, I'M SMARTICUS!
16	6	HIDDEN LOYALTIES
21	7	NOT TODAY!
22	8	GENE-BRED
23	9	LIMB FROM LIMB
24	10	AVENGING OGRYN
25	11	OUT OF MY WAY!
26	12	UNLEASH THE STORM
31	13	REBOOT
32	14	FREEDOM IN DEATH
33	15	LOOTED GEAR
34	16	CHAIN BREAKER
35	17	RESURGENT THREAT
36	18	DIE ON YOUR FEET

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# BATTLEFIELD SETUP

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Default battlefield setup & deployment. This is for scenarios that doesn't detail size and location of deployment zones. Scenarios may have special instructions that override these generic guidelines.

## DEPLOYMENT

Draw a line dividing the battlefield into 2 equal halves. Starting with the defender (or the winner of a roll-off if there is no defender):

- Select one half of the battlefield.
- Set up the entire starting crew.
- All models must be set up at least 12" away from the dividing line.

The rest is separated depending of battlefield type.

## UNDERWHIVE

### (ZONE MORTALIS & SECTOR MECHANICUS)

Vary vastly from complexes of cramped tunnels, raucous marketplaces, rogue factoria and foundries to gang strongholds and bustling settlements. Should generally have a lot of terrain and/or tight corridors with a few open areas.

#### Limitations:

- No Battlefield Conditions.
- No Vehicles & Mounts.

Recommended size:

- 3'x3 or 3'x4'.
- However, larger or smaller battlefields are possible!

Take turns setting up the battlefield. The defender starts (or the winner of a roll-off if there is no defender) in each step. At any point in each step, anyone can declare they are finished setting up pieces. The opponent can then set up one last piece before moving on to the next step.

Set up the battlefield pieces in the following order:

1. Setup battlefield.
  - **Zone Mortalis:** Tiles.
  - **Sector Mechanicus:** Terrain features.
2. Obstacles and other small terrain features.
3. 2 Loot caskets.

## ZONE MORTALIS - TUNNEL WARFARE

The default is that the ceiling is high up above the ground and so walls can be climbed up onto and stairs and ladders used. However if everyone agree, the claustrophobic confines of tunnel battles can be recreated by stating that the ceiling is at the height of one wall section, meaning walls cannot be climbed over, and stairs and ladders can not be used.

## ASH WASTES

- Less terrain and more open/flat areas.
- Battlefield Conditions are in effect.
- Vehicles & Mounts can be included (in starting crew & Reinforcements).

Recommended size:

- 4'x4'.
- Larger battlefields are also appropriate, especially for Rolling Roads!

Take turns setting up the battlefield. The defender starts (or the winner of a roll-off if there is no defender) in each step. At any point in each step, anyone can declare they are finished setting up pieces. The opponent can then set up one last piece before moving on to the next step.

Set up the battlefield pieces in the following order:

1. Large terrain pieces.
2. Obstacles.
3. 2 Loot caskets.

# OPEN HIVE WAR

Scenarios can be randomly generated using these 'Hive War' rules. The default size for this battlefield is 36"x36", but smaller and larger battlefields can be used.

The scenario is determined by randomly combining the following components (there are 12 of each):

- **Deployment:** Where gangs can deploy. Some specify separate zones for attacker & defender. If a gang has multiple separate zones, at least 1 fighter must be placed in each zone (as far as possible).
- **Objective:** Describes how the battle is won. Some use Objective markers. These are controlled in the End phase by the gang having the most fighters within 2" (not counting Seriously Injured fighters). Objective markers can't be scored in the first round or until the round after the Alarm is raised (Sneak Attack).
- **Peril:** Special effects that apply to the battle.
- **Loot:** Side-missions with additional rewards (usually kept secret). Scored immediately when the specified requirements are met.

## HOUSE RULE

It could be beneficial to add the following rules universally:

- **Sneak Attack**
  - No gang can win until after the End phase of the round after the Alarm has been raised.
  - Loot can't be scored until the End phase of the round after the Alarm has been raised.

## BROKEN COMBINATIONS

Note that these rules have never been proof-read or play tested.

Several Objectives are potentially broken if combined with certain Deployments or special rules:

- **Burn Them Out:**
  - Ambush
- **Critter Hunt:**
  - Ambush
  - Home Turf
- **Escape the Dome:**
  - Sneak Attack (special rule)
  - Reinforcements (special rule)
  - Backstab
  - Backstab (Reinforcements)
  - Free For All
  - Ambush
  - Home Turf
- **King of the Hive:**
  - Ambush
  - Home Turf
- **Rush 'Em:**
  - Ambush
  - Home Turf
- **Flank 'Em:**
  - Ambush
  - Home Turf
- **Tunnel Clash:**
  - Ambush
  - Home Turf

## STEPS

1. **Generate the scenario (randomly):**
  - Deployment: 1
  - Objective: 1
  - Peril: 1
  - Loot: 1 per gang (secret)
2. **Attacker & Defender:** The winner of a roll-off can choose.
3. **Deployment Zone:** The Attacker chooses a deployment zone (if not specified).
4. **Objective markers (if specified):** Place any Objective markers. Can't be placed in Impassable terrain or within 2" of another Objective.
5. **Loot markers (if specified):** Place any Loot markers.
6. **Peril markers (if specified):** Place any Peril markers.
7. **Crews:** Depends on the battlefield size:
  - 36"x36" (or larger): Custom (12).
  - Smaller than 36"x36": Custom (8).
 At least half the crew must be Reinforcements (if specified).
8. **Tactics:**
  - Custom (2) to each gang
  - Additional Custom (1) to the underdog per 100 credits difference in gang rating.
9. **Deployment:** Attacker sets up the crew first. If the deployment zone is split in separate zones, at least one fighter must be placed in each zone.
10. **Reinforcements (if specified):** D3 models arrive starting at the end of round 2 (and each subsequent round).

## NOTE

All scenarios have the following:

### Winning the Battle:

- Last remaining gang (at the start of any round).

Most scenarios have the following:

### Sneak Attack:

- No gang can win until after the End phase of the round after the Alarm has been raised.

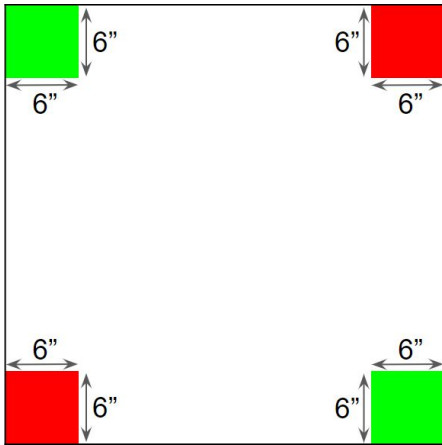
### Rewards:

- All participants gain 1 XP + D6x10 credits.
- Winner gains additionally D3 Rep + D6x10 credits.

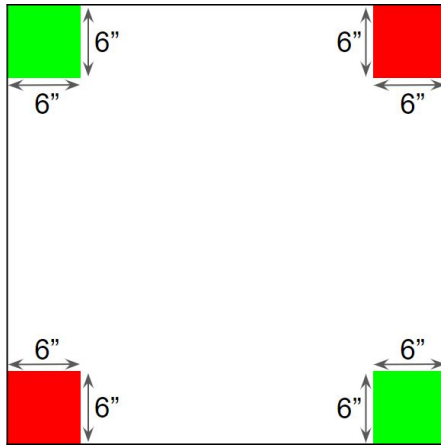


D12 OBJECTIVE	
<b>1</b>	<p><b>Burn Them Out:</b> Each gang places 3 Objectives in the opponent's deployment zone (take turns starting with the Attacker). Once an Objective is scored, it is removed.</p> <p><b>Winning the Battle:</b></p> <ul style="list-style-type: none"> <li>• Default: Last remaining gang (at the start of any round).</li> <li>• First and only gang to score all Objectives in the opponent's deployment zone.</li> </ul> <p><b>Rewards (default):</b> All participants gain 1 XP + D6x10 credits. Winner gains additionally D3 Rep + D6x10 credits.</p>
<b>2</b>	<p><b>Critter Hunt:</b> Place a single Objective in the centre of the battlefield. After being scored, it immediately moves 3D6" in a random direction. If this would place it in Impassable terrain or off the battlefield, the gang that did not score it can place it anywhere on the battlefield instead.</p> <p><b>Winning the Battle:</b></p> <ul style="list-style-type: none"> <li>• Last remaining gang (at the start of any round).</li> <li>• First to control the Objective 3 times.</li> </ul> <p><b>Rewards:</b> All participants gain 1 XP + D6x10 credits. Winner gains additionally 1 Rep + 2D6x10 credits.</p>
<b>3</b>	<p><b>Last Gang Standing:</b></p> <ul style="list-style-type: none"> <li>• Default: Last remaining gang (at the start of any round).</li> <li>• <b>Sneak Attack:</b> No gang can win until after the End phase of the round after the Alarm has been raised.</li> </ul> <p><b>Rewards (default):</b> All participants gain 1 XP + D6x10 credits. Winner gains additionally 1 Rep + 1XP if still on the battlefield + D6x10 credits.</p> <p><b>Rewards:</b> All: 1 XP for taking part. D6x10 credits. Winner: 1 XP if still on the battlefield. 1 Rep.</p>
<b>4</b>	<p><b>Escape The Dome:</b> The defender chooses a battlefield edge (after deployment).</p> <p><b>NB:</b> Potentially broken!</p> <p><b>Winning the Battle:</b></p> <ul style="list-style-type: none"> <li>• Last remaining gang (at the start of any round).</li> <li>• <b>Attacker:</b> At least 3 fighters are B2B with the chosen edge.</li> <li>• <b>Defender:</b> Less than 3 attacking fighters remaining (at the start of any round).</li> </ul> <p><b>Rewards (default):</b> All participants gain 1 XP + D6x10 credits. Winner gains additionally D3 Rep + D6x10 credits.</p>
<b>5</b>	<p><b>Survival of the Meanest:</b></p> <ul style="list-style-type: none"> <li>• Default: Last remaining gang (at the start of any round).</li> <li>• <b>Defender:</b> Having at least 1 fighter still on the battlefield at the end of round 9.</li> <li>• <b>Sneak Attack:</b> No gang can win until after the End phase of the round after the Alarm has been raised.</li> </ul> <p><b>Rewards:</b> All: 1 XP for taking part. D6x10 credits. Winner: D3 Rep + D6x10 credits.</p>
<b>6</b>	<p><b>A Lesson In Pain:</b></p> <ul style="list-style-type: none"> <li>• Default: Last remaining gang (at the start of any round).</li> <li>• The Attacker wins if at least half the Defender's crew is Seriously Injured or Out of Action by the End phase of round 6.</li> <li>• <b>Sneak Attack:</b> No gang can win until after the End phase of the round after the Alarm has been raised.</li> </ul> <p><b>Rewards (default):</b> All participants gain 1 XP + D6x10 credits. Winner gains additionally D3 Rep + D6x10 credits.</p>
<b>7</b>	<p><b>Turf War:</b></p> <ul style="list-style-type: none"> <li>• Default: Last remaining gang (at the start of any round).</li> <li>• A friendly fighter within 8" of the centre of the battlefield (and no enemies within 8" of the centre) in the End phase of round 3 or any subsequent End phase.</li> <li>• <b>Sneak Attack:</b> No gang can win until after the End phase of the round after the Alarm has been raised.</li> </ul> <p><b>Rewards (default):</b> All participants gain 1 XP + D6x10 credits. Winner gains additionally D3 Rep + D6x10 credits.</p>
<b>8</b>	<p><b>Killbox:</b></p> <ul style="list-style-type: none"> <li>• Last remaining gang (at the start of any round).</li> <li>• Attacker: No defending fighters are within 6" of any battlefield edge in the End phase of round 3 or any subsequent rounds.</li> <li>• <b>Sneak Attack:</b> No gang can win until after the End phase of the round after the Alarm has been raised.</li> </ul> <p><b>Rewards (default):</b> All participants gain 1 XP + D6x10 credits. Winner gains additionally D3 Rep + D6x10 credits.</p>
<b>9</b>	<p><b>King of the Hive:</b> Place a single Objective in the centre of the battlefield.</p> <p><b>Winning the Battle:</b></p> <ul style="list-style-type: none"> <li>• Default: Last remaining gang (at the start of any round).</li> <li>• First to control the Objective 3 times.</li> </ul> <p><b>Rewards (default):</b> All participants gain 1 XP + D6x10 credits. Winner gains additionally D3 Rep + D6x10 credits.</p>
<b>10</b>	<p><b>Rush 'Em:</b> Each gang places 1 Objective in the opponent's deployment zone (take turns starting with the Attacker).</p> <p><b>Winning the Battle:</b></p> <ul style="list-style-type: none"> <li>• Last remaining gang (at the start of any round).</li> <li>• First to control both Objectives 3 times.</li> </ul> <p><b>Rewards (default):</b> All participants gain 1 XP + D6x10 credits. Winner gains additionally D3 Rep + D6x10 credits.</p>
<b>11</b>	<p><b>Flank 'Em:</b> The Attacker chooses 2 opposite battlefield edges. Places an Objective on the centre point of each edge.</p> <p><b>NB:</b> Potentially broken in some deployments!</p> <p><b>Winning the Battle:</b></p> <ul style="list-style-type: none"> <li>• Default: Last remaining gang (at the start of any round).</li> <li>• First to control both Objectives simultaneously 3 times.</li> </ul> <p><b>Rewards (default):</b> All participants gain 1 XP + D6x10 credits. Winner gains additionally D3 Rep + D6x10 credits.</p>
<b>12</b>	<p><b>Tunnel Clash:</b> <b>NB:</b> Potentially broken in some deployments! Place a single Objective in the centre of the battlefield. Each gang then places 1 Objective each (starting with the Attacker):</p> <ul style="list-style-type: none"> <li>• At least 6" from the centre.</li> <li>• At least 12" from any edge.</li> <li>• At least 2" from another Objective.</li> </ul> <p><b>Winning the Battle:</b></p> <ul style="list-style-type: none"> <li>• Default: Last remaining gang (at the start of any round).</li> <li>• First to control 2 of 3 Objectives simultaneously 3 times.</li> </ul> <p><b>Rewards (default):</b> All participants gain 1 XP + D6x10 credits. Winner gains additionally D3 Rep + D6x10 credits.</p>

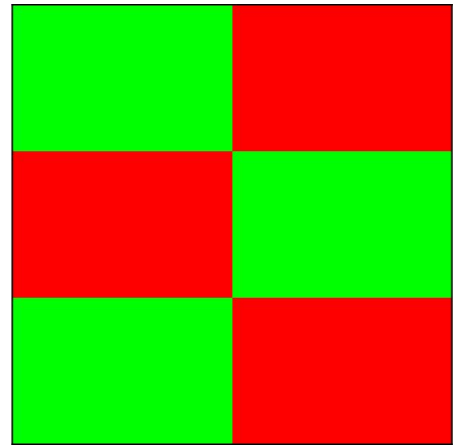
1: BACKSTAB



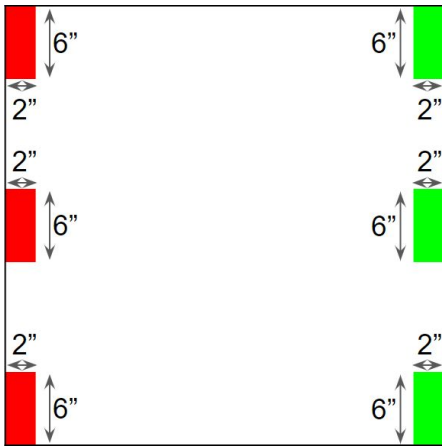
2: BACKSTAB  
REINFORCEMENTS



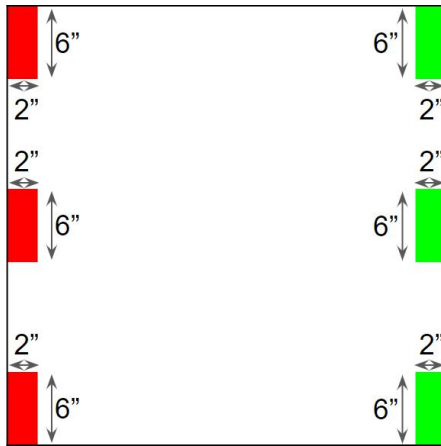
3: FREE FOR ALL



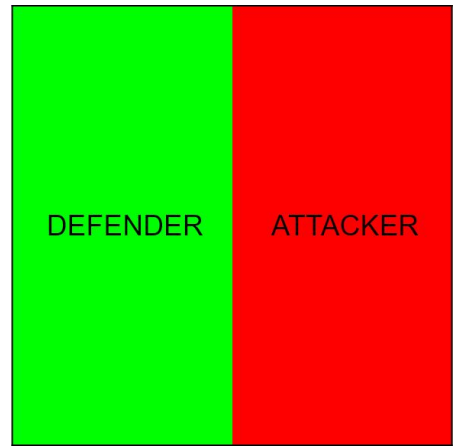
4: BEATDOWN



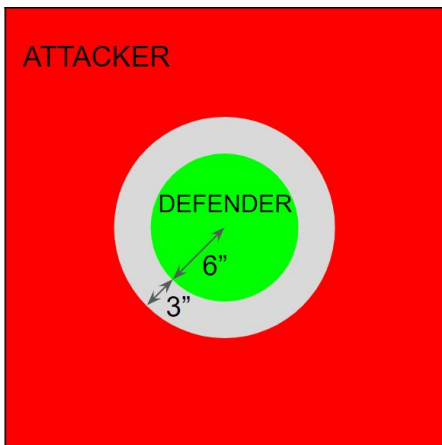
5: BEATDOWN  
REINFORCEMENTS



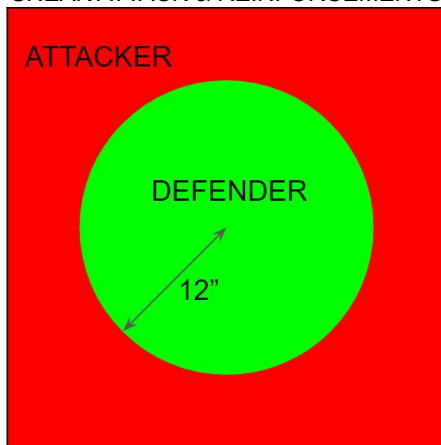
6: DOME RUSH  
SNEAK ATTACK & REINFORCEMENTS



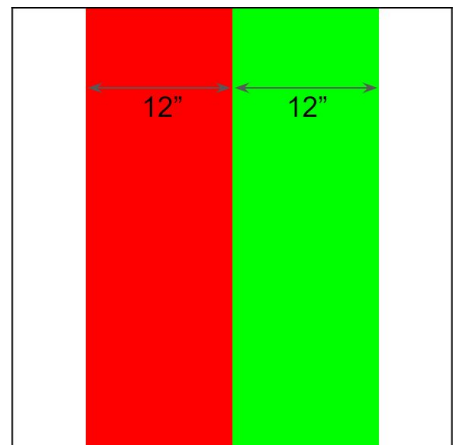
7: AMBUSH



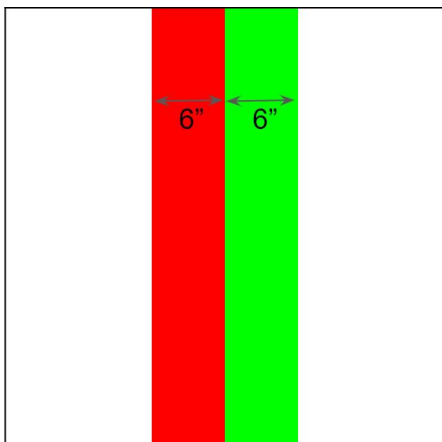
8: HOME TURF  
SNEAK ATTACK & REINFORCEMENTS



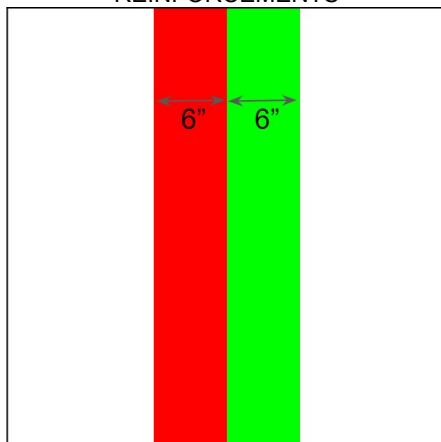
9: SNIPING RANGE



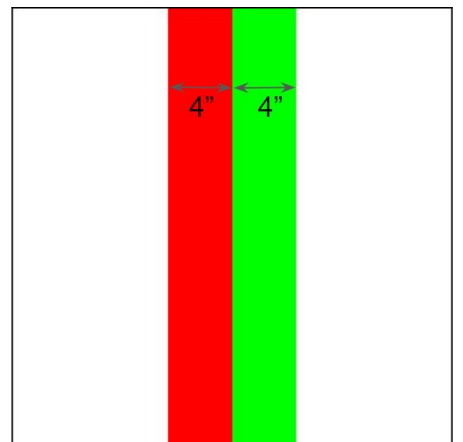
10: STAND-OFF



11: STAND-OFF  
REINFORCEMENTS



12: IN YOUR FACE



D12	LOOT
1	<p><b>The Hit:</b> The enemy Leader is Seriously Injured or taken out of Action.  <b>Requirements:</b> An enemy Leader included in the enemy crew (if not, discard this and draw another).  <b>Rewards:</b> D6x10 credits &amp; 1 Reputation.</p>
2	<p><b>The Challenge:</b> At least 1 enemy Champion is Seriously Injured or taken Out of Action.  <b>Requirements:</b> An enemy Champion is included in the enemy crew (if not, discard this and draw another).  <b>Rewards:</b> D6x10 credits.</p>
3	<p><b>Wipe Them Out:</b> At least 1/3 of the enemy crew is Seriously Injured or taken Out of Action.  <b>Rewards:</b> D6x10 credits.</p>
4	<p><b>Loot Their Corpses:</b> After making 3+ Coup de Grace (Simple) actions, except when having made a Charge (Double) or Fight (Basic) action in the same activation.  <b>Rewards:</b> D6x10 credits.</p>
5	<p><b>Sabotage:</b> In any End phase, 2+ friendly fighters are in the enemy deployment zone without having moved or attacked during their activations.  <b>Sneak Attack:</b> Can't be scored until the End phase of the round after the Alarm has been raised.  <b>Rewards:</b> D6x10 credits.</p>
6	<p><b>Settle A Score:</b> After deployment, secretly randomize an enemy fighter (other than the Leader). Scored during any End phase if that fighter is Seriously Injured or taken Out of action.  <b>Rewards:</b> 1 Reputation.</p>
7	<p><b>Finish Them Off:</b> Take 3+ enemies Out of Action with Coup de Grace (Simple) actions.  <b>Rewards:</b> D6x10 credits.</p>
8	<p><b>Blaze of Glory:</b> After deployment, secretly randomize a friendly fighter (other than the Leader). Scored during any End phase if that fighter is Seriously Injured or taken Out of action by the enemy Leader.  <b>Requirements:</b> An enemy Leader included in the enemy crew (if not, discard this and draw another).  <b>Rewards:</b> D6x10 credits.</p>
9	<p><b>Search the Area:</b> Friendly fighters are B2B with each of the 4 edges of the battlefield in the End phase of the 3rd or subsequent round.  <b>Rewards:</b> 2D6x10 credits.</p>
10	<p><b>Kidnap Job:</b> After deployment, set up a Hive Dweller in the centre of the battlefield:</p> <ul style="list-style-type: none"> <li>• Can't be harmed by attacks (assumed to keep the head down).</li> <li>• Counts as a Loot casket for the purpose of being moved.</li> </ul> <p>A friendly fighter must reach B2B with a battlefield edge while guiding the Hive Dweller.  <b>Rewards:</b> 2D6x10 credits.</p>
11	<p><b>The Package:</b> After deployment, choose a friendly fighter. Scored in the End phase if that fighter is B2B with a battlefield edge in the enemy deployment zone (if the enemy deployment zone has no battlefield edges, reach the centre of the battlefield instead).  <b>Sneak Attack:</b> Can't be scored until the End phase of the round after the Alarm has been raised.  <b>Rewards:</b> D6x10 credits.</p>
12	<p><b>Got It Covered:</b> Divide the battlefield into 4 equal quarters. Have a friendly fighter within 2" of the centre of each of the 4 squares in the End phase of round 3 or any subsequent round.  <b>Rewards:</b> D6x10 credits &amp; 1 Reputation.</p>

D12 PERIL																									
1	<p><b>Pitch Black:</b></p> <ul style="list-style-type: none"> <li>Apply pitch black rules (see Scenario Special Rules).</li> </ul>																								
2	<p><b>Lair of the Beast:</b> Before deployment, place D3+1 Beast Lair markers (take turns starting with the Attacker).</p> <ul style="list-style-type: none"> <li>Not a fighter.</li> <li>Always considered to be Standing.</li> <li>Can't become Prone or be moved by any means.</li> <li>Fighters can move within 1" of the Beast's Lair and may move into base contact with it without needing to perform a Charge (Double) action.</li> <li>Fighters can attack the Beast's Lair with ranged or close combat attacks.</li> <li>If reduced to 0 Wounds, remove it from play.</li> </ul> <table border="1"> <thead> <tr> <th>M</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> <th>CI</th> <th>Wil</th> <th>Int</th> </tr> </thead> <tbody> <tr> <td>-</td> <td>4+</td> <td>-</td> <td>6</td> <td>4</td> <td>3</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table> <p>If any fighter ends an activation within 6" of a Beast's Lair, roll a D6. The beast will attack if at least one condition is met:</p> <ul style="list-style-type: none"> <li>The result is a 6.</li> <li>The result is higher than the number of inches between the fighter and the Beast's Lair.</li> </ul> <p>Weapon: S6, AP-2, D3, Knockback, Melee, Versatile (6").</p>	M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int	-	4+	-	6	4	3	-	1	-	-	-	-
M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int														
-	4+	-	6	4	3	-	1	-	-	-	-														
3	<p><b>Ammo Shortage:</b></p> <ul style="list-style-type: none"> <li>All weapons gain Scarce (can't be reloaded).</li> <li>Lose Plentiful (if any).</li> <li>Special &amp; Heavy weapons must re-roll successful Ammo tests.</li> </ul>																								
4	<p><b>Hive Critters:</b> Before deployment, place D3+1 Hive Critters (take turns starting with the Attacker):</p> <ul style="list-style-type: none"> <li>Outside Impassable terrain.</li> <li>At least 2" away from: <ul style="list-style-type: none"> <li>Other Hive Critters.</li> <li>Any battlefield edge.</li> </ul> </li> </ul> <p>In each End phase, each Critter moves 2D6" in a random direction, stopping if contacting Impassable terrain or a fighter. This move can go up or down levels, ignoring any vertical distances. After moving, any fighters within 1" suffers a S3 hit. Critters can't be damaged by attacks.</p>																								
5	<p><b>Radioactive Rain:</b></p> <ul style="list-style-type: none"> <li>All weapons gain Rad-phage (a fighter hit suffers an additional Flesh Wound on a 4+).</li> <li>If already having Rad-phage, this effect can be re-rolled.</li> </ul>																								
6	<p><b>Poisoned Air:</b> For this battle, fighters can't perform more than a single Move (Simple) action during the activation unless equipped with a Respirator.</p>																								
7	<p><b>Gas Leak:</b> For this battle, Blaze triggers on 3+ (instead of 4+). When a fighter armed with a Blaze weapon is taken Out of Action, centre a 3" Blast on the fighter (before being removed). All fighters hit suffer Blaze on 3+.</p>																								
8	<p><b>Horrors in the Dark:</b></p> <p>When a fighter activates outside 8" of any other fighters (friend or foe), roll a D6:</p> <p><b>1:</b> Suffer a Strength 6 hit with AP -1 and D2. If Seriously Injured, the fighter is dragged away into the darkness and taken Out of Action.</p> <p><b>2-3:</b> The fighter can't make any actions this turn.</p> <p><b>4-5:</b> The fighter can only make one action this turn.</p> <p><b>6:</b> The fighter activates normally.</p> <p><b>HOUSE RULE</b></p> <p>Horrors in the Dark: Seriously Injured or Broken fighters should be ignored when measuring closest fighter.</p>																								
9	<p><b>Unstable Ground:</b></p> <ul style="list-style-type: none"> <li>Re-roll successful Initiative tests to avoid falling from ledges and levels.</li> <li>When making a Charge (Double) action, roll two D3 and choose the lowest result to determine the final Charge distance.</li> </ul>																								
10	<p><b>Rotten Walls:</b> For this battle, fighters can make ranged attacks through Solid Terrain features targeting enemies within 12" (of the attacker). Does not apply to Gas, Template and Blast. These attacks only ever hit on a 6 (before modifiers).</p>																								
11	<p><b>Falling Debris:</b> For this battle, each time a Blast (X) weapon is used, all fighters within 12" of the edge of the Blast must pass an Initiative test or become suffer a S1 hit and become Pinned. Does not apply to weapons also having Gas, Flash or Smoke.</p>																								
12	<p><b>Hive Plague:</b> After deployment, each gang suffers a Flesh Wound on D3 random fighters (roll separately per gang).</p>																								

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# SCENARIO SPECIAL RULES

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Some scenarios are subject to additional special rules.

## SNEAK ATTACKS

The defenders may not initially be aware of the attacker's presence. In these scenarios, the following rules are used. The defender's starting crew are sentries.

## SENTRIES

When it is the defender's turn to activate a model, the defender selects a sentry to make a Leadership:

- Pass: The selected sentry is activated.
- Fail: Attacker selects a sentry to be activated (instead of the defender's initial choice).

The selected sentry is activated by the defender and can do the following:

- A single Move (Simple) action.
- Open or close any door within 1" before or after the move action.

After the last attacking fighter has activated, one more sentry is activated, then the action phase ends.

## SPOTTING ATTACKERS

After the move, sentries can spot attackers if any of the following are true:

- Within 3".
- Within Vision Arc.

Roll a 4+ with the following modifiers to spot the attacker:

- Within 3": +2.
- LoS (can only apply one of the following):
  - In the open: +1.
  - Partial cover: -1.
  - Full cover: -2.
  - Out of LoS: -3.

If the spotting test is passed, the sentry can make a free Shoot (Basic) action against the attacker.

A sentry will automatically spot the attacker when:

- Engaged (can make reaction attacks).
- Hit by a ranged attack.

## RAISING THE ALARM

The alarm is raised if:

- An attacker is spotted.
- An attacker fires a ranged weapon without Silent.
- An attacker fires a ranged weapon with Silent and the defender rolls 4+.
- A sentry is hit by a shooting attack.
- The alarm is also automatically raised at the start of the End phase of round 3.

Once the alarm is raised:

- The action phase immediately ends.
- Models that are Ready lose Ready.
- In the following rounds, defenders become Ready and activate normally (sentry rules are no longer used).

## REINFORCEMENTS

These are the default rules for when and how Reinforcements arrive (unless otherwise specified):

- Arrive at the end of the End phase.
- Randomize which fighters arrive. Roll a D6 per model to decide who deploys it:
  - 1-2: Opponent.
  - 3+: Controlling gang.
- Deployed on any battlefield edge (at least 6" from enemies).

The scenario will always specify the following:

- If Reinforcements are used.
- How many fighters are part of the Reinforcements.
- How many arrive each round.
- Which round they arrive.

**Bottle Tests:** Use the total number of models eligible to take part in the battle (instead of the number of models in the starting crew).

**N17:** Tactics cards that equip a model with a piece of wargear from the start of the battle (for example a frag trap) must usually be played during deployment, however they can instead be played when a model arrives as Reinforcements.

## HOME TURF ADVANTAGE

While a gang defends on its own turf, gain the following:

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1.
- **Hangers-on:** Roll a D6 (individually).
  - **1-3:** The hanger-on is unfortunate enough to be around when the fighting starts, and must be included as part of the crew.
  - **4-6:** The hangers-on escapes before the battle and is not part of the crew.

## VISIBILITY (X")

All models are Hidden by default. Become Revealed (no longer Hidden) in the following situations:

- Ablaze.
- Refractor field: Always.
- Photo-lumens: Always.
- Holochromatic Field: While operational.
- Rad-phaged (Tech skill): Always.
- Ranged weapon: When used (except Silent).
- Power weapon: When used.
- Irradiated Coolant (Toxic Downpour): While in effect.
- Vehicles: When moving.

Ranged attacks and Charges can only be made against targets that meet at least one of the following criterias:

- Revealed.
- Within X".
- Within 12" with infra-scope, photo-goggles or photo-lumens.
- Within any range with "And Lo His Gaze did Illuminate them!" (Cawdor Path of the Faithful).
- Within 4" of a Rally Point (Assault On Precinct 17).

In each End phase, Revealed fighters become Hidden (no longer Revealed), unless being affected by any of the exceptions above.

## PITCH BLACK - UNDERHIVE

Roll a D6 to determine X":

<b>1</b>	<b>Full Night Cycle:</b>	Visibility (3").
<b>2-3</b>	<b>Near Night:</b>	Visibility (6").
<b>4-5</b>	<b>Near Day:</b>	Visibility (12").
<b>6</b>	<b>Full Day Cycle:</b>	Visibility (24").

## ASH WASTES

- All weapons use Long Range accuracy (regardless of actual distance).
- Affects where terrain can be placed when coming into view (Rolling Roads).

## N21 PITCH BLACK (IMPROVED VERSION)

Charge is not affected by Pitch Black.

## N22 VISIBILITY (X")

Any effect that ignores or modifies Pitch Black also affects Visibility.

## ASH WASTES NOTES

Should probably use some common sense to restrict several special rules that can enable/disable Pitch Black, as most of these were designed for battles inside the hive, not out in the open wastes.

## AMMO CACHE

Apply the following effects within 1":

- +2 modifier for Ammo tests.
- Ignore the Scarce trait.
- If the Ammo roll is a 6 (before modifiers), the ammo cache is has no further effect (exhausted).

## BOOBY TRAP

A fighter risks triggering a booby trap in the following situations (but only once per booby trap in a single activation):

- Comes within 2" of a booby trap (for any reason)
- Ends an action within 2".

Roll a D6:

- 1:** A dud, remove it from play.  
**2-3:** Not triggered, leave it in place.  
**4+:** Triggered and explodes.

## EXPLODING WHILE MOVING

If triggered during movement, the move is interrupted while resolving the booby trap (resolved where the fighter was while moving). If Pinned or Injured, the move action ends.

## SHOOTING AT BOOBY TRAPS

Can be targeted with ranged attacks:

- Short range: -1 to hit.
- Long Range: -2 to hit.

If hit, roll a D6:

- 1-2:** No effect.  
**3-4:** Triggered and explodes.  
**5-6:** Disarmed and removed.

## N21 (HIVE WAR) BOOBY TRAPS

These are alternative rules for triggering traps:

### MELTA

Replace the trap with a pitfall marker (centered on the trap).

Any fighter partially or completely covered by the marker:

- Completely: Out of Action.
- Partially: Make an Initiative test.
  - Success: Pinned and moved as short as possible outside the marker.
  - Fail: Out of Action.

The pitfall remains in play.

### GAS

2D6" range (instead of 5" blast).

## TREASURE CASKET

### FORGOTTEN ORDNANCE, HIVE RUINS TERRAIN

Counts as a Loot Casket, with different contents. If opened, roll a D6:

- 1:** **Click!** - Fitted with a fiendishly clever needle-trap. Roll an Injury dice and apply the result (no save possible)
- 2-3:** **Fancy Threads** - The fighter immediately gains Uphive Raiments Status item.
- 4-6:** **A Noble's Ransom** - The fighter immediately gains a Personal Equipment item, chosen by the controlling player.

## GANG RELICS

+2 to any Cool and Leadership tests made by friendly fighters within 6".

## THE BEAST'S LAIR

The defender (or winner of a roll-off if there is no defender) deploys a Beast's Lair anywhere outside 6" of any model.

If any model ends an activation within 6", roll a D6. The beast will attack if at least one condition is met:

- The result is a 6.
- The result is higher than the number of inches between the fighter and the Beast's Lair.

The Beast's Lair is not a model. It is always considered to be Standing and can never become Prone or be moved by any means. Models can move within 1" of the Beast's Lair and may move into base contact with it without needing to perform a Charge (Double) action. Models can attack the Beast's Lair with ranged or close combat attacks. If reduced to 0 Wounds, remove it from play.

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

**Weapon:** Beast's Tentacles  
(Str S, AP -2, D 3, Knockback, Melee, Versatile 6")

## BRAINLEAF ZOMBIES

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
2D6"	5+	6+	3	3	1	6+	1	12+	4+	6+	12+

Suitable weapons:

- Clubs (or guns used as clubs)
- Unarmed attacks (fists and teeth)

Special Rules:

- Can't be Pinned.
- Automatically pass any Cool tests.
- Ignore all Injury dice results except Out of Action.
- Counts Out of Action as Seriously Injured.
- Recovers and stands up in the Recovery phase.
- Can activate normally with Blaze (still takes damage) and can't attempt to put out the fire.
- Only has a single action each activation.
- Move 2D6" when taking a Move action.
- If the movement take them into B2B with an enemy, consider this as a Charge and immediately attack.
- Enemies taken Out of Action are replaced with a Brainleaf Zombie in the End phase.

## CRAZED CANNIBALS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	5+	3	4	1	4+	1	9+	4+	6+	10+

**Skills:** True Grit, Unstoppable, Nerves of Steel

**Weapons:** Unarmed attacks (claws & teeth)

### SPECIAL RULES

- Activates in the End phase. Take turns controlling each Cannibal, starting with the player with Priority.
- Can't choose not to use the skills (if able).

Take actions as normal, with the following exceptions:

- Must charge (if able).
- Must Fight if Engaged.
- Otherwise, must move toward the closest fighter from any crew.

## HOUSELESS GANGERS

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

### SPECIAL RULES

Armed and equipped as on the model. Both sides can take control of these fighters, so they could be heavily armed without disrupting the balance (as long making an agreement before the battle).

## AMBULL

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	6+	6	6	7	4+	4	6+	2+	6+	12+

**Skills:** Infiltrate, Unstoppable

**Weapons:** Enormous Claws (S6, AP-3, D2, Melee)

**Wargear:** Chitin Armour (3+)

## BOREWYRM INFESTATION

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	6+	3	4	2	3+	3	5+	7+	9+	11+

**Skills:** Infiltrate, Evade

**Weapons:** Vicious Jaws (S3, AP-3, D1, Rending, Melee)

**Wargear:** Chitin Armour (4+)

## PURESTRAIN GENESTEALER

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

**Skills:** Dodge, Evade, Nerves of Steel, Rain of Blows

**Weapons:** Custom razor-sharp talons, custom venomous bite

**Wargear:** Bio-booster, photo-goggles, Mesh

**Note:** This is an example using the Xenos Abomination from Horrors of the Underhive.

### Genestealer Cult Favour:

- Also has Infiltrate.
- Roll a D3 before deployment. It will leave the battle (removed) in the End phase of that round.
- Can't be removed from the battle by any special effect (Tactics cards, Campaign Events or similar).

## HORRORS IN THE DARK

When a fighter activates outside 8" of any other fighters (friend or foe), roll a D6:

### D6 Result

**1** Suffer a Strength 6 hit with AP -1 and Damage 2. If Seriously Injured, the fighter is dragged away into the darkness and taken Out of Action.

**2-3** The fighter can't make any actions this turn.

**4-5** The fighter can only make one action this turn.

**6** The fighter activates normally.

## HOUSE RULE

Horrors in the Dark: Seriously Injured or Broken fighters should be ignored when measuring closest fighter.

## DEFENCE SERVITOR

- Immobile (can't move).
- 360° vision arc
- Counts any Injury roll as Flesh Wound (can only be taken Out of Action by being reduced to T0).
- Can't be Pinned.
- Automatically passes any Cool tests.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
-	5+	4+	5	5	1	3+	2	7+	5+	9+	8+

**Weapons:** Grav gun, servo claw

**Wargear:** Light carapace (4+)

### OVERWATCH ROUTINE

The servitor will make Shoot (Basic) actions whenever all of the following are true:

- Not Engaged.
- A fighter ends an activation within LOS of the servitor.
- Passes an Initiative test. This test is automatically passed if at least one of the following is true:
  - The first time each round.
  - The activated fighter made an attack against the servitor.

If Engaged, make Reaction attacks as normal.

## HIVE DWELLERS

Treated as fighters and use the normal rules for movement, stray shots, being Engaged and pinning. However, if reduced to 0 wounds, they are taken Out of Action without rolling any Injury dice.

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

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

- A fighter makes a Shoot action within 12"
- A fighter makes a Fight action within 6"
- A blast is placed (after scatter) within 6"
- A fighter or hiver is hit by a ranged attack within 6"

After working out the effects of the action that triggered the hiver, roll a D6 on the table that follows (roll separately for each hiver that is triggered).

### D6 Result

- 1-2 Damn Gangers messing up my Town!** Take a single Shoot action using a stub gun at the nearest fighter (even if they didn't trigger the local)
- 3-4 OK, take it Easy Fella:** Take no action
- 5-6 I'm getting outta here!** Become Broken (may rally in the End phase as normal by passing a Cool test)

During the End phase, take turns moving the hivers. Roll the Scatter dice for each one - on a Hit, the player moves the hiver its full Move in a direction of their choice, otherwise they make a full Move in the direction indicated (stopping if it contacts terrain).

## CORRUPT ENFORCER

- Counts as a normal fighter.
- Can't take part in a Group Activation.

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

**Weapons:** Enforcer boltgun, shock stave.

**Wargear:** Hardened flak, armoured undersuit.

## MULTI-PLAYER GAMES

Many scenarios can be used with more than two gangs. They can be modified depending on the difference in Gang Rating:

- Stronger gangs can deploy in the most exposed area.
- Stronger gangs can deploy further away from the objective.
- Stronger gangs can have random crew while weaker gangs can have custom crew.

Multi-player games use all the normal rules for battles with the following clarifications:

### PRIORITY

Roll for Priority as normal, taking turns activating the fighters. Re-roll ties.

### MELEE COMBAT

Count interference from all fighters B2B, even if they are from different gangs. However, fighters can only claim assistance from models from their own gang.

### DEFENDERS AND ATTACKERS

In scenarios that have defenders and attackers, divide the gangs roughly equal on both sides.

## LOOT CASKETS

There will always be at least 2 loot caskets on any battlefield. The content is unknown until opened. Active fighters within 1" of a loot casket may perform actions to open or carry a loot casket.

**SMASH OPEN (BASIC)** - Requires the fighter to be within 1". Roll a D6 and add the fighter's Strength. On a 6+, the casket is opened; however, subtract 1 from the result when rolling to determine the casket's contents (minimum 1).

**BYPASS LOCK (BASIC)** - Requires the fighter to be within 1". Pass an Intelligence test to open the casket.

**CARRY (SIMPLE)** - Requires the fighter to be within 1". Make a Move (Simple) action, carrying the loot casket or ammo cache with them. When the action ends, the casket is placed in base contact with this fighter.

### OPENING LOOT CASKETS

If opened, roll a D6:

- 1: Dangerous Goods:** The casket is booby trapped. Replace it with a Frag trap.
- 2-3: Nothing Useful:** Receive D6 credits.
- 4-6: Ammo Cache:** Replace it with an Ammo Cache.



## ROLLING ROADS (ASH WASTES)

Used in some scenarios, works best on larger battlefields.

- **Size:** 6'x4' (recommended size) unless specified in the scenario.

### DIRECTION

- One edge will be Leading, the opposite will be Trailing. The other 2 edges are sides.
- The direction of travel is always from Trailing towards Leading.
- The scenario will specify the direction, otherwise randomize 2 opposite short edges as Leading & Trailing.

### SIDES

Battlefield sides can have the following special rules:

- **Impassable:** Models cannot voluntarily move off the sides. Treated as impassable terrain when hit by vehicles (collision).
- **Cliff:** Models moving off the sides are immediately taken Out of Action (suffering a Lasting Injury/Damage roll as normal).
- **Open Sides:** Models moving off the sides are Left Behind (can Rejoin later).

### CLOUDS OF ASH

- Shooting attacks suffer a -1 hit modifier if targeting models that moved further than its Move stat during its previous activation.

### ROLLING ROADS PHASE

At the start of each End phase, resolve the following steps:

- 1: Move the Battlefield:** All models and terrain are moved 8" directly towards the Trailing Edge. Anything contacting the Trailing Edge is removed.
- 2: Left Behind:** Models not completely within the battlefield are Left Behind.
  - Seriously Injured: Succumb to injuries (roll a 3+ or suffer a Lasting Injury).
  - Stationary: Can rejoin after this round (not this round), becoming Mobile.
  - Counts as Out of Action for the purposes of Bottle tests (until rejoining).
- 3: Rejoin:** Left Behind models with Move 7"+ can pass an Intelligence test to rejoin as Reinforcements (this round). If failed, try again in the next End phase.
  - **Reinforcements (unless otherwise specified):**
    - All available Reinforcements arrive each round within 3" of the Trailing Edge.
    - All markers still apply (Out of Ammo, Wounds, Flesh Wounds, damage etc.), except Stationary vehicles (automatically become Mobile).
- 4: Add New Terrain/Obstacles:** Battle continues down the road and more of the road ahead comes into view. Alternate placing terrain pieces (starting with the gang without Priority), using D3-1 pieces of available & suitable terrain (note that the result can be zero):
  - Touching the Leading Edge.
  - At least 3" from any model or terrain.
  - Visibility (X"): Anywhere at least X" closer to the Leading Edge than any model.
  - If terrain can't be placed according to these guidelines, then skip placing that terrain.

# HORRORS OF THE UNDERHIVE

*Experimental rules to spice up scenarios. Caution: These can be quite complicated, so best used with simple scenarios. Before the battle, agree if and which one should be used. The Horror is equipped to represent its inhuman resilience to harm, preternatural ability to see in low light and imbued resistance to hostile environments.*

2 types, roll a D6:

- **1-3:** Possessed Hiver
- **4+:** Xenos Abomination

3 levels (depending of the lowest Gang Rating):

- **Level 1 (Peril Minoris):** 1000-1300
- **Level 2 (Peril Secundus):** 1301-1600
- **Level 3 (Peril Extremis):** 1601+

Deployment rules:

- Deployed by the player with Priority.
- Not within 6" of any fighter.

Roll a D6 at the start of each round, starting with the 2nd round, after rolling for Priority. Deployed on a 4+:

- **4:** In the deployment zone of the gang with Priority.
- **5:** Within 6" of the centre.
- **6:** Anywhere.

## ACTIVATION

- Activates at the start of the End phase (before Bottle tests).
- Roll-off to determine which gang controls the Horror.
- Treats all fighters from all gangs as enemies.

## REWARDS FOR DEFEATING A HORROR

- Inflict wound: +1 XP.
- Out of Action: +2 XP and +1 Reputation.

## POSSESSED HIVER (UNSANCTIONED)

Level	M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
1	5"	4+	4+	3	3	3	4+	2	5+	5+	6+	9+
2	5"	3+	4+	4	4	4	3+	3	5+	4+	5+	9+
3	6"	2+	3+	5	5	5	3+	4	5+	3+	4+	9+

## SKILLS

Bull Charge, Catfall, Dodge, Nerves of Steel, Rain of Blows, True Grit.

## WEAPON & WARGEAR

- Daemonic Talons:
  - Str S, AP -2, D 2, Cursed, Melee, Rending
- Bio-booster, photo-goggles and respirator.

## DAEMONIC INVULNERABILITY

- **Level 1:** 6+ save (unmodifiable by AP).
- **Level 2:** 5+ save (unmodifiable by AP).
- **Level 3:** 4+ save (unmodifiable by AP).

## DAEMONIC SPEED

Can make D3 Actions instead of the normal 2 (controlling gang chooses)

## TERRIFYING

Pass a Willpower test to target this fighter with a Fight or Shoot action, or the action ends immediately (wasted). However, the action does not count as being performed, so the same action can be attempted again, if the fighter has more available actions in the activation.

## WYRD POWERS

**Telekinesis:** Levitation (Basic, CE).

**Pyromancy:** Scouring (Basic, CE).

Add additional Wyrd Powers depending of level:

- **Level 1:** +1 Wyrd Power.
- **Level 2:** +2 Wyrd Powers.
- **Level 3:** +3 Wyrd Powers.

Roll a D6 for each additional Wyrd Power:

1. **Biomancy:** Quickening (Basic, CE).
2. **Chronomancy:** Freeze Time (Double, CE).
3. **Pyromancy:** Flame Blast (Double, CE).
4. **Technomancy:** Weapon Jinx (Simple).
5. **Telekinesis:** Assail (Basic).
6. **Telepathy:** Terrify (Double).

## XENOS ABOMINATION

Level	M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
<b>1</b>	6"	3+	6+	2	3	3	4+	2	5+	6+	7+	10+
	5"	5+	6+	3	4	2	3+	3	7+	7+	7+	10+
	3"	4+	6+	3	3	2	5+	2	5+	5+	5+	4+
<b>2</b>	6"	3+	6+	3	3	4	4+	3	6+	4+	7+	10+
	5"	4+	6+	3	4	3	3+	3	7+	5+	7+	10+
	4"	4+	6+	4	3	3	4+	3	5+	4+	5+	4+
<b>3</b>	7"	3+	6+	4	4	5	3+	3	6+	3+	6+	10+
	6"	4+	6+	4	5	4	4+	4	7+	4+	6+	10+
	5"	4+	6+	5	5	4	3+	3	5+	3+	5+	10+

Agree on which profile to use, skills and weapons (depending of level).

LEVEL	WARGEAR	SKILLS
1	1	2
2	2	3
3	3	4

## SKILLS

Choose from:

- Agility
- Brawn
- Combat
- Ferocity

## WARGEAR

- Bio-booster, Mesh, Photo-goggles, Respirator.

WEAPON	S	L	Str	AP	D	Am	Traits
Custom venomous bite	E	-	-	-2	-	-	Toxin
Custom razor-sharp talons	E	-	+1	-1	1	-	Rending
Writhing tentacles	E	3"	S	-1	1	-	Entangle
Spearing spines and bony growths	E	1"	+1	-	2	-	-
Web shooter	T	-	2	-	-	2+	Silent, Web

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# SCENARIO 1: TUNNEL SKIRMISH / STAND-OFF

## BATTLEFIELD

Standard.

**ZONE MORTALIS:** 4 or 6 tiles.

## CREWS

- **ZONE MORTALIS (4 TILES):** Custom (6)
- **ZONE MORTALIS (6 TILES):** Custom (10)
- **SECTOR MECHANICUS:** Custom (10)

## TACTICS CARDS

- Custom (2).
- Underdog (starting crew cost): +1 random per 100 credits.

## DEPLOYMENT

Standard.

## OBJECTIVES

Take out as many of the enemy as possible! Each gang scores points for each enemy fighter that goes Out of Action or flees:

- 3 points for a Leader
- 2 points per Champion
- 1 point for any other fighter

## NOTE

The points rarely makes a difference. It's mainly about being the last gang standing.

## ENDING THE BATTLE

The battle ends when max 1 gang remains (end of a round).

## HOUSE RULE

This scenario is potentially broken! Apply this fix:

If either gang voluntarily bottles out OR voluntarily flees, the other gang should automatically win.

## VICTORY

The gang that scored the most points is the winner. Otherwise it is a draw.

## REWARDS

### CREDITS

Zone Mortalis:

- +2D6x10 to the winner.
- +D3x5 to the loser.
- +D6x10 to both gangs in case of a draw.

Sector Mechanicus:

- +D6x10 to the winner.
- +D3x5 to the loser.
- +D6x5 to both gangs in case of a draw.

### EXPERIENCE

Scenario specific rewards:

- +1 to the victorious Leader (even if not taking part).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +2 to the winner.
- +1 to both gangs if this was the first battle against each other.
- -1 to any gang that bottled out.

## UNDERHIVE

## SCENARIO 2: TRAP

**ATTACKER & DEFENDER**

The gang that issued the challenge is the attacker. Otherwise roll-off.

**BATTLEFIELD**

Standard (Underhive).

**CREWS**

- Custom (6).

**TACTICS CARDS**

Standard:

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**DEPLOYMENT**

- Defender:
  - Divide into 2 or more groups (min 2 fighters per group).
  - Set up a group within 2" of the centre.
- Attacker: Set up the entire crew within 6" of any edge.
- Defender: Set up the rest of their crew. Roll a 6+ per group to set that group up anywhere (outside 2" of enemies). Otherwise the group must set up within 2" of fighters already deployed in the centre.

**HOME TURF ADVANTAGE**

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1.
- **Hangers-on:** Included in the crew on a 4+ (roll individually).

**SURPRISE ATTACK**

The defender rolls a D6, adding 1 to the result for each fighter able to set up outside the centre. On a 7+, the defender automatically takes Priority in round 1. Otherwise, the attacker takes Priority.

During the first round, each fighter must pass a Cool test when activated or the fighter can only make 1 action this round (instead of 2).

**DECIMATE THE OPPOSITION**

*Take out as many of the enemy as possible!*

Each gang scores points for each enemy taken Out of Action:

- 3 points for a Leader
- 2 points per Champion
- 1 point for any other fighter
- D3 points for being the last gang on the battlefield.

**NOTE**

The points rarely makes a difference. It's mainly about being the last gang standing.

**HOUSE RULE**

This scenario is potentially broken! Apply this fix:

If either gang voluntarily bottles out OR voluntarily flees, the other gang should automatically win.

**ENDING THE BATTLE**

The battle ends when max 1 gang remains (end of a round).

**VICTORY**

The gang that scored the most points is the winner. Otherwise it is a draw.

**REWARDS****CREDITS**

- **Win/Draw:** D6x10.
- **Lose:** D3x10.

**EXPERIENCE**

Scenario specific rewards:

- +D3 to the victorious Leader (even if not taking part).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- **Win:** +D3.
- **Bottle:** -1.

# SCENARIO 3: FORGOTTEN RICHES

## BATTLEFIELD

Standard: 7 tiles. Take turns placing tiles (starting with the winner of a roll-off). The first tile marks the centre of the battlefield. The remaining 6 tiles must be adjacent to the first.

## CREWS

- Custom.

The maximum number of fighters in each crew is determined by rolling 2D6:

- **2-3:** 5
- **4-5:** 6
- **6-8:** 7
- **9-10:** 8
- **11-12:** 9

## TACTICS CARDS

- Custom (3).
- Underdog (starting crew cost): +1 random per 100 credits.

## DEPLOYMENT

Take turns placing 5 loot caskets (starting with the winner of a roll-off):

- Must be placed in a separate tiles.
- The first must be placed in the central tile.
- At last 6" from each other.
- Not in inaccessible areas.

Then, the winner of another roll-off selects a tile without a loot casket as deployment zone (roll-off again). Deploy within 3" of the edge of the tile (on the edge of the battlefield). The opponent then does the same on the other remaining tile. If the 2 deployment tiles are adjacent, fighters can't be set up within 6" of an enemy.

## OBJECTIVES

Both teams are attempting to get away with as much loot as they can carry and prevent their enemies doing the same. Each gang scores points when enemies go Out of Action or loot caskets are secured:

- 1 point for each enemy that goes Out of Action.
- 2 points for each loot casket (not including ammo caches) on their starting tile within 3" of the board edge when the battle ends.
- D3 points for being the last remaining gang.

## NOTE

Presumably fleeing fighters count as OoA (universal rule) since anything else is not spelled out.

Rewards:

- Points determine which leader (if any) receives XP bonus.
- Loot caskets (winning condition) determine Reputation and Credits bonus.
- Last gang on the battlefield only affects D3 bonus points and captives.

## HORRORS IN THE DARK

When a fighter activates outside 8" of any other fighters (friend or foe), roll a D6:

### D6 Result

**1** Suffer a Strength 6 hit with AP -1 and Damage 2. If Seriously Injured, the fighter is dragged away into the darkness and taken Out of Action.

**2-3** The fighter can't make any actions this turn.

**4-5** The fighter can only make one action this turn.

**6** The fighter activates normally.

## HOUSE RULE

Fighters that are Seriously Injured or Broken should not count for Horrors in the Dark.

## FLEEING THE BATTLEFIELD

If one gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. The winning gang claims any loot caskets left on the battlefield at the end of the battle.

## HOUSE RULE

This scenario is potentially broken! Apply this fix:

If either gang voluntarily bottles out OR voluntarily flees, the other gang should automatically win.

## ENDING THE BATTLE

The battle ends when max 1 gang remains (end of a round).

## VICTORY

The gang that secured most loot caskets at the end of the battle wins. Otherwise it is a draw.

## REWARDS

### CREDITS

- +D6x10 for each secured loot casket.

### EXPERIENCE

Scenario specific rewards:

- +1 to the Leader of the gang that scored the most points (even if not taking part). In case of a draw, neither Leader gets this bonus.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +2 to the winner (secured most loot caskets).
- +1 to both gangs if this was the first battle against each other.
- -1 to any gang that bottled out.

## ASH WASTES

# SCENARIO 4: MARAUDERS / SETTLEMENT RAID (V2)

**ATTACKER & DEFENDER**

The gang that issued the challenge is the attacker. Otherwise roll-off.

**BATTLEFIELD**

Standard (Ash Wastes), one half should be the settlement, the other half should be the wastes.

**CREWS**

- **Attacker:** Custom (6).
- **Defender:** Hybrid (2+D3) + Reinforcements.

**TACTICS CARDS**

Standard:

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**DEPLOYMENT**

- 1: **Defender:** Entire crew in the settlement half.
- 2: **Attacker:** Within 6" of the opposite edge (wastes).

**REINFORCEMENTS**

- Defender: D3.
- Start of each End phase.

**HOME TURF ADVANTAGE**

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1.
- **Hangers-on:** Included in the crew on a 4+ (roll individually).

**DESPERATION**

**Defenders:** Automatically pass any Bottle tests (can still bottle out voluntarily).

**RAIDING PARTY**

Each gang scores points:

- 1 point per enemy fighter Out of Action.
- 2 points per enemy vehicle Out of Action (wrecked).

The attacker has a special objective granting additional points, roll a D3:

- 1: **Bushwack:**
  - +1 point per enemy Champion OoA.
  - +2 points if the enemy Leader OoA.
- 2: **Scrag:** After deployment, nominate 1 fighter in the enemy's crew to be the target.
  - +1 point if the target is OoA.
  - +1 point for Coup de Grace against the target.
- 3: **Mayhem:** After an attacker has Seriously Injured an enemy fighter or Wrecked an enemy vehicle, the attacker can leave the battlefield by ending an action within 1" of their edge (counts as Out of Action for the purposes of Bottle tests).
  - +1 point if the attacker leaves.

If the attacker bottles out, points can no longer be scored from these objectives.

**FLEEING THE BATTLEFIELD**

If one gang voluntarily bottles out and subsequently flees the battlefield, the opponent automatically wins.

**ENDING THE BATTLE**

The battle ends when max one gang remains (at the end of a round).

**VICTORY**

The gang that scored the most points is the winner. Otherwise it is a draw.

**REWARDS****CREDITS**

- **Win:** D6x10.
- **Lose:** D3x5.
- **Draw:** D3x10.

**EXPERIENCE**

Scenario specific rewards:

- +1 to the victorious Leader (even if not taking part).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- **Win:** +2.



# SCENARIO 5: SNEAK ATTACK

## ATTACKER & DEFENDER

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

## BATTLEFIELD

Standard: 7 tiles. The winner of a roll-off places the first tile. This tile marks the centre of the battlefield. Take turns placing 6 more tiles, adjacent to the first tile.

## CREWS

- **Attacker:** Custom.
- **Defender:** Custom (5 Sentries) + Reinforcements.

If a sentry has multiple equipment sets, randomize which one is used.

## HOME TURF ADVANTAGE

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1.
- **Hangers-on:** Included in the crew on a 4+ (roll individually).

## TACTICS CARDS

- **Attacker:** Custom (3).
- **Defender:** Random (2)  
(only usable after the alarm is raised).
- **Underdog (Gang Rating):** +1 random per 100 credits.

## DEPLOYMENT

The defender sets up their sentries anywhere on the battlefield, and a gang relic anywhere within 6" of one edge of the battlefield. The attacker then sets up each of their fighters within 4" of any edge of the battlefield and must be within 4" of another member of the crew. The attacker is free to use all edges.

## HOUSE RULE

The Relic should be deployed within 6" of the centre, or the attackers should deploy on the opposite battlefield edge.

## GANG RELICS

*The attacker is trying to defile a gang relic, the defenders are trying to stop them.*

- +2 for any Cool and Leadership tests made by friendly fighters within 6" of the gang relic (while undefiled).

## DEFILING A RELIC

*If the relic is left unprotected, the enemy will try to wreck it, tear it down, mark it with their own gang's tag or ruin it in a more creative fashion!*

Spend a Double action within 1" to wreck the relic. It no longer offers any bonuses and can't be wrecked again.

## REINFORCEMENTS

- D3 defenders.
- Start of each End phase.
- Within 1" of any battlefield edge and at least 12" from enemies (deployed by the controlling gang).

## HOUSE RULE

Reinforcements should only arrive in each turn after the alarm is raised (including the round that the alarm is raised).

## ENDING THE BATTLE

The battle ends when max 1 gang remains (end of a round).

## FLEEING THE BATTLEFIELD

If the defender voluntarily Bottles out and flees the battlefield, the attacker automatically wins the scenario. The attacking Leader is considered to have defiled the gang relic.

## HOUSE RULE

This scenario is potentially broken! Apply this fix:

If the defender voluntarily bottles out OR voluntarily flees, the other gang should automatically win.

## VICTORY

The attacker wins by having remaining fighters (not including Seriously Injured fighters) and defiled the gang relic. The defender wins by having remaining fighters (not including Seriously Injured fighters) and the gang relic is not defiled. Otherwise it is a draw.

## REWARDS

### CREDITS

- D6x10 to the attacker for defiling the gang relic.
- D3x10 to the attacker if the gang relic was not defiled.
- D6x10 to the defender if the gang relic was not defiled.
- D3x10 to the attacker if the gang relic was defiled.

### EXPERIENCE

Scenario specific rewards:

- +D3 to an attacking fighter defiling a relic.
- +1 to the Leader of the gang which had fighters on the battlefield at the end of the battle (even if not taking part).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +2 to the attacker if the gang relic was defiled.
- -2 to the defender if the gang relic was defiled.
- +1 to both gangs if this was the first battle against each other.
- -1 to any gang that bottled out.

## UNDERHIVE

## SCENARIO 6: SMASH &amp; GRAB

**ATTACKER & DEFENDER**

The gang that issued the challenge is the attacker. Otherwise roll-off.

**BATTLEFIELD**

Standard (Underhive).

**CREWS**

- Attacker: Custom (8).
- Defender: Hybrid (3+D6).

**TACTICS CARDS**

Standard:

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**DEPLOYMENT**

Standard with the following exceptions:

Don't setup the normal loot. Instead, the defender sets up 5 loot crates in their deployment zone, at least 4" from the edge of the battlefield. All are set up with the lids on, keeping the contents secret from the attacker until opened.

**HOUSE RULE**

Having one gang march across the board, into or through the enemy gang, to open loot caskets is highly unrealistic! Apply this fix:

Deploy loot caskets within 2" of the middle line between both deployment zones.

**LOOT CASKETS**

*The attacker wants to steal the Guilders' loot crates. The defender is determined to drive off the attacker empty handed.*

The defender can't open any loot.

If the attacker opens a loot, replace the normal content roll with the following:

- 1: **Booby Trapped:** Trigger a Blast (5") centred on the loot. All models hit suffer a S4 hit.
- 2-5: **Valuable Goods:** Gain D6x10 credits.
- 6: **Jackpot:** Gain 3D6x10 credits.

Then remove the loot.

**FLEEING THE BATTLEFIELD**

If a gang voluntarily Bottles out and subsequently flees the battlefield, the other gang automatically wins the scenario. If the attacker wins this way, roll for each remaining loot ignoring the result of Booby Trapped.

**HOUSE RULE**

This scenario is potentially broken! Apply this fix:

If the defender voluntarily bottles out OR voluntarily flees, the other gang should automatically win.

**ENDING THE BATTLE**

The battle ends when max 1 gang remains (end of a round).

**VICTORY**

The attacker wins if at least 3 loot are opened. Otherwise the defender wins.

**REWARDS****CREDITS**

- Defender: D6x10 per unopened loot.

**EXPERIENCE**

Scenario specific rewards:

- +D3 to the victorious Leader (even if not taking part).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- Win: +D3.
- Bottle: -1.

## 2D / 3D / ASH WASTES

## SCENARIO 7: LOOTERS

**ATTACKER & DEFENDER**

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

**BATTLEFIELD**

Standard. Any type (2D, 3D, Ash Wastes).

**CREWS**

- **Attacker:** Custom (10).
- **Defender:** Random (D3+4) + Reinforcements.

Ash Wastes: Defenders can only include Vehicles as Reinforcements.

**HOME TURF ADVANTAGE**

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1.
- **Hangers-on:** Included in the crew on a 4+ (roll individually).

**TACTICS CARDS**

- **Attacker:** Custom (2).
- **Defender:** Random (2).
- **Underdog (Gang Rating):** +1 random per 100 credits.

**DEPLOYMENT**

- 1: **Defender:**
  - 1.1: 4 loot caskets (anywhere).
  - 1.2: Entire crew (within 3" of any loot casket).
- 2: **Attacker:** Pick a battlefield edge to be the escape route. Set up the entire crew within 6" of that edge.

**HOUSE RULE**

The objective is completely unrealistic. Having one gang march across the board, into or through the enemy gang, pick up loot caskets and then carry them all the way back is completely unrealistic! Either the attackers will suffer casualties and eventually flee, or the opponent will suffer casualties and eventually flee, at which point the defender receives 100% of the rewards (no secured loot caskets). Apply this fix:

Defender and attacker deploys on opposite edges according to standard deployment rules. Then deploy loot caskets within 2" of the middle line between both deployment zones, at least 6" from another loot casket.

**CLAIMING CASKETS AND ESCAPING**

The attackers are attempting to secure the 4 loot caskets and move them off via the escape route. The caskets are valuable even if opened or converted to ammo caches - however, if the ammo cache is exhausted it can't be claimed by the attacker. Note that only those 4 loot caskets placed by the defender can be claimed by the attacker.

Any of the 4 loot caskets (or ammo caches) can be claimed if within 1" of the escape route at the start of an End phase (removed from the battlefield). Attackers within 1" of the escape route can escape at the start of an End phase (even if Seriously Injured). They count as being Out of Action for the purposes of Bottle tests.

Attackers cannot claim loot after bottling out, but can still escape.

**REINFORCEMENTS**

- Defender: X (where X is the round number).
- Start of each End Phase.

**FLEEING THE BATTLEFIELD**

If the defender voluntarily bottles out and flees the battlefield, the attacker automatically wins the scenario and may claim all of the loot caskets.

**HOUSE RULE**

This scenario is potentially broken! Apply this fix:

If the defender voluntarily bottles out OR voluntarily flees, the other gang should automatically win.

**ENDING THE BATTLE**

The battle ends if max one gang has models remaining on the battlefield (at the end of any round).

**VICTORY**

The attacker wins by claiming more loot than there are left on the battlefield. Otherwise the defender wins.

**REWARDS****CREDITS**

- **Attacker:** D3x10 per claimed loot, taken from the defender's Stash (note that the attacker can't take more than the defender has).

**EXPERIENCE**

Scenario specific rewards:

- +1 to the attacking Leader if at least 2 loot caskets were claimed (even if not taking part).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- **Attacker:**
  - +1 per claimed loot.
  - -2 if no loot was claimed.
- **Defender:**
  - +1 per unclaimed loot.
  - -2 if all loot were claimed.
- +1 to both gangs if this was the first battle against each other.

# SCENARIO 8: AMBUSH / WASTELAND AMBUSH

## ATTACKER & DEFENDER

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

## BATTLEFIELD

Standard. Any type (2D, 3D, Ash Wastes).  
Vehicles can't be included (regardless of battlefield type).

Defender can place all scatter terrain. The centre can only have scatter terrain within 12" (no large terrain).

## CREWS

- **Attacker:** Custom.
- **Defender:** Random (D3+5).

## TACTICS CARDS

- **Attacker:** Custom (2).
- **Defender:** Random (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

## DEPLOYMENT

- 1: **Defender:** Set up each fighter one by one (in any order) within 6" of the centre. However, roll a 6+ per fighter when setting up to have that fighter set aside instead.
- 2: **Attacker:** Anywhere at least 12" from any defender, or 6" if no defender can draw LOS to the fighter.
- 3: **Defender:** Set up each fighter that were set aside, anywhere at least 1" from any attacker.

## SURPRISE ATTACK

*Take out as many enemies as possible! An alternative for the defenders is to escape.*

The attacker has Priority in the first round. The attacker can activate D3 fighters before the first defender activates.

In addition, during the first round, each fighter must pass a Cool test when activating, or the fighter can only make one action this turn (instead of the normal 2).

## SLIPPING THE NET

Defenders within 1" of a battlefield edge at the start of the End phase can escape (even if Seriously Injured). Escaping fighters count as being Out of Action for the purposes of Bottle tests.

## ENDING THE BATTLE

The battle ends when max one gang has fighters remaining (at the end of a round).

## VICTORY

The attacker wins if more defenders were taken Out of Action than those who escaped (fleeing fighters do not count). Otherwise the defender wins.

## REWARDS

### EXPERIENCE

Scenario specific rewards:

- +1 to each escaping defended.
- +1 to the attacking Leader if no defenders escaped (even if not taking part).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +1 to the winning attacker.
- +2 to the winning defender.
- -1 to any gang that bottled out.

## UNDERHIVE

## SCENARIO 9: BORDER DISPUTE

**BATTLEFIELD**

Standard (Underhive).

**CREWS**

- Hybrid (D3+3) + Reinforcements.

**TACTICS CARDS**

- Random (1) at the start of each round after the first.
- Underdog (Gang Rating): +1 random per 100 credits.

**DEPLOYMENT**

Starting with the winner of a roll-off, take turns in each step:

1. Pick one half as the deployment zone.
2. Set up 1 random fighter within 1" of the centre.
3. Set up 1 fighter at least 12" from the center line.  
Repeat this step until all fighters are set up.
4. Set up 1 gang relic at least 5" from any edge.

**GANG RELICS**

*Each gang is seeking to secure their Turf and drive off the other gang - and the best way to do this is to defile the other gang's Relic.*

- +2 to Cool and Leadership tests made by friendly fighters within 6" of the gang relic (while undefiled).

**DEFILING A RELIC**

*If the relic is left unprotected, the enemy will try to wreck it, tear it down, mark it with their own gang's tag or ruin it in a more creative fashion!*

Spend a Double action within 1" to wreck the relic. It no longer offers any bonuses and can't be wrecked again.

**REINFORCEMENTS**

- D3 per gang.
- Start of each End phase.
- Take turns deploying one at a time, starting with the gang with Priority.

**ENDING THE BATTLE**

The battle ends when max 1 gang remains (end of a round).

**FLEEING THE BATTLEFIELD**

If a gang voluntarily Bottles out and flees the battlefield, their opponent automatically wins the scenario. If the losing gang's relic hasn't been defiled, a random fighter from the winning gang is considered to have defiled it.

**VICTORY**

The gang with fighters left on the battlefield (not including Seriously Injured fighters) and a gang relic not defiled wins. Any other result is a draw.

**REWARDS****CREDITS**

- D6x10 if the gang's relic is not defiled.
- D3x10 if the gang's relic is defiled.

**EXPERIENCE**

Scenario specific rewards:

- +D3 for defiling a relic.
- +D3 to the victorious Leader (even if not taking part).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 if only the opponent's relic was defiled.
- -D3 if only the own relic was defiled.
- -1 to any gang that bottled out.

# SCENARIO 10: SABOTAGE

## ATTACKER & DEFENDER

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

## BATTLEFIELD

Standard. The defender sets up a piece of terrain, which should be at least 2" square, to represent the attacker's target. It is recommended that it is set up as close to the centre of the battlefield as possible.

## CREWS

- **Attacker:** Custom.
- **Defender:** Custom (5 Sentries) + Reinforcements.

If a sentry has multiple equipment sets, randomize which one is used.

## HOME TURF ADVANTAGE

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1.
- **Hangers-on:** Included in the crew on a 4+ (roll individually).

## TACTICS CARDS

- **Attacker:** Custom (3).
- **Defender:** Random (2)  
(only usable after the alarm is raised).
- **Underdog (Gang Rating):** +1 random per 100 credits.

## DEPLOYMENT

1. Defender: Anywhere on the battlefield.
2. Attacker: Within 2" of any edges of the battlefield.

## OBJECTIVES

The attackers are attempting to destroy their target and deal a blow to their target's territory. The defenders are trying to stop this at all costs!

## DESTROYING THE TARGET

The target has:

- Toughness 6.
- 5+ save.
- 4 Wounds.
- Large & stationary:
  - +2 hit modifier to all ranged attacks.
  - Any close combat attacks automatically hit.

## REINFORCEMENTS

- Defender: D6.
- Each End phase  
(starting on the round the alarm is raised).

## TAKING FLIGHT

Once the attackers have destroyed the target, they can take flight within 1" of an edge of the battlefield at the start of the End phase (even if Seriously Injured). They count as being Out of Action for the purposes of Bottle tests.

## FLEEING THE BATTLEFIELD

If the defender voluntarily Bottles out and flees the battlefield, the attacker automatically wins the scenario. The target is destroyed but no XP is gained for doing so after the defenders have fled.

## ENDING THE BATTLE

The battle ends when max 1 gang remains (end of a round).

## VICTORY (SKIRMISH ONLY)

The attacker wins if they have destroyed the target and fewer than half of the crew has been taken Out of Action. If the target is not destroyed, the defender wins. Otherwise, the battle ends in a draw.

## REWARDS

### CREDITS

- D6x10 to the attacker if the target was destroyed.
- D6x10 to the defender if the target was not destroyed.

### EXPERIENCE

Scenario specific rewards:

- +1 for each Wound caused on the target.
- +1 for destroying the target.
- +1 to the attacking Leader if the target was destroyed (even if not taking part).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +3 to the attacker if the target was destroyed.
- -1 to the defender if the target was destroyed.
- +1 to both gangs if this was the first battle against each other.
- -1 to any gang that bottled out.

## HOUSE RULE (INFILTRATE)

**Problem:** Infiltrate can be imbalanced or break this scenario.

**Solution:** If at least one player wants, Infiltrate can't be used in this scenario. Instead, Infiltrating fighters can make 1 or 2 move actions before the first round.

## UNDERHIVE / ASH WASTES

## SCENARIO 11: RESCUE MISSION

**ATTACKER & DEFENDER**

The gang that issued the challenge is the attacker. Otherwise roll-off.

**BATTLEFIELD**

Standard (Underhive). Can be Ash Wastes if used in Ash Wastes campaign.

**OPTIONAL: ESCAPE FROM HIVE ZALKTRAA: DROWNED HIVE (FLOOD)**

*The area is gradually being flooded.*

After terrain has been placed, each gang places one permanent Blast (12") anywhere with the effect of difficult terrain.

**CREWS**

- **Attacker:** Custom (10).
- **Defender:** Custom (5 Sentries) + Reinforcements.

If a sentry has multiple equipment sets, randomize which one is used.

**DEPLOYMENT**

1. **Defender:** Deploy Sentries and Captives anywhere.
2. **Attacker:** Within 2" of all edges.

**TACTICS CARDS**

- **Attacker:** Custom (3).
- **Defender:** Random (2)  
(only usable after the alarm is raised).
- **Underdog (Gang Rating):** +1 random per 100 credits.

**HOME TURF ADVANTAGE**

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1.
- **Hangers-on:** Included in the crew on a 4+ (roll individually).

**REINFORCEMENTS**

- Defender: D6.
- End of each round  
(starting on the round the alarm is raised).

**THE TARGET**

*A gang tries to rescue one of their own from a Prison Hive.*

This scenario is intended to be used if one or more fighters from the attacker's gang are Captured by the defender's gang. These models are the Captives.

Skirmish: The attacker chooses a fighter to be the Captive.

**HOUSE RULE (INFILTRATE)**

**Problem:** Infiltrate can be imbalanced or break this scenario.

**Solution:** If at least one player wants, Infiltrate can't be used in this scenario. Instead, Infiltrating fighters can make 1 or 2 move actions before the first round.

**ALTERNATIVE VARIANTS**

**Escape From Hive Zalktraa:** Lady Credo leading a group of rogue Van Saar to rescue an unknown prisoner:

- Attacker should be Van Saar including Lady Credo.
- Defender should be Enforcer.

**Daring Rescue:** Kal Jericho & Scabs attempts a daring abduction of Lord Helmawr's body.

- Attacker: Kal Jericho & Scabs and Hive Scum.
- Defender: Lady Haera and Enforcers.

**CAPTIVE MODELS**

Captive fighters never become Ready, and can't be activated or attacked by either side.

**FREE CAPTIVE**

Non-Captive attackers can spend a Basic action (Free Captive) to free a Captive within 1" on a 3+.

**ATTEMPT TO ESCAPE**

In each End phase, any Captive can attempt to escape. Roll 2D6 + Strength (individually) per Captive that attempts to escape:

- 1-6: Suffer a Flesh Wound.
- 7-12: No effect.
- 13+: Freed.

**FREED CAPTIVES**

Freed Captives become Ready at the start of the following round and activate as normal. It is assumed that the rescuers return all equipment to them, or collect it from nearby.

If having multiple equipment sets, randomize one to use.

**TAKING FLIGHT**

Attackers within 1" of a battlefield edge at the start of an End phase can take flight (including Seriously Injured). They count as being Out of Action for the purpose of Bottle tests.

**FLEEING THE BATTLEFIELD**

If the defender voluntarily bottles out and subsequently flees the battlefield, the attacker automatically wins and all Captives are freed.

**HOUSE RULE**

This scenario is potentially broken! Apply this fix:

If the defender voluntarily bottles out OR voluntarily flees, the other gang should automatically win.

**ENDING THE BATTLE**

The battle ends when max 1 gang remains (end of a round).

**VICTORY**

- **Attacker:** All Captives were freed and taken flight.
- **Defender:** No Captives took flight.
- **Otherwise:** Draw.

**REWARDS****EXPERIENCE**

Scenario specific rewards:

- +D3 for freeing a Captive (attacker).
- +1 to a Captive taking flight.
- +D3 to the victorious Leader (even if not taking part).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- **Attacker:** +2 per freed Captive.
- **Defender:** -1 per freed Captive.
- **Bottle:** -1.

# SCENARIO 12: LAST STAND

## ATTACKER & DEFENDER

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

## BATTLEFIELD

Standard.

## CREWS

- **Attacker:** Custom (D3+6) + Reinforcements.
- **Defender:** Random (D3+5).

## HOME TURF ADVANTAGE

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1.
- **Hangers-on:** Included in the crew on a 4+ (roll individually).

## TACTICS CARDS

- **Attacker:** Custom (2).
- **Defender:** Random (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

## DEPLOYMENT

The defender deploys their entire crew within 6" of the centre of the board. Then the attacker deploys their entire crew within 2" of all board edges.

## OBJECTIVES

The defender must hold out as long as they can, while the attacker must wipe them out.

## REINFORCEMENTS: OUTNUMBERED

- Attacker: D6.
- Each End phase.
- Attackers taken Out of Action can rejoin instead of suffering Lasting Injury rolls (removing any Conditions).

## ENDING THE BATTLE

The battle ends when max 1 gang remains (end of a round).

## VICTORY (SKIRMISH ONLY)

If the defender still has fighters (not Seriously Injured or Broken) on the Battlefield by the start of round 7, then they are the winner, otherwise the attacker is victorious.

## REWARDS

The rewards depend on how long the defenders were able to hold out.

ROUND		CREDITS	REPUTATION
1-2	<b>Attacker</b>	2D6x10	+3
	<b>Defender</b>	0	-3
3-4	<b>Attacker</b>	D6x10	+2
	<b>Defender</b>	D3x10	+1
5-6	<b>Attacker</b>	D3x10	+1
	<b>Defender</b>	D6x10	+2
7+	<b>Attacker</b>	0	-3
	<b>Defender</b>	2D6x10	+3

## EXPERIENCE

Scenario specific rewards:

- +D3 to each defending fighter not Broken, Seriously Injured or Out of Action by round 7.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

## ALTERNATIVE VARIANT

This can be a multi-player scenario, with 2 or more gangs attacking the defender. If the total Rating of the combined attacking gangs is at least double that of the defender's, do not use the outnumbered special rule.



# SCENARIO 13: ESCAPE THE PIT!

## BATTLEFIELD

Standard. Mark the centre point of the battlefield, this is the escape point. If using Sector Mechanicus, the escape point should be on an elevated platform - the higher the better!

## CREWS

- Random (D3+4).

## TACTICS CARDS

- Custom (2).
- Underdog (starting crew cost): +1 random per 100 credits.

## DEPLOYMENT

Alternate placing 3 loot caskets each, rolling off to see who will place the first casket. Loot caskets must be placed anywhere on the board at least 8" from any edge, 8" from another loot casket and 12" from the escape point. Roll-off again, the winner deploying first, choosing any board edge and putting down their entire crew within 6" of that edge. The other player then sets up their entire crew within 6" of the opposite board edge.

## OBJECTIVES

The gangs are trying to grab as much loot as they can and then escape.

## SPECIAL RULE: THE WALLS ARE MOVING!

At the start of round 3, the player with priority should roll a D6 - on a 3+ the walls close in.

**Zone Mortalis:** Randomly select one of the edge-most tiles and remove it from the board (the tile with the escape point is always the last to be removed).

**Sector Mechanicus:** Randomize a board edge and remove all terrain within 6" of both this edge and the opposite edge - these areas are now no longer part of the battlefield.

Fighters caught in a vanishing part of the battlefield should make an Initiative test. If passed, move them to the nearest part of the board that is still part of the battlefield, otherwise they are taken Out of Action. Continue rolling at the start of each round to see if the walls close in until the scenario ends or there are no more battlefield left.

## ESCAPING

Fighters within 1" of the escape point may leave the battlefield at the start of any End phase (even if Seriously Injured). Fighters that have escaped are removed from the table and take no further part in the battle. They count as Out of Action for the purposes of Bottle tests.

## ALTERNATIVE VARIANT

Creatures may also try to escape. Place a Beast's Lair anywhere on the battlefield to increase risk or motivate alternative routes. Appropriate monsters could also be introduced.

## FLEEING THE BATTLEFIELD

If a gang voluntarily Bottles out and flees the battlefield, their opponent automatically wins the scenario. The winner claims any loot caskets left on the battlefield.

## ENDING THE BATTLE

The battle ends when at least 1 condition is true:

- Max 1 gang remains (end of a round).
- No battlefield area remains (at the start of a round).

## VICTORY (SKIRMISH ONLY)

The gang who escaped with the most loot caskets is the winner (or in case of a tie, the gang with most escaped fighters). Otherwise it is a draw.

## REWARDS

### CREDITS

- D3x10 per loot casket the gang escaped with.

### EXPERIENCE

Scenario specific rewards:

- +1 for escaping.
- +1 for escaping while carrying a loot casket.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +1 for escaping with at least 1 fighter.
- +1 per escaped loot casket.

# SCENARIO 14: DOWNTOWN DUST-UP

## BATTLEFIELD

Standard.

## CREWS

- Random (D3+4).

## TACTICS CARDS

- Custom (2)
- Underdog (starting crew cost): +1 random per 100 credits.

## DEPLOYMENT

Roll-off to see who deploys first. Alternate placing the fighters anywhere on the battlefield, at least 6" from an already deployed fighter (friend & foe). Then take turns placing D6+6 Hive Dwellers anywhere on the battlefield, at least 6" from the edge.

## OBJECTIVES

Each gang tries to run the other gang out of town, without too many of the locals caught in the crossfire.

## SPECIAL RULE: HIVE DWELLERS

Hivers are treated as fighters and use the normal rules for movement, stray shots, being Engaged and pinning. However, if reduced to 0 wounds, they are taken Out of Action without rolling any Injury dice.

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

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

- A fighter makes a Shoot action within 12"
- A fighter makes a Fight action within 6"
- A blast is placed (after scatter) within 6"
- A fighter or hiver is hit by a ranged attack within 6"

After working out the effects of the action that triggered the hiver, roll a D6 on the table that follows (roll separately for each hiver that is triggered).

### D6 Result

- 1-2 Damn Gangers messing up my Town!** Take a single Shoot action using a stub gun at the nearest fighter (even if they didn't trigger the local)
- 3-4 OK, take it Easy Fella:** Take no action
- 5-6 I'm getting outta here!** Become Broken (may rally in the End phase as normal by passing a Cool test)

During the End phase, take turns moving the hivers. Roll the Scatter dice for each one - on a Hit, the player moves the hiver its full Move in a direction of their choice, otherwise they make a full Move in the direction indicated (stopping if it contacts terrain or comes within 1" of another model).

## ALTERNATIVE VARIANT (HANGERS-ON)

A Hangers-on could be mixed into the hive dwellers, perhaps the gunfight is taking place outside an Ammo-jack's workshop or a Rogue Doc's clinic.

## ENDING THE BATTLE

The battle ends when max 1 gang remains.

## VICTORY

If at least half of the hivers have been taken Out of Action or are Broken, it is a draw. Otherwise the winner is the gang with fighters left on the battlefield.

## REWARDS

### CREDITS

- Each gang must pay D3x10 credits or D3 Reputation per hiver that they took Out of Action.

### EXPERIENCE

Scenario specific rewards:

- +1 to each fighter in the winning gang.
- +1 to each fighter in the winning gang if no locals are Out of Action or Broken.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +1 to each gang that took part in the battle.
- +D3 +1 to the winning gang.

## UNDERHIVE

## SCENARIO 15: SHOOT-OUT

**BATTLEFIELD**

Standard (Underhive). The battlefield represents a long tunnel, settlement main street or narrow gantry (recommended size roughly 36"x12"). No terrain that blocks LoS from one short end to the other.

**CREWS**

- Hybrid (1+D3).

**TACTICS CARDS**

None.

**DEPLOYMENT**

Roll-off to see who deploys the crew first:

- On ground level
- Within 10" of a short board edge
- Within 1" of at least one other friendly fighter

Both crews should have LoS to each other.

**QUICK DRAW**

*Weapons are holstered or stowed as fighters walk toward their adversaries, both waiting to see who will draw first.*

When activating a fighter, make a Cool test. As soon as a gang failed a total of 6 times, they go for their guns!

Until one side draws and starts shooting, fighters can only make a single move action during activations:

- Max 3".
- Must move toward the opposing crew.
- May not move into cover.
- If the move would take the fighter closer than 4" to an enemy, take no action instead.

When a gang goes for the guns, all fighters become Ready. Each fighter makes an Initiative test with the following modifiers depending on which weapon they are using:

- Sidearm: +1.
- Unwieldy: -2.
- Fighters that passed the test activate first (first group).
- Those that failed the test activate last (second group).

Activations in the first and last groups are made in order of their Initiative characteristic, from best to worst.

Fighters activating simultaneously (tied) go at the same time. Work out any Shooting actions before any Move or Charge actions.

Once the quick draw has been worked out, the following rounds are played as normal.

**ENDING THE BATTLE**

The battle ends when max 1 gang remains (end of a round).

**VICTORY**

The winner is the last gang with fighters on the battlefield.

**REWARDS****CREDITS**

- **Win:** D6x5 per enemy taken OoA (pockets of fallen foes being rifled through).

**EXPERIENCE**

Scenario specific rewards:

- +1 for not failing any Cool test before the shooting started.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +1 for taking part.
- 6 minus the amount of failed Cool tests to the gang that didn't fail all 6 Cool tests.

**HOUSE RULE (INFILTRATE)**

**Problem:** Infiltrate can be imbalanced or break this scenario.

**Solution:** Infiltrate can't be used in this scenario.

# SCENARIO 16: CARAVAN HEIST

## ATTACKER & DEFENDER

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

## BATTLEFIELD

Standard. However, the battlefield must be set up in such a way that the caravan can travel across the battlefield without structures or impassable terrain blocking its path.

## CREWS

- Custom (10).

## TACTICS CARDS

- Custom (2).
- Underdog (starting crew cost): +1 random per 100 credits.

## DEPLOYMENT

The defender deploys first, placing the caravan so that it is touching one of the edges of the battlefield. Then place the crew so that they are on or within 12" of the caravan. The attacker then sets up their fighters within 6" of any board edge except the one with the caravan.

## SPECIAL RULE: THE CARAVAN

Use a suitable vehicle or marker to represent the caravan. At the start of each round, before rolling for Priority, the defender moves the caravan 6" toward the table edge opposite its starting position. The caravan must avoid impassable terrain and stay on ground level, but is otherwise not stopped by anything. Fighters on the caravan are moved with it. Fighters in its path are moved the minimum distance necessary to avoid the caravan's advance. Any barricades, loot caskets, ammo crates or small pieces of terrain that are run over by the caravan are removed.

The caravan can't be attacked, blocks line of sight and provides partial cover to fighters riding on it.

## EMBARK / DISEMBARK (SIMPLE)

Spend a Simple action (Embark / Disembark) to climb onto, or off, the caravan.

## LOOT CARAVAN (SIMPLE)

If Active and within 1" of the caravan, spend a Simple action (Loot Caravan) to gain a Loot counter.

If an attacking fighter goes Out of Action, any Loot they have are discarded.

## DESIGNER'S NOTE

If there are weapons modelled on the caravan, fighters riding it can operate them by taking a Shoot action. Ignore the Unwieldy trait for mounted weapons.

## SPECIAL RULE: GUILDER HIRED GUNS

As Guild appointed protectors, the defender's gang wouldn't dare run off, and so need not take Bottle tests for this scenario. They can however voluntarily bottle out and flee the battlefield.

Additionally, if (due to injuries) the defender has insufficient fighters to field the max crew size, Hive Scum may be hired free of charge to even the odds.

## FLEEING THE BATTLEFIELD

If a gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. If the attacker wins this way, place D3 extra Loot counters on each fighter in the crew not Prone and Seriously Injured or Out of Action at the end of the battle.

## ENDING THE BATTLE

The battle ends when at least 1 condition is true:

- Max 1 gang remains (end of a round).
- The caravan reaches the far battlefield edge.

## VICTORY

The attacker wins if they can gather 10 Loot counters, otherwise the defender is the winner.

## REWARDS

### CREDITS

- D6x10 per Loot counter the attacker got on fighters that didn't go Out of Action, but including those that fled.
- D6x10 to the defender.
- 3D6x10 to the defender if the attacker recovered less than 5 Loot counters.

### EXPERIENCE

Scenario specific rewards:

- +1 to attacking fighters that didn't go Out of Action and gathered a Loot counter.
- +1 to defending fighters for taking an enemy carrying one or more Loot counter Out of Action.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +1 to each gang that took part in the battle.
- +D3+1 to winning attacker (10 or more Loot counters).
- +D3+1 to winning defender (the caravan reached the far table edge without the attacker recovering 10 or more Loot counters).

## ALTERNATIVE VARIANT

The caravan can include mounted weapons to be operated, ignoring Unwieldy trait.

## ALTERNATIVE VARIANT (HANGERS-ON)

A Dome Runner might be one of the defenders, or maybe leading the way for the caravan to make sure it has a clear path.

## UNDERHIVE

## SCENARIO 17: SPOOK/GHAST HARVEST

**BATTLEFIELD**

Standard (Underhive).

**CREWS**

- Custom (D3+4).

**TACTICS CARDS**

- Random (2).

Cards can only be played on a 4+. If failed, it has no effect and is discarded. Draw another random card to replace it.

**DEPLOYMENT**

Standard.

**HARVESTING GHAST**

*Gather as much unrefined ghost as possible, and take out any enemy fighters that get in their way.*

After setting up the battlefield, take turns placing 4 ghost deposits (starting with the gang with priority).

**HOUSE RULE**

The battle will probably be more interesting if ghost deposits are set up outside deployment zones and some distance apart, for example 8".

An Active fighter B2B with a ghost deposit can spend a Double action (Harvest Ghost). Go all of the following (regardless if any single step fails):

1. Pass an Intelligence test to gain a Loot.
2. Roll a D6, on a 6+ the ghost deposit is exhausted (removed).
3. Pass a Toughness check (+2 bonus with Respirator) or roll a D6 for a ghost effect (this test can be voluntarily failed by simply eating some ghost).

Ghost effect:

- 1-3 **Oh God! Oh God! Oh God!** Immediately activate again, but controlled by the opponent.
- 4-5 **It's like the Universe is in my Mind!** For this battle, become an Unsanctioned Psyker and gain a random psychic power (Ghost). If already a Psyker with a Wyrd Power, this has no effect.
- 6 **Today, I am the Emperor!** For the rest of the battle:
  - +2 modifier to any dice rolls.
  - Also apply "It's like the Universe is in my Mind!" (4-5).

Fighters carrying loot:

- Max 2 loot.
- Any loot is lost if going Out of Action.

**FLEEING THE BATTLEFIELD**

If a gang voluntarily bottles out and flees the battlefield, the opponent automatically wins. Each winning fighter (not Seriously Injured or Out of Action) gains 1 extra loot (max 2) without any risk of being affected by unrefined ghost.

**ENDING THE BATTLE**

The battle ends when max 1 gang remains (end of a round).

**VICTORY (SKIRMISH ONLY)**

The gang with the most loot at the end of the battle wins - otherwise it is a draw.

**REWARDS****CREDITS**

- D6x10 per Loot sold.

Alternatively, a gang may hold onto any or all of the loot for use in the future battles. A fighter may consume a bag of unrefined ghost as a Simple action to roll for a Ghost effect (D6).

**EXPERIENCE**

Scenario specific rewards:

- +1 for harvesting at least one bag of unrefined ghost.
- +1 for manifesting at least one Wyrd Power.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +1 for taking part.
- +3 for passing 5 or more Intelligence checks to collect loot (harvesting ghost).

**ALTERNATIVE VARIANT**

Add defences, sentries and locked doors to represent a ghost farm. Turrets can be used, counting as heavy stubbers or heavy bolters with BS 5+, T5, 2 Wounds, Overwatch skill and always count as Active and Ready. Sentries can be set up using the Sneak Attack rules.

# SCENARIO 18: ARCHAEO-HUNTERS

## BATTLEFIELD

Standard.

## CREWS

- Random (D3+7).

## TACTICS CARDS

- Custom (2).
- Underdog (starting crew cost): +1 random per 100 credits.

## DEPLOYMENT

Standard.

## OBJECTIVES

The gangs are trying to crack open the vault before their rivals.

## SPECIAL RULE: THE AUTOMATA

Gangs are hunting for a rumoured archaeo-vault, but to find it, and crack it open, they need to use an abandoned mining automata. After setting up the board, randomly select one of the edges that is not part of a deployment area. Place a door on this edge, as close to the midpoint as possible. This is the entrance to the vault. Next, place a marker or suitable model in the centre of the battlefield to represent the automata.

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
4"	4+	5+	5	5	5	6+	3	12+	2+	6+	10+

**Wargear:** Meltagun, heavy rock cutter  
**Armour:** Light Carapace (4+)  
**Special rule:** The automata can't be Pinned.

The automata begins the battle in a powered-down state. A fighter can perform the Power Up (Simple) action to power it up:

### POWER UP (SIMPLE)

If within 1" of the automata, pass an Intelligence test to power it up. The automata becomes ready and is part of the gang who powered it up until it powers down.

In the end phase, the automata returns to a powered-down state.

Only the automata can open the vault. It can perform the Destroy Door (Double) action:

### DESTROY DOOR (DOUBLE)

If the automata is powered up and within 1" of the vault door, the vault door is destroyed.

After the vault door is destroyed, any fighters may move off the table and into the vault via the doorway.

## FLEEING THE BATTLEFIELD

If a gang voluntarily bottles out and flees the battlefield, their opponent automatically wins. The winner gains an additional D6x10 credits for each of their fighters that are still on the battlefield and not Seriously Injured.

## HOUSE RULE

This scenario is potentially broken! Apply this fix:

If a gang voluntarily bottles out OR voluntarily flees, the other gang should automatically win.

## ENDING THE BATTLE

The battle ends when max 1 gang remains (whether having fled, been taken Out of Action or entered the vault).

## VICTORY

The gang with the most fighters in the vault is the winner. Otherwise it is a draw.

## REWARDS

### CREDITS

- D6x10 per fighter in the vault.
- D6x10 per fighter still on the battlefield (excluding Seriously Injured) if the opponent voluntarily bottled out and flees the battlefield.

### EXPERIENCE

Scenario specific rewards:

- +1 to each fighter entering the vault.
- +D3 for taking the automata Out of Action (if using alternative scenario rules).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +1 to each gang that took part in the battle.
- +D3 to the winning gang.

## ALTERNATIVE RULES

The Ambot is especially appropriate for this scenario and can be substituted for the automata. More than one automata can be introduced to make the scenario more challenging. The Automata begins the scenario powered up, and fighters must move into base contact with them and make Intelligence tests to take control of them for a round. Unless controlled by a gang, each automata will fight on their own side to defend the vault.

# SCENARIO 19: ESCORT MISSION

## ATTACKER & DEFENDER

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

## BATTLEFIELD

Standard.

## CREWS

- **Attacker:** Custom (D3+5) + Reinforcements.
- **Defender:** Random (D3+7) + Agent.

## TACTICS CARDS

- **Attacker:** Custom (2).
- **Defender:** Random (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

## DEPLOYMENT

Standard.

## SPECIAL RULE: THE AGENT

The defender is trying to guide an uphive agent to safety. For the duration of the battle, the agent is considered to be part of the defender's crew.

## UPHIVE AGENT

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

**Wargear:** Mesh, displacer field

**Weapons:** Laspistol

## SPECIAL RULE: EXTRACTION

The defender's goal is to get the agent to the extraction point. The agent needs to reach the battlefield edge closest to the attacker and roll 5+ in the End phase to escape. If the roll failed, add a cumulative +1 in each subsequent End phase.

## REINFORCEMENTS

- Attacker: 1.
- Each End phase (starting on the 2nd round).

## ALTERNATIVE VARIANT

The defender may be a single Cyborg Assassin with Bodyguard (any hit against the agent can be transferred to the Cyborg on a 3+, provided that the two are within 2" of each other).

## ALTERNATIVE VARIANT (HANGERS-ON)

Any Hangers-on could be used instead of the Agent.

## FLEEING THE BATTLEFIELD

If the defender voluntarily bottles out and flees the battlefield, the attacker automatically wins.

## ENDING THE BATTLE

The battle ends when at least 1 condition is true:

- Max 1 gang remains.
- The agent has escaped.

## VICTORY

The defender wins if the agent is extracted, otherwise the attackers wins.

## REWARDS

### CREDITS

- D6x10 to the defender if the agent is extracted.
- D6x10 to the attacker if the agent is taken Out of Action.

### EXPERIENCE

Scenario specific rewards:

- +1 for taking the agent Out of Action.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +D3 to the defender for extracting the agent.
- +D3 to the attacker for taking the agent Out of Action.
- -1 to any gang that bottled out

# SCENARIO 20: FIGHTER DOWN

## ATTACKER & DEFENDER

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

## BATTLEFIELD

Standard.

## CREWS

- Random (D3+2) + Reinforcements.

The attacking crew must include a random Ganger or Juve to be the wounded fighter.

## TACTICS CARDS

- **Attacker:** Custom (2).
- **Defender:** Random (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

## DEPLOYMENT

Standard. The attacker places the wounded fighter face down within 8" of the centre of the board.

## REINFORCEMENTS

- D3 per gang.
- Each End phase (starting on the 2nd round).
- Within 1" of any battlefield edge and at least 12" from enemies (deployed by the controlling gang).

## SPECIAL RULE: THE WOUNDED FIGHTER

For the purpose of this scenario, the wounded fighter is considered to have suffered a Serious Injury, one which they can't recover from - do not roll to see if they recover in the End phase. Instead, they remain Seriously Injured until they either go Out of Action or are carried off the board. They may still make Crawl (Double) actions as normal.

The wounded fighter may be taken Out of Action with the Coup de Grace action as normal. Friendly fighters may spend a Double action (Carry) if activating within 1" of the wounded fighter, allowing them to move up to their Move characteristic and take the wounded fighter with them. If the wounded fighter begins their activation within 1" of the board edge closest to the attacker's deployment area, they may escape off the board.

## ALTERNATIVE VARIANT

Custom underhive predators may be included. Creatures may be placed anywhere on the board, or keep their location secret using Pitch Black special rule from In the Dark scenario. The creatures are only revealed when fighters get within line of sight of them. If a creature moves out of line of sight, replace it with a counter. In the End phase, each counter may swap which monster it represents.

## ALTERNATIVE VARIANT (HANGERS-ON)

A Rogue Doc could be included.

## SPECIAL RULE: CARRION CREATURES

In the underhive, there are countless predators skulking in the shadows - mutated rats, murder-pedes, rust vultures and others.

After the wounded fighter and both gangs have deployed, roll D6+3 to find out how many Carrion Creatures are present. Take turns, starting with the player with Priority, to place these creatures on the board, at least 12" from any fighters (including the wounded fighter).

In each End phase, take turns moving the Carrion Creatures, starting with the player with Priority. Any Carrion Creature that ends its movement in base contact with a fighter will make a Melee (Basic) action against it - after this action has been resolved move the creature D3" directly away from the fighter. The fighter may not make Reaction attacks.

## CARRION CREATURE

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

**Weapons:** Beaks, claws and mandibles (counts as unarmed attacks).

## ENDING THE BATTLE

The battle ends when at least 1 condition is true:

- Max 1 gang remains.
- The wounded fighter has escaped or is taken Out of Action.

## VICTORY

The attacker wins if the wounded fighter escapes, otherwise the defender wins.

## REWARDS

### EXPERIENCE

Scenario specific rewards:

- +1 for taking the wounded fighter Out of Action.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +D3 to the attacker if the wounded fighter escaped.
- +1 to the defender if the wounded fighter was taken Out of Action.
- -1 to any gang that bottled out.



## UNDERHIVE

## SCENARIO 21: MURDER CYBORG

**BATTLEFIELD**

Standard (Underhive).

**CREWS**

- Custom (8).

**TACTICS CARDS**

Standard:

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**DEPLOYMENT**

Standard.

**THE CYBORG**

*An augmented Hive Assassin is operating in the gang's territory.*

Before the Assassin is revealed:

When a fighter suffers a wound (not Damage '-'), roll a 5+ to reveal the Assassin: Replace the wounded fighter (not counting as having been Seriously Injured or taken Out of Action) with an appropriate model to represent the Cyborg Assassin.

When the Assassin is revealed:

Roll a D6 to determine the mission. The gang with Priority controls the Cyborg, although it must follow directives as detailed for its mission. The Cyborg Assassin never counts as a friendly model for any gang.

**CYBORG ASSASSIN**

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

**Skills:** Fast Shot, Gunfighter, Iron Jaw.

**Wargear:** Light Carapace (4+), displacer field.

**Weapons:** 2x Bolt pistols (with las-projectors), shotgun (with executioner ammo), frag & krak grenades.

- Ignores the effects of Flash, Gas and Toxin traits (activates as normal with Blaze, but also takes damage while on fire).
- Can't be Pinned.
- Unaffected by the Coup de Grace action.
- Treats Out of Action as Serious Injury instead.
- While Seriously Injured, do not roll Injury dice in the End phase.
- Instead, pass a Toughness test (roll equal to or lower than Toughness) to recover (suffering a Flesh Wound as normal).
- Once Toughness reaches 0 as a result of Flesh Wounds, it can't recover. Although it may still Crawl as a Double action and can now be removed from the board with a Coup de Grace action.

**ALTERNATIVE ENDGAME VARIANT**

Gangs work together or against each other, but there will be a Murder Cyborg for each gang. The game only ends when all the Cyborgs or Gangs are killed. Alternatively, the Murder Cyborgs might be chrono-gladiators turned assassins, and if not killed by the end of a set round, they explode!

**D6 CYBORG'S MISSION**

**1-2 Extermination Directives:** The Cyborg must kill everyone! If it is Engaged, it will take Fight actions. If not, it will target the closest model with a Shoot action. If it can see more than one model, it must divide its Shoot actions between them as evenly as possible, starting with the closest model and moving outward (it must take Cool tests as normal to target models other than the closest). If it can't see any models, it must move toward the nearest model.

**3-4 Decapitation Subroutines:** The Cyborg must kill the Leaders. The Assassin acts as above, however it will only target Leader models, only fighting other emodels if they are either Engaged with it, or blocking its path to a Leader.

**5-6 Preservation Protocols:** The Cyborg must return to its masters. When the Assassin is revealed, the player who has Priority picks a point on the board edge farthest from it, this is its escape point. If the Assassin ends any round in base contact with the escape point, it is removed. While escaping, in each activation the Cyborg must make at least one Move action that takes it closer to the escape point if possible, though it can shoot at the closest targets as detailed above, at the controlling player's discretion.

**ENDING THE BATTLE**

The battle ends when at least 1 condition is true (end of a round):

- Max 1 gang remains.
- The Cyborg is destroyed.

**VICTORY**

The gang that destroyed the Cyborg Assassin is the winner. Otherwise it is a draw.

**REWARDS****CREDITS**

- 3D6x10 for taking out the Murder Cyborg.

**EXPERIENCE**

Scenario specific rewards:

- +1 for wounding the Cyborg (at least once).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- **Win:** +D3.
- **Bottle:** -1.

**ALTERNATIVE VARIANT**

Use a Rise of the Servitors against one or more gangs. The number of servitors should equal to at least 3 times the number of opposing fighters. Use the Hive Dweller profile for the Servitors. The servitors can only make a Move action with the servitors as they go about their pre-programmed duties. The attackers' mission is to find the 3 Cyborg Assassins posing as servitors. When a servitor is taken Out of Action, roll a D6. On a 4+, they become a Cyborg Assassin. Then roll to determine their mission. Once 3 Cyborg Assassins have been revealed, no more are added. Servitors activating within 12" of an active Cyborg Assassin can make Attack actions as the Assassin overrides their simple machine functions for its own ends.

# SCENARIO 22: HIT

## ATTACKER & DEFENDER

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

## BATTLEFIELD

Standard.

## CREWS

- **Attacker:** Custom (D3+5).
- **Defender:** Random (D3+5) + Leader + Reinforcements.

## TACTICS CARDS

- **Attacker:** Custom (2).
- **Defender:** Random (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

## DEPLOYMENT

1. **Defender:** Leader + 2 fighters within 12" of the centre of the battlefield. Roll a 5+ for each remaining fighters to place that fighter anywhere. Otherwise place that fighter within 8" of the Leader.
2. **Attacker:** Within 2" of any battlefield edge and at least 6" from enemies.

## REINFORCEMENTS

- **Defender:** 1.
- Each End phase (starting on the 2nd round).

## THE TARGET

The attacker is gunning for the defender's Leader. The Attacker has Priority for the first round. In the first round, the defender's fighters may only make a single action in each activation.

## ENDING THE BATTLE

The battle ends when max 1 gang remains.

## VICTORY

If the defender's Leader is Seriously Injured or taken Out of Action, the attacker is victorious. Otherwise, the defender is the winner.

## REWARDS

### EXPERIENCE

Scenario specific rewards:

- +D3 to attacking fighters for wounding the defender's Leader.
- +D3 to the defending Leader if not taken Out of Action or Seriously Injured at the end of the battle.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- The attacker gains +D3 if the defender's Leader is Seriously Injured or +D6 if the defender's Leader is taken Out of Action.
- +D3 to the defender if their Leader is still on the board at the end of the battle.
- -1 to any gang that bottled out.

## ALTERNATIVE VARIANT

The attackers can be a custom watchman hit squad or assassin gang. Alternatively, the attackers might unleash a nest of murder servitors or monsters.

## MULTI-PLAYER

## SCENARIO 23: GANG MOOT

**BATTLEFIELD**

Standard.

**CREWS**

- Random (D3+5) + the Leader.

**TACTICS CARDS**

- Random (2).

**DEPLOYMENT**

Using Priority to determine the order, place the Leaders within 6" of the centre of the board. Take turns placing the fighters anywhere on the battlefield, at least 12" from a Leader and 6" from any already deployed fighter (friend & foe).

**SPECIAL RULE: PARLAY**

The gangs are meeting to hammer out a treaty or settle some other kind of business - when suddenly someone goes for a gun!

At the start of the battle only Leaders are ready, all other fighters are unaware that their allies are about to become enemies. When a fighter takes a Shoot action (unless the weapon has the Silent trait), all other unready fighters within 12" can pass an Intelligence test to become Ready. Fighters attacked in close combat or hit with a shooting attack also become Ready (as long as they survive). In the End phase, each unready fighter can move 6" in any direction.

**ENDING THE BATTLE**

The battle ends when max 1 gang remains.

**VICTORY (SKIRMISH ONLY)**

The winner is the gang with the Leader still on the battlefield (not Seriously Injured). Otherwise it is a draw.

**REWARDS****EXPERIENCE**

Scenario specific rewards:

- +1 for taking an enemy Out of Action.
- +D6 to the last Leader on the battlefield.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +1 to each gang that took part in the battle.
- +2 for taking an enemy Leader Out of Action.
- +3 to the gang with the last standing Leader.

**OUTDATED ACTION FROM N17 (NOT AVAILABLE IN N18):****YELL (DOUBLE)**

All friendly fighters within 12" can make an Intelligence test with a +2 modifier to determine if they become Ready.

## UNDERHIVE, MULTI-PLAYER

## SCENARIO 24: PITFIGHT

**BATTLEFIELD**

Standard (Underhive). Recommended max size: 24"x24".

**CREWS**

- Custom (1).

This is designated as the gang's Champion.

**TACTICS CARDS**

- Custom (1).

**DEPLOYMENT**

Take turns deploying the fighter:

- B2B with an edge.
- At least 12" from enemies.

**IT'S ONLY A SCRATCH!**

*No one likes a quick fight, and the Champions know that they need to put on a show with lots of blood.*

- Ignore Flesh Wound results on the Injury dice.
- Treat Seriously Injured results as Flesh Wounds.
- Coup de Grace can't be used (no easy deaths!).

**ROUND ONE...**

*Pitfights have rules... after a fashion.*

- **Round 1-2:** No ranged weapons or grenades.
- **Round 3-4:** No Unwieldy ranged weapons or grenades.
- **Round 6+:** All weapons may be used.

**ENDING THE BATTLE**

The battle ends when max 1 gang remains.

**VICTORY**

The last remaining gang wins. Otherwise it is a draw.

**REWARDS****CREDITS**

- **Win:** D6x5 per other gang that took part.

**EXPERIENCE**

Scenario specific rewards:

- +1 for taking an enemy Out of Action.
- +D3 to winner.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +1 for taking part.
- +2 for surviving to round 6.
- +4 to the winner.

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# SCENARIO 25: CLAIM THE SPIRE

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**BATTLEFIELD**

Lay out the terrain so that it creates a series of large spires and tall structures close to the centre of the board. Each spire should have plenty of levels for gangers to fight upon as well as a series of walkways linking them to each other. Scatter terrain is still placed as normal.

**CREWS**

- Custom.

**TACTICS CARDS**

- Frag Trap, Blood Dept & Last Gasp.

**DEPLOYMENT**

Standard.

**OBJECTIVES**

Each gang is trying to claim the highest ground they can, whilst also inflicting heavy losses upon their rival gang. At the end of each turn, the gang with the highest-placed model scores 1 point (if both gangs are tied then they each score 1 point). Additionally, each gang scores 1 point for each enemy ganger that goes Out of Action.

**ENDING THE BATTLE**

The battle ends when max 1 gang remains.

Additionally, if a gang Bottles Out, the battle also ends on a 4+ at the end of the following round. Otherwise, roll again at the end of each subsequent round, adding 1 to the result for each additional time this roll is made; in other words, the second time this roll is made, the battle will end on a 3+ and so on.

**VICTORY**

If max 1 gang remains at the end of the battle, they are victorious. Otherwise, at the end of the battle, whichever gang has scored the most points is declared the winner.

**REWARDS****CREDITS**

- D3x10 to the winner.

**EXPERIENCE**

Scenario specific rewards:

- +1 to the winning Leader (even if not taking part).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +3 to the winner.
- +1 to both gangs if this was the first battle against each other.
- -1 to any gang that bottled out.

**HOUSE RULE (INFILTRATE)**

**Problem:** Infiltrate can be imbalanced or break this scenario.

**Solution:** If at least one player wants, Infiltrate can't be used in this scenario. Instead, Infiltrating fighters can make 1 or 2 move actions before the first round.

# SCENARIO 26: THE GAUNTLET V2

## ATTACKER & DEFENDER

The gang who chose this scenario is the attacker (the runners), the other is the defender (the hunters).

## BATTLEFIELD

Set up the battlefield as shown on the map.

1. Double door (closest to the bridge).
2. Single door (between wall and bridge).
3. Double door (entrance to Ventilation Turbine).
4. Double door (entrance to the vault).

- 1 loot casket inside the vault.
- The defender may add 0-4 barricades anywhere.
- All doors begin closed but not locked (except the Vault door of course!).

## CREWS

- **Attacker:** Custom (D6+4).
- **Defender:** Random (D3+4).

## TACTICS CARDS

- **Attacker:** Custom (2).
- **Defender:** Random (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

## DEPLOYMENT

The attacker deploys first anywhere in the shadowed area of the Unlit Crossroads tile. The defender then deploys as detailed in 'From the Shadows' below. The attacker has priority for the first round.

## SPECIAL RULE: FROM THE SHADOWS

At the start of the battle the defender can set up anywhere on the battlefield (with the exception of the Unlit Crossroads tile) or can choose to have them lurking in the shadows. Fighters that are lurking in the shadows are not active and have no effect until they are deployed.

When it is the defender's turn to activate a fighter they can choose one of the following:

- Pass (taking no action).
- Activate a ready fighter as normal.
- Move a fighter from the shadows onto the battlefield (placing them anywhere on the battlefield at least 3" from an enemy).
- Send an Active or Pinned fighter back into the shadows (removing them from the board).

Fighters placed from the shadows are not ready and so must wait until the following round to take actions.

## SPECIAL RULE: SOMETHING TO MOVE

During the run it is all or nothing! In this scenario neither side needs to make Bottle Tests. If, at the start of any round, half of the attacker's crew (rounding up) are Seriously Injured or Out of Action, the attacker may voluntarily bottle out.

## OBJECTIVES

**Attacker:** Break into the Vault and open the loot casket (retrieving the chrono crystal).

**Defender:** Stop all the runners by taking them Out of Action.

## ENDING THE BATTLE

The battle ends when at least 1 condition is true:

- The battle ends when max 1 gang remains (start of a round).
- An attacking fighter opens the loot in the Vault.

## VICTORY (SKIRMISH ONLY)

If the attacker wins by claiming the chrono crystal, otherwise the defender wins.

## REWARDS

### CREDITS

- +10 credits for each opposing Ganger or Juve taken Out of Action.
- +20 credits for each opposing Champion taken Out of Action.
- +40 credits for the opposing Leader taken Out of Action.

The attacker can sell the chrono crystal for 2D6x20 credits (if they get it) or hold onto it as it might be useful at some point in the future...

### EXPERIENCE

Scenario specific rewards:

- +1 for taking part.
- +1 to each defender for taking an attacker Out of Action (in addition to the standard for this).
- +D3 to each winning attacker.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +1 to both gangs.
- +1 to winning defender.
- +3 to winning attacker.



# SCENARIO 27: IN THE DARK

## BATTLEFIELD

Standard.

## CREWS

- Custom.

## TACTICS CARDS

- Custom (2).
- Underdog (starting crew cost): +1 random per 100 credits.

## DEPLOYMENT

Standard.

## OBJECTIVES

The gangs are trying to wipe each other out, and hopefully survive the dark.

## PITCH BLACK

This scenario uses the Pitch Black special rule.

## HORRORS IN THE DARK

When a fighter activates outside 8" of any other fighters (friend or foe), roll a D6:

### D6 Result

- 1 Suffer a Strength 6 hit with AP -1 and Damage 2. If Seriously Injured, the fighter is dragged away into the darkness and taken Out of Action.
- 2-3 The fighter can't make any actions this turn.
- 4-5 The fighter can only make one action this turn.
- 6 The fighter activates normally.

## HOUSE RULE

Horrors in the Dark: Seriously Injured or Broken fighters should be ignored when measuring closest fighter.

## ALTERNATIVE VARIANT

Custom monsters may be included. Place them anywhere on the board, represented by a counter to keep their identity secret. The monsters are only revealed when fighters get within line of sight of them. If a monster moves out of line of sight, replace it with a counter. In the End phase, each counter may swap which monster it represents.

## ENDING THE BATTLE

The battle ends when max 1 gang remains.

## VICTORY

The winner is the last crew with fighters on the battlefield.

## REWARDS

### EXPERIENCE

Scenario specific rewards:

- +1 for taking an enemy Out of Action (this also applies to monsters if they are included).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +1 to each gang that took part in the battle.
- +2 to the winning gang.
- +1 for each monster taken Out of Action (if included).

# SCENARIO 28: MONSTER HUNT

## BATTLEFIELD

Standard.

## CREWS

- Random (D3+7).

## TACTICS CARDS

- Custom (2).
- Underdog (starting crew cost): +1 random per 100 credits.

## DEPLOYMENT

Standard.

## SPECIAL RULE: THE SUMP HORROR!

The gangs are trying to bag a massive Sump Horror (as well as scrag each other), though first they must flush the creature out. The Sump Horror is attracted to wounded prey. Whenever a fighter suffers a Flesh Wound or is Seriously Injured, the gang whose fighter was injured places a Beast's Lair marker within D6" of their fighter. These markers follow all the rules for the Beast's Lair, with the exception that they can't be targeted by Shooting actions from more than 6" away.

Once 6 markers have been destroyed, the Sump Horror will emerge. Replace the final destroyed marker with a large appropriate model. The Sump Horror has the following profile:

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
3"	5+	6+	7	6	8	4+	4	9+	2+	6+	12+

**Armour:** 5+

**Weapon:** S 7, D 2, AP -3

**Special Rule:** Can't be Pinned, immune to Coup de Grace

At the start of the End phase of each round, the Sump Horror fights any fighters in base contact, or if there are no fighters in base contact, it moves, or charges (if in range) toward the nearest fighter.

## ENDING THE BATTLE

The battle ends when at least 1 condition is true:

- Max 1 gang remains.
- The Sump Horror is killed.

## VICTORY

The winner is the gang that killed the Sump Horror. Otherwise it is a draw.

## REWARDS

### CREDITS

- 3D6x10 to the gang that slew the Sump Horror

### EXPERIENCE

Scenario specific rewards:

- +1 to each fighter that destroyed a Beast's Lair marker.
- +D6 for dealing the killing blow to the Sump Horror.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +1 to each gang that took part in the battle.
- +D6 to the winning gang.



# SCENARIO 29: SETTLEMENT ATTACK

## ATTACKER & DEFENDER

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

## BATTLEFIELD

Divide the battlefield into 3 areas representing the edge of a major settlement, the areas are: the Wall, No-man's-land and the Wilderness.

## SECTOR MECHANICUS

The Wall should be set up within 6" of one board edge (but still allowing space for models to be deployed behind it), using suitable terrain to represent an impassable line. In the middle of the Wall there should be a gateway with a closed and locked door (according to Zone Mortalis rules). An area 12" beyond the Wall is No-man's-land, and it should only have sparse scattering of terrain. The rest of the table is the Wilderness, using standard setup as described in the pre-battle sequence.

## ZONE MORTALIS

The wall is a line of at least 3 tiles with only 1 tunnel connecting them to the rest of the board. The tunnel should have locked doors at both of its ends and all other access to the rest of the board should be blocked off. The next line of tiles, connecting to the Wall, is No-man's-land and should be made up of tiles with large open areas if possible. Beyond these tiles, there should be one or more lines representing the Wilderness, using standard setup as described in the pre-battle sequence.

## CREWS

- Custom.

## TACTICS CARDS

- **Attacker:** Custom (2).
- **Defender:** Random (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

## DEPLOYMENT

The attacker deploys their crew within 6" of the board edge farthest away from the Wall. The defender deploys their crew anywhere either on or behind the Wall.

## SPECIAL RULE: THE WALL

The Wall represents a formidable barrier to reaching the settlement.

The defenders can fire through loopholes if they are directly behind the Wall. Fighters using loopholes can't be Engaged or attacked with Close Combat weapons and ranged attacks against them suffer -3 to hit. Due to the limited sight lines, firing from a loophole is restricted to 12" and weapons with the Blast trait may not be used.

## ZONE MORTALIS

Loopholes are considered to be present in any doors or bulkheads used to block off access to the tiles representing the Wall. The only ways to bypass the Wall is to breach the 2 locked doors, or use a Hidden Passage tactics card to place a Ductway.

## SECTOR MECHANICUS

The defenders can fight from the top of the Wall (and are considered to be in full cover if they do so). The only ways to bypass the Wall are to either breach the locked door in the gateway, or to try to scale its side. Attacking fighters beginning in base contact with the Wall may take the Scale (Double) action. If they complete 2 of these actions in a row, place them on top of the Wall.

## LOOTING THE SETTLEMENT

Attacking fighters in base contact with the defender's board edge in the start of the End phase may be removed from the battlefield as they are looting the settlement. Fighters that move off the board in this way are not considered to have been taken Out of Action, but also do not contribute to the attacker's crew size for Bottle tests.

## ENDING THE BATTLE

The battle ends when max 1 gang remains.

## VICTORY

If 3 or more attacking fighters looted the settlement, they are victorious. Otherwise, the defender wins.

## REWARDS

### CREDITS

- +D6x10 to the winning defender.
- +D6x10 per looting fighter to the winning attacker.

### EXPERIENCE

Scenario specific rewards:

- +D3 to each looting fighter.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +D6 to the defender if no attackers made it past the Wall.
- +D3 to the defender if attackers made it past the Wall, but not looting the settlement.
- +1 to attacker for every looting fighter.
- -1 to any gang that bottled out.

## ALTERNATIVE VARIANT

Mounted guns, minefields (melta/gas/frag traps) or defense turrets can be introduced. With more than one attacker, multiple boards can be set up, and with each gang racing against their rivals to be the first to loot.

# SCENARIO 30: ESCAPE!

## ATTACKER & DEFENDER

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

## BATTLEFIELD

Standard.

## CREWS

- Custom.

## TACTICS CARDS

- **Attacker:** Custom (2).
- **Defender:** Random (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

## DEPLOYMENT

Standard.

## SPECIAL RULE: ESCAPING THE BOARD

The attackers are trying to escape the hive level, and only the defender's gang stands in their way.

Attacking fighters in base contact with the defender's board edge in the start of the End phase may escape the board. If they are Engaged, they must first pass an Initiative test. They do not count as having gone Out of Action.

Attacking fighters that do not end their activation closer to the escape area must make a Nerve test, just as if a friendly fighter had been Seriously Injured or taken Out of Action within 3".

## ALTERNATIVE VARIANT

Create a battlefield that funnels the attacker towards a number of points - either a handful of Zone Mortalis tunnels or gaps between impassable terrain pieces on a Sector Mechanicus board.

The attackers can use the Sneak Attack rules, The defenders may have sentries standing guard behind cover, turreted guns covering the entrance and patrols prowling the nearby area with Cyber-mastiffs while more fighters stand in reserves.

## ENDING THE BATTLE

The battle ends when max 1 gang remains.

## VICTORY

The attacker wins if at least 3 fighters escape, otherwise the defender wins.

## REWARDS

### EXPERIENCE

Scenario specific rewards:

- +1 to each attacking fighter that escaped.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +D3 to the defender if no attackers escaped.
- +1 to attacker for every fighter that escaped.
- -1 to any gang that bottled out.

# SCENARIO 31: PRISON BREAK

## ATTACKER & DEFENDER

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

## BATTLEFIELD

The defender sets up the battlefield, creating the Guild prison. This works best as a Zone Mortalis scenario.

## CREWS

- **Attacker:** Random (D3+2).
- **Defender:** Random (5 Sentries) + Reinforcements.

## HOME TURF ADVANTAGE

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1.
- **Hangers-on:** Included in the crew on a 4+ (roll individually).

## TACTICS CARDS

- **Attacker:** Custom (3).
- **Defender:** Custom (2)  
(only usable after the alarm is raised).

## DEPLOYMENT

The defender chooses a room, sealed off from surrounding tunnels by doors, or a raised platform, as close to the centre of the board as possible and sets up the captives in the room or on the platform within 2" of each other. Sentries are then placed anywhere on the battlefield, provided they are not in the room or on the same platform as the captives and no sentry is closer than 8" to another sentry.

## REINFORCEMENTS

- Defender: D3.
- Each End phase  
(starting on the round the alarm is raised).

## SPECIAL RULE: GUILDER PRISON

The captives are locked up in their cell, but have freed themselves from their bonds. Now they just need to escape!

All attacking fighters begin the battle armed with only a knife, regardless of other weapons they have. All doors are locked - with the exception of one of those leading to the captive's cell (if using Zone Mortalis), which they are considered to have already unlocked.

The captives can leave the battlefield if, during the End phase, they are within 1" of a board edge and not Engaged. Whenever a captive takes one of the defender's fighters Out of Action in close combat, roll a D6 - on a 1-3, they find a code that can be used to open a locked door and is then discarded. On a 4+, they can take one of the fighter's weapons and use it for the remainder of the scenario.

## ENDING THE BATTLE

The battle ends when max 1 gang remains.

## VICTORY (SKIRMISH ONLY)

The attacker is the winner if at least two captives escape off the battlefield. Otherwise the defender is the winner.

## REWARDS

### EXPERIENCE

Scenario specific rewards:

- +2 to each captive that escaped.
- +1 to each defender for taking a captive Out of Action.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +1 to each gang that took part in the battle.
- +2 to the attacker for each captive that escaped.
- +D3 to the attacker if all captives escaped.
- +D3+1 to the defender if no more than one captive escaped.

## CAPTIVE FIGHTERS

This scenario can be used to rescue fighters that have been captured and then sold to the Guilders, in which case only those that have been sold to the Guilders are available.

This scenario can also be used in multi-player battles with more than one crew starting in separate cells, and then working against both each other and the prison to escape.

This scenario could also be run at the end of a campaign with one custom generated gang facing all the fighters who have been sold to the guilders - the gangs fielding their captive fighters and forced to work together to escape the Guild prison.

## HOUSE RULE (INFILTRATE)

**Problem:** Infiltrate can be imbalanced or break this scenario.

**Solution:** Infiltrate can't be used in this scenario.

## END GAME - MULTI-PLAYER

## SCENARIO 32: BLAZE OF GLORY

**ATTACKER & DEFENDER**

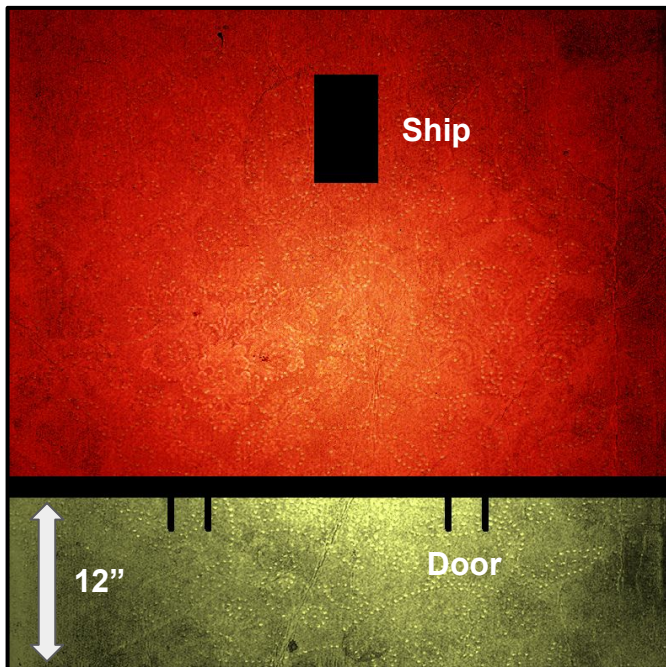
The gang going out in a Blaze of Glory is the attacker. The other gang(s) are the defender(s).

The attacker is attempting to board the ship and escape Necromunda for a new life somewhere in the stars. The defender is trying to stop them.

**BATTLEFIELD**

Standard. Add key points shown below. The spaceport walls should be impossible to cross except by the 2 doors. The doors begin locked and have access terminals on both sides. Ladders can be placed on the inside of the wall to allow defenders to scale onto the top of the walls. The defender then places a ship anywhere on the battlefield more than 6" from a board edge and more than 12" from the Spaceport Walls.

Only barricades and crates can be placed on the access road. No large structures can be placed within 12" of the ship.



Access Road

**CREWS**

- **Attacker:** Entire gang (including In Recovery and Hangers-on).
- **Defender:** Random (10) + Reinforcements.

If this is a multi-player battle, each defending gang has Random (5) + Reinforcements instead.

**TACTICS CARDS**

- **Attacker:** Custom (2).

**DEPLOYMENT**

Defending crew(s):

- Outside 12" of the attacker's edge (Access Road).
- Outside 3" of an already-deployed fighter.

Attacker:

- Within 3" of the attacker's edge (Access Road).

**REINFORCEMENTS**

- Defender D3.
- Start of each End phase (starting on the 3rd round).
- Deployed by the controlling gang.

**STOLEN ACCESS CODES**

The attackers have obtained the access codes for the starport doors, but there is always an outside chance these are out of date or simply false.

When making Access Terminal (Basic) action, roll a D6. On a 2+, the door is opened without the need to make an Intelligence test. Otherwise the codes for that door are useless and it can only be opened by making a Force Door (Basic) action.

**BLASTING OFF**

Any attacking fighter within 1" of the ship at the start of any End Phase can board the ship (even if Seriously Injured). At the start of any round, one fighter that has boarded the ship can make an Intelligence test with a -5 modifier, and a +1 modifier for every 3 additional friendly fighters who have boarded the aircraft. If passed, the ship is powered up and blasts off during the End Phase of that turn.

From the moment the ship is boarded, the defenders know the situation has slipped outside their control and order the Hangar Doors to close. The attackers only have 2 rounds with 2 attempts at starting the ship. Once closed, the ship can't take off. All boarding attackers are placed within 2" of the ship - they have nothing left to do but fight to the end.

**GUARD IT WITH YOUR LIFE**

The defender automatically passes any Bottle tests.

**ENDING THE BATTLE**

The battle ends when at least 1 condition is true:

- Only attackers or defenders have fighters remaining.
- The ship blasts off.

**VICTORY**

The attacker wins if the ship blasts off. Otherwise, the defender wins.

**REWARDS**

There is only one reward - escape. If the attacking gang is victorious, they'll blast off, hoping to evade the guns of the Eye of Selene above Necromunda. If not, the survivors will be hunted down and brought to justice, no matter how far they run. This is the end for the gang, for good or for ill.

**EXPERIENCE**

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

## BADZONE

## SCENARIO 33: ESCAPE THE BADZONE

**BATTLEFIELD**

Standard. After setting up terrain, take turns placing 4 loot caskets anywhere at least 8" from any edge.

**CREWS**

Custom (10)

**TACTICS CARDS**

Custom (2).

Underdog (starting crew cost): +1 random per 100 credits.

**DEPLOYMENT**

Standard.

**SPECIAL RULE: A PATH TO SAFETY**

Both gangs are attempting to find a path through the Badzone, while stopping others from doing the same. Each gang must get its fighters off the board edge closest to their opponent's deployment area.

Any fighters that are not Engaged and within 1" of the opponent's board edge may escape in the End phase. Loot caskets within 1" of an escaping fighter may be secured. Fighters removed in this way are ignored for the purposes of Bottle tests (not counting as part of the crew size nor as Out of Action).

**SPECIAL RULE: DANGEROUS GROUND**

The battle is taking place in an especially hostile Badzone. Discard Badzone Events each round, even if their Discard Trigger is not rolled.

**CHOOSE EVENTS**

Take control of the Environment and Events. A neutral part or a winner of a roll-off can choose which Environment to use, which Event to start with or which Event to use next.

**ENDING THE BATTLE**

The battle ends when only one gang has remaining (at the end of a round).

If only one gang bottles out and flees, the opponent's remaining fighters count as having escaped.

**VICTORY**

The gang with the most escaped fighters is victorious. If both gangs had an equal amount of escaped fighters, it is a draw.

**REWARDS****CREDITS**

- 2D6x10 per loot casket carried off the board.

**EXPERIENCE**

Scenario specific rewards:

- +1 to each fighter that escaped.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 if at least half of the gang's crew escaped.
- -1 for bottling out.

## BADZONE

## SCENARIO 34: MANUFACTORUM RAID

**ATTACKER & DEFENDER**

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

**BATTLEFIELD**

Standard.

**CREWS**

- **Attacker:** Custom.
- **Defender:** Random (D3+5) + Reinforcements.

**TACTICS CARDS**

Custom (2).

Underdog (starting crew cost): +1 random per 100 credits.

**DEPLOYMENT**

Standard. Then the attacker places 3 bomb markers at least 12" from another marker and at least 16" from the attacker's deployment area. These are the points where the attacker must plant their bombs.

**REINFORCEMENTS**

- Defender: D3.
- Each End phase (starting on the 2nd round).

**SPECIAL RULE: BOMBS**

The attacking crew is carrying a collection of homemade explosives to blow up machinery vital to the rival House.

Attackers must spend a Double action (Plant Bomb) if B2B with a bomb marker (including disarmed bombs):

- Gain 1 XP.

The planted bomb has a counter which starts with 1.

In the End phase, roll a D6 for each bomb, adding the result on its counter. On a 7+, the bomb explodes:

- Strength 6, Damage D3, Blast (5"), Knockback.

Otherwise, increase the counter's number by 1.

Defenders can spend a Double action (Disarm Bomb) if B2B with an armed/planted bomb:

- Make an Intelligence test:
  - Success: Disarmed, gain D3 XP.
  - Fail: If the roll was a double, the bomb explodes.

A disarmed bomb must be rearmed by an attacker using the Plant Bomb (Double) action. The counter is reset to 1.

**FUNCTIONING MANUFACTORUM**

The Industrial Terrain in this scenario is fully functioning. Terrain activates on a 3+ rather than a 6+.

**ENDING THE BATTLE**

The battle ends when at least 1 condition is true:

- Max 1 gang remains.
- All 3 bombs explode.

**VICTORY**

If all 3 bombs explode, the attacker wins. Otherwise, the defender wins.

**REWARDS****CREDITS**

- +2D6x10 to the winning defender.

**EXPERIENCE**

Scenario specific rewards:

- +1 to each fighter that plants or rearms a bomb.
- +D3 to each fighter that successfully disarms a bomb.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the winning attacker.
- +D6 to the defender if no bombs explode.
- +D3 to the defender if 1 or 2 bombs explode.
- -1 for bottling out.

## BADZONE

## SCENARIO 35: THE CONVEYER

**ATTACKER & DEFENDER**

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

**BATTLEFIELD**

Defender chooses a tile or a piece of terrain roughly 12" in diameter and sets it up in the centre of the table. This is the platform.

The attacker then sets up the rest of the board around the platform.

Finally, the attacker places 4 loot caskets within 12" of the edges of the platform.

**CREWS**

Custom (10).

**TACTICS CARDS**

Custom (2).

Underdog (starting crew cost): +1 random per 100 credits.

**DEPLOYMENT**

The defender deploys on the platform. The attacker deploys at least 16" from the platform.

**SPECIAL RULE: THE PLATFORM**

In each End phase, the defender rolls a D6 to see if the platform moves, adding a cumulative +1 to the result for each turn the platform remained stationary. On a 6+, the platform moves.

When the platform moves, remove any tiles or terrain from the board with the exception of the platform. Fighters not on the platform are removed from the board and any conditions on them are removed. They do not count as having gone Out of Action. The attacker then sets up the table around the platform in any configuration they choose, placing 4 new loot caskets (as described above) and deploys the fighters that were removed within 12" of the platform.

**SPECIAL RULE: CHANGING ENVIRONMENTS**

Each time the platform moves, replace the current Environment with a new random Environment. If the Dome Collapse Event is generated, the Platform immediately moves (as detailed above). While the Shutdown Event is in play, do not test to see if the platform moves.

**CHOOSE EVENTS**

Control the environments that the platform passes through beforehand to create the most interesting or challenging levels possible.

**ENDING THE BATTLE**

The battle ends when at least 1 condition is true:

- No more defenders remaining.
- After round 9.

**VICTORY**

The attacker wins if there are no more defenders. The defender wins if all 9 rounds are played.

**REWARDS****EXPERIENCE**

Scenario specific rewards:

- +1 to attacking fighters on the platform when it moves.
- +1 to defending fighters on the platform at the end.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the winning attacker.
- +D3 to the winning defender.

## BADZONE

## SCENARIO 36: FUNGAL HORROR

**BATTLEFIELD**

Standard.

**CREWS**

Custom (10).

**TACTICS CARDS**

Random (2).

Underdog (starting crew cost): +1 random per 100 credits.

**DEPLOYMENT**

Standard.

**SPECIAL RULE: GROWING HORROR**

The battlefield is rapidly becoming overgrown by a fungal horror, and with each round, the Carnivorous Plant spreads.

At the start of the battle, place a marker on the centre of the board (for Zone Mortalis, choose the central-most tile). This represents the fungal horror. The area within 12" (or the tile) of the marker is overgrown with writhing questing vines.

- Fighters beginning or ending the activation in this area gains the Blaze condition (counts as being coated in flesh-eating spores).
- Fighters may take no more than 1 Move action (unless equipped with a respirator).
- Seriously Injured fighters go Out of Action.
- Line of sight in this area is limited to 6" (clouds of spores).

In each End phase, the player with Priority rolls a D6 for each Fungal Horror marker. On a 4+, place a new marker 12" in a random direction from it (or the closest tile in a random direction). If this point is off the board, place the marker on the edge instead.

**ENDING THE BATTLE**

The battle ends when at least 1 condition is true:

- Max 1 gang remains (end of a round).
- 9+ Fungal Horror markers on the battlefield (at the start of any End phase).

**VICTORY**

The remaining gang is the winner. Otherwise it is a draw.

**REWARDS****EXPERIENCE**

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the winner.
- -1 for bottling out.

**CARNIVOROUS PLANTS**

Instead of markers, use Carnivorous Plants. When a new Carnivorous Plant is placed, set up D6 carrion-eaters within 6". These beasts will attack the gangs as they desperately try to escape.



## BADZONE

## SCENARIO 37: TOLL BRIDGE

**BATTLEFIELD**

Standard. Leave a 12" wide corridor with no terrain or tiles down the middle of the board - this is the toxic river. Only a single bridge crosses the river - this is the toll bridge.

**CREWS**

Custom (10).

**TACTICS CARDS**

Custom (2).

Underdog (starting crew cost): +1 random per 100 credits.

**DEPLOYMENT**

Standard. Gangs must start on opposite sides of the river.

**SPECIAL RULE: THE TOXIC RIVER**

The gangs are fighting to control a valuable toll bridge spanning a toxic river.

Junk (barrels, barricades, loot caskets or ramshackle boats) can be spread across the river within a few inches of each other. This debris can be used to leap from one to the other, or as a makeshift boat. When standing on a piece of debris, a fighter can make a Row (Double) action.

**ROW (DOUBLE)**

Used in the Toll Bridge scenario. Use debris in the toxic river to move up to the Strength in inches. Then pass an Initiative test or fall into the river and go Out of Action.

- Fighters can't voluntarily enter the river.
- Go Out of Action if falling into the river.
- If becoming Pinned while standing on debris, pass an Initiative test or go Out of Action.

**SPECIAL RULE: THE BRIDGE**

The bridge uses an ancient mechanism to swing open or closed. It starts connected to the shore. In the 3rd End phase, and each subsequent End phase, roll a D6. On a 5, it pivots 90° to the left. On a 6, it pivotes 90° to the right. On any other result, it remains stationary.

**Note:** The anchor point is probably at the centre of the bridge!

When pivoting, fighters on the bridge within 1" of its ends must pass an Initiative test or fall. If the ends were touching the shore before pivoting, fall onto the shore and become Prone. Otherwise, go Out of Action.

While the bridge is not connected to the shore, fighters on it can ignore the effects of failing a Bottle test (pass Cool test or flee). They have nowhere to go! However, when the bridge is connected to the shore, they must make tests as normal.

**ENDING THE BATTLE**

The battle ends when at least 1 condition is true:

- Max 1 gang remains.
- Only one gang has any fighters within 12" of the centre of the bridge.

**VICTORY**

The winner is the remaining gang or the only gang with fighters within 12" of the centre of the bridge. Otherwise it is a draw.

**REWARDS****CREDITS**

- +3D6x10 to the winner.

**EXPERIENCE**

Scenario specific rewards:

- +D3 for crossing the river.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +1 to each gang that took part in the battle.
- +D3 to the winner.

**CUSTOMIZED BRIDGE**

The bridge may be fortified with barricades or a powerful brute or monster acting as its guardian. Fighters who crosses the bridge can escape off the enemy board edge to earn D6x10 credits.

## UPRISING

## SCENARIO 38: SHOW OF FORCE

**ATTACKER & DEFENDER**

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

**BATTLEFIELD**

Standard.

**CREWS**

- **Attacker:** Custom (D3+7) + Reinforcements.
- **Defender:** Random (D3+5).

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**DEPLOYMENT**

Standard.

**SHOCK AND AWE**

*The attacker is seeking to make an example of the enemy and the best way to do that is with a substantial body count - ideally where their comrades can witness the price of heresy.*

**Attacker:**

- 1 point for taking a defender Out of Action.
- 1 point if friendly fighters are within 6" of another defender taken Out of Action.

**BACK INTO THE SHADOWS**

*The defender has been brought to battle before they are ready and must escape before being wiped out - hopefully taking some of their foes down in the process.*

**Defender:**

- 1 point for taking an attacker Out of Action.
- 1 point for each defender escaping the battlefield. Defenders can escape within 2" of the battlefield edge opposite of the defender's deployment zone. Escaped fighters do not count as Out of Action, but do also not count as part of the crew when making Bottle tests.

**REINFORCEMENTS**

- Attacker: 1.
- Each End phase (starting on the 2nd round).

**ENDING THE BATTLE**

The battle ends when max 1 gang remains.

**VICTORY**

The gang that scored most points is the winner. If equal amount of points:

- Uprising: The gang with Ascendancy (Allegiance) is the winner.
- Otherwise: Draw.

**REWARDS****CREDITS**

- Attacker: D6x10 for each defender taken Out of Action.

**EXPERIENCE**

Scenario specific rewards:

- +1 to each escaped defender

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the winner.
- -1 to any gang that bottled out.

**UPRISING****Phase 1:**

- **Credits:** As described above.

**Phase 3:**

- **Starvation:** +1 per enemy Out of Action.
- **Scavenge:** +1 to the winner.

## UPRISING

## SCENARIO 39: HIT &amp; RUN

**ATTACKER & DEFENDER**

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

**BATTLEFIELD**

Standard.

**CREWS**

- **Defender:** Random (D3+7)
- **Attacker:** Custom (D3+7)

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**DEPLOYMENT**

1. **Defender:** Within 6" of the centre of the battlefield.
2. **Attacker:** Anywhere at least 8" from any defenders.

**MAKE THEM PAY**

Gain points for taking enemies Out of Action (cumulative):

- 1 per fighter
- +2 if the fighter was the Leader

**I HAVE A SENSE OF FOREBODING...**

After deployment, test if the defenders spot attackers. Each defender can make an Intelligence test with the following modifiers:

- **Partial cover:** -1
- **Full cover:** -2
- **More than 12" away:** -2

If passed, make a single Shoot or Move action. The defender decides the order of the attacks. Only a single test is made regardless of how many enemies can be seen.

**BUTCHER & BOLT**

*The attackers are trying to inflict as much damage as possible without being drawn into a protracted firefight.*

Attackers can spend a Double action (Vanish) if all the following conditions are true:

- Out of LOS of any enemy fighters.
- At least 6" away from any Active enemy fighters.

Pass an Intelligence test to remove the fighter from the battlefield. Vanished fighters do not count as Out of Action, but do also not count as part of the crew when making Bottle tests.

**ENDING THE BATTLE**

The battle ends when max 1 gang remains.

**VICTORY**

The gang that scored most points is the winner. If the score is equal:

- **Uprising:** The gang with Ascendancy is the winner.
- **Otherwise:** Draw.

**REWARDS****CREDITS**

- **Attacker:** D6x10 credits for each enemy fighter taken Out of Action.

**EXPERIENCE**

Scenario specific rewards:

- +1 for taking an enemy leader Out of Action.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 for winning.
- -1 to any gang that bottled out.

**UPRISING****Phase 1:**

- **Credits:** As described above.

**Phase 3:**

- **Starvation:** +1 per enemy Out of Action.
- **Scavenge:** +1 to the winner.

## UPRISING

## SCENARIO 40: SEARCH &amp; DESTROY

**ATTACKER & DEFENDER**

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

**BATTLEFIELD**

Standard.

**CREWS**

- **Defender:** Random (D3+3) + Reinforcement.
- **Attacker:** Custom (10).

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**DEPLOYMENT**

Standard.

**SWEEP AND CLEAR**

Divide the battlefield into 4 equal-sized areas. A weapon cache is hidden in each area and must be discovered.

**Attacker:** Destroy

**Defender:** Recover

At the start of each round, a gang can declare 1 or more fighters are searching 1 or more areas. The fighters must be Active and more than 6" from a battlefield edge. Searching fighters lose the Ready status and may not be activated for this round.

In the End phase, each searching fighter still Active can roll a 5+ to find the weapon cache. If both gangs are searching the same area, start with the gang with Priority. If found, place a weapon cache next to the fighter who found it.

**WEAPON CACHES**

Counts as loot caskets. Once found, it must be carried off the battlefield by the defender or destroyed by the attacker.

**Defender:**

- Removed after being carried into the defending deployment zone.
- +2 points.

**Attacker:**

- Spend a Double action while B2B. Pass an Intelligence test to destroy it. Add a +1 modifier for each friendly fighter within 2".
- +1 point.

**REINFORCEMENTS**

- Defender: 1.
- Each End phase (starting on the 2nd round).

**ENDING THE BATTLE**

The battle ends when at least 1 condition is true:

- Max 1 gang remains.
- All weapon caches are destroyed or recovered.

**VICTORY**

The gang that scored most points is the winner. If the score is equal:

- **Uprising:** The gang with Ascendancy is the winner.
- **Otherwise:** Draw.

**REWARDS****CREDITS**

- D3x10 to the attacker for each destroyed cache.
- D6x10 to the defender for each recovered cache.

**EXPERIENCE**

Scenario specific rewards:

- +1 for destroying a cache.
- +D3 for recovering a cache.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 for winning.
- -1 to any gang that bottled out.

**UPRISING**

**Phase 1:**

- **Credits:** As described above.

**Phase 3:**

- **Starvation:** +1 per enemy Out of Action.
- **Scavenge:**
  - **Attacker:** +1 per destroyed cache.
  - **Defender:** +1 per recovered cache.

**HOUSE RULE (INFILTRATE)**

**Problem:** Infiltrate can be imbalanced or break this scenario.

**Solution:** If at least one player wants, Infiltrate can't be used in this scenario. Instead, Infiltrating fighters can make 1 or 2 move actions before the first round.

## UPRISING

## SCENARIO 41: MEAT HARVEST

**ATTACKER & DEFENDER**

If only one gang is Chaotic, then that gang is the attacker. Otherwise, the gang who chose this scenario is the attacker, the other is the defender.

**BATTLEFIELD**

Standard.

**CREWS**

- Random (D3+2) + Reinforcement.

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**DEPLOYMENT**

1. Standard.
2. Take turns (starting with the attacker) deploying 12 Hive Dwellers anywhere more than 8" from a battlefield edge.

**HOUSE RULE**

This scenario is a broken. It is suggested to deploy the Hive Dwellers outside any deployment zones and at least 6" from any other fighter (in addition to the original rule of 8" from any battlefield edge).

**REINFORCEMENTS**

- 1 per gang.
- Each End phase (starting on the 2nd round).

**HIVE DWELLERS**

- No profile or equipment.
- If hit by a ranged attack (including Blast/Template, go Out of Action on 5+.
- If hit by a close combat attack, go Out of Action on 3+ (harvested). Otherwise move D6" directly away from the attacker.
- If more than 2" from a defender, move 2D6" in a random direction (stopping outside 1" of a fighter or contacting impassable terrain).

**A BLOODY HARVEST**

*The attacker is out searching for meat.*

**Attacker:** 1 point per harvested hive dweller (hit by a close combat attack and taken Out of Action on a 3+).

**SALVATION FOR THE WORTHY**

*The defender is attempting to guide the hivers to safety before being harvested for meat.*

Defenders can spend a Basic action (Shepherd):

- Pass a Leadership test to move hivers within 8" 2D6" directly towards this fighter.

**Defender:** 2 points per escaping hive dweller (escape if in the defender's deployment zone during any End phase).

**ENDING THE BATTLE**

The battle ends when at least 1 condition is true:

- Max 1 gang remains.
- All hivers escape.

**VICTORY**

The gang that scored most points is the winner. If the score is equal:

- **Uprising:** The gang with Ascendancy is the winner.
- **Otherwise:** Draw.

**REWARDS****CREDITS**

- D3x10 to the attacker for each harvested hiver.
- D6x10 to the defender for each escaped hiver.

**EXPERIENCE**

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 for winning.
- -1 to any gang that bottled out.

**UPRISING****Phase 1:**

- **Credits:** As described above.

**Phase 3:**

- **Starvation:**
  - +1 per enemy Out of Action.
  - **Attacker:** +1 per harvested hiver.
- **Scavenge:**
  - **Winner:** +1.
  - **Defender:** +1 per escaped hiver.

# SCENARIO 42: PROPAGANDA

## BATTLEFIELD

Standard.

## CREWS

- Custom (4)

## TACTICS CARDS

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

## DEPLOYMENT

1. Standard.
2. Take turns (starting with the gang with Priority) deploying 12 Houseless Gangers:
  - More than 12" from a battlefield edge.
  - **Not** within 3" of another fighter.

## HEARTS AND MINDS

*Both sides seek to turn gangers and gangs to their cause.*

Fighters can make the Coerce (Basic) action:

### COERCE (BASIC)

Pass a Leadership test to make a Houseless Ganger within 3" join the gang for this battle.

If the Houseless Ganger already joined the other side, the Houseless Ganger can avoid changing sides by passing a Leadership with a +1 modifier for each friendly fighter within 3" (relative to the Houseless Ganger). If passed, the Houseless Ganger can immediately make a free Shoot (Basic) action against the fighter making the Coerce action. If failed, the Houseless Ganger changes side and is no longer Ready (if being Ready).

The fighter becomes part of the gang for all intents and purposes and will gain a Ready marker at the start of the following round.

## DON'T BELIEVE THEIR LIES

Houseless Gangers can change sides any number of times.

## HOUSELESS GANGERS

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

### SPECIAL RULES

Armed and equipped as on the model. Both sides can take control of these fighters, so they could be heavily armed without disrupting the balance (as long making an agreement before the battle).

## ENDING THE BATTLE

The battle ends when max 1 gang remains.

## VICTORY

The last remaining gang is the winner. If no gangs are left on the battlefield, it is a draw.

## REWARDS

### CREDITS

- D3x10 for each Houseless Ganger controlled by the gang at the end of the battle.

### EXPERIENCE

Scenario specific rewards:

- +1 for coercing an enemy Houseless Ganger.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +D3 for winning.
- -1 to any gang that bottled out.

## UPRISING

## SCENARIO 43: SCAVENGE

**BATTLEFIELD**

Standard.

**CREWS**

- Custom (D3+7)

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**DEPLOYMENT**

1. Standard.
2. 2D6 loot (caskets, barrels, consoles, etc.). Take turn deploying (starting with the gang with Priority):
  - At least 3" from any terrain.
  - At least 6" away from any battlefield edge.

**HOUSE RULES**

The original loot deployment rules are broken. Use this instead:

- At least 12" from own deployment zone.
- At least 6" from another loot.

**LOOTING THE BATTLEFIELD**

*Gangs are out for loot and steal anything that's not nailed down - and some things that are!*

A fighter within 1" of a loot can make a Loot (Double) action to see if it contains anything useful. Roll a D6:

- **1:** Booby trap! Explodes like a frag trap:
  - Str 3, D 1, Blast (5"), Knockback.
- **2-3:** Nothing.
- **4+:** 1 loot point.

Regardless of the result, the loot is removed from the battlefield.

**NOTE**

This scenario is open for abuse where a gang with most loot can attempt to bottle (if not bottled already) and flee to win.

However, if the remaining gang can claim the leftover loot, it could potentially devolve into a simple shoot out scenario instead.

A possible solution is to limit the battle to 6 turns. Afterwards, roll to see if the battle continues:

- Round 7: 4+
- Round 8: 5+
- Round 9: 6+

The remaining gang can then claim all the loot.

**ENDING THE BATTLE**

The battle ends when at least 1 condition is true:

- Max 1 gang remains.
- No more loot.

**VICTORY**

The gang that gathered the most loot points is the winner. If the score is equal:

- **Uprising:** The gang with Ascendancy is the winner.
- **Otherwise:** Draw.

**REWARDS****CREDITS**

- D3x10 per loot point.

**EXPERIENCE**

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 for winning.
- -1 to any gang that bottled out.

**UPRISING****Phase 1:**

- **Credits:** As described above.

**Phase 3:**

- **Starvation:** +1 per enemy Out of Action.
- **Scavenge:** +1 per loot point.

## UPRISING - RESCUE

## SCENARIO 44: PUBLIC EXECUTION

**ATTACKER & DEFENDER**

If only one gang is Chaotic, then that gang is the attacker. Otherwise, the gang who chose this scenario is the attacker, the other is the defender.

**BATTLEFIELD**

Standard.

**CREWS**

- **Attacker:** Custom (D3+7)
- **Defender:** Random (D3+5) + Reinforcement

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**DEPLOYMENT**

1. **Prisoner:** In the centre of the battlefield.
2. **Defender:** Within 6" of the prisoner.
3. **Attacker:** Within 2" of any battlefield edge.

**REINFORCEMENTS**

- Defender: 1.
- Each End phase (starting on the 2nd round).

**EXECUTION CLOCK**

*The attacker only has a short time before the prisoner meets the end.*

The execution clock starts on 6. In the End phase of any round, the clock is temporarily halted until the next End phase if:

- At least 1 Active attacker within 3" of the prisoner.
- No defender have LOS to any attacker.
- An attacker is in possession of a chrono crystal.

If the clock is not temporarily halted, the clock is reduced by 1 for each of the following:

- At least 1 Active defender within 3" of the prisoner.
- At least 1 defender taken Out of Action this round.
- Defending Leader taken Out of Action.

When the clock count down to 0 (or less), the prisoner suffers an Injury roll. The prisoner goes Out of Action on any result except Flesh Wound (successful execution). If suffering a Flesh Wound, roll again in the following End phase with an additional Injury dice for each Flesh Wound suffered.

**RESCUING GANGERS**

The attacker can choose this scenario in place of the Rescue Mission to recover captured fighters. If freed, the prisoner becomes Ready and joins the attacker's crew instead, with the fighter's weapons and equipment (assuming the attackers brought extra guns with them).

If the attackers fail, the Captive is executed, with the same effect as being Sold to the Guilders.

**THE PRISONER**

*The prisoner is well-restrained and consigned to the fate.*

Until freed, the prisoner takes no part in the battle, can't be targeted by attacks or affected by Blast/Template. An attacking fighter can free the prisoner by spending a Double action within 1". Once freed, the prisoner will attempt to flee the battlefield. Once freed, the execution clock no longer apply (the prisoner slipped the noose!).

**FLEEING PRISONER**

- Controlled by the attacker.
- Moves 3D6" in each End phase (must remain outside 1" of enemies).
- Counts as a fighter for all purposes and can be targeted by attacks.
- Never becomes Ready.
- Use the profile for an attacking ganger or similar.
- Successfully escapes when reaching any battlefield edge.

**ENDING THE BATTLE**

The battle ends when at least one of the following is true:

- Max 1 gang remains.
- The prisoner escapes.

**VICTORY**

- **Defender:** Win if the prisoner is executed.
- **Attacker:** Win if the prisoner escapes.
- If the prisoner is still on the battlefield at the end of the battle:
  - **Uprising:** The gang with Ascendancy is the winner.
  - **Otherwise:** Draw.

**REWARDS****CREDITS**

- **Attacker:** 2D6x10 for winning.
- **Defender:** D6x10 for winning.

**EXPERIENCE**

Scenario specific rewards:

- +1 for freeing the prisoner.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 for winning.
- -1 to any gang that bottled out.

**UPRISING****Phase 1:**

- **Credits:** As described above.

**Phase 3:**

- **Starvation:** +1 per enemy Out of Action.
- **Scavenge:** +1 to the winner.



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# SCENARIO 45: TAKEOVER

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## ATTACKER & DEFENDER

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

## BATTLEFIELD

Standard. Additionally, include 3 landmarks.

## CREWS

- **Attacker:** Custom (10)
- **Defender:** Random (10)

## TACTICS CARDS

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

## DEPLOYMENT

Standard, with some exceptions:

1. Attacker deploys first.
2. Defender deploys last.
3. Finally, defender deploys 3 landmarks (or designate pieces of terrain):
  - Within 18" of the centre of the battlefield.
  - At least 12" from another landmark (measured from the centre).
  - Not within or surrounded by impassable terrain.

## SURPRISE ASSAULT

*The attacker is making a prepared assault against the enemy territory to capture a number of key points - or landmarks - to take control of the local area.*

## LANDMARKS

The defender controls all landmarks at the start of the battle. The attacker can take control of a landmark by having more fighters than the defender within 3" of the centre of the landmark. Once captured, it is permanently controlled by the attacker.

## ENDING THE BATTLE

The battle ends when at least one of the following is true:

- Max 1 gang remains (start of a round).
- The end of round 10.
- At the end of a round when all 3 landmarks are captured by the attacker.

## VICTORY

The attacker wins if all 3 landmarks are captured or no defending fighters are left on the battlefield. Otherwise the defender wins.

## REWARDS

### CREDITS

- **Attacker:** D6x10 per captured landmark.
- **Defender:** 2D6x10 for winning.

### EXPERIENCE

Scenario specific rewards:

- +1 for participating in capturing a landmark.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +D3 for winning.
- -1 to any gang that bottled out.

# SCENARIO 46: HUNT THEM DOWN

## ATTACKER & DEFENDER

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

## BATTLEFIELD

Standard. Additionally, set up the battlefield using 2x3 tiles. Fighters should be able to traverse the battlefield from one short edge to the other.

## CREWS

- **Attacker:** Custom, see Relentless Hunters.
- **Defender:** Random (D3+3).

## TACTICS CARDS

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

## DEPLOYMENT

1. **Defender:** Base contact with one of the short battlefield edges.
2. **Attacker:** No deployment at the start.

## FREEDOM ROAD

*The defenders have been discovered trying to sneak through the attacker's turf and now must make an escape.*

- **Defender's deployment edge:** Trailing edge.
- **Opposite short edge:** Leading edge.

In each End phase, if there are defenders within 2" of the Leading edge, remove the 2 tiles closest to the Trailing edge. Fighters on the removed tiles are removed:

- **Attacker:** Returned to the Relentless Hunters.
- **Defender:** Out of Action, suffer a Lasting Injury roll.

The attacker then places 2 tiles in contact with the Leading edge (effectively extending the battlefield). The battlefield must at all times be 2x3 tiles and it must be possible to traverse the battlefield between the 2 short edges.

The attacker can set up doors and terrain on these tiles. The short edge next to the removed tiles is the new Trailing edge. The short edge on the added tiles is the new Leading edge.

## RELENTLESS HUNTERS

*The attackers have discovered enemies in their territory and are going to make them pay!*

At the start of the 2nd round, and each subsequent round, the attackers can deploy a wave of fighters from the crew:

- **First wave:** Custom (D3+3)
- **Subsequent waves:** Custom (D3)

Deployed the attackers in any of the following ways:

- **Any wave:** On the Trailing edge.
- **Subsequent waves:** Any edge, within 8" of an already deployed attacker.

Attackers can't be deployed within 1" of any defender. Deployed attackers becomes Ready like normal.

## ENDING THE BATTLE

The battle ends when at least one of the following is true:

- Max 1 gang remains (start of a round).
- The end of round 9.

## VICTORY

The attacker wins if there are no defenders left on the battlefield at the end of any round. Otherwise the defenders win.

## REWARDS

### EXPERIENCE

Scenario specific rewards:

- **Attacker:** +1 per defender Out of Action.
- **Defender:** +1 if on the battlefield at the end.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +D3 for winning.

## HOUSE RULE (INFILTRATE)

**Problem:** Infiltrate can be imbalanced or break this scenario.

**Solution:** If at least one player wants, Infiltrate can't be used in this scenario. Instead, Infiltrating fighters can make 1 or 2 move actions before the first round.

# SCENARIO 47: RITUAL

## ATTACKER & DEFENDER

If only one gang is Chaotic, then that gang is the defender. Otherwise, the gang who chose this scenario is the attacker, the other is the defender.

## BATTLEFIELD

Standard.

## CREWS

- **Attacker:** Custom (10)
- **Defender:** Random (10)

## TACTICS CARDS

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

## DEPLOYMENT

1. **Defender:** Within 12" of the centre of the battlefield.
2. **Attacker:** Base contact with any battlefield edge.
3. **Defender:** Choose a fighter to be the Ritual Leader.

## RITUAL LEADER

*The Ritual Leader must not be disturbed if the ritual is going to be completed.*

The defender chooses any fighter to be the Ritual Leader:

- Can't activate or make actions.
- If Seriously Injured or taken Out of Action, nominate a different fighter as the Ritual Leader at the start of the following round (chosen by the defender).

## DAEMONIC ENERGIES

*As the ritual nears completion, daemonic energies begin to ravage the battlefield.*

Count how many turns there are an Active Ritual Leader on the battlefield in the End phase. After counting at least 1, roll a D6, adding the count to the result. Note that the Daemonic Ritual effects are cumulative. If the result is 10-12, also apply 7-9 and 4-6.

- **1-3: The Veil Weakens**
  - No effect (eerie noises and ethereal lights fill the battlefield).
- **4-6: Tendrils of Madness:**
  - All fighters (except the Ritual Leader) gains Insanity.
- **7-9 Screams from Beyond**
  - All fighters suffer a -2 modifier to Willpower and Cool tests.
  - Group Activations can't be made.
- **10-12: Dancers on the Threshold**
  - A random fighter on the battlefield becomes possessed by a Daemon.
- **13+: The Warp Vomits Forth**
  - All attackers must pass a Willpower or suffer an Injury roll. The battle ends.

### NOTES

After the Ritual Leader has remained Active until the End phase, a roll for Daemonic Ritual effect is always made. However, the counter doesn't increase when the Ritual Leader is not Active in the End phase (Engaged, Seriously Injured or Out of Action).

## HOUSE RULE

This scenario is broken. The counter can never increase if the Ritual Leader is pinned, because the requirement of being Active (standing) and having no actions.

Solution: The Ritual Leader can never be Pinned. When nominating a new Ritual Leader, that fighter immediately stands up (if Pinned).

## ENDING THE BATTLE

The battle ends when at least one of the following is true:

- Max 1 gang remains (start of a round).
- The Warp Vomits Forth (13+ on the Daemonic Ritual table).

## VICTORY

- **Defender:** The Warp Vomits Forth.
- **Any:** Last remaining gang.

## REWARDS

### EXPERIENCE

Scenario specific rewards:

- +1 if on the battlefield at the end.
- +D3 per Daemon destroyed.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +D3 for winning.
- -1 to any gang that bottled out.

## FIGHTER POSSESSED BY A DAEMON (DANCERS ON THE THRESHOLD)

- +3 Strength, Move, Attacks and Willpower.
- Can't use ranged weapons.
- Becomes an Unsanctioned Psyker.
- Have Scouring (Basic, CE) Wyrd Power:
  - Str 2, AP -2, D 1, Blaze, Template
- Automatically passes any Cool tests.
- Can't be Pinned.
- If Seriously Injured or taken Out of Action, leap to another fighter.

### LEAPING

The Daemon leaps to another fighter on a 5+ each End phase. The next target is the closest Standing fighter (randomize if there are multiple fighters equally close). After the leap, the previous host gains Insanity.

### CREATURE OF THE WARP

When rolling on the Perils of the Warp table, treat Daemonic Possession (11-12) as Warp Surge! (9-10). The fighter is already possessed, so can't be possessed again.

### UNDERHIVE EXORCISM

The Daemon is exorcised on a 5+ if:

- Seriously Injured or taken Out of Action by a Melee weapon.
- Coup de Grace.

Otherwise, it leaps to the next target.

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# SCENARIO 48: BLOOD RITES

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## ATTACKER & DEFENDER

If only one gang is Chaotic, then that gang is the attacker. Otherwise, the gang who chose this scenario is the attacker, the other is the defender.

## BATTLEFIELD

Standard.

## CREWS

- **Attacker:** Custom (10)
- **Defender:** Random (D3+3) + Reinforcement

## TACTICS CARDS

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

## DEPLOYMENT

Standard.

## REINFORCEMENTS

- Defender: 1.
- Each End phase (starting on the 2nd round).

## SACRIFICES

*The attacker is seeking to stain the ground with a blood offering.*

Defending fighters taken Out of Action are not removed from the battlefield. Instead the fighter becomes a 'downed fighter':

- Apply a Lasting Injury as normal.
- Still considered Out of Action (no longer becomes Ready).
- Can't make any actions for any reason.

Other fighters can spend a double action to drag a downed fighter up to a single Movement distance.

Attacking fighters B2B with a downed fighter can spend a double action (Blood Ritual) to gain a Blood token. The fighter must immediately pass a Toughness test, or be removed.

## ENDING THE BATTLE

The battle ends when at least one of the following is true:

- Max 1 gang remains (start of a round).
- The end of round 9.

## VICTORY

The attacker wins if having 5+ Blood tokens when the battle ends, or being the last remaining gang. Otherwise the defender wins.

## REWARDS

### EXPERIENCE

Scenario specific rewards:

- **Attacker:** +1 per Blood token gained.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +D3 for winning.
- -1 to any gang that bottled out.

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# SCENARIO 49: SLAUGHTER

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**BATTLEFIELD**

Standard.

**CREWS**

- Random (D3+7)

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**DEPLOYMENT**

Standard.

**BLOODLUST**

*Daemonic fury saturated the battlefield, driving fighters insane with blood lust.*

- All ranged attacks suffer a -2 hit modifier.
- Pass a Willpower test before making ranged attacks, or the action is wasted (no ranged attack is made).

At the start of all Activations, roll 2D6 and add Strength:

- **10+**: Charge the closest enemy (if possible), or use both actions to get as close as possible to the closest enemy.
- **14+**: Charge and attack the closest fighter (friend & foe!). If there are no other fighters within charge range, suffer an Injury roll instead.

**ENDING THE BATTLE**

The battle ends when max 1 gang remains.

**VICTORY**

The last remaining gang is the winner.

**REWARDS****EXPERIENCE**

Scenario specific rewards:

- +1 per enemy taken Out of Action with a melee weapon.
- +1 if still on the battlefield at the end.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 for winning.
- -1 to any gang that bottled out.

## MULTI-PLAYER

## SCENARIO 50: MEEEEEEEEEEAT!

**BATTLEFIELD**

Standard.

**CREWS**

Random (D3).

**TACTICS CARDS**

- Custom (2).
- **Underdogs** (lowest Gang Rating): Random(1).

**DEPLOYMENT**

The gang with Priority starts each step:

- Crew within 12" of the centre of the battlefield.
- 3 Cannibals per fighter within 6" of any battlefield edges.

**CRAZED CANNIBALS**

A group of survivors from several gangs find themselves surrounded by crazed cannibals in the midst of a cannibal feeding frenzy!

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
6"	4+	5+	3	4	1	4+	1	9+	4+	6+	10+

**Skills:** True Grit, Unstoppable, Nerves of Steel

**Weapons:** Unarmed attacks (claws & teeth)

**SPECIAL RULES**

- Treated as fighters in all aspects.
- Activates in the End phase. Take turns controlling each Cannibal, starting with the player with Priority.
- Can't choose not to use the skills (if able).

Take actions as normal, with the following exceptions:

- Must charge (if able).
- Must Fight if Engaged.
- Otherwise, must move toward the closest fighter from any crew.

**DRAWN TO THE SCENT OF DEATH**

*As the battle progresses, more and more Cannibals are drawn to the fight by the smell of blood.*

At the start of each End phase, before moving Cannibals), take turns placing D3+2 Cannibals (starting with the player with Priority):

- Within 6" of any battlefield edges (not within 1" of another fighter).

The newly deployed Cannibals can active this round as normal.

**ENDING THE BATTLE**

The battle ends when at least one of the following is true:

- Max 1 gang remains (start of a round).
- The end of round 9.

**VICTORY**

The last remaining gang is the winner. Otherwise, the gang who took most Cannibals Out of Action is the winner.

**REWARDS****EXPERIENCE**

Scenario specific rewards:

- +D3 if on the battlefield at the end.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to any gang still on the battlefield at the end.

## MULTI-PLAYER

## SCENARIO 51: DAEMONIC POSSESSION

**BATTLEFIELD**

Standard.

**CREWS**

- Random (6)

**TACTICS CARDS**

- Custom (2).
- **Underdogs** (lowest Gang Rating): Random(1).

**DEPLOYMENT**

Standard.

**THE DAEMON**

*A fighter is secretly harbouring a daemon entity that will manifest fully and take possession of that fighter, before leaping from fighter to fighter to spread havoc and evade destruction.*

Before deployment, decide who has a Daemon within the crew:

1. Randomize a gang.
2. Randomize a fighter in that gang.

Roll a D6 in each End phase. The Daemon manifests and takes possession of the fighter on a 5+. If the Daemon has already manifested, it will leap to another fighter. The next target is the closest Standing fighter (randomize if there are multiple fighters equally close). After the leap, the previous host gains Insanity.

**POSSESSED FIGHTERS**

- +3 Strength, Move, Attacks and Willpower.
- Can't use ranged weapons.
- Becomes an Unsanctioned Psyker.
- Have Scouring (Basic, CE) Pyromancy Wyrd Power (same as: Psychic Vomit):
  - Str 2, AP -2, D 1, Blaze, Template
- Automatically passes any Cool tests.
- Can't be Pinned.
- If Seriously Injured or taken Out of Action, leap to another fighter.

**CREATURE OF THE WARP**

When rolling on the Perils of the Warp table, treat Daemonic Possession (11-12) as Warp Surge! (9-10). The fighter is already possessed, so can't be possessed again.

**UNDERHIVE EXORCISM**

The Daemon is exorcised on a 5+ if:

- Seriously Injured or taken Out of Action by a Melee weapon.
- Coup de Grace.

Otherwise, it leaps to the next target.

**BLOOD FOR THE WARP**

- 1 point per enemy taken Out of Action by the possessed fighter (to the gang controlling it).
- 6 points to the gang exorcising the Daemon.

**ENDING THE BATTLE**

The battle ends when at least one of the following is true:

- Max 1 gang remains (end of a round).
- Underhive Exorcism is performed.

**VICTORY**

The gang that scored most points is the winner. If the score is equal, the gang with the most remaining fighters is the winner.

**REWARDS****EXPERIENCE**

Scenario specific rewards:

- +D3 if possessed at the end of the battle.
- +D6 for destroying the Daemon.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 for winning.
- -1 to any gang that bottled out.

**HOUSE RULE**

For simplicity, Psychic Vomit (Basic) is treated like Scouring (Basic), as it has the same effect. At least as far as anything can have the same effect as Scouring, including Scouring itself, since there are already so many versions of this weapon profile.

## MULTI-PLAYER

## SCENARIO 52: MEAT FOR THE GRINDER

**BATTLEFIELD**

Standard.

**CREWS**

- The 3 lowest rated fighters in each gang.

**TACTICS CARDS**

- Random (2).
- **Underdogs** (lowest Gang Rating): Random(1).

**DEPLOYMENT**

1. Standard.
2. Take turns placing 2 loot caskets each (starting with the gang with Priority):
  - At least 10" from any fighter.
  - At least 4" from another loot casket.

**DESPERATION**

*The weak become meat.*

All fighters are considered to have:

- True Grit
- Iron Jaw
- Unstoppable

**SCAVENGED WEAPONRY**

*Fighters must scavenge weapons from the battlefield.*

- No weapon restrictions apply during the battle.
- Fighters begin without any weapons or wargear (considered to be safely back in the gang's Stash).
- If a fighter is taken Out of Action after acquiring any weapons, leave the weapons on the fighter's last position on the battlefield (can be scavenged by remaining fighters).

Fighters can spend a Basic action (Loot) if B2B with a loot casket or a dropped weapon. For loot caskets, roll 2D6, then remove the loot casket:

2. Heavy Stubber
3. Flamer
4. Autogun
5. Shotgun (Solid & Scatter)
6. Auto Pistol
7. Stub gun
8. Axe
9. Stiletto knife
10. Sword
11. Power axe
12. Heavy rock cutter

**Note:** Automatically fails any Ammo tests (scavenged weapons are of the poorest quality).

All scavenged weapons are discarded after the battle.

**ENDING THE BATTLE**

The battle ends when max 1 gang remains (end of a round).

**VICTORY**

The last remaining gang is the winner. If there are multiple gangs remaining:

- **Uprising:** The gang with Ascendancy is the winner.
- **Otherwise:** Draw.

**REWARDS****CREDITS**

- 2D6x10 to the winner.

**EXPERIENCE**

Scenario specific rewards:

- +1 if on the battlefield at the end.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 for winning.
- -1 to any gang that bottled out.

**IRON JAW (BRAWN)**

+2 Toughness against unarmed attacks in close combat.

**TRUE GRIT (FEROCITY)**

When Injured, roll one less Injury dice. If an attack only has Damage 1, roll two Injury dice and discard one before resolving the effects.

**UNSTOPPABLE (FEROCITY)**

Before making Recovery test, roll a D6. On a 4+, either remove one Flesh Wound, or if there is no Flesh Wound, roll one additional dice for the Recovery test and choose one to discard.



## MULTI-PLAYER

## SCENARIO 53: URBAN RENEWAL

**BATTLEFIELD**

Standard. Additionally, set up a large piece of terrain (the Structure) in the centre of the battlefield.

**CREWS**

- Custom (6).

**TACTICS CARDS**

- Custom (2).
- **Underdogs** (lowest Gang Rating): Random(1).

**DEPLOYMENT**

Standard.

**DESTRUCTIBLE TERRAIN**

*The gangs are attempting to be the first to bring down a dome by destroying a key structure, ideally while causing lots of damage to the rivals. Once destroyed, the dome will start to collapse and the fighters must run for their lives!*

The Structure can be attacked:

- **Ranged:** Within 12".
- **Close combat:** Auto hit.
- Toughness 9
- 10 Wounds.

When losing the last wound, it is destroyed and removed.

In the End phase after being destroyed, apply the following effect for the area within 6" of the centre of the battlefield:

- Impassable terrain.
- Fighters are removed and suffer an Injury roll.

In each subsequent End phase, increase the radius by 6" until the entire battlefield is impassable.

Once destroyed, fighters can escape via any edge, counting as Out of Action without suffering any Lasting Injuries.

**COLLATERAL DAMAGE**

*Each time the Structure takes damage, the whole battlefield shudders and debris rains down from above.*

When the Structure is damaged, all fighters must pass an Initiative test or become pinned (potentially falling if within 1" of a ledge). If a 1 is rolled (before modifiers), the fighter takes a Strength 3 hit.

**ENDING THE BATTLE**

The battle ends when at least one of the following is true:

- Max 1 gang remains (start of a round).
- The entire battlefield is impassable.

**VICTORY**

The winner is the gang which completed the following objectives:

- Inflicted at least 1 damage on the Structure.
- Most fighters escape the battlefield.

Tie breaker:

- Most damage to the structure.

Otherwise:

- Draw.

**REWARDS****EXPERIENCE**

Scenario specific rewards:

- +1 for damaging the Structure.
- +1 for escaping.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 for winning.
- +1 if at least one fighter escaped.
- -1 to any gang that bottled out.

## MULTI-PLAYER

## SCENARIO 54: WAR IN THE SHADOWS

**BATTLEFIELD**

Standard.

**CREWS**

- Custom (1):
  - Max 1 Wound
  - Not Leader.
  - Not Champion.

The rest join as Reinforcements.

**TACTICS CARDS**

- Custom (2).
- **Underdogs** (lowest Gang Rating): Random(1).

**DEPLOYMENT**

No fighters begin on the battlefield.

**REINFORCEMENTS**

- 1 per gang.
- Each End phase (starting on the 2nd round).
- Within 2" of a friendly fighter and not in LOS of any enemies (if these conditions can't be met, the reinforcement can't be deployed).

**FORWARD SCOUTS**

*Scouts infiltrate the battlefield and take out any enemy scouts encountered.*

In the first round, take turns deploying the scout fighter (starting with the gang with Priority) anywhere on the battlefield:

- Not within 1" of another fighter.
- Not in LOS of any enemy fighters.

After deployment, the fighter becomes Ready and can immediately activate with a single action (Simple/Basic).

**ENDING THE BATTLE**

The battle ends when at least one of the following is true:

- Max 1 gang remains (start of a round).
- The end of round 10.

**VICTORY**

The gang with most remaining fighters is the winner. In case of a tie, the gang that Seriously Injured or took Out of Action the most enemies is the winner.

**REWARDS****EXPERIENCE**

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 for winning.
- -1 to any gang that bottled out.

## MULTI-PLAYER

## SCENARIO 55: END TIMES

**BATTLEFIELD**

Standard.

**CREWS**

- Custom (10).

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): Random(1) per 100 credits.

**DEPLOYMENT**

Standard.

**IT'S THE END OF THE WORLD**

*The last hours are at hand and all that remains is for the remaining survivors to battle it out to the bitter end.*

At the start of each round, apply the End Times effects depending of the current round. Note that the effects are cumulative, so in round 4-6, also apply effects from round 1-3.

**ENDING THE BATTLE**

The battle ends when at least one of the following is true:

- Max 1 gang remains (start of a round).
- The transport departs.

**VICTORY**

The gang with the most departing fighters in the transport is the winner. Tiebreaker: The gang with the most surviving fighters on the battlefield.

**REWARDS****EXPERIENCE**

Scenario specific rewards:

- +D3 for embarking the transport.
- +D3 per Daemon destroyed.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D6 for winning.
- +D3 for having fighters embarked on the transport at the end of the battle.

**ROUNDEND TIMES**

**1-3 Insanity Reigns:** All fighters must pass a Willpower test or gain Insanity.

**4-6 Spontaneous Mutation:** Roll a D6 for all fighters with Insanity and apply the following bonus for this round:

1. +2 S
2. +2" M
3. +1 A
4. +1 I
5. +2 T
6. +3 A

**7+ Daemonic Incursion:**

When taken Out of Action, place a 5" blast on this fighter before being removed. All fighters hit become possessed by a Daemon. Note that these Daemons will not jump between bodies and remain until exorcised or the battle ends.

**THE LAST STRATOPLANE**

*What little hope survives for the gangs is to reach the last stratoplane fleeing the dying hive.*

In each End phase, starting on the 3rd round, a transport arrives on a 5+. The cargo ramp scatters 12" from the centre of the battlefield (closest approximation not in impassable terrain).

Fighters can embark on the transport and be removed from the battlefield if ending a movement B2B with the cargo ramp. A fighter may not embark or disembark in the same round.

**DEPARTURE**

In each End phase, the transport can depart or remain grounded. If there are fighters from more than 1 gang embarked, roll-off to determine who can decide to attempt to depart or remain grounded:

1. **More than 1 gang:** Roll-off, adding the number of embarked fighters to results (re-roll ties). The winner can choose to attempt to take off or remain grounded.
2. **Attempt to take off:** Pass a single Intelligence test for an embarked fighter (in control) to depart.

**FIGHTER POSSESSED BY A DAEMON (DAEMONIC INCURSION)**

- +3 Strength, Move, Attacks and Willpower.
- Can't use ranged weapons.
- Becomes an Unsanctioned Psyker.
- Have Scouring (Basic, CE) Wyrd Power:
  - Str 2, AP -2, D 1, Blaze, Template
- Automatically passes any Cool tests.
- Can't be Pinned.

**CREATURE OF THE WARP**

When rolling on the Perils of the Warp table, treat Daemonic Possession (11-12) as Warp Surge! (9-10). The fighter is already possessed, so can't be possessed again.

**UNDERHIVE EXORCISM**

The Daemon is exorcised on a 5+ if:

- Seriously Injured or taken Out of Action by a Melee weapon.
- Coup de Grace.

## GANG RAIDS - 2D

## SCENARIO 56: DAYLIGHT ROBBERY

**ATTACKER & DEFENDER**

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

**BATTLEFIELD**

Standard: 7 tiles (3x2 rectangle + Stash Vault).

The defender places the last tile marked with an 'X'. This is the Stash Vault (where the defender keeps the stash). The short edge on the opposite side of the Stash Vault is the escape route.

The defender places all of the barricades.

**CREWS**

- **Attacker:** Custom (3).
- **Defender:** Random (3) + Random Reinforcement (3).

**HOME TURF ADVANTAGE**

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1.

**TACTICS CARDS**

- **Attacker:** Custom (2).
- **Defender:** Random (2).
- **Underdog** (starting crew cost): Random(1) per 100 credits.

**DEPLOYMENT**

1. **Attacker:** Entire crew in the Stash Vault. One fighter is given the Stash marker.
2. **Defender:** More than 6" from any enemies.

**OBJECTIVES**

- **Attacker:** Attempting to escape with the pilfered loot.
- **Defender:** Stop the attackers.

**REINFORCEMENTS**

- Defender: 3 (all).
- Start of the 4th End phase.
- Within 1" of the escape route and at least 2" from enemies (deployed by the controlling gang).

**CLAIMING THE STASH AND ESCAPING**

Any attackers (regardless of statuses or conditions) can escape the battlefield in the End phase if within 1" of an Escape Route (counting as Out of Action for the purposes of Bottle tests).

If the Stash marker is within 1" of the escape route when a fighter escapes, it is claimed and removed from the battlefield.

**GO THROUGH THEM**

The attacker does not take Bottle tests and can't voluntarily flee the battlefield.

**FLEEING THE BATTLEFIELD**

If the defender bottles out and flees the battlefield, the attacker automatically wins and claims the Stash marker.

**ENDING THE BATTLE**

The battle ends when max 1 gang remains (end of a round).

**VICTORY**

The attacker wins if at least 1 fighter has escaped and the Stash marker is claimed. Otherwise, the defender wins.

**REWARDS****CREDITS**

- D6x10 to the attacker for winning.

**EXPERIENCE**

Scenario specific rewards:

- +1 to the winning Leader (even if not taking part).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +2 to the attacker for winning.
- +D3+1 to the defender for winning.
- -1 for bottling out.

**GANG RAIDS (30 MINUTE BATTLES)**

Gang Raids scenarios are designed to be shorter than standard games and have some limitations and exceptions to the normal rules:

- No Leaders, Hangers-on, Brutes or Hired Guns.
- Max 1 Champion.
- No Resource at stake.
- No Infiltrate.
- No Loot caskets (unless otherwise stated).

**BOTTLE TESTS**

D3 + Seriously Injured + Out of Action > starting crew

## GANG RAIDS - 2D

# SCENARIO 57: MERCATOR STOREHOUSE HEIST

## BATTLEFIELD

- Standard: 5.

The winner of a roll-off places the first tile. This tile marks the centre of the battlefield. Then take turns placing 4 more tiles, 2 each, adjacent to the first tile, forming a cross. There must be a clear route from the centre tile to each battlefield edge furthest from the centre.

## CREWS

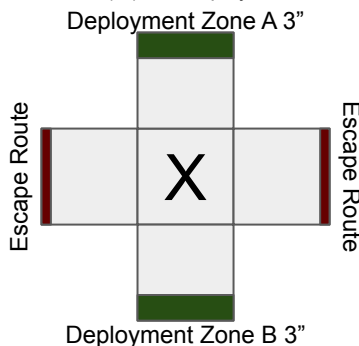
- Custom (4).

## TACTICS CARDS

- No cards.

## DEPLOYMENT

1. Place the auction item on the centre.
2. Place the defence servitor within 1" of the centre (winner of a roll-off).
3. The winner of a roll-off selects a deployment zone (3") and deploys the entire crew. The other team deploys the entire crew in the opposite deployment zone. Take turns selecting a deployment zone (3") and deploy the entire crew.



## THE AUCTION ITEM AND ESCAPING

- No fighter can carry the auction item until the defence servitor is Out of Action.
- If within 1" of the auction item, spend a Simple action (Carry) to carry the item.
- A fighter can't use any weapons while carrying the auction item (unless having Bulging Biceps).
- If taken Out of Action while carrying the auction item, leave it where the fighter was.

Any fighters (regardless of statuses or conditions) can escape the battlefield in the End phase if within 1" of an Escape Route (counting as Out of Action for the purposes of Bottle tests).

## HOLE IN THE WALL

Once per game, instead of activating a fighter, each gang can place a ductway anywhere on the battlefield.

## LOOT

The winner can roll a D66 after the battle for additional rewards.

**11 - Useless Tat:** D3x10 credits.

**12-46 - Valuable to Someone:** D6x15 credits.

**51-53 - Arms Trade:** A single weapon with Rare/Illegal (10) or less.

**54-56 - Exotic Gear:** A single Wargear item (not status item or exotic beast) with a Rare/Illegal (10) or less.

**61-63 - Valuable Haul:** A single weapon or Wargear item (not status item or exotic beast) with a Rare/Illegal (11) or less.

**64-66 - Rare Find:** A single status item with Rare/Illegal (12) or less. If choosing a master-crafted weapon, the total cost must be 125 credits or less.

## DEFENCE SERVITOR

*A mindless immobile automaton is protecting the auction item from prospective thieves.*

- Immobile (can't move).
- 360° vision arc
- Counts any Injury roll as Flesh Wound (can only be taken Out of Action by being reduced to T0).
- Can't be Pinned.
- Automatically passes any Cool tests.

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
-	5+	4+	5	5	1	3+	2	7+	5+	9+	8+

**Weapons:** Grav gun, servo claw

**Wargear:** Light carapace (4+)

## OVERWATCH ROUTINE

The servitor will make Shoot (Basic) actions whenever all of the following are true:

- Not Engaged.
- A fighter ends an activation within LOS of the servitor.
- Passes an Initiative test. This test is automatically passed if at least one of the following is true:
  - The first time each round.
  - The activated fighter made an attack against the servitor.

If Engaged, make Reaction attacks as normal.

## FLEEING THE BATTLEFIELD

If a gang voluntarily bottles out and flees the battlefield, the remaining gang automatically wins and claims the auction item.

## ENDING THE BATTLE

The battle ends when max 1 gang remains (end of a round).

## VICTORY

The gang escaping with the auction item is the winner. Otherwise it is a draw.

## REWARDS

### EXPERIENCE

Scenario specific rewards:

- +1 to the winning Leader (even if not taking part).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +2 to the winner.
- +1 to both gangs if this was the first battle against each other.
- -1 for bottling out.

## GANG RAIDS (30 MINUTE BATTLES)

Rules described on the previous and next page.

## GANG RAIDS - 2D

## SCENARIO 58: CLANDESTINE RENDEZVOUS

## ATTACKER &amp; DEFENDER

The gang who chose this scenario is the attacker, the other is the defender. Otherwise, randomize one gang to choose who to be attacker and defender.

## BATTLEFIELD

Standard: 4 tiles (2x2).

## CREWS

- **Attacker:** Custom (5).
- **Defender:** Custom (4).

Defender has a Corrupt Enforcer model as part of gang

## TACTICS CARDS

- Custom (1).
- **Underdog** (starting crew cost): Random (1) per 100 credits.

## DEPLOYMENT

1. **The Corrupt Enforcer:** Centre.
2. **Defender:** Within 4" of the centre.
3. **Attacker:** Anywhere at least 4" away from enemies.

## OBJECTIVES

- **Attacker:** Kill the Corrupt Enforcer and wipe out the rivals in the process (if possible).
- **Defender:** Escort the Corrupt Enforcer to safety.

## AMBUSH

- **Attacker:** Starts with Priority in the first round.
- **Defender:** Pass a Cool test for each fighter when activating in the first round, or the fighter can only make 1 action this round (instead of 2).

## CORRUPT ENFORCER

- Counts as a normal fighter in the defender's crew.
- Can't take part in a Group Activation.

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

**Weapons:** Combat shotgun (salvo & shredder), shock stave.

**Wargear:** Hardened flak, armoured undersuit.

## TO SAFETY

The Corrupt Enforcer can escape at the start of any End phase if Active and within 1" of any battlefield edge.

## ENDING THE BATTLE

The battle ends when at least one of the following is true:

- Max 1 gang remains (end of a round).
- The Corrupt Enforcer has escaped.
- The Corrupt Enforcer is out of Action.

## VICTORY

The defender wins if the Corrupt Enforcer is escorted to safety. The attacker wins if the Corrupt Enforcer is taken Out of Action. Otherwise it is a draw.

## REWARDS

## EXPERIENCE

Scenario specific rewards:

- +1 for taking the Corrupt Enforcer Out of Action.
- +1 to the winning Leader (even if not taking part).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

## REPUTATION

- +1 to the defender for winning.
- +D3 to the attacker for winning.
- -1 for bottling out.

## GANG RAIDS (30 MINUTE BATTLES)

Gang Raids scenarios are designed to be shorter than standard games and have some limitations and exceptions to the normal rules:

- No Leaders, Hangers-on, Brutes or Hired Guns.
- Max 1 Champion.
- No Resource at stake.
- No Infiltrate.
- No Loot caskets (unless otherwise stated).

## BOTTLE TESTS

D3 + Seriously Injured + Out of Action > starting crew

## GANG RAIDS - 2D

## SCENARIO 59: BAR BRAWL

**BATTLEFIELD**

Standard. 1-2 tiles.

**CREWS**

- Custom (4).

**TACTICS CARDS**

- None.

**DEPLOYMENT**

Take turns placing fighters anywhere on the battlefield at least 3" from another fighter (the winner of a roll-off can choose to deploy first or second).

Take turns placing D3+3 Hive Dwellers anywhere on the battlefield at least 1" from any fighters from any gangs (starting with the winner of a roll-off).

**A NIGHT OF REVELRY**

*All fighters have consumed several rounds of drinks before trouble started, making them mean drunks indeed! Both sides are attempting to be the last standing.*

- No Group Activations.
- All fighters suffer from the Intoxicated condition:
  - -1" M.
  - -1 WS.
  - -1 BS.
  - Automatically pass Cool tests.

The first time a fighter is activated each round, roll a D6 to shake off the Intoxication:

- **Round 1:** 6+.
- **Round 2 and onwards:** 4+.

**CHECK YOUR GUNS AT THE DOOR**

*Most sensible saloon owners enforce a 'no-guns policy', to avoid situations like these rapidly escalating.*

The following weapons can't be used:

- Ranged.
- Grenades.
- Unwieldy close combat weapons.

Fighters without any usable weapons are assumed to be equipped with a maul (representing a bar stool, table leg or other improvised weapon) for this battle.

**GANG RAIDS (30 MINUTE BATTLES)**

Gang Raids scenarios are designed to be shorter than standard games and have some limitations and exceptions to the normal rules:

- No Leaders, Hangers-on, Brutes or Hired Guns.
- Max 1 Champion.
- No Resource at stake.
- No Infiltrate.
- No Loot caskets (unless otherwise stated).

**BOTTLE TESTS**

D3 + Seriously Injured + Out of Action > starting crew

**PATRONS (OPTIONAL)**

This battle uses D3+3 Hive Dwellers (slightly modified for this battle).

**HIVE DWELLERS**

Hivers are treated as fighters and use the normal rules for movement, stray shots, being Engaged and pinning. However, if reduced to 0 wounds, they are taken Out of Action without rolling any Injury dice.

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

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

- A fighter making a Fight action within 3".
- A fighter ends a Move action within 2".

After working out the effects of the action that triggered the hiver, roll a D6 on the table that follows (roll separately for each hiver that is triggered).

**D6 Result**

**1-2 "Oh yeah?":** Picks up a piece of furniture and takes a single Shoot action at the nearest fighter (even if that fighter didn't trigger this event). Resolved as BS 5+, S2, D1.

**3-4 "Ok, take it Easy Fella!":** Take no action.

**5-6 "I'm getting outta here!":** Flee the building (removed from the battlefield).

Unless triggered, a Hive Dweller takes no action.

During the End phase, take turns moving the hivers. Roll the Scatter dice for each one:

- **Hit:** The player moves the hiver its full Move in a direction of their choice.
- **Otherwise:** Make a full Move in the direction indicated (stopping if contacting terrain or coming within 1" of another model).

**ENDING THE BATTLE**

The battle ends when max 1 gang remains (end of a round).

**VICTORY**

The remaining gang is the winner. If no gangs are on the battlefield at the end, it is a draw.

**REWARDS****EFFECT**

A random fighter on the losing team is locked up for causing trouble:

- Go Into Recovery (31-45 Grievous Injury).
- If the fighter suffered a Critical Injury, receive a free Medical Escort (without paying credits or spending a post-battle action).

**EXPERIENCE**

Scenario specific rewards:

- +1 to the winning Leader (even if not taking part).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +2 for winning.
- +1 to both gangs if this was the first battle against each other.

## GOLIATH

## SCENARIO 60: THE BEATDOWN

**BATTLEFIELD**

Standard.

**CREWS**

- Random (D3+4).

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**DEPLOYMENT**

1. Roll-off to see determine who deploys a fighter first. The first fighter can be placed anywhere on the battlefield (not in impassable terrain).
2. Alternate placing the remaining fighters within 12" of the first fighter.

If there is no room within 12" of the first fighter, or no room outside 1" of an enemy, deploy as close as possible to the first fighter.

**HOUSE RULE**

During deployment, the first fighter must be placed at least 6" from any battlefield edge.

**YOU LOOKING AT ME?**

*The gangs have chanced upon each other and are passing each other in the underhive when the violence starts. They may well have gone on their way if one of the fighters hadn't decided they didn't like the way their rivals were looking at them.*

In round 1, only a single random fighter per team is Readied. In each subsequent Priority phase, each gang can choose to Ready a number of fighters equal to the current round (not random). No fighters are required to be Readied.

Fighters without Ready markers:

- Take no part in the battle (only spectating).
- Provide no benefits (assists, Leading By Example etc.).
- Can't be targeted by attacks or damaged by blasts and templates.

However, all fighters still follow normal rules for:

- Counted for Bottle tests.
- Enemy fighters must stay more than 1" away.

If one gang choose to not Ready any fighters, the battle is effectively lost.

**ALTERNATIVE VARIANT**

Can be played with any gangs, not just Goliath.

This can also be used for multi-player battles. Perhaps multiple gangs have found themselves in a tense stand-off, after randomly running into each other in a seedy drinking hole, and now must prove their might without things getting 'too' out of hand.

**ENDING THE BATTLE**

The battle ends when only one gang has Ready fighters remaining (after a Priority phase).

**VICTORY**

The side with at least one fighter with a Ready marker when the battle ends is the winner.

**REWARDS****EXPERIENCE**

Scenario specific rewards:

- +1 if only a single other friendly fighter were Readied during the battle.
- +D3 to a single fighter if no other friendly fighters were Readied during the battle.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

The winner gains the Reputation rewards, depending on the maximum number of fighters that were Readied per turn:

- **1 fighter:** +2D3.
- **2 fighters:** +D6.
- **3+ fighters:** +D3.



## GOLIATH

## SCENARIO 61: SOMETHING TO PROVE

**ATTACKER & DEFENDER**

Tie-breaker for determining the attacker:

1. Lowest rating.
2. Roll-off (the winner can choose attacker/defender).

The other gang is the defender.

**BATTLEFIELD**

Standard.

**CREWS**

- **Attacker:** Custom (D3+7).
- **Defender:** Random (D3+7).

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**DEPLOYMENT**

Standard.

**GIANT KILLERS**

*The underdog got something to prove, hoping to bloody the nose of a stronger gang and not get too smashed about in the process.*

The attacker receives bonuses depending on the difference in gang rating (all are cumulative):

**0-100:**

- Does not need to make Bottle tests.

**101-250:**

- The Leader can ignore the effects of Flesh Wounds.
- From the second round and onwards, at least one action must be Shoot or Fight. If neither actions can be made, the Leader can only take a single action during the activation.

**251-500:**

- Fighters can re-roll one Injury dice when injuring enemy fighters.
- When making Recovery tests, the an extra Injury dice must be rolled, apply Out of Action if any dice rolled this result.

**500+:**

- Automatically pass any Cool tests.

**ENDING THE BATTLE**

The battle ends when max 1 gang remains.

**VICTORY**

The last remaining gang is the winner.

**REWARDS****CREDITS**

- +D6x10 to the attacker per defender taken Out of Action.
- +D3x10 to the defender (if winning) per fighter still on the battlefield.

**EXPERIENCE**

Scenario specific rewards:

- +1 to each defending (winning) fighter still on the battlefield.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the attacker for winning.
- -1 to any gang that bottled out.

**ALTERNATIVE VARIANT**

Can be played with any gangs, not just Goliath.

## GOLIATH

## SCENARIO 62: FEAST OF THE FALLEN

**BATTLEFIELD**

Standard.

**CREWS**

- Custom (D3+7).

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**DEPLOYMENT**

Standard.

**GODS OF THE UNDERHIVE**

*The gangs honour the hardest fighters to ever walk the underhive by attempting to beat one another to death. Acts of violence are offered to the legendary ancestors to empower the gangs, and when one does, it falls to the rivals to bring them down - for while becoming a god is glorious, killing one is even better! While something supernatural might be going on, it is just as likely homicidal hysteria.*

Each time a fighter suffers a wound from a weapon with one of the traits listed below, the fighter becomes empowered on a 4+ (before rolling any Injury dice). If successful, no other fighters can make this test or become empowered.

If the fighter is empowered, any effects of the attack is cancelled.

The empowered fighter gains the following effects:

- Immediately restore the Wounds to the starting number.
- Can't be Pinned.
- If Seriously Injured by a ranged attack (not Melee/Versatile), suffer a Flesh Wound instead.
- Ignores all other Flesh Wounds.

In addition to the benefits above, apply the effects below depending the trait(s) of the weapon that inflicted the wound.

WEAPON TRAITS	TYPE	EFFECT
<ul style="list-style-type: none"> <li>• Melee</li> <li>• Versatile</li> </ul>	God of Blood	<ul style="list-style-type: none"> <li>• Unarmed attacks become Damage 5.</li> </ul>
<ul style="list-style-type: none"> <li>• Blaze</li> </ul>	God of Fire	<ul style="list-style-type: none"> <li>• Unarmed attacks gains Blaze.</li> <li>• Immune to Blaze effects.</li> </ul>
<ul style="list-style-type: none"> <li>• Gas</li> <li>• Toxin</li> </ul>	God of Poison	<ul style="list-style-type: none"> <li>• Unarmed attacks gain Toxin.</li> </ul>
<ul style="list-style-type: none"> <li>• Shock</li> </ul>	God of Pain	<ul style="list-style-type: none"> <li>• Unarmed attacks gain Shock and Versatile (6").</li> </ul>
<ul style="list-style-type: none"> <li>• Blast</li> </ul>	God of Fury	<ul style="list-style-type: none"> <li>• Unarmed attacks gain Blast (3").</li> <li>• Ignores Blast effects (including own attacks).</li> </ul>

**ENDING THE BATTLE**

The battle ends when max 1 gang remains.

**VICTORY**

The last remaining gang is the winner.

**REWARDS****EXPERIENCE**

Scenario specific rewards:

- +D3 to the empowered fighter if still on the battlefield in the end.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the winner.
- -1 to any gang that bottled out.

**ALTERNATIVE VARIANT**

Can be played with any gangs, not just Goliath.

A separate gang can be included, only consisting of ancestor-driven gangers, all five at once!

## SOLO

## SCENARIO 63: THE HUNT

## SOLO SCENARIO

This is designed for a single gang.

*From somewhere in the hive, a ‘Rambot’ (rogue Ambot) has appeared. For reasons unknown, the many failsafes designed to suppress its natural instincts have become ineffective, causing the mechanical beast to do what Ambulls in captivity have done since before the birth of the Imperium - tunnel to freedom, build a lair, and hunt for food! Logically, of course, this specimen has no particular need for fresh meat, and, trapped within its mechanical shell, is unable to consume its prey anyway. But these trifling facts are of little concern to the primitive Ambull mind!*

*The crew of a hardened underhive gang is unexpectedly hunted by a ‘Rambot’ (rogue Ambot). It behaves autonomously, in a manner determined by the movements and actions of the fighters. The gang must bring it down to escape its unnatural lair.*

*At the start the fighters believe the Rambot to be close, but have no idea where exactly it might be. They cautiously search the area for evidence of it. When fighters search and blundering about, there is a chance that the Rambot is discovered.*

*The Rambot does not think or reason like a human. It is a sophisticated servitor-construct, but with malfunctioning sensor arrays, allowing it to ignore certain environmental dangers.*

*Freed from the many inhibitors that govern and suppress its natural behavior, the Rambot behaves far more like a wild Ambull. It’s alien reactions are far faster than those of the average human, and it moves with a speed that seems impossible for its mechanical bulk.*

## BATTLEFIELD

Standard.

## CREWS

- Custom (D3+4).

## TACTICS CARDS

- Custom (1) or Random (2).

## DEPLOYMENT

Within 3” of the centre.

## HUNTER &amp; HUNTED

- The gang starts in every round (priority).
- The Rambot is an enemy fighter.

If the rogue Ambot is not on the battlefield, the gang can activate each Ready fighter in any order as normal. However, fighters can only make a single action when activated:

- **Standing:** Move (Simple).
- **Prone:** Crawl (Double).

In addition, each Standing fighter can perform one of the following Basic actions:

- **Search Area (Basic):** Pass an Intelligence test (+1 modifier if the rogue Ambot has previously appeared and then returned to the shadows). Note down how many searches were successful and how many failed each round.
- **Give Cover (Basic):** If the Rambot appears on the battlefield, make a Shoot (Basic) action targeting it (using ‘It Came From the Shadows!’ rules). All fighters having made this action can make this attack. Lasts until the End phase.

If the Rambot is on the battlefield, all Ready fighters can activate in any order as normal (performing any action).

## “IT CAME FROM THE SHADOWS!”

Each time a Search Area (Basic) action is performed, roll a D6 and apply the following modifiers (using previously performed Search Area actions this round):

- -1 per unsuccessful Search Area action.
- +1 per successful Search Area action.

The result will determine how or if the Rambot appears (placement), whether fighters can Give Cover and how the Rambot activates.

## D6 EFFECT

## 1 “Oops...”

Placement:

- B2B with the fighter.
- Counts as having charged.

## 2-3 “It’s Behind You!”

Placement:

- Within 3” of the fighter.
- Outside the vision arc of the fighter.

Give Cover:

- -3 hit modifier

After these attacks, the Rambot activates.

## 4-7 “What’s That?”

Give Cover:

- Nominate a weapon for each fighter (with Give Cover) and roll a Firepower dice (representing nervous shooting at shadows). Resolve Ammo tests (if any) as normal.
- Afterwards, no fighters Give Cover.

## 8+ “There It Is!”

Placement:

- Within 6” of the fighter.

Give Cover:

- -2 hit modifier to Giving Cover attacks.

After these attacks, the Rambot activates.

## THE RAMBOT

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

**Weapons:** 2x Tunnelling claw

**Wargear:** Light carapace (4+)

### TUNNELLING CLAW

- Melee: Str S, AP -1, D2
- Ranged: Short 4", Long 8", Str 6, AP -2, D2, Am 5+, Melta, Scarce, Sidearm

## SKILLS

### BULL CHARGE

Melee weapons gain Knockback & +1S when Charging.

### HURL

Can spend a Basic action (Hurl) to target an enemy fighter:

- Engaged: B2B.
- Seriously Injured: Within 1".

The enemy fighter must pass an Initiative or be hurled:

1. Choose a direction.
2. Move the fighter D3" in that direction.
3. Stop moving if contacting any Standing fighter, vehicle or terrain.

The hurled fighter (and any model contacted) suffer the following:

- S3 hit.
- Pinned (fighters only).

### NERVES OF STEEL

Pass a Cool test when hit by a ranged attack to avoid Pinning.

### SPRING UP

If Pinned when activated, pass an Initiative test to make a free Stand Up (Basic) action.

## SPECIAL RULES

### ALIEN ABOMINATION

- Does not lose Ready at the end of an activation.
- No limit to how many times it can be activated each round.
- Each time a fighter ends an activation (or finishes the last activation of a group activation), the Rambot activates (Acting on Instincts).

### FRENZIED

- When attacking with a Fight (Basic) action, one attack must be made using the tunnelling claw's ranged profile.
- Will always choose Coup De Grace instead of consolidating (if having the choice).

### UNBREAKABLE

- Never bottles out.
- Can't become Broken (for any reason).

### UNFEELING HIDE

#### Blaze:

- Acts as normal (still suffer S3 AP-1 damage as normal).
- No longer ablaze if going Back to the Shadows.

#### Webbed:

- When activating, roll 4+ to remove the condition. Otherwise the activation ends immediately.
- If Webbed during the End phase, roll for Recovery as normal.

## ACTING ON INSTINCTS

To determine the actions when activated, use the following table:

Trigger	Action
Fighter in base contact?	One of the following: <ul style="list-style-type: none"> <li>• Fight (Basic) action</li> <li>• Hurl (Basic) action</li> </ul>
Closest fighter within 6"?	Charge (Double)
Closest fighter within 12"?	1. Move (Simple) 2. Shoot (Basic)
None of the above?	Back to the Shadows

## BACK TO THE SHADOWS

- If, during any End phase, the Rambot is B2B with a Seriously Injured fighter, and no other fighters are within 4", drag the prey off into the shadows (both are removed from the battlefield). The fighter counts as going Out of Action.
- If suffering a wound (for any reason), after saving (if any), but before applying the damage, pass an Initiative test to:
  - Reduce the damage to 1.
  - Ignore all weapon traits.
  - Go Back to the Shadows (removed from the battlefield).
 Otherwise, apply the damage as normal.

When going Back to the Shadows, it will not appear again this round, but may appear in later rounds (Search Area).

## ENDING THE BATTLE

The battle ends when the Ambot is Out of Action or no fighters remain.

## VICTORY

The last remaining side is the winner.

## REWARDS

### CREDITS

- 2D6x10 for taking the Ambot Out of Action.

### EXPERIENCE

Scenario specific rewards:

- +D3 for taking the Ambot Out of Action.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +1 for taking the Ambot Out of Action.
- -1 to the gang if it bottled out.

## ALTERNATIVE VARIANT

The Rambot can be replaced by all manner of monsters, daemonically-possessed hivers or alien abominations. Or perhaps the gang has stumbled into the lair of a Chaos cult and becomes hunted by a daemonhost. Or perhaps a nest of Purestrain Genestealers is uncovered.

These rules can be used to control any such foe, and an experienced gang could face a far more powerful entity than an escaped Ambot with its safety systems switched off. Or the gang could be outnumbered by swarms of smaller xenos lifeforms, and a random amount activates each turn, for example D3.

## ESCHER

## SCENARIO 64: KHIMERIX HUNT

**BATTLEFIELD**

Standard.

**CREWS**

- Custom (D3+7).

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**DEPLOYMENT**

Standard.

**THE KHIMERIX**

*Something's stalking the gang's turf. The Escher have released a newly-created Khimerix into the underhive and are using a rival gang to train the half-wild beast. The Khimerix may show itself the first time blood is spilled.*

**KHIMERIX**

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

- Gaseous Eruption (Range T, Gas).
- Razor-sharp talons (Str +1, AP -1, D3, Rending).
- Flak (6+, 5+ against Blast/Template, same as: Scaly hide 3)

**REGENERATION**

Unless ablaze, can spend a Simple action (Regeneration) to heal 1 wound on a 4+.

**CRUSHING BLOW**

Nominate one attack (before rolling to hit) to gain +1 S & D (if hitting).

**APPEARANCE**

The Khimerix does not start on the battlefield, but appears after a fighter is injured. Whenever a fighter (in any gang) suffers a Flesh Wound, is Seriously Injured or taken Out of Action, the Khimerix will appear on a 5+.

Each additional time the roll is made in the same round, add 1 to the result. Once the Khimerix has appeared, do not roll for it again to appear this round.

The injured fighter's gang can place the Khimerix anywhere B2B with the injured fighter, or where the fighter was if taken Out of Action. It then immediately takes an action.

**ACTIONS**

Whenever the Khimerix takes an action, use the following priority:

PRIORITY	TRIGGER	ACTION
1	Closest fighter B2B	Fight (Basic)
2	Closest fighter within 9"	Charge (Double)
3	Closest fighter within 12"	Move (Simple) + Shoot (Basic)
4	Khimerix wounded	Regeneration (Simple)
5	None of the above	Return to the Shadows

The Khimerix will always target the closest fighter with its attacks. If 2 fighters are equally distant, then randomly determine the target.

**BACK TO THE SHADOWS**

If in B2B with a Seriously Injured fighter in the End phase and no other fighters within 6" of the Khimerix, it will:

- Drag its prey off into the shadows (counts as going Out of Action).
- Removing itself from the battlefield.

If wounded by an attack, after making a save (if any), but before applying the damage, the Khimerix will make an Initiative test. If passed:

- Only suffer a single wound.
- Ignore any weapon traits of the attack.
- Removing itself from the battlefield.

In both cases, it will not appear again this round, but may appear in later rounds (as detailed above).

**BIGGER PROBLEMS**

Fighters can only choose the Khimerix as a target while within 12" of it.

**ENDING THE BATTLE**

The battle ends when one of the following is true:

- Max 1 gang remains.
- The Khimerix is taken Out of Action.

**VICTORY**

The gang that took the Khimerix Out of Action is the winner. Otherwise it is a draw.

**REWARDS****CREDITS**

- 2D6x10 to the winning gang.

**EXPERIENCE**

Scenario specific rewards:

- +D3 for taking the Khimerix Out of Action.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the winner.
- -1 to any gang that bottled out.

## ESCHER

## SCENARIO 65: BACK FROM THE DEAD

**ATTACKER & DEFENDER**

Tie-breaker for determining the attacker:

1. Escher.
2. Roll-off (the winner can choose attacker/defender).

The other gang is the defender.

**BATTLEFIELD**

Standard.

**CREWS**

- **Attacker:** Random (1).
- **Defender:** Random (10) split into 2 groups:
  - Custom (5 sentries).
  - Custom (5 reinforcement).

The defending crew is made up of 10 random fighters, then divided into 2 groups of 5 fighters. One group is deployed as Sentries, the other arrives later as Reinforcements.

**TACTICS CARDS**

- **Attacker:** Custom (2) + Random (1).
  - Additional Random (1) if the attacking fighter is a Ganger or Juve (including Specialists).
- **Defender:** Custom (2).

**DEPLOYMENT**

1. **Defender:** Within 2" of any battlefield edge.
2. **Attacker:** Within 6" of the centre of the battlefield.
3. Take turns placing 6 corpse markers (starting with the attacker):
  - Anywhere within 12" of the centre.
  - At least 4" from each other.

**REINFORCEMENTS**

- Defender: Up to 2.
- Each End phase (starting on the round the alarm is raised).

**FIELD OF CORPSES**

*The enemy gang are combing the area looking for survivors. This takes place in the aftermath of a battle and the battlefield is strewn with corpses of dead gangers.*

During the battle, a fighter can spend a Basic action (Scavenge) to scavenge weapons from the corpse markers.

Roll a D6:

1. Knife.
2. Laspistol.
3. Stub gun (with dumdum rounds).
4. Shotgun (solid & scatter).
5. Lasgun.
6. Bolt pistol.

Once a corpse marker has been scavenged, it is removed.

**SCAVENGED WEAPONS**

- A fighter can only carry one at a time.
- If scavenging a new weapon, the old is discarded.
- Lost at the end of the battle.

**DEAD ON ARRIVAL**

*The newly-risen Death-maiden is only just now coming to her senses, and as time goes on she will become surer of herself, and more deadly.*

In each round, the attacking fighter can take a number of activations equal to the current round number (can activate twice in the second round, 3 times in round 3 and so forth). The enemy will be able to activate a fighter in between as normal (before the attacking fighter can activate again). The activations still only has 2 actions as normal.

If the attacking fighter is Seriously Injured, the result is automatically a Flesh Wound in the Recovery phase (no need to roll).

**ENDING THE BATTLE**

The battle ends when max 1 gang remains.

**VICTORY**

The last remaining gang is the winner. If no gangs remain, the defender wins.

**REWARDS****EXPERIENCE**

Scenario specific rewards:

- +D3 to a defender for taking the attacking fighter Out of Action.
- +D3+1 to the attacking fighter if winning.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the winner.

**HOUSE RULE**

- A fighter must be within 1" of a corpse marker to scavenge weapons from it.
- This scenario has been modified. 'Attacker' and 'defender' are swapped to make sense with the Sneak Attack rules (which applies to the defender).

## ORLOCK

## SCENARIO 66: ROAD BLOCK

**ATTACKER & DEFENDER**

Tie-breaker for determining the attacker:

1. Lowest rating.
2. Roll-off (the winner can choose attacker/defender).

The other gang is the defender.

**BATTLEFIELD**

The defender sets up the battlefield to represent a road going from one side to the opposite side. This road can twist and turn, can include doors and other obstacles, but must be traversable from one battlefield edge to the other. The rest of the battlefield is considered impassable.

The defender delegates one end of the road as the entrance and the other as the exit.

The defender sets up 3 road blocks along the length of the road (barricades or anything else that provides cover). Each road block should completely fill a section of the road.

**CREWS**

- **Attacker:** Custom (10).
- **Defender:** Random (10).

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**DEPLOYMENT**

1. **Defender:** Within 6" of any road block. Each road block must have at least 1 fighter deployed within 6".
2. **Attacker:** Within 6" of the road entrance.

**ROAD BLOCKS**

*The attacker is trying to break through the defender's trade route.*

Fighters behind a road block gain full cover.

Can be targeted and destroyed by ranged or melee attacks:

- T5 and W5.
- Can be torn down by a B2B fighter in a similar way as forcing open a door:
  - $D6 + \text{Str} > 8$

When destroyed or torn down, it is removed from the battlefield.

**HOME RUN**

Any attacker that finishes a Move action B2B with the road exit can escape (removed from the battlefield). This does not count as having gone Out of Action, but is also not counted for the purposes of Bottle tests.

**ENDING THE BATTLE**

The battle ends when max 1 gang remains.

**VICTORY**

The attacker wins if 3+ fighters escaped. Otherwise the defender wins.

**REWARDS****CREDITS**

- D6x10 to the attacker for each escaped fighter.
- D6x10 credits to the defender for winning.

**EXPERIENCE**

Scenario specific rewards:

- +1 to each attacker that escaped.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the attacker for winning.
- -1 for bottling out.

**HOUSE RULE**

The defender should probably not win if voluntarily failing a Bottle test or fleeing the battlefield before the attacker has reached the exit with 3+ fighters.

## ORLOCK

## SCENARIO 67: BIG BAR BRAWL

**BATTLEFIELD**

Standard.

**CREWS**

- Random (7).

**TACTICS CARDS**

None.

**DEPLOYMENT**

Randomize one gang to place the first, then take turns placing all remaining fighters:

- Within 12" of the centre of the battlefield.
- At least 1" from another fighter.

**DRINKING HOLE**

*The fighters are all relaxing in a local drinking hole and are not armed for a gang fight. A drunken insult leads to a free-for-all.*

All fighters count as being unarmed and unarmoured:

- Can't make attacks with any equipped weapons.
- No save from armour or field armour.
- Can't use any carried Wargear.

Skills work as normal (including special saves or improved fighting abilities).

The Action phase is replaced by the following new phases:

- Drinking phase (starts after determining priority).
- Fighting phase.

In both phases, take turns activating fighters, starting with the gang with priority as normal. The activation order resets between the 2 phases, so the gang with priority will activate first in both phases.

**DRINKING PHASE**

A fighter (including Seriously Injured) can choose one of the following:

- Drink: Gain an intoxicated token.
- Stagger: Move D6" (any direction).

After all fighters have either drunk or staggered, this phase ends.

**FIGHTING PHASE**

Each fighter can make a single Simple, Basic or Double action. No fighter can take more than a single action each round, regardless of any special rules or skills.

Charge (Double) action: Move D6" (instead of D3+M).

Each intoxicated token give the following effect:

- +1T.
- -1 hit modifier when attacking (a 6 will always hit).

**END PHASE**

After all fighters have activated, move on to the End phase.

Apply the following to all Engaged fighters:

- Move 1" apart (directly away from each other).
- Pass an Initiative test with a -1 modifier per intoxicated token or become Pinned.

**ENDING THE BATTLE**

The battle ends when only one gang has Standing fighters remaining at the end of any End phase.

**VICTORY**

The gang with at least 1 Standing fighter at the end of the battle is the winner.

**REWARDS****CREDITS**

- D3x10 to the winner.

**EXPERIENCE**

Scenario specific rewards:

- +1 to each fighter still Standing with 4+ intoxicated tokens.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +1 for winning.



## END GAME - MULTI-PLAYER

## SCENARIO 68: THE LAST ROUND

**ATTACKER & DEFENDER**

The gang with the highest rating is the defender (in case of a tie, the winner of a roll-off decides). The remaining gangs are the attacker.

This scenario can be fought one-on one, but is intended for one powerful gang to fight against a group of less powerful gangs.

**BATTLEFIELD**

Standard with the following exceptions (the battle takes place in a drinking hole):

- Centre: An open area roughly 122 wide with a reasonable amount of scatter terrain (represents the taproom).
- Surrounding area: As normal.
- Border between centre and surrounding area: Walls (impassable terrain) with 2+ doors (entrances).

**CREWS**

- **Defender:** Custom.
- **Attacker (crew size is per gang):**
  - **1-2 attacking gangs:** Custom (10).
  - **3 attacking gangs:** Custom (7).
  - **4+ attacking gangs:** Custom (5).

**TACTICS CARDS**

- Custom (2).

**DEPLOYMENT**

1. **Attacker:** Within 6" of any edge of the battlefield.
2. **Defender:** Within 12" of the centre (taproom).

**LIMITED AMMO**

*A powerful gang celebrates their final victory at a local drinking hole - only to discover the fight is not over yet... The defenders are caught by surprise and only have a limited supply of ammo to hand, and haven't brought all the firepower.*

Apply the following to all weapons carried by defending fighters:

1. Weapons with Limited can't be used.
2. Gain Limited (if Scarce).
3. Gain Scarce (if not having Scarce already).

**ON THE CLOCK**

*While the defenders are caught unexpected, the attackers can still lose their nerve when trying to take out the toughest gang around.*

Starting with the End phase of round 3 (and the End phase of each subsequent round), each gang with a Leader present on the battlefield (not Seriously Injured, Out of Action or Broken) rolls a D6:

- If the defender's roll is higher than each of the attackers' rolls (compared individually), all attacking gangs must immediately remove D3 random fighters from the battlefield (lose the nerve and flee).

**ENDING THE BATTLE**

The battle ends when only one side (attacker or defender) has fighters remaining on the battlefield.

**VICTORY**

The defender wins if at least 1 defending fighter remains on the battlefield (not Seriously Injured) at the end of the battle. Otherwise the attacker wins.

**OUTCOME**

*Win or lose, the glorious run for the most powerful gang in the dome ends here. If the defender wins, enjoy one last round of drinks (over the corpses of the rivals) before disappearing from the sector and into legend. Otherwise, become permanent fixtures of the bar's decor...*

**REWARDS****EXPERIENCE**

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +1 to each attacking gang.
- +1 to each attacking gang if the defender bottled out.

**ALTERNATIVES & REBALANCING**

The two sides can be rebalanced. Each side can have additional benefits.

**Attackers:**

- Recruit a free Bounty Hunter or Hive Scum.
- An Enforcer patrol can show up to help.
- A Guild entourage can show up to help.
- Modify crew sizes.

**Defender:**

- Set up sentry guns and defences in the bar.
- A friendly Ogryn bouncer.
- The bar could be on fire:
  - -2 hit modifier to all ranged attacks.
  - D3 random fighters on each side must roll against Blaze (4+) or catch fire (as if being hit by a Blaze weapon).

Alternatively, create an attacking gang (Enforcers, outlaws, plague zombies etc.) to fight against all Leaders in the campaign as the defenders.

## END GAME - MULTI-PLAYER

## SCENARIO 69: GATEWAY TO HELL

**ATTACKER & DEFENDER**

The gang with the highest rating is the defender (in case of a tie, the winner of a roll-off decides). The remaining gangs are the attacker.

This scenario can be fought one-on one, but is intended for one powerful gang to fight against a group of less powerful gangs.

**BATTLEFIELD**

Standard. After set up, the defender chooses one battlefield edge to be the Ash Gate.

**CREWS**

- **Defender:** Custom.
- **Attacker (crew size is per gang):**
  - **1-2 attacking gangs:** Custom (10).
  - **3 attacking gangs:** Custom (7).
  - **4+ attacking gangs:** Custom (5).

**TACTICS CARDS**

- Custom (2).

**DEPLOYMENT**

1. **Defender:** Within 6" of the centre of the battlefield.
2. **Attacker:** Anywhere outside 9" of any defenders (and out of LOS if possible).

**THE ASH GATES**

*A gang tries to escape from the authorities into the wastes - though the hive will not let them go so easily. The gangs are fighting in the shadow of one of the great ash gates that ring the base of the hive. The defender must hold out until this mighty seal opens enough for them to escape - though this wait, and the approach to the gate itself, are not without peril as the gates are well-defended and the mechanisms that work them are potentially deadly. As the gate opens, clouds of choking blinding dust roll into the hive, driving some fighters to the ground and reducing visibility.*

Starting with the End phase of round 3 (and the End phase of each subsequent round), apply the rules for Ash Clouds and Ash Storm.

**ASH CLOUDS**

All fighters within 12" of the Ash Gate (battlefield edge) and with LOS to that edge must pass a Strength test or apply the following:

- Move D6" directly away from the Ash Gate (stop if contacting impassable terrain, can fall off ledges).
- Pass an Initiative test or become Pinned (this test is only applied if the Strength test failed).

**ASH STORM**

Reduce the visibility at the end of round 3 and each subsequent round:

- **Round 3:** 36".
- Round 3: 24".
- Round 5: 18".
- Round 6: 12".
- Round 7: 9".
- Round 8-9: Pitch Black (3").

**ESCAPING**

Any fighter can attempt to escape (but only defenders will win from it) if moving into B2B with the Ash Gate (battlefield edge). Roll 2D6-Str and compare the result to the current round:

- Equal or less (than the current round): Escape (removed from the battlefield).
- Higher (than the current round): Suffer a S4 D1 hit, then move D6" directly away from the Ash Gate.

**ENDING THE BATTLE**

The battle ends when at least one of the following is true:

- End of round 9.
- Defender has less than 1/3 (rounding down) of the crew remaining on the battlefield.
- Only one gang remains.

**VICTORY**

Defender wins if at least 1/3 (rounding down) of the defending fighters escape via the Ash Gate (battlefield edge). Otherwise the attacker wins.

**OUTCOME**

*Win or lose, the most powerful gang's days are numbered. If the defender wins, head out into the wastes (perhaps starting a new settlement or rising to rule an ash wastes tribe). Otherwise, the gears of the great gate aren't greased by oil alone...*

**REWARDS****EXPERIENCE**

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +1 to each attacking gang.
- +1 to each attacking gang if the defender bottled out.

**HOUSE RULE**

This scenario is broken. The attacker should probably not win if voluntarily failing a Bottle test or fleeing the battlefield before the defender has escaped with 1/3 of the fighters.

If the defender has lost more than 1/3 of the gang, it can be difficult to escape while having 1/3 of the gang remaining, or all fighters must escape at the same in the same round (to avoid ending the game before escaping with sufficient fighters).

**ALTERNATIVES & REBALANCING**

The battle can be rebalanced.

**Attackers:**

- Modify crew sizes.

Alternatively, a bunch of enemies can enter the battlefield edge opposite of the Ash Gate each round (Enforcers, Guild watchmen, Bounty Hunters, plague zombies, Redemptionists, hive critters, Murder Cyborgs etc.). These adversaries continue to enter the battlefield until the gangs escape or the battlefield ends. Or run it in reverse, having all gangs fight amongst themselves while enemies pour in from the wastes, and must hold out as the gate slowly begins to close (reduce the enemies arriving each round) as the hive's air scrubbers clear away the dust and restore visibility.

## END GAME - MULTI-PLAYER

## SCENARIO 70: THE LONG NIGHT

**ATTACKER & DEFENDER**

The gang with the highest rating is the defender (in case of a tie, the winner of a roll-off decides). The remaining gangs are the attacker.

This scenario can be fought one-on one, but is intended for one powerful gang to fight against a group of less powerful gangs.

Even though one side is the attacker, these gangs are not allies. All gangs fight as individual gangs and treat all other gangs as enemies.

**BATTLEFIELD**

Standard.

**CREWS**

- **Defender:** Custom.
- **Attacker (crew size is per gang):**
  - **1-2 attacking gangs:** Custom (10).
  - **3 attacking gangs:** Custom (7).
  - **4+ attacking gangs:** Custom (5).

**TACTICS CARDS**

- Custom (2).

**DEPLOYMENT**

Standard.

**DEEPEST DARKNESS, FREEZING COLD**

*Gangs must fight to survive a sector-wide shutdown, battling darkness, cold, critters and each other until the artificial dawn comes. In an act of desperation, or perhaps local sabotage, power to this entire section has been shut down. Darkness descends as lumens fail, cold sets in as thermal vents close, and critters gather as automated settlement defenses power down. The plummeting temperatures force fighters to constantly move for warmth.*

- Apply the Pitch Black rules.

All fighters must have one of the following effects or actions during each activation to avoid suffering a Flesh Wound (from freezing):

- Move (Simple) action.
- Charge (Double) action.
- Ablaze (burning fighters won't freeze).
- Pass a Toughness test (to prevent freezing).

**MONSTERS EVERYWHERE**

*With the darkness comes the monsters, and in the darkness of the underhive, there are many monsters.*

In each activation, roll 2D6, then choose the highest roll as the result and apply the following to that fighter:

- **1:** Suffer a S6 AP-1 D2 hit. If Seriously Injured as a result, go Out of Action (dragged away into the darkness).
- **2-3:** Can't make any actions this activation (busy fighting to survive a nightmarish creature emerging from the shadows).
- **4-5:** Can only make 1 action this turn (hesitates when hearing a noise in the darkness).
- **6:** Activate normally (the fighter goes unnoticed).

**ENDING THE BATTLE**

The battle ends when at least one of the following is true:

- End of round 9.
- Only one gang remains.

**VICTORY**

The gang with the most remaining fighters wins.

**OUTCOME**

*Win or lose, this long night will mark the passing of a gang into legend. If the most powerful gang wins, they have survived and will wander off into the dark of the underhive, never to be seen again (though tales will be told about them for some time). Otherwise, well, the bones of the great look much like everyone else's!*

**REWARDS****EXPERIENCE**

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +1 to each attacking gang.
- +1 to each attacking gang if the defender bottled out.

**ALTERNATIVES**

Actual monsters can be added to the darkness. These can be anything from swarms of hive rats, plague zombies, crawling xenos horrors or even warped Daemons. Or use scenario complications like Horrors of the Underhive.

These monsters can even appear and disappear from one round to the next, never knowing exactly where or when they will show up.

These fighters should move and attack in the End phase and controlled by someone not participating with a gang.

## VAN SAAR

## SCENARIO 71: DEUS EX MACHINA

**ATTACKER & DEFENDER**

Tie-breaker for determining the attacker:

1. Van Saar.
2. Lowest rating.
3. Roll-off (the winner can choose attacker/defender).

The other gang is the defender.

**BATTLEFIELD**

Standard.

**CREWS**

- **Attacker:** Custom (10).
- **Defender:** Random (10).

**DEPLOYMENT**

Standard.

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**GHOST OF THE MACHINE SPIRIT**

*A fighter has been possessed by the Abominable Intelligence residing within a tech-trinket picked up as a curio from the tech-bazaar. The identity is known to the attackers, who are hunting the fighter, certain that the possessing machine spirit holds many secrets.*

Randomize 1 defender to be possessed by the Abominable Intelligence for this battle:

- +1 to each stat (max 1+ or 10).
- 5+ save (unmodifiable by AP).

**CAPTURING THE ABOMINABLE INTELLIGENCE**

- All attackers have the ability to capture the Abominable Intelligence (equipped with containment units).
- If the possessed fighter is taken Out of Action, leave a tech-trinket marker where the fighter was.
- Attackers within 1" of the tech-trinket can spend a Double action (Operate Containment Device): Pass an Intelligence test with a -2 modifier to take possession of the tech-trinket. If failed, it remains on the battlefield.
- **"THAT'S OURS!"**: If the tech-trinket lies on the battlefield, any defender within 1" of the tech-trinket can spend a Simple action (Pick Up Tech-trinket) to become possessed (gaining the bonuses described above).

**ENDING THE BATTLE**

The battle ends when one of the following is true:

- Max 1 gang remains.
- The Abominable Intelligence is captured (after the host is taken Out of Action).

**VICTORY**

The attacker wins if the Abominable Intelligence is captured. The defender wins if the attacker has no fighters remaining on the battlefield and the Abominable Intelligence is not captured. Otherwise it is a draw.

**REWARDS****CREDITS**

- D6x10 to the winner.

**EXPERIENCE**

Scenario specific rewards:

- +D3 to the fighter capturing the Abominable Intelligence.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the winner.
- -1 for bottling out.

**HOUSE RULE**

This scenario is broken. The defender can almost always force a draw by voluntarily failing the Bottle test (this option is guaranteed after the host is taken Out of Action), then fleeing the battlefield, preventing the attacker from capturing the tech-trinket.

Solution: The attacker wins if the defender voluntarily bottles out OR flees the battlefield voluntarily.

## VAN SAAR

## SCENARIO 72: LAST RITES FOR THE MACHINE

**ATTACKER & DEFENDER**

The defender is:

1. Van Saar (if only one gang is Van Saar).
2. The gang with the lowest rating (if no gangs or multiple gangs are Van Saar). Roll-off in case of a tie.

The other gang is the attacker.

**BATTLEFIELD**

Standard.

**CREWS**

- Custom (D3+7).

**DEPLOYMENT**

Standard.

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**GOING OUT IN STYLE**

*A legendary fighter is rapidly approaching the end of the career and have an aging body with many failing cyberteknika enhancements. The Fading Legend has but one goal to secure their legacy in a blaze of glory, facing the foes one last time before testing out.*

The Fading Legend is joining the defenders. The type and value of the equipment (weapons & Wargear) is determined by what gang the defender is:

- **Van Saar:**
  - Agent.
  - Spend up to 400 credits (can purchase Cyberteknika).
- **Other:**
  - Agent or Bounty Hunter.
  - Spend up to 300 credits.

Can purchase items from the Trading Post and any item available to the gang's Leader.

**"NONE OF US ARE GETTING ANY YOUNGER"**

*The Fading Legend weakens during the battle, if the battle proves too protracted, may even succumb to the failing health mid-fight.*

In the End phase of round 4 and each End phase of subsequent rounds, apply the following stat reductions to the Fading Legend:

- -1 MA (min 1").
- -1 BS (min 6+).
- -1 WS (min 6+).
- -1 W (min 0).

If Wounds are reduced to 0 in this way, immediately go Out of Action.

**INSPIRATIONAL FIGURE**

The defender can automatically pass any Bottle tests while the Fading Legend is still on the battlefield.

**HATED FOE**

Attackers can ignore Target Priority when targeting the Fading Legend.

**ENDING THE BATTLE**

The battle ends when max 1 gang remains.

**VICTORY**

The defender wins if the Fading Legend has not gone Out of Action (by the end of the battle). The attacker wins if the Fading Legend has gone Out of Action as a result of the "None of us are getting any Younger!" special rule. Otherwise it is a draw.

**REWARDS****CREDITS**

- D6x10 to the winner.

**EXPERIENCE**

Scenario specific rewards:

- +1 to each winning fighter taking part.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the winner.
- -1 for bottling out.

**HOUSE RULE**

This scenario is broken. The defender can almost always force a draw by voluntarily failing the Bottle test, then fleeing the battlefield, preventing the Fading Legend from going Out of Action by having the Toughness reduced to 0 from the "None of us are getting any Younger!" special rule.

Solution: The attacker wins if the defender voluntarily bottles out OR flees the battlefield voluntarily.

## HANGERS-ON

## SCENARIO 73: MERCY MISSION

**BATTLEFIELD**

Standard.

**CREWS**

- Random (5).

In addition, both teams add the following:

- 1 Rogue Doc (Hangers-on).
- 1 Hive Scum (Stub Gun).

**DEPLOYMENT**

Take turns (starting with the winner of a roll-off) in each of the following steps:

1. Place one of the 5 random enemy fighters anywhere on the battlefield, continue until all are deployed.
2. Place the friendly Rogue Doc & Hangers on a random battlefield edge. Then the other gang does the same on the opposite battlefield edge.

Note that the battlefield edge where the Rogue Doc and Hive Scum is placed counts as the gang's edge for the purpose of XP rewards, ending and winning the battle.

**TACTICS CARDS**

None.

**THE AFTERMATH**

*A brutal gang fight has taken place, and the battlefield is strewn with downed fighters.*

All 5 random fighters from both teams begin:

- Seriously Injured (Recovery rolls are made as normal at the end of each round).
- Only 1 Wound remaining (if having more).
- All weapons counts as Out of Ammo (can be reloaded as normal after recovering).

For this battle, all gangs (including all fighters) have the following effects:

- No Lasting Injuries if going Out of Action.
- No need to make Bottle tests.

**MISSION OF MERCY**

The Rogue Doc and Hive Scum:

- Can't Coup de Grace.

Rogue Doc:

- Can't Coup de Grace.
- Only Pinned if hit by an attack (otherwise unaffected).

**HIVE SCUM (GENERIC)**

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

**EQUIPMENT**

Stub gun.

**ROGUE DOC**

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	2	3	1	4+	1	9+	8+	7+	5+

**Skills:** Medicae.

**Wargear:** Stub gun, medicae kit.

**ENDING THE BATTLE**

The battle ends when one of the following is true:

- Max 1 gang remains (except the Rogue Doc and Hive Scum).
- One gang has 3+ fighters B2B with their battlefield edge (except the Rogue Doc and Hive Scum).

**VICTORY**

The winner is the only gang with 3+ fighters B2B on their battlefield edge. Otherwise it is a draw.

**REWARDS****EXPERIENCE**

Scenario specific rewards:

- +1 to each fighter B2B with their battlefield edge.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the winner.

## HANGERS-ON

## SCENARIO 74: DOME RUSH

**BATTLEFIELD**

Standard.

**CREWS**

- Custom (10).

**DEPLOYMENT**

1. The winner of a roll-off chooses a battlefield corner and deploys all fighters within 6" of that corner.
2. Then the other gang deploys all fighters within 6" of the opposite corner.
3. A Dome Runner is placed in the centre of the battlefield.

**TACTICS CARDS**

None.

**DOMERUN**

*The gangs are following a Dome Runner into dangerous territory looking for loot. As the gangs are trying to follow the trail left by the runner, they don't want to kill them.*

If the Dome Runner is hit by an attack:

- Only Pinned (otherwise unaffected).

In each End phase, the player with Priority activates the Dome Runner:

- Must move maximum distance.
- Must end the move at least 5" from where it started.

After moving, choose up to one of the following:

- Can place any or all of the following within 6" of where the move ended:
  - Loot casket.
  - Any type Booby trap (Gas/Melta/).
- Remove a booby trap within 6".

**0-1 DOME RUNNER****20**

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
5"	5+	5+	3	3	1	3+	1	10+	9+	7+	8+

**Skills:** Lie Low.

**Weapons:** Laspistol or stub gun, knife or axe.

Any fighter in the gang can re-roll the D6 when determining the contents of a loot casket (the result of the re-roll must be accepted, even if it is worse).

**HOUSE RULE**

Agree upon or randomize what weapons the Hangers-on has.

**ENDING THE BATTLE**

The battle ends when one of the following is true:

- Max 1 gang remains.
- One gang has opened 3+ loot caskets.

**VICTORY**

The winner is the gang to open 3+ loot caskets or the last remaining gang. Otherwise it is a draw.

**REWARDS****CREDITS**

- 2D6x10 to the winner.
- D6x10 per opened loot casket (any gang).

**EXPERIENCE**

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the winner.
- -1 for bottling out.

## HANGERS-ON

## SCENARIO 75: TARGET PRACTISE

**BATTLEFIELD**

Standard. Should include some large open areas and numerous long-range firing lines where possible.

**CREWS**

- Custom (5).

**DEPLOYMENT**

Take turns (starting with the winner of a roll-off):

- Deploy the entire crew 6" from the centre of the battlefield, each fighter 2" within another.

An Ammo-jack is then placed between the gangs.

**TACTICS CARDS**

None.

**SHOOT-OUT**

*The gangs test their aim in an Ammo-jack's bullet emporium.*

At the start of each round, each gang place the targets (markers) for the enemy gang on the battlefield. Starting the gang with priority, place 3 enemy targets as follows:

- Within LOS and weapon range of at least 1 enemy fighter.

Targets:

- Can be attacked as fighter.
- Benefits from cover.
- Removed when hit.

Score the following cumulative points per target hit:

- Long range: 2.
- Partial cover: 1.
- Full Cover: 3.
- More than 24" away: 4.
- Per friendly fighter risking Stray Shots: 2.

Record the points per gang and per individual fighter.

In each End phase, the gang with the highest points total can:

- Move the Ammo-jack anywhere on the battlefield.
- Count the Ammo-jack as a friendly fighter the next round.

If a fighter attacks an enemy fighter:

- The Ammo-jack is moved within 6" of the offending fighter and attacks the offending fighter.

**AMMO-JACK**

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

**Skills:** Munitioneer.

**Wargear:** Boltgun or combat shotgun (salvo & shredder), power hammer or power sword, mesh.

Re-roll any failed Ammo tests if the result (before modifiers) is equal to or lower than the amount of Ammo-jacks. Does not have to take part in the battle for the bonus to apply, but must be available (not in Recovery, Captured etc).

**HOUSE RULE**

Agree upon or randomize what weapons the Hangers-on has.

**ENDING THE BATTLE**

The battle ends when one of the following is true:

- Max 1 gang remains.
- The Ammo-jack is attacked.
- A gang reaches 50 points.

**VICTORY**

- The winner is the first gang to reach 50 points.
- Any gang that attacked the Ammo-jack loses.
- Otherwise it is a draw.

**REWARDS****CREDITS**

- 3D6x10 to the winner.

**EXPERIENCE**

Scenario specific rewards:

- +1 to each fighter scoring 20+ points.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the winner.



## N21 HIVE WAR

## SCENARIO 76: THE CROSSING POINT

**BATTLEFIELD**

20"x16" as shown (each square is approximately 2"x2").

**CREWS**

- Custom (5).

**DEPLOYMENT**

The winner of a roll-off starts each of the following steps:

1. Choose deployment zones (red or green).
2. Take turns placing 1 fighter at a time within the deployment zone (until all fighters are deployed).

**TACTICS CARDS**

- Draw 2, keep 1.

**ENDING THE BATTLE**

The battle ends when max 1 gang remains.

**VICTORY**

The last remaining gang is the winner.

**REWARDS****EXPERIENCE**

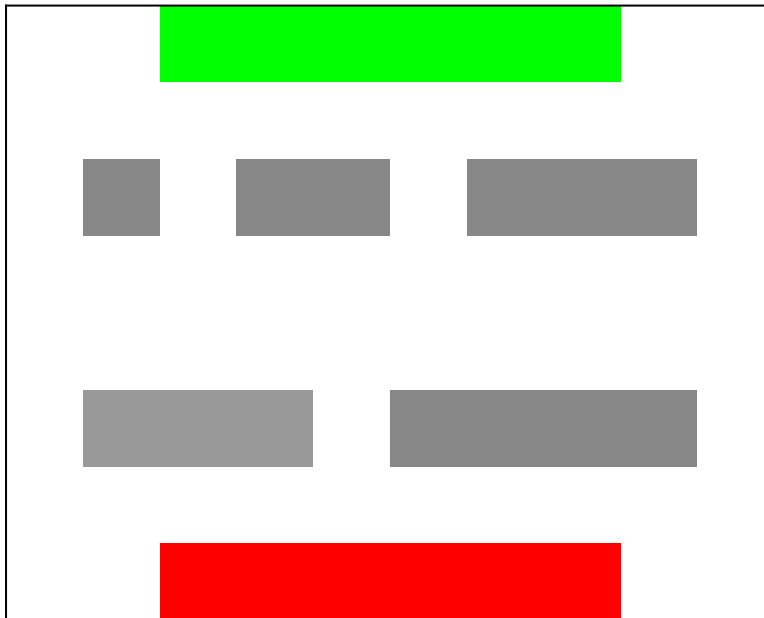
Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**LINKED REWARDS**

Hive War Rulebook (N21) has a simplified 'linked' campaign. This campaign only has the following reward:

- The winner is automatically the attacker in the next battle.



## N21 HIVE WAR

## SCENARIO 77: STRONGHOLD ASSAULT

**ATTACKER & DEFENDER**

The winner of a roll-off chooses whether to be the attacker or defender.

**BATTLEFIELD**

20"x16" as shown (each square is approximately 2"x2").

**CREWS**

- Random (5).

**DEPLOYMENT**

1. Defender: Green.
2. Attacker: Red.

**TACTICS CARDS**

- Draw 2, keep 1.

**SEIZE THE GATEHOUSE**

*The attackers are attempting to storm and seize the gatehouse to the enemy's stronghold. The defenders are trying to keep them out.*

The gatehouse is marked in blue (used for win condition).

**ENDING THE BATTLE**

The battle ends when max 1 gang remains.

**VICTORY**

Win conditions:

- The last remaining gang is the winner.
- Attacker: At least 1 friendly fighter in the gatehouse at the end of the battle and no defending fighters in the gatehouse.

Otherwise it is a draw.

**REWARDS****EXPERIENCE**

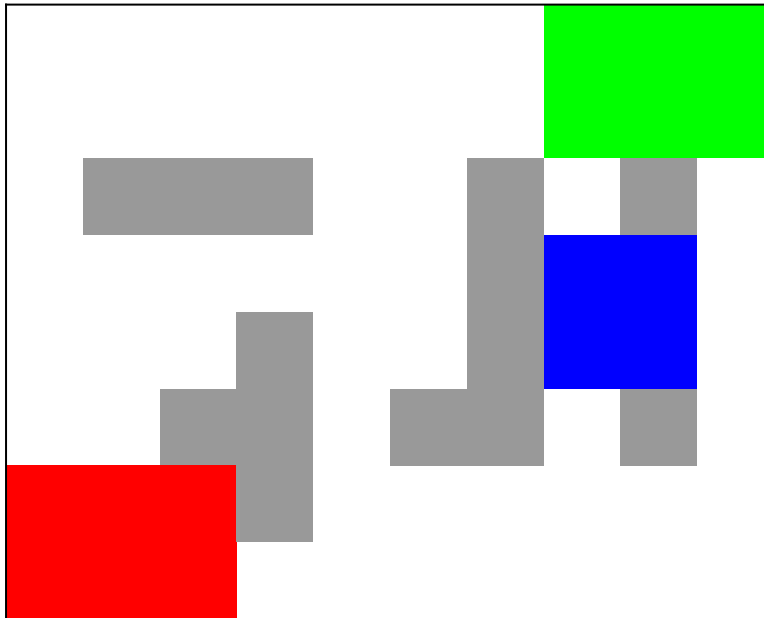
Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**LINKED REWARDS**

Hive War Rulebook (N21) has a simplified 'linked' campaign. This campaign only has the following reward:

- +1 crew size in the next battle.



## N21 HIVE WAR

## SCENARIO 78: BREAK IN

**ATTACKER & DEFENDER**

The winner of a roll-off chooses whether to be the attacker or defender.

**BATTLEFIELD**

20"x16" as shown (each square is approximately 2"x2").  
4 Loot are placed at the centre.

**CREWS**

- Random (5).

**DEPLOYMENT**

1. Defender: Green.
2. Attacker: Red.

**TACTICS CARDS**

- Draw 2, keep 1.

**STEAL THE LOOT**

Count how many Loot are opened.

**ENDING THE BATTLE**

The battle ends when max 1 gang remains.

**VICTORY**

The gang that opened most Loot is the winner. Otherwise it's a draw.

**REWARDS****EXPERIENCE**

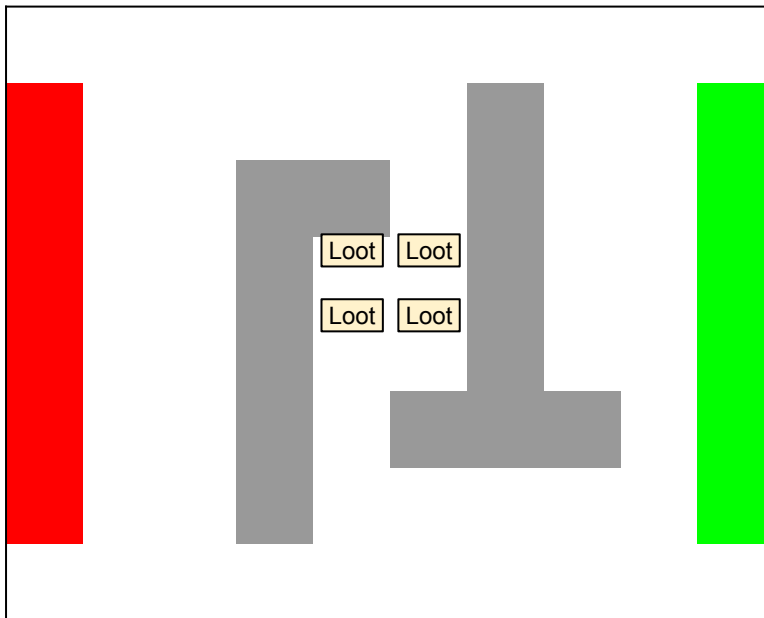
Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**LINKED REWARDS**

Hive War Rulebook (N21) has a simplified 'linked' campaign. This campaign only has the following reward:

- 50 credits per opened loot with the contents of an Ammo cache (4+).



## N21 HIVE WAR

## SCENARIO 79: SHOWDOWN

**BATTLEFIELD**

20"x16" as shown (each square is approximately 2"x2").

**CREWS**

- Custom (5).

**DEPLOYMENT**

The winner of a roll-off starts each of the following steps:

1. Choose deployment zones (red or green).
2. Take turns placing 1 fighter at a time within the deployment zone (until all fighters are deployed).

**TACTICS CARDS**

- Draw 2, keep 1.

**HUMILIATE THE ENEMY**

*Sometimes, eliminating an enemy is not enough - they must be humiliated! Each gang is attempting to drive the enemy from the battlefield and seize control of their territory.*

Score points for the following (only relevant if both gangs remain on the battlefield after the 5th round):

- 1 per enemy Out of Action.
- 2 per friendly Active fighter in the enemy deployment zone at the end of the battle.

**ENDING THE BATTLE**

The battle ends if any of the following are true:

- Max 1 gang remains.
- End of the 5th round.

**VICTORY**

The last remaining gang is the winner. In case of a tie, the gang that scored the most points is the winner. Otherwise it is a draw.

**REWARDS****EXPERIENCE**

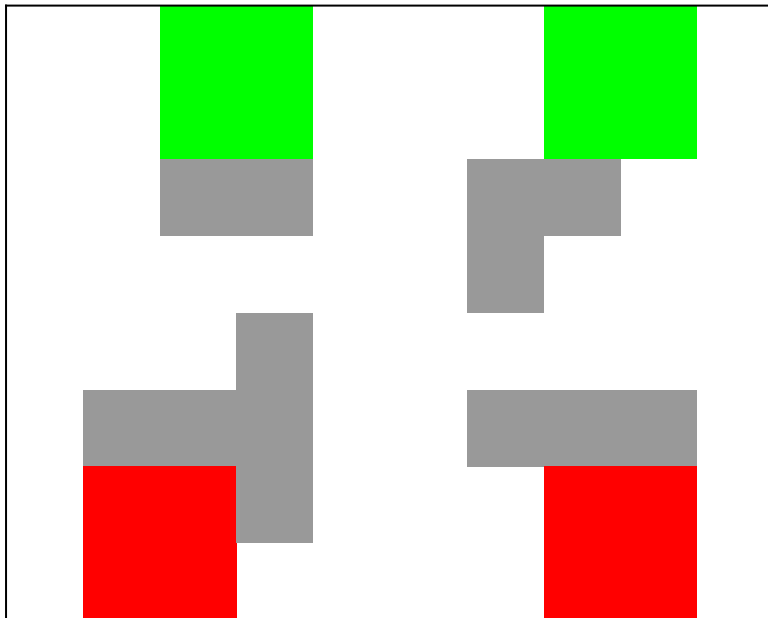
Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**LINKED REWARDS**

Hive War Rulebook (N21) has a simplified 'linked' campaign. This campaign only has the following reward:

- The winning Leader gains a free Primary skill.



## N21 HIVE WAR

## SCENARIO 80: DEFILE THE RELIC

**ATTACKER & DEFENDER**

The winner of a roll-off chooses whether to be the attacker or defender.

**BATTLEFIELD**

20"x16" as shown (each square is approximately 2"x2").  
The relic is placed at the centre.

**CREWS**

- **Attacker:** Random (5) + Reinforcements.
- **Defender:** Random (5 sentries) + Reinforcements.

**DEPLOYMENT**

1. Defender: Green.
2. Attacker: Red.

**REINFORCEMENTS**

- D3 per gang.
- Start of each round (after the alarm is raised and earliest at round 2).

**HOME TURF ADVANTAGE**

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1.
- **Hangers-on:** Included in the crew on a 4+ (roll individually).

**TACTICS CARDS**

- Draw 2, keep 1.

**GANG RELICS**

*The attacker is trying to defile a gang relic, but the defenders are aware and have guards defending it.*

- +2 for any Cool and Leadership tests made by friendly fighters within 6" of the gang relic (while undefiled).

**DEFILING A RELIC**

*If the relic is left unprotected, the enemy will try to wreck it, tear it down, mark it with their own gang's tag or ruin it in a more creative fashion!*

Spend a Double action within 1" to wreck the relic. It no longer offers any bonuses and can't be wrecked again

**ENDING THE BATTLE**

The battle ends if any of the following are true:

- Max 1 gang remains.
- End of the 6th round.

**VICTORY**

The attacker wins if the relic is defiled and at least 1 attacking fighter (not Seriously Injured) is on the battlefield.

The defender wins if the relic is not defiled and at least 1 defending fighter (not Seriously Injured) is on the battlefield.

Otherwise it's a draw.

**REWARDS****EXPERIENCE**

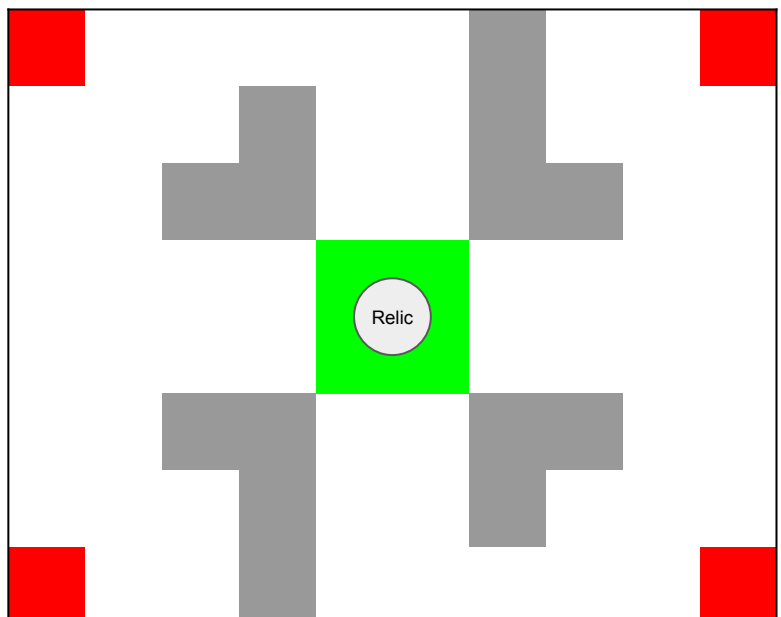
Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**LINKED REWARDS**

Hive War Rulebook (N21) has a simplified 'linked' campaign. This campaign only has the following reward:

- 1 winning fighter can roll a D6 and gain the following:
  1. +1" M
  2. +1 WS
  3. +1 BS
  4. +1 S
  5. +1 T
  6. +1 A



## N21 HIVE WAR

## SCENARIO 81: RICHES IN THE DARK

**BATTLEFIELD**

20"x16" as shown (each square is approximately 2"x2").  
The Beast's Lair is at the centre surrounded by 4 Loot.

**CREWS**

- Custom (5) + Reinforcements.

**DEPLOYMENT**

The winner of a roll-off starts each of the following steps:

1. Chooses deployment zones (red or green).
2. Take turns placing 1 fighter at a time within the deployment zone (until all fighters are deployed).

**REINFORCEMENTS**

- D3 per gang.
- Start of each round (starting on the 2nd round).

**PITCH BLACK**

Use the Pitch Black special rule.

**TACTICS CARDS**

- Draw 2, keep 1.

**GRAB THE LOOT**

Each gang is trying to grab as much Loot as possible back to their deployment zones. Note that only unopened loot are used for the win condition and rewards (any opened loot are left behind).

Gangs can score the following points:

- 2 per unopened loot that is secured.
- 1 per enemy fighter Out of Action.
- D3 to the last remaining gang.

**ENDING THE BATTLE**

The battle ends if any of the following are true:

- Max 1 gang remains.
- End of the 6th round.

**VICTORY**

The gang that scored the most points is the winner. In case of a tie, the gang that secured the most loot is the winner. Otherwise it is a draw.

**REWARDS****EXPERIENCE**

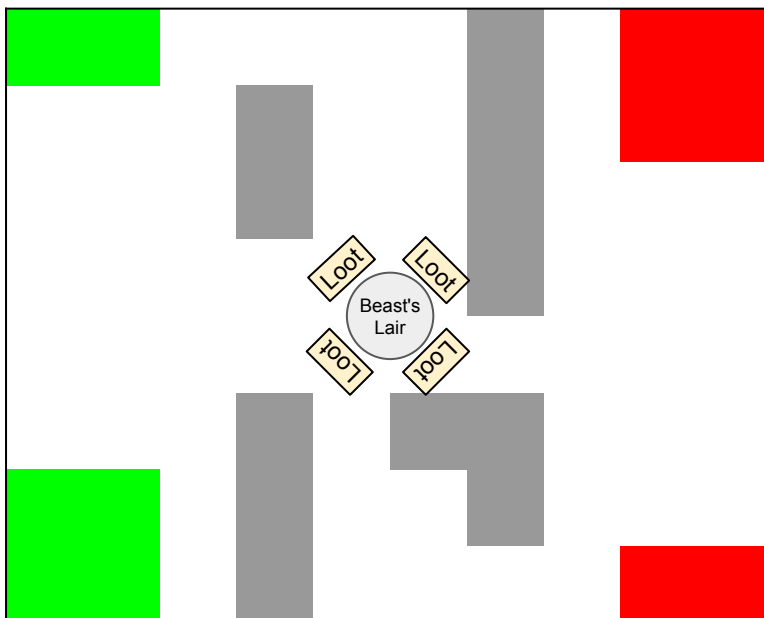
Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**LINKED REWARDS**

Hive War Rulebook (N21) has a simplified 'linked' campaign. This campaign only has the following reward:

- 100 credits per unopened loot returned to the deployment zone.



## CAWDOR

## SCENARIO 82: RIGHTEOUS CRUSADE

**ATTACKER & DEFENDER**

Tie-breaker for determining the attacker:

1. Cawdor.
2. Lowest rating.
3. Roll-off (the winner can choose attacker/defender).

The other gang is the defender.

**BATTLEFIELD**

Standard.

**CREWS**

- **Attacker:** Custom (10).
- **Defender:** Random (10).

**DEPLOYMENT**

Standard.

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**CLEANSING THE UNDERHIVE**

*The attacker brings the fire of the Redemption, attempting to cleanse an area of the underhive and to drive out the faithless (chasing them from the battlefield).*

Starting with the End phase of the round 3 (and every subsequent End phase), the attacker can claim quarters:

- **Attacker:** A Standing fighter within 2" of the centre of a battlefield quarter.
- **Defender:** No fighters in that quarter (including Seriously Injured).

Once claimed, defending fighters cannot voluntarily enter it. Any defending fighters in a claimed quarter are removed from the battlefield in every End phase (counts as going Out of Action).

**THE FINAL QUARTER**

After 3 quarters are claimed, the attacker can flaim the 4th quarter even if there are defending fighters within its boundaries:

- **Attacker:** A Standing fighter within 2" of the centre of the battlefield quarter.
- **Defender:** No fighters within 3" of the centre of the battlefield quarter (including Seriously Injured).

Claiming the final quarter brings the battle to an end, but defending fighters do not go Out of Action.

**ENDING THE BATTLE**

The battle ends when any of the following are true:

- Only one gang remains on the battlefield.
- All 4 quarters are claimed (by the attacker).

**VICTORY**

The attacker wins if all 4 quarters are claimed. Otherwise the last remaining gang is the winner.

**REWARDS****CREDITS**

- 2D6x10 to attacker if claiming all 4 quarters.
- D6x10 to the defender if having fighters on the battlefield at the end of the battle.

**EXPERIENCE**

Scenario specific rewards:

- +1 to each defending fighter still on the battlefield at the end of the battle.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the winner.
- -1 for bottling out.

## CAWDOR

## SCENARIO 83: TEST OF FAITH

**ATTACKER & DEFENDER**

Tie-breaker for determining the attacker:

1. Cawdor.
2. Lowest rating.
3. Roll-off (the winner can choose attacker/defender).

The other gang is the defender.

**BATTLEFIELD**

Standard.

**CREWS**

- Custom (10).

**DEPLOYMENT**

Standard.

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**THE UNWORTHY**

*A gang tests the faith of its newest members.*

Declare 3 Unworthy fighters from the attacking crew:

- The 3 cheapest fighters (credit cost).
- Not Leader or Champion.

**TRIALS OF FAITH**

*The Unworthy must prove themselves during the battle.*

There are 6 trials that can be completed by the Unworthy:

1. Perform a Coup de Grace (against an enemy).
2. Recover from being Seriously Injured.
3. Inflict a wound on an enemy Leader or Champion.
4. Take down an enemy Psyker (Seriously Injure or Out of Action).
5. Take down an enemy Brute (Seriously Injure or Out of Action).
6. Survive being ablaze for 3 consecutive rounds.

Each trial can be completed multiple times.

**ENDING THE BATTLE**

The battle ends when any of the following are true:

- Only one gang remains on the battlefield.
- All Unworthy are removed from the battlefield.
- Completing 6 trials.

**VICTORY**

The attacker wins if completing 6 trials. Otherwise the defender wins.

**REWARDS****EXPERIENCE**

Scenario specific rewards:

- +D3 to each Unworthy completing at least 1 trial.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the winner.
- +D3+1 to the attacker if completing each individual trial (6 different).
- -1 for bottling out.

**HOUSE RULE**

This scenario is broken. The defender can almost always win by voluntarily failing the Bottle test, then fleeing the battlefield, preventing the Unworthy from completing more trials.

Solution: The attacker wins if the defender voluntarily bottles out OR flees the battlefield voluntarily.



## DELAQUE

## SCENARIO 84: INTELLIGENCE GATHERING

**ATTACKER & DEFENDER**

Tie-breaker for determining the attacker:

1. Delaque.
2. Lowest rating.
3. Roll-off (the winner can choose attacker/defender).

The other gang is the defender.

**BATTLEFIELD**

Standard.

**CREWS**

- **Attacker:** Custom (10).
- **Defender:** Random (10).

**DEPLOYMENT**

1. **Defender:**
  - Divide the battlefield into 4 quarters.
  - Place at least 1 fighter in each quarter (unless having less than 4 fighters).
2. **Attacker:**
  - Within 2" of one battlefield edge and within 12" of at least one friendly fighter (if possible).

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**UNDERHIVE SPIES**

*The attacker is attempting to place hidden recorders, vox traps and other spying devices in the enemy turf. This activity is secret and the killing is kept to a minimum.*

Each attacker can spend a Double action (Plant Spying) if all the following are true:

- Within 6" of a corner or centre of the battlefield.
- No enemies have LOS to this fighter.

Note that to win, the attacker must have at least 1 spy device in each of the 5 locations (4 corners + 1 centre). Additional spy devices can be placed in the same location, but this has no effect on winning the battle.

**ENDING THE BATTLE**

The battle ends when any of the following are true:

- Only one gang remains on the battlefield.
- All 5 spy devices are placed (1 in each centre and 1 in the centre).

**VICTORY**

The attacker wins if all 5 spy devices are placed. The defender wins if the attacker voluntarily bottles out or if only the defender remains on the battlefield at the end of the battle. Otherwise it is a draw.

**REWARDS****CREDITS**

- 2D6x10 to the attacker for winning.
- D6x10 to the defender for winning.

**EXPERIENCE**

Scenario specific rewards:

- +1 to each attacker for placing 1+ spy devices.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the attacker for winning.
- -1 for bottling out.

**HOUSE RULE**

This scenario is broken. The defender can always prevent the attacker from losing by voluntarily failing the Bottle test, then fleeing the battlefield, preventing the attacker from placing more spy devices.

Solution: The attacker wins if the defender voluntarily bottles out OR flees the battlefield voluntarily.

## DELAQUE

## SCENARIO 85: CAULDRON OF LIES

**BATTLEFIELD**

Standard.

In addition, each gang places 5 Loot caskets each, anywhere at least 8" from any battlefield edge.

**HOUSE RULE**

Loot caskets have limited deployment restrictions, allowing both gangs to retrieve 5 loot caskets in round 1.

Solution: Each gang must place 5 loot caskets in the opponent's half of the battlefield.

**CREWS**

Custom (6).

**DEPLOYMENT**

Standard.

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**HIDDEN TRUTHS**

*Victory is forever moving just out of reach. The true motives of the gangs are hidden and simple confrontation might not be an end unto itself.*

At the start of the battle (after deployment), each gang secretly choose one of the following agendas (win condition):

- **Kill Them All!**  
Take 5 enemies Out of Action.
- **Escape the Underhive**  
5 friendly fighters B2B with the battlefield edge of the enemy deployment zone.
- **Hidden Treasures**  
Get 5 Loot caskets back to the deployment area.

**UNSEEN INFLUENCE**

At the start of each round, each gang choose an agenda to nullify for the enemy. The enemy cannot win by completing the nullified agenda this round. The same agenda cannot be nullified two rounds in a row.

**Multi-player:**

- Secretly vote on one agenda to be nullified (in case of a tie, randomize an agenda).

**ENDING THE BATTLE**

The battle ends when any of the following are true:

- Only one gang remains on the battlefield.
- An agenda is completed.

**VICTORY**

The gang that completed it's agenda is the winner. If no agendas were completed, all gangs lose.

**REWARDS****EXPERIENCE**

Scenario specific rewards:

- +1 to the winning Leader.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the winner.
- -1 for bottling out.

**HOUSE RULE**

This scenario is broken. The enemy can always prevent victory (forcing everyone to lose) by voluntarily failing the Bottle test, then fleeing the battlefield.

Solution: The attacker wins if the defender voluntarily bottles out OR flees the battlefield voluntarily.

## VAN SAAR - LAIR OF THE ARCHEOTEK (1/3)

## SCENARIO 86: POWER LINES

**ATTACKER & DEFENDER**

Tie-breaker for determining the attacker:

1. Van Saar.

The other gang is the defender.

**BATTLEFIELD**

Standard.

The defender places 5 power relay tokens (up to 40mm):

- 6" from any battlefield edge.
- 8" from other tokens.
- Not in impassable terrain or otherwise inaccessible.

**CREWS**

- **Attacker:** Custom (10).
- **Defender:** Random (10).

**DEPLOYMENT**

Standard.

**TACTICS CARDS**

None.

**POWER LINES**

*The attackers must follow the trail of power back to the defender's lair, investigating a number of power nodes, following the trail from one to the next until all have been explored. It falls to the defenders to stop them before they find a path to their master!*

Attackers within 1" of any token can spend a Double action (Power Tap). The token is now tapped. When a token is tapped, randomize a remaining untapped token to be the next to be tapped. Except for the first token, all tokens must be tapped in this randomly generated order!

**ENDING THE BATTLE**

The battle ends when any of the following are true:

- Only one gang remains on the battlefield.
- All 5 tokens are tapped.

**VICTORY**

The attackers win if all tokens are tapped. Otherwise the last remaining gang wins.

**REWARDS****EXPERIENCE**

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**LAIR OF THE ARCHEOTEK**

This is part 1/3 of a simplified 'linked' campaign designed for Van Saar, but could be used for any gangs.

- Attacker: Hunters (Van Saar).
- Defender: Agents of Druun.

Scenario order:

1. Power Lines.
2. Field Test.
3. Rogue Archeotek.

**LINKED REWARDS**

- Winning attacker: 3 Hive Scum to the next battle.
- Winning defender: +1 Experimental Weapon (Field Test scenario).

## VAN SAAR - LAIR OF THE ARCHEOTEK (2/3)

## SCENARIO 87: FIELD TEST

**ATTACKER & DEFENDER**

Tie-breaker for determining the attacker:

1. Van Saar.

The other gang is the defender.

**BATTLEFIELD**

Standard.

**CREWS**

- **Attacker:** Custom (10).
- **Defender:** Random (10).

**Note:** If the attacker won the previous scenario (Power Lines), 3 Hive Scum can be added in addition to the full crew.

**DEPLOYMENT**

Standard.

**TACTICS CARDS**

None.

**THE EXPERIMENTAL WEAPON**

*The defender dispatches a hireling to test a new weapon, crafted by Kavos Druun himself. Kavos Druun has given his followers an experimental weapon to help stop the attackers. The weapon must be used to put down attackers, while the attackers must attempt to take out the defending fighter with the weapon.*

After deployment, one of the defending fighters can upgrade one equipped ranged weapon with any 2 of the following:

- Blast.
- Blaze.
- Concussion.
- Knockback.
- Melta.
- Rad-phage.
- Rapid Fire (2).
- Shock.

This applies for the entire battle.

**Note:** If the defender won the previous scenario (Power Lines), an additional experimental weapon can be added.

**ENDING THE BATTLE**

The battle ends when any of the following are true:

- Only one gang remains on the battlefield.
- No fighter with the experimental weapon remains on the battlefield (ie. taken Out of Action).

**VICTORY**

The attacker wins if no fighter with the experimental weapon remains on the battlefield. Otherwise the defender wins.

**REWARDS****EXPERIENCE**

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**LAIR OF THE ARCHEOTEK**

This is part 2/3 of a simplified 'linked' campaign designed for Van Saar, but could be used for any gangs.

- Attacker: Hunters (Van Saar).
- Defender: Agents of Druun.

Scenario order:

1. Power Lines.
2. Field Test.
3. Rogue Archeotek.

**LINKED REWARDS**

- Winning attacker: 1 Bounty Hunter.
- Winning defender: Retain 1 experimental weapon for the next battle (Rogue Archeotek).

VAN SAAR - LAIR OF THE ARCHEOTEK (3/3)

# SCENARIO 88: ROGUE ARCHEOTEK

## ATTACKER & DEFENDER

Tie-breaker for determining the attacker:

1. Van Saar.

The other gang is the defender.

## BATTLEFIELD

Standard.

## CREWS

- **Attacker:** Custom (10).
- **Defender:** Custom (10) + Kavos Druun.

**Note:** If the attacker won the previous scenario (Field Test), 1 Bounty Hunter can be added in addition to the full crew.

## DEPLOYMENT

1. Kavos Druun is deployed in the centre (as close as possible).
2. Defenders deploy within 12" of Druun.
3. Attackers deploy within 2" of any battlefield edge at least 6" from any enemy.

## TACTICS CARDS

None.

## KAVOS DRUUN

*The attackers have found the lair of Kavos Druun and must confront him and bring him to justice! Druun himself is present along with his followers and aims to see the Hunters stopped for good!*

There are 2 options to field Druun:

### LEADER (N18) (125)

PRIME (VAN SAAR)

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

**Skills:** Choose 1 (Leadership, Savant, Shooting).

**Weapons:** Grav gun, autopistol, knife.

**Wargear:** Mesh, armoured Bodyglove, 3 Cyberachnids.

### CHAMPION (SPECIALIST) (130)

ARCHEOTEK (VAN SAAR)

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

**Skills:** Choose 1 (Leadership, Savant, Shooting, Tech).

**Wargear:** Armoured Bodyglove, 3 Cyberachnids.

### MASTER OF CYBERTEKNIKA

- Includes 1 Alpha level Cyberteknika (free).
- 1 additional Cyberteknika can be purchased at half cost (rounded up to nearest 5 credits).

Spend up to 155 credits on weapons and wargear (from the Specialist Champion equipment list).

## ENDING THE BATTLE

The battle ends when any of the following are true:

- Only one gang remains on the battlefield.
- Kavos Druun is Out of Action.

## VICTORY

The attackers win if Kavos Druun is Out of Action (can haul the disgraced Archeotek back to House Van Saar for judgement). Otherwise, the notorious bounty hunter escapes again!

## REWARDS

### EXPERIENCE

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

## LAIR OF THE ARCHEOTEK

This is part 3/3 of a simplified 'linked' campaign designed for Van Saar, but could be used for any gangs.

- Attacker: Hunters (Van Saar).
- Defender: Agents of Druun.

Scenario order:

1. Power Lines.
2. Field Test.
3. Rogue Archeotek.

### 3 CYBERACHNID (PET) (225)

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

**Skills:** Clamber (climb without penalty).

**Wargear:** Stiletto knife (same as: venomous bite), Web projector.

### FEAR INDUCING

Cyberachnids have the Fearsome (Ferocity) skill. While Active and within 3" of its owner, the skill also applies to the owner.

### HORRIFIC

Can't be Captured.

## OUTLANDER

## SCENARIO 89: SETTLEMENT RAID

**ATTACKER & DEFENDER**

Tie-breaker for determining the attacker:

1. Highest rating.
2. Roll-off (the winner can choose attacker/defender).

The other gang is the defender.

**BATTLEFIELD**

Divide the battlefield into 2 halves:

- **Attacker:** Standard.
- **Defender:** Defender can set up any terrain representing their settlement including a Gang Stronghold.

The defender's half is the settlement being raided.

**CREWS**

- **Attacker:** Custom (10).
- **Defender:** Random (10) + Reinforcements.

**DEPLOYMENT**

1. **Defender:** Anywhere in the settlement.
2. **Attacker:** Within 2" of the opposite battlefield edge.

**REINFORCEMENTS**

- Defender: 2.
- Each End phase (starting on the 3rd round).

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**HOME TURF ADVANTAGE**

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1.
- **Hangers-on:** Included in the crew on a 4+ (roll individually).

**RANSACKING THE SETTLEMENT**

*The attacker is trying to get fighters into the enemy settlement to cause havoc and steal anything that is not nailed down.*

Attackers B2B with the defender's battlefield Edge can be removed from the battlefield in the start of the End phase.

**FLEEING THE BATTLEFIELD**

If the defender voluntarily bottles out and flees the battlefield, all remaining attackers automatically ransacks the settlement.

**ENDING THE BATTLE**

The battle ends when max 1 gang remains.

**VICTORY**

The attacker wins by looting at least 100 credits from the settlement, otherwise the defender wins.

**REWARDS****CREDITS**

- **Attacker:** D3x10 per ransacking attacker.
- **Defender:** D6x10 for winning.

**EXPERIENCE**

Scenario specific rewards:

- +1 to each ransacking attacker.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the winner.
- -1 for bottling out.

**OUTLANDER**

Part of the Outlander campaign and has additional effects.

**PHASE 3**

Cannot be used in phase 1.

**ATTACKER & DEFENDER**

The gang who issued the challenge is the attacker.

**BATTLEFIELD (DEFENCES)**

The defender can set up any and all settlement defences in defender's half of the battlefield. This replaces the default Gang Stronghold.

**REWARDS**

Choose one of the following per attacker that moves off the defender's battlefield edge:

- D6 Power.
- D6 Salvage.
- D6 Sustenance.

3D (OUTLANDER) / ASH WASTES

SCENARIO 90: MARKET MAYHEM

This scenario has 2 versions:

- Outlander: Sector Mechanicus.
- Succession: Ash Wastes.

The following applies to both versions:

TACTICS CARDS

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

HOME TURF ADVANTAGE

- Defender:
- **Bottle tests:** Roll 2D6 and discard the highest.
  - **Rally tests:** +1.
  - **Hangers-on:** Included in the crew on a 4+ (roll individually).

OUTLANDER (SECTOR MECHANICUS)

SUCCESSION (ASH WASTES)

<b>ATTACKER &amp; DEFENDER</b> Tie-breaker for determining the attacker (the other gang is the defender).	1. Lowest rating. 2. Roll-off (the winner can choose attacker/defender).	1. The gang that chose the scenario. 2. Roll-off (the winner can choose attacker/defender).
<b>BATTLEFIELD</b> A circle in the centre should be a market.	Standard (Sector Mechanicus). 12" circle radius. Use the Underhive Market rules.	Standard (Ash Wastes). 9" circle radius.
<b>CREWS</b>	<ul style="list-style-type: none"> <li>• <b>Attacker:</b> Custom (10).</li> <li>• <b>Defender:</b> Random (10).</li> </ul>	<ul style="list-style-type: none"> <li>• Custom (7).</li> </ul>
<b>DEPLOYMENT</b>	Take turns (starting with the defender), setting up 1 fighter at the time: <ul style="list-style-type: none"> <li>• Within 12" of the centre.</li> <li>• Outside 1" of any enemy fighter.</li> </ul>	<ol style="list-style-type: none"> <li>1. Defender: Within 9" of the centre.</li> <li>2. Within 3" of any battlefield edge.</li> </ol>
<b>THE MARKET</b> <i>Neither side is packing heavy weapons for the fight - the attacker has snuck into the rival's market with only what they can hide on their person, while the defender doesn't want to shoot up their own settlement.</i>	Apply standard Underhive Market rules. In addition, the following can't be used when fighting in the market or shooting into the market (applies to all gangs): <ul style="list-style-type: none"> <li>• Heavy weapons.</li> <li>• Ranged weapons with S6+.</li> <li>• Blast/Template.</li> <li>• Rapid Fire (X), however, can use single shot mode (without Rapid Fire).</li> <li>• Coup de Grace or targeting Seriously Injured fighters with attacks.</li> </ul>	<b>BURNING MARKET</b> <i>A gang makes a last stand in the middle of a burning market.</i> Models ending an activation within 1" of a burning structure must roll 4+ or suffer Blaze.  Visibility (6").
<b>ENDING THE BATTLE</b>	The battle ends when any of the following are true (start of round): <ul style="list-style-type: none"> <li>• Only one gang remains on the battlefield.</li> <li>• One gang only has Seriously Injured fighters remaining</li> </ul>	<b>LAST STAND</b> Gain 1 point at the start of each End phase (Seriously Injured fighters and Wrecked vehicles doesn't count): <ul style="list-style-type: none"> <li>• <b>Defender:</b> No attackers within the market.</li> <li>• <b>Attacker:</b> At least one attacker within the market.</li> </ul> <b>FLEEING THE BATTLEFIELD</b> If one gang voluntarily bottles out and subsequently flees the battlefield, the opponent automatically wins.
<b>VICTORY</b>	The attacker wins if the defender only has Seriously Injured fighters remaining on the battlefield. Otherwise the defender wins.	The gang with the most points is the winner. Otherwise it is a draw.
<b>REWARDS</b>	<p><b>CREDITS</b></p> <ul style="list-style-type: none"> <li>• <b>Attacker:</b> 4D6x10 for winning.</li> <li>• <b>Defender:</b> 3D6x10 for winning.</li> </ul> <p><b>EXPERIENCE</b></p> <p>Scenario specific rewards:</p> <ul style="list-style-type: none"> <li>• +D6 to the winning leader.</li> </ul> <p>Standard rewards:</p> <ul style="list-style-type: none"> <li>• 1 for taking part.</li> <li>• 1 for Rallying.</li> <li>• 1 for Seriously Injuring an enemy.</li> <li>• 2 for taking an enemy OoA.</li> <li>• +1 for taking an enemy Leader/Champion OoA.</li> <li>• +1 for killing an enemy (during the battle).</li> </ul> <p><b>REPUTATION</b></p> <ul style="list-style-type: none"> <li>• +D3 (winning attacker).</li> <li>• -1 (bottle out).</li> </ul>	<p><b>CREDITS</b></p> <ul style="list-style-type: none"> <li>• <b>Winner:</b> 2D6x10.</li> <li>• <b>Loser:</b> D6x10.</li> <li>• <b>Draw:</b> D6x10.</li> </ul> <p><b>EXPERIENCE</b></p> <p>Scenario specific rewards:</p> <ul style="list-style-type: none"> <li>• +1 for taking a Leader/Champion OoA.</li> </ul> <p>Standard rewards:</p> <ul style="list-style-type: none"> <li>• 1 for taking part.</li> <li>• 1 for Rallying.</li> <li>• 1 for Seriously Injuring an enemy.</li> <li>• 2 for taking an enemy OoA.</li> <li>• +1 for taking an enemy Leader/Champion OoA.</li> <li>• +1 for killing an enemy (during the battle).</li> </ul> <p><b>REPUTATION</b></p> <ul style="list-style-type: none"> <li>• +D3 (win).</li> <li>• -1 (bottle out)</li> </ul>

**OUTLANDER**  
Part of the Outlander campaign and has additional effects.

**PHASE 3**  
Cannot be used in phase 1.

**ATTACKER & DEFENDER**  
The gang who issued the challenge is the attacker.

**REWARDS**  
The winning attacker gains all of the following:

- D6 Power.
- D6 Salvage.
- D6 Sustainance.

**SUCCESSION**  
Alternative variant.

Athera's Last Stand: A desperate defence of the centre of Cinderak City before Lady Credo arrive to drive Gorshiv and the Goliaths off.

- Defender should be Escher including Athera & Stix.
- Attacker should be Goliath including Gorshiv.

## OUTLANDER

## SCENARIO 91: STEALTH ATTACK

## ATTACKER &amp; DEFENDER

Tie-breaker for determining the attacker:

1. Lowest rating.
2. Roll-off (the winner can choose attacker/defender).

The other gang is the defender.

## BATTLEFIELD

Standard.

## CREWS

- **Attacker:** Custom (10).
- **Defender:** Random (5 Sentries) + Reinforcements.

## DEPLOYMENT

1. **Defender (Sentries):** Anywhere.
2. **Attacker:**
  - Within 2" of a single battlefield edge.
  - At least 6" from any defenders.
  - Within 12" of all other friendly fighters.

## REINFORCEMENTS

- Defender: 2.
- Each End phase (starting on the round the alarm is raised).

## TACTICS CARDS

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

## HOME TURF ADVANTAGE

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1.
- **Hangers-on:** Included in the crew on a 4+ (roll individually).

## RAIDERS

*The attacker is looking to cause some damage or make off with some loot.*

The attacker secretly chooses one of the following objectives at the start of the battle:

- **Assassination:** Secretly choose one defender (part of Reinforcements, not Sentry and not in Recovery). Take that fighter Out of Action.
- **Sabotage:** Secretly choose 3 terrain features completely within 12" of the centre of the battlefield. An attacker B2B with one any of these terrain features can spend a Double action (Sabotage). Sabotage at least 2 terrain features 3 times each.
- **Ransack:** Attackers that move B2B with the opposite battlefield edge can be removed from the battlefield edge. At the start of the following round (after determining Priority), place removed fighters B2B with the edge they moved off from with a loot casket each. Get at least 1 of these loot caskets back to the attacker's deployment zone.

## ENDING THE BATTLE

The battle ends when any of the following are true:

- Only one gang remains on the battlefield.
- The attacker completed the chosen objective.

## VICTORY

The attacker wins by completing the chosen objective, otherwise the defender wins.

## REWARDS

## CREDITS

- **Attacker:** 2D6x10 for winning.
- **Defender:** D6x10 for winning.

## EXPERIENCE

Scenario specific rewards:

- +D6 to the attacker completing the assassination objective.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

## REPUTATION

- +D3 to the attacker for completing the sabotage objective.
- +1 to the attacker for completing any other objective.
- -1 for bottling out.

## OUTLANDER

Part of the Outlander campaign and has additional effects.

## PHASE 3

Cannot be used in phase 1.

## ATTACKER &amp; DEFENDER

The gang who issued the challenge is the attacker.

## REWARDS

The attacker gains one of the following rewards depending on which objective was completed:

- Assassination (all of the following):
  - D3 Power.
  - D3 Sustainance.
- Ransack (choose one):
  - D6 Power.
  - D6 Salvage.
  - D6 Sustainance.
- Sabotage:
  - D6 Salvage.



## OUTLANDER

## SCENARIO 92: GUNK TANK

**BATTLEFIELD**

Standard. Place a Gunk Tank in the centre.

**CREWS**

- Random (7).

**DEPLOYMENT**

Standard.

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**THE GUNK TANK**

Represented by any suitable terrain at least 3" in diameter.

In addition to the standard rules, a fighter B2B can spend a Double action (Siphon) to gain 1 gunk:

- A fighter can only carry 1 gunk at the time.
- If Seriously Injured or taken Out of Action, the gunk is dropped and placed B2B with the fighter (or where the fighter was).

**LUGGING GUNK**

While carrying gunk, automatically catch fire if hit by Blaze (this alone does not cause the gunk to be dropped).

**ESCAPE**

Fighters carrying gunk can escape by moving B2B with any battlefield edge. Fighters removed in this way do not count as Seriously Injured or Out of Action for the purposes of Bottle tests.

**ENDING THE BATTLE**

The battle ends when max 1 gang remains.

**NOTE:** The last remaining gang gains D3 gunk.

**VICTORY**

The gang that escaped with the most gunk is the winner. Otherwise it is a draw.

**REWARDS****CREDITS**

- D6x10 per gunk.

**EXPERIENCE**

Scenario specific rewards:

- +1 for escaping.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- -1 for bottling out.

**OUTLANDER**

Part of the Outlander campaign and has additional effects.

**PHASE 1**

Double the amount of Materials received as rewards.

**REWARDS**

Each gunk is worth one of the following:

- D6 Power.
- D6 Sustenance.

## OUTLANDER

## SCENARIO 93: MINING EXPEDITION

**BATTLEFIELD**

Standard.

Add 4 Prospecting Sites (about 4" in size) at least 8" from any battlefield edge.

**CREWS**

- Custom (10).

**DEPLOYMENT**

Standard.

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**PROSPECTING SITES**

Active fighters within a Prospecting Site and at least 6" from any enemy fighter can spend a Double action (Prospect), then roll a 2D6:

- 2 Sink hole!** - Pass an Initiative test or go Out of Action. If successful, become Seriously Injured.
- 3-5 Damn thing bit me!** - Suffer a S1 hit.
- 6-9 There might be something here...** - No result (yet), but if this fighter can roll 3D6 next time on this table for this site.
- 10+ Some good scrap here!** - The fighter finds a rich seam of scrap to mine. This site is mined out and cannot be Prospected again.

**ENDING THE BATTLE**

The battle ends when any of the following are true:

- Only one gang remains on the battlefield.
- All sites are prospected.

**VICTORY**

The gang who prospected most sites is the winner. Otherwise it is a draw.

**REWARDS****CREDITS**

- 2D6x10 per mined out site.

**EXPERIENCE**

Scenario specific rewards:

- +1 per mined out site.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- -1 for bottling out.

**OUTLANDER**

Part of the Outlander campaign and has additional effects.

**REWARDS**

Each mined out site gives:

- 2D6 Salvage.

**PHASE 1**

Double the amount of Materials received as rewards.

## OUTLANDER

## SCENARIO 94: BIG SCORE

**BATTLEFIELD**

Standard.

**CREWS**

- Custom (10).

**DEPLOYMENT**

Standard.

After deployment, take turns (starting with the gang with Priority) for each of the following steps:

1. Place 6 loot caskets within 6" of the centre (one at a time).
2. Place 6 defences anywhere (one at a time).

**THE SCORE**

Defences are automated and treats both gangs as enemies.

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**HORRORS IN THE DARK**

When a fighter activates outside 8" of any other fighters (friend or foe), roll a D6.

**D6 Result**

- 1 Suffer a Strength 6 hit with AP -1 and Damage 2. If Seriously Injured, the fighter is dragged away into the darkness and taken Out of Action.
- 2-3 The fighter can't make any actions this turn.
- 4-5 The fighter can only make one action this turn.
- 6 The fighter activates normally.

**HOUSE RULE**

Horrors in the Dark: Seriously Injured or Broken fighters should be ignored when measuring closest fighter.

**ENDING THE BATTLE**

The battle ends when any of the following are true:

- Only one gang remains on the battlefield.
- Any gang has 3+ Loot caskets in the gang's deployment zone.

**VICTORY**

The gang with the most loot caskets in the gang's deployment zone is the winner.

**REWARDS****CREDITS**

- 2D6x10 per loot casket.

**EXPERIENCE**

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the winner.
- -1 for bottling out.

**OUTLANDER**

Part of the Outlander campaign and has additional effects.

**REWARDS**

Randomize one of the following Materials (roll a D3) per loot:

1. D6 Power.
2. D6 Salvage.
3. D6 Sustenance.

**PHASE 1**

Double the amount of Materials received as rewards.

## ASH WASTES

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**SCENARIO 95: DUST BOWL SKIRMISH**

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**BATTLEFIELD**

Standard (Ash Wastes). Size approximately 3'x3'.

**CREWS**

- Custom (can include vehicles).

**DEPLOYMENT**

Standard.

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**PITCH BLACK**

When selecting this scenario, roll a 4+ to enable Pitch Black.

**ENDING THE BATTLE**

The battle ends if max one gang has models remaining on the battlefield (at the end of any round).

**VICTORY**

The last remaining gang is the winner. Otherwise it is a draw.

**REWARDS****CREDITS**

- D6x10 (win).
- D3x10 (draw).

**EXPERIENCE**

Scenario specific rewards:

- +2 for taking an enemy Leader Out of Action.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 (win).
- -1 (bottle out).

## ASH WASTES

## SCENARIO 96: FUEL HUNT

**BATTLEFIELD**

Standard (Ash Wastes).

**CREWS**

- Custom (D3+7).

**DEPLOYMENT**

Standard.

**TACTICS CARDS**

Standard:

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**LOOTING THE BATTLEFIELD**

*Gangs are hunting for fuel caches and investigating anything they find to see if it contains fuel.*

Starting with the gang with Priority, place 2D6 fuel caches (can be loot, barrels or anything else):

- At least 6" from any battlefield edge.
- At least 3" from a battlefield object.

Fighters within 1" can spend a Double action (Loot) and a D6:

- 1:** Explodes! Resolved as a frag trap.
- 2-3:** Empty.
- 4+:** Gain 1 point.

Afterwards, the fuel cache is removed from the battlefield (regardless of the result).

**RUNNING LOW ON FUEL**

*Vehicles are running on vapours.*

When activating vehicles, roll a 2+ or become Stationary.

**FLEEING THE BATTLEFIELD**

If one gang voluntarily bottles out and subsequently flees the battlefield, the opponent automatically wins.

**ENDING THE BATTLE**

The battle ends if any of the following are true (end of any round):

- Max one gang has models remaining on the battlefield.
- No more fuel caches on the battlefield.

**VICTORY**

The gang that gathered most points.

**REWARDS****CREDITS**

- D3x10 per point.

**EXPERIENCE**

Scenario specific rewards:

- +1 for gaining a point.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- **Win:** +D3.
- **Bottle:** -1.

## ASH WASTES

## SCENARIO 97: BREAKDOWN

**ATTACKER & DEFENDER**

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

**BATTLEFIELD**

Standard (Ash Wastes).

**CREWS**

Vehicles can be included (defender must include at least 1 as the Broken Down vehicle).

- **Attacker:** Custom (8) + Reinforcements.
- **Defender:** Random (D3+2) + Reinforcements. Additionally, add 1 random vehicle to be the Broken Down Vehicle.

**DEPLOYMENT**

- 1: **Defender:** Set up the Broken Down Vehicle in the centre. Then set up the entire crew within 6" of the Broken Down Vehicle.
- 2: **Attacker:** Entire crew within 6" of any battlefield edge, at least 9" from enemies.

**REINFORCEMENTS**

- X (where X is the round number) per gang.
- Start of each End phase.
- Within 3" of any battlefield edge.

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**BROKEN DOWN VEHICLE**

*The defenders must protect the Broken Down Vehicle until the crew can make it running again and fend off an assault by the attackers.*

Broken Down Vehicle cannot move or shoot.

At the start of each round, roll a D6 + round number:

- 2-3: **Still Busted:** No effect (roll again next round).
- 4-5: **Getting Closer:** +1 to the next roll.
- 6-7: **Gun Operational:** The guns are now functioning. If this result is rolled again, +1 to the next roll.
- 8: **False Start:** Move 2D6" in any direction.
- 9+: **Fully Repaired:** Move & shoot normally (stop rolling to repair again).

The vehicle escapes if contacting a battlefield edge.

**FLEEING THE BATTLEFIELD**

If the defender voluntarily bottles out and flees the battlefield, the attacker automatically wins.

**ENDING THE BATTLE**

The battle ends at the end of any round if any of the following are true:

- Broken Down Vehicle destroyed or moved off the battlefield.
- No attackers remaining on the battlefield.

**VICTORY**

The attacker wins if any of the following are true:

- Broken Down Vehicle is destroyed.
- No other defenders remain on the battlefield.
- **Fleeing the Battlefield:** The defender voluntarily bottles out and flees the battlefield.

Otherwise the defender wins.

**REWARDS****CREDITS**

- D6x10 (win).

**EXPERIENCE**

Scenario specific rewards:

- +1 to the Broken Down Vehicle if surviving.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 (win).
- +1 to both gangs if this was the first battle against each other.

## 3D / ASH WASTES

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# SCENARIO 98: WASTELAND ENCOUNTER

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**BATTLEFIELD**

Standard (3d or Ash Wastes).

**CREWS**

- Random (D3+1) + Reinforcements  
(Ash Wastes: Reinforcements can include vehicles).

**DEPLOYMENT**

Randomize a gang to place the first fighter:

- Within 12" of the centre.

Then, gangs alternate to place all remaining fighters, starting with the gang(s) that didn't place the first fighter:

- Anywhere at least 12" from enemies.

**REINFORCEMENTS**

- D3 per gang.
- Start of each End phase.
- Within 2" of a random battlefield edge and at least 2" from other models.

**TACTICS CARDS**

- **Underdog** (starting crew cost): +1 random per 100 credits.

**FLEEING THE BATTLEFIELD**

If the defender voluntarily bottles out and flees the battlefield, the attacker automatically wins.

**ENDING THE BATTLE**

The battle ends (at the end of any round) if max 1 gang remains.

**VICTORY**

The only remaining gang is the winner. Otherwise it is a draw.

**REWARDS****CREDITS**

- D3x10 (win).
- D3x5 (draw).

**EXPERIENCE**

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 (win).
- +1 to both gangs if this was the first battle against each other.

## ASH WASTES

## SCENARIO 99: SETTLEMENT SHOWDOWN

**BATTLEFIELD**

Standard (Ash Wastes) with the following exceptions:

- Take turns (randomize one gang to start) placing 3 structures (recommended size 5" to 9" diameter) within 12" of the centre.

**CREWS**

- Custom (10).

**DEPLOYMENT**

A random gang starts by setting up the entire crew within 6" of a single chosen battlefield edge. The other gang then sets up the entire crew within 6" of the opposite edge.

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**CLAIMING STRUCTURES**

*The gangs attempt to secure settlement structures from the rivals.*

Claim structures at the start of the End phase if at least 1 friendly fighter is inside and no enemies are within 3" of the structure.

The structure is no longer claimed if enemies move within 3".

**ENDING THE BATTLE**

The battle ends at the end of any round if any of the following are true:

- A gang has claimed all 3 structure.
- Max 1 gang remains.

**VICTORY**

A gang wins if if any of the following are true:

- Claim all 3 structures (at the end of any round).
- **Fleeing the Battlefield:** At the end of any round, be the last remaining gang and automatically claim all 3 structures (no enemies remain).

Otherwise it is a draw.

**REWARDS****CREDITS**

- Win: 2D6x10.
- Lose/Draw: D3x10  
(if claiming at least 1 structure during the battle).

**EXPERIENCE**

Scenario specific rewards:

- +D3 to the winning Leader (even if not taking part).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 (win).
- +1 to both gangs if this was the first battle against each other.



## ASH WASTES

## SCENARIO 100: THE BEAST

**BATTLEFIELD**

Standard (Ash Wastes).

**CREWS**

- Custom (10).

**DEPLOYMENT**

Randomize a gang to choose a battlefield edge and set up the entire crew within 6". The opponent sets up within 6" of the opposite edge.

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**THE BEAST STIRS**

*It doesn't pay to think too hard about what's living under all this ash...*

At the start of each round, each gang (starting with the gang with Priority) places 1 Beast's Lair anywhere at least 6" from a model.

At the end of each round, remove all Beast's Lairs.

**ENDING THE BATTLE**

The battle ends (at the end of any round) if max 1 gang remains.

**VICTORY**

The last remaining gang is the winner. Otherwise it is a draw.

**REWARDS****CREDITS**

- D3x10 (win).

**EXPERIENCE**

Scenario specific rewards:

- +1 if surviving at least one Beast encounter.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 (win).
- +1 to both gangs if this was the first battle against each other.

## ASH WASTES

## SCENARIO 101: INCOMING STORM

**BATTLEFIELD**

Standard (Ash Wastes).

**CREWS**

- Custom (10).

**DEPLOYMENT**

Randomize a gang to choose a battlefield edge and set up the entire crew within 6". The opponent sets up within 6" of the opposite edge.

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**INCOMING STORM**

*Gangs attempt to wipe each other out before the full force of the storm descends...*

- The battle lasts for 9 rounds.
- Do not generate weather conditions.

The following are in effect, depending on the round:

- 1-3: Ash Clouds:** Visibility (18").
- 4-5: Choking Gloom:** Visibility (12"). Fighters without respirators must spend a Basic action to Move.
- 6: Ash Cyclone:** Visibility (9"). The Cyclone is a Blast (24") that starts in the centre of the battlefield and in each end phase scatters 3D6" (stopping if contacting a battlefield edge). Fighters that start or end touched by the Blast becomes Pinned.

**Lost in the Storm:** When activating outside 2" of a friendly model, pass an Intelligence test or become lost. Cannot take any actions and lose Ready marker.

- 7-9: Great Storm:** Pitch Black. Randomize a battlefield edge. When moving towards that edge, double the movement. Movement away from that edge is halved. In each End phase, all models are moved D6" directly away from the edge (roll separately per model).

**Lost in the Storm:** When activating outside 2" of a friendly model, pass an Intelligence test or become lost. Cannot take any actions and lose Ready marker.

**ENDING THE BATTLE**

The battle ends (at the end of any round) if any of the following are true:

- Max 1 gang remains.
- Round 9.

**VICTORY**

The last remaining gang is the winner. Otherwise it is a draw.

**REWARDS****EXPERIENCE**

Scenario specific rewards:

- +1 if the battle ends before round 9.
- +1 if still on the battlefield at the end of round 9.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 (win).
- +1 to both gangs if this was the first battle against each other.

## ASH WASTES (ROLLING ROADS)

## SCENARIO 102: CARGO RUN

**ATTACKER & DEFENDER**

The gang that issued the challenge is the attacker. Otherwise roll-off.

**BATTLEFIELD**

Standard (Ash Wastes):

- Rolling Roads.
- Recommended size: 6'x4'.

**CREWS**

- Hybrid (3+5).

The defender's highest rated vehicle must be designated the cargo carrier.

**DEPLOYMENT**

Take turns placing models (highest gang rating starts):

- Within 12" of the Trailing Edge.
- More than 1" from enemies.

**TACTICS CARDS**

Standard:

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**DANGEROUS ROADS**

At the start of round 2 (and each subsequent round):

- 1: Defender must choose a route (represents moving through the wastes).
- 2: Roll to reach the destination: D6 + round number + route modifier  
If the result is 10+, this is the last round of the battle.

**CHOOSE A ROUTE**

The defender must choose a route. This will affect the modifier to reach the destination. The more dangerous the route, the higher the modifier:

<b>+0</b>	<b>Open sides:</b> Models moving off the sides are Left Behind (can Rejoin later).
<b>+1</b>	<b>Cliff sides:</b> Models moving off the sides are immediately taken Out of Action (suffering a Lasting Injury/Damage roll as normal).
<b>+2</b>	<b>Cliff sides:</b> Models moving off the sides are immediately taken Out of Action (suffering a Lasting Injury/Damage roll as normal).  <b>Ash crust:</b> Models moving less than 8" during an activation goes Out of Action suffering a Lasting Injury/Damage roll as normal (falls through the ash crust).
<b>+3</b>	<b>Impassable sides:</b> Models cannot voluntarily move off the sides. Treated as impassable terrain when hit by vehicles (collision).  <b>On fire</b> Models must test against Blaze when activating. Vehicles must pass a Handling test at the end of the activation or Lose Control.

**ENDING THE BATTLE**

The battle ends if any of the following are true:

- Defenders reach the destination.
- Cargo carrier has fled or is destroyed (end of any round).

**VICTORY**

If the attacker destroyed the cargo carrier, or it fled, the attacker wins. Otherwise the defender wins.

**REWARDS****CREDITS**

- **Win:** 4D6x10.

**EXPERIENCE**

Scenario specific rewards:

- +1 to vehicle carrying the cargo (if surviving).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- **Win:** +D3.
- **Bottle:** -1.

## ASH WASTES (ROLLING ROADS)

## SCENARIO 103: BONE ROAD DEATH RACE

**ATTACKER & DEFENDER**

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

**BATTLEFIELD**

Standard (Ash Wastes):

- Rolling Roads.
- Recommended size: 6'x4'.

**CREWS**

- Custom (10).

The defender's highest rated vehicle must carry the cargo.

**DEPLOYMENT**

Take turns placing models (highest gang rating starts):

- Within 12" of the Trailing Edge.
- More than 1" from enemies.

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**VISIBILITY (18")**

Visibility (18") is in effect for the entire battle.

**SIDES**

Battlefield sides can have the following special rules:

- Models cannot be targeted outside 18" (includes charges).
- All weapons use Long Range accuracy (regardless of actual distance).
- Affects where terrain can be placed when coming into view (Rolling Roads).
- Any effect that ignores or modifies Pitch Black also affects Visibility.

**THE BONE ROAD**

Apply the following depending on the round number (represents moving along the track):

- 1-2: Impassable sides:** Models cannot voluntarily move off the sides. Treated as impassable terrain when hit by vehicles (collision).
- 3-4: Open sides:** Models moving off the sides are Left Behind (can Rejoin later).
- 5-6: Cliff sides:** Models moving off the sides are immediately taken Out of Action (suffering a Lasting Injury/Damage roll as normal).
- 7-8: Cliff sides:** Models moving off the sides are immediately taken Out of Action (suffering a Lasting Injury/Damage roll as normal).

**Ash crust:** Models moving less than 8" during an activation goes Out of Action suffering a Lasting Injury/Damage roll as normal (falls through the ash crust).

**ENDING THE BATTLE**

The battle ends if any of the following are true:

- After round 8.
- Max 1 gang has models remaining (excluding Seriously Injured).

**VICTORY**

The gang with a model closest to the Leading Edge is the winner. Otherwise it is a draw.

**REWARDS****CREDITS**

- 4D6x10 (win).

**EXPERIENCE**

Scenario specific rewards:

- +D3 for being closest to the Leading Edge when the battle ends (win).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 (win).
- -1 (bottle out).

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**UNDERDOG**


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# SCENARIO 104: DESPERATE RAID

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**ATTACKER & DEFENDER**

The underdog is the attacker, the other gang is the defender.

**BATTLEFIELD**

Standard.

**CREWS**

Custom.

**DEPLOYMENT**

1. **Attacker:** Within 6" of the centre of the battlefield. Each attacker starts with 1 loot casket B2B.
2. **Defender:** Anywhere at least 12 from enemies.

**TACTICS CARDS**

None.

**BREAK FOR HOME**

The attacker has Priority in the 1st round.

**ILL-GOTTEN GAINS**

*The underdogs have managed to sneak into the heart of the enemy territory and seize a large cache of goods that can be sold for a tidy profit.*

In each End phase, attackers within 1" of any battlefield edge are removed (securing any loot that is B2B).

If no defenders remain on the battlefield, the attackers secure all remaining loot.

**ENDING THE BATTLE**

The battle ends if max one gang has models remaining on the battlefield.

**VICTORY**

The attacker wins if at least 4 loot are secured. Otherwise the defender wins.

**REWARDS****CREDITS**

- Attacker: D6x10 per secured loot.

**EXPERIENCE**

Scenario specific rewards:

- +1 to each attacker that secures at least 1 loot.
- +D3 to the defending leader for winning.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +1 (attacker win).
- +D3 (defender win).
- -1 (bottle out).

**UNDERDOG**

This scenario is designed for an underdog gang to have a high-risk/high-reward opportunity against a considerably stronger enemy:

- At least 400 less Gang Rating than the enemy.
- Can be chosen if the underdog gets to choose the scenario (when rolling to determine which scenario is played).

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**UNDERDOG**


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# SCENARIO 105: DATA-PURGE

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**ATTACKER & DEFENDER**

The underdog is the defender, the other gang is the attacker.

**BATTLEFIELD**

Standard.

**CREWS**

Custom.

**DEPLOYMENT**

Standard with the following exceptions:

- Before deployment, the defender places 3 objective markers (binaric cogitator):
  - At least 6" from any battlefield edge.
  - At least 8" from other objectives.

**TACTICS CARDS**

None.

**BINARIC COGITATORS**

*The underdog has been hired to prevent other gangs from interfering with data-purging of some binaric cogitators. The attacking gang will try to halt the data-purge subroutines to preserve the data core.*

Attackers can spend a Basic action (Hack Cogitator) within 1" of an objective: Pass an Intelligence test to remove it from the battlefield.

**ENDING THE BATTLE**

The battle ends if any of the following are true:

- After round 7.
- Max 1 gang has models remaining.
- 2 objectives are removed.

**VICTORY**

The attacker wins if at least 2 objectives are removed or no defenders remain on the battlefield. Otherwise the defender wins.

**REWARDS****CREDITS**

- **Attacker:** D6x10 (win).
- **Defender:** D6x10 per round the battle lasts (7D6x10 if only defenders remain).

**EXPERIENCE**

Scenario specific rewards:

- +1 to each attacker for removing at least 1 objective.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +1 (win).
- +1 per removed objective (attacker).
- -1 (bottle out).

**UNDERDOG**

This scenario is designed for an underdog gang to have a high-risk/high-reward opportunity against a considerably stronger enemy:

- At least 400 less Gang Rating than the enemy.
- Can be chosen if the underdog gets to choose the scenario (when rolling to determine which scenario is played).

## UNDERDOG

## SCENARIO 106: ASSASSINATE

**ATTACKER & DEFENDER**

The underdog is the attacker, the other gang is the defender.

**BATTLEFIELD**

Standard.

**CREWS**

Custom.

**DEPLOYMENT**

Standard.

**TACTICS CARDS**

None.

**TARGETED FOR DEATH**

*A large bounty is placed on a rival leader and the underdogs are willing to risk everything in order to collect the reward.*

After deployment, the attacker secretly notes down a defending fighter to be the target using the following tie-breaker:

1. Leader or Champion.
2. Any fighter.

The identity of the target is revealed at the end of the battle.

**NOTE**

The target should be selected from the enemy starting crew that are deployed at the start of the battle to avoid awkward/unbalanced situations.

**ENDING THE BATTLE**

The battle ends if any of the following are true:

- The target is removed from the battlefield.
- Max 1 gang has models remaining.

**VICTORY**

The attacker wins if the target is taken Out of Action or the defender voluntarily bottled out. Otherwise the defender wins.

**REWARDS****CREDITS**

Attacker gains one of the following depending on the status of the target:

- 6D6x10 (Out of Action).
- 4D6x10 (Flee).
- 2D6x10 (Seriously Injured).

**EXPERIENCE**

Scenario specific rewards:

- +1 for taking the target Out of Action.
- +D3 to target for surviving the battle.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 (win).
- -1 (bottle out).

**UNDERDOG**

This scenario is designed for an underdog gang to have a high-risk/high-reward opportunity against a considerably stronger enemy:

- At least 400 less Gang Rating than the enemy.
- Can be chosen if the underdog gets to choose the scenario (when rolling to determine which scenario is played).

## ASH WASTES (ROLLING ROADS)

## SCENARIO 107: BREAKTHROUGH

**ATTACKER & DEFENDER**

Tie-breaker for determining the attacker:

1. Only gang with vehicles.
2. Gang who chose the scenario.
3. Roll-off (the winner can choose attacker/defender).

The other gang is the defender.

**BATTLEFIELD**

Standard (Ash Wastes & Rolling Roads) with the following exceptions:

- Roughly 4'x4'.
- Mark a road (6"-8" wide) along the centre of the battlefield.
- Defender: Set up a roadblock within 12" of the centre of the battlefield (across the road), using barricades and defensible positions.

**CREWS**

- **Attacker:** Custom (6).
- **Defender:** Random (D3+1) + Reinforcements.

**DEPLOYMENT**

1. **Defender:** Anywhere within 12" of the centre.
2. **Attacker:** Within 3" of the Trailing Edge.

**TACTICS CARDS**

- Custom (2).
- Underdog (Gang Rating): +1 random per 100 credits.

**ROLLING ROADS**

*One gang tries to force its way past a roadblock thrown up by their enemies.*

At the start of each round (before determining Priority), if an attacker is closer to the Leading Edge than the Trailing Edge, the battle becomes a Rolling Roads battle with open sides:

- Models moving off the sides are Left Behind (can Rejoin later).

**REINFORCEMENTS**

- Defender: 1 (random).
- Start of each End phase.
- Within 1" of a battlefield side and outside 12" of enemies (deployed by the controlling gang).

**ENDING THE BATTLE**

The battle ends if any of the following are true:

- 4 rounds after the battle becomes Rolling Road.
- Max 1 gang has models remaining (at the end of a round).

**VICTORY**

The last remaining gang is the winner. Otherwise it is a draw.

**REWARDS****CREDITS**

- **Attacker:** D6x10 per Mobile friendly vehicle on the battlefield.
- **Defender:** D3x10 per wrecked enemy vehicle.

**EXPERIENCE**

Scenario specific rewards:

- +1 (win).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 (win).
- -1 (bottle out).



## ASH WASTES (ROLLING ROADS)

# SCENARIO 108: GREAT RIG ROBBERY (V1) CONVOY RAID (V2)

## 2 VERSIONS

This scenario comes in 2 different versions:

- V1:** Great Rig Robbery. Both sides are looting the cargo.  
**V2:** Convoy Raid. One side is looting the cargo while the other defends it.

**Note:** V1 can benefit from using parts of the rules added in V2.

## ATTACKER & DEFENDER (V2)

The gang that issued the challenge is the attacker. Otherwise roll-off.

## BATTLEFIELD

Standard (Ash Wastes & Rolling Roads) with the following exceptions:

- Mark a road (6"-8" wide) along the centre of the battlefield.
- Clear road: No terrain can ever be placed on the road.
- Place a large vehicle (High Value Cargo) in the centre of the battlefield, facing directly towards the Leading Edge.

## CREWS

- Custom (7).

## DEPLOYMENT

**V1:** The deployment zones are 6" from each opposite battlefield edge (not Trailing or Leading Edge). The winner of a roll-off chooses one side (not Trailing or Leading Edge), the loser has the opposite side. Alternate placing the crew one model at a time, starting with the gang that won the roll-off.

**V2:**

1. **Defender:** Within 6" of the centre.
2. **Attacker:** Within 3" of the trailing edge.

## TACTICS CARDS

- Custom (2).
- Underdog: +1 random per 100 credits.
  - V1: Underdog calculated using starting crew cost.
  - V2: Underdog calculated using gang rating.

## ROLLING ROADS

Open sides:

- Models moving off the sides are Left Behind (can Rejoin later).

## HIGH SPEED PURSUIT

During the Rolling Roads phase, any vehicles that have at least half of the Leading Edge within the front arc are not moved towards the Trailing Edge with the rest of the battlefield.

This may result in those vehicles colliding with other models or terrain (resolved as normal).

**V2:** Also applies to mounts (in addition to vehicles). Mount collision causes Pinned and inflicts a Knocked Down hit.

## HIGH VALUE CARGO

*Both gangs are trying to loot what they can from a passing vehicle before its escorts arrive. The High Value Cargo attempts to shake off both gangs while voxing in for support.*

Use a large vehicle (for example the Ridgehauler) as the main objective for this battle:

- Implacable advance: Always remains on the centre of the battlefield (cannot be moved).
- Cannot be targeted by attacks.
- Remains on the centre of the battlefield (cannot be moved).
- Treated as solid terrain.
- Fighters within 1" can spend a Basic action (Loot Cargo) and pass an Intelligence test to gain 1 Cargo point.

## ESCORT INCOMING (V1)

Starting on the 3rd round (and each subsequent round), roll a D6 + Round number. If the result is 9+, this is the last round of the battle (before the escort arrives and the gangs scatter).

## FLEEING THE BATTLEFIELD (V2)

If one gang voluntarily bottles out and subsequently flees the battlefield, the opponent automatically wins.

## ENDING THE BATTLE

The battle ends if any of the following are true:

- **V1:** High Value Cargo's escorts arrive.
- **V1:** Max 1 gang remains (at the end of a round).
- **V2:** Max 1 gang remains (at start of an End phase).

## VICTORY

- **V1:** The gang with the most Cargo points is the winner. Otherwise it is a draw.
- **V2:** The attacker wins if having at least 5 Cargo points, otherwise the defender wins.

## REWARDS

### CREDITS

- **V1:** D6x10 per Cargo point.
- **V2 (Attacker):** D6x10 per Cargo point.
- **V2 (Defender):** D3x10 per enemy OoA/Wrecked.

### EXPERIENCE

Scenario specific rewards:

- +1 for gaining at least one Cargo point.
- **V2:** +D3 to the defending Leader for winning (even if not taking part in the battle).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +D3 (win).
- -1 (bottle out).

#### ALTERNATIVE VARIANT (CONVOY RAID)

Axon Hammer is defending one of many convoys travelling across the wastes from Lady Credo's attacks:

- Attacker: Escher or Orlock.
- Defender: Goliath lead by Axon Hammer.

## 3D, APOCRYPHA 1: LOST CHARTER

## SCENARIO 109: TECH RAID

**ATTACKER & DEFENDER**

The gang that chose the scenario is the attacker. Roll-off if neither gang chose the scenario.

**BATTLEFIELD**

Standard (Sector Mechanicus).  
No normal Loot caskets are placed.

**CREWS**

- **Attacker:** Custom (7).
- **Defender:** Random (D3+2) + Reinforcements.

**DEPLOYMENT**

1. **Defender:**
  - 1.1: 6 Loot (anywhere outside 6" of any edge and other Loot).
  - 1.2: Entire starting crew (within 3" of a Loot).
2. **Attacker:** Within 6" of a single battlefield edge.

**TACTICS CARDS**

- Custom (2).
- Underdog (Gang Rating): +1 random per 100 credits.

**REINFORCEMENTS**

- Defender: D3.
- Start of each End phase (starting on the 2nd round).

**HOME TURF ADVANTAGE**

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1.
- **Hangers-on:** Included in the crew on a 4+ (roll individually).

**HUNT FOR ARCHEOTECH**

*The attacker is trying to recover lost pieces of archeotech that are rumoured to be held by the defender.*

Only attackers can open Loot:

- Opened as a normal Loot casket.
- Do not roll the normal content roll.
- Roll a 3+ to gain 1 point (find a piece of archeotech). Apply a -1 modifier if it was opened with the Smash Open (Basic) action.

**FLEEING THE BATTLEFIELD**

If one gang voluntarily bottles out and flees the battlefield, the opponent automatically wins. If the attacker wins in this way, all remaining Loot are considered opened:

- No XP is awarded
- Roll for each to determine if they contain the archeotech (as normal).

**HOUSE RULE**

This scenario is potentially broken! Apply this fix:

If a gang voluntarily bottles out OR voluntarily flees, the other gang should automatically win.

**ENDING THE BATTLE**

The battle ends if only 1 gang remains (end of a round).

**VICTORY**

The attacker wins if gaining 3 points. Otherwise the defender wins.

**REWARDS****CREDITS**

- Winner: 2D6x10.
- Loser: D6x10.

**EXPERIENCE**

Scenario specific rewards:

- +1 to an attacker for gaining a point.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 (win).
- -1 (bottle out).

**ALTERNATIVE VARIANT**

Part 1 of the Lost Charter.

A gang of Squats raid an Outcast hideout looking for an ancient relic. Dalin Larsekson wresting the ancestral shard from Heretics Hole:

- Defender: Outcast gang led by a Wyrd Leader (representing Ursan Graves), also include an Awakened Ogryn (Thinker).
- Attacker: Squat gang including an Exo-Driller.

**RESISTANT TO THE WYRD**

Squats (attacker) can attempt to Disrupt enemy Wyrd Powers (as if being a psyker) when a defender targets an enemy with a Wyrd Power.

# SCENARIO 110: FALL OF BADZONES OUTPOST

## ATTACKER & DEFENDER

The gang that chose the scenario is the attacker (otherwise roll-off).

## BATTLEFIELD

Sector Mechanicus: The defender sets up all terrain. The battlefield is intended to be an underhive settlement with dense terrain.

## CREWS

- Random (D3+4).

## DEPLOYMENT

1. **Defender:**
  - Choose one edge as the defending edge, the opposite side is the attacking edge.
  - Deploy the crew outside 6" of the enemy edge.
2. **Attacker:** Deploy the crew within 3" of the attacking edge.

## TACTICS CARDS

- Custom (2).
- Underdog (starting crew): +1 random per 100 credits.

## HOME TURF ADVANTAGE

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1.
- **Hangers-on:** Included in the crew on a 4+ (roll individually).

## ESCAPE THE SETTLEMENT

*An underhive stronghold is overrun by enemies and the retreating gang must buy enough time for everyone to get out.*

After round 1, defenders within 1" of the defender's edge can escape in any End phase (removed from the battlefield).

## FLEEING THE BATTLEFIELD

If one gang voluntarily bottles out and subsequently flees the battlefield, the opponent automatically wins.

## ENDING THE BATTLE

The battle ends after 5 rounds.

## VICTORY

The defender wins if at least 3 fighters escaped and no more than 1 attacker within 3" of the defender's edge. Otherwise the attacker wins.

## REWARDS

### CREDITS

- Winner: D6x10.
- Loser: D3x5.

### EXPERIENCE

Scenario specific rewards:

- +1 to each escaped defender.
- +D3 to the attacking Leader for winning (even if not taking part).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +D3 (win).
- -1 (bottle out).

## ALTERNATIVE VARIANT

Fall of Sump City: Escher with allies fight to defend Sump City against Chaos cultists, corrupted gangs and beasts of the underhive. Eventually they are forced to escape onto waiting boats and set off charges in the city's foundations to sink it.

- Defender should be Escher.
- Attacker should be a mix of Chaos, Corpse Grinder Cult and Exotic Beasts (doesn't need owners and can operate individually).
- **Endless Hordes:** In each End phase, attacking Gangers, Juves and pets that are OoA can return to the battlefield B2B with the attacker's edge.

# SCENARIO 111: GUNK WAR

## ATTACKER & DEFENDER

The gang that chose the scenario is the attacker (otherwise roll-off).

## BATTLEFIELD

Standard (Sector Mechanicus) with the following exception: Place a large Gunk Tank in the centre of the battlefield.

## CREWS

- **Attacker:** Custom (6).
- **Defender:** Random (6).

## DEPLOYMENT

1. **Defender:** Within 6" of the Gunk Tank.
2. **Attacker:** Anywhere at least 6" from the defender's deployment zone.

## TACTICS CARDS

- Custom (2).
- Underdog (starting crew): +1 random per 100 credits.

## HOME TURF ADVANTAGE

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1.
- **Hangers-on:** Included in the crew on a 4+ (roll individually).

## RING OF FIRE

*A Gunk Tank must be defended while being drained, before the attackers can destroy it.*

The defender's deployment zone is a circle with an outer ring 6" from the Gunk Tank. The circumference of this circle (outer edge) is filled with gunk and has been set alight:

- -1 to hit for ranged attacks that draws LoS through it.
- Fighters are Revealed while within 3".
- Fighters moving across suffer a S2 hit with Blaze (does not cause Pinning) after finishing the move.

## BOTTOM OF THE BARREL

*A Gunk Tank must be defended while being drained, before the attackers can destroy it.*

The Gunk Tank can only be damaged by melee attacks:

- T6, 3W and 4+ save.

If reduced to 0 wounds it explodes! Fighters within 3" suffer the following hit:

- S5, AP-1, D2 with Blaze.

## FLEEING THE BATTLEFIELD

If one gang voluntarily bottles out and subsequently flees the battlefield, the opponent automatically wins.

## ENDING THE BATTLE

The battle ends at the end of a round if any of the following are true:

- After 5 rounds.
- The Gunk Tank explodes.
- Only one gang remains.

## VICTORY

The defender wins if the Gunk Tank has not exploded and at least 1 defender is left on the battlefield. Otherwise the attacker wins.

## REWARDS

### CREDITS

- Winner: 2D6x10.
- Loser: D3x10.

### EXPERIENCE

Scenario specific rewards:

- +1 to attackers for wounding the Gunk Tank at least once.
- +D3 to the defending Leader for winning (even if not taking part).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +D3 (win).
- -1 (bottle out).

## ALTERNATIVE VARIANT

Defence of Two Tunnels: Corpse Grinder Cults invade the settlement, attempting to consume all within it. The Gunk Queen and her brother desperately defend the industrial gunkworks by flooding the surrounding streets with gunk and setting it alight!

- Defender should be Outcast with Gaen Gorvos as the leader and Wunder Gorvos as a Champion.
- Attacker should be Corpse Grinder Cult.

## ASH WASTES

## SCENARIO 112: THEY COME FROM BELOW!

## ATTACKER &amp; DEFENDER

The gang that chose the scenario is the attacker (otherwise roll-off).

## BATTLEFIELD

Standard (Ash Wastes or Sector Mechanicus) with the following exception: Place a Blast (5") in the centre of the battlefield to act as a pit which waves of attackers pour out of.

## CREWS

- **Attacker:** 3 waves of Random (D3+1).
- **Defender:** Random (6).

Vehicles and mounts can be included if the battlefield is Ash Wastes.

If the attacker has insufficient models to fill each wave, ensure the first waves are filled first.

## DEPLOYMENT

1. **Defender:** Anywhere at least 9" from the pit.
2. **Attacker:** The first wave B2B with the pit.

## TACTICS CARDS

- Custom (2).
- Underdog (starting crew): +1 random per 100 credits.

## HOME TURF ADVANTAGE

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1.
- **Hangers-on:** Included in the crew on a 4+ (roll individually).

## FROM THE PIT

*Wave after wave of attackers swarm up from the depths while the defenders fight them back.*

New waves arrive in the End phase of the following rounds:

- 2nd wave: Round 3.
- 3rd wave: Round 6.

The next wave can also arrive in an earlier End phase if the current attacking wave has no models left on the battlefield.

All models in a wave are deployed B2B with the pit as normal.

## FLEEING THE BATTLEFIELD

If one gang voluntarily bottles out and subsequently flees the battlefield, the opponent automatically wins.

## ENDING THE BATTLE

The battle ends when only one gang remains at the start of a round.

## VICTORY

The last remaining gang is the winner. Otherwise it is a draw.

## REWARDS

## CREDITS

- Winner: 2D6x10.
- Loser: D6x5.
- Draw: D6x10.

## EXPERIENCE

Scenario specific rewards:

- +D3 to the victorious Leader (even if not taking part).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

## REPUTATION

- +D3 (win).
- -1 (bottle out).

## ALTERNATIVE VARIANT

Defence of Dust Falls: A tide of Chaos worshippers and corrupted gangs attack from the Abyss. An alliance of criminals, guilders and gangs must hold the Abyss without turning on each other.

- Defender should include a recidivist & guild alliance.
- Attacker should be 3 gangs (1 per wave) roughly the same rating as the defender.
- **Strange Bedfellows:** When a delegation alliance fighter makes a ranged attack, if any fighter from the other alliance is within 9", pass a Ld test or the target must be from the other delegation alliance.

## ASH WASTES

## SCENARIO 113: OUT OF THE STORM

**ATTACKER & DEFENDER**

The gang that chose the scenario is the attacker (otherwise roll-off).

**BATTLEFIELD**

Standard (Ash Wastes) with the following exception: Defender chooses a battlefield edge as its own and deploys walls and defences across the centre of the battlefield.

The area between the defender's edge and the defences is intended to represent the outskirts of a settlement and the rest of the battlefield should be the ash wastes.

**CREWS**

- Custom (7).

**DEPLOYMENT**

1. **Defender:** Anywhere in the defender's half of the battlefield (closer to the defender's edge).
2. **Attacker:** Anywhere in the opposite half of the battlefield, at least 6" from the defender's half.

**TACTICS CARDS**

- Custom (2).
- Underdog (starting crew): +1 random per 100 credits.

**HOME TURF ADVANTAGE**

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1.
- **Hangers-on:** Included in the crew on a 4+ (roll individually).

**THE COMING STORM**

*A gang attacks under the cover of an approaching dust storm.*

The storm front is the edge opposite to the defender's edge. This edge moves 6" towards the defender's edge at the start of each round.

Fighters caught in the storm front are lost and must attempt to find the way out:

- Removed, but keep any Ready status (otherwise become Ready at the start of any round as normal).
- When activating, make an Intelligence test:
  - Pass: Deployed B2B with the storm front, then activate as normal.
  - Fail: Try again next round.

**BATTLE OF ATTRITION**

Gain points in the following ways:

- Enemy taken OoA: 1.
- Enemy Leader/Champion taken OoA: 1.
- Enemy vehicle Wrecked: 2.

**FLEEING THE BATTLEFIELD**

If one gang voluntarily bottles out and subsequently flees the battlefield, the opponent automatically wins.

**ENDING THE BATTLE**

The battle ends when only one gang remains at the start of a round.

**VICTORY**

The last remaining gang is the winner. Otherwise it is a draw.

**REWARDS****CREDITS**

- Winner: 2D6x10.
- Loser: D6x5.
- Draw: D6x10.

**EXPERIENCE**

Scenario specific rewards:

- +1 for taking an enemy Leader or Champion Out of Action.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 (win).
- -1 (bottle out).

**ALTERNATIVE VARIANT**

Assault On Cinderak City:

- Defender should be a mix of gangs including Escher Cutters and Goliath Maulers.
- Attacker should be Ash Waste Nomads of equivalent rating.
- **Devils in the Dust:** Attackers automatically pass the Intelligence test to find the way out of the storm.

# SCENARIO 114: ASSASSINS IN THE SPIRE

## ATTACKER & DEFENDER

The gang that chose the scenario is the attacker (otherwise roll-off).

## BATTLEFIELD

Zone Mortalis: A maze of corridors and doors. Place a neutral fighter (the assassination target) in the centre of a large room.

The defender decides which doors start locked/unlocked.

## CREWS

- **Attacker:** Custom (1). This is the assassin.
- **Defender:** Custom (D3+2 Sentries) + Reinforcements.

## DEPLOYMENT

1. **Defender:** Half the crew (round up) in the room with the assassination target.
2. **Attacker (the assassin):** B2B with any edge and at least 6" from any other fighter.

## TACTICS CARDS

- **Defender:** Custom (1).

## THE TARGET

Cannot be activated, become Ready, suffer Lasting Injury or be captured.

## THE ASSASSIN

*A tooled up assassin filled with stimms tries to take advantage of the confusion of the Great Darkness to eliminate a high ranking rival.*

At the start of each round, the assassin gets a number of Ready markers equal to the number of enemy fighters remaining on the battlefield (can activate multiple times, losing one Ready marker after each activation).

Ignore the following:

- Flash, Gas, Toxin,
- Pinned.
- Coup the Grace.

Can be affected by Blaze, but only suffer damage after the first activation with Blaze each round.

When damaged:

- Treat any Out of Action result on the Injury dice as Seriously Injured instead.
- If Seriously Injured, do not make a normal recovery test. Instead, roll equal to or below the Toughness to automatically recover (suffering a Flesh Wound as normal).

When Toughness is reduced to 0:

- Cannot recover.
- Can still make Crawl (Double) action.
- Can be removed with Coup de Grace.

## ASSASSINATE

If B2B with the target (even if Engaged with other fighters), spend a Double action to kill the target and complete the mission.

## HOME TURF ADVANTAGE

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1.
- **Hangers-on:** Included in the crew on a 4+ (roll individually).

## REINFORCEMENTS

- Defender: 2.
- Each End phase (starting on the round the alarm is raised).

## FLEEING THE BATTLEFIELD

If one gang voluntarily bottles out and subsequently flees the battlefield, the opponent automatically wins.

## ENDING THE BATTLE

The battle ends when the assassin is OoA or the target is assassinated.

## VICTORY

The attacker wins if the target is assassinated. Otherwise the defender wins.

## REWARDS

### CREDITS

- Attacker (win): 3D6x10.
- Loser: D6x10.

### EXPERIENCE

Scenario specific rewards:

- +D3 for taking the assassin OoA.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- Defender (win): +D3+1.

## ALTERNATIVE VARIANT

Strike at Lord Helmawr: A murder-cyborg infiltrates the spire in order to take out Lord Helmawr.

- Defender should be Enforcers with Gangers as sentries, the rest of the gang are reinforcements.
- Attacker should be any leader with 100 credits worth of Wargear and close combat weapons.

## HOUSE RULE

This scenario breaks easily, so be careful with special rules. For example Falsehood, Devout Masses, Infiltrate etc.

The assassin should probably never test to bottle out.

# SCENARIO 115: PARLEY SHOWDOWN

## BATTLEFIELD

Standard (Zone Mortalis / Sector Mechanicus).  
There should be a clear area with about 6" diameter in the centre of the battlefield.

## CREWS

- Custom (4) + Reinforcements.

Each starting crew must include the Leader. If a Leader isn't available, use a Champion instead (considered the Leader for the purpose of this scenario).

## DEPLOYMENT

Take turns deploying fighters, starting with the gang with the highest rating:

- Within 12" of the centre.
- At least 9" from enemies.
- Custom (2).
- Underdog (Gang Rating): +1 random per 100 credits.

## REINFORCEMENTS

- 2 per gang.
- Each End phase (starting on round 2).
- Randomize the battlefield edge.

## ENDING THE BATTLE

The battle ends if any of the following are true (in an End phase):

- Max 1 Leader remains.
- Max 1 gang remains (at the end of a round).

## VICTORY

The gang with the only remaining Leader is the winner. Otherwise it is a draw.

## REWARDS

### CREDITS

- Win: 2D6x10.
- Lose: D3x10.
- Draw: D6x10.
- Bonus: D6x10 if a Leader took an enemy Leader OoA.

### EXPERIENCE

Scenario specific rewards:

- +D3 to a non-Leader for taking an enemy Leader OoA.
- +3 to a Leader for taking another Leader OoA.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +D3 (win).
- -1 (bottle out).

## I COME TO BURY THE QUEEN, NOT PRAISE HER

*Both gangs turned up to parley, and so brought no guns with them.*

All fighters in all starting crews can only use Melee weapons.

## ALTERNATIVE VARIANT

War of Crones: Cyniss' attack on Adina.

- One gang should be Lady Credo, Athera & Stix and 5 Escher Leaders (court).
- The other gang should be Cyniss, 2 Escher Champions (Specialist) and 3 Escher Champions.
- Reinforcements are not used.



# SCENARIO 116: HOUSE OF PAIN

## BATTLEFIELD

Standard (Zone Mortalis / Sector Mechanicus).  
Size: 12" x 12" (a small confined area).

## CREWS

- Custom (5).

Each gang must nominate a fighter as a Challenger.

## DEPLOYMENT

Take turns deploying fighters, starting with the gang with the highest rating:

- Challenger: Within 2" of the centre.
- Other fighters: Anywhere at least 6" from enemies.

## TACTICS

- Custom (2).
- Underdog (starting crew): +1 random per 100 credits.

## DUELLING GODS

*Two gang leaders fight to the death to assert personal dominance.*

Challengers have the following rules:

- Cannot be targeted by or affected by abilities or weapons of anything else than other Challengers.
- Cannot move more than 6" away from the enemy (during activation).
- Ignore all Injury results other than OoA results.
- Cannot flee the battlefield - only way out is death!

## MAELSTROM OF BATTLE

Non-Challenger fighters that end an activation within 2" of any Challenger (friend or foe!) suffer an Injury roll.

## ENDING THE BATTLE

The battle ends in an End phase if max 1 Challenger remains.

## VICTORY

The gang with the only remaining Challenger is the winner. Otherwise it is a draw.

## REWARDS

### CREDITS

- Win: 2D6x10.
- Lose: D6x5.
- Draw: D6x10.

### EXPERIENCE

Scenario specific rewards:

- +D3 to the winning Challenger.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +D3 (win).
- -1 (bottle out).

## ALTERNATIVE VARIANT

Fist of the Over-Tyrant: Djangar and Varran fight for control of the House of Chains.

- One gang should be Goliath with Djangar as Challenger.
- The other gang should be Goliath with the Leader having equivalent levels of equipment as Djangar.
- After each round, Challengers heal all wounds.
- Challengers can only attack other Challengers with close combat attacks.

## ASH WASTES (ROLLING ROADS) / SECTOR MECHANICUS

## SCENARIO 117: BATTLE OF RIFTWAYS

**ATTACKER & DEFENDER**

The gang that chose the scenario is the attacker (otherwise roll-off).

**BATTLEFIELD**

Standard (Ash Wastes & Rolling Roads). Mark out 3 Roadways connecting the Leading and Trailing Edges together. These roads can merge and split from each other. Barricades and debris should be scattered on the roads.

**CREWS**

- **Attacker:** Custom (10).
- **Defender:** Random (D3+1) + Reinforcements.

**DEPLOYMENT**

1. **Defender:** Anywhere.
2. **Attacker:** Within 3" of the Trailing Edge.

**TACTICS CARDS**

- Custom (2).
- Underdog (Gang Rating): +1 random per 100 credits.

**REINFORCEMENTS**

Defender:

- Round 1-3: D3.
- Round 4: All remaining models.
- Within 8" of the Leading Edge and at least 3" from enemies (deployed by the controlling gang).

**RIFTWAYS (BATTLEFIELD SURFACE)**

This scenario only uses the following custom Battlefield Surface:

- Models moving off a road is immediately OoA.

**JOURNEY TO THE ASH GATE**

*A gang races across a series of narrow bridges to breach an ash gate.*

The battle starts with Rolling Roads and later turns into regular Ash Wastes:

- Round 1-4: Ash Wastes & Rolling Roads.
- Round 5+: Sector Mechanicus.

**ROLLING ROADS**

Apply the following:

**Round 1-3:**

- **Roadways:** The 3 roadways must continue (cannot suddenly stop).
- **Terrain:** Only use barricades along the roadways.

**Round 4:**

- **Platform:** All revealed battlefield is considered to be a road surface (effectively a relatively safe 8" platform at the end of the battlefield).
- **Ash Gate:** A large structure (for example Gang Stronghold) should be set up in the centre of the Leading Edge (this is in addition to the normal amount of terrain added this round).

Fighters that are left behind rejoin as follows:

- **Attacker:** From the Trailing Edge (as normal).
- **Defender:** From the Leading Edge.

**THE ASH GATE**

Attackers can target the ash gate as any other model:

- T8, 6W, 3+ save.
- Cannot benefit from cover.
- Destroyed when reduced to 0 Wounds.

**SENTRY GUNS**

Apply the following in the End phase of round 5 and each subsequent End phase:

- The closest attacking vehicle within 12" of the ash gate suffers the following hit on a 4+:
  - S6, AP-2, D2.

**ENDING THE BATTLE**

The battle ends if any of the following is true:

- The ash gate is destroyed.
- Only the defender remains in any End phase.

**VICTORY**

The attacker wins if the ash gate is destroyed. Otherwise the defender wins.

**REWARDS****CREDITS**

- Winner: 3D6x10.
- Loser: D6x10.

**EXPERIENCE**

Scenario specific rewards:

- +D3 for destroying the ash gate.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 (win).
- -1 (bottle out).

**ALTERNATIVE VARIANT**

Goliath Assault on Gate 17:

- Attacker should be Goliath with mostly Maulers.
- Defender should be a mix of Escher & Orlock with mostly Cutters & Wreckers.

## ASH WASTES

## SCENARIO 118: STREET FIGHT

**BATTLEFIELD**

Standard (Ash Wastes). Should include narrow streets and many structures.

**CREWS**

- Custom (6).

**DEPLOYMENT**

Standard.

**TACTICS CARDS**

- Custom (2).
- Underdog (starting crew): +1 random per 100 credits.

**RAMSHACKLE BUILDINGS**

*An intense firefight within the cramped confines of a settlement. The structures have seen better days.*

All structures are considered Flimsy. When a Flimsy structure is destroyed by a vehicle collision, fighters on a structure within 3" of the destroyed structure must pass an Initiative test or become Pinned.

**FLEEING THE BATTLEFIELD**

If one gang voluntarily bottles out and subsequently flees the battlefield, the opponent automatically wins.

**ENDING THE BATTLE**

The battle ends if only 1 gang remains (start of a round).

**VICTORY**

The last remaining gang is the winner. Otherwise it is a draw.

**REWARDS****CREDITS**

- Winner: 3D6x10.
- Draw: 2D6x10.
- Loser: D6x10.

**EXPERIENCE**

Scenario specific rewards:

- +D3 to the winning Leader (even if not taking part in the battle).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 (win).
- -1 (bottle out).

**ALTERNATIVE VARIANT**

Streets of Cinderak City: House Goliath moves in to take Cinderak City from House Escher.

- One gang should be Goliath including Maulers, vehicles and transported fighters.
- The other gang should be Escher with Cutters but limited amount of vehicles.

# SCENARIO 119: BAR DEFENCE

## ATTACKER & DEFENDER

The gang that chose the scenario is the attacker (otherwise roll-off).

## BATTLEFIELD

Standard (Sector Mechanicus): 2'x2'. The centre should have some cover representing the bar with a large vat of Wild Snake next to it.

## CREWS

- **Attacker:** Random (D3+3) + Reinforcements.
- **Defender:** Custom (4).

## DEPLOYMENT

1. **Defender:** Within 6" of the vat of Wild Snake.
2. **Attacker:** Within 3" of any battlefield edge.

## TACTICS CARDS

- Custom (2).

## HOME TURF ADVANTAGE

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1 (not relevant in this scenario).
- **Hangers-on:** Included in the crew on a 4+ (roll individually).

## DRUNKEN HEROES

*A small group of fighters attempt to defend a beloved drinking hole from attackers. The vat of Wild Snake must be protected at all costs! Luckily the defenders are drunk on Wild Snake making them shrug off damage.*

Defenders gain the following:

- When wounded, roll 5+ to not lose the wound.
- Cannot be Pinned.
- Automatically pass Cool tests.

## SAVE THE WILD SNAKE

Attackers can destroy the vat of Wild Snake by making a successful melee attack against it.

## REINFORCEMENTS

- 2 fighters per gang.
- Each End phase (starting on the 2nd round).
- Randomize the battlefield edge.

## ENDING THE BATTLE

The battle ends if any of the following is true:

- Only one gang remains.
- The vat of Wild Snake is destroyed.

## VICTORY

The attacker wins if the vat of Wild Snake is destroyed or no defenders remain. Otherwise the defender wins.

## REWARDS

### CREDITS

- Winner: 2D6x10.
- Loser: D6x5.

### EXPERIENCE

Scenario specific rewards:

- +1 for destroying the vat of Wild Snake.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +D3 (win).
- -1 (bottle out).

## HOUSE RULE

Rules are ambiguous as to whether defender has reinforcements. The defender should probably not have reinforcements in this scenario.

## ALTERNATIVE VARIANT

Shootout at the Lucky Six: Merdena Sisters defence.

- Defender consists of Margo Merdena and 3 Orlock Leaders representing Mindi, Vivian and Vespa Merdena.
- Defenders ignore wounds on 3+ (instead of 5+).
- Attacker should be a Goliath gang.

## 2D / 3D, APOCRYPHA 2: SUMP CITY SINKING

## SCENARIO 120: STAR CHAMBER ATTACK

**ATTACKER & DEFENDER**

The gang that chose the scenario is the attacker (otherwise roll-off).

**BATTLEFIELD**

Standard (Zone Mortalis / Sector Mechanicus).

**CREWS**

- **Attacker:** Random (D3+2) + Reinforcements.
- **Defender:** Custom (8).

**DEPLOYMENT**

1. **Defender:** Within 9" of the centre of the battlefield.
2. **Attacker:** Within 3" of any battlefield edge.

**TACTICS CARDS**

- Custom (2).
- Underdog (starting crew): +1 random per 100 credits.

**HOME TURF ADVANTAGE**

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1 (not relevant in this scenario).
- **Hangers-on:** Included in the crew on a 4+ (roll individually).

**REINFORCEMENTS**

- 2 fighters per gang.
- Each End phase (starting on the 2nd round).
- Randomize the battlefield edge.

**FLEEING THE BATTLEFIELD**

If one gang voluntarily bottles out and subsequently flees the battlefield, the opponent automatically wins.

**ENDING THE BATTLE**

The battle ends after round 6.

**VICTORY**

The attacker wins if at least 2 attackers are within 6" of the centre at the end of the battle. Otherwise the defender wins.

**REWARDS****CREDITS**

- Winner: 2D6x10.
- Loser: D6x10.

**EXPERIENCE**

Scenario specific rewards:

- +D3 for taking an enemy Leader OoA.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 (win).
- -1 (bottle out).

**ALTERNATIVE VARIANT**

Twins of Two Tunnels:

- Defender should be Delaque and include at least one Spyker (v2) with Confluence of Shadows special rule.
- Attacker should be Corpse Grinder Cult. Leader & Champions have Blessed By The Lord Of Skin & Sinew special rule.

## 2D / 3D, APOCRYPHA 3: TWINS OF TWO TUNNELS

## SCENARIO 121: TWO TUNNELS SHOWDOWN

**ATTACKER & DEFENDER**

The gang that chose the scenario is the attacker (otherwise roll-off).

**BATTLEFIELD**

Standard (Zone Mortalis / Sector Mechanicus).  
Place a Gunk Tank (ca 3" diameter) in the centre of the battlefield.

**CREWS**

- Custom (7).

**DEPLOYMENT**

1. **Defender:** Within 6" of the Gunk Tank.
2. **Attacker:** Within 3" of any battlefield edge.

**TACTICS CARDS**

- Custom (2).
- Underdog (starting crew): +1 random per 100 credits.

**HOME TURF ADVANTAGE**

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1 (not relevant in this scenario).
- **Hangers-on:** Included in the crew on a 4+ (roll individually).

**GORVOS GUNK TANK**

*"Waiting for the Hammer to fall? This is the Gunk Queen's territory and he can't touch it!" Attackers attempt to topple the Gunk Tank to deprive the defender of gunk.*

Attackers can spend a Double action (Topple Tank) if all of the following are true:

- Active.
- Within 1".
- There are less than 4 tokens on the Gunk Tank.

Pass the following test to place a Topped token on the Gunk Tank:

- $D6 + S > 7$

Once the Gunk Tank has 4 tokens, it falls! All fighters within 3" suffer a S4 hit and become Pinned.

**FLEEING THE BATTLEFIELD**

If one gang voluntarily bottles out and subsequently flees the battlefield, the opponent automatically wins.

**ENDING THE BATTLE**

The battle ends if any of the following is true (at the end of any round):

- Only one gang remains.
- The Gunk Tank is destroyed.

**VICTORY**

The attacker wins if the Gunk Tank is destroyed. Otherwise the defender wins.

**REWARDS****CREDITS**

- Winner: D6x10.

**EXPERIENCE**

Scenario specific rewards:

- +1 to attackers for placing a Topped token on the Gunk Tank (1XP per token placed).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 (win).
- -1 (bottle out).

**ALTERNATIVE VARIANT**

Twins of Two Tunnels: Axon Hammer attempts to destroy the Gunk Tank at the heart of Two Tunnels.

- Defender should be Outcast led by Gaen & Vunder Gorvos and including an Agitator.
- Attacker should be Goliath including a Propagandist and Axon Hammer using the following Gene-Smithing options:
  - Thermal Resistance.
  - Enhanced Stamina.
  - Unique Organ Transplant.

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**UNDERDOG - 3D / ASH WASTES**


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# SCENARIO 122: LAST STAND (V2)

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**ATTACKER & DEFENDER**

The Underdog is the defender (otherwise roll-off).

**BATTLEFIELD**

Standard (Sector Mechanicus / Ash Wastes).

**CREWS**

Custom.

**DEPLOYMENT**

1. **Defender:** Within 6" of the centre.
2. **Attacker:** At least 18" of the centre.

**TO THE BITTER END!**

*A desperate gang declares that they will take on all comers - to the death!*

Defender:

- Cannot bottle out (for any reason).
- Defenders taken OoA within 6" of the centre suffer limited drawbacks from going Into Recovery. A defender is still ready to fight in the next battle, but cannot perform post-battle actions (as normal).

**ENDING THE BATTLE**

The battle ends when only one gang has models remaining.

**VICTORY**

The last remaining gang is the winner. Otherwise it is a draw.

**REWARDS****CREDITS**

- Win: D6x10.
- Lose: D3x5.

**EXPERIENCE**

Scenario specific rewards:

- Each defender taken OoA are rewarded the following depending on round:
  - Round 1-3: +D3.
  - Round 4+: +D6.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +1+D3 to the defender for winning.
- +1 to the attacker for winning.

**UNDERDOG**

This scenario is designed for an underdog gang to have a high-risk/high-reward opportunity against a considerably stronger enemy:

- At least 400 less Gang Rating than the enemy.
- Can be chosen if the underdog gets to choose the scenario (when rolling to determine which scenario is played).
- Underdog tactics cannot be used in this scenario.

## UNDERDOG - 3D

## SCENARIO 123: EXPERIMENTAL TESTING

**ATTACKER & DEFENDER**

The Underdog is the attacker (otherwise roll-off).

**BATTLEFIELD**

Standard (Sector Mechanicus).

**CREWS**

Custom.

**DEPLOYMENT**

Standard.

**EXPERIMENTAL STIMMS**

*A gang has agreed to help a Rogue Doc in testing some experimental stimms in an effort to gain a temporary edge over their more powerful adversaries this battle.*

Attackers can roll a D6 at the start of each activation:

1. **Bad Reaction:** Suffer a Flesh Wound. Cannot perform any actions this activation.
- 2-4 **That's Not Quite Right...:** Suffer a Flesh Wound and gain +1 S and M until the fighter's next activation.
- 5-6 **That's the Good Stuff:** +1 action this activation.

**ENDING THE BATTLE**

The battle ends when only one gang has models remaining.

**VICTORY**

The last remaining gang is the winner. Otherwise it is a draw.

**REWARDS****CREDITS**

- Winner: D6x10.

**EXPERIENCE**

Scenario specific rewards:

- +1 to attackers per dose of experimental stim taken.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 (win).
- -1 (bottle out).

**UNDERDOG**

This scenario is designed for an underdog gang to have a high-risk/high-reward opportunity against a considerably stronger enemy:

- At least 400 less Gang Rating than the enemy.
- Can be chosen if the underdog gets to choose the scenario (when rolling to determine which scenario is played).
- Underdog tactics cannot be used in this scenario.



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**UNDERDOG - ASH WASTES (ROLLING ROADS)**


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**SCENARIO 124: CARGO RUN (V2)**


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**ATTACKER & DEFENDER**

The Underdog is the attacker (otherwise roll-off).

**BATTLEFIELD**

Standard (Ash Wastes & Rolling Roads).

**CREWS**

Custom.

**DEPLOYMENT**

1. **Attacker:** At least 18" from the Trailing Edge.
2. **Defender:** Within 6" of the Trailing Edge. Place 3 Loot caskets (Cargo Crates) anywhere (can be placed on friendly vehicles).

**CARGO DELIVERY**

*The Underdog tries to destroy a valuable shipment before the other gang can escort it to its destination.*

The Cargo Crates are destroyed in the following situations:

- When an attacker opens it (don't determine the content the normal way for loot caskets).
- Leaving the battlefield.

**ENDING THE BATTLE**

The battle ends if any of the following is true:

- Only one gang remains.
- After round 6.

**VICTORY**

The defender wins if 2+ Cargo Crates are on the battlefield and held by friendly models. Otherwise the attacker wins.

**REWARDS****CREDITS**

- Attacker: D6x5 per destroyed Cargo Crate.
- Defender: D6x10 per Cargo Crate on the battlefield.

**EXPERIENCE**

Scenario specific rewards:

- +1 to attackers per Wound inflicted on enemy vehicles.
- +D3 to attackers per Cargo Crate destroyed.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 (win).
- -1 (bottle out).

**UNDERDOG**

This scenario is designed for an underdog gang to have a high-risk/high-reward opportunity against a considerably stronger enemy:

- At least 400 less Gang Rating than the enemy.
- Can be chosen if the underdog gets to choose the scenario (when rolling to determine which scenario is played).
- Underdog tactics cannot be used in this scenario.

## 3D, APOCRYPHA 4: QUEEN OF ASH TOWN

## SCENARIO 125: DEFEND THE HOUSE

**ATTACKER & DEFENDER**

The gang that issued the challenge is the attacker. Otherwise roll-off.

**BATTLEFIELD**

Standard (Sector Mechanicus).

**CREWS**

- **Attacker:** Random (D3+4) + Reinforcements.
- **Defender:** Custom (D3+4).

**DEPLOYMENT**

Standard.

**TACTICS CARDS**

- Custom (2).
- Underdog (Gang Rating): +1 random per 100 credits.

**REINFORCEMENTS**

- Attacker: D3.
- Start of each End phase.

**HOME TURF ADVANTAGE**

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1.
- **Hangers-on:** Included in the crew on a 4+ (roll individually).

**CLOUD OF INCENSE**

*The air is filled with incense and strange chems.*

Visibility (9").

**ENDING THE BATTLE**

The battle ends if max 1 gang remains (end of a round).

**VICTORY**

The last remaining gang is the winner. Otherwise it is a draw.

**REWARDS****CREDITS**

- Win/Draw: 2D6x10.
- Lose: D6x10.

**EXPERIENCE**

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 (win).
- -1 (bottle out).

**ALTERNATIVE VARIANT**

Athera and the Ash Wyld's defence of the House of Gilded Grace against Goliath:

- Defender: Escher gang led by a Athera (with Predator's Kiss) accompanied by an Apprentice Clan Chymist and a large number of Wyld Runners (with Blood Boil or Skin Fire).
- Attacker: Goliath.

## 3D, APOCRYPHA 5: DAEMONS OF MERIDIAN

## SCENARIO 126: CUT OFF THE HEAD

**ATTACKER & DEFENDER**

The gang that issued the challenge is the attacker. Otherwise roll-off.

**BATTLEFIELD**

Standard (Sector Mechanicus).

**CREWS**

- **Attacker:** Custom (6).
- **Defender:** Random (D3+5).

The defender designates a fighter as the Target in the following priority:

1. Leader.
2. Champion.
3. Any other fighter.

**DEPLOYMENT**

1. **Defender:** Within 9" of the centre of the battlefield.
2. **Attacker:** Within 3" of any battlefield edge.

**TACTICS CARDS**

- Custom (2).
- Underdog (Gang Rating): +1 random per 100 credits.

**HOME TURF ADVANTAGE**

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1.
- **Hangers-on:** Included in the crew on a 4+ (roll individually).

**THE TARGET**

*The air is filled with incense and strange chems.*

Can spend a Double action (Power Tap) if within 3" of the centre, apply the following to this fighter:

- Remove all Flesh Wounds.
- +1 action in the next activation.

**FLEEING THE BATTLEFIELD**

If one gang voluntarily bottles out and subsequently flees the battlefield, the opponent automatically wins.

**ENDING THE BATTLE**

The battle ends if any of the following is true (end of a round):

- Only one gang remains.
- The Target is not on the battlefield.

**VICTORY**

The attacker wins if the Target is not on the battlefield. Otherwise the defender wins.

**REWARDS****CREDITS**

- Win: 2D6x10.
- Lose: D6x10.

**EXPERIENCE**

Scenario specific rewards:

- +D3 for taking the Target OoA.
- +D3 to the Target for winning.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 (win).
- -1 (bottle out).

**ALTERNATIVE VARIANT**

Gorshiv battles against Czarn in the caves beneath Cinderak City:

- Attacker: Goliath including Gorshiv Hammerfist.
- Defender: Outcast led by Czarn.  
Daemons of Meridian: Czarn can spend a Basic action to Power Tab (instead of Double).

## ASH WASTES (ROLLING), APOCRYPHA 6: BULLET ROAD

## SCENARIO 127: BIG SCORE (V2)

**ATTACKER & DEFENDER**

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

**BATTLEFIELD**

Standard (Ash Wastes & Rolling Roads: Open Sides).

**CREWS**

- Custom (8).

**DEPLOYMENT**

Defender chooses a friendly vehicle to be the 'Score'.

1. **The Score:** Centre of the battlefield.
2. **Defender:** Within 6" of the centre.
3. **Attacker:** Within 1" of the Trailing Edge.

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**ROLLING ROADS**

*A gang is attempting to stop a delivery of some valuable cargo protected by rivals.*

Use open sides: Models moving off the sides are Left Behind (can Rejoin later).

**THE SCORE**

The defending vehicle chosen to be the Score can automatically pass any tests for Broken and Fleeing the Battlefield (unless it is the only defending model remaining).

**ENDING THE BATTLE**

The battle ends when any of the following are true:

- The Score is not on the battlefield at the end of any round (OoA or otherwise).
- After round 6.

**VICTORY**

The attacker wins if the Score is not on the battlefield at the end of a round (OoA or otherwise). Otherwise the defender wins.

**REWARDS****CREDITS**

- Winner: 4D6x10.

**EXPERIENCE**

Scenario specific rewards:

- +1 to the Score for surviving.
- +D3 for taking the Score OoA.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the winner.
- -1 for bottling out.

**ALTERNATIVE VARIANT**

Multiple gangs attempt to claim the Score from Vespa 'Minx' Merdena:

- Attacker: Up to 3 rivalling gangs. Deployed at least 1" from enemies.
- Only one attacking can win by Wrecking the Score. If the Score is Wrecked or removed from the battlefield in any other way the battle is a draw.

## 2D, MULTI-PLAYER, APOCRYPHA 7: BLOOD IN THE SPIRE

# SCENARIO 128:

## NECROMUNDAN DOUBLE-CROSS

**ATTACKER & DEFENDER**

The gang who chose this scenario is the attacker, all others are defenders (otherwise roll-off).

**BATTLEFIELD**

Standard (Zone Mortalis). Size: 2'x2'.

**CREWS**

- Custom (2).

Must include the Leader and a Champion (or the most expensive fighter if no Champion is available).

**DEPLOYMENT**

1. Defenders: Take turns placing fighters (highest rated fighter starts).
  - Within 12" of the centre.
  - Outside 3" of other fighters.
2. Attacker:
  - Anywhere outside 6" from enemies.

**TACTICS CARDS**

- Custom (2).

**RISING TENSION**

*A group of gang leaders and champions have met on neutral ground, under a banner of truce. Neither side is willing to be the first to start shooting. But they are all set up and betrayed by one of their rivals, which waits until the optimal moment to strike.*

Apply the following:

- Fighters must pass a Cool test when activating or lose 1 action this activation.
- Only Melee weapons can be used to attack.

**DOUBLE-CROSS**

The attacker can permanently stop the effect of Rising Tension at the start of any round.

**OLD ENMITIES**

Apply the following if there are 3-6 gangs participating:

Each Leader takes turns rolling a D6 to determine an unique bonus to gain this battle, starting with the Leader of the gang with the lowest gang rating.

1. **Pure Loathing:** Randomize an enemy, can re-roll close combat attacks against that fighter.
2. **Gnawing Fear:** Gain the following when making Retreat (Basic) actions:
  - Initiative 2+.
  - Enemies cannot make Reaction attacks.
3. **Haughty Disdain:** Once during the battle, activate first (regardless of Priority).
4. **Healthy Paranoia:** Gain a 5+ field armour save.
5. **Homicidal Urges:** Once during the battle, when activating, move D6" and perform a Coup de Grace (Simple) action for free.
6. **Overdue Payback:** Randomize an enemy Leader, earn D6XP for taking that fighter OoA.

**ENDING THE BATTLE**

The battle ends when max 1 gang remains.

**VICTORY**

The gang that took the most enemy Leaders OoA wins. Otherwise it is a draw.

**REWARDS****CREDITS**

- Winner: 2D6x10.

**EXPERIENCE**

Scenario specific rewards:

- +1 to surviving Leaders.
- +D3 for taking an enemy Leader OoA.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the winner.

**ALTERNATIVE VARIANT**

Haera and her siblings hosts a bloody banquet to take control over House Helmawr:

- Defenders: Represented by Outcast Leaders & Champions, each with a single suit of armour and a single Melee weapon.
- Each defending Leader can then pick one of the following items (each item can only be selected by a single Leader), starting with the lowest gang rating:
  - Archeo duelling pistol
  - Barbed flabellum
  - Camoelean elixir
  - Digi-multi lasers
  - Draconic scales
  - Haemophagic blade
  - Mirror aegis
  - Psychofamile pheromone
  - Vortex grenade
- Attacker: Represented by Lady Haera. Once during the battle, when Seriously Injured or OoA, place her to the side. She returns anywhere outside 3" from other fighters at the start of the first End phase (with all Wounds restored).

**HOUSE RULE**

What is "5+ field armour save"? Is it a 5+ save that counts as field armour? Extremely niche as very few rules interacts with field armour. Is it any particular field armour save that has a 5+ save?

Suggested solution: Choose between Conversion and Refractor.

# SCENARIO 129:

## PACIFICATION OF DUST FALLS

### ATTACKER & DEFENDER

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

### BATTLEFIELD

Standard (Sector Mechanicus). The defender sets up 6 Loot caskets anywhere at least 15" from any edge. No other Loot caskets are placed in this scenario.

### CREWS

- Custom (D3+4).

Defender must declare a fighter as the Rabble Rouser in the following priority (depending on availability):

1. Leader.
2. Champion.
3. Any other fighter.

### DEPLOYMENT

1. **Defender:** Within 3" of Loot caskets.
2. **Attacker:** Within 3" of a single edge.

### TACTICS CARDS

- Custom (2).
- Underdog (starting crew cost): +1 random per 100 credits.

### HOME TURF ADVANTAGE

Defender:

- **Bottle tests:** Roll 2D6 and discard the highest.
- **Rally tests:** +1.
- **Hangers-on:** Included in the crew on a 4+ (roll individually).

### CUT OFF THE HEAD

*The attacker is trying to suppress the locals by taking out the leadership.*

The Rabble Rouser automatically passes any Cool test to not flee the battlefield (can fail voluntarily).

### SAVE THE GEAR

*The defender is trying to make off with as much of their gear as possible before they are overrun.*

The defender can remove any of the following within 1" of an edge from the battlefield at the start of any End phase:

- **Secure:** Loot.
- **Escape (after securing 3+ Loot):** Defending fighters. Seriously Injured fighters must roll a 3+ (Succumb To Injuries) or suffer a Lasting Injury roll as normal.

### VICTORY POINTS

- **Attacker:** 3 for taking the Rabble Rouser Out of Action.
- **Defender:** 1 per secured Loot.

### FLEEING THE BATTLEFIELD

If one gang voluntarily bottles out and subsequently flees the battlefield, the opponent automatically wins.

### ENDING THE BATTLE

The battle ends when max 1 gang remains (start of an End phase).

### VICTORY

The gang with the most Victory points wins, otherwise it is a draw.

### REWARDS

#### CREDITS

- **Attacker:** 3D6x10 for taking Rabble Rouser OoA.
- **Defender:** D6x10 per secured Loot.

#### EXPERIENCE

Scenario specific rewards:

- +D3 to the attacking Leader for winning (even if not taking part in the battle).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

#### REPUTATION

- +D3 to the winner.
- -1 for bottling out.

### ALTERNATIVE VARIANT

Helmawr's Enforcers move through the underhive to crush any dissenters to Lady Haera's rule:

- Attacker: Enforcer including Sanctioner.
- Defender: Escher or Orlock.

## ASH WASTES

## SCENARIO 130: PILGRIMAGE ASSAULT

**ATTACKER & DEFENDER**

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

**BATTLEFIELD**

Standard (Ash Wastes).

**CREWS**

- **Attacker:** Custom (8).
- **Defender:** Custom (D3+2) + Reinforcements.

**DEPLOYMENT**

Defender chooses the attacker's edge. The opposite side is the defender's edge.

1. **Defender:** Anywhere.
2. **Attacker:** Within 3" of the attacker's edge.

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**REINFORCEMENTS**

- Defender: D3.
- Start of each End phase.

**BREAK THROUGH**

*A small group of defenders are trying to hold back a force desperate to break through and slaughter a large body of pilgrims.*

Attackers within 1" of the defender's edge can break through (removed from the battlefield). Seriously Injured fighters must roll a 3+ (Succumb To Injuries) or suffer a Lasting Injury roll as normal.

**FLEEING THE BATTLEFIELD**

If one gang voluntarily bottles out and subsequently flees the battlefield, the opponent automatically wins.

**ENDING THE BATTLE**

The battle ends when max 1 gang remains (start of an End phase).

**VICTORY**

The attacker wins if at least 3 models have broken through the defender's lines. Otherwise the defender wins.

**REWARDS****CREDITS**

- Winner: 3D6x10.
- Loser: D3x5.

**EXPERIENCE**

Scenario specific rewards:

- +1 to each attacker breaking through.
- +D3 to the defending Leader for winning (even if not taking part in the battle).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the winner.
- -1 for bottling out.

**ALTERNATIVE VARIANT**

Ash Waste Nomads frequently raids the Great Pilgrimage as it made its way from Hive Primus to Hive Temenos:

- Attacker: Ash Waste Nomads.
- Defender: Cawdor with many Way-Brethren. Pilgrims of the Word: Automatically pass Bottle tests.

## ASH WASTES

## SCENARIO 131: STORM BATTLE

**BATTLEFIELD**

Standard (Ash Wastes).  
Apply narrow streets and lots of structures.

**CREWS**

- Custom (6).

**DEPLOYMENT**

Standard.

**TACTICS CARDS**

- Custom (2).
- Underdog (starting crew cost): +1 random per 100 credits.

**ASH STORM**

*The battle takes place during a fierce and violent ash storm, reducing visibility for all.*

Apply Great Storm from Season of the Ash (do not generate weather conditions).

**GREAT STORM**

Pitch Black. Randomize a battlefield edge. When moving towards that edge, double the movement. Movement away from that edge is halved. In each End phase, all models are moved D6" directly away from the edge (roll separately per model).

**ENDING THE BATTLE**

The battle ends when max 1 gang remains (start of a round).

**VICTORY**

The last remaining gang is the winner, otherwise it is a draw.

**REWARDS****CREDITS**

- **Win:** 2D6x10.
- **Draw:** 2D6x10.
- **Lose:** D6x10.

**EXPERIENCE**

Scenario specific rewards:

- +1 to the Score for surviving.
- +D3 to the winning Leader (even if not taking part in the battle).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the winner.
- -1 for bottling out.

**ALTERNATIVE VARIANT**

Ash Waste Nomads attack the settlement of Halfway under the cover of a mighty storm:

- Defender: Mixed force from multiple gangs including Cawdor Way-brethren and led by Ashwood Stranger.  
**Island in the Storm:** Ashwood Stranger and friendly models within 6" automatically passes any Cool tests.
- Attacker: Ash Waste Nomads.



# SCENARIO 132: DEATH IN THE PLAZA

## ATTACKER & DEFENDER

The gang who chose this scenario is the attacker, the other is the defender (otherwise roll-off).

## BATTLEFIELD

Standard (Sector Mechanicus).

## CREWS

- **Attacker:** Custom (5).
- **Defender:** Custom (1) + Reinforcements.

The defender's starting fighter is the Target.

## DEPLOYMENT

1. **Defender:** Anywhere.
2. **Attacker:** Within 1" of all edges.

## TACTICS CARDS

- Custom (2).
- Underdog (starting crew cost): +1 random per 100 credits.

## REINFORCEMENTS

- Defender: 2.
- Start of each End phase.

## HERE WE STAND

*A small group takes advantage of a brief window of opportunity to ambush an isolated high priority target to try to score a quick kill.*

Defender automatically passes Bottle tests while the Target is not Out of Action, at which point the gang automatically Bottles.

## HURRIED DEFENCE

The defender starts the first round (don't roll for priority).

## FLEEING THE BATTLEFIELD

If one gang voluntarily bottles out and subsequently flees the battlefield, the opponent automatically wins.

## ENDING THE BATTLE

The battle ends when max 1 gang remains (start of an End phase).

## VICTORY

The attacker wins if the Target is Out of Action, otherwise the defender wins.

## REWARDS

### CREDITS

- Win: 2D6x10.

### EXPERIENCE

Scenario specific rewards:

- +1 for taking the Target OoA.
- +D3 to the target if not taken OoA.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +D3 to the winner.

## ALTERNATIVE VARIANT

Servalen is responsible for Bonegorger downfall, the leader of the Bloody Eight, in the Plaza of Saint Valdon:

- Attacker: Delaque led by Servalen.
- Defender: Corpse Grinder Cult with a Butcher as the Target.

**Dark Ritual:** In round 1-3, the Target gains +1T, W and A while outside 3" of Servalen.

# SCENARIO 133: RACE TO THE VAULT

## BATTLEFIELD

Standard (Zone Mortalis): 6 tiles.

## CREWS

- Custom (5).

## DEPLOYMENT

Roll-off:

1. Winner selects a starting tile.
2. Loser selects an edge of another tile to be the Vault Entrance.
3. Starting with the loser of the roll-off, take turns deploying fighters anywhere within the tile at least 6" away from enemies.

## TACTICS CARDS

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

## VAULT BREAKTHROUGH

*Both gangs desperately race to be the first to break through into the Vaults of Temenos.*

Fighters within 1" of the Vault Entrance edge can be break through (removed from the battlefield) at the start of any End phase.

## THE SCORE

The defending vehicle chosen to be the Score can automatically pass any tests for Broken and Fleeing the Battlefield (unless it is the only defending model remaining).

## ENDING THE BATTLE

The battle ends when max 1 gang remains (start of an End phase).

## VICTORY

The gang with most fighters breaking through is the winner. Otherwise it is a draw.

## REWARDS

### CREDITS

- Winner: 2D6x10.

### EXPERIENCE

Scenario specific rewards:

- +1 for breaking through.
- +D3 to the winning Leader (even if not taking part in the battle).

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

### REPUTATION

- +D3 to the winner.

## ALTERNATIVE VARIANT

Servalen and her Delaque allies race to beat Lady Credo to the Tomb of the Lost Saints:

- Gang 1: Lady Credo leading Escher..
- Gang 2: Servalen leading Delaque. Unexpected help: Durgan Kill-fist arrives as Reinforcements to Servalen at the start of the End phase of round 3.

## ASH WASTES, APOCRYPHA 8: HALFWAY DEAD

## SCENARIO 134: HUNTER IN THE STORM

**ATTACKER & DEFENDER**

The gang that issued the challenge is the attacker. Otherwise roll-off.

**BATTLEFIELD**

Standard (Ash Wastes): 4'x4'.

**CREWS**

- Custom (10). One attacker must be designated as Hunter.

**DEPLOYMENT**

1. **Defender:**
  - Within 12" of the centre of the battlefield.
  - At least 3" of other models.
2. **Attacker:** Within 6" of any edge. The Hunter is not deployed.

**TACTICS CARDS**

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**HUNTER**

*The attackers are lead by a skilled and ruthless hunter. While the gang keeps the defenders busy, the hunter stalks through the storm personally killing as many enemies as possible.*

The Hunter has the following special rules:

- **Ready:** Become Ready as normal at the start of each round, even if not on the battlefield.
- **Activate:** When activated, can be placed anywhere outside LOS of enemies, or if Visibility (X") is used, at least X" from enemies.
- **End Phase:** Removed from the Battlefield.
- **Seriously Injured:** If Seriously Injured when removed in an End phase, automatically recover with a Flesh Wound.

**STORM WINDS**

Apply Visibility (24") at the start of the battle. After each round, reduce the visibility by 6", to a minimum of 6".

**DESPERATE DEFENCE**

Defenders can ignore Bottle tests.

**ENDING THE BATTLE**

The battle ends when max 1 gang remains or the Hunter is taken Out of Action (end of a round).

**VICTORY**

Tiers:

1. **Defender:** Hunter is Out of Action.
2. **Attacker:** Hunter took at least half of the enemy crew Out of Action.
3. **Otherwise:** Draw.

**REWARDS****CREDITS**

- Winner: 2D6x10.

**EXPERIENCE**

Scenario specific rewards:

- +1 to each surviving Leader.
- +D3 for taking the Hunter OoA.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the winner.

**ALTERNATIVE VARIANT**

Ashwood Stranger defends against Ash Wastes (Wind that Walks):

- **Defender:**  
Outcast gang with Ashwood Stranger as leader..
- **Attacker:** Ash Waste Nomads (the Leader is called 'Wind that Walks'). Instead of generating Warrior Spirits, each Warrior Spirit can be used once.

## 3D, APOCRYPHA 9: ESCAPE FROM ZALKTRAA

## SCENARIO 135: ESCAPE THE DEEP

**ATTACKER & DEFENDER**

The gang that issued the challenge is the attacker. Otherwise roll-off.

**BATTLEFIELD**

Standard (Sector Mechanicus): 3'x3'.  
Should include 2-3 terrain pieces with multiple levels.

**CREWS**

- **Attacker:** Custom (6).
- **Defender:** Custom (10).

All defender's fighters arrive as Reinforcements.

**DEPLOYMENT**

1. **Attacker:**
  - At least 12" from the centre.
  - At least 6" of other models.
2. **Defender:** None. All arrive as reinforcements.

After deployment, the defender must choose an escape point:

- Within 12" of the centre of the battlefield.
- On the highest point available (must be accessible).
- Represented by a piece of terrain such as a hatch or ladder.

**TACTICS CARDS**

- Custom (2).

**REINFORCEMENTS**

- Defender: D6+1.
- Start of each End phase.

**ESCAPE THE BATTLEFIELD**

*No one gets out of Zalktraa alive, even the dead don't always make it. Inmates must fight their way to freedom from the depths of an undersea prison while being hunted by their captors.*

Attackers can escape the battlefield:

- From round 3 and onwards.
- B2B with the escape point.
- In the End phase.
- Max 1 fighter can escape per round.

**ESCAPE OR DEATH**

Attackers can ignore Bottle tests.

**FLEEING THE BATTLEFIELD**

If one gang voluntarily bottles out and subsequently flees the battlefield, the opponent automatically wins.

**ENDING THE BATTLE**

The battle ends (end of round) when any of the following are true:

- Max 1 gang remains.
- 3+ Attackers escaped.

**VICTORY**

Attacker wins if 3+ attackers escape. Otherwise defender wins.

**REWARDS****CREDITS**

- Winner: 2D6x10.

**EXPERIENCE**

Scenario specific rewards:

- +1 to each surviving Leader.
- +D3 for escaping.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- +D3 to the winner.

**ALTERNATIVE VARIANT**

Prisoners make a daring escape from Zalktraa:

- **Attacker:** Lady Credeo, the Prisoner (represented by an Escher Leader with shock maul and stub gun), Van Saar Champion (with plasma gun & mesh) and 3 Van Saar Gangers (with lasguns & mesh).
- **Defender:** Enforcers (1000 credits and standard rules) plus 2 Hardcase Cyber-mastiffs and a Sanctioner Automata (Automata & Hardcase Cyber-mastiffs must use Enforcement Program rules).

## ASH WASTES, APOCRYPHA 10: SPIDERS OF THE SUMP

## SCENARIO 136: MIDNIGHT SEA

**BATTLEFIELD**

Standard (Ash Wastes): 4'x4'.

Takes place in the depths of the underhive intended for Sump Sea vehicles (Waterborne).

Take turns (starting with the winner of a roll-off) placing 3+D3 larges terrain pieces (between 6" and 12" in diameter) anywhere at least 8" from the edges or other terrain pieces (as far as possible).

**CREWS**

- Custom (10).

**DEPLOYMENT**

Take turns (starting with the winner of a roll-off) placing models:

- Vehicles & mounts:
  - Within 12" from an edge.
  - At least 6" from enemies.
- Fighters:
  - On vehicles or terrain (above the surface).

**TACTICS CARDS**

- Custom (2).

**REINFORCEMENTS**

- Defender: D6+1.
- Start of each End phase.

**DARK TIDES**

*The battle takes place on the sump sea.*

The entirety of the Battlefield Surface is considered to be Sump using the Sump Sea Environment rules.

**SUMP SEA ENVIRONMENT**

Vehicles:

- Waterborne & Skimmer: Operate normally.
- Tracked, Walker & Wheeled: Cannot be used.

Fighters on the sump surface:

- Cannot become Pinned (mounts cannot be Knocked Down).
- Gain Full Cover.
- Ignore fall damage (if falling on the sump surface).

Fighters that are mounted or have a special rule to ignore terrain (such as fight):

- Operate normally (considered to be riding on small craft, grav-cutters or sump creatures).
- Mounts: Ignore Knocked Down.

Fighters that are unmounted and otherwise can't ignore terrain:

- Operate normally while on terrain or a vehicle (Waterborne or Skimmer).
- If falling or moving onto the sump surface during an activation, the activation immediately ends.
- **Drowning:** When activated on the sump surface, make a Strength test to avoid drowning:
  - Pass: Move D6" in any direction (for example back onto a vehicle or terrain). Then the activation ends.
  - Fail: Suffer a Flesh Wound. Then the activation ends.

**PITCH BLACK**

Note that while moving vehicles are revealed as normal, drifting does not count.

**ENDING THE BATTLE**

The battle ends when max 1 gang remains (end of a round).

**VICTORY**

The last remaining gang is the winner.

**REWARDS****CREDITS**

- Win: 2D6x10.

**EXPERIENCE**

Scenario specific rewards:

- +1 to the winning Leader if on the battlefield when the battle ends.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- Win: +D3.

**ALTERNATIVE VARIANT**

Voyage of the Sump Queen. The battle between the Carrion Queens and the Followers of the God of Many Mouths takes place on the pitch-black sump sea beneath Hive Primus:

- Carrion Queens: Escher with at least one Sludge Barge (representing the Sump Queen).
- Followers of the God of Many Mouths: Chaos Cult with at least a Chaos Spawn and 3 Scrap Skiffs.

## UNDERHIVE, APOCRYPHA 11: DEVILS OF GUNK DEEP

## SCENARIO 137: OUT OF THE PIT

**ATTACKER & DEFENDER**

The gang that issued the challenge is the attacker. Otherwise roll-off.

**BATTLEFIELD**

Standard (Underhive). No terrain can be placed within 3" of the centre.

**CREWS**

- **Attacker:** Custom (10).
- **Defender:** Random (5).

**DEPLOYMENT**

1. **Defender:**
  - Within 12" of any edge.
  - At least 3" from each other.
2. **Attacker:** Within 6" of the centre.

After deployment, the defender must choose an escape point:

- Within 12" of the centre of the battlefield.
- On the highest point available (must be accessible).
- Represented by a piece of terrain such as a hatch or ladder.

**TACTICS CARDS**

Standard:

- Custom (2).
- **Underdog** (starting crew cost): +1 random per 100 credits.

**RAINING DUST**

*Curtains of dust and detritus rain down across the battlefield, limiting visibility depending on where fighters find themselves.*

Each ranged attack must pass a visibility test (before rolling to hit) rolling 2D6x3" to determine the range, if the target is further away, the attack automatically misses.

**ENDLESS HORDES**

*The attackers have brought a large number of fighters to the battle, hoping the enemies will run out of bullets before their gang runs out of bodies.*

Attackers (except Leader or Champion) that goes Out of Action can be redeployed within 3" of the centre at the start of the next round.

Any fighter that is recycled this way suffers a Lasting Injury roll after the battle.

**REINFORCEMENT: HIRED SCUM**

*The defenders are heavily outnumbered but can count on some local scum to their aid.*

Defender gains

- Defender: D3 Hive Scum.
- Start of the End phase of round 3, 5 & 7.

**ENDING THE BATTLE**

The battle ends if any of the following are true:

- After round 9.
- Max 1 gang remains (end of a round).

**VICTORY**

The defender wins if having at least 1 fighter remaining (not Seriously Injured) at the end of the battle. Otherwise the attacker wins.

**REWARDS****CREDITS**

- Win: 2D6x10.

**EXPERIENCE**

Scenario specific rewards:

- +1 to the any Leader still on the battlefield when the battle ends.

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**REPUTATION**

- Win: +D3.

**ALTERNATIVE VARIANT**

Forces led by Balthazar Van Zep defend Dust Falls against Twistfist's mutants:

- Defender: Any House gang or Bounty Hunter gang.
- Attacker: Outcast led by a Mutant Leader.

## ASH WASTES, APOCRYPHA 12: HIVE BLOOD

## SCENARIO 138: WAR IN THE WASTES

**BATTLEFIELD**

Standard (Ash Wastes): 6'x4'.

**CREWS**

- Custom.

Age of Kings: This scenario is intended for a skirmish battle using the Gang Kings rules to build gangs.

**DEPLOYMENT**

The deployment zones are within 12" of each long edge. The winner of a roll-off starts choosing a deployment zone, then the opponent gains the opposite deployment zone.

Take turns (in the same order as choosing deployment zones) placing one model at a time within the gang's deployment zone.

**TACTICS CARDS**

Random (2) drawn at the start of each round (before rolling for Priority). Discard all unused tactics after each round.

**AGE OF THE GANG KINGS**

This scenario is intended for a skirmish battle using all the Age of the Gang Kings rules for building gangs and during the battle.

**BATTLE FOR SUPREMACY**

*Each gang is trying to wipe out their opposition, leaving themselves victorious.*

Score points per enemy model Out of Action (choose the highest point applicable):

- Fighter: 1
- Champion, Brute or Hired Gun: 3
- Vehicle: 5
- Leader: 6

**ENDING THE BATTLE**

The battle ends if any of the following are true:

- After round 5.
- Max 1 gang remains (end of a round).

**VICTORY**

The gang that scored the most points wins. Otherwise it is a draw.

**REWARDS****EXPERIENCE**

Standard rewards:

- 1 for taking part.
- 1 for Rallying.
- 1 for Seriously Injuring an enemy.
- 2 for taking an enemy OoA.
- +1 for taking an enemy Leader/Champion OoA.
- +1 for killing an enemy (during the battle).

**ALTERNATIVE VARIANT**

Lady Credo leads the battle for the Dreaming Spire together with Alantia, the Blades and the forces of Stygia against the Blood King and the frenzied hordes.

- Underhive: No vehicles or mounts.
- One gang should be Escher and consists of Lady Credo and 3 Leaders or Death Maidens (representing each of the Blades).
- The other gang should be Corpse Grinder Cult combined with Chaos Cult and lead by Eightfold Harvest Lord.

Jumping Down			Falling		Wound Roll	
Distance	Modifier	Strength	AP	Damage	Strength TWICE or greater than Toughness	2+
1"-2"	-	-	-	-	Strength GREATER than Toughness	3+
3"	-1	3	-	1	Strength EQUAL to Toughness	4+
4"	-1	3	-	1	Strength LOWER than Toughness	5+
5"	-2	3	-	1	Strength HALF or lower than Toughness	6+
6"	-2	5	-1	1		
7"	-3	5	-1	1		
8"	-3	7	-2	2		
9"	-4	7	-2	2		
10" +	-4	9	-3	3		

**BOTTLE TESTS**  
D6 + Seriously Injured + Out of Action > starting crew

**SUCCUMBING TO INJURIES: 3+ OK**

**D66 LASTING INJURIES      MUTATIONS**

11	+D3 XP, Recovery.	
12-26	No long time injuries.	
31-45	Recovery.	
46	-1 Cool & Ld, Recovery.	Activate before other friendly fighters. If other friendly fighters also have this mutation, choose the order. Gain +1 XP for taking an enemy Leader or Champion Out of Action.
51	-1 Int & Will, Recovery.	Pass an Intelligence test each activation, or roll a D6 to determine the first action: <ul style="list-style-type: none"> <li>• 1-2: Move.</li> <li>• 3-4: Shoot or Fight.</li> <li>• 5-6: No action (wasted).</li> </ul>
52	-1 Ballistic Skill, Recovery.	Can't start or take part in Group Activations. Counts as having a bio-scanner.
53	-1 Weapon Skill, Recovery.	Counts as a knife that can't be disarmed or destroyed. Add -1 hit modifier when using Unwieldy weapons (WS & BS).
54	-1" Movement, Recovery.	-1" M. Roll 3D3 and choose the highest when charging (instead of a single D3).
55	-1 Strength, Recovery.	Add -1 hit modifier to ranged attacks at Long range. Can't wear armour of any kind (equipped armour is returned to stash).
56	-1 Toughness, Recovery.	Remove 1 Flesh Wound at the start of each Activation. Can't benefit from bio-booster, medicae kit or assistance from friendly fighters when making Recovery tests.
61-65	Doc or dead.	
66	Killed (attacker gains +1 XP).	

REP	OUTLAW	LAW
5-9	<b>Recruit:</b> Hire one Scabber for free.	<b>Recruit:</b> Hire one Propagandist for free.
10-14	<b>Black Market Trade Discount:</b> 10% discount on all Trading Post items.	<b>Claiming Enhanced Bounties:</b> +50% for all bounties claimed for members of Outlaw gangs.
15-19	<b>Recruit:</b> Hire up to 2 Outlaw Hive Scum Hired Guns for free (every battle).	<b>Recruit:</b> Hire one Bounty Hunter Hired Gun for free (every battle).
20-24	<b>Black Market Trade Discount:</b> 25% discount on all Trading Post items.	<b>Claiming Enhanced Bounties:</b> +100% for all bounties claimed for members of Outlaw gangs.
25+	<b>Recruit:</b> Hire one Proxy Hanger-on for free.	<b>Recruit:</b> Hire one Fixer Hanger-on for free.

**BENEFITS OF ORDER**

**Lord Helmawr's Coiffers:** Re-roll any dice for scenario credit rewards.  
**Pax Imperium:** +1 fighter to the crew if underdog.

**D6 BONDS OF ORDER**

1	<b>Price of Victory</b> <ul style="list-style-type: none"> <li>• +D6x10 credits for winning each battle.</li> <li>• <b>Scavenging:</b> Instead, gain +1 Scavenging froll for winning each battle.</li> </ul>
2	<b>Head Hunters</b> +1 XP when taking an enemy Leader or Champion Out of Action.
3	<b>Crack Down:</b> If the winner of a battle captures a 1 fighter, capture 2 fighters instead.
4	<b>Suppression Orders</b> +1 XP when taking an enemy fighter Out of Action with a ranged weapon.
5	<b>Good Medicine</b> The cost for Medical Escorts to the Doc is D6x10 (instead of 2D6x10).
6	<b>Call to Arms</b> Halve the cost when recruiting Gangers (rounding up).

**BENEFITS OF UNALIGNED**

**Hard as Nails:** +1 Reputation when gaining Reputation from scenario rewards.  
**No Gods or Masters:** The Leader gains +D3 XP if participating in a battle without going Out of Action.

**HAND OF CHAOS**

<b>Manufactorum Shortages</b> <ul style="list-style-type: none"> <li>• +10 cost per item purchased (after each battle)</li> <li>• <b>Phase 3:</b> -1 Scavenging roll.</li> </ul>
<b>Dark Dreams</b> If Broken, pass a Willpower test or gain Insanity for the rest of the battle instead.
<b>Rotting Meat</b> <ul style="list-style-type: none"> <li>• Seriously Injured fighters must roll 4+ (instead of 3+) to avoid succumbing to their injuries.</li> <li>• <b>Festering Injuries:</b> Roll 2D6 and choose the highest.</li> </ul>
<b>Abundant Dead</b> <ul style="list-style-type: none"> <li>• Gain D6x10 credits per dead fighter from your gang.</li> <li>• <b>Starvation:</b> +1 Meat portion per dead fighter.</li> </ul>
<b>Blood for the Blood God</b> +1 XP when taking an enemy Out of Action with a Melee weapon.
<b>Gnawing Hunger</b> <ul style="list-style-type: none"> <li>• Before the battle, 1 random fighter in each crew gain -1 Strength.</li> <li>• <b>Starvation:</b> Instead, D3 random fighters gain Starving.</li> </ul>