

Rogue Munda

In the grim vastness of the galaxy, there is a regularly blinking eye. This enormous cluster of stars is known as the Eye of Terror. Here warpstorms reign supreme and chaos legions and daemons are aplenty. However, not all the worlds in the eye are daemon invested. Near the edge of the Eye, a number of planets are regularly swallowed up by the warpstorms and then again centuries later come out of it, when the eye recedes.

One of these worlds is an old eldar world, which was discovered before the Horus Heresy and on which imperial settlement were build for investigation purposes. Logans' Run (as the planet is called) is however regularly swallowed up into the Eye of Terror. During these years a hard struggle for survival take place. Small cults arise and fights for resources become more prominent the longer the planet is cut off from the imperium.

Only Rogue Traders dare to venture into the warpstorms to visit Logan's Run and only then because of the large rewards that can be gained obtaining ancient artifacts.

As soon as the warp storms recede, a small contingent of the Emperor's finest troops, the Space Marines are often send in together with the imperial guard. Then in a short time all rebellions will be quenched with ruthless efficiency and the Imperium shall reign supreme on Logan's Run until the next time that Eye blinks and the planet is consumed again.

Last cycle however, things went kind of different...

The last visit to Logan's run was disturbing. In the months that the planet had been cut off, a large space hulk had crashed on the planet and the impact changed the face of the planet forever. While there are still a few areas with lush vegetation, large parts of the planet had burned away, leaving nothing else then deep ash wastes. Cities were ruined and deserts appeared where normally food was being grown. However, the space hulk not only destroyed a large amount of live, it also brought new life. Ork clans had infiltrated it when it passed by a planet on which their race reigns free, quite a lot of clans hitched a ride toward "green" pastures.

So, when the Eye did recede the marines and imperial guard send in had a lot of work cut out for them. Since rampart cults however were calling already to the chaos gods to save them from the green threat, the masses psychic screams and call for power managed to get the attention of the dark gods. The warpstoms increases in size and strength within weeks of time.

A lot of imperial troops and more important resources still on route were lost in the warp when the warpstoms flared up again. A few companies of Marines were locked out from leaving, just as the imperial guard.

GENERAL RULES

The rules to be used will be the newest version of the necromunda rulebook. Freely downloadable at the specialist games site.

The only differences in the rules will be mentioned in this section and in the campaign section.

Force lists to be used are the ones in this document instead of the force list in necromunda. (Though you are welcome to build a force based on the necromunda rules).

Force lists are for the moment only made for Marines and Chaos Marines. Other lists are in the planning, but we don't want to rush it. If you have a list that you would like to see introduced, let us know and we will take a look at it. For the moment most (if not all) player will be starting with (Chaos) Marines, so we will focus on those lists.

CAMPAIGN RULES

The rules for the campaign are mostly similar to the rules described in the latest release of the Necromunda book. However, as so many things are rewritten, they are included as the next section. For the greatest part, things that have been rewritten are in red.

We are still working on the rules and skill tables, so please bear this in mind when looking at them. The chaos force list also might be divided in a number of different lists. (Namely list for the different gods)

A few thoughts for when the campaign runs:

Marines are scarce, so don't expect that you can buy new marines once the campaign is under way, or expect them to be extremely expensive. For now, you will need to buy initiates and these can then slowly be trained to become marines

Once a campaign has started, it will be possible to buy new weapons. However, a lot of weapons will not be freely available and will need to be searched for, as described when looking for rare items in Necromunda. When we compile these lists, we will also take another look at the force lists. A number of weapons might disappear from this list and only show up as uncommon/rare items. (Power armour might be one of these things)

Considering terrain and resources, we are looking into this. Probably we will use the Necromunda system, but the locations will differ a bit and the table for amount of resources will be changed. First off, models will be searching for resources, not resources. Furthermore, resources will depend more on the total value of your force than on the amount of models. (maintenance of power armour just costs more resources than maintenance of the outfit of a (traitor)guardsman)

Rogue Munda campaigns

Although it is perfectly acceptable to fight one-off games, part of the challenge of Necromunda is to campaign a force over a period of time and many fights. This gives you the opportunity to watch your force develop, to see old fighters gain new skills while new fighters join and the force grows ever more famous. This section explains how the Campaign rules allow a force 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 force, but our experience is that players prefer to run one at a time as this allows each force to fight the most games in as short a time as possible.

Forces 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 forces are repairing their gear and trading with the locals. This gives each force a certain amount of resources, 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 forces. New players can join the campaign at any time thereafter. Although new forces will be less developed they will soon learn new skills. Fighting other, more powerful forces will enable them to develop more quickly.

PLAYING THE CAMPAIGN

To start the campaign two players simply take their forces 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 force fighters have earned and how much 'cash' the force 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 resources which are added to the force's total cash reserve or stash. This represents the profits earned by the force 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 FORCE RATING

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

FORCE RATING = VALUE OF FIGHTERS + EXPERIENCE

A force's force 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 force rating will go up, signifying your force's increasing power! The player whose force has the highest force rating is winning the campaign - his force is top of the heap and its leader is the most feared and respected in the area.

A force cannot win the campaign in any outright sense, but sometimes one force 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 force - it moves on to more dangerous and profitable territories - and start a new one.

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.

RESCUING FIGHTERS THAT ARE DOWN OR OUT OF ACTION

It is possible (and wise) for members of force to rescue their friends when they get hurt. Any model that goes down can be supported by a friend, in which case the supporting model (models) may still move and shoot, but is (are) not able to run. As soon a model is taken to the (safe) table edge it is deemed to be in safety and the rescuer/captor can continue the fight. Similarly fighters that are taken out of action can be helped. Dragging a fighter that is out of action however will burden a fighter so much that he can only move, but not shoot or run.

Models that are in safety still have to roll on the injury table (if downed only on a 5-6) will count the results "captured" (61-63) and "survives against the odds" (66) as a "full recovery". Should the model end up dead, all equipment can be retained by the force.

Before a game starts, both players should make sure which table edge is the safe edge for their force.

CAPTURING FIGHTERS THAT ARE DOWN OR OUT OF ACTION

Instead of saving friends, it is also possible for members of the opposing force to capture enemy models that are out of action (touching a downed enemy immediately makes him go out of action). Models moving with a captured model move at their standard movement rate and cannot shoot or run. Models captured must still roll on the casualty table. However only the player that captured the model may use a medic to help the recovery (it is not allowed to reroll beneficial results). Should a fighter die, then the captors will take possession of the equipment.

BOTTLE ROLLS AND DRAGGED FIGHTERS

The force that fails its bottle roll will drop all enemy fighters automatically and drops its own fighters on a roll of 1 on a D6. The other force automatically captures all fighters that it is dragging at that point. All other downed and out of action fighters follow the standard rules.

CAPTURED FIGHTERS

When a fighter is captured, a few options are open to the force that captured it. First of, captured fighters should be traded between forces if possible. A second option is selling the fighter back to the force that "lost" it. Of course prior to any of these choices, the force that lost the fighter can try to rescue him/her.

Should none of the above give a satisfactory result, the fighter can be sold into slavery for 1D6X10 resources or put to work in mines of the capturing force. If captives are sold their weaponry and equipment is kept by the captors. If kept into slavery, they can be rescued at a later time, but their weaponry can be claimed by the captors.

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 force.

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 force 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 force leader).

3-4 The leader of the force who inflicted the injury.

5 The entire force responsible for his injury.

6 All forces from the same House as the force 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, **rescued** or sold into slavery. If both forces 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 force 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, ransomed, or **rescued** may be sold as slaves earning the captor D6 x 10 Resources. 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 fighters take part in fights, those who survive become more experienced, and improve their battle skills. This is represented in the campaign game by experience.

Force fighters earn Experience points when they take part in a battle. Once a force fighter has enough experience points he gains an advance. This takes the form of either an increased characteristic or a special skill. Force 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 force. 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 force roster.

Type of Fighter	Initial Experience Points
Fighter	0
Scout	20+1D6
Marine	40+1D6
Elite	60+1D6
Leader	100+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 force 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!

UNDERDOGS

When a force fights an enemy force with a higher force rating then its fighters earn extra Experience points. The higher the enemy force's force 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 Force 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 the next page 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 fighter 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.

FIGHTERS

Once a fighter has earned 21 or more Experience points he gains the scout status and access to the scout equipment list. Note however that the model does **not** automatically gain the infiltration skill. You can replace the model with a scout model if you wish, though any armour owned should also be visible. The same thing takes place when a scout reaches 41 points. At that point the model becomes a full fledged marine.

Note that his profile stays the same - however, he is now experienced enough to be a fully fledged fighter. Note that when a marine reaches 61 or more Experience points he does not become an elite or leader but remains a fighter - albeit a particularly tough and dangerous one called a Marine Champion.

EXPERIENCE ADVANCE TABLE

Experience Points	Title	Notes
0-5	Boy	Starting level for fighters
6-10		
11-15		
16-20		
21-30	Scout	Starting level for Marine Scouts
31-40		
41-50	New Marine	Starting level for Marines
51-60		
61-80	Marine Champion	Starting point for elite choices
81-100		
101-120		Starting level for Leaders
121-140		
141-160		
161-180		
181-200		
201-240	Marine Hero	
241-280		
281-320		
321-360		
361-400		
401+		

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 force 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 force 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 force's House and whether the fighter is a juve, fighter, heavy or leader. For example, Goliath juves can only take Muscle and Ferocity skills, Goliath fighters 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 force 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
4	7	7	5	5	3	6	3	10

Record characteristic increases for each fighter on the force 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, fighter, 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.

The exception to this is that leader skills can only be chosen by leaders, and Heavy skills only by heavies, even if a fighter can choose any skill table. If a leader dies, the fighter who takes over his place may choose leader skills from then on.

Agility Skills

1. Catfall.

A fighter with catfall may take an initiative test to avoid damage from falling. If the fighter rolls under his initiative, he has rolled out of the fall. Though uninjured, the fighter will still be pinned. Falls of more than 12" still automatically take the fighter out of action.

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 beginning of any hand-tohand combat phase, the fighter may attempt to disengage from combat. Before any other actions or skills are used, the fighter rolls a D6. If the result is less than the fighter's initiative he may immediately jump 2" straight back, leaving any opponents behind.

4. Leap.

The fighter may leap D6" during his movement phase in addition to his normal movement. He may leap only once in his turn and the leap must be either before or after the rest of his movement. If the fighter moves more than 4" including his leap, the fighter is treated as though he ran. A leap will take a fighter over any man-high obstacle, including enemy fighters, without penalty.

The fighter may also use a leap jump over gaps between buildings or other terrain, but you must commit to this before you roll to determine the length of the leap. If the fighter fails to make it all the way across the gap, he will fall and take falling damage as normal.

5. Quickdraw.

A fighter with the quickdraw skill will double his initiative value when taking part in a Shootout scenario. Refer to the Shootout scenario in the Online Rule Book to see how this works. In addition, he may switch between his weapons more quickly and may carry a single basic or special weapon and still receive a bonus for fighting with two hand-to-hand weapons as if he had only hand-to-hand weapons.

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.

A fighter with this skill may attempt to disarm one hand-to-hand opponent each turn. Roll a D6. On the roll of a 4+, the opponent automatically loses one weapon of the disarming fighter's choice. If the disarming fighter takes his opponent down or out of action after successfully disarming his opponent, or if the fight ends with a draw at the end of the game, the weapon is permanently destroyed and must be removed from the gang roster.

However, if his opponent takes the disarming fighter down or out of action, he automatically recovers his weapon, though it may not be used for the remainder of the game.

3. Feint.

A fighter with feint may trade any parries he has for extra attack dice instead. Each parry can be traded for one extra attack. The fighter may choose to parry or feint each turn, i.e. he may parry one turn and then 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.

Ferocity Skills

1. Berserk Charge.

A fighter with this skill rolls double the number of attack dice as listed on the fighter's profile in the turn he charges. A fighter making a Berserk Charge may not parry by any means in the turn he charged.

2. Hard as Nails.

The fighter is so tough and resistant that he gets a 6+ armour save. If the fighter wears armour, his increased resistant increases the save roll of that armor by 1.

3. 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".

4. Killer Reputation.

A fighter with this skill has such a reputation as a vicious and depraved killer that his foes quail when he charges them. The fighter causes fear as described in the psychology section of the Necromunda Online Rulebook.

5. Nerves of Steel.

The fighter may attempt to avoid pinning even if he does not have a friendly fighter within 2". If the fighter was already allowed to attempt to escape pinning (he has a friend within 2") then he may re-roll any failed pinning tests.

6. True Grit.

A fighter with this skill treats injury rolls of 1-2 as flesh wounds, 3-5 as down and 6 as out of action. When using special injury charts such as needle weapons, simply add 1 to the lowest category in the same manner as flesh wounds have been altered above.

Muscle Skills

1. Body Slam.

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

2. 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.

3. Head Butt.

If the fighter inflicts 2 or more hits in hand-to-hand combat, he may choose to exchange all hits for a single hit with a strength bonus. The strength is equal to +1 for each additional hit scored. This means you can exchange two S4 hits for a single S5 hit, three S4 hits for a single S6 and so on. The blunt force of the head butt is such that its victim will fight with half his WS, rounding down, in the next round of combat, if he survives.

4. Hurl Opponent.

If the fighter wins a round of combat, he may throw his opponent instead of inflicting normal damage. The fighter may throw his opponent D6" in the direction of his choice. When he lands, the fighter automatically takes one hit at a strength of ½ the distance thrown, rounding up.

Thrown fighters that hit a solid object stop where they are and take damage. If the thrown fighter hits another fighter, they will both take damage as described above. Note that fighters may throw their opponents off buildings, into chasms or anything else they would like. Throwing a fighter will only earn the thrower with a single wounding hit experience award.

5. 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.

6. Strong Man.

A fighter with this skill is pumped up enough to carry the largest weapons with a firm grip, using strength before agility in combat. The fighter may use a single two-handed weapon in hand-to-hand combat as though it were a single-handed weapon, allowing the fighter to carry both a two-handed weapon and a pistol, for example.

Shooting Skills

1. Crackshot.

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.

A fighter with this skill may shoot several times in the shooting phase. The fighter can shoot as many times as his attacks characteristic. He can shoot at the same target or separate targets per the normal shooting rules. This skill may only be used with pistols and basic weapons as special and heavy weapons are far too cumbersome. Fast shot may be used with gunfighter, but not rapid fire.

3. Gunfighter.

The fighter can aim and fire a pistol from each hand. This enables him to take two shots in the shooting phase if he is armed with two pistols. If equipped with a basic, special or heavy weapon, the fighter will be too encumbered to make use of both pistols and cannot use this skill. This skill may be used with Fast Shot, but not Rapid Fire.

4. Hip Shooting.

The fighter is allowed to shoot even if he ran in the same turn. However, if he does run he will suffer a further -1 to hit modifier and cannot use bonuses from any gun sights. Even with this skill it is impossible for a fighter to run and shoot with a 'move or fire' weapon.

5. Marksman.

A fighter with this skill may ignore the normal restrictions that force him to shoot at the nearest target. Instead, he can shoot at any target he can see. The fighter may also take shots at extreme range, which is determined by adding 50% to the weapon's maximum range. For example, a marksman using a lasgun will have an extreme range of 36 inches. Shots at extreme range suffer the same 'to hit' modifiers as the weapon's long range. Marksman may only be used with the following weapons: autoguns, boltguns, lasguns, needle rifles and longrifles.

6. Rapid Fire.

If the fighter does not move during his turn, then he may shoot twice in the shooting phase. This skill works only with one pistol or basic weapon that is selected as soon as this skill is earned. The same fighter may earn this skill multiple times, selecting a different weapon each time the skill is earned.

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 enemies attempting to spot this fighter must halve their normal spotting distance.

Techno Skills

1. Chemist.

A fighter with this skill that does not go out of action may attempt to create a dose of chemicals instead of working a territory or visiting the trading post during the post battle sequence. Roll a D6. On the roll of a 6, a single dose has been created. Roll a further D6 to see what you have. 1--Blade Venom, 2--Wild Snake, 3--Kalma, 4--Slaught, 5--Spook or 6--Spur.

2. Fixer.

If the fighter works a piece of territory with a randomly generated resources, you may re-roll the dice if you do not like the first outcome. However, the fighter may not change the number of dice rolled and must accept the second result.

3. Inventor.

Roll a D6 after each battle. On a roll of 6 the model has invented something! Randomly select an item from the inventions Chart in appendix A. Whatever is selected is the item that has been invented.

4. Medic.

The fighter has some experience patching up his fellows. If the gang includes a fighter with this skill, you may re-roll the result of one serious injury roll for one fighter after the battle, though the second roll must be kept. Gangs with multiple medics cannot use more than one for each wounded fighter. Injured fighters with special abilities or natural resilience of some kind must choose between their natural healing ability or the aid of a medic, but not both.

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+.

Heavy Skills

1. Accuracy.

The Heavy is especially skilled with blast weapons. Any weapon this fighter uses that has a blast template will only scatter half the distance indicated by the scatter die.

2. Armourer.

The armourer checks all weapons being used by the gang before the battle starts. Any fighter 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 always fails regardless of the required result. This skill is cumulative for gangs with two armourers.

3. 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.

4. Long Shot.

The heavy is skilled at making aimed shots from heavy weapons. If the fighter fires only a single shot from a heavy weapon, this shot will have a +1 to hit modifier. This skill may not be used with any weapons which use a template.

5. Monkey Grip.

The heavy has a secure enough grip on his weapon to make use of it in hand-to-hand combat. He does not count as encumbered in hand-to-hand combat if carrying a heavy weapon and will use the heavy weapon as a club.

6. Walking Fire.

A heavy with this skill may walk his sustained fire shots up to 6" instead of the normal 4" from the initial target. Shots walked in this way must still follow line of sight to the heavy and follow all other rules for sustained fire.

Leader Skills

1. Barter.

A leader with this skill has a reputation for being a loyal customer with many of the local trading posts. When the leader visits the trading post he always received D3+1 offers, just as though he had another gang member with him. Leaders with this skill may still be accompanied by gangers for even more offers.

2. Fence.

The leader is known as a trustworthy source of good quality used equipment. Whether this is true or not, the leader can charge more for his secondhand equipment. Instead of receiving half value for items the gang sells, they earn 1/2 the cost plus an addition 25% of their original value.

3. Haggle.

Your leader drives a hard bargain at the trading posts. When purchasing a rare trade item, you may re-roll the variable cost of the item. However, the second roll must be kept, even if it is more than the first.

4. Informant.

The leader has earned a trusted friend who can feed him valuable information on resources in the area. During the post battle sequence, the leader may contact his informant if he does not visit the trading post by passing a leadership test. If he passes the test, he may add or subtract 1 from the roll to determine what scenario will be played. If the leader rolls a 2 for his test, he may add or subtract 2 instead. This ability stacks with ancient maps, local scouts and other such items.

5. Inspirational.

An inspirational leader commands the highest loyalty and respect. Fighters in his gang may test on his leadership value if they are within 12" of the leader instead of only 6". Fighters must have a line of sight with the leader in order to use his leadership.

6. Iron Will.

This skill allows the leader to reroll any failed bottle checks as long as he is not down or out of action.

Territory

The force's territory represents local resources that the force members can exploit in various ways. It includes nearby wastes where the force 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 force has developed with local workshops or the owners of drinking holes and gambling dens.

YOUR TERRITORY

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

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

RESOURCES

At the end of a battle a force can collect resources 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 fighter who survives the game without going out of action can generate resources from any one of the force'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 resources. 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 resources as normal. Their wounds are superficial and make no difference to their normal activities.

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

COLLECTING RESOURCES

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

Regardless of how many territories or how many fighters a force has it may never collect resources from more than ten. The force must spend a proportion of its resources on basic necessities such as food, drink, ammunition and general weapon maintenance. This is determined by cross referencing the force's resources with the number of models in the force. The more models in a force 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 resources earned after deducting basic maintenance costs. The profit is added to the force's stash.

RESOURCES	TOTAL VALUE OF FORCE						
	0-1000	1000-2000	2000-3000	3000-4000	4000-5000	5000-6000	6000-7000
0-59	30	20	10	0	0	0	0
60-99	50	40	30	10	0	0	0
100-159	70	60	50	30	10	0	0
160-239	100	90	80	60	40	10	0
240-339	130	120	110	90	70	30	0
340-459	170	160	150	130	110	70	30
460-599	210	200	190	170	150	110	70
600-759	240	230	220	200	180	130	90
760-919	270	260	250	230	210	160	110
920-1019	290	280	270	250	230	180	130
1020-1399	310	300	290	270	250	200	140

Territory table

At the start of a campaign, each force controls 5 territories.

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 resources it provides, with a short description underneath of any special rules for the territory.

D66

ROLL TERRITORY RESOURCES

11 Chem Mines 4D6

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 4D6 resources. The work is extremely hazardous. If you roll a double or a 6 when working out your resources then the fighter 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 resources is collected.

12-16 Old Ruins 20

There is an exposed area of ancient ruins not far from your settlement. If a fighter searches through the ruins he may find scrap pieces of archeotech, bits of old metal, or interesting old curios - enough to sell for 20 resources.

21-25 Slag 30

Near your settlement there is an extensive network of tunnels and crawlholes full of iron slag and other solidified chemical wastes. A fighter can work the slag by breaking it up ready to sell to the local Guilders for 30 resources.

26 Mineral Outcrop 2D6x10

Not far from your settlement there is an outcrop of mineral wastes where a fighter 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 resources by searching the outcrop for precious stones.

31-35 Settlement 60

The families of your force fighters own holes or workshops inside the settlement where the force is based. These holdings help to support the force by providing food, shelter, and a vital link with the local traders. If a fighter visits his family he collects 30 resources. In addition, whether the territory is used or not, there is a chance of a young relative leaving the settlement to join your force. Roll a D6 after each game. On the roll of a 6 you may recruit a fighter for free. You will have to pay for his weapons though.

36 Mine Workings 2D6x10

In a secret location in the wastes your force 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 D6x20 resources 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 +2 to your D6 dice roll for resources from the mine.

41-42 Tunnels 20

Your force has found a buried entrance to a labyrinth of ancient service ducts beneath the dome floor. When the force 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 20

The force has found a concealed entrance into a network of ancient ventilation shafts. When the force 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 2D6x10

One of the force fighters comes from a holestead out in the wastes. The hole produces a crop of nutritious slime which the fighter can help his family carry to the local trade post in return for D6x20 resources' cut of the proceeds.

51-52 Water Still 2D6x10

The force 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 fighters. Guilder slave trains carry the water to local settlers making the force a share of the proceeds amounting to D6x20 resources.

53-54 Drinking Hole 2D6x10

Your force leader has inherited an old drinking hole in payment of an outstanding gambling debt. The hole earns a small sum and also provides the force with a convenient base in the local settlement. You can visit the drinking hole to collect your share of D6x20 resources.

55-56 Guilder Contact 2D6x10

A local Guilder has offered you favourable rates in return for your business. As a result you are able to increase your resources substantially. If you wish to deal with your Guilder contact you gain an extra D6x20 resources. If you recover any loot during a fight you can trade it in to your Guilder contact for an extra +10 resources for each item.

61 Friendly Doc 2D6x10

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 fighters. If a fighter wants to part with a few pints of blood or some other renewable tissue you gain 2D6x10 resources. The Doc will also give you D6x10 resources 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 2D6x10

The family or friends of one of your force 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 2D6x10 resources. 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 2D6x20

Your force runs a gambling den in an old disused hole in your settlement. Although the resources 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 2D6x20 resources. However, if you roll a double you lose that number of resources from that turn's resources instead - eg, double 4 you lose 80 resources.

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

64 Spore Cave 2D6x20

Your force has discovered a hidden cave where many kinds of rare fungi grow, such as pearl spore and iron mould. A fighter can harvest the fungi and sell it to local traders for 2D6x20 resources. If you roll double 1 when harvesting fungus the collecting fighter 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 fighter 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 Ancient Ruines 2D6x20

Your force has discovered a hidden entrance into a small unexplored dome. A fighter can collect remnants of ancient technical devices which can be sold for 2D6x20 resources. So long as your force 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 2D6x20 resources. However, if you want to work the dome more intensely you can do so. A fighter can collect 3D6x20, 4D6x20, 5D6x20 or even 6D6x20 from the hoard, but if he rolls any doubles at all then he has been spotted entering the dome. You still collect the resources 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 force has chanced upon the settlers lost or dying in the wastes. Maybe they are relatives or friends of one of your force 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 resources 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 Resources

After every game a force can collect resources from its territories as described earlier. Resources can be spent on recruiting new fighters and on new equipment for the force.

New Recruits

The only new fighters that can be recruited come from the local population. The only available recruits are gangers/initiates. New recruits may be armed with any of the weapons described in the Force Recruitment list, but cannot be given other equipment until they have fought at least one battle.

Recruiting Hired Guns

Players may hire mercenary fighters for the force 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 force 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.

A Leader can search for D3 items as a post game action. Any fighter with more than 20xp that is not visiting a territory may try to assist the leader in finding an item. To search for an item roll 2d6, if you equal or beat the item's rarity number you may buy one and only one.

Common items which are not available on a force list can also be bought and are automatically found. They do however count as one search attempt

Rare Trade Chart

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

RARE TRADE CHART

Close combat weapons

Power Axe
Power Fist
Power Maul
Power Sword

Special weapons

Needle Pistol
Needle Rifle
Web Pistol

Grenades

Choke
Scare
Hallucinogen
Melta Bomb
Photon Flash Flare
Plasma Grenade
Smoke Bomb

Gunsight

Red-Dot Laser Sight
Mono Sight
Telescopic Sight
Infra Red Sight

Armour

Scout Armour
Power Armour
Terminator Armour
Flak Armour
Carapace Armour

Mesh Armour

Bionics

Bionic Arm
Bionic Eye
Bionic Leg

Special equip:

Hotshot Laser Powerpack
Auto-repairer
Bio-Booster
Bio-Scanner
Blindsnake Pouch
Concealed Blade
Grav Chute
Grapnel
Infra-Goggles
Isotropic Fuel Rod
Medi Pack
Screamers
Skull Chip
Silencer
Stummers
Weapon reload

Looking for stuff...?

Mung Vase
Native Map
Gambling
Robbed

SELLING

A player may wish to trade-in weapons at the same time as he buys new ones. After all, as forces 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.

Forces can automatically sell equipment for half its listed price. In the case of rare weapons which have a variable price the force 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 resources so it can be sold for 20 resources.

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

House Weapon Lists

During the post game sequence your force may buy as many weapons from your house weapons list as you have resources 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 force leader and any fighters 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 force leader rolls a d3 and adds all the applicable modifiers. This is the number of items that are offered to your force leader.

Before determining what rare items are offered to your force 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, forces that have a specialized starting weapons list, like Scavvies or Natives, 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 resources. 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 forces who have them listed on their House's weapon lists.

Close Combat Weapons

Chain or Flail [10 Resources] Common
Chain Sword [25 Resources] Common
Eviscerator [30 Resources] Common
Force Weapon [70+3D6] Rare 11
Knife, Club, Maul or Bludgeon [5 Resources] Common
Massive Weapon [10 Resources] Common
Power Axe [50+2D6 Resources] Rare 8
Power Fist [80+3D6 Resources] Rare 10
Power Maul [40+2D6 Resources] Rare 8
Power Sword [60+2D6 Resources] Rare 9
Sword [15 Resources] Common

Pistols

Auto-Pistol [15 Resources] Common
Bolt Pistol [20 Resources] Common
Hand Flamer [35 Resources] Common
Las-Pistol [15 Resources] Common
Needle Pistol [95+3D6 Resources] Rare 10
Plasma Pistol [35 Resources] Common
Stub Gun [10 Resources] Common
Hand Bow [5 Resources] Common

Basic Weapons

Auto-Gun [25 Resources] Common
Bolt Gun [35 Resources] Common
Las-Gun [25 Resources] Common
Shotgun [20 Resources] Common

Special Weapons

Flamer [70 Resources] Common
Grenade Launcher [90 Resources] Common
Melta-Gun [95 Resources] Common
Needle Rifle [125+3D6] Rare 11
Plasma-Gun [70 Resources] Common

Heavy Weapons

Auto-Cannon [230 Resources] Common
Heavy Stubber [140 Resources] Common
Heavy Bolter [190 Resources] Common
Heavy Plasma Gun [250 Resources] Common
Las-Cannon [240 Resources] Common
Missile Launcher [120 Resources] Common

Missiles and Grenades

Frag Missiles [50] Common
Super Krak Missiles [150] Common
Frag Grenade [40 Resources] Common
Krak Grenade [80 Resources] Common
Melta Bomb [40 Resources] Rare 6

Gas Grenades

Choke Grenade [20+1D6 Resources] Rare 7
Hallucinogen Grenade [40+2D6 Resources] Rare 9
Scare Grenade [20 Resources] Rare 7

Smoke Grenade [15+1D6 Resources] Rare 7
Photon Flash Flare [20+1D6 Resources] Rare 7

Special Ammo & Weapon Upgrades

Man Stopper Shotgun Shells [5 Resources] Common
Hotshot Shotgun Shells [10 Resources] Common
Bolt Shotgun Shells [15 Resources] Common
Dumdum Rounds [5 Resources] Common
Hotshot Power Pack [15 Resources] Rare 6

Gun Sights

Red Dot Laser Sight [30+2D6 Resources] Rare 8
Mono-Sight [35+2D6 Resources] Rare 9
Telescopic Sight [30+2D6 Resources] Rare 8
Infra-Red Sight [30+2D6 Resources] Rare 8

Armour

Carapace Armour [50+2D6 Resources] Rare 9
Flak Armour [20] Common
Mesh Armour [30+1D6 Resources] Rare 7
Power Armour [95+3D6 Resources] Rare 11
Scout Armour [65+3D6] Rare 10
Terminator Armour [500+8D6 Resources] Rare 12

Bionics

Bionic Arm [80+3D6 Resources] Rare 9
Bionic Eye [50+3D6 Resources] Rare 9
Bionic Hand [50+3D6 Resources] Rare 10
Bionic Leg [80+3D6 Resources] Rare 9

Miscellaneous

Bio-Scanner [40+2D6 Resources] Rare 8
Bio-Booster [50+3D6 Resources] Rare 8
Blindsnake Pouch [30+2D6 Resources] Rare 8
Clip Harness [10 Resources] Common
Concealed Blade [10+1D6 Resources] Rare 6
Filter Plugs/Respirator [10 Resources] Common
Fire Extinguisher [10 Resources] Common
Grav Chute [50+3D6 Resources] Rare 9
Grapnel [30+2D6 Resources] Rare 7
Infra-Goggles [30+1D6 Resources] Rare 7
Isotropic Fuel Rod [50+2D6 Resources] Rare 8
Jump Pack [100+4D6 Resources] Rare 11
Lobo-Chip [20 Resources] Rare 7
Medi-Pack [80+2D6 Resources] Rare 9
Mung Vase [D6x10 Resources] Rare 6
Photo-Contacts/Photo-Visor [15 Resources] Common

Native Map [D6x10 Resources] Rare 8
Screamers [10+1D6 Resources] Rare 7
Silencer [20 Resources] Rare 6
Skull Chip [30+2D6 Resources] Rare 8
Stinger Mould [30+2D6 Resources] Rare 10
Stummers [10+1D6 Resources] Rare 7

ADJUSTING THE FORCE RATING

The force rating of each force 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 force's roster sheet every time equipment is bought or sold.

Any weaponry or other equipment that the force keeps but does not give to a fighter is hoarded. It remains unissued in your hideout and its value is not included in the force 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 resources 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 left behind and dies 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 left behind and died. **Only from fighters recovered during a game can weapons and equipment be salvaged. See the part about injuries during a game for more detail.**

Space Marine Independent Recon Force

2500 resources

SPACE MARINE WEAPONS:

Hand to hand weapons:		Jump Pack:	100
Chainsword:	25		
Bolt Pistol:	20	Scout weapons:	
		Autogun:	20
Basic Weapons:		Bolter:	35
Boltgun:	35	Sword:	10
		Axe (counts as club):	10
Grenades:		Chainsword:	25
Frag:	30	Shotgun:	20
Krak:	50	(solid shot + scatter shells)	
		Bolt Pistol:	20
Special Weapons:		Frag grenades:	30
Flamer:	40	Krak grenades	50
Meltagun:	95		
Plasma gun:	70		
		Leaders only:	
Heavy Weapons:		Power Sword:	40
Heavy Bolter:	180	Power Fist:	85
Missile Launcher only:	185	Power Axe:	35
>Frag Missiles:	35	Plasma Pistol:	25
>Krak missiles:	115		
Heavy Plasma gun:	285		
Autocannon:	300		
Lascannon:	400		
Multi-melta:	650		

Jump Packs:

- **Minimum 3 Fighters:** A force must have at least three models.
- **Leader:** Your force must have one leader. Not more. Not less!
- **Marine Elites:** A force can have up to two marine heavies but no more.
- **Marines:** You can include as many marines as you can afford.
- **Scouts:** No more than half the force can be made up of scouts.
- **Knives:** All models are assumed to have a knife even if the model doesn't have one.

Ammo: The weapons and equipment of the Space Marines is better maintained than that available to the population of Logan's World. Consequently, members of a Space Marine force may ignore their first failed Ammo roll. Simply treat the failed roll as if the Space Marine (or Space Marine Scout) had passed the roll instead. This includes failed Ammo rolls for weapons like grenades that normally fail their Ammo roll automatically. If the Space Marine fails a second Ammo roll then they suffer the normal penalties.

Contrary to 40k, space marine heavy weapons are not equipped with targetters. (at least for the moment not. This would otherwise drive their cost up by a lot!!). Further wargear is also not yet available (e.g. the cards). A number of these might show up in the rare trade chart.

1 LEADER

SPACE MARINE VETERAN 310 resources

M	WS	BS	S	T	W	I	A	Ld
4	5	5	4	4	1	5	1	9

Skills: Nerves Of Steel, Rapid Fire (Bolter)

Equipment: Power armour (3+ save)

Weapons: The leader may be armed with weapons chosen from the Hand-to-Hand, Basic, Special Weapons and Grenades lists.

Special Rules: The force's leader is unlike the rest of the force in that he can fight efficiently even on his own. He always counts as having a friend within 2", regardless of whether this is the case or not. This means he can always test to avoid being pinned in place. Any fighter within 6" of the leader may use the Leadership characteristic of the leader when taking any Leadership test. This benefit applies so long as the leader isn't down or broken himself.

Starting Experience: 100+1D6

0-2 SPACE MARINE ELITE CHOICES:

SPACE MARINE HEAVIES: 230 resources

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

Skills: Nerves Of Steel, Rapid Fire (Bolter)

Equipment: Power armour (3+ save)

Weapons: The heavy may be armed with weapons chosen from the Hand-to-Hand, Basic, Special Weapons, Heavy Weapons and Grenades lists.

Starting Experience: 60+1D6

SPACE MARINE JUMP TROOPERS: 330 resources

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

Skills: Nerves Of Steel, Rapid Fire (Bolter)

Equipment: Power armour (3+ save), Jump Pack

Weapons: The heavy may be armed with weapons chosen from the Hand-to-Hand, Basic, Special Weapons and Grenades lists. He may carry a special weapon but then he will take up two elite slots.

Starting Experience: 60+1D6

ANY NUMBER OF:

SPACE MARINES: 230 resources

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

Skills: Nerves Of Steel, Rapid Fire (Bolter)

Equipment: Power armour (3+ save)

Weapons: The marine may be armed with weapons chosen from the Hand-to-Hand, Basic and Grenades lists.

Starting Experience: 40+1D6

MAX 50% OF THE FORCE MAY CONSISTS OF:

SPACE MARINE SCOUTS: 160 resources

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

Skills: Infiltrate

Equipment: Scout armour (4+ save)

Weapons: The scout may be armed with weapons chosen from the Scout weapons list.

Starting Experience: 20+1D6

Jump Pack additional rules:

Jump Packs follow the rules as in 2nd edition Warhammer 40k, with the following additions: A jump pack marine may jump one story high and move 12", may jump 2 stories high and move 6", and may jump 3 stories high and still move 2". A jump pack marine that doesn't land on target takes a hit only if he didn't land on the intended story level (provided it's a hard surface). They also take a hit when landing on obstacles as usual.

Skill categories:

Below are proposed skill categories, skills marked in black are skills we feel the models should have. Skills marked in grey are picked by me to fill out all the left over skill slots (compared to the regular Necromunda rules where the number of skills is: Juves 2, Fighters 3, Heavies 4 and Leaders 6). I think less skill categories won't be a problem and will promote diversity.

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno	Leader	Heavy
Space Marine Leader	X	X	X		X		X	X	
Space Marine Heavy		X			X		X		X
Space Marine Assault		X	X		X				
Space Marine		X			X				
Space Marine Scout					X	X			
Initiate		X			X				

Chaos Space Marine Independent Recon Force

2500 resources

CHAOS SPACE MARINE WEAPONS:

Hand to hand weapons:		Heavy Plasma gun:	285
Chainsword:	25	Autocannon:	300
Bolt Pistol:	20	Lascannon:	400
		Multi-melta:	650
Basic Weapons:		Jump Packs:	
Boltgun:	35	Jump Pack:	100
Grenades:		Berserker weapons:	
Frag:	30	Chain-axe	25
Krak:	50		
Special Weapons:		Noise Marine weapons:	
Flamer:	40	Sonic Blaster	200
Meltagun:	95	Doom Siren	150
Mk 1 Plasma gun:	70	Blast Master	450
Heavy Weapons:		Leader only:	
Heavy Bolter:	180	Power Sword:	40
Missile Launcher only:	185	Power Fist:	85
>Frag Missiles:	35	Power Axe:	35
>Krak missiles:	115	Mk 1 Plasma Pistol:	25

CHAOS CULTIST EQUIPMENT:

Hand to hand weapons:		Armour:	
Knife (first knife free)	5	Flak armour	10
Chain or flail	10		
Club/Maul/Bludgeon	10	Grenades:	
Autopistol	15	Frag Grenades	30
Laspistol	15	Krak Grenades	50
Stub Gun	10		
Basic weapons		Shells & Bullets:	
Autogun	20	Dum-dum bullets for Stub gun	5
Lasgun	25	Man-Stopper Shotgun shell	5
Shotgun	20	Hot-Shot Shotgun Shell	5
		Bolt Shotgun Shell	15

- **Minimum 3 Fighters:** A force must have at least three models.
- **Leader:** Your force must have one leader. Not more. Not less!
- **Chaos Marines:** You can include as many chaos marines as you can afford.
- **Chaos Marine Elite choices:** A force can have up to two heavy choices but no more.
- **Fighters:** No more than half the force can be made up of scouts.
- **Knives:** All models are assumed to have a knife even if the model doesn't have one.

Ammo: The weapons and equipment of the Chaos Space Marines is better maintained than that available to the population of Logan's World. Consequently, Chaos Marines may ignore their first failed Ammo roll. Simply treat the failed roll as if the Marine had passed the roll instead. This includes failed Ammo rolls for weapons like grenades that normally fail their Ammo roll automatically. If the Marine fails a second Ammo roll then they suffer the normal penalties. This rule does not apply to chaos cultists

1 LEADER

ASPIRING CHAOS CHAMPION: 260 resources

M	WS	BS	S	T	W	I	A	Ld
4	5	5	4	4	1	5	1	8

Skills:, Rapid Fire (Bolter)

Equipment: Power armour (3+ save)

Weapons: The leader may be armed with weapons chosen from the Hand-to-Hand, Basic, Special Weapons and Grenades lists.

Special Rules: The force's leader is unlike the rest of the force in that he can fight efficiently even on his own. He always counts as having a friend within 2", regardless of whether this is the case or not. This means he can always test to avoid being pinned in place. Any fighter within 6" of the leader may use the Leadership characteristic of the leader when taking any Leadership test. This benefit applies so long as the leader isn't down or broken himself.

Starting Experience: 100+1D6

0-2 ELITE CHOICES:

Limitation: it is not allowed to choose to marines with different marks (except for the mark of chaos undivided)

HAVOCS (CHAOS SPACE MARINE HEAVIES): 200 resources

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

Skills: Nerves Of Steel, Rapid Fire (Bolter)

Equipment: Power armour (3+ save)

Weapons: The heavy may be armed with weapons chosen from the Hand-to-Hand, Basic, Special Weapons, Heavy Weapons and Grenades lists.

Starting Experience: 60+1D6

RAPTORS: 300 resources

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

Skills: Rapid Fire (Bolter)

Equipment: Power armour (3+ save), Jump pack

Weapons: A raptor may be armed with weapons chosen from the Hand-to-Hand, Basic, Special Weapons and Grenades lists. A raptor may carry a special weapon but in this case he will take up two elite choices.

Starting Experience: 60+1D6

PLAGUE MARINES: 260 resources

M	WS	BS	S	T	W	I	A	Ld
4	4	4	4	5	1	4	1	8

Skills: Rapid Fire (Bolter)

Equipment: Power armour (3+ save), Plague knife, Mark of Nurgle (T+1, included in profile)

Weapons: The marine may be armed with weapons chosen from the Hand-to-Hand, Basic Weapons and Grenades lists.

Starting Experience: 60+1D6

KHORNE BERSERKERS: 260 resources

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

Skills: Rapid Fire (Bolter), Frenzy (however, they can parry, but cannot be restrained), Rapid charge: Triple move when charging.

Equipment: Chaos armour (2+ save), Mark of Khorne

Weapons: The marine may be armed with weapons chosen from the Hand-to-Hand, Basic weapons, Grenades and Khorne berserker lists.

Starting Experience: 60+1D6

NOISE MARINES: 270 resources

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

Skills: Rapid Fire (Bolter), immune to psychology, nerves of steel

Equipment: Power armour (3+ save), Mark of Slaanesh

Weapons: The marine may be armed with weapons chosen from the Hand-to-Hand, Basic weapons, Grenades and Noise Marines lists.

Starting Experience: 60+1D6

THOUSAND SONS: 250 resources

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

Skills: Rapid Fire (Bolter), immune to psychology, nerves of steel

Equipment: Power armour (3+ save), Mark of Tzeentch

Weapons: The marine may be armed with weapons chosen from the Hand-to-Hand, Basic weapons and Grenades lists.

Starting Experience: 60+1D6

ANY NUMBER OF:

CHAOS SPACE MARINES: 200 resources

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

Skills: Rapid Fire (Bolter)

Equipment: Power armour (3+ save)

Weapons: The marine may be armed with weapons chosen from the Hand-to-Hand, Basic weapons and Grenades lists.

Starting Experience: 40+1D6

MAX 50% OF THE FORCE MAY CONSISTS OF:

CHAOS CULTISTS: 50 resources

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

Skills: none

Equipment: none

Weapons: Chaos cultists may be armed with weapons chosen from chaos cultist equipment list.

Starting Experience: 0

Skill categories:

Below are proposed skill categories, skills marked in black are skills we feel the models should have. Skills marked in grey are picked by me to fill out all the left over skill slots (compared to the regular Necromunda rules where the number of skills is: Juvies 2, Fighters 3, Heavies 4 and Leaders 6). I think less skill categories won't be a problem and will promote diversity.

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno	Leader	Heavy
Aspiring Champion		X	X	X	X			X	
Chaos Havoc			X		X		X		X
Chaos Raptor		X	X	X					
Plague Marines		X	X	X					
Khorne Berserkers		X	X	X					
Noise Marines		X	X		X				
Thousand Sons		X	X		X				
Chaos Space Marine		X	X						
Chaos Cultists			X		X				

Notes:

Equipment marked [40k] is not available in Necromunda, the rules from 2nd edition Warhammer 40k are used instead. The cost is the cost of the item multiplied by 10, this probably isn't balanced for all items (especially some missiles and jump packs).

Perhaps it's better to restrict the following items: hand flamers, plasma pistols and any grenades except frag and Krak grenades. Also, the amount of close combat weapons may be a bit over the top.

Heavies cost the same as normal marines because they are the same. In Necromunda however they may have to pay a bit extra to compensate for increased skill access.

EQUIPMENT:

JUMP PACK

A jump pack consists of a small anti-gravity pack which negates some of the weight of the wearer and one or more rocket motors or turbines that give the wearer an extra boost when he leaps into the air. The result is that troopers wearing jump packs leap forward in long, curving bounds, skimming over intervening obstacles faster than a man can run. Though fight packs exist they are rarely used in combat as it is simply too difficult to fly one and fight at the same time. It is relatively easy to train troops to use jump packs and they are commonly used by assault troops throughout the galaxy.

A jump pack permits its wearer to make a long powered jump instead of its normal move. A model using a jump pack does not remain airborne but takes off, jumps, and lands again, all as part of its movement phase. A model may jump into hand-to-hand combat if he declares a charge at the start of his turn and gains the +1 WS Bonus for charging. When a model with a jump pack charges he may move up to 4" after he's landed to engage an opponent in hand-to-hand combat.

A model may make a jump, land and then shoot or throw a grenade, though a model may not use a 'move or fire' weapon on the same turn that it makes a jump. A model may not run, hide or enter overwatch on the same turn that it makes a jump. A model wearing a jump pack can move normally instead of making a jump if desired - it may be necessary to do so to enter vehicles or buildings or simply because jumping is liable to draw a barrage of overwatch fire.

A jump can be made up to a distance of 18". reaching a maximum height sufficient to clear most obstacles, vehicles and models. Woods and single storey buildings can be cleared, but the horizontal distance jumped is reduced to 12" to account for the greater vertical height needed. When jumping two stories, the distance of the jump will be reduced to 6". Trying to jump three stories reduces movement to 3". Jumps are always made in a straight line, but a model may turn to face in any direction at the beginning or end of its jump. Jumping downwards does not cost any movement.

Unfortunately jump packs can be difficult to control and landing in dense terrain can be disastrous! After a model has been positioned at the end of its jump roll a scatter dice. If you roll a hit the model has landed smack on target. If you roll an arrow the model scatters 1D3" in the direction indicated. Models which scatter and land in difficult or very difficult terrain or on top of "hard" obstacles such as rocks, walls or vehicles (not bushes) will suffer an S3 hit unless they roll equal to or under their Initiative characteristic on a D6. If a jumping model lands on top of another model it will move out of the way automatically and the two models will fight in hand-to-hand combat (if they are opponents, of course!). Even if the jumper accidentally ends up in hand-to-hand combat he still receives the +1 WS bonus for charging.

Troops using jump packs leap in nice slow, predictable curves so models firing at them do not count the -1 to hit penalty for firing at a target moving 10" or faster.

MULTI MELTA

The multi-melta or thermal cannon is named on account of the multiple barrel-elements used on some models. It is also known as 'hotstuff', 'hells breath' and 'hells halitosis' - its crewmen being noted for their sense of humour as well as the permanently signed condition of their uniforms.

The weapon is essentially a more powerful version of the standard meltagun. It works by means of sub-atomic agitation, rather like a long ranged microwave cooker, and can melt its way through even the heaviest armour. It is however handicapped by a relatively short range.

The multimelta makes no noise when fired, but the super-heating of the air produces a distinctive hiss which becomes a roaring blast when a living target is hit and its body moisture vapourises explosively.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save modifier	Special	Ammo Roll
0-12	12-24	+1	-	8	2D12	-4	Move or fire. 2" blast radius	4+

Mk 1 PLASMA GUN

Mk 1 plasma weapons are a less stable variant of the now commonly used plasma guns (which are actually Mk 2) Although the older design guns do not have to wait a turn to reload, they are more prone to malfunction. Any time a 1 is rolled when rolling to hit, the gun starts to overheat. Roll on the following table to find out the outcome:

D6	result
1	<i>Meltdown!</i> The weapon goes of with a load bang. Treat this a plasma grenade centered on the firing model. The weapon may not be used anymore in this battle
2	<i>Plasma Leak</i> , the model take one S6 hit with a -3 save. The weapon is also considered to be out of ammo.
3-4	<i>Severe overheating</i> , The firing model take a S4 hit with -2 save. The gun is also considered to out be jammed.
5-6	<i>Overheating</i> , The firing model take a S2 hit with -1 save. Th gun is also jammed.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save modifier	Special	Ammo Roll
0-6	6-24	+1	-	7	1	-2	Sustained fire 1 dice	5+

Mk 1 PLASMA PISTOL

Mk1 Plasma pistols have the same (dis)advantages as the Mk1 Plasma gun. Any time a 1 is rolled when rolling to hit, the gun starts to overheat. Roll on the following table to find out the outcome:

D6	result
1	<i>Meltdown!</i> The weapon goes of with a load bang. Treat this a plasma grenade centered on the firing model. The weapon may not be used anymore in this battle
2	<i>Plasma Leak</i> , the model take one S6 hit with a -3 save. The weapon is also considered to be out of ammo.
3-4	<i>Severe overheating</i> , The firing model take a S4 hit with -2 save. The gun is also considered to out be jammed.
5-6	<i>Overheating</i> , The firing model take a S2 hit with -1 save. Th gun is also jammed.

Short	Long	To Hit	To Hit	Strength	Damage	Save	Special	Ammo
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Range	Range	Short	Long			modifier		Roll
0-6	6-18	+2	-1	6	1	-1	Sustained fire 1 dice	5+

SONIC BLASTER

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save modifier	Special	Ammo Roll
0-12	12-32	+1	-	4	1	-2	Sustained fire 2 dice	5+

Sonic Blasters are the weapon of choice for a noise marines who wants to take down infantry.

BLAST MASTER

The Blast Master uses ultra high frequency to kill. The effects of the weapon are so horrifying any model taking a wound will have to take a break test.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save modifier	Special	Ammo Roll
0-20	20-40	-	-	D6+4	D6	-3	2" blast marker, move or fire	5+

DOOM SIREN

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save modifier	Special	Ammo Roll
								5+

PLAGUE KNIFE

Any

CHAIN-AXE

Rare Items Chart

Close Combat Weapons:

Chain or Flail [10 Resources] Common:

A Chain or Flail is a close combat weapon that hits with its user's strength +1, you may not be parried while using a Chain or Flail. Any fumbles count double.

Chain Sword [25 Resources] Common:

A Chain Sword is a close combat weapon that hits with strength 4 (-2 save) and parries.

Eviscerator [30 Resources] Common:

An Eviscerator is a two-handed close combat weapon that hits with its user's strength +3 and does D3 damage. You may not be parried while using an Eviscerator. However opponent wins all draws.

Force Weapon [70+3D6] Rare 11:

A Force weapon is a one-handed close combat weapon that can only be wielded by psykers. Hits with the user's strength +2. It wounds living enemies on a 2+.

Knife, Club, Maul or Bludgeon [5 Resources] Common:

Every fighter is considered to have a Knife, Club, Maul or Bludgeon that costs no additional Resources, additional or replacement Knives, Clubs, Mauls or Bludgeons must be paid for though. A Knife, Club, Maul or Bludgeon is a close combat weapon that hits with its user's strength.

Massive Weapon [10 Resources] Common:

A Massive Weapon, whatever its form, is a close combat weapon that hits with its user's strength +1. It is always used two handed.

Power Axe [50+2D6 Resources] Rare 8:

A Power Axe is a close combat weapon that may be used one or two handed. When used one handed it hits with the user's strength +2 and when used two handed it hits with the user's strength +3.

Power Fist [80+3D6 Resources] Rare 10:

A Power Fist is a close combat weapon that hits with its user's strength +4.

Power Maul [40+2D6 Resources] Rare 8:

A Power Maul is a close combat weapon that hits with its user's strength +2. Rolls of anything other than captured on injury table for fighters taken out by this weapon are ignored. A fighter who goes down to a blow from a power maul will go out of action automatically, even in multiple combats where this would not normally be the case.

Power Sword [60+2D6 Resources] Rare 9:

A Power Sword is a close combat weapon that hits with strength 5. Parries.

Sword [15 Resources] Common:

A Sword is a close combat weapon that hits with its user's strength. Parries.

Pistols:

Auto-Pistol [15 Resources] Common:

An Auto-Pistol has an 8" short range at which it is a +2 to hit, a 16" long range, hits with strength 3, has no save modifier and inflicts 1 damage. Ammo Roll 4+.

Bolt Pistol [20 Resources] Common:

A Bolt Pistol has an 8" short range at which it is a +2 to hit, a 16 " long range, hits with strength 4, has a -1 save modifier and inflicts 1 damage. Ammo Roll 6+.

Hand Flamer [35 Resources] Common:

A Hand Flamer uses the small flamer template (6"), hits with strength 4, has a -2 save modifier and inflicts 1 damage. Anything covered by template is automatically hit. Anything partially covered is hit on a 4+. When a fighter is hit by a Hand Flamer and does not go down or out of action it will be set on fire on the roll of 4+ for each hit it takes. A fighter set on fire must make a burning test at the beginning of every turn:

1-5: The fighter continues to burn and sustains an automatic strength 4 hit. If the fighter goes down or out the flames go out. While burning the fighter's nerve is automatically broken as in Ld test section, except that the fighter moves 2D6" in a random direction. A burning fighter will not engage in close combat, and other fighters automatically move out of his way.

6: The flames go out.

If there are any fighters within 1" of the burning fighter during their movement phase then they can attempt to put out the flames. If they try they can't shoot this turn. Roll a D6 and add 1 for each extra fighter trying to put out the flames, on a 6 or more the flames go out. Hand Flamers must make an Ammo Roll every time they fire. Ammo Roll 4+.

Las-Pistol [15 Resources] Common:

A Las-Pistol has an 8" short range at which it is at +2 to hit, and a 16" long range at which it is at -1 to hit. Hits with strength 3, has no save modifier and inflicts 1 damage. Ammo Roll 2+.

Needle Pistol [95+3D6 Resources] Rare 10:

A Needle Pistol is effectively silent. A Needle Pistol has an 8" short range at which it is at +2 to hit, and a 16" long range. It will automatically wound living targets but hits with strength 3 against non living targets and Genestealers, has a -1 save modifier and inflicts 1 damage. Any target suffering an injury roll instead rolls on the following table:

1-2: No Effect.

3-4: Sedated. Treated as per a down miniature.

5: Comatose. Treated as down except the fighter cannot move at all.

6: Out of Action.

Ammo Roll 6+.

Plasma Pistol [35 Resources] Common:

A Plasma Pistol has two charges, high and low. At high power it has a short range of 6" at which it is +2 to hit, and a long range of 18" at which it is -1 to hit. It hits at strength 6, modifiers saves by -1 and inflicts one damage. It cannot be fired next turn as it is recharging. At low power it has a short range of 6" at which it is +2 to hit, and a long range of 12 at which it is -1 to hit. Hits with strength 4, has no save modifier and inflicts 1 damage. Ammo Roll 4+.

Stub Gun [10 Resources] Common:

A Stub Gun has an 8" short range at which it is +1 to hit, and a 16" long range at which it is at -1 to hit, hits with strength 3, has no save modifier and inflicts 1 damage. With dum-dum bullets a stub gun inflicts strength 4 hits but automatically explodes if an ammo roll is failed. Ammo Roll 3+.

Hand Bow [5 Resources] Common:

A Hand Bow has an 8" short range, and a 16" long range at which it is -1 to hit, it hits with strength 4 and causes 1 damage. Any fighter with an armour save of 4+ or better has its save increased to 2+. A Hand Bow is effectively silent and is a move or fire weapon. The projectiles fired by a Hand Bow can be poisoned using Blade Venom. One lot of Blade Venom is enough to poison a fighter's supply of projectiles to last one game. Ammo Roll 6+.

Basic Weapons:

Auto-Gun [25 Resources] Common:

An Auto-Gun has a 12" short range at which it is at +2 to hit, a 24" long range, hits with strength 3, has no save modifier, inflicts 1 damage. Ammo Roll 4+.

Bolt Gun [35 Resources] Common:

A Bolt-Gun has a 12" short range at which it is at +1 to hit, a 24" long range, hits with strength 4, has a -1 save modifier, inflicts 1 damage. Ammo Roll 6+.

Las-Gun [25 Resources] Common:

A Las-Gun has a 12" short range at which it is at +1 to hit, a 24" long range, hits with strength 3, has a -1 save modifier and inflicts 1 damage. Ammo Roll 2+.

Shotgun [20 Resources] Common:

A Shotgun has a 4" short range and an 18" long range. A Shotgun may be loaded with either solid or scatter rounds as standard, or other types of special Shotgun rounds at additional cost. Solid shot is -1 to hit at long range, hits with strength 4, has no modifier and inflicts 1 damage. Scatter shot is +1 to hit at short range, -1 to hit at long, hits with strength 3, has no save modifier, inflicts 1 damage, has a 1" blast marker and ignores cover modifiers Any fighter hit by a shotgun must make an initiative test, with a -1 modifier to their Initiative, or fall (doesn't apply when using scatter shells). Ammo Roll 4+.

Special Weapons:

Flamer [70 Resources] Common:

A Flamer uses the large flamer template (9"), hits with strength 4, has a -2 save modifier and inflicts 1 damage. Anything covered by template is automatically hit. Anything partially covered is hit on a 4+. When a fighter is hit by a Flamer and does not go down or out of action it will be set on fire on the roll of 4+ for each hit it takes. A fighter set on fire must make a burning test at the beginning of every turn:

- 1-5: The fighter continues to burn and sustains an automatic strength 4 hit. If the fighter goes down or out the flames go out. While burning the fighter's nerve is automatically broken as in Ld test section, except that the fighter moves 2D6" in a random direction. A burning fighter will not engage in close combat fighting and other fighters automatically move out of his way.
- 6: The flames go out.

If there are any fighters within 1" of the burning fighter during their movement phase then they can attempt to put out the flames. If they try they can't shoot this turn. Roll a D6 and add 1 for each extra fighter trying to put out the flames, on a 6 or more the flames go out. Flamers must make an Ammo Roll every time they fire. Ammo Roll 4+.

Grenade Launcher [90 Resources] Common:

A Grenade Launcher has a short range of 20", and a 40" long range at which it is -1 to hit. Grenades are extra. They can fire any grenade type except Melta-Bombs. Ammo Roll Auto.

Melta-Gun [95 Resources] Common:

A Melta-Gun has a 6" short range at which it is at +1 to hit, a 12" long range, hits with strength 8, has a -4 save modifier and inflicts D6 damage. Ammo Roll 4+.

Needle Rifle [125+3D6] Rare 11:

A Needle Rifle has a 16" short range at which it is at +1 to hit, and a 32" long range. It will automatically wound living targets but hits with strength 3 against non living targets and Genestealers, has a -1 save modifier and inflicts 1 damage. A Needle Rifle is effectively silent. Any target suffering an injury roll instead rolls on the following table:

1-2: No Effect.

3-4: Sedated. Treated as per a down miniature.

5: Comatose. Treated as down except the fighter cannot move at all.

6: Out of Action.

Ammo Roll 6+.

Plasma-Gun [70 Resources] Common:

A Plasma Gun has two charges, high and low. At high power it has a short range of 6" at which it is +1 to hit, and a long range of 24". It hits at strength 7, modifiers saves by -2 and inflicts one damage. It also has 1 sustained fire dice. It cannot be fired next turn as it is recharging. At low power it has a short range of 6" at which it is +1 to hit, and a long range of 16". Hits with strength 5, has a -1 save modifier and inflicts 1 damage. Ammo Roll 4+.

Heavy Weapons:

Auto-Cannon [230 Resources] Common:

An Auto-Cannon has a 20" short range, a 72" long range, hits with strength 8, has a -3 save modifier and inflicts D6 damage. It gets 1 sustained fire dice. Ammo Roll 4+.

Heavy Stubber [140 Resources] Common:

A Heavy Stubber has a 20" short range, a 40" long range, hits with strength 4, has a -1 save modifier and inflicts 1 damage. It gets 2 sustained fire. Ammo roll 4+.

Heavy Bolter [190 Resources] Common:

A Heavy Bolter has an 20" short range, a 40" long range, hits with strength 5, has a -2 save modifier and inflicts D4 damage. It gets 2 sustained fire dice. Ammo Roll 6+.

Heavy Plasma Gun [250 Resources] Common:

A Plasma-Cannon can be fired on one of 2 different settings, low power or maximum power. When fired on maximum power the Plasma-Cannon may not fire for a full turn while it re-charges. On low power it has a short range of 20", a long range of 40", hits with strength 7, has a -2 save modifier and inflicts D4 damage and has a 1.5" blast radius. When fired on maximum power the Plasma-Cannon has a 20" short range, a 72" long range, hits with strength 10 with a -6 save modifier and cause D10 damage and has a 1.5" blast radius. Ammo Roll 4+.

Las-Cannon [240 Resources] Common:

A Las-Cannon has a 20" short range, a 60" long range, hits with strength 9, has a -6 save modifier and inflicts 2D6 damage. Ammo Roll 4+.

Missile Launcher [120 Resources] Common:

A Missile Launcher has a 20" short range and a 72" long range. Missiles are extra. Ammo Roll Auto.

Missiles and Grenades:

Frag Missiles [50] Common:

Frag Missiles hit with strength 4, have a -1 save modifier, inflict 1 damage and have a 2" blast radius.

Super Krak Missiles [150] Common:

Super Krak Missiles hit with strength 8, have a -6 save modifier and inflict D10 damage.

Frag Grenade [40 Resources] Common:

Frag Grenades have a 2" blast, inflict a strength 4 hit with a -1 save modifier and cause 1 damage. Fighters partially within the blast are hit on a 4+.

Krak Grenade [80 Resources] Common:

Krak Grenades inflict a strength 6 hit with a -3 save modifier and cause D6 damage.

Melta Bomb [40 Resources] Rare 6:

Melta Bombs have no blast, are never thrown and can not be fired from a Grenade Launcher. They are only ever used against immobile targets like buildings. A Melta Bomb hits with strength 8, has a -6 save modifier and causes D6 damage. You may place as many Melta Bombs as you have against an immobile target in close combat.

Gas Grenades:

All gas grenades have a 2" persisting blast and do no normal damage. Any fighter hit must roll under its toughness on a D6 or be affected, a roll of 6 means the fighter is affected regardless of toughness. Gas clouds can last for several turns. Test at the beginning of each player's turn by rolling a D6:

- 1: The gas dissipates causing no further harm.
- 2-5: The gas remains where it is.
- 6: The gas drifts D6" in a random direction. Any fighters enveloped by the gas are hit.

Choke Grenade [20+1D6 Resources] Rare 7:

Gas. Fighters affected by Choke fall to the floor and are considered down while in the cloud. Do not make recovery rolls. As soon as they are free of the cloud they recover.

Hallucinogen Grenade [40+2D6 Resources] Rare 9:

Gas. If the fighter is within the hallucinogen cloud at the beginning of his turn roll a D6 on the following table:

- 1: *Resist!* Roll a D6. On a 1-3 the fighter resists the gas and may act normally. On a 4-6 roll on this chart again. If they roll this result again treat them as unaffected by the gas.
- 2: *They're Crawling All Over Me!* The Victim is pinned in place and cannot test to avoid this. He does nothing for the rest of his turn.
- 3: *Over There!* The victim shoots his weapon in a random direction. If any fighter, friend or foe, lies in the direction indicated they must be targeted.
- 4: *Run For It!* The fighter's nerve breaks and he runs 2D6 inches away from the enemy and towards cover.
- 5: *Traitors!* The victim shoots at the nearest friendly fighter.
- 6: *Errr..* The victim goes out of action. However he does not roll on the injury table at the end of the game.

Scare Grenade [20 Resources] Rare 7:

Gas. Any affected fighter breaks as per Ld rules.

Smoke Grenade [15+1D6 Resources] Rare 7:

A Smoke Grenade has a 2" blast that cannot be seen or shot through without special equipment. Fighters inside smoke blast can't shoot out. Enemy fighters engaged in close combat in smoke cloud fight at half WS (round up). At the start of each player's turn roll a D6:

- 1: The cloud remains until the end of turn then dissipates.
- 2-4: The cloud remains the same.
- 5: The cloud retracts ½" in size.
- 6: The cloud drifts D6" in a random direction.

Photon Flash Flare [20+1D6 Resources] Rare 7:

Photon Flash Flares have a 1½" blast. A fighter will be effected by the blast unless they can roll under their initiative statistic on a D6. Fighters that pass merely have BS and WS reduced to 1 for remainder of the turn. Any fighter that doesn't roll under its Initiative is blinded and cannot shoot. If they decide to move they move at half speed in a random direction. If engaged in close combat their WS is reduced to 1 and they can't parry. A fighter is blinded until he rolls a 5 or 6 at the start of that players turn.

Special Ammo & Weapon Upgrades:

Man Stopper Shotgun Shells [5 Resources] Common:

Man Stopper Shells hit with strength 4, have a -2 save modifier and inflict 1 damage.

Hotshot Shotgun Shells [10 Resources] Common:

Hot Shot shells are -1 to hit at long range, hit with a strength of 4, inflict one damage and have no save modifier. If a fighter is hit and does not go down or out they can catch on fire as per flamer. Hot Shot shells have an ammo roll of 6+.

Bolt Shotgun Shells [15 Resources] Common:

Bolt Shells fired from a Shotgun are +1 to hit at short range, increase the long range to 24", hit with strength 4, have a -1 save modifier and cause 1 damage.

Dumdum Rounds [5 Resources] Common:

See stub gun.

Hotshot Power Pack [15 Resources] Rare 6:

A Hotshot Power Pack can be fitted to a Las-Gun or Las-Pistol to increase its piercing power and rate of fire. The Las-Gun or Las-Pistol hits with strength 4, has a -1 save modifier and reduces ammo roll to 6+.

Gun Sights:

Note that unless noted otherwise you can only have one Gun Sight on a weapon at a time and you may not interchange between them during a game. A Gun sight is fitted to one weapon a fighter has and any bonuses are only conferred while using that weapon.

Red Dot Laser Sight [30+2D6 Resources] Rare 8:

Any ranged weapon can be fitted with a Red Dot Laser Sight. Any shots with the weapon are made with a +1 to hit modifier. The target can try to spot the dot by rolling a 6 on a D6, if he does the shot misses.

Mono-Sight [35+2D6 Resources] Rare 9:

Basic, special and heavy weapons can be fitted with a Mono-Sight. A weapon fitted with a Mono-Sight gains an additional +1 to hit as long as the fighter was stationary this turn. Provides no bonus if shooting an appearing or disappearing or charging target with an overwatch shot.

Telescopic Sight [30+2D6 Resources] Rare 8:

Basic and special weapons may be fitted with a Telescopic Sight. A stationary fighter firing a weapon fitted with a Telescopic Sight doubles their short range. Provides no bonus if shooting an appearing or disappearing or charging target with an overwatch shot.

Infra-Red Sight [30+2D6 Resources] Rare 8:

An Infra-Red Sight can be fitted to basic, special and heavy weapons. A stationary fighter firing a weapon fitted with an Infra-Red Sight at a target in cover will reduce the to hit modifier from the target's cover by 1. Provides no bonus if shooting an appearing or disappearing or charging target with an overwatch shot. Provides no bonus when using sustained fire dice.

Armour:

Carapace Armour [50+2D6 Resources] Rare 9:

A fighter wearing Carapace Armour has a saving throw of 4+ and has their initiative halved, round up.

Flak Armour [20] Common:

A fighter wearing Flak Armour has a saving throw of 6+, 5+ if hit by a weapon with a template.

Mesh Armour [30+1D6 Resources] Rare 7:

A fighter wearing Mesh Armour has a saving throw of 5+.

Power Armour [95+3D6] Rare 11:

A fighter wearing power armour gets a 3+ save.

Scout Armour [60+3D6] Rare 10:

A fighter wearing scout armour gets a 4+ save

Terminator Armour [500+8D6 Resources] Rare 12:

A fighter wearing terminator armour gets a 3+ save on 2D6.

Bionics:

The price of Bionics covers the cost of their installation.

Bionic Arm [80+3D6 Resources] Rare 9:

A fighter with a Bionic Arm gains +1 strength (outside racial maximums) and +1 initiative, the initiative bonus only applies to close combat and quick draw results. Receiving a Bionic Arm will also cure the effects of an arm injury and/or hand injury on one arm.

Bionic Eye [50+3D6 Resources] Rare 9:

A fighter with a Bionic Eye gets a re-roll on their initiative test against Photon Flash Flares, they can see and shoot through smoke with -1 to hit. Receiving a Bionic Eye will also cure the effects of an eye injury.

Bionic Hand [50+3D6 Resources] Rare 10:

A fighter with a bionic hand cannot be disarmed in close combat, this ability only works for one weapon. Receiving a Bionic Hand will also cure the effects of a hand injury.

Bionic Leg [80+3D6 Resources] Rare 9:

A fighter with a Bionic Leg gains +1 to his attack characteristic in close combat. And can trade all successful hits in close combat for one hit at +2 strength and D3 damage. A Bionic Leg cancels one leg injury.

Miscellaneous:

Bio-Scanner [40+2D6 Resources] **Rare 8:**

A fighter with a Bio-Scanner trebles the range at which it will detect enemy.

Bio-Booster [50+3D6 Resources] **Rare 8:**

A Bio-Booster works automatically the first time the fighter with it rolls for recovery after having its last wound taken, it only works once per game. When rolling to see what happens to the fighter the roll of 1-4 indicates that it gets up with a flesh wound, on a 5 it stays down and it goes out of action on a 6.

Blindsnake Pouch [30+2D6 Resources] **Rare 8:**

A fighter wearing Blindsnake Pouch gets a 4+ unmodified save against overwatch fire.

Clip Harness [10 Resources] **Common:**

To use a Clip Harness a fighter must spend its movement phase attaching it to something. A fighter with a fastened clip harness that falls will not take any damage for doing so, and must take an initiative test at the beginning of their turn to climb back up.

Concealed Blade [10+1D6 Resources] **Rare 6:**

An individual with a Concealed Blade may attempt to escape if captured. You may want to play out the individual's escape attempt as a game in its self, starting out with their Concealed Blade (a Knife) after having just freed themselves, they fight or sneak their way out of the enemy warband's territory, hopefully picking up their belongings on the way out. Alternatively, roll a D6:

- 1: The individual trying to escape is killed.
- 2: The individual trying to escape is re-captured immediately.
- 3: The individual escapes but the warband that they escaped from keeps all of their equipment, except for their Concealed Blade.
- 4-6: The individual escapes with all of their weapons and equipment.

Filter Plugs/Respirator [10 Resources] **Common:**

A fighter with Filter Plugs can re-roll tests for avoiding the effects of gas attacks.

Fire Extinguisher [10 Resources] **Common:**

A fighter equipped with a Fire Extinguisher can use it to put out flaming fighters and objects. It will take half of their turn to extinguish a human sized fighter or object and they may do so from up to 1" away.

Grav Chute [50+3D6 Resources] **Rare 9:**

A fighter with a Grav Chute has its movement statistic increased by 1", it can move over obstacles up to 2" high without penalty and can add 2" to the distance it can jump gaps. A fighter with a Grav Chute will not take any damage from falling or jumping no matter how high they fell from.

Grapnel [30+2D6 Resources] **Rare 7:**

A Grapnel has an 8" short range at which it is at +2 to hit, a 16" long range at which it is at +1 to hit and hits with strength 2. A Grapnel is not intended to be used as a weapon. If a Grapnel is fired at a terrain feature (or other target) and hits, it is then treated as if the firing fighter had a Clip Harness attached to the point where the shot hit, if it misses, roll for scatter. Instead of having to climb the line as for a Clip Harness the fighter will be winched towards the target point 4" for each half of their turn they spend doing so, 3" if they are toughness 5, 2" if

they are toughness 6. Note that depending on how far away the Grapnel's target is, what angle it is on in relation to the firing fighter and how far it is to the ground it may not be possible to winch towards the target without swinging down and hitting the ground. If for example a fighter was on a level 3" above the ground and was going to winch its self to a target point also 3" above the ground 8" away, it could not do so without swinging down and hitting the ground as if it had fallen. Ammo Roll 6+.

Infra-Goggles [30+1D6 Resources] Rare 7:

While a fighter is wearing Infra-Goggles it can spot hidden fighters at double the normal range. In Raids and Rescues add +1 to the chance of spotting fighters in partial or complete cover. Wearer can see through smoke, with a -1 to hit modifier.

Isotropic Fuel Rod [50+2D6 Resources] Rare 8:

An Isotropic Fuel Rod can be used to turn a single territory into a Settlement.

Jump Pack [100+4D6 Resources] Rare 11:

A Jump Pack allows a fighter equipped with it to make a 12" leap instead of their basic move. After making the leap the fighter may shoot with an additional -1 to hit. When making the leap the fighter may clear obstacles up to 3" high, every additional inch of vertical clearance required above 3" will take up 2" of the fighter's horizontal movement. If in its turn a fighter with a Jump Pack moves further than 10" the usual -1 to hit a fighter moving faster than 10" applies. This 12" move must be in a straight line. If a fighter without Jump Training makes a Jump they must make an initiative test if they pass within 1" of any obstacle, if they fail they are taken out of action unless they pass an armour save with -2 modifier.

Lobo-Chip [20 Resources] Rare 7:

A fighter implanted with a Lobo-Chip cancels the effect of a serious head injury. They also have their initiative reduced to 1.

Medi-Pack [80+2D6 Resources] Rare 9:

If a fighter equipped with a Medi-Pack spends at least half their turn in base to base contact with a downed fighter then when rolling to see if the downed fighter recovers it will get up with a flesh wound on the roll of 1- 3. It stays down on the roll of 4 or 5 and goes out of action on the roll of a 6. The Medi-Pack can also be used to cure a flesh wound on a fighter that is not down. The fighter with the Medi-Pack and the patient may do nothing else in their turn and at the end of it the patient will have one point of their weapon skill, ballistic skill and initiative replaced. If a fighter with a Medi-Pack is down they may not use it on themselves or anyone else.

Mung Vase [D6x10 Resources] Rare 6:

When you buy a Mung Vase you must wait until after your next game before you can sell it, if you want to sell it. It might look really nice on your mantle piece. When you do decide to sell it, roll a D6:

- 1: The trader you are dealing with becomes very abusive with you for trying to sell him such an obvious fake and insults you and your warband. You beat the crap out of him, with the Vase. You may want to play out this encounter as a separate game involving your Leader and a fat guy with a low weapon skill. No one is interested in buying your broken and blood stained Mung Vase.
- 2: A potential buyer explains to you that your Mung Vase is a fake and quite worthless but offers you D6 Resources for it any way.
- 3: Your Mung Vase really isn't all that good, you sell it for 30+4D6 Resources.
- 4: Oops. Someone broke your Vase and no one will own up. You dock each fighter's pay and end up with 30+6D6 Resources which goes straight to the Stash. No one wants to buy your broken Vase.
- 5: A trader examines your Vase and finds it to his liking. 5x2D6 Resources.

- 6: A shifty looking individual examines your Vase then stuffs it into a sack. He hands you a case containing 10x2D6 Resources. No questions are asked. You run off like a thief in the night.

Photo-Contacts/Photo-Visor [15 Resources] Common:

If someone is wearing Photo-Contacts or a Photo-Visor then they can re-roll their initiative test to avoid the effects of a Photon Flash Flare. They can also see and shoot through smoke with a -1 to hit modifier.

Native Map [D6x10 Resources] Rare 8:

If you find and buy a Native Map you must wait until after your next game before using it. You may want to play out a map following expedition as a separate game, rolling to see what it leads you to at the end of it. When you use your Native Map roll a D6:

- 1: The Native Map leads you nowhere in particular, you end up admitting to yourself that it is little more than a few squiggly lines and a red X on a piece of paper.
- 2: Could be good! Roll a further D6:
 - 1-5: Nope. Just looked good.
 - 6: Yay! Archeotech Hoard is added to your territories.
- 3: You can add or subtract 1 from rolls on scenario table.
- 4: You can add or subtract 2 from rolls on scenario table.
- 5: You can add or subtract 2 from rolls on scenario table. Also, as soon as this result has been rolled up you may exchange one territory only for a Tunnels. This must be done immediately or not at all.
- 6: You can add or subtract 3 from rolls on scenario table.

Screamers [10+1D6 Resources] Rare 7:

Screamers last for one game. If a warband has Screamers then they can deploy them around their hideout, which will only be of use if they are playing a Raid or Rescue scenario and it is their hideout that is being infiltrated. During the game, each movement phase an enemy fighter moves in roll a D6. On the roll of a 6 it has triggered a Screamer and the alarm is raised immediately. No one fighter carries them and their value isn't included in the warband rating.

Silencer [20 Resources] Rare 6:

When you roll to see if you can find a Silencer you must nominate a specific weapon that it is intended for use with. This can only ever be a Bolt Pistol, Bolt Gun, Auto-Pistol, Auto-Gun, Stub Gun or a Sniper Rifle; a Silencer will not work with any other weapon. Note that in the case of Bolt Pistols and Bolt Guns they must also be loaded with Stalker Silenced Shells for the Silencer to have any effect. If you find the Silencer it can only ever be used with the weapon it was bought for, not even other weapons of the same type. A weapon fitted with a Silencer becomes effectively silent, which is of use in certain situations.

Skull Chip [30+2D6 Resources] Rare 8:

A fighter implanted with a Skull Chip can re-roll any initiative based test.

Stinger Mould [30+2D6 Resources] Rare 10:

Stinger Mould is a one-use item. If you have a patch of Stinger Mould you can do one of the following with it.

- 1: Cure an existing wound.
- 2: Re-roll the result of a physical injury on the Serious Injuries Table apart from 'Dead', 'Captured' or 'Multiple Injury'.

Stummers [10+1D6 Resources] Rare 7:

Stummers last for one game. If a warband with Stummers is playing a Raid or Rescue and it is they who are infiltrating the enemy's hideout, then they may deduct 1 from all rolls to see if the alarm is raised. They will also completely negate the effects of Screammers. No one fighter carries them and their value isn't included in the warband rating.

Appendix A

INVENTIONS CHART

D66	
11	Silencer [20 Resources] Rare 6
12	Red Dot Laser Sight [30+2D6 Resources] Rare 8
13	Infra-Goggles [30+1D6 Resources] Rare 7
14	Mono-Sight [35+2D6 Resources] Rare 9
15	Telescopic Sight [30+2D6 Resources] Rare 8
16	Infra-Red Sight [30+2D6 Resources] Rare 8
21	Bionic Arm [80+3D6 Resources] Rare 9
22	Bionic Eye [50+3D6 Resources] Rare 9
23	Bionic Hand [50+3D6 Resources] Rare 10
24	Bionic Leg [80+3D6 Resources] Rare 9
25	Lobo-Chip [20 Resources] Rare 7
26	Skull Chip [30+2D6 Resources] Rare 8
31	Bio-Scanner [40+2D6 Resources] Rare 8
32	Isotropic Fuel Rod [50+2D6 Resources] Rare 8
33	Grav Chute [50+3D6 Resources] Rare 9
34	Grapnel [30+2D6 Resources] Rare 7
35	Bio-Booster [50+3D6 Resources] Rare 8
36	Medi-Pack [80+2D6 Resources] Rare 9
41-42	Blindsnake Pouch [30+2D6 Resources] Rare 8
43-44	Clip Harness [10 Resources] Common
45-46	Fire Extinguisher [10 Resources] Common
51-53	Filter Plugs/Respirator [10 Resources] Common
54-56	Photo-Contacts/Photo-Visor [15 Resources] Common
61-63	Screamers [10+1D6 Resources] Rare 7
64-66	Stummers [10+1D6 Resources] Rare 7

Appendix B

Rules still being worked on...

hired guns (wip)

Space Marines:
Inquisitors
Deamon Hunters
Deamon host
Rogue trader

Chaos:
Deamons

Both:
Chaplain
Medic
Techmarine
Servitors (with pit slave equip?)
Local scouts
ogryn

VEHICLE RULES

Thing to think about:

Other Lists:

Sisters of Battle

Inquisitor party

Rogue Traders

Imperial Guard

Traitor Guard/Cult lists

Genestealer cults

Eldar

Orks

Other Rules:

Force Weapon [70+3D6] Rare 11:

A Force weapon is a one-handed close combat weapon that can only be wielded by psykers. Hits with the user's strength +2. It wounds living enemies on a 2+.

Nemesis Force Weapon [120+4D6] Rare 12:

A Nemesis Force Weapon is a close combat weapon that may only be used by Psykers. It may be used one or two handed. When used one handed it hits with the user's strength +4 and when used two handed it hits with the user's strength +5 and inflicts an additional D3 damage. When used two handed a fighter may obviously not use an additional close combat weapon to gain another attack. Nemesis Force Weapons always wound living enemies on a 2+.

Dart Gun [20+1D6 Resources] Rare 7:

A Dart Gun has an 6" short range at which it is at +2 to hit, a 12" long range, hits with strength 4 against living targets, strength 2 against non-living targets and Genestealers. It adds +1 to a fighter's armour save (or gives a 6+ save to a fighter not wearing any armour) and inflicts 1 damage. A Dart Gun is effectively silent. Ammo Roll 4+.

Auxiliary Grenade Launcher [10 Resources] Common:

An Auxiliary Grenade Launcher can be fitted to a Basic Weapon. It allows the fighter with it to fire any single Grenade type they have instead of normal shooting once per game. The Grenade is fired with an 8" short range at +1 to hit and a 16" long range. Grenades are extra.

Psycannon [70+4d6] Rare 12:

A Psycannon has an 8" short range, at which it is +2 to hit and a 16" long range, at which it is -1 to hit. It hits with strength of 8 against daemons and daemonhosts and does D3 damage. It hits with strength of 6 against psykers and does 1 damage. It hits with strength of 4 and does 1 damage against all other targets. Psycannon always has a save modifier of -1. Has an ammo roll of 6+. A Psycannon is a special weapon. A Psycannon can be shoulder mounted with an MIU.

Sniper Rifle [100+3D6] Rare 10:

A Sniper Rifle has an 18" short range at which it is at +1 to hit, a 36" long range, hits with strength 5, has a -2 save modifier and inflicts D3 damage. If a fighter moves and fires with a Sniper Rifle they are at -1 to hit. A Sniper Rifle can be fitted with a Silencer. Ammo Roll 4+.

Det-Pack [60+2D6 Resources] Rare 8:

A Det-Pack is a one use explosive weapon; a fighter may only carry one at a time. Throughout the course of the game the fighter equipped with the Det-Pack can leave it anywhere they have moved or place it on a structure, mark this point with the Det-Pack or a counter. It cannot be thrown at enemies in the open unless the fighter throwing it is in cover but it can be thrown at enemies taking cover. If it is thrown it will automatically deviate D4-1" in a random direction. A Det-Pack can be thrown a distance equal to the throwing fighter's strength times 2. At any point in either players turn after it is placed the Det-Pack may be detonated, any fighter/s within 1" of it or if it is on a structure will take a strength 8 hit with a -6 save

modifier and 2D12 damage. Anything within 3" of the exploding Det-Pack will take a strength 5 hit with a -2 save modifier and D4 damage.

Inferno Bolts [15+2D6 Resources] Rare 9:

Inferno Bolts can be fired from a Bolt Gun or Bolt Pistol with the weapon's usual profile but they can set a target on fire in the same way as a Flamer if a hit target doesn't go down or out. Ammo rolls are auto.

Stalker Silenced Shells [10+1D6 Resources] Rare 7:

Stalker Silenced Shells can be fired from a Bolt Gun or Bolt Pistol with the weapon's usual profile but if the weapon is also fitted with a Silencer it becomes effectively silent. Note that a Bolt weapon fitted with just a Silencer or just Stalker shells is not silent, it must have both.

Kraken Pattern Penetrator Rounds [20+2D6 Resources] Rare 9:

Kraken Pattern Penetrator Rounds can be fired from a Bolt Gun or Bolt Pistol with the weapon's usual profile except that hits are at strength 5 with a -3 save modifier.

Hellfire Shells [30+3D6 Resources] Rare 10:

Hellfire Shells can be fired from a Bolt Gun or Bolt Pistol with the weapon's usual profile but they will always wound a living target (including Genestealers) on 2+ and cause D3 damage. The ammo roll is changed to Auto when using these shells.

Ammo Feed [30+2D6 Resources] Rare 9:

Any Basic or Pistol weapon may be fitted with an Ammo Feed. Note that an Ammo Feed is not necessarily a physical piece of equipment but may represent an individual that is particularly skilled. At any rate it should be represented by a lot of spare ammunition on the fighter, a drum/box feed on their weapon, additional power cables or something appropriate. When shooting with the weapon fitted with the Ammo Feed the fighter gets 1 sustained fire dice whether they were stationary or moving. Note that only Basic and Pistol weapons can use Ammo Feeds, an Auxiliary Grenade Launcher is not a Basic weapon, it can only be fitted to one. Any fighter with Ammo Feeds that is wounded and must make an injury roll increases the Out of Action band on the injury table by 1.

Military Targeter [65+3D6 Resources] Rare 11:

Basic, special and heavy weapons may be fitted with a Military Targeter. A Military Targeter is a very rare and complicated piece of equipment. It will usually consist of several combined sighting mechanisms and accuracy enhancing devices. A fighter firing a weapon fitted with a Military Targeter gains a +1 to hit modifier on all shots with that weapon.

Cameleoline [50+3D6 Resources] Rare 10:

There is an additional -1 to hit modifier when shooting at a fighter with a Cameleoline, there is also a -1 initiative modifier for spotting or detecting a fighter with a Cameleoline. A fighter may wear a Cameleoline in addition to normal armour.

Blade Venom [10+1D6 Resources] Rare 6:

Blade Venom can be used to poison a single weapon, as long as the weapon has no moving parts, power field generator, etc. The Blade Venom lasts for one game and it will only effect living targets. There are two effects to Blade Venom.

- 1: Any fumbles inflict a strength 1 hit on the user.
- 2: A wound inflicted with the poisoned weapon will cause D3 damage.

Digital Lasers [70+3D6 Resources] Rare 10:

Close Combat only. 3 charges per battle, each charge when used inflicts an immediate strength 3 hit on an opposing fighter in base contact. Can fire each shot at a separate target in close

combat. The user can carry other weapons with no restrictions. Once the third shot is used the weapon is out of ammo. Only one shot can be fired per combat round. Ammo Roll 5+.

Electroflail [20 Resources] Rare 9:

Cybernetics. Str as user +1. Close combat. Cannot be parried. Fumbles count double. Archoflagellants only.

Gun Strap [10 Resources] Common:

Attached to a basic or special weapon, allows the user to wield two melee weapons in close combat but encumbers him (as per a heavy weapon).

Military Scanner [80+3D6 Resources] Rare 10:

A fighter with a Military Scanner will detect enemy fighters up to 24" away in their front 180-degree arc.

Psychic Hood [70+4D6] Rare 12:

Psyker only. If the Psyker is targeted by a Wyrd power roll a D6, on a 4+ nullify that power.

Suppression Shields [35 Resources] Rare 8:

+1 to save (6+ solo or combines with armour, but not unmodifiable saves like dodge or step aside), parry.

Combat Shotgun [30 Resources] Rare 6:

A Combat Shotgun has a 9" short range and an 18" long range. And uses the same ammo as a standard shotgun. Any fighter hit by a combat shotgun must make an initiative test, with a -1 modifier to their Initiative, or fall. Ammo Roll 4+.