



CAMPAIGNS

BATTLES IN THE UNDERHIVE

NECROMUNDA CAMPAIGNS

Although it is perfectly acceptable to fight one-off games, part of the challenge of Necromunda is to campaign a gang over a period of time and many fights. This gives you the opportunity to watch your gang develop, to see old fighters gain new skills while new fighters join and the gang grows ever more famous. This section explains how the Campaign rules allow a gang to progress from modest and obscure origins to power, glory and inestimable wealth.

STARTING THE CAMPAIGN

To start a campaign you'll need at least two players and preferably three or more. The more players the better! Each player can have more than one gang, but our experience is that players prefer to run one at a time as this allows each gang to fight the most games in as short a time as possible.

Gangs come from the area around one of the Underhive settlements. They hang around the trading posts and drinking holes, waiting for news of local finds or offers of work. When not fighting the gangs are repairing their gear and trading with the locals. This gives each gang a certain amount of income, which they can spend on recruitment and new weapons, or save as credit with the local Guilders.

You can start the campaign as soon as two players have recruited their gangs. New players can join the campaign at any time thereafter. Although new gangs will be less developed they will soon learn new skills. Fighting other, more powerful gangs will enable them to develop more quickly.



PLAYING THE CAMPAIGN

To start the campaign two players simply take their gangs and select one of the scenarios to fight (see page 109). At the end of each game the players work out how much 'experience' the gang fighters have earned and how much 'cash' the gang collects by trading.

Experience is expressed as Experience points which individual fighters receive for surviving each game and doing particularly well in the fighting. This is covered in detail later in the Experience section. When a fighter has sufficient Experience points he receives an 'advance'. An advance might improve his characteristic profile, adding to his WS, BS, S etc, or it might be a special skill such as 'Marksman' or 'Rapid Fire'.

Cash is collected after each game in the form of extra Guilder credits which are added to the gang's total cash reserve or stash. This represents the profits earned by the gang after taking into account living expenses and the cost of replacing ammunition and damaged weapons. You can spend the stash on recruiting more fighters or buying new weapons as explained in the Trading Post section.

THE GANG RATING

Each gang has what we call a gang rating – the higher the rating the better the gang. The gang rating is simply the total value of all the fighters in the gang plus their total Experience points.

GANG RATING = VALUE OF FIGHTERS + EXPERIENCE

A gang's gang rating will change after every game because surviving fighters will gain extra experience, fighters might be killed, new fighters added, or you could add to the value of fighters by buying new weaponry. Hopefully your gang rating will go up, signifying your gang's increasing power!

The player whose gang has the highest gang rating is winning the campaign – his gang is top of the heap and its leader is the most feared and respected in the area.

A gang cannot win the campaign in any outright sense, but sometimes one gang rises so far above the rest that no-one is prepared to come out and fight it. If this happens then the player can retire the gang – it moves on to more dangerous and profitable territories – and start a new one.



The Underhive is a vast, sprawling place and much of it is unexplored or buried. One part of it forms a distinct pocket, accessible only by a single large tunnel. All other routes to this area are collapsed or buried. The tunnel is very wide and a settlement lies across it, bounded by a wall on both sides. This place is called Dead End Pass and the region beyond is known as Dead End.

To reach Dead End gangs have to go through Dead End Pass and pay the Guilders' toll of passage. To get out a gang must pay an even heavier toll upon the booty they have won. This encourages gangs to trade with the Guilders in Dead End Pass itself, rather than seek more favourable prices elsewhere. Like all such places Dead End Pass is a haven for brigands and renegades, and is one of the most dangerous as well as the most exciting places in the bive.

SERIOUS INJURIES

During a game some fighters will go out of action and are removed from play. During the game it doesn't matter whether a man who goes out of action is dead, unconscious, or badly injured – in terms of the game he is no longer capable of fighting and that is all that matters.

When you are playing a campaign it matters a great deal what happens to fighters who go out of action! They might recover completely ready to fight in the next battle, or they might sustain debilitating injuries. Possibly they are captured by the enemy, or maybe they have to spend a while recovering their strength. Worst of all they might die or be so badly injured they have to retire.

You will notice that the Serious Injuries chart doesn't just include serious injuries, it covers a whole range of things that might befall your fighter. Bear in mind that only models which go out of action are obliged to roll on this chart. Models that suffer flesh wounds do not sustain serious injuries and will always recover fully in time for the next battle.

FIGHTERS DOWN AT THE END OF A GAME

In addition to fighters who go out of action during the game, fighters who are down at the end of a game may also go out of action. Roll a D6 for each fighter who is down when the game ends. On a D6 roll of a 1-3 the fighter recovers without further effect. On the D6 roll of a 4-6 he goes out of action.

To find out what happens to fighters who go out of action roll two dice and consult the Serious Injuries chart. The first dice roll represents 'tens' and the second 'units' so a roll of 1 and 5 is 15, a roll of 3 and 6 is 36, and so on. This type of dice roll is referred to as a D66 roll.

SERIOUS INJURIES CHART [D66]

11-16 DEAD

The fighter is killed in action and his body abandoned to the mutant rats of the Underhive. All the weapons and equipment carried by the fighter are lost.

21 MULTIPLE INJURIES

The fighter is not dead but has suffered many serious wounds. Roll a further D6 times on this chart. Re-roll any 'Dead' and 'Full Recovery' results.

22 CHEST WOUND

The fighter has been badly wounded in the chest. He recovers but is weakened by the injury and his Toughness characteristic is reduced by -1.

23 LEG WOUND

The fighter has smashed a leg. He recovers from his injuries but he can no longer move quickly. The fighter's Movement characteristic is reduced by -1. Randomly determine which leg has been hurt.

24 ARM WOUND

The fighter has smashed one arm. Although he recovers from his injury his strength is permanently reduced as a result. The fighter's Strength characteristic is reduced by -1 when using that arm. Randomly determine which arm has been hit. Bear in mind that some hand-to-hand weapons use the fighter's own Strength, eg swords.

25 HEAD WOUND

A serious head injury leaves the fighter somewhat unhinged. At the start of each game roll a D6 to determine how he is affected. On a 1-3 the fighter is dazed and confused – he is affected by the rules for stupidity. On a roll of 4-6 the fighter is enraged and uncontrollable – he is affected by the rules for frenzy.

26 BLINDED IN ONE EYE

The fighter survives but loses the sight of one eye. Randomly determine which eye. A character with only one eye has his Ballistic Skill reduced by -1. If the fighter is subsequently blinded in his remaining good eye then he must retire from the gang.

31 PARTIALLY DEAFENED

The fighter survives but is partially deafened as a result of his injuries. An individual suffers no penalty if he is partially deafened, but if he is deafened for a second time he suffers -1 from his Leadership characteristic.

32 SHELL SHOCK

The fighter survives but is extremely nervous and jumpy as a result of the traumatic injuries he has suffered. His Initiative characteristic is reduced by -1.

33 HAND INJURY

Wounds to a hand result in the loss of D3 fingers. Randomly determine which hand is affected. The fighter's Weapon Skill is reduced by -1. If a fighter loses all five fingers on a hand then he may no longer use that hand: he may not carry anything in it, and is unable to use weapons that require two hands.

34-36 OLD BATTLE WOUND

The fighter recovers but his old wound sometimes affects his health. Roll a D6 before each game. On the roll of a 1 the fighter's old wound is playing up and he is unable to take part in the forthcoming battle.

41-55 FULL RECOVERY

The fighter has been knocked unconscious or suffers a mildly incapacitating wound from which he makes a full recovery.

56 BITTER ENMITY

Although he makes a full physical recovery, the fighter has been psychologically scarred by his experiences. He develops a bitter enmity for the gang that was responsible for his injury. From now on, the fighter hates the following (roll a D6).

- 1-2 The individual enemy who inflicted the injury (if unknown, the gang leader).
- 3-4 The leader of the gang who inflicted the injury.
- 5 The entire gang responsible for his injury.
- 6 All gangs from the same House as the gang that inflicted his injury. If the same House as the fighter, roll again.

61-63 CAPTURED

The fighter is captured. Captives may be exchanged, ransomed back or sold into slavery. If both gangs hold captives then they must be exchanged on a one-for-one basis, starting with models of the highest value. Any remaining captives must be ransomed back to their own gang if the player is willing to pay the captor's asking price. There is no fixed value for ransom – it is a matter for the players to decide for themselves. Finally, fighters who are neither exchanged or ransomed may be sold to the Guilders as slaves earning the captor D6 x 5 Guilder credits. Captives who are exchanged or ransomed retain all of their weapons and equipment; if captives are sold their weaponry and equipment is kept by the captors.

64 HORRIBLE SCARS

The fighter recovers from his injuries but is left horribly disfigured. His scarred and distorted features inspire fear as described in the Advanced Rules section of the rulebook.

65 IMPRESSIVE SCARS

The fighter recovers and is left with impressive scars as testament to his bravery. Add +1 to the fighter's Leadership characteristic. This bonus applies only once, further impressive scars have no additional effect.

66 SURVIVES AGAINST THE ODDS

The fighter regains consciousness alone in the darkness, given up for dead by his companions and overlooked by his enemies. Despite his injuries he makes his way back home. He recovers fully and his uncanny survival earns him an additional D6 Experience points.

EXPERIENCE

As gangers take part in fights, those who survive become more experienced, and improve their battle skills. This is represented in the campaign game by experience.

Gang fighters earn Experience points when they take part in a battle. Once a gang fighter has enough Experience points he gains an advance. This takes the form of either an increased characteristic or a special skill. Gang fighters who survive long enough may progress to become mighty heroes with many special abilities that they have picked up over the course of their combat career.

When fighters are recruited they already have some experience. This is determined as soon as they join the gang. The table below shows how much experience the different types of fighters have to begin with. Make the appropriate dice rolls and record each new fighter's Experience points on your gang roster.

Type of Fighter	Initial Experience Points
Juve	0
Ganger	20+1D6
Heavy	60+1D6
Leader	60+1D6



EARNING EXPERIENCE

The Experience points your fighters can earn will depend on the scenario you choose to fight. Different scenarios have different objectives, and consequently the fighters earn experience in slightly different ways. In the Scavenger scenario for example, a fighter earns 1 extra Experience point for each piece of valuable loot he recovers.

Extra Experience points are always added to the fighter's total after the game is over.

If you look through the scenarios you will notice that a gang fighter always earns D6 Experience points for surviving a battle. He earns this even if he is hurt or captured – so long as he lives to tell the tale!

The Playing a Campaign Game section (page 109) includes full details of the Experience points that can be earned for each scenario.

UNDERDOGS

When a gang fights an enemy gang with a higher gang rating then its fighters earn extra Experience points. The higher the enemy gang's gang rating the more points the underdog earns. The number of bonus points is shown on the table below. This shows the extra points earned for each fighter who survives the battle both for a win and a defeat.

Difference In Gang Rating	Experience Bonus Win/Lose
1-49	+1/+0
50-99	+2/+1
100-149	+3/+2
150-199	+4/+3
200-249	+5/+4
250-499	+6/+5
500-749	+7/+6
750-999	+8/+7
1,000-1,499	+9/+8
1,500+	+10/+9

EXPERIENCE ADVANCES

As fighters earn more Experience points they are entitled to make Advance rolls. The table on page 86 shows how many Experience points a fighter must earn before he can make a further roll. The roll must be taken immediately after the game when the advance is gained, while both players are present to witness the result.

Example: A newly recruited ganger has 25 Experience points. During his first battle he does well and receives an extra 9 Experience points. This takes his total to 34 and moves him into the next Experience points bracket or level, entitling him to an Advance roll. A further roll is earned when his experience hits 41, 51, 61, 81 etc. You will notice that the amount of experience needed to make advances increases as the fighter becomes more powerful.

JUVES

Once a juve has earned 21 or more Experience points he becomes a fully fledged ganger. You can replace the model with a ganger model and re-arm the fighter as a ganger rather than a juve. Note that his profile stays the same – however, he is now experienced enough to be a fully fledged ganger.

Note that when a ganger reaches 61 or more Experience points he does not become a heavy or gang leader but remains a ganger – albeit a particularly tough and dangerous one called a Gang Champion.

EXPERIENCE ADVANCE TABLE

Experience Points	Title	Notes
0-5	Green Juve	
6-10	Juve	
11-15	Juve	
16-20	Top Juve	
21-30	New Ganger	Starting level for Gangers. Juves that reach this level become Gangers.
31-40	Ganger	
41-50	Ganger	
51-60	Ganger	
61-80	Gang Champion	Starting level for Leaders & Heavies
81-100	Gang Champion	
101-120	Gang Champion	
121-140	Gang Champion	
141-160	Gang Champion	
161-180	Gang Champion	
181-200	Gang Champion	
201-240	Gang Hero	
241-280	Gang Hero	
281-320	Gang Hero	
321-360	Gang Hero	
361-400	Gang Hero	
401+	Mighty Ganger	A gang fighter that reaches this level may not advance any further.





ADVANCE ROLLS

Make any Advance rolls that are due immediately after the battle so that both players can witness the result. Roll 2D6 and consult the Advance Roll table below.

2D6	Result
2	New Skill. Choose any of the Skill tables and randomly generate a skill from it.
3-4	New Skill. Select one of the standard Skill tables for your gang and randomly generate a skill from it.
5	Characteristic Increase. Roll again: 1-3 = +1 Strength; 4-6 = +1 Attacks.
6	Characteristic Increase. Roll again: 1-3 = +1 WS; 4-6 = +1 BS.
7	Characteristic Increase. Roll again: 1-3 = +1 Initiative; 4-6 = +1 Leadership.
8	Characteristic Increase. Roll again: 1-3 = +1 WS; 4-6 = +1 BS.
9	Characteristic Increase. Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness.
10-11	New Skill. Select one of the standard Skill tables for your gang and randomly generate a skill from it.
12	New Skill. Choose any of the Skill tables and randomly generate a skill from it.

NEW SKILLS

There are seven types of skill and each has its own separate table: Agility, Combat, Ferocity, Muscle, Shooting, Stealth and Techno. If you refer to these tables you'll see that each offers six different skills.

The type of skill that a fighter can have is restricted by the gang's House and whether the fighter is a juve, ganger, heavy or leader. For example, Goliath juves can only take Muscle and Ferocity skills, Goliath gangers can take Muscle, Ferocity and Combat skills and so on. These restriction are indicated on the Skill tables on page 88.

On the roll of a 2 or 12 the fighter can ignore the normal restrictions for his House or type, and select from any of the Skill tables.

To determine a new skill for a fighter, pick the type of skill you want from those available, then roll a D6 to determine which skill has been learned. If you roll a skill that the fighter already has or that he is not allowed to take for any reason, you may pick any skill of that type.

Example: A player rolls a 3 indicating a new skill for a Goliath juve. Referring to the Skill tables he finds that he may choose between Muscle or Ferocity skills. He decides to take a Muscle skill and then rolls a D6, scoring a 3. Muscle skill number 3 is 'Crushing Blow'. This is noted against the fighter's other details on the gang roster.

CHARACTERISTIC INCREASE

An Advance roll of 5-9 will increase one of a fighter's characteristics. For example a roll of 7 increases either Initiative or Leadership. Roll a D6 to see which of the two characteristic increases applies. To continue our example, a roll of 1-3 means the fighter has gained +1 Initiative and a roll of 4-6 indicates he has gained +1 Leadership.

However, characteristics may not be increased beyond maximum limits as shown on the characteristic profile below. If one of the two characteristics indicated by the advance roll has already reached its maximum level, you must take the other. If both have already been taken to their maximum level, you may choose to increase any other permitted characteristic by +1 instead.

	M	WS	BS	S	T	W	I	A	Ld
Maximum Value	4	6	6	4	4	3	6	3	9

Record characteristic increases for each fighter on the gang roster.

Minimum Characteristics: Permanent reductions to characteristics, like injuries, cannot reduce a characteristic below the value of 1. Any further reduction to that characteristic is ignored.

SKILL TABLES

The Skill tables are used to randomly determine skills earned as advances. If you roll a 2 or 12 on the Advance table then you can make a roll on any of the Skill tables on the following pages. Otherwise, your fighter is restricted to specific Skill tables depending upon his House and whether he is a juve, ganger, heavy or leader.

The different characters of the six Houses means that they all have areas of strength and weakness in relation to the skills that are commonly available to them. For example, Goliaths encourage a spartan and rugged lifestyle and Goliath fighters are often physically strong and ferocious. Conversely, they are not very agile or stealthy.

Similarly, a fighter's age and experience count for a great deal in terms of what skills he is able to learn.

The chart below shows what kind of skills are commonly available to fighters of the different Houses. To use the chart cross reference the fighter against the skill type. If the column is marked '3' then you can roll on that Skill table. A blank column indicates that you cannot roll for that type of skill unless you rolled a 2 or 12 on the Advance table.

HOUSE/FIGHTER	SKILL TYPES AVAILABLE						
	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
CAWDOR							
Juves	-	✓	✓	-	-	-	-
Gangers	✓	✓	✓	-	-	-	-
Heavies	-	-	✓	✓	✓	-	✓
Leader	✓	✓	✓	✓	✓	-	✓
ESCHER							
Juves	✓	✓	-	-	-	-	-
Gangers	✓	✓	-	-	-	✓	-
Heavies	✓	-	-	✓	✓	-	✓
Leader	✓	✓	✓	-	✓	✓	✓
DELAQUE							
Juves	-	-	-	-	✓	✓	-
Gangers	✓	-	-	-	✓	✓	-
Heavies	-	-	-	✓	✓	✓	✓
Leader	✓	✓	✓	-	✓	✓	✓
GOLIATHS							
Juves	-	-	✓	✓	-	-	-
Gangers	-	✓	✓	✓	-	-	-
Heavies	-	✓	-	✓	✓	-	✓
Leader	-	✓	✓	✓	✓	✓	✓
ORLOCKS							
Juves	-	-	✓	-	✓	-	-
Gangers	-	✓	✓	-	✓	-	-
Heavies	-	✓	-	✓	✓	-	✓
Leader	✓	✓	✓	-	✓	✓	✓
VAN SAAR							
Juves	-	-	-	-	✓	-	✓
Gangers	-	✓	-	-	✓	-	✓
Heavies	-	✓	-	✓	✓	-	✓
Leader	✓	✓	✓	-	✓	✓	✓

AGILITY SKILLS

1 Catfall

A model with the Catfall skill halves the distance fallen when calculating the strength of any hits which result from falling. Round fractions down.

2 Dodge

A model with this skill receives a 6+ saving throw against hits from shooting or in hand-to-hand combat. This is an unmodified save – ie, it is not affected by a weapon's armour save modifier. The save is taken separately and in addition to any saves for armour.

If a model successfully dodges from a weapon which uses a template or blast marker then move the model up to 2". As long as his move gets him outside the template area the fighter avoids the hit. Otherwise he may still be hit, even though he has dodged successfully.

3 Jump Back

At the start of any hand-to-hand combat phase the model may attempt to disengage from combat by jumping back. Roll a D6. If the score is less than the model's Initiative it may immediately jump back 2" leaving any hand-to-hand opponents behind. If the score is equal to or greater than the model's Initiative it must remain and continue to fight as normal.

4 Leap

The model may leap D6 inches during the movement phase in addition to his normal movement. He may move and leap, run and leap or charge and leap, but he can only leap once during the turn.

A leap will take the model over any man-high obstacle without penalty, including enemy models. In addition, the model can leap out of hand-to-hand combat at the end of any hand-to-hand combat phase without suffering any penalty whatsoever.

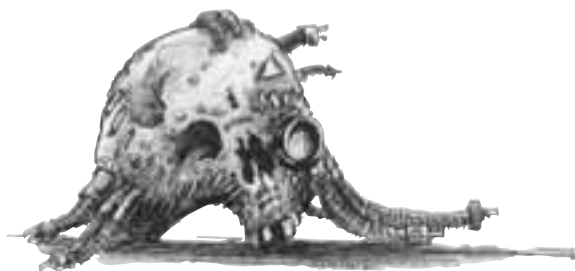
The leap may be used to jump across gaps, but in this case the player must commit the model to making the leap before rolling the dice to see how far the model jumps. If the model fails to make it all the way across, then it falls through the gap.

5 Quick Draw

A model with this skill can double its Initiative when it makes a fast draw in a gunfight. See the Gunfight scenario to find how this works.

6 Sprint

The model may triple its movement rate when it runs or charges, rather than doubling it as normal.



COMBAT SKILLS

1 Combat Master

If the model is attacked by multiple opponents in hand-to-hand combat then it can use the enemies' numbers against them. For each opponent over one, add +1 to the model's Weapon Skill.

2 Disarm

The model may use this skill against one close combat opponent at the start of the hand-to-hand combat phase. Roll a D6. On a roll of 4+ the enemy automatically loses one weapon of your choice. This weapon is destroyed and can no longer be used – it is deleted permanently from the gang roster. A model is always assumed to have a knife, even if he has been disarmed of all his other weapons.

3 Feint

The model may 'convert' any parries it is allowed to use into extra attacks at +1 A per parry. The attack is used instead of the parry. The model may choose to feint or parry each time it attacks (eg, you could parry one time and feint the next).

4 Parry

A model with the Parry skill may parry in hand-to-hand combat even if he does not have a sword or another weapon suitable for parrying. The model knocks aside blows using the flats of his hands or the haft of his weapon. If the model has a weapon that may parry, it may force an opponent to re-roll up to 2 Attack dice when parrying, rather than just 1.

5 Counter Attack

If a model carries a sword he is normally able to parry (force his opponent to re-roll his best Attack dice). However, a parry is cancelled out if the opponent is also armed with a sword or has the Parry skill as described above. If a fighter has the Counter Attack skill and his parry is cancelled for whatever reason, then he may make a Counter Attack – roll an extra Attack dice immediately.

6 Step Aside

The model has an uncanny ability to step aside and dodge blows in hand-to-hand combat. If the model is hit in hand-to-hand fighting roll a D6. On a roll of 4+ the model steps out of the way of the blow and is unharmed.

STEALTH SKILLS

1 Ambush

The model is allowed to go into overwatch and hide in the same turn. Normally a fighter must expend his entire turn to go into overwatch, but a fighter with the Ambush skill may do both.

2 Dive

A model with this skill can run and hide in the same turn. Normally a fighter who runs cannot hide in the same turn, but a fighter with Dive skill can run and hide.

3 Escape Artist

This model may never be captured after a battle. If you roll a 'Captured' result on the Serious Injuries table then the fighter escapes unharmed together with his equipment.

4 Evade

The model ducks and weaves as he moves making him very hard to hit. Any enemy shooting from short range suffers a -2 to hit penalty, while any enemy shooting at long range suffers a -1 penalty. This penalty only applies if the fighter is in the open and not if he is behind cover.

5 Infiltration

A model with this skill is always placed on the battlefield after the opposing gang and can be placed anywhere on the table as long as it is out of sight of the opposing gang. If both players have models that can infiltrate roll a D6 each, lowest roll sets up first.

6 Sneak Up

Any sentry attempting to spot this model must halve his normal spotting distance. Rules for sentries and spotting are covered in the relevant scenarios.



MUSCLE SKILLS

1 Body Slam

The model adds +2 to its WS in the turn when it charges instead of only +1.

2 Bulging Biceps

This skill may only be taken by a heavy. The heavy is allowed to move and shoot with weapons that would normally restrict the model to either moving or shooting. However, if the model moves and shoots in the same turn it suffers a -1 to hit penalty.

3 Crushing Blow

A model with Crushing Blow skill has a +1 Strength characteristic bonus in hand-to-hand combat. As a fighter's own Strength is used as the basis for calculating the strengths of hand-to-hand weapons the bonus will apply to all such weapons.

4 Head Butt

If the model inflicts 2 or more hits in hand-to-hand combat then he may choose to exchange all hits for a single hit with a further strength bonus. The bonus equals +1 for each extra hit scored, so you could exchange 2 S4 hits for a single S5 hit, or 3 S4 hits for a single S6 hit, and so on.

5 Hurl Opponent

If you win a round of combat, instead of hitting your opponent you can throw him D6" in the direction of your choice. The thrown model takes a single hit equal to half the distance rolled. If it hits a solid object (such as a wall) before it reaches the full distance thrown it will stop there. If it hits another model, then both models take a hit equal to half the distance rolled. Note that the best way to use this skill is to throw opposing models off tall buildings!

6 Iron Jaw

If a model with this skill is hit in hand-to-hand combat reduce the strength of each hit suffered by 1 point.

FEROCITY SKILLS

1 Berserk Charge

A model with this skill rolls double the number of Attack dice on its profile in the turn when it charges. However, a model making a berserk charge may not parry that turn.

2 Impetuous

If a model has this skill he may increase the range of his follow-up move in hand-to-hand combat from 2" to 4".

3 Iron Will

Only the gang leader may have this skill. It allows you to re-roll a failed Bottle roll as long as the leader is not down or out of action.

4 Killer Reputation

A model with this skill has such a reputation as a vicious and depraved killer that his foes quail when he charges them. This causes fear and the enemy must take a psychology test for fear as appropriate.

5 Nerves of Steel

If the model fails a dice roll to avoid being pinned it may make the roll again.

6 True Grit

Treat a roll of 1 or 2 as a flesh wound when rolling for the extent of injuries. A roll of 3-5 indicates the model has gone down, and a roll of 6 means it is out of action, as normal. When using special injury charts (needle guns, for example) add 1 to the lowest result band in the same way as above.

TECHNO SKILLS

1 Armourer

The armourer checks all the weapons being used by the gang before the battle starts. Any model in the gang may add +1 to any and all Ammo rolls (including a roll to determine if a weapon explodes). A roll of 1 is always a failure regardless.

2 Fixer

Gangers only. If the model is used to work a piece of territory with a randomly generated income, you may re-roll the dice if you do not like the first result. You must accept the result of the second roll.

3 Inventor

Roll a D6 after each battle. On a roll of 6 the model has invented something! Randomly select an item from the rare Trade Chart in the Trading Post section (page 97). Whatever is selected is the item that has been invented.

4 Medic

The model has some experience of patching up his fellow fighters. If your gang includes a fighter with this skill you can re-roll a result on the Serious Injury table for one model after a battle.

5 Specialist

This skill may only be taken by juves or gangers. It allows the model to be armed with a special weapon.

6 Weaponsmith

A model with this skill may ignore failed Ammo rolls and weapon explosions on a D6 roll of 4+.

SHOOTING SKILLS

1 Crack Shot.

A model with this skill can re-roll the Injury dice when rolling injuries he has inflicted by shooting. You must accept the result of the second roll regardless of the result.

2 Fast Shot

If a model has Fast Shot skill he may shoot several times in the shooting phase and not just once as normal. The model can shoot as many times as his Attacks characteristic. He can shoot at the same target or at separate targets as you wish.

This skill may only be used with pistols and basic weapons. It may not be used with special or heavy weapons as they are far too cumbersome.

3 Gunfighter

The model can aim and fire a pistol from each hand. This enables him to take two shots in the shooting phase if he carries two pistols. If he carries a basic, special or heavy weapon he always requires one hand to hold this and so cannot use two pistols at once.

4 Hip Shooting

The model is allowed to shoot even if it ran in the same turn. However, if it does so it suffers a -1 to hit modifier and cannot count any bonuses from sights. Note that it is impossible to run and shoot with a heavy weapon, even with the Hip Shooting skill.

5 Marksman

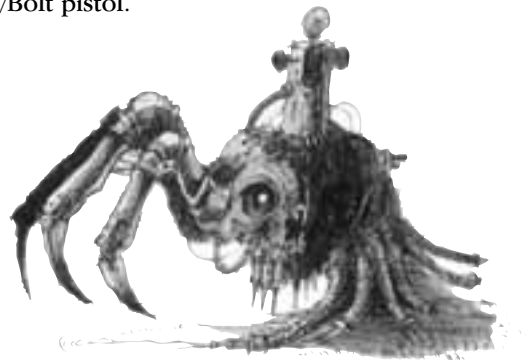
A model with the Marksman skill may ignore the normal restriction which obliges fighters to shoot at the nearest target. Instead, he can shoot at any target he can see.

In addition, a model with the Marksman skill may shoot at targets at extreme range – this is between normal maximum range and half as far again. For example, a lasgun has a normal maximum range of 24" and an extreme range of 24-36". Shots at extreme range suffer the same 'to hit' penalty as long range.

This skill may only be used with basic weapons. It may not be used with pistols, special or heavy weapons.

6 Rapid Fire

If the model does not move in its movement phase it can shoot twice in the shooting phase. This skill only works with one specified kind of pistol or basic weapon which you must choose when the skill is earned. Note this down on the gang roster – eg, Rapid Fire/Bolt pistol.



TERRITORY

The gang's territory represents local resources that the gang members can exploit in various ways. It includes nearby wastes where the gang can scavenge for the odd bit of ore or scrap, and encompasses the efforts of the fighters' friends and relatives who may live inside the big settlements or in out-holes nearby. Territory also represents contacts that the gang has developed with local workshops or the owners of drinking holes and gambling dens.

YOUR TERRITORY

Every gang begins with five territories generated from the Territory table (see page 94). Some scenarios allow gangs to gain extra territory or lose it to their rivals (see page 109). The more and better territory a gang has the richer it will become.

There is room to record the gang's territory and how much income it generates on the left of the gang roster sheet. To begin with players randomly generate five territories and record them on their roster.

INCOME

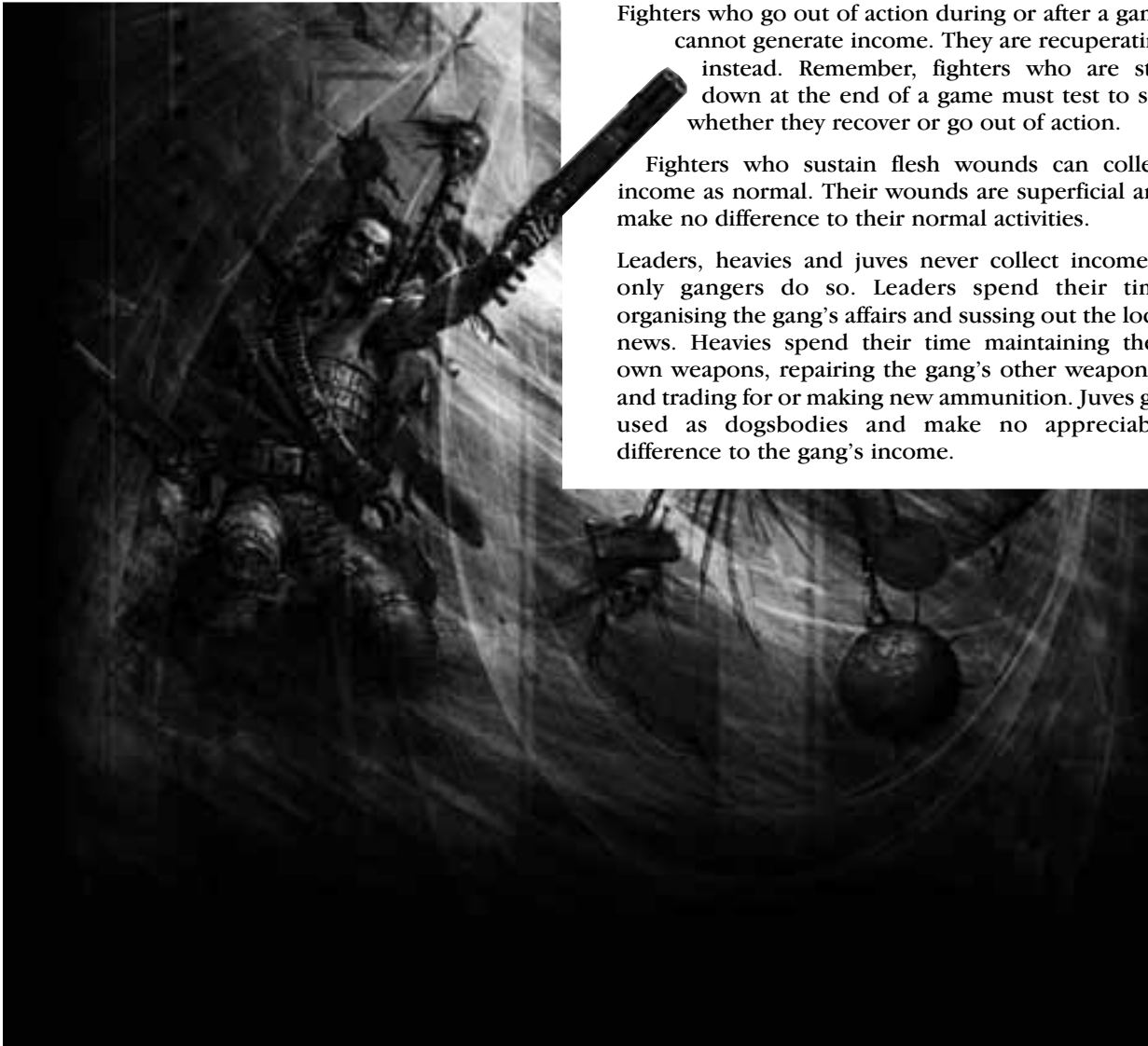
At the end of a battle a gang can collect income from its territories as described below. This is done as soon as the game is over so that players can witness each other's dice rolls.

Each ganger who survives the game without going out of action can generate income from any one of the gang's territories. This represents his efforts scavenging the wastes, trading, working, running gambling sessions, collecting money owed and dealing with favoured contacts.

Fighters who go out of action during or after a game cannot generate income. They are recuperating instead. Remember, fighters who are still down at the end of a game must test to see whether they recover or go out of action.

Fighters who sustain flesh wounds can collect income as normal. Their wounds are superficial and make no difference to their normal activities.

Leaders, heavies and juves never collect income – only gangers do so. Leaders spend their time organising the gang's affairs and sussing out the local news. Heavies spend their time maintaining their own weapons, repairing the gang's other weaponry, and trading for or making new ammunition. Juves get used as dogsbodies and make no appreciable difference to the gang's income.



COLLECTING INCOME

Each ganger can generate income from one territory. The player chooses the territories he wishes to collect income from and adds up the total amount generated. Most territories generate a variable income: D6x10 or 2D6x10 credits, in which case the player makes the appropriate dice rolls to determine the total.

Regardless of how many territories or how many gangers a gang has it may never collect income from more than ten.

The gang must spend a proportion of its income on basic necessities such as food, drink, ammunition and general weapon maintenance. This is determined by cross referencing the gang's income with the number of models in the gang.

The more models in a gang the more it costs to maintain, to buy ammo, grub, booze and so forth. The number indicated on the chart below is the profit in credits earned after deducting basic maintenance costs. The profit is added to the gang's stash.

INCOME	NUMBER OF MODELS IN GANG						
	1-3	4-6	7-9	10-12	13-15	16-18	19-21
0-29	15	10	5	0	0	0	0
30-49	25	20	15	5	0	0	0
50-79	35	30	25	15	5	0	0
80-119	50	45	40	30	20	5	0
120-169	65	60	55	45	35	15	0
170-229	85	80	75	65	55	35	15
230-299	105	100	95	85	75	55	35
300-379	120	115	110	100	90	65	45
380-459	135	130	125	115	105	80	55
460-559	145	140	135	125	115	90	65
560-669	155	150	145	135	125	100	70



EXAMPLE: A gang consists of a leader, two heavies, four gangers and three juves. The gang fights a battle and two of the gangers go out of action but survive to fight another day. After the game is over the player works out his income. He has only two remaining gangers to work the gang's territories. These naturally collect income from the two best territories held by the gang, which happen to be Old Ruins (10 points) and Mine Workings (D6x10). A roll of '4' for the mine gives a total of 10+40 = 50 credits. There are 10 fighters to support so the gang is left with a total of 15 credits profit to add to its stash.



GIANT KILLER BONUS

When a gang fights and beats an enemy with a higher gang rating it receives extra income. The gang's contacts are impressed by its success and local traders are keen to expand their dealings with the new Giant Killers.

The chart below shows the extra income a gang earns after beating an enemy with a higher gang rating. Note that this is added to the income earned from territory, not to its profit.

Difference In Gang Rating	Income Bonus For Winning
1-49	+5
50-99	+10
100-149	+15
150-199	+20
200-249	+25
250-499	+50
500-749	+100
750-999	+150
1,000-1,499	+200
1,500+	+250

SPENDING THE STASH

You can spend stash on weapons, hiring new fighters, or any of the items available at the trading post. See the Trading Post section for details.

TERRITORY TABLE

To generate a random territory from the table on these two pages roll two dice. The first dice roll is taken as 'tens' and the second as 'units'. This is called a D66 roll. The table indicates the type of territory, and the income it provides, with a short description underneath of any special rules for the territory.

D66

ROLL TERRITORY INCOME

11 Chem Pit 2D6

An extensive and highly dangerous chemical pit lies nearby. The pit is a source of constantly changing chemicals, sulphurous deposits, and all kinds of poisonous and corrosive substances. If you want to collect chemicals from the pit you gain 2D6 credits.

The work is extremely hazardous. If you roll a double or a 6 when working out your credits then the ganger falls into the chem pit but manages to haul himself free. He struggles back to base horrifically scarred, his skin covered with blisters. His appearance is so foul that from now on he causes fear. No income is collected.

12-16 Old Ruins 10

There is an exposed area of ancient ruins not far from your settlement. If a ganger searches through the ruins he may find scrap pieces of archeotech, bits of old metal, or interesting old curios – enough to sell for 10 credits.

21-25 Slag 15

Near your settlement there is an extensive network of tunnels and crawlholes full of iron slag and other solidified chemical wastes. A ganger can work the slag by breaking it up ready to sell to the local Guilders for 15 credits.

26 Mineral Outcrop D6x10

Not far from your settlement there is an outcrop of mineral wastes where a ganger can collect valuable sparstones, adonite crystals, igneous adamantorite, or one of the many other kinds of mineral gems that are formed in the Underhive. You will earn D6x10 credits by searching the outcrop for precious stones.

31-35 Settlement 30

The families of your gang fighters own holes or workshops inside the settlement where the gang is based. These holdings help to support the gang by providing food, shelter, and a vital link with the local traders.

If a ganger visits his family he collects 30 credits. In addition, whether the territory is used or not, there is a chance of a young relative leaving the settlement to join your gang. Roll a D6 after each game. On the roll of a 6 you may recruit a juve for free. You will have to pay for his weapons though.

36 Mine Workings D6x10

In a secret location in the wastes your gang has discovered a mine. The excavations yield carnotite gems or some other valuable ores or stones. Friends of the fighters are already working in return for a slice of the proceeds. You can collect D6x10 credits as your share of the profits to date.

If you capture an enemy fighter then you can put him to work in your mine instead of selling him to slavers. Each captive worker adds +1 to your D6 dice roll for income from the mine.

41-42 Tunnels 10

Your gang has found a buried entrance to a labyrinth of ancient service ducts beneath the dome floor.

When the gang fights a battle it can use these ducts to position up to three fighters anywhere on the battlefield at ground level. Models are set up at the end of the player's first turn and cannot be placed within 8" of enemy models. This represents the fighters working their way behind the enemy using their secret tunnels.

43-44 Vents 10

The gang has found a concealed entrance into a network of ancient ventilation shafts.

When the gang fights a battle it can use these vents to position up to three fighters anywhere on the battlefield above ground level. Models are set up at the end of the player's first turn and cannot be placed within 8" of enemy models. This represents the fighters working their way over and around the enemy using their secret air shafts.

45-46 Holestead D6x10

One of the gang fighters comes from a holestead out in the wastes. The hole produces a crop of nutritious slime which the ganger can help his family carry to the local trade post in return for D6x10 credits' cut of the proceeds.

51-52 Water Still D6x10

The gang has discovered and renovated an old water still out in the wastes. The still is worked by the family or friends of one of the gangers. Guilder slave trains carry the water to local settlers making the gang a share of the proceeds amounting to D6x10 credits.

53-54 Drinking Hole D6x10

Your gang leader has inherited an old drinking hole in payment of an outstanding gambling debt. The hole earns a small sum and also provides the gang with a convenient base in the local settlement. You can visit the drinking hole to collect your share of D6x10 credits.

55-56 Guilder Contact D6x10

A local Guilder has offered you favourable rates in return for your business. As a result you are able to increase your income substantially. If you wish to deal with your Guilder contact you gain an extra D6x10 credits.

If you recover any loot during a fight you can trade it in to your Guilder contact for an extra +5 credits income for each item.

61 Friendly Doc D6x10

One of the local medical practitioners has offered to patch up your wounded fighters at favourable rates in return for blood and tissue donations from your gangers. If a ganger wants to part with a few pints of blood or some other renewable tissue you gain D6x10 credits. The Doc will also give you D6x5 credits for the body of any of your fighters who dies in combat, providing him with a useful supply of organs and limbs for transplant.

62 Workshop D6x10

The family or friends of one of your gang fighters runs a workshop in the local settlement. You can trade in bits of scrap or other odds and ends in return for cheap repair work or cash. If you want to visit the workshop you earn D6x10 credits.

In addition, thanks to your workshop's meticulous care, you always ignore the first Ammo test during a battle. It is assumed you pass the test and no dice are rolled. Note that this only applies to the first test, not to subsequent ones.

63 Gambling Den 2D6x10

Your gang runs a gambling den in an old disused hole in your settlement. Although the income from running a game is good, it is a risky business because Underhivers are notorious cheats and bad losers too. If you decide to run a gambling session you receive 2D6x10 credits. However, if you roll a double you lose that number of credits from that turn's income instead – eg, double 4 you lose 80 credits.

Note that losses are deducted from your income before making reductions for basic running costs. If a gang is unable to pay gambling debts out of its income then the difference must be made up from its stash. If this still isn't enough to cover the gang's debts then weapons or equipment must be sold off.

64 Spore Cave 2D6x10

Your gang has discovered a hidden cave where many kinds of rare fungi grow, such as pearl spore and iron mould. A ganger can harvest the fungi and sell it to local traders for 2D6x10 credits.

If you roll double 1 when harvesting fungus the collecting ganger has contracted Spore Sickness. This is a fungal disease in which plump and colourful fungi sprout from all over the victim's body. Spore Sickness is not lethal and recovery is automatic, but the ganger will not be able to take part in future battles until he recovers by rolling a 4, 5 or 6 at the start of a game. Once recovered he may fight as normal.

65 Archeotech 2D6x10

Your gang has discovered a hidden entrance into a small unexplored dome. A ganger can collect remnants of ancient technical devices which can be sold for 2D6x10 credits.

So long as your gang is careful not to sell too many items at once no one will suspect that you have discovered a new dome. No risk is incurred by collecting 2D6x10 credits. However, if you want to work the dome more intensely you can do so. A ganger can collect 3D6x10, 4D6x10, 5D6x10 or even 6D6x10 from the hoard, but if he rolls any doubles at all then he has been spotted entering the dome. You still collect the income rolled but the hoard is secret no longer and it is immediately stripped bare by treasure hunters. The territory then becomes an area of Old Ruins instead.

66 Green Hivers Choose

You befriend a group of settlers who have migrated from Hive City to the Underhive to start a new life. Possibly your gang has chanced upon the settlers lost or dying in the wastes. Maybe they are relatives or friends of one of your gang fighters who have deliberately sought him out. Thanks to your contacts and influence you are able to give the green hivers a good start, and naturally they are grateful for your assistance and only too pleased to help in the future. You may choose any type of territory from the chart. The territory represents the vocation of the settlers or a discovery they have chanced across in their journey to the Underhive. The territory yields the appropriate income for its type.

TRADING POSTS

Every medium-sized settlement has at least one trading post where Guilders and local traders sell their goods and buy items they want. The Guilders also act as bankers, exchanging items for credit which can be spent in any trading post in the Underhive.

The trading post in a large settlement might enclose a substantial area with many traders offering goods and services. Small settlements are served by travelling Guilders, poor cousins to the rich merchants of the Hive City, itinerant tradesmen who hike their wares from one place to another.

SPENDING CREDITS

After every game a gang can collect income from its territories as described earlier. Credits can be spent on recruiting new fighters and on new equipment for the gang.

New Recruits

New fighters are recruited in the same way as the original gang. Refer to the Recruiting a Gang section. New recruits may be armed with any of the weapons described in the Gang Recruitment list, but cannot be given other equipment until they have fought at least one battle.

Gangs can recruit whatever type of fighter the player wishes, but the usual restrictions apply regarding the number of leaders, heavies and so on. For example, a player cannot recruit a second leader or have more than two heavies in a gang.

Recruiting Hired Guns

Players may hire mercenary fighters for the gang if they wish. Refer to the Hired Guns section for details. Hired Guns are wanderers who are willing to sell their expert skills to anyone prepared to pay.

Weapons

If players want to buy new weapons or other equipment for existing gang fighters then refer to the trading charts below. The charts list all the equipment available in the Underhive, not just the common weapons included in the Recruitment charts. Rarer items and weapons are not always available and vary in price. Remember that each house must adhere to its own house weapons list as well.

When to Buy

Players should preferably complete their recruiting and trading after the battle is over, making any appropriate dice rolls while both players are present.

Alternatively, players may prefer to wait until the heat of battle has cooled and they are able to consider purchases more carefully. Determine which rare items are offered for sale whilst both players are together. The players can then work out what they will buy later.

TRADING

Common items can be bought quite readily in any Underhive settlement, either from a trading post or directly from a workshop. Players can purchase as many of these items as they want. The price for common items is fixed, so players always pay the same for them.

Rare items are hard or even impossible to find. Only occasionally do such items turn up for sale and the price asked is often way and above their true value. Players must be prepared to snap up useful items as they are offered, especially the really hard-to-get weapons and equipment.

To represent the scarcity of rare items each player makes a dice roll at the start of his trading session to determine what goods are offered to him. To determine how many rare items are offered roll a D3 (ie, a D6 counting 1-2 as 1, 3-4 as 2 and 5-6 as 3). This is the number of items offered to the gang leader as he scours the trade posts and visits his contacts in the drinking holes and gambling dens.

Roll D66 for each item and consult the Rare Trade chart to discover what is on offer. The player may buy any of the items offered, but only one of each item unless the same result is rolled more than once.

Note that each player rolls separately for his trading – the gangs don't necessarily hide out in the same place nor do they have the same contacts. One player cannot buy goods offered to another.

Gangers and Trading

If a player wishes he can use a ganger to search around the trade post and make enquiries about further rare items which might be for sale. A ganger who does this cannot collect income from the gang's territory that turn; searching out rare items is an alternative to collecting income.

For each ganger employed in this fashion you may add a further +1 randomly generated rare items to the list of those offered for sale. Extra gangers will not grant additional weapons purchased that are not on your house weapon list.

Rare Trade Chart

The following chart is used to determine what rare trade items are offered for sale to the gang leader. D3 items are offered automatically and a further +1 for each ganger sent to search them out. The prices of rare items are given on the main trade charts.

RARE TRADE CHART

D66 Roll Item

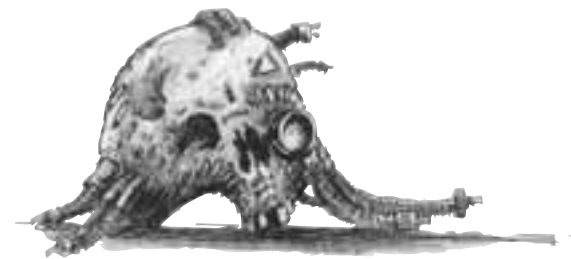
11-14	Power Weapon – Roll a D6: 1 – Power Axe 2 – Power Fist 3 – Power Maul 4-6 – Power Sword
15	Rare Weapon – Roll a D6: 1-3 – Needle Weapon. Roll a D6. 1-4: Needle Pistol, 5-6: Needle Rifle 4-5 – Web Pistol 6 – One in a Million Weapon (see page 54)
16	Gas Grenades – Roll a D6: 1-2 – Choke 3-4 – Scare 5-6 – Hallucinogen
21-22	Grenades – Roll a D6: 1 – Melta Bomb 2-3 – Photon Flash Flare 4 – Plasma Grenade 5-6 – Smoke Bomb
23-24	Hotshot Laser Powerpack
25-31	Gunsight – Roll a D6: 1-2 – Red-Dot Laser Sight 3 – Mono Sight 4 – Telescopic Sight 5-6 – Infra Red Sight
32-34	Armour – Roll a D6: 1-4 – Flak 5 – Carapace 6 – Mesh
35	Bionics – Choose one of: Bionic Arm, Bionic Eye or Bionic Leg.
36	Auto-repairer
41	Bio-Booster
42	Bio-Scanner
43	Blindsnake Pouch
44	Concealed Blade
45	Grav Chute
46	Grapnel
51	Infra-Goggles
52	Isotropic Fuel Rod
53-54	Medi Pack
55	Mung Vase
56	Ratskin Map
61	Screamers
62	Skull Chip
63	Silencer
64	Stummers
65-66	Weapon reload

SELLING

A player may wish to trade-in weapons at the same time as he buys new ones. After all, as gangs get more powerful they often abandon their earlier armament in favour of something better. However, the secondhand value of equipment is not high due to the considerable wear and tear inflicted on it by your fighters.

Gangs can automatically sell equipment for half its listed price. In the case of rare weapons which have a variable price the gang receives half of the fixed cost component only (delicate machinery taking a particular hammering in combat). For example, a Red-dot laser sight costs 40+3D6 credits so it can be sold for 20 credits.

Alternately, old weaponry can be hoarded for future use (make a note on the gang roster) or it can be swapped around the gang from one fighter to another (though not between gangs). As the value of old weapons is low compared to the cost of equipping new recruits, a gang can usually find a use for its cast off armaments.



HOUSE WEAPON LISTS

During the post game sequence your gang may buy as many weapons from your house weapons list as you have credits for. Weapons that are not on your house weapon list are harder to find, but still available to you if you desire them.

When your gang leader and any gangers that accompany him go in search of rare trade they may also be looking for weapons not on their house weapons list. This is done in a similar fashion as searching for rare trade and follows all the rules of searching for rare trade items. Your gang leader rolls a d3 and adds all the applicable modifiers. This is the number of items that are offered to your gang leader. Before determining what rare items are offered to your gang leader (by rolling d66) you may instead choose to use one or more of those offers to purchase one weapon not on your house weapons list. Each non-house weapon purchased reduces your rare trade offers by one. Note: Common equipment (like respirators) is considered accessible to every house and does not cause a reduction in rare trade items. In addition, gangs that have a specialized starting weapons list, like Scavvies or Ratskins, treat their weapons lists as a House Weapons list.

PRICE CHART

The following charts indicate the cost of items available for sale at the trading post. The cost of rare items is included, but such items cannot be bought unless they are offered for sale as already described. In some cases the cost of an item is variable, and includes a base cost plus a variable extra amount, for example 40+3D6 credits. In these instances the extra variable cost is the additional rarity value of the item – the premium which must be paid to own it. Likewise, the cost of all common items is included, though again these are restricted to the particular gangs who have them listed on their House’s weapon lists.

HAND-TO-HAND WEAPONS

Item	Cost	Availability
Sword	10	Common
Chainsword	25	Common
Club, Maul or Bludgeon	10	Common
Chain or Flail	10	Common
Knife (1st knife is free)	5	Common
Massive Axe, Sword or Club	15	Common
Power Axe	35+3D6	Rare
Power Fist	85+3D6	Rare
Power Maul	35+3D6	Rare
Power Sword	40+3D6	Rare

PISTOLS

Item	Cost	Availability
Autopistol	15	Common
Bolt Pistol	20	Common
Hand Flamer	20	Common
Laspistol	15	Common
Needle Pistol	100+4D6	Rare
Plasma Pistol	25	Common
Stub Gun	10	Common
Web Pistol	120+4D6	Rare

BASIC WEAPONS

Item	Cost	Availability
Autogun	20	Common
Boltgun	35	Common
Lasgun	25	Common
Shotgun	20	Common

(solid shot + scatter shells)

SPECIAL WEAPONS

Item	Cost	Availability
Flamer	40	Common
Grenade Launcher (Grenades extra)	130	Common
Meltagun	95	Common
Needle Rifle	230+4D6	Rare
Plasma Gun	70	Common

HEAVY WEAPONS

Item	Cost	Availability
Auto-cannon	300	Common
Heavy Stubber	120	Common
Heavy Bolter	180	Common
Heavy Plasma Gun	285	Common
Lascannon	400	Common
Missile Launcher (Missiles extra)	185	Common

GRENADES

Item	Cost	Availability
Choke gas grenades	15+2D6	Rare
Frag grenades	30	Common
Hallucinogen gas grenades	40+4D6	Rare
Krak grenades	50	Common
Melta Bomb	40+3D6	Rare
Photon Flash Flare	20+2D6	Rare
Plasma grenade	30+3D6	Rare
Scare gas grenades	20+2D6	Rare
Smoke Bomb	10+3D6	Rare

MISSILES

Item	Cost	Availability
Frag Missiles	35	Common
Krak Missiles	115	Common

SPECIAL AMMO

Item	Cost	Availability
Man-Stopper Shotgun shell	5	Common
Hot-Shot Shotgun shell	5	Common
Bolt Shotgun Shell	15	Common
Hotshot Laser power pack	15	Rare
Dum-dum Bullets for Stub gun	5	Common

GUNSIGHTS

Item	Cost	Availability
Red-Dot Laser Sight	40+3D6	Rare
Mono Sight	40+3D6	Rare
Telescopic Sight	40+3D6	Rare
Infra Red Sight	30+3D6	Rare

ARMOUR

Item	Cost	Availability
Flak	10+2D6	Rare
Carapace	70+3D6	Rare
Mesh	25+3D6	Rare

BIONICS

Item	Cost	Availability
Arm	80+3D6	Rare
Eye	50+3D6	Rare
Leg	80+3D6	Rare

MISCELLANEOUS

Item	Cost	Availability
Auto-repairer	80+4D6	Rare
Bio-Booster	50+4D6	Rare
Bio-Scanner	50+3D6	Rare
Blindsnake Pouch	30+2D6	Rare
Clip Harness	10	Common
Concealed Blade	10+D6	Rare
Filter Plugs	10	Common
Grav Chute	40+4D6	Rare
Grapnel	30+4D6	Rare
Infra-Goggles	30+3D6	Rare
Isotropic Fuel Rod	50+4D6	Rare
Lobo-chip	20	Common
Medi-pack	80+4D6	Rare
Mung vase	D6x10	Rare
One in a Million Weapon	Weapon x 2	Rare
Photo-Contacts	15	Common
Photo-Visor	10	Common
Ratskin Map	D6x10	Rare
Respirator	10	Common
Screamers (one encounter)	10+3D6	Rare
Silencer	10+2D6	Rare
Skull Chip	30+3D6	Rare
Stummers (one encounter)	10+3D6	Rare
Weapon Reload	Half Weapon base cost	Rare



ADJUSTING THE GANG RATING

The gang rating of each gang is equal to the value of its fighters plus their Experience points. As the value of fighters includes their equipment, players must alter the sub-totals on the gang's roster sheet every time equipment is bought or sold.

Any weaponry or other equipment that the gang keeps but does not give to a fighter is hoarded. It remains unissued in your hideout and its value is not included in the gang rating.

Where the cost of equipment varies the variable amount is discounted when calculating a fighter's total worth. So, a fighter with a bionic leg is worth an extra 80 credits not 80+3D6. The variable cost of rare weaponry and other equipment represents an additional 'rarity' cost charged over and above the actual worth of the item.

DEATH OF A FIGHTER

When a fighter is killed all of his equipment and weaponry is lost. This is a very important rule, so be sure to be clear about it right from the start. It is not possible to reallocate a fighter's weapons or equipment once he is dead.

HIRED GUNS

This section of the Campaign rules introduces Hired Guns into the game. Hired Guns are mercenary adventurers who fight for money. They are essentially loners who wander the Underhive selling their services at the trade posts in settlements like Dust Falls, Two Tunnels and Dead End Pass. .

RECRUITING HIRED GUNS

A player can recruit Hired Guns when he creates his gang. Hired Guns can also be recruited from the trade post after any game. A gang can dispense with the services of a Hired Gun after any game.

Hired Guns don't belong to the gang they fight with and they don't usually help the gang except by fighting. This means that Hired Guns don't count as members of the gang for purposes of collecting income or for deducting cost of living expenses.

A player cannot buy extra weapons or equipment for a Hired Gun, and he cannot sell a Hired Gun's weapons or equipment. Hired Guns earn no Experience points which means they never gain further skills or characteristic bonuses.



In ages past a trickle of waste seeped downwards through the hive and into an abandoned dome. In time the trickle became a torrent, and the dome's roof collapsed under the relentless pressure. The falling fluids brought masses of debris into the dome, burying the floor beneath a thick layer of sediment. Eventually, further erosion of the dome's floor caused it to collapse too, and the fall plunged into a yet older dome beneath.

The effluent flow grew year by year, carrying debris further down, and wearing away a whole series of domes to produce a roaring fall of multi-hued effluent and a gaping chasm into the deepest levels of the hive.

Today the effluent is gone but a thin trickle of dust still cascades from above. In its stead there is the shaft itself, plunging through the Underhive to the darkness of the hive bottom. This is called the Abyss, a mile-deep hole that pierces dome after dome in the path of the old river falls.

Perched upon the edge of the Abyss is Dust Falls, a large settlement from which ambitious gangs take the steep path down into the depths of the hive. The trail leads to the Hive Bottom itself and the pollutant sump lake of chemical slime that lies at its base.

HIRE FEE

The gang must pay the hire fee for the Hired Gun when he is recruited and subsequently after each battle he fights in including the first. This cost comes from the gang's stash in the same way as the cost of buying new weapons or recruiting new gang fighters. If there is insufficient credit in the stash to pay a Hired Gun he leaves the gang and the gang may not recruit further Hired Guns until it has fought another battle.

For purposes of the gang rating the value of a Hired Gun is his hire fee x 5.

Although Hired Guns are good value, especially for new gangs, there are disadvantages. Firstly and most importantly they do not accumulate Experience points and cannot advance beyond the level they are at when hired. This means that they are less useful for established gangs that already have good quality fighters. Secondly, the hiring fee of these mercenaries reduces the cash available to recruit new fighters and weapons – both of which are vital to a gang's future.

The three different types of Hired Gun are Underhive Scum, Ratskin Scouts and Bounty Hunters. Any of these three can be found quite easily. They hire out from the trade posts and rates are well established.

UNDERHIVE SCUM



Underhive Scum, or Scummers, prefer the carefree, wandering life of a mercenary to that of a ganger. They travel from town to town, making few friends or commitments, earning whatever easy money is around before moving on. Scum are too wild and independent to submit to the leadership of anyone for very long, and they hire out their services as they feel like it. Despite their carefree lifestyle and happy-go-lucky attitude Scummers are good fighters so their services are always in demand. Many end up working for the Guilders, but there are always a few willing to tag along with a gang for a share of the spoils.

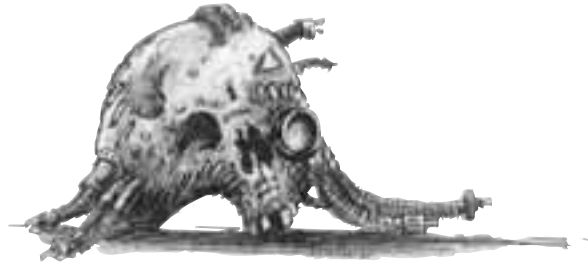
RECRUITING SCUM

If a player wants to hire Underhive Scum he must pay the standard hire fee, which is 15 credits for each Scummer. A gang can recruit as many Scummers as the player wishes. The profile and skills for Scummers are worked out after they are hired.

For purposes of calculating the gang rating each Scummer has a value of 75 (ie, his hire fee of 15x5).

SCUM PROFILE

Scum are likely to have special skills as well as superior characteristic values. This is worked out only after the Scummer is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this the Scummer will have a number of 'advances' as explained below.



SCUM ADVANCES

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

A Scummer has 6 'advances' which are either bonuses on his profile or skills. Roll a D6 six times and consult the chart below, noting down the increases and skills as you go along. A Scummer may not improve any characteristic by more than +2; if an increase is rolled for a third time re-roll the result. Similarly, if you roll the same skill twice re-roll to get another.

D6 Roll Advance

- | | |
|-----|---|
| 1 | +1 Ballistic Skill |
| 2 | +1 Initiative |
| 3 | +1 Leadership |
| 4 | Roll a further D6:
1: +1 Weapon Skill, 2: +1 Strength,
3: +1 Toughness, 4: +1 Wound,
5: +1 Attack, 6: +1 Leadership |
| 5-6 | Roll a further D6:
1-3: Gunfighter (<i>Shooting skill</i>)
4-5: Quick Draw (<i>Agility skill</i>)
6: Roll a Further D6:
1: Crack Shot (<i>Shooting skill</i>)
2: Fast Shot (<i>Shooting skill</i>)
3: Hip Shooter (<i>Shooting skill</i>)
4: Dodge (<i>Agility skill</i>)
5: Rapid Fire (<i>Shooting skill</i>)
6: Killer Reputation (<i>Ferocity skill</i>) |

SCUM WEAPONS

A Scummer fights with his own weapons which can be any of the combinations listed below. He will never buy or use other weapons or equipment (Scum notoriously spend all their credit on booze and gambling). Choose one of the following combinations for the Scummer:

- Knife & 2 Bolt Pistols
- Knife & Plasma Pistol & Laspistol
- Knife & Plasma Pistol & Autopistol
- Knife & Bolt Pistol & Hand Flamer

BOUNTY HUNTERS



Bounty Hunters are amongst the toughest and most dangerous of all Necromundan Underhivers. They survive in perilous conditions, living out in the wastes, pursuing outlaws and mutants through the ruins. Bounty Hunters are loners who neither need nor want to be associated with a gang. Bounty Hunters will hire their services to a gang leader if there are no decent bounties to be had, but such allegiances tend to be temporary.

Bounties are displayed at all trade posts, offering rewards to anyone who brings in outlaw leaders, gangs, mutants and other criminal types. Sometimes general bounties are declared on Ratskin Renegades or on Underhive monsters. The rewards offered are good, but the job is a hard one, and many Bounty Hunters die out in the wastes, slain by the outlaws and mutants they set out to hunt.

RECRUITING BOUNTY HUNTERS

If a player wants to hire a Bounty Hunter he must pay the standard hire fee, which is 35 credits. A gang can have only one Bounty Hunter. The profile and skills for Bounty Hunters is worked out after they are hired.

For purposes of calculating the gang rating a Bounty Hunter has a value of 175 (ie, his hire fee of 35 x 5).

BOUNTY HUNTER PROFILE

Bounty Hunters have special skills as well as superior characteristic values. This is worked out only after the Bounty Hunter is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this the Bounty Hunter will have a number of 'advances' as explained below.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	2	4	1	8

In addition to his enhanced profile a Bounty Hunter has three further 'advances' which are either additional bonuses on his profile or skills. Roll a D6 three times and consult the chart below, noting down the increases and skills as you go along. A Bounty Hunter may not improve any characteristic by more than +2, nor may he increase his Wounds beyond 3. If a further increase is rolled re-roll the result. Similarly, if you roll the same skill twice re-roll to get another.

D6 Roll Advance

- | | |
|------------|---|
| 1-2 | <p>Roll a further D6</p> <p>1: +1 Weapon Skill</p> <p>2: +1 Ballistic Skill</p> <p>3: +1 Initiative</p> <p>4: +1 Leadership</p> <p>5: Roll a further D6:</p> <p style="padding-left: 20px;">1-3: +1 Strength</p> <p style="padding-left: 20px;">4-6: +1 Toughness</p> <p>6: Roll a further D6:</p> <p style="padding-left: 20px;">1-3: +1 Wound (3 max)</p> <p style="padding-left: 20px;">4-6: +1 Attack</p> |
| 3-6 | <p>Roll a further D6</p> <p>1-2: Crack Shot (<i>Shooting Skill</i>)</p> <p>3-4: Nerves of Steel (<i>Ferocity Skill</i>)</p> <p>5: Marksman (<i>Shooting Skill</i>)</p> <p>6: Roll a further D6:</p> <p style="padding-left: 20px;">1: Dodge (<i>Agility skill</i>)</p> <p style="padding-left: 20px;">2: True Grit (<i>Ferocity skill</i>)</p> <p style="padding-left: 20px;">3: Weaponsmith (<i>Techno skill</i>)</p> <p style="padding-left: 20px;">4: Quick Draw (<i>Agility skill</i>)</p> <p style="padding-left: 20px;">5: Leap (<i>Agility skill</i>)</p> <p style="padding-left: 20px;">6: Killer Reputation (<i>Ferocity</i>)</p> |

SPECIAL RULES

Bounty Hunters are tough, mean and deadly. In addition, they have unique abilities which are represented by the following rules.

Capture

If a Bounty Hunter takes an enemy 'out of action' in hand-to-hand fighting the enemy fighter is automatically captured at the end of the game. Rather than rolling on the Serious Injury chart after the game, the fighter is automatically taken captive regardless of which side won the game or whether the Bounty Hunter survives.

Claim Bounty

For every enemy fighter captured by the gang roll a D6. On the roll of a 6 the Bounty Hunter recognises the fighter as a wanted outlaw. The gang can turn in the wanted outlaw to the Guilders. Note that the player doesn't have to turn in an outlaw, he may still prefer to ransom the captive back to his own gang.

If an outlaw is turned in for bounty the gang's share of the reward is equal to the total points value of the captive including his weapons and equipment (which must also be turned over). Add this reward money to the gang's income along with income from territories.

To find out what happens to a gang fighter who is turned over to the Guilders roll a D6.

- 1 Sold into Slavery. The fighter disappears forever.
- 2 Fined his value in credits and equipment confiscated. His gang may free the fighter by paying his value in credits including the value of his weapons and equipment. All of his weapons, and any equipment that is not physically part of him (bionics/lobo chip etc) are confiscated by the Guilders.
- 3 Fined his value in credits. His gang may free the fighter together with his weapons and equipment by paying his fine.
- 4 Fined D6x10 credits. His gang may free the fighter by paying his fine as above.
- 5 Fined or Sentenced. The gang may choose to free the fighter for D6x5 credits or let him serve his sentence in the pit, in which case he misses the next game.
- 6 Insufficient evidence. Released immediately.

Fines must be paid out of the gang's stash before the gang's next game. If a player is unable or unwilling to pay the fine the fighter is sold to the slavers. Only in the case of a 'Fined or Sentenced' result does the gang have the choice of paying or missing a game.



BOUNTY HUNTER WEAPONS

A Bounty Hunter fights with his own weapons as described below. They are invariably armed to the teeth (it goes with the job). Bounty Hunters cannot buy or use other weapons or equipment (Bounty Hunters hoard their money and dream of retiring to the Spire).

Bounty Hunters are armed with the following:

- Any number of knives
- Bolt Pistol with red-dot laser sight
- Boltgun or Lasgun with Hotshot pack
- Chainsword
- Shotgun with solid, scatter, and man-stopper shells
- Respirator or filter plugs
- Photo-visor or photo-contacts

Plus any one of the following:

- Bio-Booster
- Blindsnake pouch
- Weapon reload (choose weapon)
- Mesh armour
- Any one bionic part

RATSKIN SCOUTS

The Ratskins are the native inhabitants of Underhive. They know its ancient tunnels and labyrinthine passages far better than the Underhivers themselves. Most Ratskins care little for the ways of settlers who they regard as desecrating the hive’s great and noble spirit. Ratskins will avoid hiver towns if they can.

Some adventurous Ratskins hire out to Underhive gangs as guides or trackers and a few become semi-civilised as a result of this contact. They can be found and hired in the larger settlements such as Dust Falls, Glory Hole and Dead End Pass. There are few expeditions that would venture into unknown zones without the expert aid of a Ratskin Scout.

RECRUITING RATSKIN SCOUTS

If a player wants to hire a Ratskin Scout he must pay the standard hire fee, which is 15 credits. A gang can have only one Ratskin Scout. The profile and skills for Ratskin Scouts is worked out after they are hired.

For purposes of calculating the gang rating a Ratskin Scout has a value of 75 (ie, his hire fee of 15x5).

RATSKIN SCOUT PROFILE

Ratskin Scouts may have special skills and superior characteristic values. This is worked out only after the Ratskin Scout is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this the Ratskin Scout will have a number of ‘advances’ as explained below.



RATSKIN SCOUT ADVANCES

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

A Ratskin Scout has 3 ‘advances’ which are either bonuses on his profile or skills. Roll a D6 three times and consult the chart below, noting down the increases and skills as you go along. A Ratskin Scout may not improve any characteristic by more than +2; if an increase is rolled for a third time re-roll the result. Similarly, if you roll the same skill twice re-roll to get another.

D6 Roll	Advance
1	+1 Weapon Skill
2	+1 Initiative
3	Roll a further D6: 1: +1 Weapon Skill, 2: +1 Strength 3: +1 Toughness, 4: +1 Wound 5: +1 Attack, 6: +1 Leadership
4-6	Roll a further D6: 1: Dodge (<i>Agility skill</i>) 2: Leap (<i>Agility skill</i>) 3: Sprint (<i>Agility skill</i>) 4-6: Roll a Further D6: 1: Step Aside (<i>Combat skill</i>) 2: Nerves of Steel (<i>Combat skill</i>) 3: Ambush (<i>Stealth skill</i>) 4: Evade (<i>Stealth skill</i>) 5: Infiltration (<i>Stealth skill</i>) 6: Sneak Up (<i>Stealth skill</i>)

SPECIAL RATSKIN SCOUT RULES

Ratskins are expert guides and trackers, and this is represented by the following special rules.

Guide

A gang which includes a Ratskin Scout is able to exploit his knowledge of the Underhive and its countless half-forgotten passages and tunnels. This gives the gang a distinct advantage when it comes to confronting an enemy, permitting the gang to move rapidly to their objective.

To represent this a gang that includes a Ratskin Scout can add or subtract 1 from the Scenario dice roll to determine which scenario the players will fight. If both sides include a Ratskin Scout this ability is cancelled out.

Note that if a gang has a Ratskin Map which also gives a bonus on the Scenario roll then the Ratskin Scout confers no further advantage. The gang already has access to all the hidden tunnels and passages in the area.

Explore

If the Ratskin's gang wins a scenario he is allowed to explore the local area for new territory after the game. The Gang Leader tells the Ratskin to search for mineral deposits, likely looking places for settlement, fungus caves, and other possibly useful finds.

If the player wishes to send his Ratskin exploring roll a D6.

- 1 The Ratskin disappears and is never seen again.
- 2-5 Ratskin reports no useful discoveries in this area.
- 6 Ratskin discovers a new territory. Refer to the Territory table and randomly determine a new territory. This is immediately added to the gang's existing territory unless it is an Archeotech Hoard or Green Hivers. Ratskins regard ancient places as sacred, and the discovery of an archeotech hoard will not be reported to the gang. Similarly, if he discovers Green Hivers the Ratskin will say nothing and leave them to their fate, for such is the will of the hive spirit. The Ratskin Scout reports no discoveries instead.

Resilience To Injury

Ratskins are remarkably resilient to injury and have a natural ability to survive in the Underhive. They are less likely to get lost or captured than ordinary fighters and, if hurt, they are better at hiding from danger.

To represent their resilience to injury a Ratskin who goes out of action rolls twice on the Serious Injuries table and the player chooses which result will apply.



RATSKIN SCOUT WEAPONS

A Ratskin Scout fights with his own weapons as described below. They cannot buy other weapons or equipment. Ratskin Scouts are rumoured to spend every penny they earn on drink and hallucinogenic fungus which is why so many go bad and become renegades.

Ratskins are armed with the following:

- Any number of knives
- Club, Maul, Bludgeon, or Axe
- Blindsnake pouch

Plus one of the following:

- Shotgun + solid and scatter shells
- Autogun
- Lasgun



In the time of Marius Helmawr, more than three hundred and fifty years before the birth of Gerontius, a stranger appeared in the Underhive settlement of Glory Hole. His pale hairless skin and thin whispering voice marked him at once as from House Delaque.

The stranger, who gave his name as Avris, spent freely in the drinking dens and trading post, always pressing his companions for tales of the local gangs. At first people were suspicious of the wealthy stranger, but soon they became used to seeing him about, and he was accepted as just another downhive loner passing through.

One day, some weeks after Avris' arrival, Glory Hole was visited by the Karg gang.

The news passed from hole to hole: 'Karg's in town! His men are down by Rylan's trade post and Karg is heading for Hagen's place.'

Dogbit Karg was the toughest gang leader out of Glory Hole. His gang was known and feared from Two Tunnels to Dust Falls. Now he had returned after spending almost a year downhive. The word was two of the gang were dead: the tall youngster called Gund and old Ironhead, Karg's right hand man.

In Hagen's Hole, as Hagen called his bar and hang-out, Avris and Karg talked. Hagen, a good friend to the old gang leader, poured more drinks and left the bottle on the table as he left. The hole had cleared when Karg walked in, a nod and a quick word had seen to that, scattering nearly a hundred souls into the street. A few displaced men, too curious for their own good, hung round outside or found unexpected business in the workshop across the road.

For an hour or more the two men talked and drank. At last, Karg stood up calling for Hagen and another bottle of Wildsnake. Taking the bottle with him Karg left the drinking hole heading towards Rylan's trade post. Hagen, who had opened his doors for Karg, now found himself surrounded by a small crowd. When he turned back the man called Avris was gone leaving his glass untouched on the table.

The next morning the Karg gang left Glory Hole heading out towards the White Waste. Avris was nowhere to be found, though no-one saw him leave and none of the gate guard recalled letting him through.

Weeks passed without news of Karg. Other gangs came and went. Outlaws raided Ollough's water still and killed Lough, his youngest son. Hagen blamed Ratskin renegades and promised a bottle of Second Best for every scalp brought in. Soon he had a dozen scalps nailed over his bar counter. On the whole things were quiet.

It was a small-time Guilder called Mylo who brought the news of Lord Marius Helmawr's death. Apparently, two of old Helmawr's sons had been killed too, though no-one was sure when or how this had happened. Marius' young brother Tiberius was the new Lord Helmawr. Some were saying Helmawr's third son Caetrus had fled downhive with his family, and Tiberius was planning on sending Bounty Hunters after him.

But that wasn't the news that shook Glory Hole. Helmawr hadn't died in his bed as might be expected. Nor had he fallen to sickness, poison or spellcraft, though these are all common enough causes of death in the Imperial family. Somehow, an assassin had got past the traps and guardian power fields, through the adamantine doors with their psychic locks, and into the inner sanctum. Helmawr had fought like a daemon. Only after a fierce fight did he fall to the ground, his powerful hands clasped upon the throat of his killer in a mutual embrace of death.

That, so they say, is how they found Marius Helmawr and Dogbit Karg.