

NECROMUNDA

BOOK OF THE OUTLANDS



NECROMUNDA[®]

ONLY IN THE ABSENCE OF LAW AND ORDER CAN THE
RIGHTEOUS RULE; FOR FREEDOM AND JUSTICE ARE BUT
OTHER WORDS FOR SURVIVAL, AND OUT IN THE WASTES
SURVIVAL IS EVERYTHING.

BEYOND THE STEEL TOMBS OF THE CLAN HOUSES AND THEIR
DECADENT MASTERS THE TRUE NECROMUNDA BEGINS. BENEATH
POISON-YELLOW SKIES, PALE-CLOAKED CREATURES DWELL,
CLAWING FROM THE CURSED ASHEN GROUND WHAT LITTLE
IS TO BE HAD UPON THIS RUINED, BLIGHTED WORLD. WITH
HATEFUL EYES THEY REGARD THE RAIDERS FROM THE HIVES,
WHO RIDE FORTH ON SMOKE-BELCHING MACHINES TO TAKE
WHAT SCANT RESOURCES THEY HAVE. IS IT ANY WONDER,
THEN, THAT THE PEOPLE OF THE WASTES FIGHT SO HARD
TO KEEP WHAT IS THEIRS? TO EXIST IN THIS PLACE IS TO BE
CONSTANTLY AT WAR WITH THE ENVIRONMENT AND THOSE WHO
DWELL WITHIN IT, A BATTLE FOR SURVIVAL THAT CAN ONLY END
WHEN NECROMUNDA TRULY IS A DEAD AND BARREN PLANET.

OUTSIDE THE LOOMING HIVE CITIES THE CLAN HOUSES ARE THE
INTRUDERS, WHO MUST STRUGGLE SIMPLY TO EXIST UPON A
WORLD THAT IS FOREVER TRYING TO EXTINGUISH THEM.



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ISBN: 978-1-83906-767-9

Product Code: 60630599018

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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library.

Games Workshop Website: www.warhammer.com

Forge World Website: www.forgeworld.co.uk

- >>> Subject: Event log shift 487k of the year of Him of Terra 996.M41.
- >>> Conduit Necro-vox MPF778.
- >>> Thought for the Day: Curiosity's reward is death.

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

- ++ The Guild of Coin warns against buying illicit trade goods from Nexus smugglers. While such items like seasoned food and uncontaminated water might seem alluring when compared to the honest output of your hive, illegal goods are often tainted with wasteland parasites or corrupting toxins that your fragile hive immune system simply cannot handle! Those indulging in these activities face an agonising death – either from their ill-gotten items, or at the hands of Lord Helmawr's righteous Enforcers should they be caught.
- ++ Residents of Ash Gate 19 are advised not to be alarmed by the increased sounds of gunfire and explosions. These are simply part of the routine cleansing of nearby wasteland settlements by the Enforcers. In an unrelated announcement, subjects of the great Lord Helmawr are reminded to be on the lookout for outlanders trying to enter the hive, who should be shot on sight.
- ++ Trade routes between Hive Primus and Hive Trazior are hereby restricted to essential Mercator transit during the current Season of Ash great cycle. All vehicles using these routes without the official sanctioning of the Guild of Coin will be subject to immediate censure by official Clan House guardians and any goods they are carrying confiscated as forfeit for their reckless audacity.
- ++ Lord Helmawr is doubling the current bounty on Ash Waste Nomad kills, though the Mercator Vex reminds aspiring bounty hunters to take picts lest they not be able to claim their commission.
- ++ Lord Helmawr is opening new trade routes across the Great Equatorial Wastes to further increase trade profits for the Noble Houses. The Mercator Gelt welcomes those willing to pioneer these routes and they will be richly rewarded – should they survive to reach their destination.
- ++ Addendum: Pseudo-mystical powers attributed to the 'Ash Waste Nomads' are nothing but the fanciful creation of rad-sick wastelanders and not to be believed. Note that nomad warriors cannot appear and vanish at will, nor can they fly, burrow through earth or survive point-blank bolt rounds. They are, however, still exceptionally dangerous and should always be killed on sight.



TSUN'KOR WATCHER
OF THE URH'NAG,
RAIDERS OF THE VAST
CINDERBURN FLATS



ASH WASTE NOMADS

Few things in the wastes terrify travellers more than the prospect of encountering one of the Ash Waste Nomads tribes. To the people of Necromunda they are as alien and unsettling as any known xenos species. In the eyes of a hiver they seem divorced from humanity, and though they might appear as humans, there can be no doubt their culture, and perhaps their very biology, diverged from the rest of Mankind's long ago.

To those not familiar with the landscapes and peoples of Necromunda, it might seem that upon hearing of these nomad tribes and their wasteland home that they must be little different from the countless other wasters, mutants, scavvies and drudges who have been forced to exist beyond the sheltering embrace of the hive cities. The difference between the two, however, is as stark as the difference between civilisation and barbarism.

The origins of the Ash Waste Nomads are mired in myth and legend. Ancient tales recount how, when the Iron Lords were cast down by the Imperium, the last true citizens of the Araneus Continuity fled from their oppressors into the wastes of their now blighted world. Some say the nomads are descended from these first people, tormented and changed by the wasteland into the creatures that stalk the wilds today, the hatred of the Imperium and its proxy, Lord Helmawr, still fresh in their hearts. Others claim the Ash Waste Nomads existed even before the coming of the Imperium and were a slave class of the Iron Lords, forced to toil deep beneath the ground in hellish mines. Only when their masters were dethroned and Necromunda scoured by fire did they emerge to take their rightful place as rulers of the ash wastes.

Whatever their true origins, according to the records of the hive world the Ash Waste Nomads have existed for thousands of years – surviving the changing seasons of the planet, the horrors they share the wastes with, and countless efforts by the Imperial House to wipe them out. Their strength comes not just from their ability to seemingly appear or vanish into the roiling storms of the wasteland, or their talents for battle, but the terror they inspire in their enemies, who know nothing of their true nature. In battle they are ruthless and brutal, often achieving complete surprise of their enemies when they strike. Clad in their flowing ‘haaz’arn’, or ash cloaks, they can lie for hours beneath shifting ashen sands waiting for their prey to draw near. Then, attacking with sudden and overwhelming force they bring down their quarry, claiming their prize of loot and supplies before disengaging. Their habit of taking their dead with them only adds to the dark tales surrounding their true nature; the lack of dead bodies after a battle leads many hivers to believe them to be creatures that cannot be killed – a claim only reinforced by stories of nomads taking ‘mortal’ wounds but refusing to die.

Wild tales of immortal wasteland warriors aside, travellers and settlers in the wastes know well enough to avoid the Ash Waste Nomads wherever they can. It is known that the nomads gather themselves into great tribes, and several have been identified as inhabiting the Great Equatorial Wastes surrounding Cinderak City and the vast wilderness regions between Hive Primus in the north and Hive Mynerva in the south. These tribes go by many names, though most commonly a ‘tribal name’ and an Imperial one. For instance, the ‘Tsun’ghar’, the greatest tribe of the Equatorial Wastes, are usually known by their Imperial given name – the Grey Waste Walkers.

The Tsun’ghar embody everything people commonly know and fear about the nomads and are exceptional raiders and scavengers. They can appear in small war parties or massive tribes – the largest numerous enough to threaten even major settlements. In its long history Cinderak City itself has been attacked by the Tsun’ghar numerous times, the Ash Wastes Nomads sacking whole sections of the city before vanishing once again into the wastes. It is from the Tsun’ghar that hivers and wasters have come to understand the Great Spirits that drive the nomads on their endless trek across the wastes and watch over them as they endure Necromunda’s pitiless environment. From fragments of recorded data and wasteland legends, scholars believe the Tsun’ghar and their fellow tribes worship, or perhaps are beholden to, the spirits of Necromunda itself – though there is much conjecture on whether or not these are some supernatural entities like gods or saints, or merely metaphorical interpretations or personifications of the planet itself. In either case, to the Ash Waste Nomads these spirits are real, and each tribe has a warrior or leader said to embody the one that watches over their people. For the Tsun’ghar this is the Mother of Scavengers, who stalks the wastes surrounded by a flock of wild grapplehawks. She is the Great Spirit of the Grey Wastes, and a symbol for the horror her people embody to Underhivers.

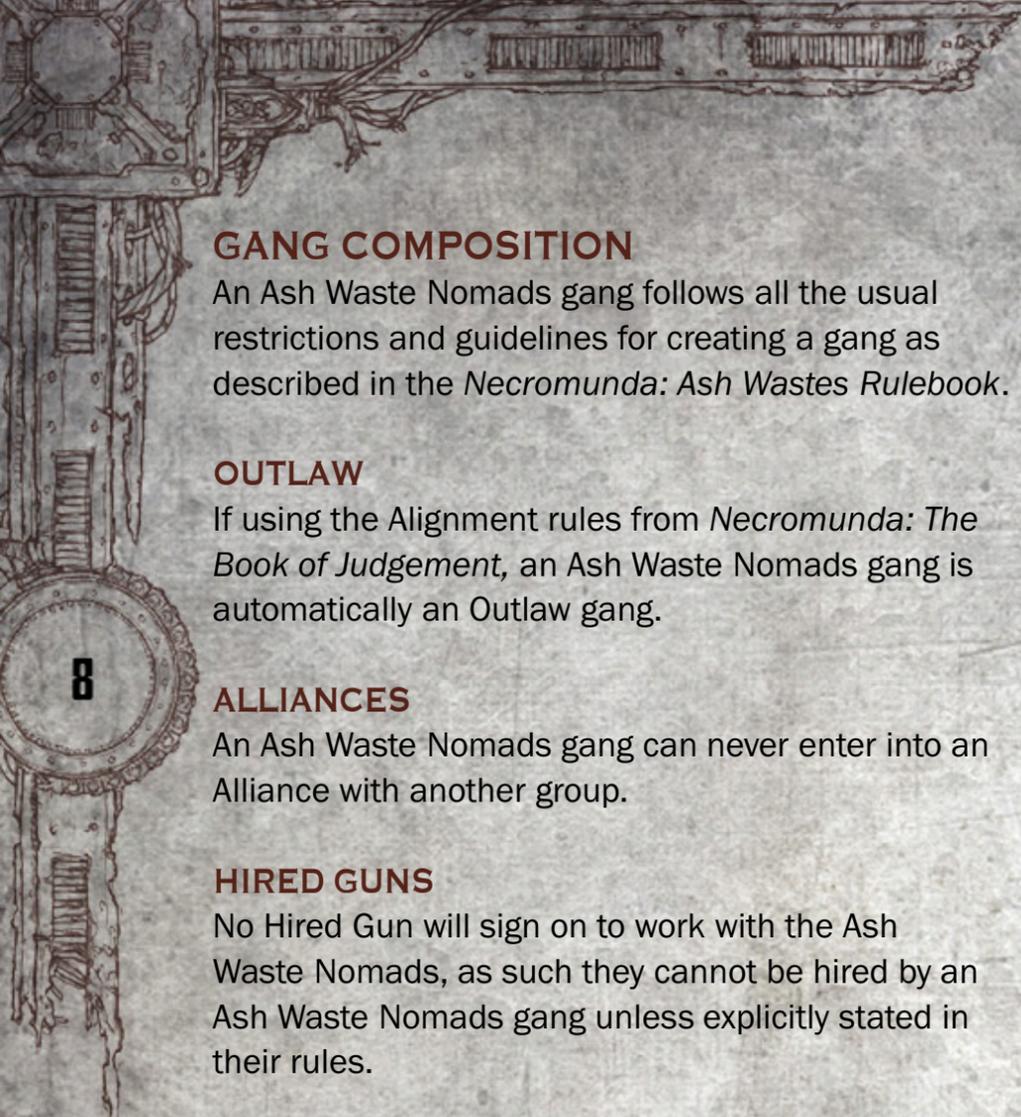


Though the Tsun'ghar are by far the most numerous tribe to inhabit the Great Equatorial Wastes, there are others, along with other Great Spirits, of note. The Baak'hau, known colloquially as the Oilrun Stalkers, live on the edges of the Poison Sea and are touched by its toxic miasma. They breed the creatures of the sump, and use deadly chems in their weapons and traps dredged up from the depths of the great black ocean. Their Great Spirit is the Sump Spirit, a creature dripping with the poison of the slag seas and casting a baleful glow of radiation. The Urh'nag, also called the Dustwall Crawlers, inhabit the lands near the Dust Wall around the ruins of Hive Secundus and scavenge the wastelands in its shadow for tools and weapons. They are breeders of insectoids without peer and grow the largest and meanest in the wastes. Their Great Spirit is the Ghost Helamite, a figure clad in chitinous armour who speaks in chattering sentences. The Ka'toka, or Leadsy Seers are people of the storm, making their home on the edge of the Irradium Oceanus, where the howling winds of the Dead, Dry and Dust Seas converge, forming great storms that sweep across the Palatine Plateau. Their Great Spirit is the Storm Dancer, a warrior clad in fluttering rags and robes who can control the savage winds of Necromunda.

Perhaps one of the most terrifying aspects of the Ash Waste Nomads is their connection to the Helamite insect breeds of the wasteland. These deadly predators are seemingly as old as the wastes themselves. Born of the toxic deserts and chem-rich soil, Helamites live in great waste-infused insect mounds – the Spoil in Necromunda's northern reaches is notorious for the size and number of these terrible nests. A peril to travellers, traders and prospectors alike, it was long believed Helamites were mindless beasts of no use to Necromunda except to terrorise its people. That the Ash Waste Nomads have managed somehow not only to tame them, but even ride them into battle, marks them even more so as abominations in the eyes of the Imperial House and its subjects – for what race of people could be kin to such despicable parasites? And here the truth of the Ash Waste Nomads is finally revealed, for no one knows for sure what flesh lurks beneath their ragged robes and masks, or if, in fact, anything of their human ancestry remains at all.

KA'TOKA ASH WARRIOR
IRRADIUM OCEANUS





GANG COMPOSITION

An Ash Waste Nomads gang follows all the usual restrictions and guidelines for creating a gang as described in the *Necromunda: Ash Wastes Rulebook*.

OUTLAW

If using the Alignment rules from *Necromunda: The Book of Judgement*, an Ash Waste Nomads gang is automatically an Outlaw gang.

ALLIANCES

An Ash Waste Nomads gang can never enter into an Alliance with another group.

HIRED GUNS

No Hired Gun will sign on to work with the Ash Waste Nomads, as such they cannot be hired by an Ash Waste Nomads gang unless explicitly stated in their rules.

HANGERS-ON

Although the usual mix of Hangers-on wouldn't work alongside the Ash Waste Nomads, they have their own versions that fill the same roles. When building an Ash Waste Nomads gang, only Hangers-on whose rules explicitly state they can be used by an Ash Waste Nomads gang can be added to the gang with the following exceptions:

- Ammo-jacks
- Rogue Docs
- Sloppers

Note these Hangers-on should be represented by models that show their revised nature.

DESIGNER'S NOTE: ASH WASTE NOMADS IN CAMPAIGNS

TRADING POST AND BLACK MARKET

Although the Ash Waste Nomads do not trade with other factions on Necromunda, they still trade amongst themselves between the various tribes. They have the same access to the Trading Post and Black Market as other gangs.

ASH WASTE NOMADS AND TERRITORIES

Ash Waste Nomads rarely venture into the Underhive – only the direst of circumstances will force them to abandon the wastes. However it is not unheard of, either because they were caught far from any safe haven during one of Necromunda's freak storms or because they are raiding the edges of a hive for supplies.

Although the Ash Waste Nomads list was designed with the Ash Wastes campaign in mind, Arbitrators may wish to allow players to use them in any of the other campaigns available. While some campaigns (such as the Outlanders campaign from *Necromunda: Book of the Outcast*) need very little work to allow Ash Waste Nomads to feature, others require more effort. Presented opposite are rules for using Ash Waste Nomads in a Dominion campaign; these make a great starting point for allowing Ash Waste Nomads to participate in any of the other Necromunda campaign types.



ASH WASTE NOMADS IN DOMINION CAMPAIGNS

The following rules detail how the Ash Waste Nomads gang functions during a Dominion campaign.

TERRITORIES AND CAMPAIGN PHASES

Ash Waste Nomads cannot occupy and control Territories like other gangs. Instead, they start the campaign in control of a single Territory unique to them – the Nomads' Outpost Territory.

Occupation Phase: During the Occupation phase, Ash Waste Nomads may challenge another gang for a nominated unoccupied Territory as normal. Similarly, another gang may challenge the Ash Waste Nomads to fight for a nominated unoccupied Territory as normal. If the Ash Waste Nomads win, rather than take control of the Territory, they must perform a Raid Territory action (as follows).

Takeover Phase: During the Takeover phase, the Ash Waste Nomads may challenge any gang for a Territory that gang controls. If the Ash Waste Nomads win, they must perform a Raid Territory action (as follows).

If, however, another gang challenges the Ash Waste Nomads during the Takeover phase then the other gang is assumed to be launching a bold assault against the Nomads' Outpost Territory (as follows). The challenger cannot gain control of the Nomads' Outpost, but will gain the benefits of a successful assault should they win. The Ash Waste Nomads cannot lose the Nomads' Outpost.

Raid Territory: The Ash Waste Nomads claim anything of value they can in a series of brutal raids, crushing all opposition.

- If the Territory is claimed it becomes unclaimed and is replaced by an Old Ruins Territory, as it has been razed to the ground by the Ash Waste Nomads; note the Ash Waste Nomads gain no Boons from it.

- The Ash Waste Nomads add 4D6x10 credits to their Stash as they take anything of value to them from the Territory.

UNIQUE TERRITORY – NOMADS' OUTPOST

Heavily defended and thrown together from whatever materials are handy, a Nomads' Outpost is a temporary base for the Ash Waste Nomads to operate from while raiding the Underhive.

HOMEGROUND

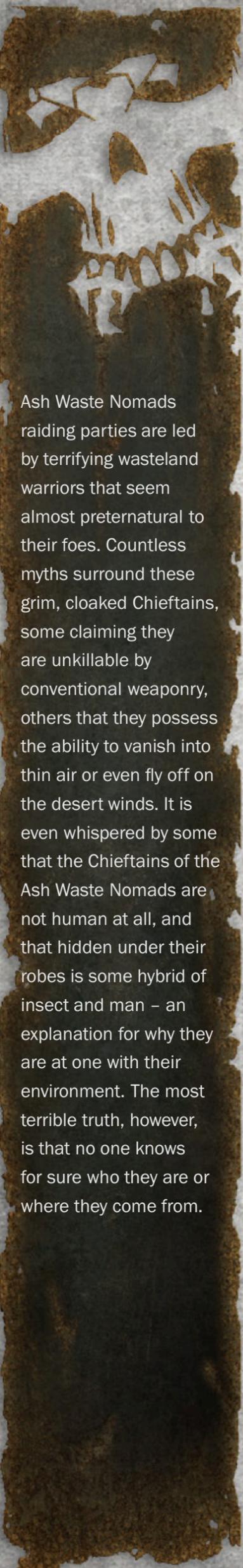
If challenged in the Takeover phase, the ensuing battle will automatically take place within the Nomads' Outpost, representing a bold gang assaulting the outpost:

- When the Nomads' Outpost is assaulted, the battle will automatically be fought using Zone Mortalis terrain (if available, otherwise play as a Sector Mechanicus battle).
- The player that controls the Ash Waste Nomads sets up all of the tiles, doors, barricades and any other terrain features. They also can decide if any of the doors are locked. The player who controls the Ash Waste Nomads treats all doors as unlocked, and can relock any door.
- The player who controls the Ash Waste Nomads automatically has the Home Turf Advantage when the Nomads' Outpost is assaulted.

TERRITORY BOON

Income: The gang earns 2D6x10 credits from this Territory when collecting income.

Gang Assault: A gang can never take control of a Nomads' Outpost. If, however, a gang should assault the Nomads' Outpost and win the ensuing battle, that gang will gain +5 Reputation.



Ash Waste Nomads raiding parties are led by terrifying wasteland warriors that seem almost preternatural to their foes. Countless myths surround these grim, cloaked Chieftains, some claiming they are unkillable by conventional weaponry, others that they possess the ability to vanish into thin air or even fly off on the desert winds. It is even whispered by some that the Chieftains of the Ash Waste Nomads are not human at all, and that hidden under their robes is some hybrid of insect and man – an explanation for why they are at one with their environment. The most terrible truth, however, is that no one knows for sure who they are or where they come from.

ASH WASTE NOMADS

KHA'TRAGI CHIEFTAIN (LEADER).....120 CREDITS

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

SPECIAL RULES

Gang Leader: An Ash Waste Nomads gang must always include a single fighter with this special rule:

- A fighter with this special rule may not retire during Campaign play. For a gang leader, the only way out is death.
- Should this fighter die during the course of a campaign, or otherwise be removed from the gang (for example, if a captured Leader is Sold to the Guilders), another fighter must be promoted to replace them (see Death of a Leader in the *Necromunda: Ash Wastes Rulebook*).

Gang Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Ash Waste Nomads fighters that are within 12" of this fighter will automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play this fighter may perform post-battle actions.

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

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready friendly Ash Waste Nomads fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all of the fighters who will be activated in this way before any of them are activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, an Ash Waste Nomads Chieftain may choose one skill from their Primary skill sets (as described in the *Necromunda Rulebook*). This skill does not cost any XP and does not increase the fighter's credits value.

SKILL ACCESS

An Ash Waste Nomads Chieftain has access to the following skill sets:

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

EQUIPMENT

An Ash Waste Nomads Chieftain is equipped with an ash cloak and a sky mantle (included in their starting cost), and may purchase weapons and Wargear from the Ash Waste Nomads Chieftain equipment list:

- During the course of a campaign, an Ash Waste Nomads Chieftain may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- An Ash Waste Nomads Chieftain has no restrictions upon the types of weapon they can take; all weapon types are available.

ASH WASTE NOMADS CHIEFTAIN EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Blast carbine 25 credits
- Blast rifle 15 credits
- Scavenged autogun 10 credits

PISTOLS

- Blast pistol 15 credits
- Scavenged stub gun 5 credits
- Web pistol 90 credits

SPECIAL WEAPONS

- Long rifle 30 credits
- Venom caster 160 credits
- Web gun 125 credits

HEAVY WEAPONS

- Charge caster with shock blast and krak rockets* 155 credits
- Heavy blaster* 140 credits

CLOSE COMBAT WEAPONS

- Chain lance 55 credits
- Long blade 30 credits
- Mono-hook 35 credits
- Stalking knife 20 credits

WARGEAR

ARMOUR

- Flak armour 10 credits
- Mesh armour 15 credits

FIELD ARMOUR

- Conversion field 60 credits
- Displacer field 70 credits
- Refractor field 50 credits

PERSONAL EQUIPMENT

- Bio-booster 35 credits
- Drop rig 10 credits
- Filter plugs 10 credits
- Grav chute 40 credits
- Medicae kit 30 credits
- Photo-goggles 35 credits
- Respirator 15 credits
- Rocket pack 5 credits
- Servo-harness – partial 130 credits

WEAPON ACCESSORIES

- Infra-sight[†] (Pistols, Basic, Special and Heavy Weapons only) 25 credits
- Mono-sight[†] (Basic, Special and Heavy Weapons only) 35 credits
- Suspensors (Weapons with the Unwieldy trait only) 60 credits
- Telescopic sight[†] (Pistols, Basic and Special Weapons only) 25 credits

ASH WASTE NOMADS

NAKU'TAARI WATCHER (CHAMPION).....100 CREDITS

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

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Ash Waste Nomads fighters that are within 6" of this fighter will automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play this fighter may perform post-battle actions.

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

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready friendly Ash Waste Nomads fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all of the fighters who will be activated in this way before any of them are activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, an Ash Waste Nomads Watcher may choose one skill chosen from their Primary skill sets (as described in the *Necromunda Rulebook*). This skill does not cost any XP and does not increase the fighter's credits value.

Watchers get their name because they are the eyes of the tribe. Often guiding raiding parties under the command of their Chieftain, they will observe their prey for hours or days, concealing themselves in the shifting ashen wasteland before signalling for their warriors to attack. As befits such an important role within the raiders, they are entrusted with some of the tribe's most powerful weapons as well as the honour of killing the most dangerous enemies. In time a Watcher might rise to lead their own band of raiders, using their hard-won knowledge to terrorise those foolish enough to venture forth from the hives.



SKILL ACCESS

An Ash Waste Nomads Watcher has access to the following skill sets:

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

EQUIPMENT

An Ash Waste Nomads Watcher is equipped with an ash cloak and a sky mantle (included in their starting cost), and may purchase weapons and Wargear from the Ash Waste Nomads Watcher equipment list:

- During the course of a campaign, an Ash Waste Nomads Watcher may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- An Ash Waste Nomads Watcher has no restrictions upon the types of weapon they can take; all weapon types are available.

ASH WASTE NOMADS WATCHER EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Blast carbine 25 credits
- Blast rifle 15 credits
- Scavenged autogun 10 credits

PISTOLS

- Blast pistol 15 credits
- Scavenged stub gun 5 credits
- Web pistol 90 credits

SPECIAL WEAPONS

- Long rifle 30 credits
- Venom caster 160 credits
- Web gun 125 credits

HEAVY WEAPONS

- Charge caster
with shock blast and krak rockets* 155 credits
- Heavy blaster* 140 credits

CLOSE COMBAT WEAPONS

- Chain lance 55 credits
- Long blade 30 credits
- Mono-hook 35 credits
- Stalking knife 20 credits

WARGEAR

ARMOUR

- Flak armour 10 credits
- Mesh armour 15 credits

FIELD ARMOUR

- Conversion field 60 credits
- Displacer field 70 credits
- Refractor field 50 credits

PERSONAL EQUIPMENT

- Bio-booster 35 credits
- Drop rig 10 credits
- Filter plugs 10 credits
- Grav chute 40 credits
- Medicae kit 30 credits
- Photo-goggles 35 credits
- Respirator 15 credits
- Rocket pack 5 credits
- Servo-harness – partial 130 credits

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- Infra-sight[†] (Pistols, Basic, Special
and Heavy Weapons only) 25 credits
- Mono-sight[†] (Basic, Special
and Heavy Weapons only) 35 credits
- Suspensor (Weapons
with the Unwieldy trait only) 60 credits
- Telescopic sight[†] (Pistols, Basic
and Special Weapons only) 25 credits

ASH WASTE NOMADS

WY'TARI STORMCALLER (CHAMPION).....120 CREDITS

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

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Ash Waste Nomads fighters that are within 6" of this fighter will automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play this fighter may perform post-battle actions.

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

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

Call the Storm: While equipped with a stormcaller staff, this fighter can perform the Change Weather (Double) action.

Change Weather (Double): If the Visibility (X") rule is not active for this battle, apply the Visibility (24") rule ([see page 85](#)). Otherwise, either increase or decrease the value of X" by 6" to a minimum of 6". These effects last for the remainder of the battle and can be modified further by future uses of this ability.

Skills: When recruited, an Ash Waste Nomads Stormcaller may choose one skill chosen from their Primary skill sets (as described in the *Necromunda Rulebook*). This skill does not cost any XP and does not increase the fighter's credits value.

Violent storms are a constant in the ash wastes, often descending from the roiling clouds or appearing over the horizon without warning. Stormcallers are the mystics of the Ash Waste Nomads, as far as hivers can tell, and have a connection to the ebb and flow of Necromunda's ravaged weather patterns that is ill understood. Whether it is via some unfathomable warp magic, or perhaps the strange archaeotech all Stormcallers seem to carry, they can literally summon a storm or dismiss it from an area; a handy talent when it comes to concealing a raiding party or covering one's tracks.



URTUNGAR 'SKY CHANTER'
TSUN'GHAR STORMCALLER
GREY WASTE WALKERS

SKILL ACCESS

An Ash Waste Nomads Stormcaller has access to the following skill sets:

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

EQUIPMENT

An Ash Waste Nomads Stormcaller is equipped with an ash cloak and Dustback Helamite (included in their starting cost), and may purchase weapons and Wargear from the Ash Waste Nomads Stormcaller equipment list:

- During the course of a campaign, an Ash Waste Nomads Stormcaller may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- An Ash Waste Nomads Stormcaller has no restrictions upon the types of weapon they can take; all weapon types are available.

ASH WASTE NOMADS STORMCALLER EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Blast carbine..... 25 credits
- Blast rifle 15 credits
- Scavenged autogun..... 10 credits

PISTOLS

- Blast pistol 15 credits
- Scavenged stub gun..... 5 credits
- Web pistol..... 90 credits

SPECIAL WEAPONS

- Long rifle..... 30 credits
- Venom caster 160 credits
- Web gun 125 credits

CLOSE COMBAT WEAPONS

- Chain lance 55 credits
- Long blade 30 credits
- Mono-hook..... 35 credits
- Stalking knife 20 credits
- Stormcaller staff..... 35 credits

WARGEAR

ARMOUR

- Flak armour..... 10 credits
- Mesh armour 15 credits

FIELD ARMOUR

- Conversion field 60 credits
- Displacer field 70 credits
- Refractor field 50 credits

PERSONAL EQUIPMENT

- Bio-booster..... 35 credits
- Filter plugs..... 10 credits
- Medicae kit 30 credits
- Photo-goggles 35 credits
- Respirator..... 15 credits

WEAPON ACCESSORIES

- Infra-sight[†] (Pistols, Basic, Special and Heavy Weapons only) 25 credits
- Mono-sight[†] (Basic, Special and Heavy Weapons only)..... 35 credits
- Telescopic sight[†] (Pistols, Basic and Special Weapons only)..... 25 credits

ASH WASTE NOMADS TARH'NOKI

DUST RIDER (PROSPECT)80 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	3+	2	9+	7+	8+	9+

SPECIAL RULES

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

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

Promotion (Ash Waste Nomads Watcher or Ash Waste Nomads Stormcaller):

If, during the Downtime phase of a campaign, this fighter has gained five or more Advancements, this fighter may be promoted to become either an Ash Waste Nomads Watcher or an Ash Waste Nomads Stormcaller as the controlling player wishes.

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

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

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

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

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

That the Helamite insects of the wastes, fearsome predators in the eyes of hivers, have somehow been trained by the Ash Waste Nomads only makes the raiders more frightening to encounter. Many believe the reason the Nomads eschew normal vehicles is because they have no way of maintaining them, though there is a school of thought that states Helamites make for much better wasteland mounts, and it is not for lack of parts, but rather the durability the insects possess – that and the terror they cause in their enemies when leaping out of the wasteland gloom!

SKILL ACCESS

An Ash Waste Nomads Dust Rider has access to the following skill sets:

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

EQUIPMENT

An Ash Waste Nomads Dust Rider is equipped with an ash cloak and a Dustback Helamite (included in their starting cost), and may purchase weapons and Wargear from the Ash Waste Nomads Dust Rider equipment list:

- During the course of a campaign, an Ash Waste Nomads Dust Rider may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- An Ash Waste Nomads Dust Rider may only be equipped with weapons chosen from this list, or from the Pistols, Special and Close Combat Weapons sections of the Trading Post or the Black Market.

ASH WASTE NOMADS DUST RIDER EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Blast carbine 25 credits
- Blast rifle 15 credits
- Scavenged autogun 10 credits

PISTOLS

- Blast pistol 15 credits
- Scavenged stub gun 5 credits
- Web pistol 90 credits

SPECIAL WEAPONS

- Long rifle 30 credits
- Venom caster 160 credits
- Web gun 125 credits

CLOSE COMBAT WEAPONS

- Chain lance 55 credits
- Long blade 30 credits
- Stalking knife 20 credits

WARGEAR

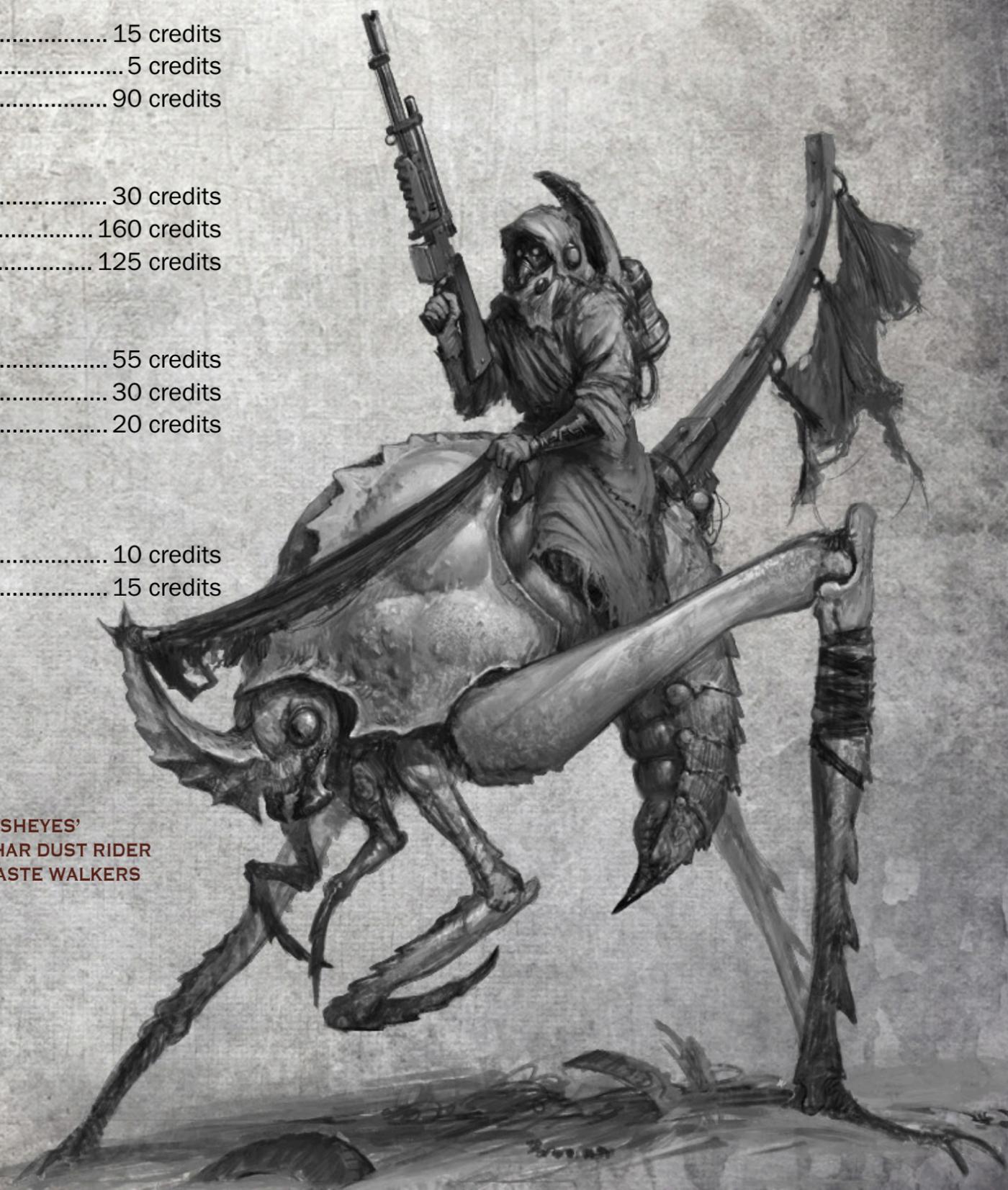
ARMOUR

- Flak armour 10 credits
- Mesh armour 15 credits

PERSONAL EQUIPMENT

- Bio-booster 35 credits
- Bio scanner 30 credits
- Filter plugs 10 credits
- Photo-goggles 35 credits
- Respirator 15 credits

OT'AR 'ASHEYES'
TSUN'GHAR DUST RIDER
GREY WASTE WALKERS



ASH WASTE NOMADS

TARN'RUNI WARRIOR (GANGER).....60 CREDITS

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

SPECIAL RULES

Gang Fighter (Ganger): Fighters with this special rule form the backbone of Ash Waste Nomads gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.

Wasteland Snipers: Ash Waste Nomads Warriors treat long rifles as Basic weapons instead of Special weapons.

Promotion (Ash Waste Nomads Specialist): When the gang is founded, a single Ash Waste Nomads Warrior can be promoted to become an Ash Waste Nomads Specialist. During campaign play, additional Ash Waste Nomads Warriors may become Ash Waste Nomad Specialists by spending Experience (XP), as described in the campaign rules (see the *Necromunda: Ash Wastes Rulebook*). An Ash Waste Nomads Specialist gains the Tools of the Trade special rule, may purchase Special weapons, and may spend XP to gain additional skills.

Tools of the Trade (Ash Waste Nomads Specialist only):

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

TUR'GUR 'WINDWALKER'
BAAK'HAU WARRIOR
OILRUN STALKERS

The warriors of the Ash Waste Nomads are like the storm winds that lash the desolate wilds of Necromunda – appearing as if from nowhere and disappearing just as swiftly. And like the wind they are both everywhere and nowhere at once. While any ganger will tell you Ash Waste Nomad Warriors can be killed just like anything else, the fact they routinely collect their dead, and hide their numbers so a settlement or caravan can never quite tell how many they are facing, makes it hard not to think of them as something more than human.



SKILL ACCESS

An Ash Waste Nomads Specialist has access to the following skill sets (note however that an Ash Waste Nomads Warrior may not gain additional skills):

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

EQUIPMENT

Ash Waste Nomads Warriors and Ash Waste Nomads Specialists are equipped with an ash cloak and a sky mantle (included in their starting cost), and may purchase weapons and Wargear from the Ash Waste Nomads Warrior equipment list:

- During the course of a campaign, both Ash Waste Nomads Warriors and Ash Waste Nomads Specialists may be given additional weapons purchased from this list.
- In addition, during a campaign both Ash Waste Nomads Warriors and Ash Waste Nomads Specialists may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market.
- An Ash Waste Nomads Warrior may only be equipped with weapons chosen from the Basic Weapons, Pistols and Close Combat Weapons sections of this list.
- Once promoted, an Ash Waste Nomads Specialist has no restrictions upon the types of weapon they can take from this list; all weapon types within this list become available.

ASH WASTE NOMADS WARRIOR EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Blast carbine 25 credits
- Blast rifle 15 credits
- Long rifle..... 30 credits
- Scavenged autogun 10 credits

PISTOLS

- Blast pistol 15 credits
- Scavenged stub gun 5 credits

SPECIAL WEAPONS

- Venom caster 160 credits
- Web gun 125 credits

HEAVY WEAPONS

- Charge caster
with shock blast and krak rockets* 155 credits

CLOSE COMBAT WEAPONS

- Long blade 30 credits
- Stalking knife 20 credits

WARGEAR

ARMOUR

- Flak armour..... 10 credits
- Mesh armour 15 credits

PERSONAL EQUIPMENT

- Bio-booster 35 credits
- Drop rig..... 10 credits
- Filter plugs..... 10 credits
- Photo-goggles 35 credits
- Respirator..... 15 credits
- Rocket pack 5 credits

WEAPON ACCESSORIES

- Infra-sight[†] (Pistols, Basic, Special and Heavy Weapons only) 25 credits
- Mono-sight[†] (Basic, Special and Heavy Weapons only)..... 35 credits
- Suspensor (Weapons with the Unwieldy trait only) 60 credits
- Telescopic sight[†] (Pistols, Basic and Special Weapons only)..... 25 credits

ASH WASTE NOMADS

RUN'TAANI DUST RUNNER (JUVE)35 CREDITS

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

SPECIAL RULES

Gang Fighter (Juve): Fighters with this special rule form the backbone of Ash Waste Nomads gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.

Promotion (Ash Waste Nomads

Specialist): If, during the Downtime phase of a campaign, this fighter has gained five or more Advancements, this fighter may be promoted to become an Ash Waste Nomads Specialist.

When a fighter is promoted in this way, they will from now on count as an Ash Waste Nomads Specialist for the purposes of determining which equipment and skill sets they can access. Their existing characteristics do not change, but they will lose the Gang Fighter (Juve), Promotion (Ash Waste Nomads Specialist), and Fast Learner special rules and gain all the special rules associated with an Ash Waste Nomads Specialist.

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

Outsiders make little distinction between one Ash Waste Nomads fighter and the next; to their foes the raiding parties seem as a shifting mass of storm cloaks, blast rifles and hunting blades. Among the skilled Chieftains and hardened Warriors, there is another class of fighter, the Dust Runner. Young and reckless, these are those members of the tribe eager to prove themselves in battle, often taking terrible risks or facing overwhelming foes in the hope, should they survive, they will be granted a permanent place within the raiding party.



KA'TOKA ASH WARRIOR
IRRADIUM OCEANUS

SKILL ACCESS

An Ash Waste Nomads Dust Runner has access to the following skill sets:

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

EQUIPMENT

Ash Waste Nomads Dust Runners are equipped with an ash cloak and a sky mantle (included in their starting cost), and may purchase weapons and Wargear from the Ash Waste Nomads Dust Runner equipment list:

- During the course of a campaign, Ash Waste Nomads Dust Runners may be given additional weapons purchased from this list.
- In addition, during a campaign Ash Waste Nomads Dust Runners may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market.

ASH WASTE NOMADS DUST RUNNER EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Blast carbine 25 credits
- Blast rifle 15 credits
- Scavenged autogun 10 credits

PISTOLS

- Blast pistol 15 credits
- Scavenged stub gun 5 credits

CLOSE COMBAT WEAPONS

- Long blade 30 credits
- Stalking knife 20 credits

WARGEAR

ARMOUR

- Flak armour 10 credits
- Mesh armour 15 credits

PERSONAL EQUIPMENT

- Bio-booster 35 credits
- Drop rig 10 credits
- Filter plugs 10 credits
- Photo-goggles 35 credits
- Respirator 15 credits
- Rocket pack 5 credits

THATOS TRIUMPHANT

One of the industrial centres of the Palatine Cluster, Hive Thatos is part of the Ring of Iron, a collar of hives fixed around the throat of Hive Primus. Its central bulk is surrounded by dozens of lesser hives and spires, each a city in its own right and filled with toiling workers and countless factories, foundries and refineries. Goods from Thatos are then sent out along the ridgeways and mag-lev lines to other hives, most of its output feeding the industry and off-world demands of Hive Primus. Even from a distance it is difficult to take in the true scale of a hive like Thatos and its hundreds of millions of inhabitants, and even more so when one considers Thatos is but one hive on a world of hundreds.







THROM GUNDEL
DRILL-KYN
TAPFERKEIT MINING CLAN



IRONHEAD SQUAT PROSPECTORS

Humans are not the only race to have made their home on the blighted world of Necromunda, and of the many subspecies, mutants and even true xenos dwelling beneath its polluted skies, few are perhaps as important to its continued existence as the Squats. Imperial records are vague on the origins of these hardy creatures, only stating that perhaps somewhere in humanity's dim and distant past they share a common ancestor with the humans of today. What is known, at least on Necromunda, is that the Squats came to that world some ten thousand years ago, not long after its conquest by the Imperium, when the scars of a galaxy-spanning civil war were still fresh on the face of the world, and much rebuilding needed to be done. For this task the Squats were unequalled in their skill, being a race of engineers, architects and craftsmen. Dozens of great Squat clans came to Necromunda in this time, and it is in no small part due to their efforts that the world prospered as it did, many within the hives oblivious to the debt they owe to the Squats.

Centuries later, the Squats, or Ironhead Squats as they are known to the people of the wastes, live a semi-nomadic lifestyle in their great land trains, travelling from mining site to mining site syphoning off the wealth of 10,000 years of pollution to sell to the Clan Houses. These vast mechanical mining rigs are like cities on tracks, and the sound of their rumbling passage carries for kilometres in all directions as they crawl from one mine to the next. When a land train reaches a suitable dig site it forms a laager, or circle of great vehicles, and might stay for months or even years as it plunders the earth beneath its tracks. While the laager is in place, prospecting parties range out in all directions from it, seeking fresh finds and protecting their clan – until the time the laager is broken down, and the land train moves on to fresh prospecting grounds.

To many the Squats are eccentric engineers who create wondrous artefacts and tinker with ancient technology, or prospectors without peer who always seem to know where the richest veins of ore and chems are to be found, but in truth they are much, much more. Behind the human-controlled organisations of the Utarnos Mining Combine, which sometimes works with Squat prospectors, or the Shalefist Miners of the Dust Rifts – who many believe comprise the entirety of the Squat race on Necromunda – is a deep and ancient culture. Birthed from an Ancestral Core, an artefact of another time, the Squats of Necromunda are a splinter of a much larger race, one that values the bond of clans and the perfection of a machine well made. Though they might keep to themselves, the Mining Clans and their Charter Lords are a society unto themselves, having lived and endured out in the wastes longer

than most noble or Clan Houses have existed. Only the Imperial House knows the true extent of the Squat presence on Necromunda, or the accords the hive cities have made with their Mining Clans for the continued life and prosperity of Necromunda.

Around the edges of the Great Equatorial Wastes there are places of deep ancestral significance to the Mining Clans of the Ironhead Squats. In millennia past it was in these places that the original twelve clans made planetfall and set up the first of the great laagers. Today each is a fastness for its clan, centuries of mining having shaped the surrounding environment to protect against intrusion, while permanent settlements delve deep into the ground below. For much of the great cycle of Necromunda a Mining Clan is absent from its fastness, their laagers set up out in the wastes or the Spoil as they methodically work their way from site to site, though they always return to rest, trade and renew bonds between clan families. In the north-western hemisphere of Necromunda there are four Mining Clans more numerous and powerful than any other: the English, Svardhol, Tapferkeit and Scragfrid.

Close to the great north-south trade routes of Mynerva and Hive Primus, the English Squat Clans have the closest relationship with the humans of Necromunda. They are known to hivers as prolific traders, a practice that often sees them in conflict with the Merchants Guild, who do not like that English envoys and prospectors cannot be bullied or bought like their normal customers. Dvabrok Goldhands is the Charter Lord of the English and is perhaps the most cunning trader in all the Squat Clans, a dubious honour, given many other Squats consider Dvabrok as having gotten



SNOGRI GRIMSON
DRILL MASTER
SCRAGFRID MINING CLAN

too close to hivers and adopted their foolish ways – something the Charter Lord does not seem to mind given the excessive wealth enjoyed by his Mining Clan.

Once far more numerous and prosperous, the Squats of Svardhol were devastated during the Ork invasion of Necromunda. Their fastness, close to what is now known as the Skull, was assaulted and it was only through their bitter defence that they survived – though only just. Far more warlike than any of the other Mining Clans, they maintain a permanent fighting cadre of Drill-kyn – it is rumoured, much to the tutting of other clans, that they even engage in mercenary work for the human Houses. Gudnar Svardson is the Charter Lord of the Svardhol and has a reputation as a fearsome warrior, having lived some three hundred years with the scars to prove it. It is Gudnar's dream to plunder the riches of the Skull and slay the creatures that dwell within, though thus far all his expeditions have ended in failure.

To the north of Secundus lies the fastness of the Tapferkeit. Tinkers and miners without peer, of all the Mining Clans they are known for their engineering marvels and the exceptional quality of their weapons and wargear. Legend has it that it was the ancestors of the Tapferkeit who helped expand the first hive cities, and it is no coincidence that the Necromagnium Underway – the great tunnel that links the hemispheres of Necromunda – bears the maker's mark of the Tapferkeit on each of its mile-markers. Vorgun Keitenson is the Charter Lord of the Tapferkeit,

an engineer who has no equal (at least to hear him tell it). Unlike other Charter Lords, Vorgun dislikes contact with the other inhabitants of Necromunda, preferring the company of machines and the depths of the world's underways – an outlook shared by his Charter Masters if they know what's good for them.

Among the northernmost Squat holds stands Scragfrid, its fastness high in the peaks of the Near Spoil. They are natural explorers and prospectors, and Scragfrid Mining Clans have laid claim to some of the richest veins of ore and chems to ever be found on Necromunda. Considered a bit odd by other Squat Mining Clans, the Scragfrid also scavenge archaeotech and even other 'found' technologies, stripping them down and creating new tech from the pieces. Fraynar Scragson is the Charter Lord of the Scragfrid, a woman with a thirst for adventure who is seen by many as both alarming and also not becoming of a Charter Lord. A consummate adventurer, Fraynar carries trophies and trinkets from her many expeditions to the far reaches of Necromunda, including everything from the diamond eyes of a great leviathan sump spider to a strange rifle-polearm she claims she wrestled from the hands of a sheen-harpy.

GANG COMPOSITION

An Ironhead Squat Prospectors gang follows all the usual restrictions and guidelines for creating a gang as described in the *Necromunda: Ash Wastes Rulebook*.

IRONHEAD SQUAT PROSPECTORS IN CAMPAIGN PLAY

The Ironhead Squat Prospectors tend to keep to themselves, travelling in crews around the ash wastes. However they are not unheard of in the Underhive (though never admitted into Hive City). Rare though they are, they do occasionally form enclaves in the Underhive.

In a Dominion Campaign, Ironhead Squat Prospectors gangs are treated just like any other; they begin the campaign with a Settlement Territory which they cannot lose, representing their base of operations. They can take control of unoccupied Territories during the Occupation phase and they can seize control of Territories from other gangs during the Takeover phase. Despite their insular and abhuman appearance, an Ironhead Squat Prospectors gang is seen as just another gang by most of the locals. They claim Territory Boons just like any other gang. Additionally, an Ironhead Squat Prospectors gang gains Enhanced Boons for a Synth Still Territory as if they were an Escher gang and from a Mine Works Territory as if they were an Orlock gang.

It is a great honour for a Squat Prospector to earn the rank of Charter Master, having risen up in the ranks of the Mining Clan to earn the favour of the Charter Lord themselves. As the name suggests, a Charter Master has their name added to the great Mining Charter – granted long ago to the clan by the Imperium – and a share of all the wealth it brings. It is unsurprising that only the most veteran Squats rise to this level, and a Charter Master will often be hundreds of years old, a grizzled explorer of the wasteland, armed with the finest weapons his clan can provide while possessed of a grim determination to plunder the mineral riches of Necromunda.

IRONHEAD SQUAT PROSPECTORS

CHARTER MASTER (LEADER) 115 CREDITS

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

SPECIAL RULES

Gang Leader: An Ironhead Squat Prospectors Gang must always include a single fighter with this special rule:

- A fighter with this special rule may not retire during Campaign play. For a gang leader, the only way out is death.
- Should this fighter die during the course of a campaign, or otherwise be removed from the gang (for example, if a captured Leader is Sold to the Guilders), another fighter must be promoted to replace them (see Death of a Leader in the *Necromunda: Ash Wastes Rulebook*).

Gang Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Ironhead Squat Prospectors fighters that are within 12" of this fighter will automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play this fighter may perform post-battle actions.

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

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready friendly Ironhead Squat Prospectors fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all of the fighters who will be activated in this way before any of them are activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, an Ironhead Squat Prospectors Charter Master may choose one skill from their Primary skill sets (as described in the *Necromunda Rulebook*). This skill does not cost any XP and does not increase the fighter's credits value.



SKILL ACCESS

An Ironhead Squat Prospectors Charter Master has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Wisdom of the Ancients
-	Primary	Secondary	-	-	Primary	Secondary	Primary	Secondary

EQUIPMENT

An Ironhead Squat Prospectors Charter Master may purchase weapons and Wargear from the Ironhead Squat Prospectors Charter Master equipment list:

- During the course of a campaign, an Ironhead Squat Prospectors Charter Master may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- An Ironhead Squat Prospectors Charter Master has no restrictions upon the types of weapon they can take; all weapon types are available.

IRONHEAD SQUAT PROSPECTORS CHARTER MASTER EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Ironhead autogun 25 credits
- Ironhead boltgun 95 credits

PISTOLS

- Ironhead autopistol 20 credits
- Ironhead bolt pistol..... 45 credits
- Ironhead hand flamer..... 85 credits
- Ironhead stub gun 10 credits
 - Dumdum rounds +5 credits
- Stone burner 70 credits

SPECIAL WEAPONS

- Ironhead flamer 150 credits
- Ironhead meltagun 155 credits

HEAVY WEAPONS

- Ironhead heavy flamer* 210 credits
- Ironhead heavy stubber* 140 credits
- Mining laser* 125 credits

CLOSE COMBAT WEAPONS

- Circular stone saw 25 credits
- Fighting knife 15 credits
- Gem extractor 50 credits
- Ironhead arc welder..... 100 credits
- Power axe 35 credits
- Power fist..... 60 credits
- Power hammer..... 45 credits
- Power pick..... 40 credits

WARGEAR

GRENADES

- Blasting charges 35 credits
- Frag grenades 30 credits
- Krak grenades 45 credits
- Smoke grenades..... 15 credits

ARMOUR

- Carapace armour
 - Light..... 80 credits
 - Heavy 100 credits
- Flak armour..... 10 credits
- Mesh armour 15 credits

FIELD ARMOUR

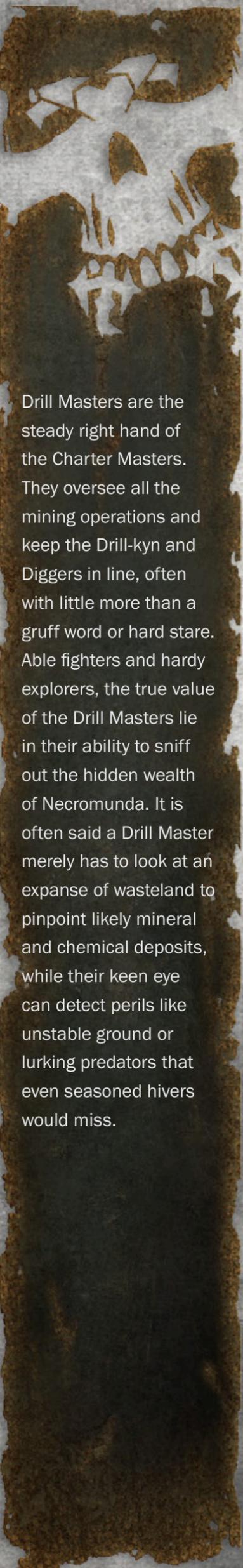
- Conversion field 60 credits
- Displacer field 70 credits
- Refractor field 50 credits

PERSONAL EQUIPMENT

- Bio-booster 35 credits
- Drop rig..... 10 credits
- Filter plugs..... 10 credits
- Grav chute 40 credits
- Medicae kit 30 credits
- Photo-goggles 35 credits
- Photo lumens..... 15 credits
- Respirator..... 15 credits

WEAPON ACCESSORIES

- Infravision[†] (any ranged weapon)..... 40 credits
- Mono-sight[†] (Basic, Special and Heavy Weapons only)..... 35 credits
- Suspensor
(Weapons with the Unwieldy trait only) 60 credits
- Telescopic sight[†] (Pistol, Basic and Special Weapons only)..... 25 credits



Drill Masters are the steady right hand of the Charter Masters. They oversee all the mining operations and keep the Drill-kyn and Diggers in line, often with little more than a gruff word or hard stare. Able fighters and hardy explorers, the true value of the Drill Masters lie in their ability to sniff out the hidden wealth of Necromunda. It is often said a Drill Master merely has to look at an expanse of wasteland to pinpoint likely mineral and chemical deposits, while their keen eye can detect perils like unstable ground or lurking predators that even seasoned hivers would miss.

IRONHEAD SQUAT PROSPECTORS

DRILL MASTER (CHAMPION).....85 CREDITS

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

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Ironhead Squat Prospectors fighters that are within 6" of this fighter will automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play this fighter may perform post-battle actions.

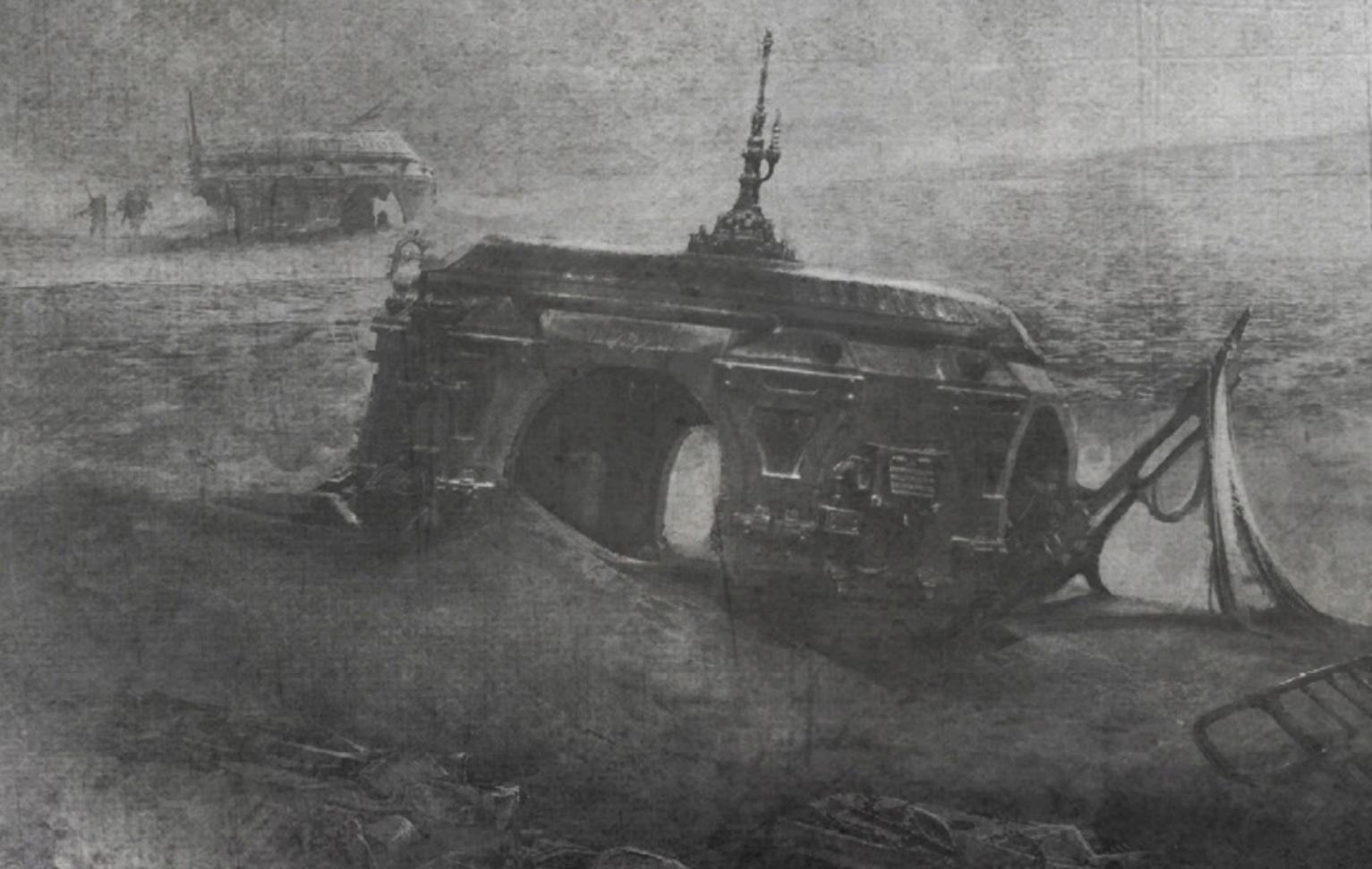
Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple equipment sets.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready friendly Ironhead Squat Prospectors fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all of the fighters who will be activated in this way before any of them are activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, an Ironhead Squat Prospectors Drill Master may choose one skill chosen from their Primary skill sets (as described in the *Necromunda Rulebook*). This skill does not cost any XP and does not increase the fighter's credits value.



SKILL ACCESS

An Ironhead Squat Prospectors Drill Master has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Wisdom of the Ancients
-	Primary	-	-	Secondary	Secondary	-	Secondary	Primary

EQUIPMENT

An Ironhead Squat Prospectors Drill Master may purchase weapons and Wargear from the Ironhead Squat Prospectors Drill Master equipment list:

- During the course of a campaign, an Ironhead Squat Prospectors Drill Master may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- An Ironhead Squat Prospectors Drill Master has no restrictions upon the types of weapon they can take; all weapon types are available.

IRONHEAD SQUAT PROSPECTORS DRILL MASTER EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Ironhead autogun 25 credits
- Ironhead boltgun 95 credits

PISTOLS

- Ironhead autopistol 20 credits
- Ironhead bolt pistol 45 credits
- Ironhead hand flamer 85 credits
- Ironhead stub gun 10 credits
 - Dumdum rounds +5 credits
- Stone burner 70 credits

SPECIAL WEAPONS

- Ironhead flamer 150 credits
- Ironhead meltagun 155 credits

HEAVY WEAPONS

- Ironhead heavy flamer* 210 credits
- Ironhead heavy stubber* 140 credits
- Mining laser* 125 credits

CLOSE COMBAT WEAPONS

- Circular stone saw 25 credits
- Fighting knife 15 credits
- Gem extractor 50 credits
- Ironhead arc welder 100 credits
- Power axe 35 credits
- Power fist 60 credits
- Power hammer 45 credits
- Power pick 40 credits

WARGEAR

GRENADES

- Blasting charges 35 credits
- Frag grenades 30 credits
- Krak grenades 45 credits
- Smoke grenades 15 credits

ARMOUR

- Carapace armour
 - Light 80 credits
 - Heavy 100 credits
- Flak armour 10 credits
- Mesh armour 15 credits

FIELD ARMOUR

- Conversion field 60 credits
- Displacer field 70 credits
- Refractor field 50 credits

PERSONAL EQUIPMENT

- Bio-booster 35 credits
- Drop rig 10 credits
- Filter plugs 10 credits
- Grav chute 40 credits
- Medicae kit 30 credits
- Photo-goggles 35 credits
- Photo lumens 15 credits
- Respirator 15 credits

WEAPON ACCESSORIES

- Infravision[†] (any ranged weapon) 40 credits
- Mono-sight[†] (Basic, Special and Heavy Weapons only) 35 credits
- Suspensor
(Weapons with the Unwieldy trait only) 60 credits
- Telescopic sight[†] (Pistol, Basic and Special Weapons only) 25 credits

IRONHEAD SQUAT PROSPECTORS

DRILL-KYN (GANGER)50 CREDITS

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

SPECIAL RULES

Gang Fighter (Ganger): Fighters with this special rule form the backbone of Ironhead Squat Prospectors Gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.

Promotion (Ironhead Squat Prospectors Specialist): When the gang is founded, a single Ironhead Squat Prospectors Drill-kyn can be promoted to become an Ironhead Squat Prospectors Specialist. During Campaign play, additional Ironhead Squat Prospectors Drill-kyn may become Ironhead Squat Prospectors Specialists by spending Experience (XP), as described in the campaign rules (see the *Necromunda: Ash Wastes Rulebook*). An Ironhead Squat Prospectors Specialist gains the Tools of the Trade special rule, may purchase Special Weapons, and may spend XP to gain additional skills.

Tools of the Trade (Ironhead Squat Prospectors Specialist only): This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple equipment sets.

Without exception the Squats of Necromunda are hardy, long-lived stock. A Drill-kyn represents the common workers of the clan, and though they are primarily concerned with mining operations or traversing the wasteland, each is a fighter easily the equal of any produced by the hive cities. Drill-kyn are indebted to their Charter Master, and for their service have the right to an equal share of the bounty produced by the Charter. In this way each Drill-kyn fights all the harder to protect their claims, knowing it is their own pockets they are lining by doing so.



BRUN HOLGEN
CHARTER MASTER
SVARDHOL MINING CLAN

SKILL ACCESS

An Ironhead Squat Prospectors Specialist has access to the following skill sets (note however that an Ironhead Squat Prospectors Drill-kyn may not gain additional skills):

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Wisdom of the Ancients
-	Primary	Secondary	Secondary	-	-	-	Primary	-

EQUIPMENT

Ironhead Squat Prospectors Drill-kyn and Ironhead Squat Prospectors Specialists may purchase weapons and Wargear from the Ironhead Squat Prospectors Drill-kyn equipment list:

- During the course of a campaign, both Ironhead Squat Prospectors Drill-kyn and Ironhead Squat Prospectors Specialists may be given additional weapons purchased from this list.
- In addition, during a campaign both Ironhead Squat Prospectors Drill-kyn and Ironhead Squat Prospectors Specialists may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market.
- An Ironhead Squat Prospectors Drill-kyn may only be equipped with weapons chosen from the Basic Weapons, Pistols and Close Combat Weapons sections of this list.
- Once promoted, an Ironhead Squat Prospectors Specialist has no restrictions upon the types of weapon they can take from this list; all weapon types within this list become available.

IRONHEAD SQUAT PROSPECTORS DRILL-KYN EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Ironhead autogun 25 credits
- Ironhead boltgun 95 credits

PISTOLS

- Ironhead autopistol 20 credits
- Ironhead bolt pistol..... 45 credits
- Ironhead stub gun 10 credits
- Dumdum rounds..... +5 credits

SPECIAL WEAPONS

- Ironhead flamer 150 credits
- Ironhead meltagun 155 credits

CLOSE COMBAT WEAPONS

- Circular stone saw 25 credits
- Fighting knife 15 credits
- Power pick..... 40 credits
- Power hammer..... 45 credits
- Power axe 35 credits

WARGEAR

GRENADES

- Blasting charges 35 credits
- Frag grenades 30 credits
- Krak grenades 45 credits
- Smoke grenades..... 15 credits

ARMOUR

- Carapace armour
- Light..... 80 credits
- Flak armour..... 10 credits
- Mesh armour 15 credits

PERSONAL EQUIPMENT

- Bio-booster 35 credits
- Drop rig..... 10 credits
- Filter plugs..... 10 credits
- Grav chute 40 credits
- Medicae kit 30 credits
- Photo-goggles 35 credits
- Photo lumens..... 15 credits
- Respirator..... 15 credits

WEAPON ACCESSORIES

- Infravision[†] (any ranged weapon)..... 40 credits
- Mono-sight[†] (Basic, Special and Heavy Weapons only)..... 35 credits
- Telescopic sight[†] (Pistol, Basic and Special Weapons only)..... 25 credits

Even a Squat Prospector has to start somewhere, and Diggers represent the youngest members of the Mining Clan who tag along with the Charter Master's crew, hoping to rise to the rank of Drill-kyn and earn their share of the spoils. Even though most Diggers are well into their forties or fifties as humans reckon age, they are seen as wet behind the beard by the older Squats and are not usually trusted with anything more complex than maintaining an engine or casing bolt rounds. This of course does not stop the Diggers trying to prove themselves, usually through the creation of strange inventions or unorthodox battle tactics.

IRONHEAD SQUAT

PROSPECTOR DIGGER (JUVE)35 CREDITS

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

SPECIAL RULES

Gang Fighter (Juve): Fighters with this special rule form the backbone of Ironhead Squat Prospectors Gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.

Promotion (Ironhead Squat Prospectors Specialist): If, during the Downtime phase of a campaign, this fighter has gained five or more Advancements, this fighter may be promoted to become an Ironhead Squat Prospectors Specialist.

When a fighter is promoted in this way, they will from now on count as an Ironhead Squat Prospectors Specialist for the purposes of determining which equipment and skill sets they can access. Their existing characteristics do not change, but they will lose the Gang Fighter (Juve), Promotion (Ironhead Squat Prospectors Specialist) and Fast Learner special rules and gain all the special rules associated with an Ironhead Squat Prospectors Specialist.

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

GURBIN SVALKR
DRILL-KYN
SCRAGFRID
MINING CLAN



SKILL ACCESS

An Ironhead Squat Prospectors Digger has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Wisdom of the Ancients
-	Secondary	Secondary	-	-	-	-	Primary	-

EQUIPMENT

An Ironhead Squat Prospectors Digger may purchase weapons and Wargear from the Ironhead Squat Prospectors Digger equipment list:

- During the course of a campaign, Ironhead Squat Prospectors Diggers may be given additional weapons purchased from this list.
- In addition, during a campaign Ironhead Squat Prospectors Diggers may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market.

IRONHEAD SQUAT PROSPECTORS DIGGER EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Ironhead autogun 25 credits
- Ironhead boltgun 95 credits

PISTOLS

- Ironhead autopistol 20 credits
- Ironhead bolt pistol..... 45 credits
- Ironhead stub gun 10 credits
- Dumdum rounds +5 credits

CLOSE COMBAT WEAPONS

- Circular stone saw 25 credits
- Fighting knife 15 credits
- Power hammer..... 45 credits
- Power pick..... 40 credits

WARGEAR

GRENADES

- Blasting charges 35 credits
- Frag grenades 30 credits
- Krak grenades 45 credits
- Smoke grenades..... 15 credits

ARMOUR

- Carapace armour
- Light 80 credits
- Flak armour..... 10 credits
- Mesh armour 15 credits

PERSONAL EQUIPMENT

- Bio-booster 35 credits
- Drop rig..... 10 credits
- Filter plugs..... 10 credits
- Grav chute 40 credits
- Medicae kit 30 credits
- Photo-goggles 35 credits
- Photo lumens..... 15 credits
- Respirator..... 15 credits

WEAPON ACCESSORIES

- Infravision† (any ranged weapon)..... 40 credits
- Mono-sight† (Basic, Special and Heavy Weapons only)..... 35 credits
- Telescopic sight† (Pistol, Basic and Special Weapons only)..... 25 credits



IRONHEAD SQUAT PROSPECTORS GEARHEAD (CREW)40 CREDITS

VEHICLE CHARACTERISTICS

TOUGHNESS

M	Front	Side	Rear	HP	Hnd	Sv
*	*	*	*	*	*	*

CREW CHARACTERISTICS

BS	Ld	Cl	Wil	Int
4+	7+	6+	6+	7+

SPECIAL RULES

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

Vehicle Crew: An Ironhead Squat Prospectors Gearhead must always be equipped with a vehicle.

SKILL ACCESS

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

EQUIPMENT

An Ironhead Squat Prospectors Gearhead must be equipped with a vehicle and they may purchase Wargear and weapons from the Ironhead Squat Prospectors Gearhead equipment list.

- During the course of a campaign, an Ironhead Squat Prospectors Gearhead may be given additional weapons and Wargear from the Trading Post and from the Black Market.
- An Ironhead Squat Prospectors Gearhead can only be equipped with weapons from this list or the Pistols section of the Trading Post or Black Market.
- An Ironhead Squat Prospectors Gearhead may be given a replacement vehicle from either this list or the Trading Post or Black Market, in which case their existing vehicle (if present) is placed into the gang's Stash.

IRONHEAD SQUAT PROSPECTORS GEARHEAD EQUIPMENT LIST

VEHICLES

LIGHT VEHICLES

- Custom vehicle Variable credits
- Ridgerunner 95 credits
- Rockgrinder 145 credits
- Wolfquad 70 credits

WARGEAR

PERSONAL EQUIPMENT

- Bio-booster 35 credits
- Filter plugs 10 credits
- Photo-goggles 35 credits
- Respirator 15 credits

WEAPONS

PISTOLS

- Ironhead autopistol 20 credits
- Ironhead bolt pistol 45 credits
- Ironhead stub gun 10 credits
- Dumdum rounds +5 credits



VHARG'RAI 'STORMGHOST'
URH'NAG DUST RIDER
DUSTWALL CRAWLERS



WASTELAND GANGS

'You think life in the underhive is tough? Try surviving in the wastes with no corpse-starch, low on fuel and Nomads coming in for the kill, you'll be running for the safety of the hive like a frightened sump rat!'

Jessika 'Half-hand', the Brazen Maidens, House Orlock

It takes a brave gang to venture out into the wastes. Most hive dwellers could not conceive of a life outside the protective shell of their towering cities, even if they could imagine an existence free of the crushing work quotas or oppressive rule of Lord Helmawr. And yet the wasteland is far from empty, despite what Imperial propaganda would like people to believe. Millennia of industry and exploitation might have left their scars upon the planet of Necromunda but they have also left a wealth of cast-off machinery, ruined hives, rich chemical rivers and toxic ores, all there to

be claimed by those with the will to find them. Every Clan House has operations out in the wasteland, whether it is overseeing mining operations in the continent-spanning rubbish dump known as the Spoil, exploiting the locals for salvage or rare flora and fauna, or protecting the lucrative Mercator Gelt trade between the hives. And where the reach of the Clan Houses is felt there are gangs to enforce their will, or in many cases, seek their own fortune so far from the controlling hand of their masters.

To survive in the wasteland a gang must be more than just hardy and adventurous – after all, the underhive provides more than enough opportunities for most aspiring gangers to make their mark upon the world. They must also have enough creds behind them to buy some vehicles and connections to allow them to pass freely through the great ash gates of their hive city. The former is not so hard if a gang is willing to make some questionable deals or settle for some less than premium machines – there being plenty of hivers willing to sell only ‘slightly’ used vehicles to a gang wanting to make its way out into the wastes. The latter, permissions and passes from the Merchants Guild, can be somewhat harder to obtain. Usually an initial deal is made between the Mercator Gelt and a gang where they promise to ride shotgun on some dangerous caravan runs in exchange for charter-seals allowing passage between the hives and introductions to outland settlements like Cinderak City. From here a gang takes their pay and whatever few runners or bikes they have and then strike out on their own, doing work for those who will pay, or their House should it deem them worthy of an important job or two.

More rarely, a gang will turn outlaw and flee to the wasteland looking for a new life away from the iron fist of the Imperial House. Despite the countless defences and defenders each hive boasts, there are many ways to enter or leave a hive without anyone knowing, and for a price a gang might find a dome runner willing to show them the way. Once in the wasteland the gang must then scrape together what creds and vehicles they can to survive, though such is the nature of their new home that their ‘outlaw’ status is usually ignored... at least that is until they commit new crimes and draw the ire of the outland Enforcer patrols or the Guild of Coin.

Some wasteland gangs have never set foot inside a hive city. Over the centuries the Houses have sent countless workers and settlers out into the wasteland, while exiles from the hives have fled to remote locations hoping to start a new life beyond the reach of their enemies. In both cases many of these wasteland inhabitants have maintained the traditions of their Clans, and it is not uncommon to see Eschers, Goliaths or Orlocks in places where the House itself has little or no influence. From this stock gangs are formed and while some might eventually build connections with House and hive, many do not. To these true wasteland gangs the hives are often seen as objects of oppression, whose inhabitants come to the wasteland only to plunder and kill, before returning to the ‘paradise’ of their fortress city. It is a negative view hives do little to contradict with their actions and has led in the past to confrontations between gangs who share a common House, but are otherwise divided by the place of their birth and upbringing.

Whether they are sanctioned explorers of the wastes, outlaws fleeing from Lord Helmawr’s justice, or sons and daughters of the wasteland itself, all wasteland gangs have a number of things in common. First and foremost a wasteland gang is a mobile crew whose home is the bikes, quads and runners it uses to cross the wastes. Gangers quickly learn how to operate and maintain all manner of moving machines, the likes of which would seem strange and alien to the average resident of the underhive. In the ash wastes a gang without vehicles is a dead gang. Laws are also not so well enforced out in the wastes and a gang coming from the hives quickly adjusts its notion of what counts as ‘illegal’. The term outlaw or outlander also loses meaning the further from a hive a gang travels, until who is right becomes less important than who is left standing. All in all, the wastes offer great opportunities for a gang – provided they can live long enough to claim them.

GANG COMPOSITION

A Wastelands Gang follows the rules for founding a gang as found in the *Necromunda Rulebook* with the following change:

- They gain an additional 400 credits when being founded that can only be spent on crew, vehicles, fighters that come default with Wargear that grants the Mounted condition or on Wargear that grants the Mounted condition. Any unspent credits from this allowance are lost after the gang is founded (note that credits may be spent from the gang's initial 1,000 credits on vehicles as well).

ADDING VEHICLES

Out in the ash wastes, you live or die by your wheels. To stand any chance of surviving the ash storms or lethal radiation from the toxic environment, you need transportation.

VEHICLE AND CREW CHARACTERISTIC PROFILES

Since characteristic profiles on Vehicle cards are made up of both the crew characteristics and the vehicle characteristics, when each is presented separately a * represents the characteristics determined by the other part.

Adding a vehicle and crew to your roster is easy, follow these steps:

1. Hire a Crew

2. Assign them a Vehicle

3. Purchase Upgrades and Wargear

1. HIRE A CREW

Most gangs have access to one or more crew. The main exception are the Ash Waste Nomads who cannot include vehicles but may include many different kinds of macro-insects. The profiles for the crews available to gangs can be found [on page 42](#).

2. ASSIGN THEM A VEHICLE

Every crew needs a vehicle to operate. You can either have them crew one from your gang's Stash or purchase a new one for them from their entry. The rules for creating a custom vehicle and some generic vehicles can be found on pages 60-79.

3. PURCHASE UPGRADES AND WARGEAR

All vehicles have a set number of Upgrade slots available ([see page 64](#)). These can be filled with Upgrades from the gang's Stash or purchased from the Trading Post. Full rules for equipping and removing Upgrades can be found [on page 64](#).

There is no limit on the Wargear that may be fitted on a vehicle; the full list can be found on [page 69](#).

WASTELAND GANGS AND TRADE

Living as they do on the fringes of society, far away from the watchful eye of the Palanite Enforcers, Wasteland gangs have a less constrained view of either being an Outlaw or Law Abiding, with the line between the two being blurry at best. As such, reduce the penalties for either a Law Abiding gang seeking Illegal equipment or an Outlaw gang seeking Rare equipment by one.

WASTELAND GANG EQUIPMENT LIST

Wasteland gangs (apart from Ash Waste Nomads) consider the following equipment to be part of their gang equipment list for all fighters (except crew).

WARGEAR PERSONAL EQUIPMENT

- Waster's dirtbike..... 50 credits

WASTER'S DIRTBIKE

A fighter equipped with a Waster's dirtbike increases their Movement characteristic to 8" and gains the Mounted condition. This Wargear cannot be combined with any other Wargear that affects a fighter's movement, such as either a jump booster or grav-cutter.

BIKES AND CYBER-CATS AND CHOPPERS OH MY!

In the vast wastes of Necromunda there is a dizzying array of personal transport options used by gangers, ranging from the humble dirtbike to choppers and even exotic cyber-animals! These are all represented by the rules for a Waster's dirtbike. At the Arbitrator's discretion these can be further customised by using custom vehicle Upgrades and Wargear ([see page 65](#)). If using this option, no more than one Upgrade from each area should be taken.

Note also that you cannot add Weapon Hardpoints to a Waster dirtbike – anything sturdy enough to have a Weapon Hardpoint should be represented with the Custom Vehicle rules.



VEHICLE CREWS

Most gangs have access to one or more crew. The main exception are the Ash Waste Nomads who cannot include vehicles in their gangs, but may include many different kinds of macro-insects. The profiles for a selection of crews available to gangs can be found below.

Note that no matter how large a vehicle is or how many Weapon Hardpoints it has, one crew is sufficient to operate it.

ORLOCK IRON RIDER (CREW)35 CREDITS

Available to Orlock gangs only.

VEHICLE CHARACTERISTICS							CREW CHARACTERISTICS				
TOUGHNESS											
M	Front	Side	Rear	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
*	*	*	*	*	*	*	4+	6+	6+	7+	7+

SPECIAL RULES

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

Vehicle Crew: An Orlock Iron Rider must always be equipped with a vehicle.

Skills & Equipment: An Orlock Iron Rider has access to the Skills and Equipment of a vehicle crew ([see page 43](#)).

SCUM RACER (CREW)20 CREDITS

Available to all gangs except Ash Waste Nomads.

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

SPECIAL RULES

Vehicle Crew: A Scum Racer must always be equipped with a vehicle.

Skills & Equipment: A Scum Racer has access to the Skills and Equipment of a vehicle crew ([see page 43](#)).

GUILD OF COIN HAULIER (CREW)40 CREDITS

Available to all gangs except Ash Waste Nomads.

VEHICLE CHARACTERISTICS							CREW CHARACTERISTICS				
TOUGHNESS											
M	Front	Side	Rear	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
*	*	*	*	*	*	*	4+	7+	6+	6+	7+

SPECIAL RULES

Vehicle Crew: A Guild of Coin Haulier must always be equipped with a vehicle.

Skills & Equipment: A Guild of Coin Haulier has access to the Skills and Equipment of a vehicle crew ([see page 43](#)).

VEHICLE CREW SKILLS AND EQUIPMENT

SKILL ACCESS

A vehicle crew has access to the following skill sets:

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

EQUIPMENT

A vehicle crew must be equipped with a vehicle and they may purchase Wargear and weapons from the Vehicle Crew equipment list.

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

VEHICLE CREW EQUIPMENT LIST

VEHICLES

- Custom Vehicle Variable credits
- Wolfquad 70 credits
- Ridgerunner 95 credits
- Rockgrinder 145 credits
- Orlock Outrider Quad
(Orlock Iron Rider only) 80 credits
- Ridgehauler
(Guild of Coin Haulier only) 230 credits

WEAPONS

PISTOLS

- Autopistol 10 credits
- Hand flamer 75 credits
- Laspistol 10 credits
- Stub gun 5 credits
- Dumdum rounds +5 credits

WARGEAR

PERSONAL EQUIPMENT

- Filter plugs 10 credits
- Photo-goggles 35 credits
- Respirator 15 credits



HANGERS-ON AND BRUTES

Once a gang establishes itself, its hideout can become as well-known as any other local landmark. Some gangs' hideouts become centres of activity, with loyal hivers granted the freedom to come and go as they please, while others are more like fortresses. In either case, they are sought-after destinations for merchants and tradesmen seeking a reliable base of operations and offering their services to the gang.

Hangers-on are primarily used in Campaign play, although some will prove particularly useful in Skirmish play. Brutes are purchased specifically to add some extra muscle and prowess on the battlefield and can be fielded alongside the rest of the gang normally. In the Update Roster step of the post-battle sequence, players can recruit Hangers-on and Brutes. These are purchased with credits from the gang's Stash in the same way as new fighters. A Fighter card is filled out for each and they are added to the gang roster. Most Hangers-on and Brutes have various options for their equipment – these must be decided when they are recruited and cannot be changed later.

During Campaign play, both Hangers-on and Brutes can be taken captive in the post-battle sequence, just like any other fighter. In such cases, the gang can attempt to rescue them or make a trade with the captor to have them returned. Should they fail to rescue them or secure a trade, the captor may sell them as if they were a normal fighter.

The maximum number of Hangers-on and Brutes a gang can have is limited by its Reputation, as shown by the table below. If a gang's Reputation drops to the point that it does not have enough for its Hangers-on or Brutes, it must remove one or more of them from its roster until it is back within the limit. Also, note that there is a limit on each type of Hanger-on and Brute – a gang can have up to two Rogue Docs, but only one Dome Runner, for example. Hangers-on and Brutes do not count towards the number of fighters in the gang for the purposes of determining how many fighters of other types the gang may contain.

**Maximum Hangers-on
and Brutes**

Reputation	Maximum Hangers-on and Brutes
Less than 5	1
5-9	2
10-14	3
15-19	4
20-24	5

*'Great Helamite herds,
Rippers the size of
ridgerunners, escaped
horrors from hive bottom
and spawn from the
stars. Is it any wonder
a gang might want to
hire some of their own
hulking muscle?'*

Greyways Jo,
Cinderak City Menagerie

HANGERS-ON

Each of the different types of Hanger-on brings a specific benefit or a special rule to the gang that employs them. Hangers-on do not normally take part in battles; their role is a non-combat one. However, should a battle take place on the gang's own turf (i.e., when the gang has the Home Turf Advantage in a scenario), roll a D6 for each Hanger-on before choosing a crew. On a roll of 1, 2 or 3, the Hanger-on is unfortunate enough to be around when the fighting starts, and must be included as part of the crew.

Hangers-on cannot gain Experience or Advancements; if they suffer a Lasting Injury that would make a change to their Fighter card, they decide that the hideout is no longer safe and move on – they are removed from the gang roster. They cannot be given any equipment other than what is listed.

BRUTES

Unlike other Hangers-on, Brutes are purchased with the express intention that they be fielded in battle and are treated like any other fighter when selecting a crew. Unlike other Hangers-on, Brutes will gain Experience and Advancements in the same manner as a Specialist. Unlike Hangers-on, Brutes will not leave the gang should they suffer a Lasting Injury that makes a change to their Fighter card.

WASTELAND GANGS' HANGERS-ON AND BRUTES

The Brutes presented in this book are not the only Hangers-on and Brutes available to a Wasteland gang. Other Necromunda supplements include many other Hangers-on and Brutes that are suitable for use in Ash Wastes campaigns.

HANGERS-ON

0-2 NOMAD ARTHROMITE HERDER.....40 CREDITS (AVAILABLE ONLY TO ASH WASTE NOMADS GANGS)

The Ash Waste Nomads have a strange affinity for the creatures of the wasteland, especially the Dustback Helamites that they ride into battle. More insidious than these surface-running creatures are the massive insects that live beneath the ground. Known commonly as Arthromites, these huge creatures often lie in wait for unwitting prey, burrowing under the surface of ash dunes and leaping to terrible life when a traveller or even a vehicle moves over it. The creature then overpowers their catch, tearing and biting before ultimately dragging it beneath the sand or ash.

Even on their own an Arthromite can be more than a match for a human, and Nomad Arthromite herders will train these creatures to do their bidding. Clad in the discarded exoskeletons of their charges, an Arthromite herder is often accompanied by an Arthromite Duneskuttler – sending them charging toward their foes with little more than a gesture of their hunters polearm, the Duneskuttlers falling upon the hapless target seconds before the herder themselves joins the fray. Though Duneskuttlers are by far from the most common insects to be found in the command of a herder, there are rumours of even larger more terrible beasts that they can control – with herders often travelling deep into the wastes and returning with horrors seldom seen in civilised lands.

‘Damn duneskuttlers get everywhere – I mean, the Cinderak City sewers are crawling with them. Good eating if you can catch one... and provided it doesn’t eat you first!’

Dun Two-spoons,
Meatish Delights
Cinderak City Slopper

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

SPECIAL RULES

Arthromite Whisperer: During the Post-battle Sequence a Nomad Arthromite Herder may tend to the wounds of an Arthromite Duneskuttler. If the Arthromite Duneskuttler is Critically Injured, it goes into Recovery; otherwise roll a D6, on a 3+ the Arthromite Duneskuttler heals any lasting injuries it has and goes into Recovery. This cannot be performed in the same Post-battle Sequence as the Training Program ability.

Training Program: During the Post-battle Sequence, a Nomad Arthromite Herder may attempt to train an Arthromite Duneskuttler; make an Intelligence test for the Nomad Arthromite Herder, if successful, the Arthromite Duneskuttler earns D3 XP. This cannot be performed in the same Post-battle Sequence as the Arthromite Whisperer ability.

EQUIPMENT

A Nomad Arthromite Herder is armed with a hunters polearm, mesh armour and an ash cloak.

SKILLS

A Nomad Arthromite Herder has the Born to the Wastes skill.

BRUTES

0-2 ARTHROMITE DUNESKUTTLE210 CREDITS (AVAILABLE ONLY TO ASH WASTE NOMADS GANGS)

Of the countless insect vermin of the wasteland, few are as feared as the Arthromite Duneskuttlers. Large enough to bite a man's head off, they stalk though the wastes hiding in the ash dunes waiting to ambush their prey.

Their fearsome reputation is only aided by the fact they are often used by Nomads as shock troops to charge at the enemy before killing them in a flail of mandibles and scythed limbs. The only ones who seem able to control these hulking insects are large imposing figures, clad in the cast-off carapace of Duneskuttlers and wielding fearsome long polearms.

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

WEAPONS

An Arthromite Duneskuttler is armed with mandibles and is equipped with heavy carapace armour.

SPECIAL RULES

Wall Scuttler: When an Arthromite Duneskuttler climbs, the vertical distance they move is not halved. In other words, they always count as climbing up or down a ladder.

Hard to Kill: Arthromite Duneskuttlers are notoriously hard to kill; when rolling on the Lasting Injury table for an Arthromite Duneskuttler, roll twice and apply whichever result the controlling player wishes.

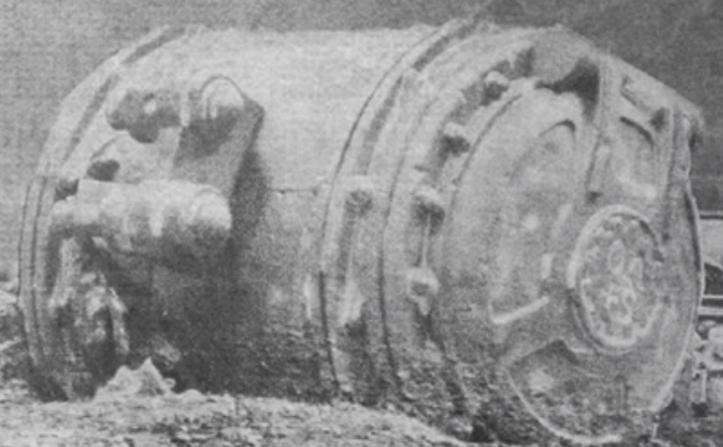
SKILLS

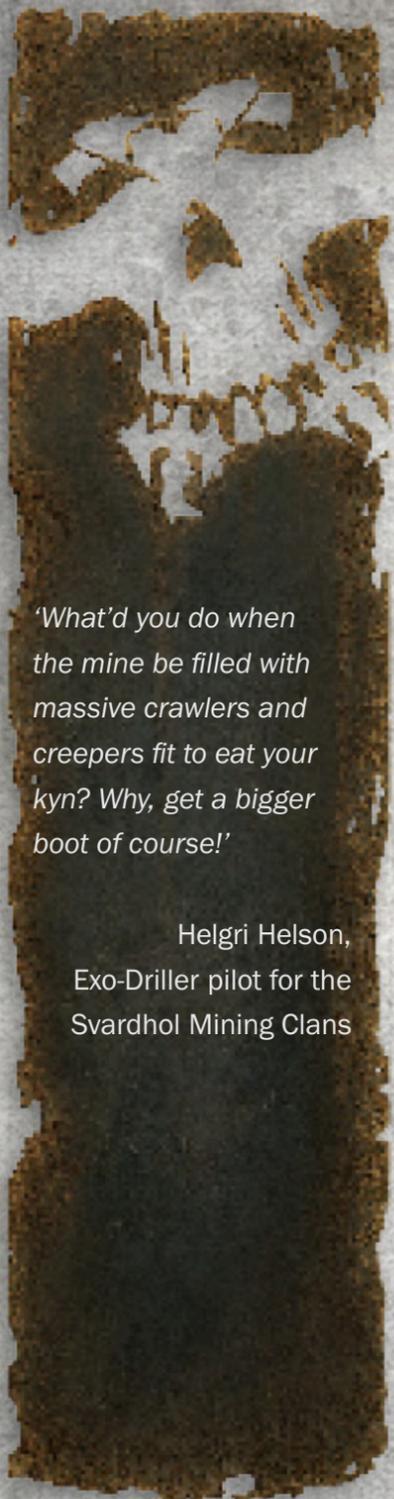
An Arthromite Duneskuttler has the Fearsome and Nerves of Steel skills.

SKILL ACCESS

An Arthromite Duneskuttler has access to the following skill sets;

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





**O-2 IRONHEAD SQUAT PROSPECTORS
VARTIJAN EXO-DRILLER.....250 CREDITS
(AVAILABLE ONLY TO IRONHEAD SQUAT PROSPECTOR GANGS)**

The Squats of Necromunda are nothing if not relentless in their efforts to plunder the remaining mineral wealth of their world. To aid them in this task they maintain many tools and machines that date back thousands of years to the founding of the Mining Clans. Among these are suits of exo-armour. Originally designed for protecting Squat miners in adverse environments, they have been adapted and developed over the centuries to incorporate heavier weaponry and better defences against Necromunda's unique environment.

The most widely used of these suits is the Vartijan, named after the famous Squat engineer Valya Vartijan of the Svardhol mining clan. Created to support Drill-kyn as they explored the maze of tunnels around the ruins of the Skull, they proved so effective in the cramped, dark remains of the fallen hive city that they were swiftly adopted by the other clans. Charter Masters especially found the suit's ability to carry heavy weaponry into difficult to reach regions often the difference between claiming a dig site or getting driven back by nomad attacks. These days it is not unusual for the heavy stomping of an exo-driller, or the harsh glare of its spotlights, to accompany prospectors into dangerous situations.

'What'd you do when the mine be filled with massive crawlers and creepers fit to eat your kyn? Why, get a bigger boot of course!'

Helgri Helson,
Exo-Driller pilot for the
Svardhol Mining Clans

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

WEAPONS

An Ironhead Squat Prospectors Exo-Driller is armed with a Vartijan fist, Vartijan heavy flamer and seismic crusher. All Ironhead Squat Prospectors Exo-Drillers are equipped with light carapace armour.

OPTIONS

- An Ironhead Squat Prospectors Exo-Driller may replace its Vartijan heavy flamer with a Vartijan heavy bolter for +50 credits.

SPECIAL RULES

Guard Exosuit: If the scenario being played requires the controlling gang to deploy sentries, an Ironhead Squat Prospectors Exo-Driller can always be deployed as an additional sentry regardless of Crew Selection rules. This can take a starting crew above the maximum size.

Sensor Suite: This model treats the Visibility (X) rule as being 3" higher than it is.

SKILLS

An Ironhead Squat Prospector Exo-Driller has the Nobody Pushes Kin Around skill.

SKILL ACCESS

An Ironhead Squat Prospectors Exo-Driller has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Wisdom of the Ancients
-	Secondary	-	-	Primary	-	-	Secondary	Secondary



KAYRIID TORSON
EXO-DRILLER PILOT
ENGLISH MINING CLAN

**O-2 OUTLAND BEASTMASTER 100 CREDITS
(AVAILABLE TO ANY GANG)**

Fighters on Necromunda quickly learn to use anything and everything they can to get the edge over their foes. Outland Beastmasters take this ethos to include the countless critters and other creeping, crawling and biting horrors that infest the lower regions of the hive cities or live beneath wasteland settlements. Using ancient techniques handed down through the centuries they employ lures, animal calls and shock staves to capture and then train everything from the humble hive rat to massive rock-skinned Millisaurs.

For a price, a Beastmaster will lend their talents, and their critters, to a gang, often taking their foes by surprise as murderous vermin strike at them from the shadows. The Beastmasters themselves are also no small threat, often having learned tricks from their pets by long association. Whether it is in the badzones of the underhive, or out in the deep wastes, a gang will be thankful of the skills a Beastmaster can bring to the fight – or should things go especially badly, the walking meals under their control.

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

WEAPONS

A Beastmaster is armed with a shock staff and a sawn-off shotgun with solid and scatter ammo. All Beastmasters are equipped with mesh armour.

OPTIONS

When added to a gang or at the start of the Post-battle Actions step of the post-battle sequence, if a Beastmaster has fewer than three Exotic Beasts they may purchase additional Exotic Beasts at the costs shown below:

- Wasteland giant rat* 30 credits
- Millisaur* 60 credits
- Ripperjack* 70 credits

*Note that a Beastmaster may only ever have one type of Exotic Beast (see One With the Beast, as follows).

SPECIAL RULES

Beast Trainer: Unlike other Exotic Beasts, any belonging to a Beastmaster must always try to remain within 6" of its owner rather than the usual 3".

One with the Beast: A Beastmaster specialises in the handling of one particular beast. When hired on to the gang, players must choose either wasteland giant rats, millisaurs or ripperjacks as this Beastmaster's speciality. A Beastmaster can only ever have Exotic Beasts of the chosen type.

The people of Necromunda long ago stopped asking questions about where all their world's odd flora and fauna comes from. Most it is assumed arrived on early colony ships like the giant rats that seem to thrive wherever there are humans, though others like Millisaurs and Ripperjacks are thought to have evolved from smaller paradisiac organisms. A chilling thought when one considers the number of other innocuous creatures perhaps even now being mutated into the horrors of the future.

SKILLS

A Beastmaster has the Fearsome skill. They also gain a skill based on the type of beast they specialise in as follows:

- Wasteland giant rats – Dodge skill
- Millisaurs – Infiltrate skill
- Ripperjacks – Catfall skill

SKILL ACCESS

A Beastmaster has access to the following skill sets:

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



PRYN SCALEGRIN
OUTLAND BEASTMASTER
BEATDOWN TOWN
BEAST WRANGLERS

EXOTIC BEASTS

The worlds of the Imperium are host to many peculiar and wonderful creatures, and Necromunda is no exception. It is well documented throughout the ages that humans have a strange propensity for keeping all manner of creatures as pets, fascinated by their behaviour and comforted by their loyalty, and in this the denizens of Necromunda are no different to humans anywhere else in the galaxy. What is unique to Necromunda, though, are the type and variety of pets that people choose to keep...

Exotic Beasts are purchased as Wargear and should be recorded on their owner's Fighter card accordingly. However, where Exotic Beasts differ to normal Wargear is that they will have their own Fighter card, which details their unique stats, skills, and weaponry.

They follow all of the normal rules for a fighter, with the following exceptions:

- Whenever the fighter that owns the Exotic Beast is selected for a scenario, the Exotic Beast may also be deployed. This may take the number of fighters in a starting crew above the number specified by the scenario.
 - Exotic Beasts can only be activated as part of a Group Activation with their owner. Accordingly, the owner of an Exotic Beast gains the following special rule:
 - **Group Activation (Exotic Beasts):** When a fighter with this special rule is activated, their controlling player must activate all Exotic Beasts belonging to this fighter as well as part of a 'Group Activation':
 - The controlling player selects and activates each fighter in this Group Activation as normal, fully resolving each activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.
 - If this fighter itself is activated as part of a Group Activation, this rule still applies, meaning any Exotic Beasts this fighter owns are activated as described above when this fighter is itself activated as part of a Group Activation.
- Exotic Beasts must always end their activation within 3" of their owner. If the Exotic Beast is more than 3" away at the end of its activation, it must pass a Nerve test or become Broken.
- Should an Exotic Beast become Broken, it will run towards its owner when activated rather than for cover. When an Exotic Beast makes a Running for Cover (Double) action, it runs towards its owner. It is only concerned with getting back within 3" of its owner.
 - An Exotic Beast that has become Broken automatically rallies if it ends an activation within 3" of its owner (note that, during Campaign play, Exotic Beasts do not gain XP for rallying in this way).
 - If the owner is removed from the battlefield for any reason, the Exotic Beast is also removed from play.
 - If an Exotic Beast is removed from the battlefield for any reason, it is not counted for the purposes of Bottle tests.
 - Exotic Beasts gain Experience and suffer Lasting Injuries as a normal Ganger and may become a Specialist.
 - Exotic Beasts may not take any additional equipment. They may not use weapons other than those detailed on their profile. They may never use Wargear.
 - Exotic Beasts can be taken Captive, in which case the owning fighter's gang can attempt to rescue them and the capturing gang may sell them as if they were a normal fighter. Exotic Beasts taken Captive cannot be put to work in any Territories.

WASTELAND GIANT RAT (EXOTIC BEAST)30 CREDITS

There is a saying on Necromunda that if you throw a spanner in a hive, it's more likely to hit a rat than the floor – and it is not entirely untrue. Incredibly resilient and in numbers that make the teeming mass of humanity seem small, wasteland giant rats will probably be around long after Mankind is gone.

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

SPECIAL RULES

Expendable: Fighters with this rule are easily replaced and expected to die. Should a fighter with this special rule be Seriously Injured or be taken Out of Action, friendly fighters that are within 3" do not have to take a Nerve test, unless they also have this special rule.

Never more than One Metre from a Rat: During the Update Roster step of the post-battle sequence if any Wasteland Giant Rats are removed from a Fighter card, they are replaced with new ones for no cost.

Instinct for Survival: Wasteland Giant Rats have the Dodge skill.

SKILL ACCESS

Should a Wasteland Giant Rat become a Specialist, it has access to the following skill sets:

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

EQUIPMENT

A Wasteland Giant Rat may not purchase weapons or Wargear. A Wasteland Giant Rat is armed with fangs.



MILLISAUR (EXOTIC BEAST)60 CREDITS

Probably brought to Necromunda long ago to help with mining or underground vermin, millisaurs have spread across much of the planet. Rock-skinned worms, they burrow into everything, and are almost impossible to shift once they lay claim to an area.

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

SPECIAL RULES

Burrowing: A Millisaur is able to burrow beneath and through the metal and rockcrete floors of the underhive, passing quickly through hidden crawl spaces and buried vents before emerging elsewhere. A Millisaur may move freely under impassable terrain if it has sufficient movement to do so, but may not end its movement on or within impassable terrain.

Ambush Predator: Millisaurs have the Infiltrate skill.

Armoured Hide: Millisaurs have a 5+ armour save.

SKILL ACCESS

Should a Millisaur become a Specialist, it has access to the following skill sets:

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

EQUIPMENT

A Millisaur may not purchase weapons or Wargear. A Millisaur is armed with a fanged maw.

MILLISAUR
PRIMUS NORT GENUS



RIPPERJACK (EXOTIC BEAST)70 CREDITS

Numerous Helmawrs have tried to purge Necromunda of the abominable alien ripperjacks – though they are now probably as much a part of the world as gangs and corpse-starch. Flying, fanged horrors, they are the reason smart gangers scan the ceiling before entering an abandoned dome.

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

SPECIAL RULES

Flight: A Ripperjack ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain and may not end its movement with its base overlapping an obstacle or another fighter’s base.

Solitary Hunter: A Ripperjack never gains the benefit of an assist or grants an assist to other fighters.

Enveloping Attack: An enemy fighter Engaged by a Ripperjack suffers a -2 modifier to any Initiative checks made to take the Retreat (Basic) action. In addition, any reaction attacks made against a Ripperjack suffer an additional -1 modifier to hit.

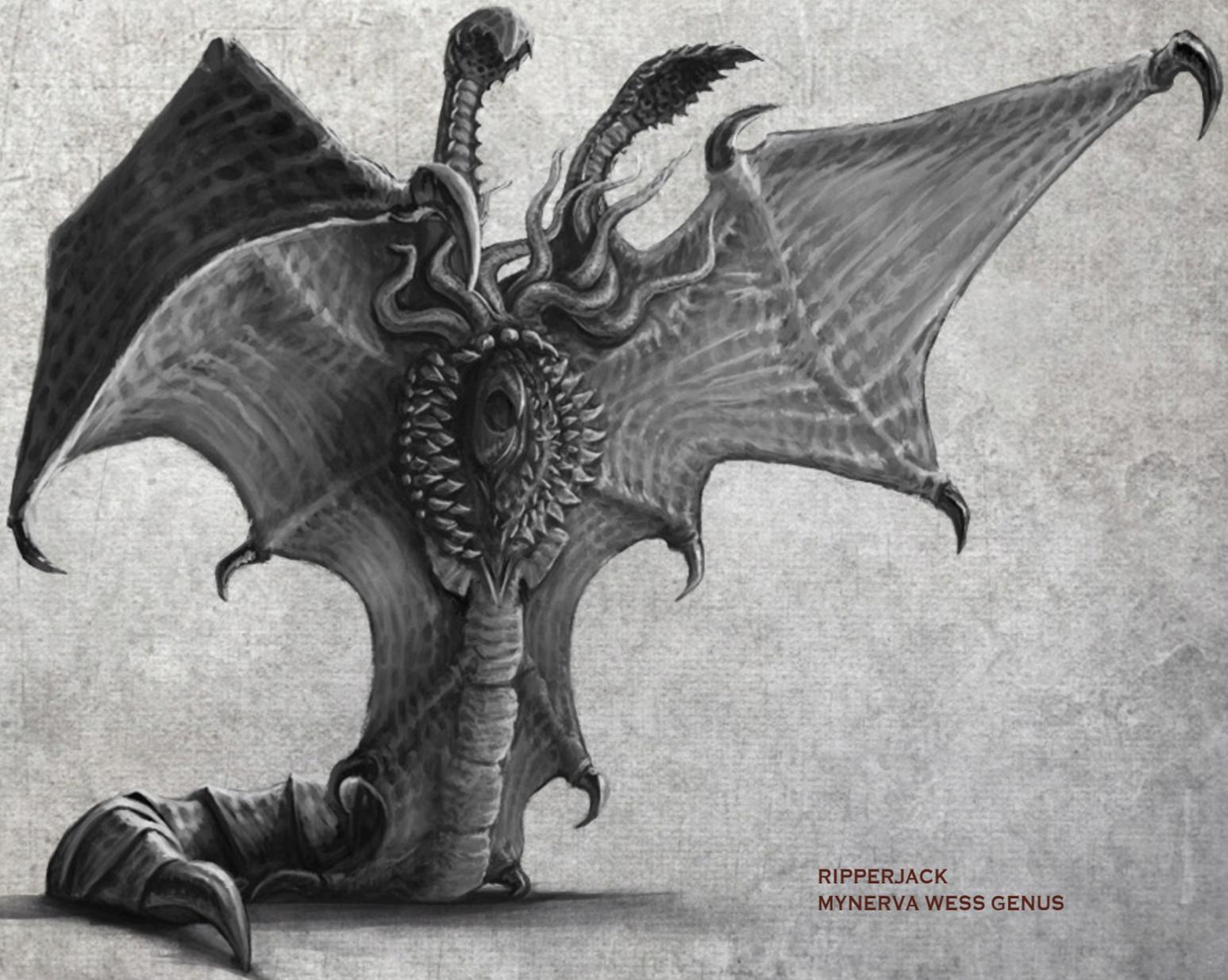
SKILL ACCESS

Should a Ripperjack become a Specialist, it has access to the following skill sets:

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

EQUIPMENT

A Ripperjack may not purchase weapons or Wargear. A Ripperjack is armed with teeth.



RIPPERJACK
MYNERVA WESS GENUS



INTO THE MAGNFORMUS

Great open-cut mines are common on Necromunda, where the earth itself has been carved into like a wound so people might get at what few resources lurk beneath the surface of the blighted world. The Magnformus is the largest of the open mines of Big Hole, so named for the kilometres-wide pit that leads down into the very mantle of the hive world. Settlements cling to the edges of this great mine, their pipelines, mag-elevators and conveyors reaching down into the darkness below to bring back the bounty of the under-earth. Such a gateway to the heart of the world is not without its dangers, with the mutants, monsters and pale horrors of the deep free to claw their way into the weak light of day.





WASTELAND WORKSHOP

Out in the ash wastes, a gang's vehicles are its life. Getting stranded outside the shadow of a hive city, between settlements, or worse, somewhere in the deep wastes, is often a quick way to a slow death. It is understandable then that gangs operating outside the hives cherish their vehicles, to the point of considering each to be another trusted member of the gang. Drivers will name their rides and rigs, adorn them with

trophies and ornaments or paint them in outlandish colours, and go back to save them even when some newbie juve might be bleeding out at their feet. This behaviour is much like the extreme styles adopted by Clan House gangs in the hive cities – a way to stand out, be noticed and make sure their enemies know just who is smashing their face into the dust.

Just like in the hive cities, when it comes to vehicles gangs often have to make do with whatever they can get their hands on. Standardisation in design and construction is something enjoyed mostly by the Merchants Guild or the Imperial House. Vehicle patterns such as Ridgehaulers, Rockgrinders and Ridgerunners are utilised by official convoys and sanctioned mining operations, and while they might sometimes fall into the hands of gangs, more often than not they bear the symbols of the Noble Houses and Mercator Gelt, a reminder of just where the creds on Necromunda are going. It is far more likely a gang will inherit or find some broken-down wreck and knock it back into fighting shape with whatever is to hand. An entire industry based around these kinds of makeshift rigs, runners and crawlers exists out in the wastes, and every settlement boasts at least one wasteland workshop where a gang can go to buy parts, hire a good scrap mechanic or simply bolt guns onto their ride.

The largest concentration of wasteland workshops by far can be found in Cinderak City. Here, dozens of outland scrappers compete for a gang's creds, and have set up workshops that range from reputable shops such as Gunner's Gearpit – endorsed by Slate Merdena himself – to less reliable set-ups like Mad Madrik's Cut-price Chopshop, where wheels will cost you extra. Cinderak City also boasts the best parts, as prospectors and scavengers come from all across the Great Equatorial Wastes to sell things they have dug up or otherwise 'acquired' out in the wastes. Provided a gang is not too picky about a few bullet holes or plasma burns, and they will look the other way while the mechanic buffs out the Mercator Gelt iconography, then they can get a good deal on almost anything.

It then falls to the gang to decide just what mechanical horror of the wasteland they wish to create. In contrast to the strict technological 'guidelines' imposed by the Imperium on the hive cities, where each lasgun, vox caster or omni-tool must be turned out to precise specifications under the watchful eyes of tech overseers, there are no such constraints to design and function in the outlands. If a ganger wants to take the charging coil out of a plasma cannon and use it to give the engine in his quad more

'kick' then only sudden, superheated death is going to stop him. Likewise, if a gang leader wants her rig to literally shoot flames out of its exhaust into the faces of pursuing foes, who is going to tell her mounting flamers so close to her vehicle's promethium tank is a bad idea! Given the short and brutal life experienced by most gangers on Necromunda, safety is usually secondary to the sheer visceral thrill of climbing out of an open windshield and unloading a sawn-off shotgun into an enemy's face.

Gang leaders often become infamous for the vehicles they drive and the sight of a rig in lurid colours, blasting off-key devotional hymns from its servitor hood ornament can end a fight before it begins. Slate Merdena's own rig, the Road Fist, earned an especially grim reputation for being practically unkillable. Covered in armoured plates – that rumour had it Slate had 'liberated' from a shipment of tank parts wrongly sent to Necromunda – the Road Fist could take lascannon blasts, missile hits and land mines and keep on going. More than one enemy of the Sump Dogs ended their days under its wheels after emptying their magazine into its armoured cab, all the while cursing the name Merdena!

Equally terrifying to the inhabitants of the wasteland is the Pulpitek – a custom-made, armoured half-track crewed by Klovis the Redeemer and his followers. Armed with an array of heavy flamers and massive autocannons, the Pulpitek can rain death on the enemies of the Redemption, while from the half-track's command pulpit Klovis delivers his notoriously fiery sermons.

By contrast, the Scimitar, a giant grav-cutter built by the Van Saar Archeotek Vos Ostbringer is a thing of both technical beauty and cunning design. A scaled-up version of the grav-cutters ridden into battle by the Clan House prospects, the Scimitar is a flying wing with fighting platforms and razor-sharp protrusions. As Ostbringer herself likes to boast – if the rad-cannons or las-cutters don't do the job, the craft itself can slice an enemy vehicle in half.



DESIGNING YOUR OWN VEHICLE

Designing your own vehicle to use in games of Necromunda is easy; in order to create your own vehicle you just need to follow the following steps.

1. Choose Base Vehicle Template

2. Purchase Vehicle Upgrades

3. Purchase Wargear

These steps are all described in more detail as follows.

SCAVENGED FROM THE ASH

In much the same way that when founding a gang only a restricted list of equipment is available (you must hunt for more esoteric and rarer equipment as the campaign progresses!), when founding a gang only the simplest of vehicle creations are possible. In order to create more exotic and advanced vehicles, it may be necessary to build up the Upgrades and Wargear in your gang's Stash over the course of several games.

DESIGNER'S COMMENTARY: WHAT VEHICLES ARE SUITABLE FOR NECROMUNDA?

There is a dizzying variety of vehicles and machinery used upon the surface of Necromunda, and there are always mechanics looking to make ever more bizarre and exotic creations. Despite this, most vehicles encountered operating out in the ash wastes will be based on existing Imperial patterns (even if their origins are hard to discern!) and so players are encouraged to proceed from the basis of what they can imagine converting from the existing range of Citadel and Forge World vehicle kits, as this will give their creations a sound and believable grounding in the setting.

The key point to remember with these rules is that they are designed to allow players to use their own creations out in the wastes to help in the bitter inter-gang warfare. They are not intended to see what is the most powerful and dominant vehicle that can be made.

To aid with this, it is recommended that when designing their own vehicles, players start by building and painting the model they wish to use. This will aid them greatly in the design process as they can clearly see which Upgrades and Wargear are appropriate to the model.

1. CHOOSE BASE VEHICLE TEMPLATE

The first step in designing a vehicle is to select a base vehicle template. This will give a starting characteristic profile, initial Weapon Hardpoint(s) and how many Upgrade slots are available.

Vehicles in Necromunda come in a vast array of shapes and sizes, however they can broadly be placed into five different categories: light vehicles, medium vehicles, heavy vehicles, rigs and walkers.

Due to their immense size, rigs cannot be reliably constructed by mechs in the wastes and all existing ones conform to a standard design.

LIGHT VEHICLE.....50 CREDITS

Usually based on a small, light chassis like the Wolfquad, these are the lightest and quickest vehicles cobbled together for use in the ash wastes, generally sacrificing durability for speed and manoeuvrability.

VEHICLE CHARACTERISTICS							CREW CHARACTERISTICS				
M	TOUGHNESS			HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
	Front	Side	Rear								
7"	3	3	3	1	6+	5+	*	*	*	*	*

SPECIAL RULES

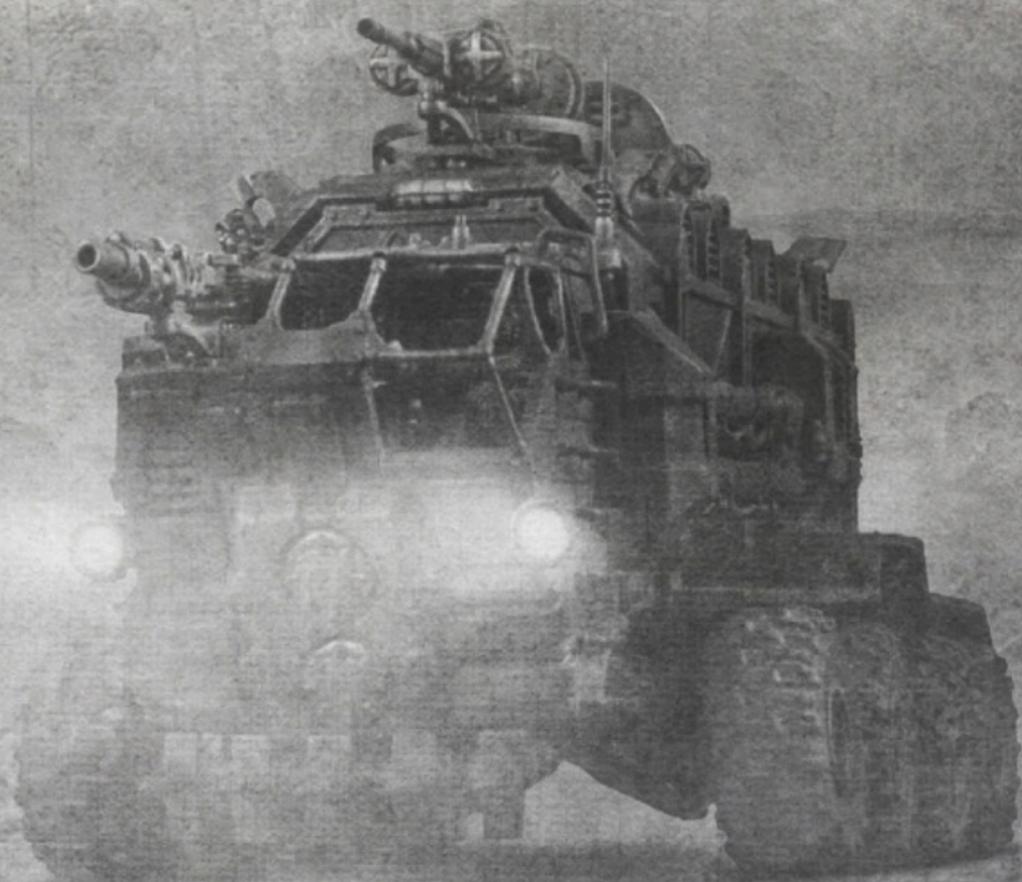
Jury-rigged: This vehicle is cobbled together out of a mix of parts that were never designed to work together. Whenever the Negotiate Repairs post-battle action is taken, double the credit cost of any repairs.

Weapon Hardpoints: A Light Vehicle has 1 Weapon Hardpoint as standard ([see page 64](#)).

Locomotion: This vehicle either has the Wheeled or Tracked special rule, decided when the vehicle is purchased. If Tracked is chosen, reduce the vehicle's Movement characteristic by 1". This affects how the vehicle interacts with terrain ([see page 68](#)).

Upgrade Slots: A Light Vehicle has the following Upgrade slots available:

Body	Drive	Engine
1	2	2



'Wheels, legs, tracks, turbines, or suspensors – it doesn't matter to me as long as it goes fast!'

Jak Grease-Chains,
The Gearboys,
House Orlock

MEDIUM VEHICLE.....130 CREDITS

Usually based on a flexible chassis like the Ridgerunner, these vehicles balance speed and durability in an attempt to create a balanced vehicle suitable for most situations. These form the backbone of any gang.

VEHICLE CHARACTERISTICS							CREW CHARACTERISTICS				
TOUGHNESS							BS	Ld	Cl	Wil	Int
M	Front	Side	Rear	HP	Hnd	Sv					
6"	5	5	5	3	7+	4+	*	*	*	*	*

SPECIAL RULES

Jury-rigged: This vehicle is cobbled together out of a mix of parts that were never designed to work together. Whenever the Negotiate Repairs post-battle action is taken, double the credit cost of any repairs.

Weapon Hardpoints: A Medium Vehicle has 1 Weapon Hardpoint as standard ([see page 64](#)).

Locomotion: This vehicle either has the Wheeled or Tracked special rule, decided when the vehicle is purchased. If Tracked is chosen, reduce the vehicle's Movement characteristic by 1". This affects how the vehicle interacts with terrain ([see page 68](#)).

Upgrade Slots: A Medium Vehicle has the following Upgrade slots available:

Body	Drive	Engine
2	2	3

HEAVY VEHICLE175 CREDITS

Usually based on a hardy chassis like the Rockgrinder, these vehicles are the largest that a gang can construct for themselves. Lumbering machines, they are ideal for hazardous journeys across the ash wastes. In firefights they rely upon their ability to take damage rather than evade it.

VEHICLE CHARACTERISTICS							CREW CHARACTERISTICS				
TOUGHNESS							BS	Ld	Cl	Wil	Int
M	Front	Side	Rear	HP	Hnd	Sv					
5"	7	7	7	4	8+	4+	*	*	*	*	*

SPECIAL RULES:

Jury-rigged: This vehicle is cobbled together out of a mix of parts that were never designed to work together. Whenever the repair post-battle action is taken, double the credit cost of any repairs.

Weapon Hardpoints: A Heavy Vehicle has 2 Weapon Hardpoints as standard ([see page 64](#)).

Locomotion: This vehicle either has the Wheeled or Tracked special rule, decided when the vehicle is purchased. If Tracked is chosen, reduce the vehicle's Movement characteristic by 1". This affects how the vehicle interacts with terrain ([see page 68](#)).

Upgrade Slots: A Heavy Vehicle has the following Upgrade slots available:

Body	Drive	Engine
4	3	2

WALKER.....70 CREDITS

Often based on a bipedal vehicle such as the ubiquitous Sentinel, walkers are not as fast as other vehicles but are extremely manoeuvrable, able to bring their firepower to bear wherever it is needed.

VEHICLE CHARACTERISTICS						CREW CHARACTERISTICS					
TOUGHNESS											
M	Front	Side	Rear	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	3	3	3	2	4+	5+	*	*	*	*	*

SPECIAL RULES

Jury-rigged: This vehicle is cobbled together out of a mix of parts that were never designed to work together. Whenever the Negotiate Repairs post-battle action is taken, double the credit cost of any repairs.

Weapon Hardpoints: A Walker has 1 Weapon Hardpoint as standard ([see page 64](#)).

Locomotion: This vehicle has the Walker special rule. This affects how the vehicle moves and interacts with terrain ([see page 68](#)).

Upgrade Slots: A Walker has the following Upgrade slots available:

Body	Drive	Engine
2	1	2

CUSTOM VEHICLE EQUIPMENT

A custom vehicle may be equipped with vehicle Upgrades, vehicle Wargear and weapons from the Custom Vehicle equipment list.

- During the course of a campaign, a Custom Vehicle may be fitted with additional vehicle Wargear and vehicle Upgrades from the Custom Vehicle equipment list, the Trading Post and the Black Market.
- During the course of a campaign, any custom vehicle hardpoints can be equipped with a weapon from this list or the Basic, Special or Heavy sections of the Trading Post or Black Market.

CUSTOM VEHICLE EQUIPMENT LIST

VEHICLE UPGRADES

BODY UPGRADES

- Crash cage 15 credits
- Escape hatches 10 credits
- Extra armour 25 credits
- Ram 15 credits
- Transport bed..... 15 credits

DRIVE UPGRADES

- All-wheel steering..... 10 credits
- Emergency brake 10 credits
- Tyre claws 10 credits

ENGINE UPGRADES

- Easy turnover 5 credits
- Nitro burners..... 15 credits
- Smoke vents 25 credits

WEAPONS

BASIC

- Autogun 15 credits
- Lasgun..... 15 credits

SPECIAL

- Grenade launcher
with frag & Krak grenades..... 65 credits
- Long las 20 credits

HEAVY

- Harpoon launcher..... 110 credits
- Heavy stubber 130 credits
- Mining laser 125 credits

VEHICLE WARGEAR

- Boarding ramp 15 credits
- Body spikes 10 credits
- Flare launchers..... 10 credits
- Headlights 15 credits
- Smoke launchers..... 20 credits
- Wheel scythes..... 20 credits

2. PURCHASE VEHICLE UPGRADES

The next step is to purchase and fit Upgrades to the vehicle. These are broken down into three areas: Body, Drive and Engine. Each vehicle template has a set number of Upgrade slots – this indicates the maximum number of each type of Upgrade that can be fitted.

Unless stated otherwise, no Upgrade can be fitted more than once.

Upgrades are purchased from the Trading Post in the same manner as other equipment; when creating a vehicle they can either be purchased from the Trading Post or used from the gang's Stash.

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WEAPON HARDPOINTS

Weapon Hardpoints are a special form of Upgrade that come with a variety of additional options.

When a Weapon Hardpoint is added to a vehicle (including any that come as standard on vehicle templates), the following steps must be taken:

- If it is not specified, the Weapon Hardpoint must be designated as either crew or passenger operated. All weapons fitted to the Weapon Hardpoint gain either the Crew Operated or Passenger Operated trait.
- If it is not specified, the Weapon Hardpoint must have a set arc (Front, Left, Right or Rear). All weapons fitted to the Weapon Hardpoint gain the Arc (Front, Left, Right or Rear) trait.
- If the Weapon Hardpoint is on a custom vehicle, additional arcs can be added for 15 credits each, so Arc (All Round) would cost an additional 45 credits.
- Each Weapon Hardpoint can hold one Basic, Special or Heavy weapon.
- The fitted weapon can be swapped in between battles with weapons in the gang's Stash.
- Not all Weapon Hardpoints have to have a weapon fitted, but they can never have more than one weapon fitted.



BODY UPGRADES

Item	Price	Rarity
Ablative armour	15 credits	Rare (7)
Crash cage	15 credits	Common
Escape hatches	10 credits	Common
Explosive ram	25 credits	Rare (9)
Extra armour	25 credits	Common
Ram	15 credits	Common
Reinforced armour	20 credits	Rare (9)
Rockgrinder ram	40 credits	Rare (9)
Speed fins	10 credits	Rare (8)
Transport bed	15 credits	Common
Transport cage		
- small	20 credits	Common
- large	50 credits	Rare (7)
Turtle back	10 credits	Rare (8)
Weapon hardpoint	40 credits	Rare (8)
Weapons stash	20 credits	Rare (7)

DRIVE UPGRADES

Item	Price	Rarity
All-wheel steering	10 credits	Common
Antigrav generators	50 credits	Rare (10), Rare (8) for Van Saar
Emergency brake	10 credits	Common
Pneumatic radials	30 credits	Rare (8)
Powered steering	30 credits	Rare (8)
Redundant drive system	15 credits	Rare (7)
Tyre claws	10 credits	Common

ENGINE UPGRADES

Item	Price	Rarity
Archaeotech automantic reactor	40 credits	Rare (10)
Easy turnover	5 credits	Common
Engine shell	15 credits	Rare (9)
Gas promethium engine	25 credits	Rare (10)
Glys injector	20 credits	Rare (8)
Nitro burner	15 credits	Common
Plasma coil engine	25 credits	Rare (9)
Smoke vents	25 credits	Common

ABLATIVE ARMOUR

A vehicle fitted with ablative armour treats the first non-Glancing Hit it suffers to the Body location in each battle as a Glancing Hit.

ALL-WHEEL STEERING

A vehicle fitted with all-wheel steering increases its Handling characteristic by 1. This Upgrade cannot be taken by a vehicle with either the Skimmer or Walker special rule.

ANTIGRAV GENERATORS

A vehicle fitted with this antigrav generators gains the Skimmer special rule, replacing whatever its current Locomotion special rule is.

ARCHAEOTECH AUTOMANTIC REACTOR

A vehicle fitted with an archaeotech automantic reactor increases its Movement characteristic by 2". When the vehicle is Wrecked, the reactor explodes; all models within 3" suffer a S5, AP -1, D1 hit, and the vehicle is then removed.

CRASH CAGE

A vehicle fitted with a crash cage treats the first non-Glancing Hit it suffers to the Crew location in each battle as a Glancing Hit.

EASY TURNOVER

A vehicle fitted with an easy turnover applies a +1 modifier to any checks to restart its engine.

EMERGENCY BRAKE

Whenever this vehicle moves due to a failed Loss of Control test, halve the distance travelled. This Upgrade cannot be taken by a Walker.

ENGINE SHELL

A vehicle fitted with an engine shell treats the first non-Glancing Hit it suffers to the Engine location in each battle as a Glancing Hit.

ESCAPE HATCHES

When rolling on the Lasting Injury table for the crew of a vehicle fitted with escape hatches, the result may be re-rolled. The second result must be kept even if it is worse than the first.

EXPLOSIVE RAM

The first head-on collision this vehicle is involved in, the other object also suffers a S5, AP -2, D2 hit in addition to any other effects.

EXTRA ARMOUR

A vehicle fitted with extra armour increases its Toughness characteristic by 1 in all locations.

GAS PROMETHIUM ENGINE

Each time this vehicle moves, any models within 1" of the vehicle at any point during its move suffer a S3, AP -1, D1 hit with the Blaze trait from the flames belching out of the exhausts.

GLYS INJECTOR

Once per battle, when it is activated, a vehicle fitted with a glys injector can increase its Movement characteristic by 4" for the duration of its activation.

NITRO BURNER

A vehicle fitted with a nitro burner increases its Movement characteristic by 1".

PLASMA COIL ENGINE

When this vehicle is activated, its Movement characteristic can be increased by 2"; however, if it is, then after the activation is finished roll a D6. On a result of a 1, the engine overheats and the vehicle loses 1 HP.

PNEUMATIC RADIALS

A vehicle fitted with pneumatic radials does not suffer any penalty to its movement for traversing difficult terrain. This Upgrade can only be taken by a vehicle with the Wheeled Locomotion rule.

POWERED STEERING

When performing a Move (Simple) action, this vehicle may make two turns of up to 90° at any point before, during or after its move, rather than the usual one. This Upgrade cannot be taken by a vehicle with either the Skimmer or Walker special rule.

RAM

A vehicle fitted with a ram adds 1 to the Strength, AP and Damage of any vehicle impacts involving its Front arc.

REDUNDANT DRIVE SYSTEM

A vehicle fitted with a redundant drive system treats the first non-Glancing Hit it suffers to the Drive location in each battle as a Glancing Hit. This Upgrade cannot be taken by a Walker.

REINFORCED ARMOUR

A vehicle fitted with reinforced armour increases its starting HP by 1.

ROCKGRINDER RAM

A vehicle fitted with a rockgrinder ram adds 2 to the Strength, AP and Damage of any vehicle impacts involving its Front arc.

SMOKE VENTS

This vehicle is constantly shrouded by clouds of smoke; all ranged attacks targeting it suffer a -1 penalty to hit. This effect is ignored by anything that ignores the Smoke weapon trait.

SPEED FINS

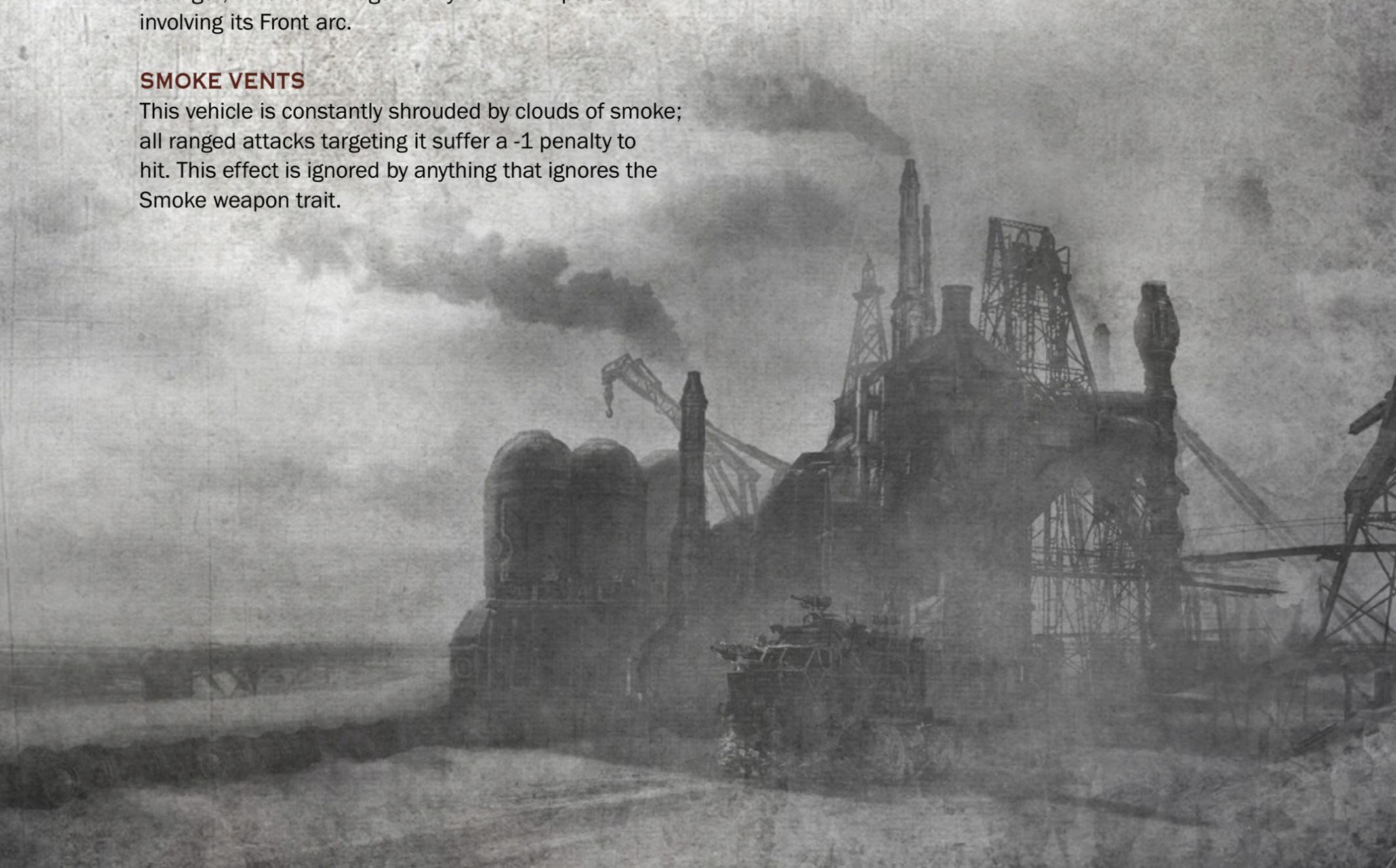
If a model equipped with speed fins does not make any turns during its activation, it may increase its Movement characteristic by 1". This Upgrade cannot be taken by a Walker.

TYRE CLAWS

A vehicle fitted with tyre claws increases its Handling characteristic by 1. This Upgrade can only be taken by a vehicle with the Wheeled Locomotion rule.

TRANSPORT BED

A defined area (which must be clear on the model) of a vehicle fitted with a transport bed. This means that fighters on that area do not have to check to see if they fall off when the vehicle moves. This Upgrade cannot be taken by a Walker. The number of fighters who can fit on a transport bed is determined by the number that can physically fit on the transport bed as modelled on the vehicle.



TRANSPORT CAGE

A transport cage is an enclosed cab on a vehicle designed to carry fighters. They may take many different shapes and sizes but the purpose is always to safely transport fighters across the dangerous ash wastes. All transport cages must have at least one clearly visible access point.

The number of fighters able to fit in a transport cage is determined by its size: small ones can hold three fighters, large ones six fighters. This is the maximum number of fighters that can be embarked upon the vehicle. When deploying at the start of a battle, fighters can be deployed embarked upon a vehicle with a transport cage as long as the vehicle is already deployed upon the battlefield; fighters cannot start embarked upon a vehicle that is in Reinforcements. Note that fighters subject to the mounted condition and Brutes cannot enter a transport cage.

While embarked in a transport cage, a fighter is treated as if they are not on the battlefield, so cannot be the target of any attacks or use any abilities. If any fighters are embarked on a vehicle when it is Wrecked, they must be placed Prone within 1" of the vehicle's final position and then suffer a S4, AP -, D1 hit. Any fighter that cannot be placed in this way is taken Out of Action – immediately make a roll on the Lasting Injury table for them.

All friendly fighters can perform the Embark (Basic) and Disembark (Basic) actions:

Embark (Basic): If this fighter is within 1" of a transport cage's access point, remove them from the battlefield. They are now embarked in the transport cage.

Disembark (Basic): If this fighter is embarked in a transport cage, place them within 1" of the transport cage's access point and at least 1" away from any enemy fighters. This may mean that fighters cannot disembark from a transport cage.

TURTLE BACK

A vehicle with a turtle back does not automatically become Wrecked if it rolls due to failing a Loss of Control test. Instead it loses two Hull points and auto rights itself after resolving the roll.

WEAPON HARDPOINT

A vehicle fitted with this Upgrade adds one Weapon Hardpoint ([see page 64](#)). This Upgrade can be taken multiple times.

WEAPONS STASH

This vehicle counts as an Ammo Cache.

LOCOMOTION SPECIAL RULES

All vehicles must have a Locomotion special rule – this dictates how they interact with terrain. The four Locomotive special rules are Skimmer, Tracked, Walker and Wheeled.

Skimmer: Skimmers ignore all difficult terrain and dangerous terrain when moving. However, if it ends its activation on difficult terrain or dangerous terrain, a vehicle with the Skimmer locomotion rule must make a Handling check. If the check is passed, it has successfully negotiated the terrain. If it is failed, it suffers an immediate Catastrophic Hit to its Drive.

Tracked: Tracked vehicles are designed to keep going over all terrain – though they struggle to reach high speeds. A tracked vehicle suffers no penalty for moving over difficult terrain.

Walker: Walkers are highly manoeuvrable and agile, but lack the speed of other forms of locomotion. A walker may make as many turns during their activation as they wish. For every 1" a walker moves through difficult terrain, it counts as having moved 2". Walkers are unable to take certain Upgrades and Wargear – these will be indicated in the Upgrade's or Wargear's description.

Wheeled: Wheeled vehicles are able to reach high speeds but struggle to maintain the speed over rough terrain. For every 1" a wheeled vehicle moves through difficult terrain, it counts as having moved 2".

3. PURCHASE WARGEAR

The next step is to purchase and fit Wargear for the vehicle. Unless stated otherwise, no item of Wargear can be fitted more than once.

Wargear is purchased from the Trading Post in the same manner as other equipment; when creating a vehicle they can either be purchased from the Trading Post or used from the gang's Stash.

VEHICLE WARGEAR

Item	Price	Rarity
Boarding ramp	15 credits	Common
Body spikes	10 credits	Common
Booby-trapped fuel tanks	10 credits	Rare (9)
Caltrop launcher	20 credits	Rare (7)
Flare launchers	10 credits	Common
Headlights	15 credits	Common
Kill switch	15 credits	Rare (7)
Minelayer	35 credits	Rare (8)
- Additional mines	20 credits each	Rare (7)
Smoke launchers	20 credits	Common
Wheel scythes	20 credits	Common

RYGAN SIX-LIVES
IRONROAD RUNNERS
HOUSE ORLOCK



BOARDING RAMP

A fighter attempting to jump from a vehicle fitted with a boarding ramp to another vehicle within 3" adds 1 to its Initiative check.

BODY SPIKES

Any time a fighter moves on a vehicle fitted with body spikes (except when moving on a Transport area), they must make an Initiative test. If failed, they suffer an automatic S3, AP -, D1 hit. This attack does not pin them.

BOOBY-TRAPPED FUEL TANKS

If a vehicle fitted with booby-trapped fuel tanks is Wrecked, roll a D6 every time a fighter moves within 3" of it. On a 5+ the vehicle explodes; every model within 5" takes a S6, AP -1, D1 hit with the Blaze trait. Once it has exploded, a vehicle equipped with booby-trapped fuel tanks is removed from the battlefield and must then roll on the Lasting Damage table (apply this result in addition to the result rolled when the vehicle was wrecked).

CALTROP LAUNCHER

A vehicle fitted with a caltrop launcher may make the Lay Caltrops (Basic) action.

Lay Caltrop (Basic): The vehicle moves forwards in a straight line up to its Movement characteristic; no turns may be made. At any point during this move, up to three markers can be placed on the battlefield within the vehicle's Rear arc and within 1" of the vehicle. Any time a vehicle with the Wheeled special rule moves within 1" of a caltrop marker, they must make a Loss of Control test with a -2 modifier.

FLARE LAUNCHERS

A vehicle fitted with flare launchers may perform the Launch Flares (Basic) action.

Launch Flares (Basic): All models, including this vehicle, within 12" of this vehicle gain the Revealed condition until the start of the End phase.

HEADLIGHTS

A vehicle fitted with headlights can turn them on or off at the start of their activation; they remain in the selected state until their next activation. While they are on, all models within 12", in Line of Sight and within the vehicle's Front arc are Revealed. In addition, while the headlights are on, the vehicle equipped with them is also Revealed.

KILL SWITCH

If this vehicle is Wrecked as a result of a hit to the Engine, subtract one from the Lasting Damage table roll.

MINELAYER

One use only per battle. A vehicle fitted with a minelayer may make the Lay Mine (Basic) action. Each additional mine purchased allows the Lay Mine (Basic) action to be performed one extra time per battle.

Lay Mine (Basic): The vehicle moves forwards in a straight line up to its Movement characteristic, no turns may be made. At any point during this move a melta trap may be placed on the battlefield within the vehicle's Rear arc and within 1" of the vehicle. It cannot be triggered until after this is completed.

SMOKE LAUNCHERS

A vehicle fitted with smoke launchers may make the Launch Smoke (Basic) action.

Launch Smoke (Basic): Place three markers within 2" of this vehicle. These markers act like smoke grenades.

WHEEL SCYTHES

If a vehicle fitted with Wheel Scythes moves within 1" of a model, that model takes a S3, AP -, D1 hit, and if they are a fighter they are Pinned. This Wargear can only be taken by vehicles with the Wheeled special rule.



ORLOCK OUTRIDER QUAD80 CREDITS

Available to Orlock gangs only.

VEHICLE CHARACTERISTICS							CREW CHARACTERISTICS				
M	TOUGHNESS			HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
	Front	Side	Rear								
9"	4	3	3	2	4+	5+	*	*	*	*	*

SPECIAL RULES

Agile: When performing a Move (Simple) action, this vehicle may make two turns of up to 90° at any point before, during or after its move, rather than the usual one.

Dedicated Gunner: When performing a Move & Shoot (Basic) action, this vehicle may move up to its full Movement characteristic instead of half.

Wheeled: This vehicle uses wheels as its primary form of locomotion; this impacts how it interacts with difficult terrain.

Weapon Hardpoints: An Orlock Outrider Quad has one weapon hardpoint. Any weapon mounted on it gains the Crew Operated and Arc (Front) traits.

Upgrade Slots: An Orlock Outrider Quad has the following Upgrade slots available:

Body	Drive	Engine
0	1	2

EQUIPMENT

An Orlock Outrider Quad may be equipped with vehicle Upgrades, vehicle Wargear and a weapon from the Orlock Outrider Quad equipment list.

- During the course of a campaign, an Orlock Outrider Quad may be fitted with additional vehicle Wargear from the Orlock Outrider Quad equipment list, the Trading Post and the Black Market.
- During the course of a campaign, an Orlock Outrider Quad may be fitted with additional vehicle Upgrades from the Orlock Outrider Quad equipment list.
- During the course of a campaign, an Orlock Outrider Quad can be equipped with a weapon from this list or the Basic, Special or Heavy sections of the Trading Post or Black Market.

ORLOCK OUTRIDER QUAD EQUIPMENT LIST

VEHICLE UPGRADES

DRIVE UPGRADES

- All-wheel steering..... 10 credits
- Redundant drive system 15 credits
- Tyre claws 10 credits

ENGINE UPGRADES

- Easy turnover 5 credits
- Glys injector 20 credits
- Nitro burner..... 15 credits

WEAPONS

HEAVY

- Harpoon launcher..... 110 credits
- Heavy bolter 160 credits

VEHICLE WARGEAR

- Headlights..... 15 credits
- Smoke launchers..... 20 credits

RIDGERUNNER95 CREDITS

Available to any gang except Ash Waste Nomads.

VEHICLE CHARACTERISTICS

TOUGHNESS

M	Front	Side	Rear	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	5	4	4	3	7+	5+	*	*	*	*	*

CREW CHARACTERISTICS

SPECIAL RULES:

Wheeled: This vehicle uses wheels as its primary form of locomotion; this impacts how it interacts with difficult terrain.

Weapon Hardpoints: A Ridgerunner has two weapon hardpoints: one on the hull and one on the rear platform.

- Any weapon mounted on the hull gains the Crew Operated and Arc (Front) traits.
- Any weapon mounted on the rear platform gains the Passenger Operated and Arc (Front) traits.

Transport Area: The rear platform is a Transport area.

Upgrade Slots: A Ridgerunner has the following Upgrade slots available:

Body	Drive	Engine
2	3	2





EQUIPMENT

A Ridgerunner may be equipped with vehicle Upgrades, vehicle Wargear and weapons from the Ridgerunner equipment list.

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

RIDGERUNNER EQUIPMENT LIST

VEHICLE UPGRADES

BODY UPGRADES

- Speed fins 10 credits
- Escape hatches 10 credits
- Crash cage 15 credits

DRIVE UPGRADES

- All-wheel steering..... 10 credits
- Emergency brake 10 credits
- Tyre claws 10 credits
- Redundant drive system 15 credits

ENGINE UPGRADES

- Engine shell..... 15 credits
- Gas promethium engine..... 25 credits
- Nitro burner..... 15 credits

WEAPONS

HEAVY

- Mining laser 125 credits
- Missile launcher
with frag & krak missiles..... 165 credits
- Mortar..... 115 credits
- Twin linked heavy stubber..... 145 credits

VEHICLE WARGEAR

- Headlights 15 credits
- Flare launchers..... 10 credits
- Kill switch 15 credits

WOLFQUAD70 CREDITS

Available to any gang except Ash Waste Nomads.

VEHICLE CHARACTERISTICS

TOUGHNESS

M	Front	Side	Rear	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	3	3	3	2	5+	5+	*	*	*	*	*

CREW CHARACTERISTICS

SPECIAL RULES:

Agile: When performing a Move (Simple) action, this vehicle may make two turns of up to 90° at any point before, during or after its move, rather than the usual one.

Wheeled: This vehicle uses wheels as its primary form of locomotion; this impacts how it interacts with difficult terrain.

Weapon Hardpoints: A Wolfquad has one weapon hardpoint. Any weapon mounted on it gains the Crew Operated and Arc (Front, Left) traits.

Upgrade Slots: A Wolfquad has the following Upgrade slots available:

Body	Drive	Engine
1	1	2

EQUIPMENT

A Wolfquad may be equipped with vehicle Upgrades, vehicle Wargear and a weapon from the Wolfquad equipment list.

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

WOLFQUAD EQUIPMENT LIST

VEHICLE UPGRADES

BODY UPGRADES

- Reinforced armour..... 20 credits
- Speed fins 10 credits

DRIVE UPGRADES

- All-wheel steering..... 10 credits
- Emergency brake 10 credits

ENGINE UPGRADES

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

WEAPONS

HEAVY

- Heavy flamer 195 credits
- Heavy stubber 130 credits
- Mining laser 125 credits

VEHICLE WARGEAR

- Headlights 15 credits
- Flare launchers 10 credits

ROCKGRINDER 145 CREDITS

Available to any gang except Ash Waste Nomads.

VEHICLE CHARACTERISTICS							CREW CHARACTERISTICS				
TOUGHNESS											
M	Front	Side	Rear	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	7	7	6	4	8+	4+	*	*	*	*	*

SPECIAL RULES:

Wheeled: This vehicle uses wheels as its primary form of locomotion; this impacts how it interacts with difficult terrain.

Weapon Hardpoints: A Rockgrinder has two weapon hardpoints: one on top of the hull and one on the rear platform.

- Any weapon mounted on top of the hull gains the Crew Operated and Arc (Front, Left) traits.
- Any weapon mounted on the rear platform gains the Passenger Operated and Arc (Front, Right) traits.

Transport Area: The rear platform is a Transport area.

Upgrade Slots: A Rockgrinder has the following Upgrade slots available:

Body	Drive	Engine
3	3	3

EQUIPMENT

A Rockgrinder may be equipped with vehicle Upgrades, vehicle Wargear and weapons from the Rockgrinder equipment list.

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

ROCKGRINDER EQUIPMENT LIST

VEHICLE UPGRADES

BODY UPGRADES

- Ablative armour..... 15 credits
- Escape hatches 10 credits
- Rockgrinder ram 30 credits
- Weapons stash 20 credits

DRIVE UPGRADES

- Emergency brake 10 credits
- Pneumatic radials..... 30 credits
- Redundant drive system 15 credits
- Tyre claws 10 credits

ENGINE UPGRADES

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

WEAPONS

HEAVY

- Heavy flamer 195 credits
- Heavy stubber 130 credits
- Mining laser 125 credits
- Seismic cannon 140 credits
- Twin linked autocannon 185 credits

VEHICLE WARGEAR

- Headlights 15 credits
- Flare launchers 10 credits
- Smoke launchers..... 20 credits

GUILD OF COIN CARGO-8 RIDGEHAULER.....230 CREDITS

Available to any gang except Ash Waste Nomads.

VEHICLE CHARACTERISTICS

TOUGHNESS

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

CREW CHARACTERISTICS

BS	Ld	Cl	Wil	Int
*	*	*	*	*

SPECIAL RULES:

Transport Bed: A Guild of Coin Ridgehauler and each of its trailers has a transport bed along the side of each cargo slot. If no cargo is loaded, the area where it would be loaded is a transport bed as well.

Weapon Hardpoints: A Guild of Coin Ridgehauler has one Weapon Hardpoint on the cab. Any weapon fitted to it gains the Crew Operated and Arc (Front, Right) traits.

Wheeled: This vehicle uses wheels as its primary form of locomotion; this impacts how it interacts with difficult terrain.

Upgrade Slots: A Guild of Coin Ridgehauler has the following Upgrade slots available:

Body	Drive	Engine
4	4	4



EQUIPMENT

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

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

GUILD OF COIN RIDGEHAULER EQUIPMENT LIST

ADDITIONAL TRAILERS

- 0-4 Ridgehauler trailer 130 credits

CARGO LOADS

- Munitorum armoured container 50 credits
- Promethium tank 30 credits

VEHICLE UPGRADES

BODY UPGRADES

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

DRIVE UPGRADES

- All-wheel steering 10 credits
- Emergency brakes 10 credits
- Powered steering 30 credits
- Tyre claws 10 credits

ENGINE UPGRADES

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

WEAPONS

SPECIAL

- Grenade launcher
with frag and krak grenades 65 credits
- Storm bolter 95 credits

HEAVY

- Heavy stubber 130 credits

VEHICLE WARGEAR

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

RIDGEHAULER TRAILER 130 CREDITS

A Guild of Coin Ridgehauler may have up to four trailers attached to it; each one added increases the HP of the Guild of Coin Ridgehauler by 5.

During a battle, the trailers and Guild of Coin Ridgehauler are treated as one model and may not become detached from each other unless a rule specifically states they are.

Transport Bed: Each trailer has a transport bed along the side of each cargo slot. If no cargo is loaded, the area where it would be loaded is a transport bed as well.

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CARGO LOADS

Each Guild of Coin Ridgehauler and trailer may be equipped with a cargo load. While equipped with at least one cargo load, the following rules apply:

Valuable Cargo: If at the end of the battle the Guild of Coin Ridgehauler is not Wrecked and still on the battlefield, the controlling gang adds D3x10 credits to their Stash for each cargo load the Ridgehauler and its trailers have. If the Guild of Coin Ridgehauler is Wrecked then the opposing gang adds D6x10 credits to their Stash for each cargo load the Ridgehauler and its trailers have.

Trading Run: During the post-battle sequence, a Guild of Coin Ridgehauler with an assigned crew and a cargo load may make the Trade post-battle action in the same manor as a Champion as long as it is not In Repair or its crew is not in Recovery.

Varied Cargo: A Guild of Coin Ridgehauler or trailer may have either a Munitorum Armoured Container or Promethium Tank as a cargo load.



URMAN TESSEL
RIDGEHAULER DRIVER
MERCATOR GELT

MUNITORUM ARMoured CONTAINER

Weapon Hardpoints: A Munitorum Armoured Container has two Weapon Hardpoints on the top. Any weapon fitted to these hardpoints gains the Crew Operated and Arc (All Round) traits.

Supplies Contained: A Munitorum Armoured Container acts as an Ammo Cache that is never exhausted for the controlling gang during battles.

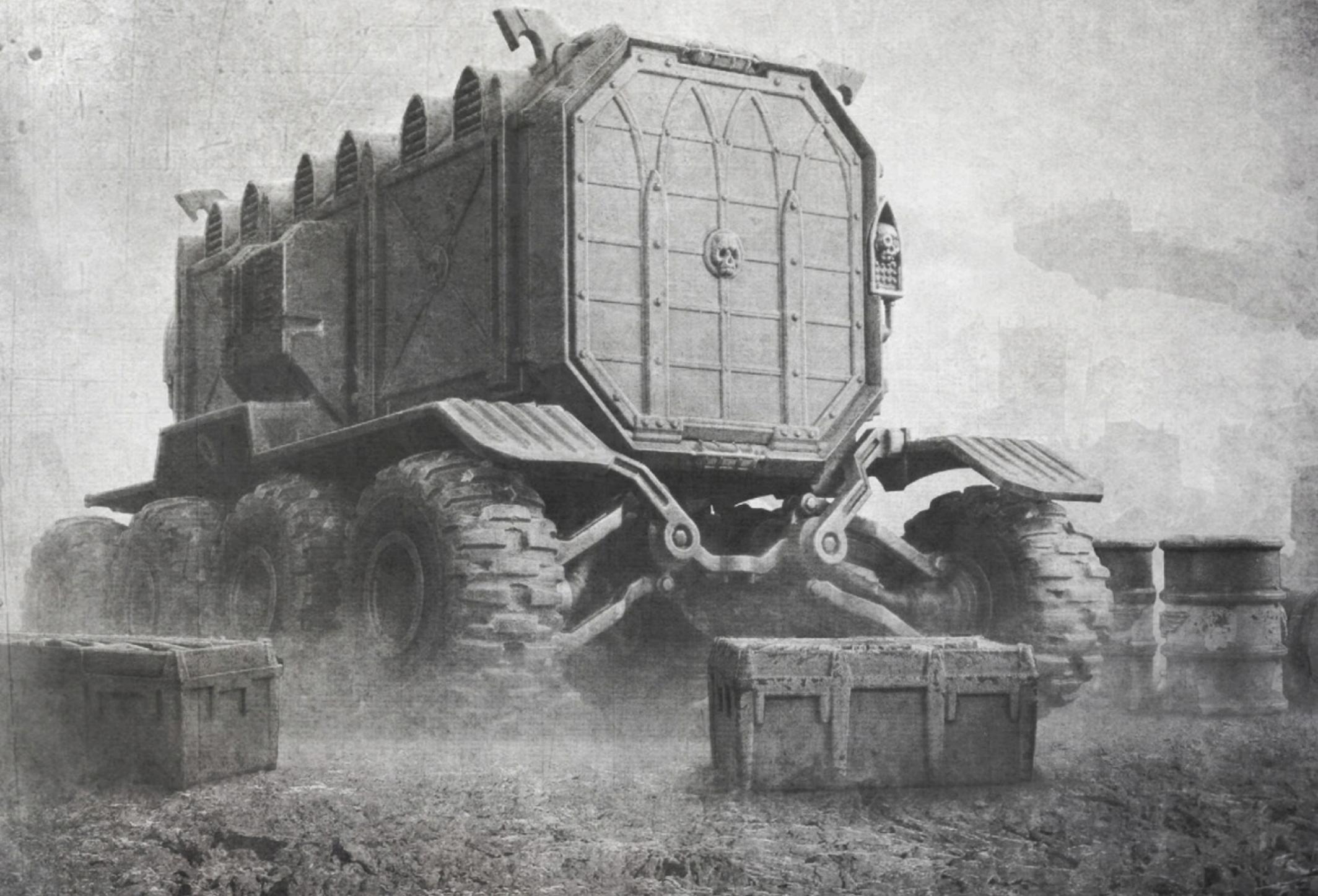
PROMETHIUM TANK

Transport Area: The walkway along the top of the Promethium Tank is a Transport area.

High-pressure Gas: If a Guild of Coin Ridgehauler or trailer with a Promethium Tank is hit by a ranged or melee attack, roll a D6 and add the attacking weapon's Strength. On a 9+, the machine's iron casing has been pierced and unleashed a jet of gas. Centre the 5" Blast marker on the point closest to the attacker. Any fighter touched by the marker must pass an Initiative check or become blinded just as if they were hit by a weapon with the Flash trait. If the weapon that hit the vehicle has the Blaze trait, any fighter touched by the marker must pass an Initiative check or suffer a hit from a flamer instead.

Lifeblood of the Wastes: As fuel is in ever high demand out in the wastes, each Promethium Tank is worth an additional D6x10 credits to the controlling gang if it participated in a battle and is not Wrecked when the battle ends.

Free Fuel: Flame weapons with the Scarce trait lose it when within 3" of a Promethium Tank. If the weapon does not have the Scarce trait then it gains the Plentiful trait instead while within this range.



ASH RIG PROFILES

The Cargo-8 Ridgehauler, or 'Ash Rig' as it sometimes known, comes in a wide variety of colours and designs, offering hobbyists with almost limitless options.

80



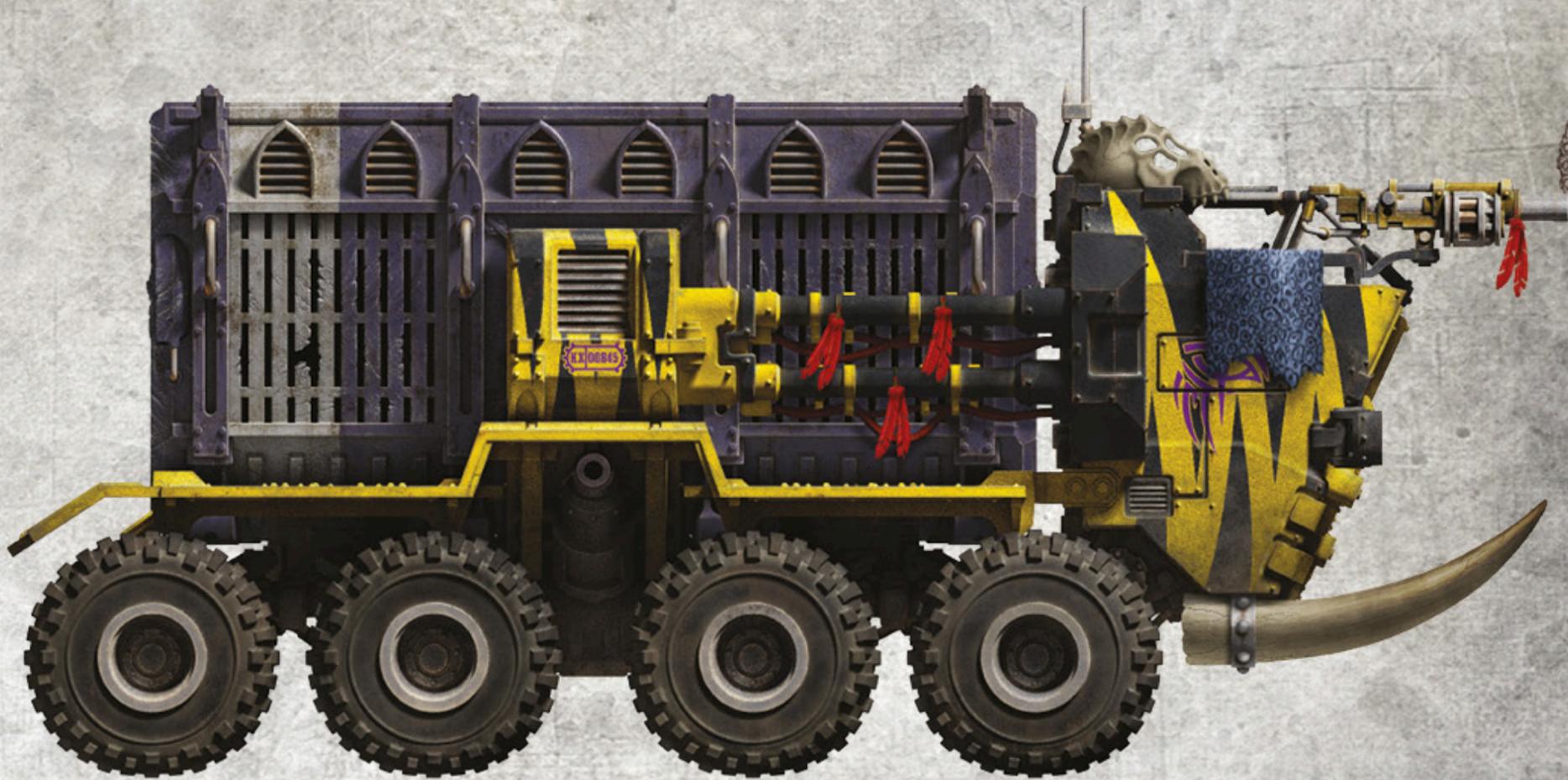
ORLOCK OILRUNNER ASH RIG



MERCATOR GELT 'HIVE'-SANCTIONED CARGO-8 RIDGEHAULER

ALTERNATIVE COLOUR SCHEMES AND LOADS

Gangs will often customise their Ridgehaulers with Clan House colours and designs, or other unique gang iconography.



BLADES 'TRIBAL' DESIGN CARGO-8

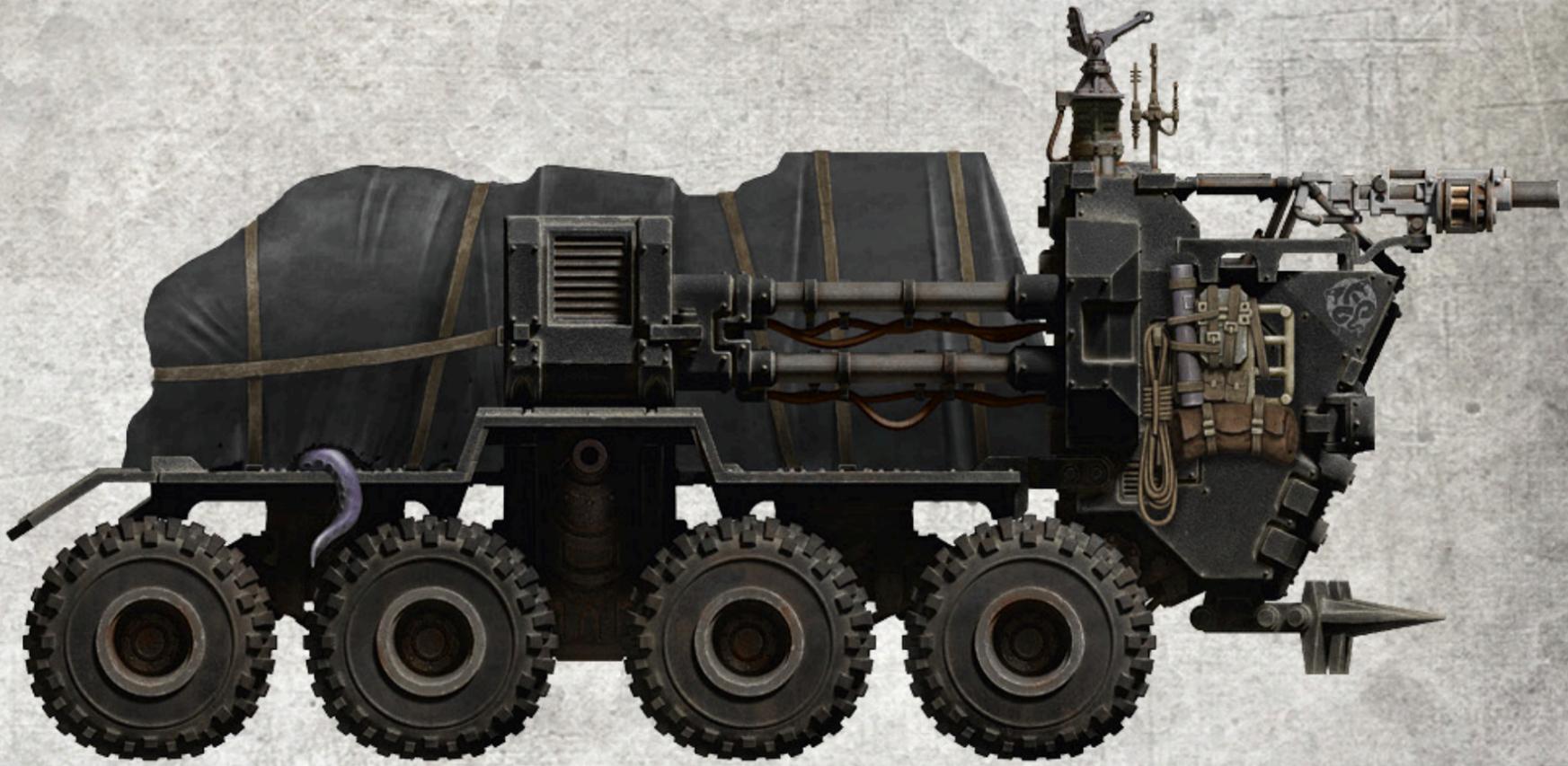




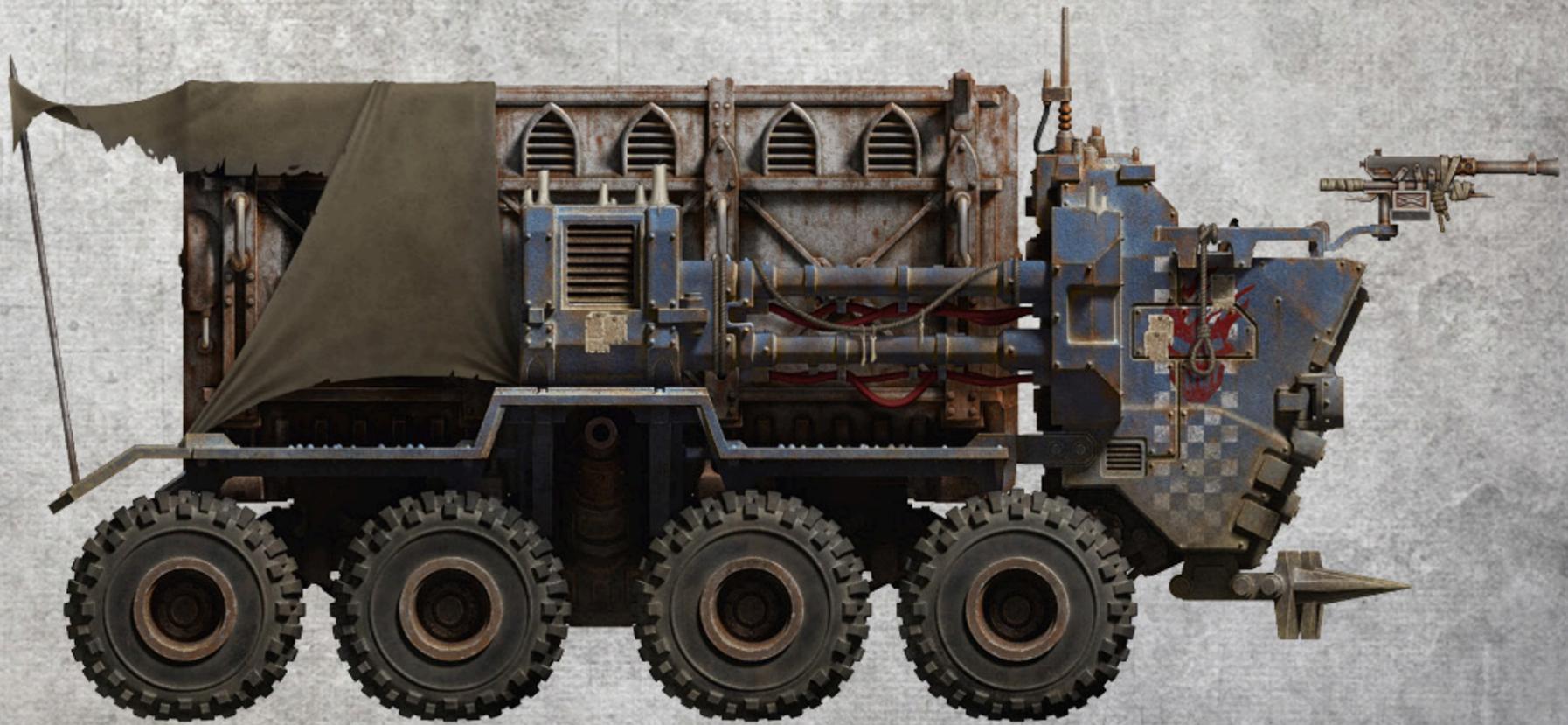
VAN SAAR TEKNIKA PATTERN CARGO-8



GOLIATH IRONFIST CARGO-8



MIDNIGHT CUSTOM CLAN DELAQUE ASH RIG



PILGRIM PATTERN RIDGEHAULER



BATTLES IN THE ASH WASTES

As dangerous as the depths of the underhive can be, any hiver will tell you they are preferable to braving the wastes. Forgetting for a moment that there is no ceiling out there, it is an environment that can change as swiftly as the direction of the wind; one minute, yellow rolling skies promising safe(ish) travel, and the next, ash storms strong enough to hurl a dune crawler a hundred metres into the air. To live, fight and die in the wastes means doing so under a blanket of ever-changing ashen clouds and on ground that could open up and swallow you at any moment. Nonetheless, the wastes still draw countless gangs and guilders with the promise of wealth and lost tech.

Fighting in the ash wastes is a very different experience to battling it out in the confines of a hive city. To represent this unique environment, players are encouraged to use the special battlefield conditions presented here, as they reflect the true perils of the wastes, and will offer gangs and fighters a new set of challenges. Two factors determine what kind of battlefield rules will be in effect during an Ash Wastes battle: Region and Season. Region is the type of Battlefield Surface on which the fight is taking place and includes the Near Wastes, Deep Wastes and Wild Wastes. Season represents the atmospheric conditions in effect and includes the Season of Flame, Season of Ash and Changing Seasons.

GENERATING BATTLEFIELD CONDITIONS

After choosing a scenario, during the pre-battle sequence, players that decide their battle is taking place in the ash wastes should determine Region and Season. There are three ways this can be done depending on the kind of battle being played.

- If this is a Skirmish battle, or no special guidelines apply, players may roll a D6 to determine Region and a D6 to determine Season.
- Alternatively, if players want a more reliable outcome, they can choose the Region and Season.
- Finally, if the players are part of a campaign or are playing a specific scenario then the Arbitrator or the scenario may specify which Region and Season conditions are in effect.

DESIGNER'S COMMENTARY: THE FULL VARIATION OF THE ASH WASTES

Presented here are abbreviated versions of the Region and Surface rules in the *Necromunda: Ash Wastes Rulebook*. The rules presented in the *Necromunda: Ash Wastes Rulebook* represent the full lethality of fighting out in the ash wastes, whereas the ones presented here represent a more predictable fighting environment. Players and Arbitrators should feel free to use whichever set of rules they prefer.

THE BATTLEFIELD SURFACE

The ash wastes are made up of countless environments, each with its own perils. These perils tend to affect the entirety of a battlefield, unlike normal terrain or areas of difficult terrain that might affect only a small portion. This is reflected by the concept of the Battlefield Surface. The Battlefield Surface is the entire surface area in which the battle is being played, and includes all areas where the battlefield is not covered by a piece of terrain. Terrain itself might be considered part of the Battlefield Surface if it is especially low, though this will be noted in any rules that affect the Battlefield Surface.

The rules for Regions typically apply to the Battlefield Surface, meaning they will affect any fighter or vehicle on the battlefield unless it is somehow protected or elevated by terrain.

ROADS

Roads are a special kind of battlefield terrain that can be represented either by placing actual terrain on the battlefield or marking out part of the Battlefield Surface as counting as a road. These pieces of terrain are important to the commerce and livelihood of the ash wastes and players are encouraged to include at least one road on their battlefield, unless it is taking place in the heart of a settlement or out in the Deep Wastes. Typically, a road will be 6"-8" wide and run from one battlefield edge to the other. Unless otherwise noted, any rules that apply to the Battlefield Surface do not apply to roads, as they have been specifically constructed to allow safe passage across otherwise dangerous terrain.

VISIBILITY (X")

In the changeable conditions of the ash wastes, visibility is not always as good as in the underhive, protected as it is from the outside elements. This has several effects:

- Models can only be targeted if they are within X"; this includes declaring charges against them. In addition, all weapons use the Long Range accuracy modifiers, regardless of actual distance.
- When terrain comes into view during Rolling Roads scenarios, Visibility affects where it can be placed ([see page 88](#)).
- Any effect (such as Wargear and gang tactics) that allows a model to ignore or modify the Pitch Black effect also affects Visibility.



REGIONS

The ash wastes cover vast areas of Necromunda and fill the empty wilds between the towering hive cities. Only the ignorant or those who have never seen them believe the wastes are uniform across all of Necromunda. In reality there is a huge variety of wasteland environs ranging from rolling ashen dunes, burning salt flats and bubbling tox rivers to diamond-hard ironflats, glittering scrap-seas and refuse-laden mountain ranges. While there are hundreds of classifications and names for these different areas, most Necromundans group them into three broad categories: the Near Wastes, the Deep Wastes and the Wild Wastes.

NEAR WASTES (D6 RESULT – 1-2)

The Near Wastes are those areas close to the hives, usually within a hundred kilometres or less; the hive or hives looming upon the horizon. Areas in the Near Wastes benefit from being tamer than most as they have higher numbers of settlements and people eager to scavenge through the hive's cast-off waste. The Near Wastes also tend to be more developed, as transport hubs and roads criss-cross their surface, while the thermal bleed from the hive makes the environment more pleasant (or less unpleasant) to live in.

Battles taking place in the Near Wastes are subject to the following rule:

Open Ground: The Battlefield Surface is mostly hardpan and counts as open terrain.

DEEP WASTES (D6 RESULT – 3-4)

Far from the hives are the Deep Wastes. These are the abandoned and forgotten areas of Necromunda where only ghosts and scavengers haunt the ruins of fallen hives, shattered mountains and the dry seabed. Here and there remote settlements might eke out an existence, but these are places where travellers do not like to linger. Without the shelter of nearby hives, the Deep Wastes are also more prone to storms and Necromunda's ever present howling winds – their sound is constant as they scour the landscape.

Battles taking place in the Near Wastes are subject to the following rule:

Rolling Ash: The Battlefield Surface is baked ash flats and counts as open terrain. In addition, models that move more than 6" upon the Battlefield Surface during their activation count as having partial cover until their next activation as they kick up great clouds of dust and ash. If using the Sentries rules, this will also Raise the Alarm.

WILD WASTES (D6 RESULT – 5-6)

As dangerous as the wastes of Necromunda can be, there are some areas that are either utterly deadly or downright bizarre – or even both! These are the Wild Wastes, areas of unusual and perilous environmental hazards which travellers would do well to avoid. Such areas can equally exist in the furthest reaches of the planet or under the shadow of a hive city – their presence a constant reminder of the protection the hive cities offer, and the terrible toxic nature of the world on which they exist.

Battles taking place in the Wild Wastes are subject to the following rule:

Shifting Dunes: The Battlefield Surface is deep dunes of toxic dust and ash, and counts as difficult terrain. In addition, models that do not move during their activation suffer a Wound or lose a Hull Point as they begin to sink!



SEASONS

On Necromunda, the atmosphere is forever in turmoil. It is a world held on the brink of complete and utter environmental collapse, its biosphere long having been destroyed. Once, millennia ago, the world had Ancient Terra-like seasons, ranging from warm and kind summers, to brisk, snow-laden winters. Now there are only two major seasons on Necromunda: the Season of Flame and the Season of Ash – both of which are brutal and extremely hazardous to life. Caught between these two great seasons are numerous lesser seasons that occur sporadically, each bringing with it a new myriad of dangers for travellers and little respite from the hell of the ash wastes.

SEASON OF FLAME (D6 RESULT – 1-2)

As Necromunda tilts toward its star, and the solar rays bombard the planet in greater frequency, the Season of Flame begins. During this great cycle, the temperature of the planet soars and chemical changes occur across its wastelands. Some areas catch fire, while others harden into gleaming diamond oceans that can cut a vehicle to scrap in seconds. The greatest danger from the Season of Flame comes from the heat, and travellers without adequate protection can burn alive if outside for too long.

Battles taking place during the Season of Flame are subject to the following rule:

Soaring Temperatures: Shimmering curtains of heat mean the Visibility (24") rule is in effect.

SEASON OF ASH (D6 RESULT – 3-4)

When the planet tilts away from its star, the temperatures drop as swiftly as they rise and, as they fall, massive storms boil up in their wake. During the Season of Ash, the deadly winds of Necromunda blow ceaselessly across the world, some storms growing large enough to engulf entire continents. Travel becomes more perilous as visibility drops to almost nil in most places and both landmarks and roads vanish under mountains of ash. It is, however, also a time for scavenging, as what past storms have hidden, new storms may uncover.

Battles taking place during the Season of Ash are subject to the following rule:

Ash Clouds: Thick ash clouds press down upon the battlefield, meaning the Visibility (12") rule is in effect.

CHANGING SEASONS (D6 RESULT – 5-6)

Time between the great seasons can be fleeting, and those who live in the ash wastes quickly learn not to trust the so-called lesser seasons that fill these spaces. During the changing of the seasons, a variety of strange and equally deadly weather might descend on a region, settlement or hive. These can range from rust storms filling the air with the fragmented remains of hive cities, billowing clouds of radioactive dust released from the high atmosphere or even perpetual night as the skies thicken with ash.

Battles taking place during the Changing Seasons are subject to the following rule:

Wild Weather: The weather is wild and unpredictable, with dust clouds rolling in with no warning. The Visibility (X") rule is in effect; to determine the value of X, at the start of each round before rolling for Initiative, roll a D3 and multiply the result by 6 (giving a result between 6-18).



'Bad weather on most worlds is heavy rain and a bit of wind... on Necromunda it'll take your skin off and cook your bones – and that's on a good day!'

*Captain Quynn Torl,
Chartist Fleet Master*

ROLLING ROADS

Often, battles between gangs in the ash wastes are not static affairs. Bikes, trucks and other vehicles careening across a desolate landscape, all the while trying to kill each other, is one of the most evocative images of the ash wastes. These encounters are represented with a set of rules called Rolling Roads.

If a scenario says it uses the rules for Rolling Roads then the following special rules apply:

THE BATTLEFIELD

Rolling Roads battles take place across a rapidly moving landscape where each gang has to struggle to keep up while still engaging with each other.

BATTLEFIELD SIZE

Due to the fast moving and expansive nature of a Rolling Roads battle, these rules work best on larger battlefields than standard battles of Necromunda. An ideal size is 6'x4', though different sizes and shapes also work and can lead to very exciting battles! Many scenarios may suggest different sizes.

DIRECTION OF TRAVEL

All Rolling Roads battles have a direction of travel. Sometimes this will be specified in the scenario being used, but if not, randomly designate one of the short battlefield edges as the Leading Edge and the opposite battlefield edge as the Trailing Edge. The other two battlefield edges are referred to as the sides.

The direction of travel is always from the Trailing Edge towards the Leading Edge.

BATTLEFIELD SIDES

Roads across the ash wastes take many different forms, from deep valleys, to wide open ash flats, to precarious bridges going over deep crevasses. The following are some example rules for how these affect the battlefield sides – scenarios will introduce even more options:

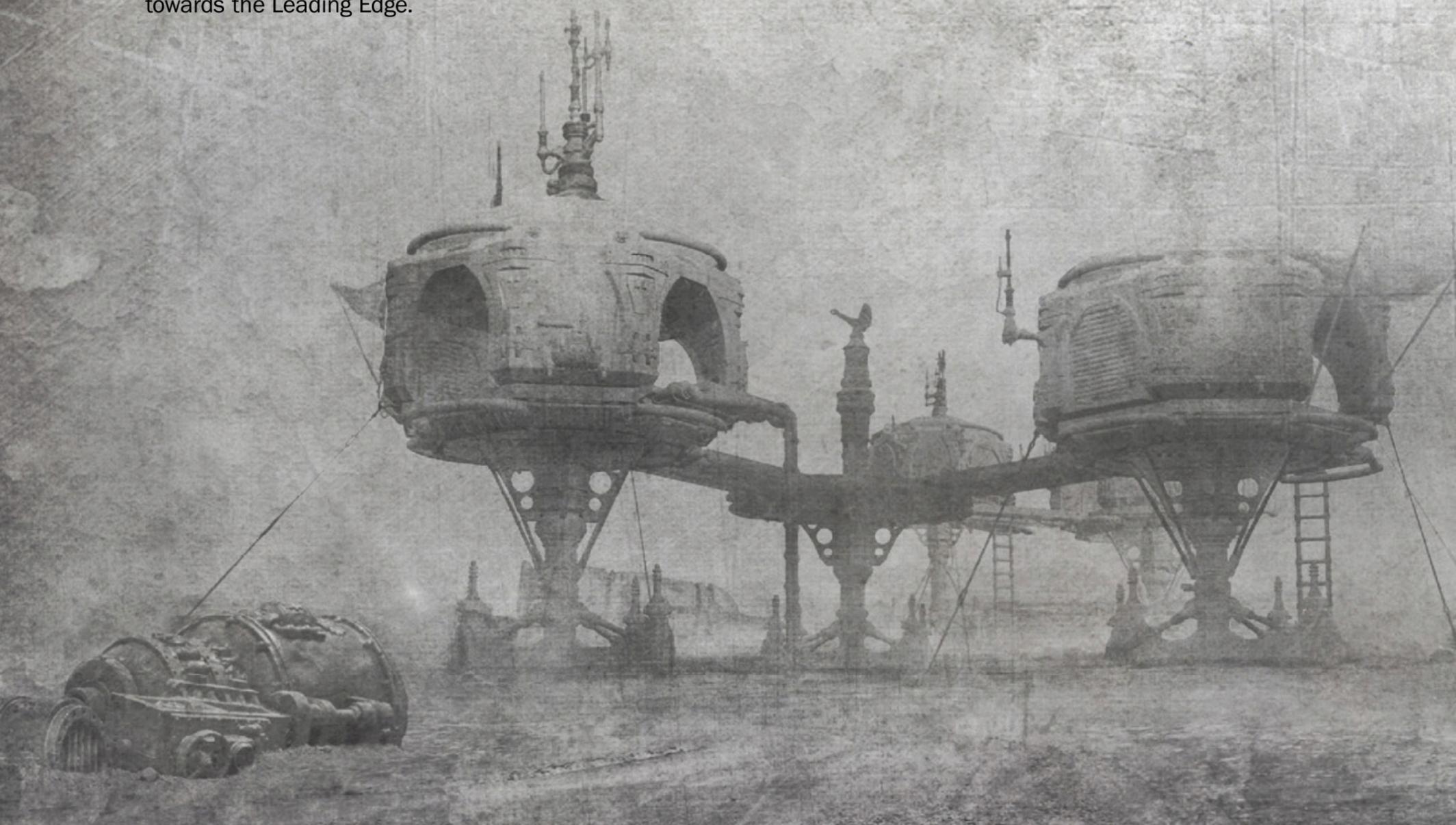
Impassable Sides: No model may voluntarily move off the battlefield sides. If a vehicle is forced to hit the sides, resolve it as if it were a collision against impassable terrain ([see page 117](#)).

Cliff Sides: If any model moves off the side, they are immediately taken Out of Action or Wrecked as they plummet off the high road. Fighters immediately roll on the Lasting Injury chart, vehicles on the Lasting Damage chart.

Open Sides: Models may move off via the sides. Treat them as Left Behind; they may then try to Rejoin ([see page 89](#)).

CLOUDS OF ASH

As they race through the landscape, vehicles and fighters kick up huge clouds of obscuring ash. If a model moves further than its Movement characteristic during its activation, all shooting attacks against it suffer a -1 modifier until it is activated again.



THE ROLLING ROADS PHASE

At the end of each round, at the start of the End phase the Rolling Roads phase happens. The Rolling Roads phase is made up of the following steps:

- 1. Move Battlefield:** The battlefield rolls on.
- 2. Resolve Models Left Behind:** Any model that has been moved off the table attempts to rejoin the fight.
- 3. Add New Terrain/Obstacles:** New terrain is added to the battlefield.

1. MOVE BATTLEFIELD

To represent the ever-moving nature of a Rolling Roads battle, every round all models and terrain are moved 8" directly towards the Trailing Edge. If any model or terrain contacts the Trailing Edge as part of this move, it is removed.

2. RESOLVE MODELS LEFT BEHIND

Any models that are moved so that not all of their base is on the battlefield are removed from the battlefield – they have been left behind in the maelstrom of combat. What happens to them depends on their Status when they were left behind:

- If a Seriously Injured fighter, roll to see if they succumb to their injuries. They can then take no further part in the battle.
- If a Stationary and Stalled vehicle, they may not attempt to rejoin the fight this round, but may attempt to rejoin in future rounds.
- If their Movement characteristic is at least 7", they can attempt to rejoin the fight this round.
- All other models take no further part in the battle.

Any models that have fallen behind are counted as Out of Action for the purpose of Bottle tests until they manage to rejoin the battle.

Rejoining the Battle: Each model that has been left behind and is eligible to attempt to rejoin the fight makes an Intelligence check. If passed they become Reinforcements, if failed they may attempt to rejoin next round.

Each round, all available Reinforcements arrive for all gangs. They normally only enter play within 3" of the Trailing Edge, though if the scenario uses Open Battlefield sides they can also rejoin the battle within 3" of a battlefield side. They enter play in the same state as they left play; all Out of Ammo markers, Wounds, Flesh Wounds, damage, etc., still apply. The exception is Stationary and Stalled vehicles change their Status to Mobile.

3. ADD NEW TERRAIN/OBSTACLES

As gangs continue their battle down the Rolling Road, more of the road ahead comes into view. No-one knows for sure what will be around the next bend so they must be quick to react to the terrain that appears from the ash clouds.

In order to represent the unpredictable nature of a Rolling Road, first roll a D3-1 to see how many pieces of terrain enter the battlefield. If the result is zero, no more terrain is added this round.

Otherwise, proceed as follows:

- Players alternate placing pieces of terrain, starting with the player who doesn't have Priority.
- Any available and suitable terrain piece can be placed.
- If there is no Visibility limit then terrain must be placed touching the Leading Edge at least 3" away from any model or other pieces of terrain.
- If there is a Visibility limit then new terrain can be placed anywhere on the battlefield at least X" closer to the Leading Edge than any model – note that it still needs to be at least 3" away from any other terrain or models.
- If this isn't possible, the terrain can instead be placed touching the Leading Edge at least 3" away from any models or other pieces of terrain.
- If terrain cannot be placed following these guidelines then no more terrain is generated.

CARGO-8 RIDGEHAULER

The Cargo 8 Ridgehauler, or 'Ash Rig', is a highly customisable kit that can be converted and enhanced in countless ways. From changing the crew – perhaps to make it unique to your gang – to creating custom cargo from the huge variety of Citadel terrain and accessories, hobbyists will find this hardy staple of Necromunda an exciting addition to their games. In the example below the flat bed of the trailer has been piled with barrels and crates, though this could just as easily be large containers, gangers or even other vehicles like quads and bikes – all creating the impression of a cargo vehicle ubiquitous to the wastes of Necromunda.





IRONHEAD SQUAT PROSPECTORS GANG

The Ironhead Prospectors of the Squat Mining Clans are an ordered, technological faction that benefits from clear colours and iconography. In the examples below the helmets have been painted yellow, both to contrast with the white of their armour, but also to give the impression these are skilled workers as much as fighters for their people.



PROSPECTOR DIGGER
WITH IRONHEAD STUB GUN



PROSPECTOR DIGGER WITH
IRONHEAD AUTOPISTOL



PROSPECTOR DRILL-KYN WITH
IRONHEAD BOLTGUN



PROSPECTOR DRILL-KYN WITH
TWO IRONHEAD BOLT PISTOLS



PROSPECTOR CHARTER MASTER
WITH STONE BURNER AND
POWER HAMMER



PROSPECTOR DRILL MASTER WITH
IRONHEAD HEAVY STUBBER



PROSPECTOR DRILL-KYN WITH
IRONHEAD AUTOGUN



PROSPECTOR DRILL-KYN WITH
IRONHEAD AUTOGUN

ASH WASTE NOMADS WAR PARTY

Painted in the drab colours of the wastes, the Ash Waste Nomads raiders use their cloaks and robes to blend into the environment of their homeland. Even their weapons and equipment are dull and tarnished; reflecting that they are most likely scavenged from the victims of the wasteland. Note that all of these fighters, including the swift moving macro-insect riders, are based on standard Citadel bases as this better represents their native environment.



NOMAD CHIEFTAIN WITH
MONO-HOOK AND CHAIN LANCE



NOMAD WARRIOR WITH BLAST
PISTOL AND STALKING KNIFE



NOMAD DUST RIDER WITH BLAST PISTOL



NOMAD WARRIOR
WITH BLAST RIFLE



NOMAD DUST RIDER WITH CHAIN LANCE



NOMAD WARRIOR
WITH LONG RIFLE



ADDITIONAL RULES

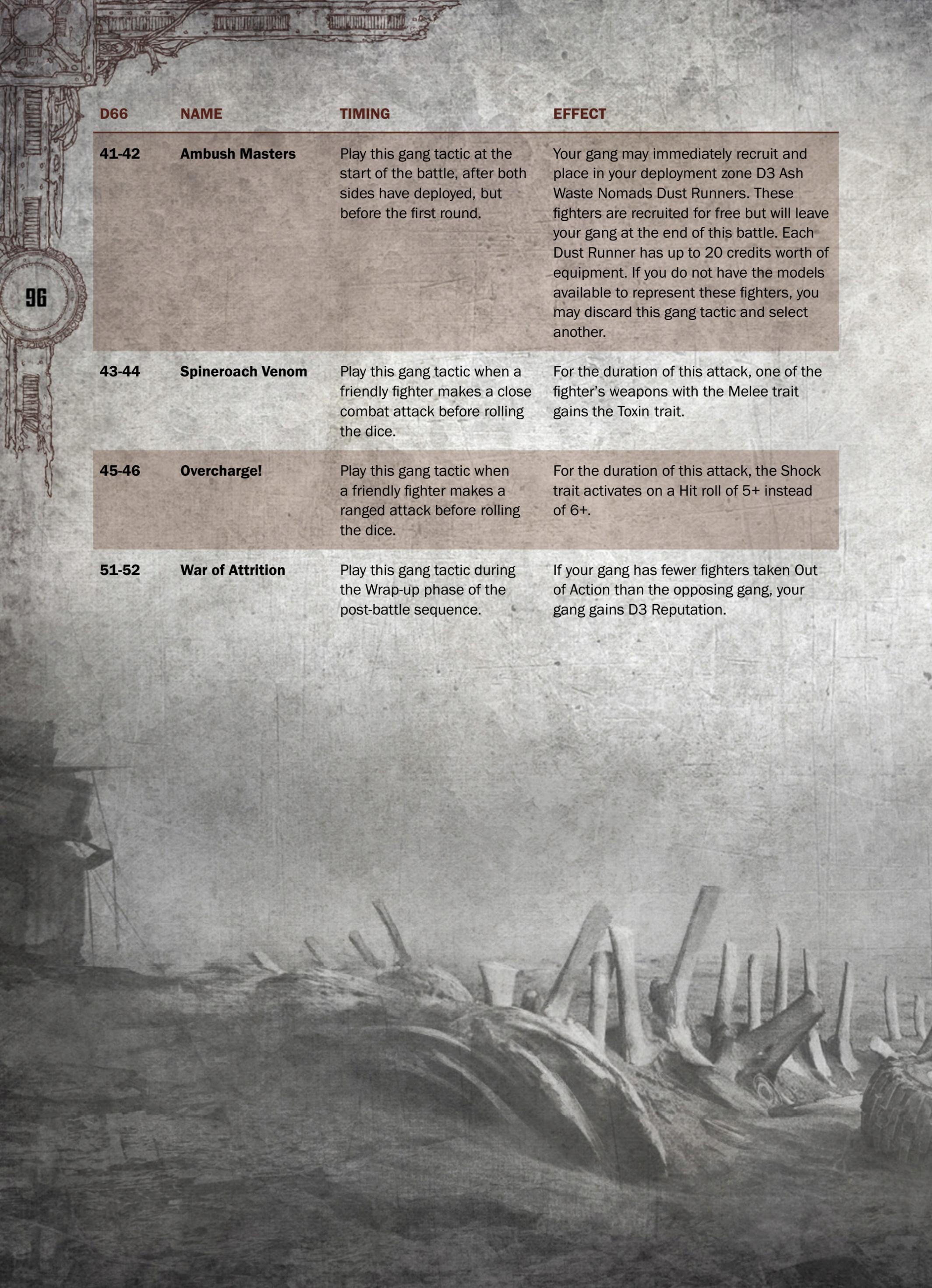
In this section, we present a collection of additional rules for using Wasteland gangs in games of Necromunda. These rules are intended to provide Wasteland gangs with a variety of new options.

This section includes new skills for vehicle crew, Ash Waste Nomads gangs and Ironhead Squat Prospector gangs, and new gang tactics for Ash Wastes Nomads, Ironhead Squat Prospectors and Orlock gangs.

ASH WASTE NOMADS GANG TACTICS

Each scenario details how many gang tactics each player gets and how they are selected, with players either choosing the gang tactics they want or determining them at random. Gang tactics can be randomly determined either by drawing cards from a shuffled deck of Gang Tactics cards or by rolling a D66 (taking care to keep the result a secret) and referring to the table below (note that if a gang tactic requires your opponent to have a vehicle and the scenario being played does not allow vehicles, you may discard the tactic and select another):

D66	NAME	TIMING	EFFECT
11-12	Ghosts on the Ash	Play this gang tactic at the beginning of any round, before rolling for Initiative.	For the duration of this round, friendly Ash Waste Nomads fighters treat the Battlefield Surface as open terrain.
13-14	Secret Paths	Play this gang tactic during any Rolling Roads phase of a Rolling Roads battle before checking to see if models rejoin the battle.	For the duration of this round, friendly fighters can attempt to rejoin the battle regardless of their Movement characteristic. If the scenario being played does not use the Rolling Roads rules, you may discard this gang tactic and select another.
15-16	Master Sniper	Play this gang tactic when activating a friendly fighter.	For the duration of this activation, increase the Long range of the fighter's weapons without either the Melee or Grenade trait by 6".
21-22	Will-o'-the-Wastes	Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round.	For the duration of this battle, D3 friendly fighters of your choice in your starting crew gain the Dodge skill.
23-24	Beseech the Great Spirits	Play this gang tactic during any End phase, before making Recovery tests.	You may re-roll any Recovery tests you make this round, but must keep the second result even if it is worse.
25-26	Raiders without Equal	Play this gang tactic during the Wrap-up phase of the post-battle sequence.	Add D3x10 credits to your gang's Stash for each enemy vehicle that was Wrecked during the battle.
31-32	Mined!	Play this gang tactic after an enemy vehicle has completed its activation.	The enemy vehicle must immediately take a Loss of Control test.
33-34	Survival Suits	Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round.	For the duration of this battle, D3 friendly fighters of your choice in your starting crew are immune to the effects of the Rad-phage trait.
35-36	Ash Quake!	Play this gang tactic at the start of any round before rolling for Initiative.	All fighters on the Battlefield Surface must pass an Initiative test or become Prone and Pinned. Any Ash Waste Nomads fighter gets +2 to this test.



D66

NAME

TIMING

EFFECT

41-42

Ambush Masters

Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round.

Your gang may immediately recruit and place in your deployment zone D3 Ash Waste Nomads Dust Runners. These fighters are recruited for free but will leave your gang at the end of this battle. Each Dust Runner has up to 20 credits worth of equipment. If you do not have the models available to represent these fighters, you may discard this gang tactic and select another.

43-44

Spineroach Venom

Play this gang tactic when a friendly fighter makes a close combat attack before rolling the dice.

For the duration of this attack, one of the fighter's weapons with the Melee trait gains the Toxin trait.

45-46

Overcharge!

Play this gang tactic when a friendly fighter makes a ranged attack before rolling the dice.

For the duration of this attack, the Shock trait activates on a Hit roll of 5+ instead of 6+.

51-52

War of Attrition

Play this gang tactic during the Wrap-up phase of the post-battle sequence.

If your gang has fewer fighters taken Out of Action than the opposing gang, your gang gains D3 Reputation.

D66	NAME	TIMING	EFFECT
53-54	Now You See Me...	Play this gang tactic at the start of a friendly fighter's activation.	Remove the fighter from the battlefield and set it up again within 9" of its initial position and more than 1" away from any enemy model.
55-56	Numbers without End	Play this gang tactic during any End phase, before your opponent makes any Recovery tests.	You may return to play D3 friendly Gangers/Juves that have been taken Out of Action but did not suffer a Memorable Death result on the Lasting Injury table by placing them in your gang's deployment zone. These fighters retain any injuries suffered for going Out of Action but discard any Flesh Wounds.
61-62	Blessed by the Storm	Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round.	For the duration of this round, if the Visibility (X") rule is not active for this battle, apply the Visibility (24") rule. Otherwise, either increase or decrease the value of X" by 6" to a minimum of 6".
63-64	Bait and Switch	Play this gang tactic at the start of any round, before players have rolled for Initiative.	Select two friendly fighters on the battlefield, neither of which is Engaged. Swap the position of the two fighters.
65-66	Fade to Ash	Play this gang tactic during any End phase, before your opponent makes any Recovery tests.	The battle ends as if your gang had retreated from the battlefield. Friendly fighters who are Seriously Injured automatically recover and there is no chance for any fighters to be Captured.

IRONHEAD SQUAT PROSPECTORS GANG TACTICS

Each scenario details how many gang tactics each player gets and how they are selected, with players either choosing the gang tactics they want or determining them at random. Gang tactics can be randomly determined either by drawing cards from a shuffled deck of Gang Tactics cards or by rolling a D66 (taking care to keep the result a secret) and referring to the table below (note if you generate a gang tactic that requires a friendly vehicle and there are no vehicles in your crew, discard it and generate a new gang tactic):

D66	NAME	TIMING	EFFECT
11-12	Mother Lode!	Play this gang tactic during the Wrap-up phase of the post-battle sequence.	If your gang won the scenario, add 2D6x10 credits to your gang's Stash.
13-14	Fire in the Hole!	Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round.	For the duration of this battle, D3 friendly fighters of your choice count as being equipped with blasting charges.
15-16	Running Repairs	Play this gang tactic when activating a friendly vehicle.	The vehicle immediately regains D3 HP lost earlier in the battle.
21-22	Ancestral Weapon	Play this gang tactic when making a ranged attack with a friendly fighter.	For the duration of this attack, increase the fighter's BS by 1.
23-24	Honour the Ancestors	Play this gang tactic when making a Cool check for a friendly fighter, before rolling any dice.	The fighter automatically passes the Cool check; there is no need to roll any dice.
25-26	Listen to your Elders!	Play this gang tactic when making a Group Activation.	Increase the number of fighters that can be activated as part of the Group Activation by 1.
31-32	Finest Craftsmanship	Play this gang tactic when making a ranged attack with a friendly model, before rolling to hit.	For the duration of this attack, either the Hit roll or Wound roll may be re-rolled.
33-34	Veteran of the Wastes	Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round.	Until the end of the battle, a friendly model of your choice gains a random skill from one of their Primary skill sets.
35-36	Made to take a Beating	Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round.	For the duration of this battle, a friendly fighter of your choice reduces the AP of all attacks targeting them by 1.
41-42	Scrapper's Delight	Play this gang tactic when a friendly fighter opens a Loot casket, before rolling to determine the casket's contents.	Instead of rolling to determine the Loot casket's contents, add D3x10 credits to your gang's Stash and then remove the Loot casket from the battlefield.

D66	NAME	TIMING	EFFECT
43-44	Deathblow!	Play this gang tactic when resolving damage on an enemy fighter as a result of an attack made by a friendly model, after rolling the Injury dice.	If you roll two or more results of Seriously Injured, the enemy fighter is taken Out of Action instead.
45-46	Too Stubborn to Die	Play this gang tactic when damage is inflicted upon a friendly fighter, after Injury dice are rolled.	Discard one Injury dice of your choice before applying the effects.
51-52	Running on Vapours	Play this gang tactic at the start of any round, before rolling for Initiative.	One enemy vehicle of your choice changes its Status to Stationary and Stalled. If the enemy gang doesn't have any vehicles in its starting crew, you may discard this gang tactic and select another.
53-54	Vengeance of the Ironhead!	Play this gang tactic after a friendly fighter has been taken Out of Action by an enemy model.	A friendly fighter with line of sight to the enemy fighter may immediately make a Shoot (Basic) action targeting the enemy fighter.
55-56	Brace for Impact!	Play this gang tactic after a friendly fighter has been Engaged by an enemy fighter performing the Charge (Double) action, before the enemy fighter rolls any dice to attack.	For the duration of this attack, add 1 to any save rolls made by the friendly fighter.
61-62	Assault Tunnel	Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round.	Select a friendly fighter that is not part of your starting crew and is not subject to the Mounted condition. At the start of the third round, before rolling for Initiative, the fighter may be placed anywhere on the battlefield that is at least 12" away from any enemy models. If there are no eligible fighters in your gang, you may discard this gang tactic and select another.
63-64	Get Back!	Play this gang tactic when a friendly fighter is making Reaction attacks, before rolling any dice.	For the duration of this attack, the fighter's attacks gain the Knockback trait.
65-66	Thermal Visor	Play this gang tactic when activating a friendly model.	For the duration of this activation, increase the value of the Visibility (X") rule by 6". If the Visibility (X") rule is not in effect for this battle, you may discard this gang tactic and select another.

ORLOCK VEHICLE GANG TACTICS

Each scenario details how many gang tactics each player gets and how they are selected, with players either choosing the gang tactics they want or determining them at random. Gang tactics can be randomly determined either by drawing cards from a shuffled deck of Gang Tactics cards or by rolling a D66 (taking care to keep the result a secret) and referring to the table below:

D66	NAME	TIMING	EFFECT
11-12	I Can Hold It!	Play this gang tactic after a friendly vehicle has failed a Loss of Control test.	The vehicle is instead considered to have passed the Loss of Control test.
13-14	Take Them Out!	Play this gang tactic when rolling damage for an enemy vehicle.	Roll one additional Damage dice for the attack.
15-16	Power Slide	Play this gang tactic when activating a friendly vehicle.	For the duration of this activation, the vehicle may make an extra turn of up to 90° when performing a Move (Simple) action.
21-22	Ride Them Down!	Play this gang tactic when resolving a Ride By attack before rolling to Hit.	Increase the Strength of any hits inflicted by the attack by 1.
23-24	Bulldoze	Play this gang tactic before resolving a vehicle collision during a friendly vehicle's activation.	The vehicle that is currently activating does not suffer any hits due to the collision.
25-26	Biker Gang	Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round.	For the duration of this battle, D3 fighters of your choice in your starting crew subject to the Mounted condition increase their Initiative characteristic by 1.
31-32	Road Warriors	Play this gang tactic at the start of a Rolling Roads battle, after both sides have deployed, but before the first round.	For the duration of this battle, D3 friendly models of your choice in your starting crew gain +1 to the Intelligence test to rejoin the battle. If the scenario being played does not use the Rolling Roads rules you may discard this gang tactic and select another.
33-34	Wheels of Iron	Play this gang tactic when a friendly vehicle is targeted by an attack.	For the duration of this attack, increase the Toughness characteristic of the arc being hit by 1.

D66	NAME	TIMING	EFFECT
35-36	Boarding Action!	Play this gang tactic when a friendly fighter takes an Initiative test for jumping onto or off of a vehicle.	The Initiative test is automatically passed, no roll is needed.
41-42	Familiar Ground	Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round.	For the duration of this battle, one friendly vehicle of your choice in your starting crew may treat difficult terrain and dangerous terrain as open terrain.
43-44	Going in Guns Blazing	Play this gang tactic when activating a friendly vehicle.	For the duration of this activation, the vehicle may fire one weapon with the Crew Weapon or Sidearm trait at any point while making a Ram (Double) action.
45-46	Drive By	Play this gang tactic when activating a friendly vehicle.	For the duration of this activation, the vehicle treats the Move & Shoot (Basic) action as a simple action.
51-52	King of the Road	Play this gang tactic during the Wrap-up phase of the post-battle sequence.	If any enemy vehicles were Wrecked during this battle, your gang gains D3 Reputation.
53-54	Supplies Delivered	Play this gang tactic during the Wrap-up phase of the post-battle sequence.	Add D3x10 credits to your gang's Stash for every friendly vehicle that took part in the battle and isn't Wrecked.
55-56	Fang it!	Play this gang tactic when activating a friendly fighter subject to the Mounted condition.	For the duration of this activation, the selected fighter increases their Movement characteristic by 4".
61-62	Back in the Saddle	Play this gang tactic when activating a friendly fighter with the Mounted condition who is Prone and Pinned.	The fighter immediately becomes Standing and Active without using any actions.
63-64	Can Openers	Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round.	Select one friendly fighter; for the duration of this battle any weapons with the Melee trait they are equipped with increase their Strength characteristic by 1 when targeting a vehicle. If your gang has no weapons with the Melee trait, you may discard this gang tactic and select another.
65-66	Rugged Construction	Play this gang tactic during the Post-battle Actions phase of the post-battle sequence.	Halve the credits cost (rounding up to the nearest 5 credits) of the Negotiate Repairs action.

SKILLS

This section includes the new skills added in this book available to either Ash Waste Nomads, Ironhead Squat Prospectors or vehicle crew.

The following table summarises each Skill Set, and can be used (by rolling a D6) to determine a random skill from one of the Skill Sets:

D6	Wisdom of the Ancients	Driving	Wastelands
1	Where There's Scrap, There's Creds!	Jink	Born to the Wastes
2	Nobody Pushes Kin Around	Expert Driver	Stormwalker
3	Chemical Bonds Never Break	Heavy Foot	Eyes of the Wasteland
4	Dependable Like Kin	Slalom	Beast Handler
5	Stubborn to the Last	T-bone	Ever Vigilant
6	There's Always Another Secret	Running Repairs	Bring It Down

WISDOM OF THE ANCIENTS

1. WHERE THERE'S SCRAP, THERE'S CRED\$!

In the Receive Rewards step of the post-battle sequence, as long as this fighter is not Captured or In Recovery, their gang earns an additional D6x10 credits for each vehicle belonging to an opposing gang they wrecked. Note that this fighter does not need to have taken part in the battle to gain this bonus.

2. NOBODY PUSHES KIN AROUND

A fighter with this skill is never moved as a result of a weapon trait or skill being used against them. They also automatically pass any Initiative test they need to take to avoid falling when they go from Standing to Prone whilst within 1/2" of the edge of a level or platform.

3. CHEMICAL BONDS NEVER BREAK

This fighter may use a Chem twice before it is removed from their Fighter card.

4. DEPENDABLE LIKE KIN

This fighter ignores the Unstable trait on any weapon they are equipped with and may re-roll any Ammo checks they take.

5. STUBBORN TO THE LAST

When this fighter is taken Out of Action, before being removed from the table they may immediately make either a Shoot (Basic) or Fight (Basic) action even if they do not have a Ready marker.

6. THERE'S ALWAYS ANOTHER SECRET

When this fighter opens a Loot casket, they add an additional D6x10 credits to their gang's Stash.

DRIVING

1. JINK

Once per round, when their vehicle is hit by an attack, this crew may attempt to make a special Jink save which cannot be modified by a weapon's Armour Piercing value. Roll a D6. On a roll of 6+, the crew's quick reactions enable them to jerk the controls and avoid the attack. The hit is ignored.

2. EXPERT DRIVER

When this crew's vehicle makes a Loss of Control test, add 1 to the result.

3. HEAVY FOOT

Once per round, when this crew's vehicle performs either a Move (Simple) or a Ram (Double) action, the vehicle may increase its Movement characteristic by D3". However, doing so is not without risks. If a natural 1 is rolled, the vehicle suffers a single Glancing Hit to its Engine.

4. SLALOM

Once per round, when this crew's vehicle performs a Move (Simple) action, it may make an additional turn of up to 45° at any point before, during or after its move.

5. T-BONE

If this crew's vehicle has a Head-on Collision with another vehicle or terrain feature, this vehicle may add D3 to its Front Toughness characteristic until the collision is fully resolved.

6. RUNNING REPAIRS

If, when making a Handling check to Restart this crew's vehicle whilst it is Stationary and Stalled, a natural 6 is rolled, this driver has not only Restarted the vehicle but repaired some minor damage. The vehicle regains one lost Hull Point.

WASTELANDS

1. BORN TO THE WASTES

This fighter may ignore the effects of the Battlefield Surface ([see page 85](#)). If fighting a Sector Mechanicus or Zone Mortalis battle, they may perform the Hide in the Wastes (Double) action ([see page 138](#)).

2. STORMWALKER

If this fighter starts their activation while on the Battlefield Surface, they may add 2" to their Movement characteristic ([see page 85](#)).

3. EYES OF THE WASTELAND

This fighter treats the Visibility rule as being 6" greater than it actually is ([see page 85](#)). In addition, when using the Pitch Black rules they can target Hidden models up to 9" away.

4. BEAST HANDLER

While subject to the Mounted condition, this fighter may make an additional close combat attack resolved at S3, AP -1, D1 every time they perform the Fight (Basic) action or make Reaction attacks.

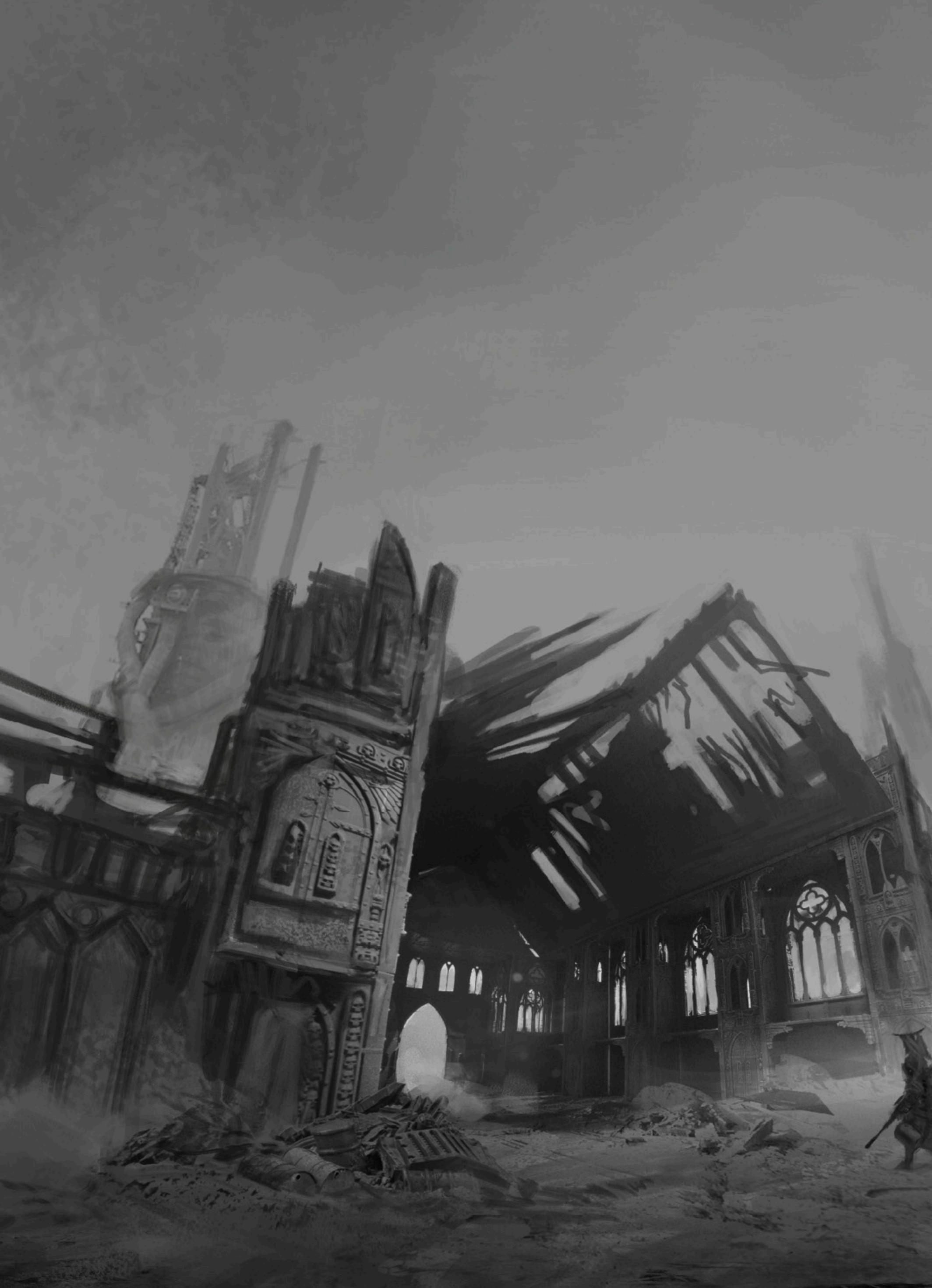
5. EVER VIGILANT

When making Reaction attacks, this fighter makes one additional attack and doesn't suffer any penalty for turning to face their opponent.

6. BRING IT DOWN

This fighter may take the Bring it Down (Basic) action:

Bring it Down (Basic): Designate an enemy model in line of sight; for the remainder of the round all friendly fighters, including this fighter, may ignore the rules for Target Priority and may re-roll the dice to hit when performing the Shoot (Basic) action against the designated target.



PERDITION'S FACTORY

Once, millennia ago, independent structures lay scattered across the surface of Necromunda – power plants, factories and refineries all feeding the insatiable populations of the cities. In time, as the atmosphere of the world grew ever more toxic, these places were incorporated into the skins of the hive cities, though some were left to be reclaimed by the wasteland. Perdition's Factory is an ancient religious site where machine worshipping cults and zealous scavengers come to pray to the great industrial gods of Necromunda, or to pick over their long dead corpses in the hope of finding something lost for millennia. Such pilgrims do so at their own peril, however, for Perdition's Factory is a haunt of things far darker and more dangerous than just the ghosts of Necromunda's past.





VEHICLE RULES

Presented here are all the rules needed to add vehicles to your games of Necromunda. These rules expand upon the core rules presented in the *Necromunda Rulebook* and allow you to fully integrate vehicles into your battles within the ash wastes!

GENERAL PRINCIPLES

FIGHTERS, VEHICLES & MODELS

In games of Necromunda, players use finely-detailed models to represent their gangs on the tabletop, and to represent the vehicles of the ash wastes. In game terms, it is sensible to be quite precise in how such things are defined in order that players can easily interpret the rules:

- Any model that represents a single humanoid or a single animal is referred to as a 'fighter' by the rules. This could be a lowly gang member, a renowned hired gun, or even an exotic beast owned by a mighty gang champion.
- Any model that is mounted on a single-person animal or bike is a fighter subject to the Mounted condition ([see page 109](#)).
- Any model that represents a vehicle of any type, be it a small vehicle operated by a single driver or large vehicle crewed by many, is referred to as a 'vehicle' by the rules.
- Battlefield details such as Beast's Lair are never referred to as models but rather as markers.
- Where the rules use the terms 'fighter' or 'vehicle', they are referring specifically to models of that type. However, where the rules use the term 'model' or 'models', they are referring to both fighters and vehicles. Note, however, that vehicle crews may be considered fighters where appropriate.

VEHICLE STATUS

The Status of a vehicle indicates its degree of mobility. The actions available to a vehicle during its activation will depend heavily upon its current Status. During a game of Necromunda, a vehicle's Status can change. This generally represents how fast the vehicle is moving or, if it has halted, why it has done so, as described below, but may also depend upon other factors.

MOBILE

Whilst a vehicle is 'Mobile' it is able to move quite freely around the battlefield, performing a range of actions with ease.

STATIONARY

A vehicle that is unable to move for any reason is 'Stationary'. Whilst Stationary, the actions available to the vehicle may be dramatically reduced.

SECONDARY STATUS WHILST STATIONARY

Whilst Stationary, a vehicle will always be subject to one of two Secondary Statuses as well: 'Stalled' or 'Wrecked'. This Secondary Status essentially explains why the vehicle is Stationary and will determine how easily it can become Mobile (if at all) and which actions it can perform during its activation.

Stalled: A Stationary vehicle is Stalled if it has been forced to stop moving by an enemy attack, by damage, or by any other in-game effect or special rule that prevents the vehicle from moving. Stalled vehicles can often fire their weapons, but must 'Restart' ([see page 129](#)) before they can move off.

Wrecked: During the course of a battle, a vehicle might become Stationary and Wrecked due to damage sustained. Once a vehicle is Wrecked, it can no longer perform any actions and is treated like a piece of terrain.



'Ain't no such thing as a wreck – only a rig, ride or bike that needs some love and attention.'

*Ruun Greaseblood,
Cinderak City
Greasewerks*

CONDITIONS

VEHICLES AND CONDITIONS

There are a huge number of Conditions in Necromunda; unless stated otherwise they do not affect vehicles at all.

BLAZE

When activated, a vehicle subject to the Blaze condition suffers an immediate S3, AP -1, D1 hit against the Rear Toughness (roll location as normal, [see page 120](#)). They must then make a Cool check:

- If passed, nothing happens; they can continue their activation as normal.
- If failed and the vehicle is Mobile, they act as if they had failed a Loss of Control test ([see page 126](#)), then their activation ends.
- If failed and the vehicle is Stationary and Stalled, they must perform the Burn Out (Double) action ([see page 115](#)) then their activation ends.

At the end of their activation, roll a D6. On a 4+, the flames go out and the Blaze condition is removed.

BLIND

When hit by a weapon with the Flash trait, a vehicle risks becoming Blind (note a vehicle must pass a Handling check to avoid becoming Blind instead of rolling against Initiative as a fighter would). A Blind vehicle loses their Ready marker; if they do not have a Ready marker, they do not gain a Ready marker at the start of the following round.

CONCUSSION

Any vehicle hit by a Concussion weapon will suffer a negative -2 penalty to all Handling checks.

HIDDEN/REVEALED

Vehicles suffer the same restrictions and have the same triggers for becoming Hidden/Revealed with the following addition:

If a vehicle subject to the Hidden condition moves, remove from them the Hidden condition and replace it with the Revealed condition.

'You haven't known terror until you've seen a burning ash rig bearing down on your tiny quad from the blind side. I don't know what scared me more – the thought that at any moment I might be reduced to meat and scrap, or the look in the eyes of the poor bastard behind the rig's wheel.'

*Rak Rack'em'up,
Spiltoad Road Boss,
House Orlock*

MOUNTED CONDITION

Several items of Wargear, ranging from beasts of burden to dirtbikes, give the fighter the Mounted condition. This comprises the following group of rules:

Hands Full: A fighter that is Mounted reduces the total number of weapons they can carry by one and cannot be equipped with any weapon with the Unwieldy trait unless it also has the Lance trait. In addition, they can never use more than one weapon in close combat.

Ride By: A Mounted fighter may move within 1" of a single enemy model during their movement. When doing so, or if moving within Long range of a weapon with the Versatile trait, the fighter may interrupt their movement to make a single close combat attack against that model. However, that model may attempt to make a single Reaction attack. If this fighter is hit, use the distance they have moved during this activation instead of their last activation to determine the strength of the hit they take (see "I Get Knocked Down..." as follows).

Quick Retreat: A Mounted fighter may add a +2 modifier to their Initiative check when attempting to perform a Retreat (Basic) action.

Grounded: A Mounted fighter cannot climb terrain or vehicles.

My Mount is my Life: A Mounted fighter may have two different Fighter cards even if they do not have the Tools of the Trade special rule, in which case the only difference allowed is the presence of their mount. A fighter stranded in the wastes without their mount is in dire trouble, and therefore a fighter can never become separate from their mount mid-battle.

"I Get Knocked Down...": A Mounted fighter does not automatically become Pinned when hit by a ranged attack. Instead, they immediately make an Initiative check (applying a -1 modifier if they were hit by a weapon with either the Blast (X) or Knockback traits). If this check is passed, the fighter does not become Pinned. If this check is failed, they are Knocked Down.

When a Mounted fighter is Knocked Down, they immediately suffer an automatic hit. The Strength, AP and Damage of this hit is determined by how far the fighter moved during their last activation, rounded up to the nearest inch:

Distance Moved	Strength	AP	Damage
0"-5"	3	-	1
6"-9"	5	-1	1
10"+	7	-2	2

Once a Mounted fighter has been Knocked Down, they become Prone and Pinned. However, they must pass an Initiative check before they can successfully perform the Stand Up (Basic) action. If this check is passed, the fighter may stand up as normal and immediately becomes Standing and Active once more. If this check is failed, the action is wasted and they remain Prone and Pinned.



VEHICLE CHARACTERISTIC PROFILES

Similar to fighters, each vehicle has a 'characteristics profile', which details its strengths and weaknesses. For example, the following is the profile for an Orlock Outrider Quad:

VEHICLE CHARACTERISTICS							CREW CHARACTERISTICS				
TOUGHNESS											
M	Front	Side	Rear	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	4	3	3	2	4+	5+	4+	6+	6+	7+	7+

Each of these characteristics represents a different trait or attribute of either the vehicle itself or of its crew, and each characteristic is used differently within the game. In some cases a low number is better, but in other cases, a high number is better:

- Movement Allowance (M), Toughness (Front, Side and Rear) and Hull Points (HP) are all shown as simple numbers, in which case a higher number is better.
- Save (Sv), Ballistic Skill (BS) and Handling (Hnd) are all shown as target numbers; a number followed by a '+' symbol. In which case, a lower number is better.

In addition, a vehicle has four psychology characteristics, just like a fighter: Leadership (Ld), Cool (Cl), Willpower (Wil) and Intelligence (Int). In the case of a vehicle, these represent the psychological traits of the crew rather than the vehicle itself. These are also all shown as target numbers: a number followed by a '+' symbol. In the case of all four psychology characteristics, a lower number is better.

During Campaign play, characteristics may be improved or reduced as vehicles are Upgraded and as the crew gains experience or suffers injuries. No characteristic may ever be improved beyond the maximum shown on the table below. No characteristic may ever be reduced below the minimum shown on the table below:

VEHICLE CHARACTERISTICS							CREW CHARACTERISTICS				
TOUGHNESS											
M	Front	Side	Rear	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	10	10	10	6	3+	2+	2+	3+	3+	3+	3+
1"	3	3	3	1	10+	6+	6+	10+	10+	10+	10+

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'You can always tell when the Ash Waste Nomads have hit a caravan or a settlement – mostly because they don't leave anything behind to let you know it was them.'

Tufor,
Scraptown Lookout

VEHICLE CHARACTERISTICS & CHARACTERISTIC CHECKS

A vehicle's characteristics are defined as follows:

MOVE (M)

This is the distance, in inches, the vehicle can move when making a standard Move action.

TOUGHNESS (FRONT, SIDE, REAR)

All vehicles have three Toughness characteristics: Front, Side and Rear, corresponding to their vision arcs ([see page 118](#)). This shows how sturdily built a vehicle is; the higher a vehicle's Toughness characteristic, the less likely it is to be damaged by an attack.

HULL POINTS (HP)

A vehicle's Hull Points characteristic is a measure of how much punishment it can sustain before it is Wrecked.

HANDLING (HND)

This represents how manoeuvrable a vehicle is and how responsive it is to the crew's commands. Handling is used to avoid damage from dangerous terrain, to determine the success when a vehicle attempts to ram an enemy vehicle, and even when attempting to Restart a Stalled vehicle.

SAVE (SV)

This indicates how heavily armoured a vehicle is.

BALLISTIC SKILL (BS)

This characteristic represents the proficiency of the vehicle's crew with ranged weapons fitted to the vehicle.

LEADERSHIP (LD)

A vehicle's Leadership characteristic represents the ability of its crew to issue or follow commands in the heat of battle.

COOL (CL)

A vehicle's Cool characteristic represents the capacity of its crew for keeping calm under fire.

WILLPOWER (WIL)

Willpower is a measure of the mental fortitude and resilience against the horrors of Necromunda shown by the crew of a vehicle.

INTELLIGENCE (INT)

This represents the mental acuity and ability of the crew to apply knowledge.

MODIFYING CHARACTERISTICS

Sometimes, the rules will modify a characteristic. If the characteristic is given as a simple number, the modifier is applied as written – for example, if a vehicle with a Front Toughness of 6 is given a +1 modifier to its Toughness, its Front Toughness counts as 7.

If the characteristic is given as a target number (for example, a characteristic of 4+ means a dice roll of 4 or higher would be a success), the modifier is applied to the dice roll rather than the characteristic.

CHARACTERISTIC CHECKS

Players will often be called on to make a characteristic check for a vehicle – for example, a Ballistic Skill check is made when a vehicle attacks with a ranged weapon. Characteristics checks are made as follows:

- Ballistic Skill checks are made by making a target number roll on a single D6. If the result is equal to or higher than the characteristic, the check is passed.
- Handling, Leadership, Cool, Willpower and Intelligence checks are made by making a target number roll on 2D6. If the result is equal to or higher than the characteristic, the check is passed.
- To test against a vehicle's Toughness, roll a D6. If the result is less than or equal to the Toughness characteristic for that facing the test is passed. A natural roll of a 6 is always a fail.

'You keep a weather eye on that horizon; all that swirling cloud might look the same to a hiver, but give it time and you'll learn to see the signs, like when you got time to leg it back to safe haven or finish up a run, and when you got precisely zero cycles to bury your head before all hell breaks loose.'

Ragnos,
Ashblinder,
House Van Saar

VEHICLE CARDS

As with fighters, each vehicle within a player's gang is represented by a model on the tabletop and a Vehicle card filled in with their characteristics, Upgrades, special rules and other useful reference information. Blank Vehicle cards can be found in the Necromunda: Ash Wastes boxed set.

Each Vehicle card is split into several areas:

1. The vehicle's name.
2. The vehicle's type.
3. The vehicle's cost, in credits.
4. The vehicle's characteristics. The last five (BS, Ld, Cl, Wil, Int) are shaded as a reminder that they are the characteristics of the crew rather than the physical characteristics of the vehicle ([see page 110](#)).
5. The weapons the vehicle is equipped with.
6. Any special rules the vehicle has, as described in its entry in the gang list.
7. Any Upgrades the vehicle has been equipped with.
8. Any Wargear the vehicle has been equipped with.

1.
Rad-runner

TYPE:
2. Quad Bike

3.
230
CREDITS

VEHICLE CHARACTERISTICS							CREW CHARACTERISTICS				
TOUGHNESS							BS	LD	CL	WIL	INT
M	FRONT	SIDE	REAR	HP	HND	SV					
4. 9"	4	3	3	2	4+	5+	4+	6+	6+	7+	7+

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
5. Harpoon launcher	6"	18"	+2	-	5	-3	1	5+	Arc (Front), Crew Operated, Drag, Impale, Scarce

SPECIAL RULES: Agile, Wheeled **6.**

UPGRADES: Pneumatic Radials, Tyre Claws **7.**

WARGEAR: Searchlight **8.**

VEHICLE MOVEMENT

VEHICLES AND DIFFICULT TERRAIN

How a vehicle interacts with difficult terrain depends upon how the vehicle moves. This will be indicated in the vehicle's rules ([see page 68](#)).

VEHICLES AND DANGEROUS TERRAIN

A vehicle may cross dangerous terrain in the same way as difficult terrain. However to safely do so, a vehicle must also pass a Handling check. If this check is passed, the vehicle crosses the terrain safely. If it fails, a vehicle will suffer an immediate Catastrophic Hit to its Drive ([see page 123](#)).

FIGHTER MOVEMENT ON VEHICLES

In the ash wastes, gang members scramble over vehicles as they race along, engaging in rooftop fights and leaping from one vehicle to another.

To represent this, fighters treat vehicles like terrain for the purposes of movement, climbing up the sides and leaping onto them from gantries (though falling and ending up Prone next to a vehicle is a very dangerous position to be in).

However, trying to balance on the roof of a speeding vehicle is a tricky proposition. Whenever a vehicle moves, any fighters on it, except those on designated transport spaces, must immediately pass an Initiative check or fall. If they fall, place them 1" away from the vehicle in a direction determined by the Scatter dice after the vehicle has finished moving. If this causes them to land within ½" of the edge of a platform, they must test again to avoid falling. If it would cause them to hit impassable terrain, move them the shortest distance so as to be able to be placed. They only need to test once during each vehicle's activation, though will also have to test if the vehicle they are on is moved as part of a collision.

Note that objects such as Loot caskets will automatically fall off a vehicle if not placed in a designated transport area, unless it is in base contact with a fighter which passes its Initiative check.

OBSTACLES

Obstacles are any free standing terrain feature measuring no more than 2" high and no more than 2" across, such as barricades, barrels and pipelines.

Vehicles may cross obstacles as they move, and in doing so will destroy the obstacle and cause it to be removed from the battlefield. However, when moving across an obstacle in this way, a vehicle may take damage – see Colliding with Terrain [on page 117](#).

STRUCTURES (STURDY & FLIMSY)

Structures are any terrain feature measuring more than 2" high or more than 2" across, be they free standing or connected to other terrain features in some way. Vehicles may not climb up onto structures as they move.

Structures can be either sturdy or flimsy. Vehicles may suffer damage when colliding with a structure, and if flimsy the structure will be destroyed, a sturdy structure cannot be destroyed ([see page 117](#)).

VEHICLES AND FALLING

Sometimes, whether due to a particularly foolhardy driver deliberately driving off or a vehicle losing control/ being rammed, a vehicle will fall off an elevated height. When this happens the vehicle must pass a Loss of Control test ([see page 126](#)) with a cumulative -1 modifier for every 3" fallen, rounding up to the nearest inch. In addition they take a hit as described [on page 120](#) resolving Damage against the Rear Toughness and Drive location.

VEHICLE ACTIONS

The following list details all of the core actions vehicles may perform in Necromunda. This list is by no means exhaustive, however, with skills, scenarios, special terrain features and more introducing further actions that vehicles may perform. As with fighters, vehicles may perform two actions during their activation.

MOBILE VEHICLES

Mobile vehicles can perform a wide range of actions.

Move (Simple): The vehicle may do each of the following:

- Move in a straight line directly forwards a distance up to its Movement characteristic.
- Make a single pivot around its centre of up to 90° at any point before, during or after its move.
- Cross any gap between two platforms that is no wider than the length of the vehicle as long as the initial platform isn't lower than the target platform (if they try to cross a bigger gap they will fall as described on [page 113](#)).
- Cross certain terrain features – [see page 113](#).

Manoeuvre (Simple): The vehicle may do each of the following:

- Move in a straight line directly forwards or backwards a distance up to half its Movement characteristic.
- Make any number of pivots around its centre of up to 90° at any point before, during or after its move.
- Cross certain terrain features – [see page 113](#).

Move & Shoot (Basic): The vehicle may move as if making a Move (Simple) action, halving its Movement characteristic. At any point before, during or after its move, the vehicle makes a ranged attack with either one weapon that has the Crew Weapon trait or a sidearm. A vehicle cannot perform both this and the Fire All (Basic) action in the same activation.

Fire All (Basic): The vehicle may make one ranged attack with each weapon that has the Crew Weapon trait. A vehicle cannot perform both this and the Move & Shoot action in the same activation.

Reload (Simple): Pick a weapon on this vehicle with the Crew Operated trait or a weapon the crew is equipped with that is Out of Ammo and make an Ammo check. If the check is passed, the weapon is reloaded and the Out of Ammo marker is removed.

Aim (Basic): If the vehicle makes a subsequent Fire All (Basic) action, apply a +1 modifier to any Hit rolls they make.

Drift (Basic): The vehicle may move up to half its Movement characteristic in a straight line anywhere in its Side arc. Once it has finished the move, make a Loss of Control test ([see page 126](#)) applying a +1 modifier.

Ram (Double): The vehicle moves as if making a Move (Simple) action, but adds D6" to the distance it can move. If, during this movement, it has a head-on collision with another vehicle or a terrain feature, this vehicle halves its Movement characteristic when working out the Strength, AP and Damage of the hit it suffers – the impacted vehicle suffers a hit as normal. After the collision has been resolved, the vehicle's activation ends.

Spin (Basic): The vehicle may move as if performing a Move (Simple) action but may turn up to 180° instead of 90°. Immediately after completing the turn, take a Loss of Control test ([see page 126](#)).

Full Throttle (Double): The vehicle moves as if making a Move (Simple) action, but may move up to three times its Movement characteristic. If it makes a turn at any point during this move then immediately make a Loss of Control test with a -1 modifier.

STATIONARY VEHICLES

Stationary vehicles can perform only a limited number of actions. What these are depends upon their Secondary Status: Stalled or Wrecked.

STATIONARY & STALLED VEHICLES

Vehicles that are Stationary and Stalled are able to perform any of the following actions:

Jump Start (Simple): The driver frantically tries to restart their vehicle. Make a Handling check for the vehicle, applying a +1 modifier unless the vehicle only has 1 HP remaining:

- If the Handling check is passed, the vehicle immediately restarts, changing its status to Mobile.
- If the Handling check is failed, the vehicle refuses to restart and it remains Stalled.

Turn-over (Basic): Whilst trying to restart the vehicle, the engine turns over briefly, allowing the vehicle to move in small bounds. The vehicle moves as if making a Move (Simple) action, but may only move D3". Additionally, apply a +1 modifier to the next test to Restart the vehicle.

Free Wheel (Basic): The driver releases the brakes, letting gravity pull the vehicle. The vehicle moves as if making a Move (Simple) action, but it may only move D6". Additionally, the vehicle will naturally follow the incline of the battlefield. Roll a D6:

- On a 1-3, the vehicle moves forwards.
- On a 4-6, the vehicle moves backwards.

If the vehicle collides with another vehicle or a terrain feature during this move, it stops automatically. Collision damage is worked out as normal.

Fire All (Basic): (See previous entry).

STATIONARY & WRECKED VEHICLES

Vehicles that are Stationary and Wrecked no longer participate in the battle. The crew will have gone Out of Action and fighters on board might have been thrown clear ([see page 124](#)), and the vehicle itself has been reduced to a terrain feature. Therefore, a Stationary and Wrecked vehicle is not given a Ready marker during the Ready Gang step of the Priority phase, is not activated during the Action phase, and is unable to perform any actions.

BROKEN VEHICLES

Vehicles can be subject to the Broken Condition as described [on page 128](#). A Broken vehicle is one that has lost its nerve, its crew wants nothing more than to get to a safe place where they can regain their composure.

When activated, if Mobile, any vehicle subject to the Broken Condition must perform the Break for Air (Double) action; if Stationary it must perform the Burn Out (Double) action. Its activation then immediately ends.

Break for Air (Double): Desperate to escape the chaos of battle and get some air, the vehicle moves as if making a Move (Simple) action but moves 3D6" with no limit to the number of pivots it can make.

When a Broken vehicle moves, it must attempt to end its move, in order of priority:

- So that it is more than 3" away from enemy models.
- So that it is out of line of sight of enemy models.
- In partial or full cover.
- As far away from any enemy models as possible.

Burn Out (Double): Panicked, the vehicle's crew try to restart the vehicle in order to escape. However, repeated attempts to restart it cause thick clouds of smoke and ash to billow from its exhausts and wheels. Place D3 markers anywhere within 1" of the vehicle, each of these markers is subject to the Smoke weapon trait.

In the End phase of any round in which this action was performed, the vehicle will suffer a -1 modifier to its Restart test for each Smoke marker placed.

Ridgeways criss-cross the wastes like so many raised scars on the flesh of the world, and it is upon their backs that the roads and rails of Necromunda convey travellers between the hives. These elevated roadways protect vehicles and caravans from whatever local hazardous terrain abounds, often crossing areas otherwise impassable to trade. Raised as they are for all to see, they also both expose travellers to the gaze of raiders and wasteland predators, but give them an impressive vantage point with which to see attackers approaching upon them.

VEHICLE IMPACTS

There are several ways in which vehicles can impact other models, and even terrain. What happens when they do depends upon the nature of the impact.

RUNNING OVER FIGHTERS

If a moving vehicle comes into contact with a fighter's base, the fighter is moved by the smallest amount possible to allow the vehicle to pass, ensuring the fighter does not end up within 1" of the vehicle. Once the vehicle's movement has been completed, make an Initiative check for each Standing or Prone and Pinned fighter moved in this way, applying a +1 modifier if the fighter was Standing. If the fighter is Seriously Injured, they will only pass this check on a natural roll of a 6.

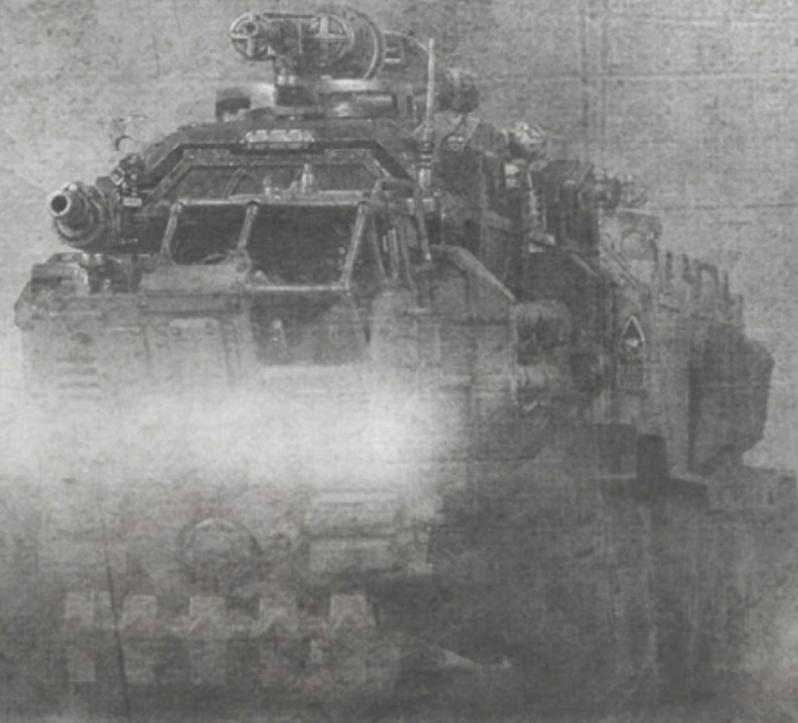
If this check is passed, the fighter was able to dodge safely aside. If, however, this check is failed, the fighter immediately becomes Prone and Pinned and suffers an automatic hit. See the Vehicle Collision Damage table to determine the power of the hit.

VEHICLE COLLISION DAMAGE TABLE

There are many circumstances when a vehicle might collide with another part of the battlefield, be it another vehicle, a fighter or terrain. When this happens use the Movement characteristic of the moving vehicle on the table below to determine the Strength, AP and Damage of the impact.

A vehicle that is Stationary and Stalled but has moved as part of a Jump Start, Turn-over, Free Wheel action or as a result of suffering a vehicle collision is assumed to have a Movement characteristic of 3.

Movement Characteristic	Strength	AP	Damage
3-5	3	-	1
6-7	5	-1	1
8-9	7	-2	2
10+	9	-3	3



VEHICLE COLLISIONS

There are two types of vehicle collisions: head-on and side-on:

HEAD-ON COLLISIONS

If, during the course of its movement, a vehicle's Front arc makes contact with any part of another vehicle, a head-on collision has occurred. When this happens, compare the Toughness value of the impact arcs of the two vehicles:

- If the Toughness of both vehicles is the same, or if the Toughness of the moving vehicle is greater, the impacted vehicle is pushed by the moving vehicle until it reaches the end of its movement.
- If the Toughness of the active vehicle is lower, the active vehicle stops moving immediately.

SIDE-ON COLLISIONS

If, during the course of its movement, a vehicle's Side arc makes contact with any part of another vehicle, a side-on collision has occurred (generally this will be either as the result of a failed Loss of Control test or a vehicle turning). When this happens, make a Handling check for the active vehicle, applying a +1 modifier if its Toughness in the impact arc is greater than that of the other vehicle:

- If the check is passed, the other vehicle is moved by the smallest amount possible to allow the active vehicle to pass.
- If this check is failed, the active vehicle is turned by the smallest amount possible to allow it to continue moving.

CHAIN COLLISIONS

It is possible (some might even say likely!) that a chain reaction of collisions may occur as vehicles push each other into rocky outcrops and other battlefield features.

When this happens, fully resolve the damage from each collision in the order they occur. If a subsequent collision occurs due to a vehicle being pushed, use the initial vehicle's Movement characteristic when determining the power of the impact.

Finally, if a vehicle stops due to impacting impassable terrain or a vehicle with a higher Toughness value then all the vehicles involved in the collision stop.

COLLIDING WITH TERRAIN

If a vehicle collides with a wall, an impassable or solid terrain feature or a sturdy structure, it will likely come off worse. In such cases, the vehicle is automatically treated as if it had collided with a vehicle that has a greater Toughness than it, whilst the terrain will suffer no damage.

If a vehicle collides with an obstacle or a flimsy structure, that terrain feature will be destroyed and is removed from the battlefield. Any fighters on top of it immediately fall. The vehicle itself is treated as having collided with a vehicle that has a lower Toughness than it.

VEHICLE COLLISION DAMAGE

In either case, once the active vehicle has finished its movement, both vehicles will suffer an automatic hit. The Strength, AP and Damage of this hit is determined by the Vehicle Collision Damage table [on page 116](#). All hits are resolved against the Toughness value of the facing that suffers the hit.

If the Toughness of one of the vehicles is lower, increase the Strength, AP and Damage of the hit against it by 1. Applying damage to vehicles is discussed later ([see page 120](#)).

RESOLVING HITS ON AND BY VEHICLES

VEHICLES AND RANGED ATTACKS

Vehicles follow the same rules for resolving ranged attacks as fighters with the following modifications:

MEASURING RANGE

When resolving a ranged attack with a vehicle, always measure the distance from the weapon being fired, not from the vehicle's base or hull. When resolving ranged attacks against a vehicle, always measure to the closest point of the vehicle's hull. Note that vehicles gain the same benefits from cover as fighters do.

VEHICLE VISION ARCS

Like fighters, vehicles have vision arcs. Where they differ is that larger vehicles with more crew may have up to four vision arcs, as shown on the following diagram. All vehicles have a front vision arc, representing what the crew can see in the moment. Those with more than one vision arc will invariably also have crewed weapons that face into that vision arc. Where a vehicle does not have a certain vision arc, this is known as a 'blind spot'.

Determine a vehicle's vision arc by drawing two imaginary lines through the corners of the vehicle as shown below.



VEHICLES AND CLOSE COMBAT ATTACKS

Vehicles can never make close combat attacks.

ATTACKING VEHICLES

A fighter that is within 1" of a vehicle counts as being Engaged with that vehicle and may make close combat attacks against it, however they can freely move around on the vehicle or away from it without having to disengage. When a fighter makes a close combat attack against a vehicle, they may apply a +1 modifier to the Hit roll. A fighter Engaging a vehicle in close combat may roll an additional Location dice ([see page 120](#)), choosing one result to apply and discarding the other(s).

A vehicle never counts as being Engaged and may freely move out of engagement range of enemy fighters, however when it does those fighters may make an Initiative check, performing Reaction attacks against the vehicle if they pass.

A fighter attacking a vehicle cannot gain the benefits of assists. Additionally, vehicles cannot make Reaction attacks and can never grant assists to friendly fighters.

Any hits scored in close combat are resolved against the Toughness value of the facing they are in contact with. If a fighter is on the vehicle, resolve them against the lowest Toughness. If a fighter wrecks a vehicle, they may consolidate.



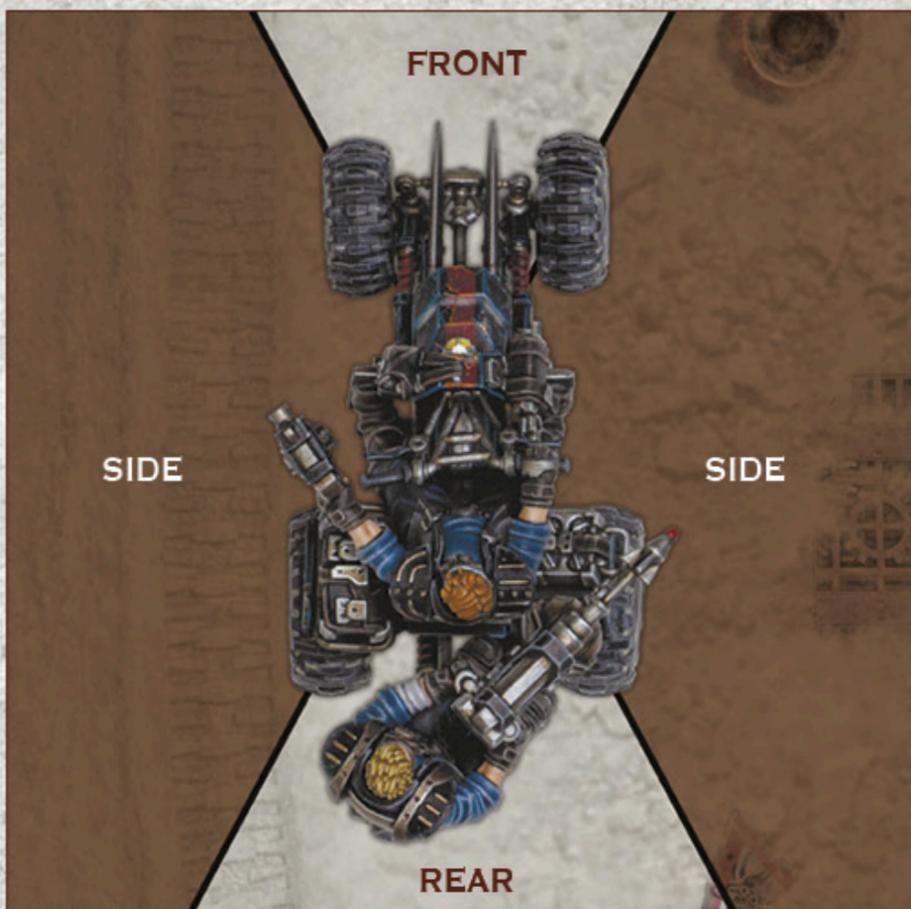
RESOLVING HITS AGAINST VEHICLES

When a vehicle suffers a Hit, follow this sequence:

1. Determine Facing of Attack
2. Make Wound Roll
3. Make Save Roll
4. Determine Damage

1. DETERMINE FACING OF ATTACK

As noted [on page 111](#), all vehicles have three Toughness characteristics: Front, Side and Rear. Each of these corresponds to the vehicle's different vision arcs, as shown in the diagram below.



Every hit a vehicle suffers is resolved against one of these 'facings'. Which facing has been hit depends upon where the attacking model is in relation to the vehicle. To determine this, imaginary lines are drawn from the vehicle, as shown in the diagram; whichever arc the centre of the attacking model's base (or central hole in the case of a Blast template) is in is the facing hit.

If there is ever any doubt as to which facing has been hit (for example, if the imaginary line runs through the centre of the attacking model), the better Toughness value is always used.

HULL DOWN VEHICLES

Sometimes, the attacking model will not be able to see any of the vehicle facing whose arc they are in. In these cases the vehicle is said to be hull down, and gains the benefit of being in Full Cover even if not sufficiently obscured.

*'Gravel and Blood!
Don't talk to me about nomads; bunch of waster scum, the lot of them, just looking to take what honest folks have pulled out the ground with their own two hands!'*

Mithal Ulfenson,
Ironhead Prospectors,
Cinderak City

LOCATION DICE

Location dice are special dice used to determine the exact location of a hit suffered by a vehicle. Each face is marked with one of four different symbols. These are:



Body



Engine



Crew



Drive

2. MAKE WOUND ROLL

Whenever a Wound roll is made against a vehicle, it is always the opposing player that makes it. Cross reference the weapon's Strength with the Toughness of the facing hit on the vehicle and roll a D6 on the table below to determine if the vehicle is wounded by the attack:

Strength vs. Toughness	D6 Roll Required
Is the Strength TWICE the Toughness or greater?	2+
Is the Strength GREATER than the Toughness?	3+
Is the Strength EQUAL to the Toughness?	4+
Is the Strength LOWER than the Toughness?	5+
Is the Strength HALF the Toughness or lower?	6+

3. MAKE SAVE ROLL

If a hit results in a successful Wound roll, or leads to a Damage roll being made against the vehicle for any reason, the vehicle may be able to make a Save roll. This is done in exactly the same way as for fighters.

4. DETERMINE DAMAGE

Following an unsuccessful Save roll, instead of inflicting damage as normal, the opposing player should roll both the Damage dice and Location dice simultaneously. It is always the opposing player that rolls Damage dice and Location dice.

A. LOCATION HIT

One or more Location dice are rolled to determine the exact location hit.

In some cases, it will be impossible to hit a certain location from a specific facing (as described in the vehicle's special rules). Should it ever occur that an impossible location has been hit, simply re-roll the Location dice.

MULTIPLE LOCATION DICE

Players should note that, in some cases, more than one Location dice is rolled. When this is the case, it is usual for the player that made the roll to choose a single result to resolve and discard the other dice. Sometimes, however, it may be the player that controls the vehicle that chooses which result to apply. When this is the case, the rules will always make it clear.

In some cases, all of the Location dice rolled may be applied. For example, if a vehicle has suffered several hits at once from a Rapid Fire (X) weapon, a number of Location dice equal to the number of Hits is rolled. Again, when this is the case, the rules will always make it clear.

B. ROLL DAMAGE DICE

After a vehicle has been wounded, a number of Damage dice equal to the Damage characteristic are rolled. Unlike when rolling Injury dice for a wounded fighter, this is done every time a vehicle is successfully wounded regardless of Hull Points remaining.

Regardless of how many Damage dice are rolled, only one result is applied against the vehicle for each hit suffered, the benefit of rolling extra dice is an increased chance of inflicting significant damage! If more than one Damage dice is rolled for a hit, one result is chosen and the others are discarded. When this is the case, it is usual for the player that made the roll to choose a single result to resolve and discard the other dice. Sometimes, however, it may be the player that controls the vehicle that chooses which result to apply. When this is the case, the rules will always make it clear.

In some cases, more than one of the Damage dice rolled for a single hit may be applied. When this is the case, the rules will always make it clear.



DAMAGE DICE

Damage dice are special dice used to determine the severity of the damage caused to a vehicle. Each face is marked with one of three different symbols. These are:



Glancing Hit



Penetrating Hit



Catastrophic Hit

DAMAGE TABLES

Once the Damage dice have been rolled, look up on the following tables the effect of the chosen result(s) against the location hit. All damage effects applied are cumulative:

BODY DAMAGE TABLE

Type of Hit	Effect
Glancing Hit	Crew Shaken: The vehicle and any fighters on board become subject to the Concussion condition and the vehicle immediately makes a Handling check. If this check is failed, it becomes Stationary and Stalled.
Penetrating Hit	Structural Damage: The vehicle loses one Hull Point and immediately makes a Handling check. If this check is failed, it becomes Stationary and Stalled.
Catastrophic Hit	Weapon Destroyed: One of the vehicle's weapons (chosen at random) is damaged and cannot be used for the remainder of this battle. In addition, the vehicle loses one Hull Point. If the vehicle has no weapons, it loses two Hull Points instead.

Additionally, the vehicle immediately makes a Loss of Control test ([see page 126](#)).

ENGINE DAMAGE TABLE

Type of Hit	Effect
Glancing Hit	Stutter: The vehicle immediately becomes Stationary and Stalled.
Penetrating Hit	Loss of Power: The vehicle loses one Hull Point and for the remainder of this battle it cannot move further than its Movement characteristic during its activation. Additionally, the vehicle immediately makes a Loss of Control test (see page 126).
Catastrophic Hit	Belching Smoke & Flame: The vehicle loses two Hull Points and for the remainder of this battle it cannot move further than its Movement characteristic during its activation.

Additionally, the vehicle immediately makes a Loss of Control test with a -1 modifier.

CREW DAMAGE TABLE

Type of Hit	Effect
Glancing Hit	Crew Shaken: The vehicle and any fighters on board become subject to the Concussion condition and the vehicle immediately makes a Handling check. If this check is failed, it becomes Stationary and Stalled.
Penetrating Hit	Driver Wounded: The driver suffers a Flesh Wound, causing the vehicle to reduce both its BS and Handling characteristics by 1. In any End phase in which the driver has one or more Flesh Wounds, roll a D6 during Step 3 Recover & Restart: <ul style="list-style-type: none">• On a 1, the driver succumbs to their wounds and passes out. Immediately apply a Driver Black Out result against this vehicle (see below). Do not roll to see if they recover from it this round.• On a 2 or 3, the driver grits their teeth and carries on driving through the pain.• On a 4+, the driver is able to patch up their wounds. Remove one Flesh Wound (and its effects) from the driver.
Catastrophic Hit	Driver Black Out: The driver briefly loses consciousness. The vehicle immediately loses control as if it had failed a Loss of Control test (see page 126), changes its Status to Stationary and Stalled, and if it has a Ready marker remove it. Do not add a Ready marker to this vehicle during the Ready Models step until the driver regains consciousness. In any End phase where the driver has blacked out, roll a D6 during Step 3 Recover & Restart: <ul style="list-style-type: none">• On a 1-3, the driver remains unconscious.• On a 4+, the driver comes round, they then suffer a Driver Wounded result (see above). Do not roll to see if they recover from it this round.

DRIVE DAMAGE TABLE

Type of Hit	Effect
Glancing Hit	Tank Slapper: The vehicle immediately makes a Loss of Control test (see page 126).
Penetrating Hit	Blow Out: The vehicle loses one Hull Point and for the remainder of this battle it suffers a -1 modifier to all Handling tests. Additionally, the vehicle immediately makes a Loss of Control test.
Catastrophic Hit	Major Malfunction: The vehicle loses two Hull Points and for the remainder of this battle it suffers a -2 modifier to all Handling tests. Additionally, the vehicle immediately makes a Loss of Control test.

WRECKED VEHICLES

When a vehicle is reduced to 0 Hull Points, or when a vehicle loses control and Rolls, that vehicle is Wrecked and will play no further part in the battle.

When this happens, players may wish to leave the model in place upon the battlefield, or they may wish to replace the model with a terrain feature representing a Wrecked vehicle of a similar size. Wrecked vehicles left in place in this way are treated as flimsy structures for the remainder of the battle. Alternatively, the model can simply be removed from play. In any case, the vehicle itself will suffer Lasting Damage, and any fighters aboard the vehicle will be Thrown Clear.

THROWN CLEAR

When a vehicle is Wrecked, any fighters on board it are thrown clear. When a fighter is thrown clear, they are placed within 2" of the vehicle and must take an Initiative check. If this check is passed, the fighter remains Standing. If, however, this check is failed, the fighter becomes Prone and Pinned and suffers a Hit as if they had fallen from the vehicle (see [Falling on page 113](#)), increasing the Strength, AP and Damage of the hit by 1 if the vehicle was Mobile when Wrecked.

Vehicles may be crewed by many gangers, however, in the rules we treat all members of a vehicle's crew, regardless of number, as a single entity.

INJURED CREW

Crew can be taken Out of Action just like any other fighter. If a vehicle is Wrecked, the crew is automatically taken Out of Action. However, when rolling for Lasting Injury for the crew, roll on the following table:

D66 Crew Injury

11	Lesson Learned. The crew goes Into Recovery but gains D3 Experience.
12-26	Out Cold. The crew misses the rest of the battle, but avoids any long term injuries. The crew recovers in time to perform post-battle actions.
31-46	Grievous Injury. The crew goes Into Recovery.
51-52	Humiliated. The crew goes Into Recovery. In addition, their Leadership and Cool characteristics are each decreased by 1.
53-54	Head Injury. The crew goes Into Recovery. In addition, their Intelligence and Willpower characteristics are each decreased by 1.
55-56	Eye Injury. The crew goes Into Recovery. In addition, their Ballistic Skill characteristic is decreased by 1.
61-65	Critical Injury. The crew is in a critical condition – if their injuries are not successfully treated by a visit to the Doc (see the <i>Necromunda: Ash Wastes Rulebook</i>) in the post-battle sequence, they will die.
66	Memorable Death. The crew is killed instantly – not even the most talented Doc can save them. If the injury was caused by an Attack action, the attacker gains 1 additional XP.

LASTING DAMAGE

Whenever a vehicle is Wrecked, the opposing player immediately rolls a D6 and looks up the result on the Lasting Damage table opposite. During Campaign play, all results are applied against the vehicle and a note of all Lasting Damage sustained made on the gang roster.

In some cases, a vehicle may become Wrecked in several ways at once (being reduced to 0 Hull Points before Rolling, for example). In such a case, a separate roll for each is made on the Lasting Damage table and each result is applied.

Rolling for Lasting Damage must be done during Campaign play. Should players wish, they can forgo this step during Skirmish play.

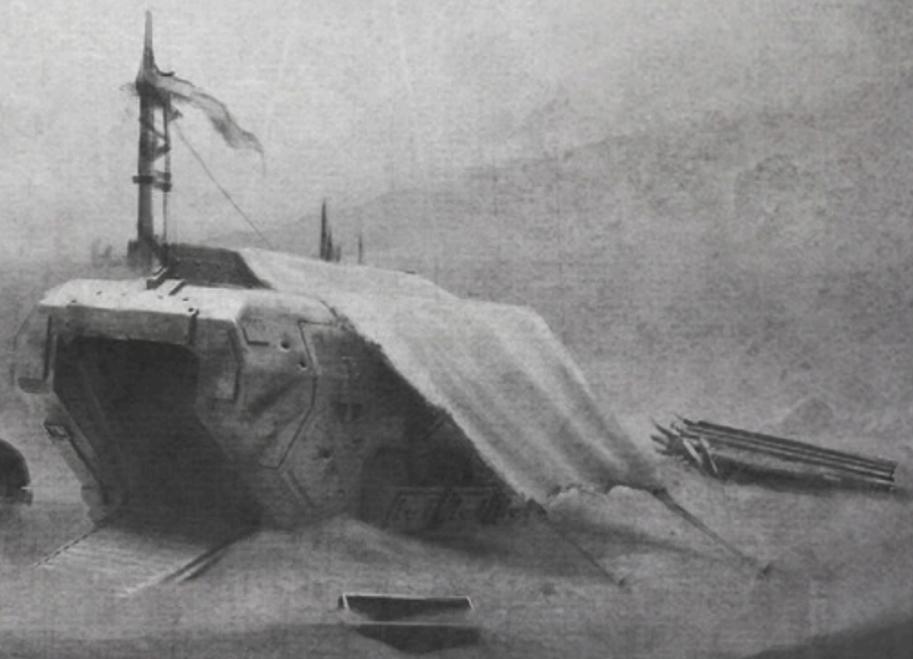
GOING INTO REPAIR

In some cases, a vehicle will become a Write-off. During Campaign play, this means that the vehicle is placed In Repair and cannot take part in any battles until it has been repaired.

The vehicle's In Repair box on the gang roster is checked to indicate this. Once the vehicle is repaired, it becomes available again.

D6 Lasting Damage

- | D6 | Lasting Damage |
|----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Persistent Rattle. There's something not quite right. Apply a +1 modifier on any future Lasting Damage rolls made against this vehicle. |
| 2 | Handling Glitch. The vehicle suffers a -1 modifier to its Handling checks. |
| 3 | Unreliable. At the start of every battle, roll a D6 for each Unreliable Lasting Damage result this vehicle has sustained. If any of these rolls is a 1, the vehicle won't start and cannot take part in the battle ahead. |
| 4 | Loss of Power. The vehicle's Movement characteristic is reduced by 1". |
| 5 | Damaged Bodywork. Reduce each of the vehicle's Toughness characteristics by 1. |
| 6 | Damaged Frame. Reduce the vehicle's Hull Points characteristic by 1. |
| 7+ | Write-off. The vehicle is not currently roadworthy and cannot take part in any battles unless it is repaired. |



LOSS OF CONTROL TESTS

Several of the vehicle damage effects, as well as some actions, require a player to make a Loss of Control test for the vehicle. This may be due to an impact with another vehicle or terrain, damage caused to the vehicle by enemy attacks, or even as a result of the driver falling unconscious at the controls due to injuries sustained. Whatever the case, failing a Loss of Control test can have dramatic results.

To make a Loss of Control test, make a Handling check for the vehicle, applying any modifiers as required:

- If the check is passed, the driver maintains control of the vehicle and nothing untoward happens.
- If the check is failed, the driver has lost control:
 - If the vehicle was Stationary, the force of the impact may turn the vehicle, causing it to pivot in place or, in extreme cases, to Roll.
 - If the vehicle was Mobile, the impact causes the vehicle to swerve dangerously and veer off course or, in extreme cases, to Roll.

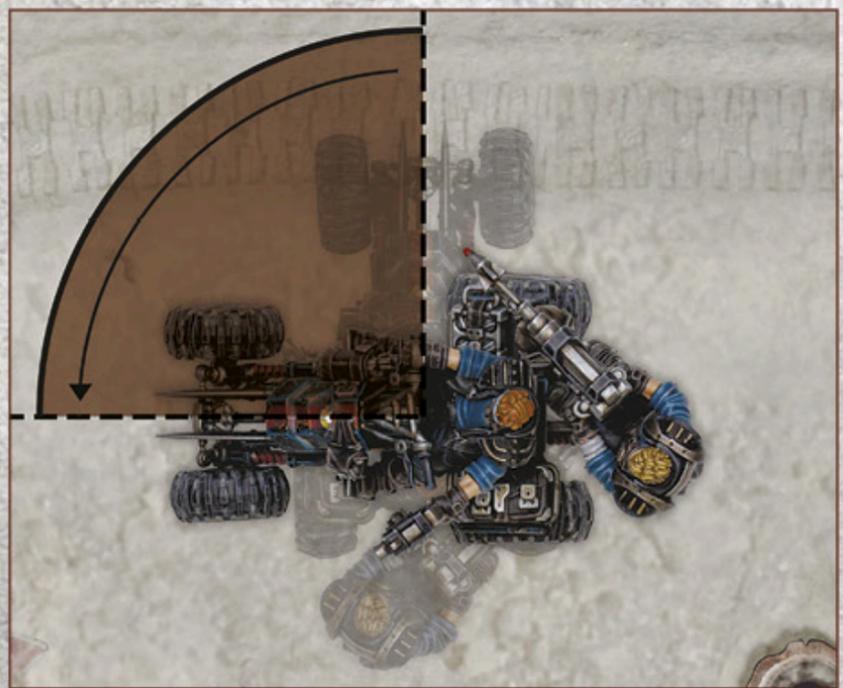
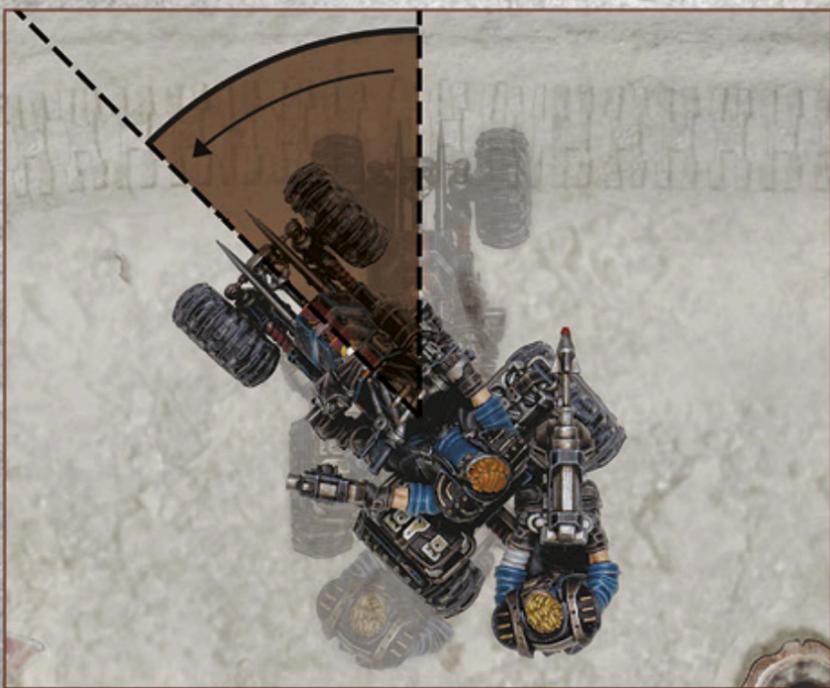
LOSING CONTROL

When a Loss of Control test is failed, the vehicle's controlling player rolls a D6 and the Control dice:

- If a Swerve is rolled on the Control dice, the vehicle pivots around its central point 45°.
- If a Jackknife is rolled on the Control dice, the vehicle pivots around its central point 90°.
- If a Roll is rolled on the Control dice, the vehicle is flipped over by the force of the impact.

In the case of a Swerve or a Jackknife, the direction the vehicle turns is determined by the D6:

- On a 1-3, the vehicle turns left.
- On a 4-6, the vehicle turns right.



Here we see a vehicle pivoted 45° and 90° to the left around its central point.

SWERVING AND JACKKNIFING

If a Stationary vehicle Swerves or Jackknifes, it will simply pivot in place, as described above. However, if a Mobile vehicle Swerves or Jackknifes, it will immediately move a number of inches equal to half its Movement characteristic.

FIGHTERS ON VEHICLES LOSING CONTROL

If a vehicle Swerves or Jackknifes then any fighters on it, and not in designated transport areas, must test to avoid falling as described [on page 113](#).

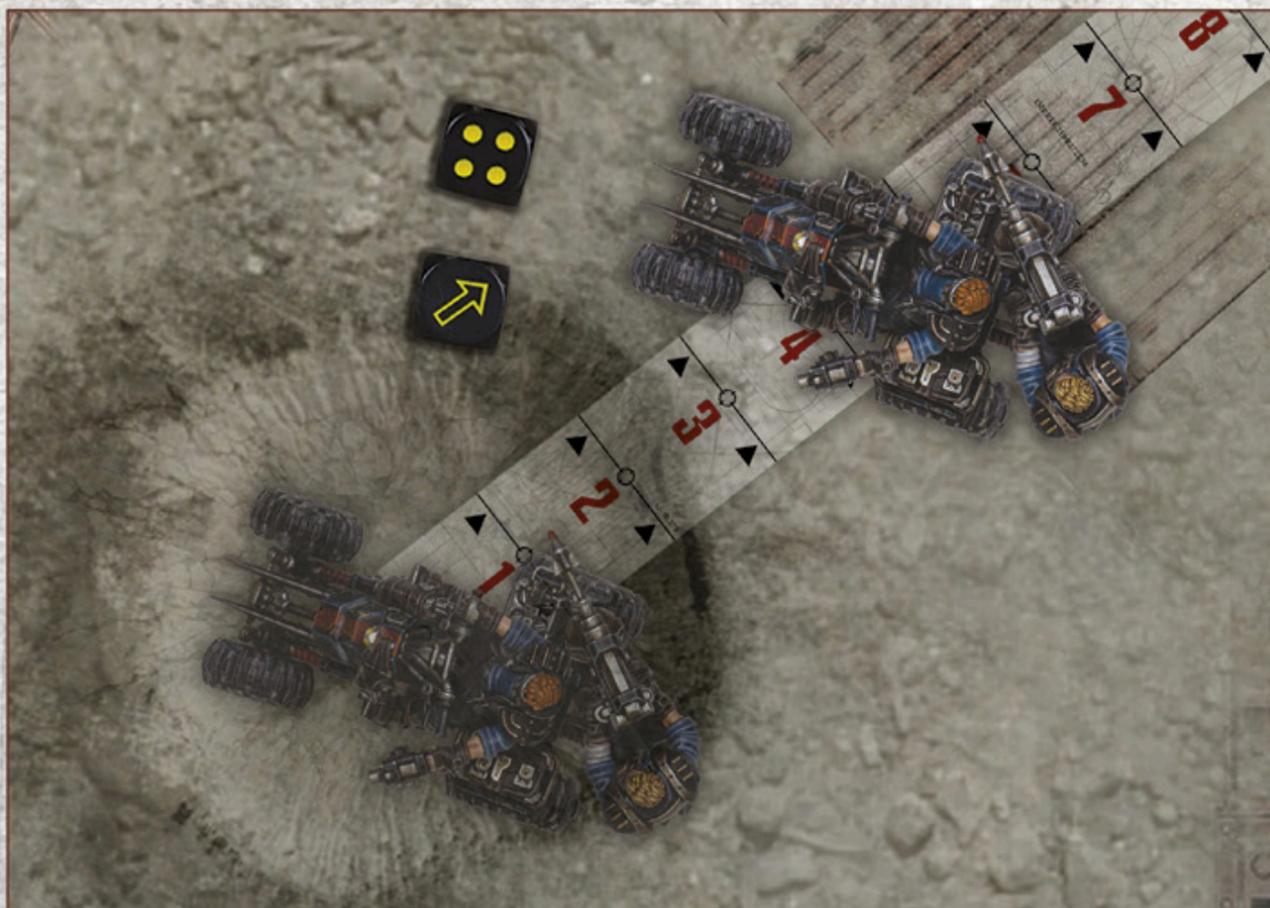
ROLLING

If a Stationary vehicle Rolls, it will simply flip onto its side or roof in place, as described previously. However, if a Mobile vehicle Rolls, it will roll a number of times and move a number of inches in a random direction.

When a Mobile vehicle Rolls, the opposing player rolls a Scatter dice and a D3:

- The Scatter dice determines the direction in which the vehicle moves as it Rolls. If a Hit is rolled, use the small arrow to determine direction.
- The D3 determines how many times it rolls before coming to rest. The vehicle moves 2" in the direction determined by the Scatter dice for each roll it makes. During this movement, the vehicle is considered to be moving as if it were an Active model, and the rules for Vehicle Impacts ([see page 116](#)) are used as required. Note that the rolling vehicle takes no further damage.

Whatever the case, Rolling onto its side or roof is extremely detrimental to a vehicle and will render it immobile. A vehicle that Rolls is reduced to 0 Hull Points and is Wrecked. It will take no further part in the battle.



CONTROL DICE

The Control dice is a special dice used to determine what happens when a vehicle loses control. Each face is marked with one of three different symbols. These are:



Swerve



Jackknife



Roll

'They say there is more scrap lying around in the wastes than in all the hives combined – not to mention the archaeotech and other lost tech. Of course, the trick is actually bringing some of it back and not just becoming another piece of salvage for the next poor gang to go looking for...'

*Freida Brightburn,
Daeglow Dragons,
House Van Saar*

NERVE TESTS

FIGHTERS AND VEHICLES

Seeing a vehicle taken out can have a devastating effect on the morale of a fighter. Fighters need to make a Nerve test if a vehicle is Wrecked within 6" of them.

VEHICLES AND NERVE TESTS

Whilst seeing fighters taken out does not faze the average vehicle driver (after all, they are protected inside their vehicle), they may become panicked upon seeing other vehicles destroyed. Therefore, vehicles have to take a Nerve test whenever a friendly vehicle is Wrecked with 6" of them. All vehicles must test regardless of their Status and Secondary Status, though some vehicles may be subject to a special rule that makes them immune to Nerve tests.

To make a Nerve test, make a Cool check for the vehicle, applying a +1 modifier for each friendly vehicle within 6" of them that is not Broken and is not Stationary and Wrecked:

- If the check is passed, nothing happens.
- If the check is failed, the vehicle becomes Broken. Place a Broken marker on their Vehicle card to indicate that the vehicle is subject to the Broken Condition:
 - As soon as a vehicle becomes Broken, they will immediately activate (even if they have already been activated this round) and if mobile make a Break For Air (Double) action, or if Stationary and Stalled make a Burn Out (Double) action as described [on page 115](#) and then if the vehicle is Ready they lose their Ready marker.
 - Broken vehicles may be rallied in the End phase.
 - When a Broken vehicle activates in a subsequent round, they may not make any actions other than Break For Air (Double) if Mobile or Burn Out (Double) if Stationary and Stalled.

VEHICLES IN THE END PHASE

The following additional actions are taken during the End phase of each round.

BOTTLE TESTS

When checking to see if a gang Bottles add the number of Wrecked Vehicles to the number of Seriously Injured or Out of Action fighters.

Should a vehicle flee the battlefield, the crew will abandon the vehicle and flee the battlefield, returning later to collect their vehicle. Change the vehicle's Status to Stationary and Wrecked but do not roll on the Lasting Damage table.

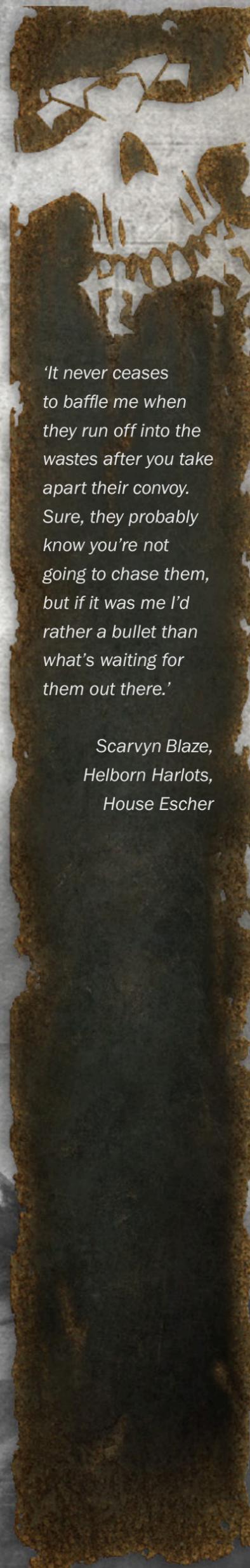
RESTART TESTS

During the Recovery step, vehicles also test to see if they can restart their engines and wounded drivers try to recover.

Restart Tests: For each vehicle belonging to their gang that is currently Stalled, the controlling player makes a Restart test. To make a Restart test, make a Handling check for the vehicle, applying a +1 modifier unless the vehicle has only 1 HP remaining:

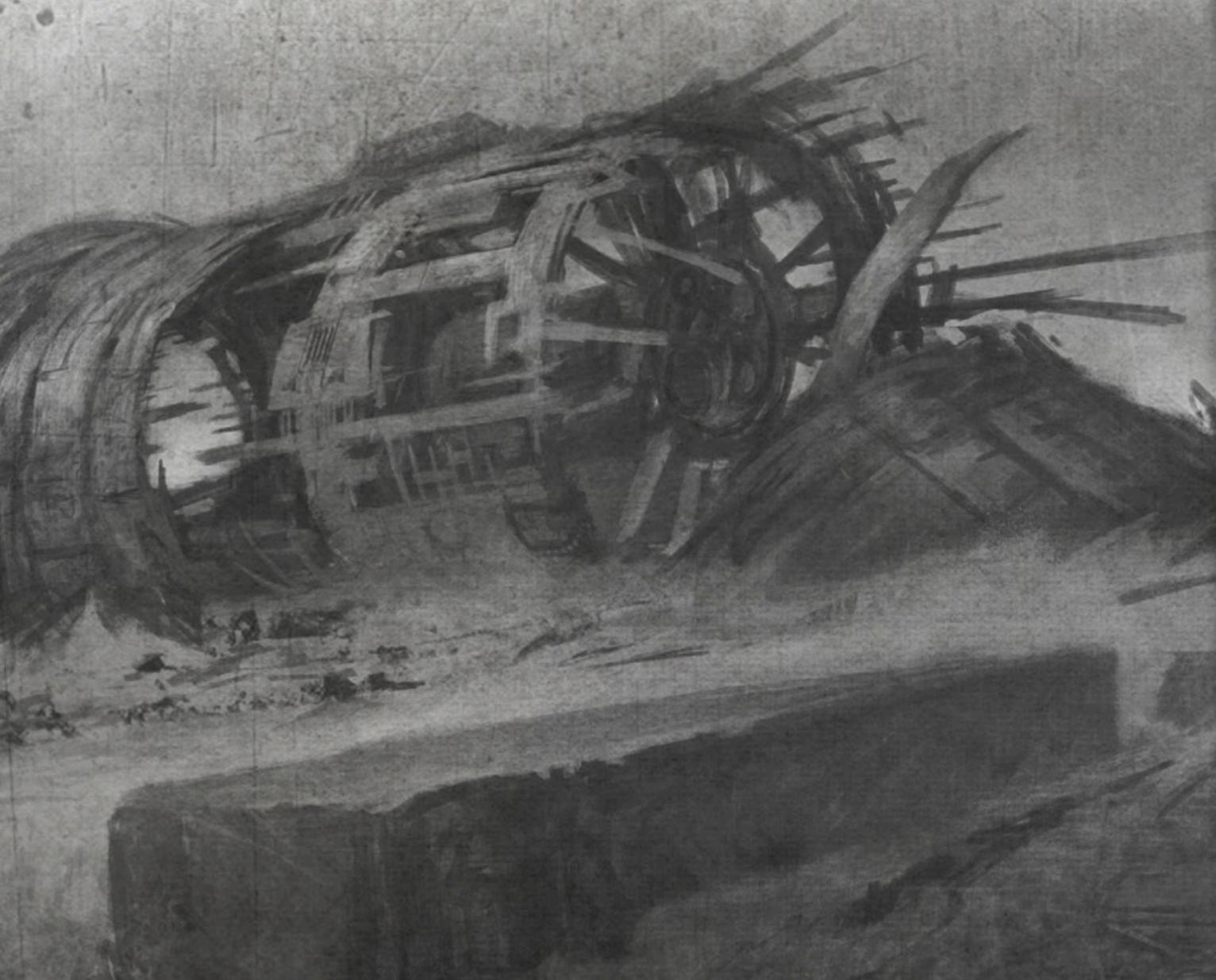
- If the Handling check is passed, the vehicle immediately Restarts, changing its Status from Stationary and Stalled to Mobile.
- If the Handling check is failed, the vehicle refuses to Restart and it remains Stalled.

Wounded Drivers: If any vehicles in a player's gang have suffered a Driver Wounded damage effect, a D6 is rolled for that driver, as described [on page 123](#).



'It never ceases to baffle me when they run off into the wastes after you take apart their convoy. Sure, they probably know you're not going to chase them, but if it was me I'd rather a bullet than what's waiting for them out there.'

*Scarvyn Blaze,
Helborn Harlots,
House Escher*



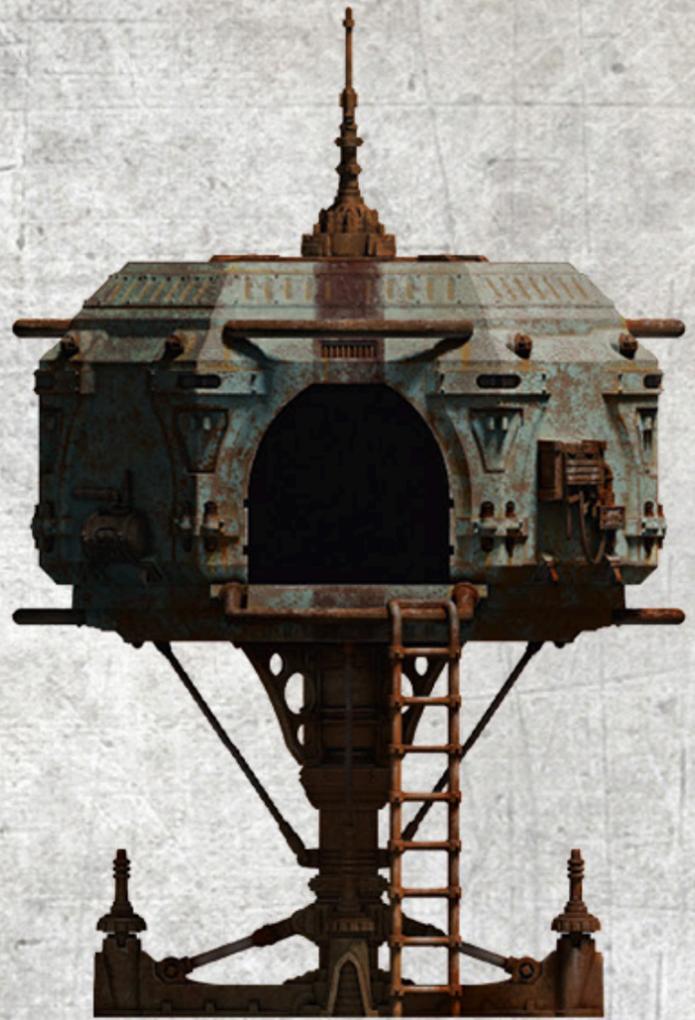
THATOS PATTERN HAB MODULES

Adapted to work on all planets, the Thatos pattern hab modules are used throughout the Imperium. Easily modified to deal with local conditions, they are used across the wastes of Necromunda.

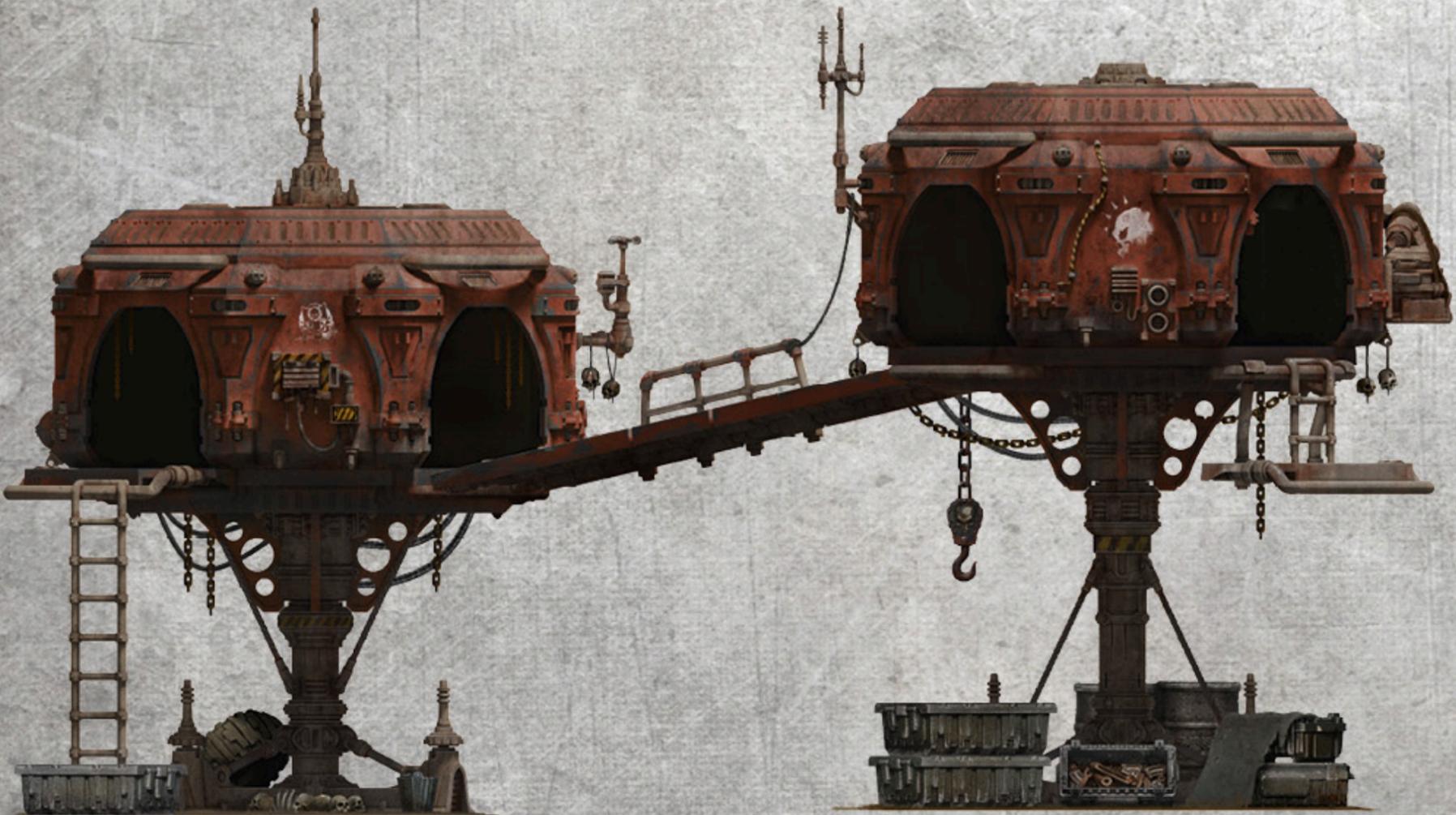
130



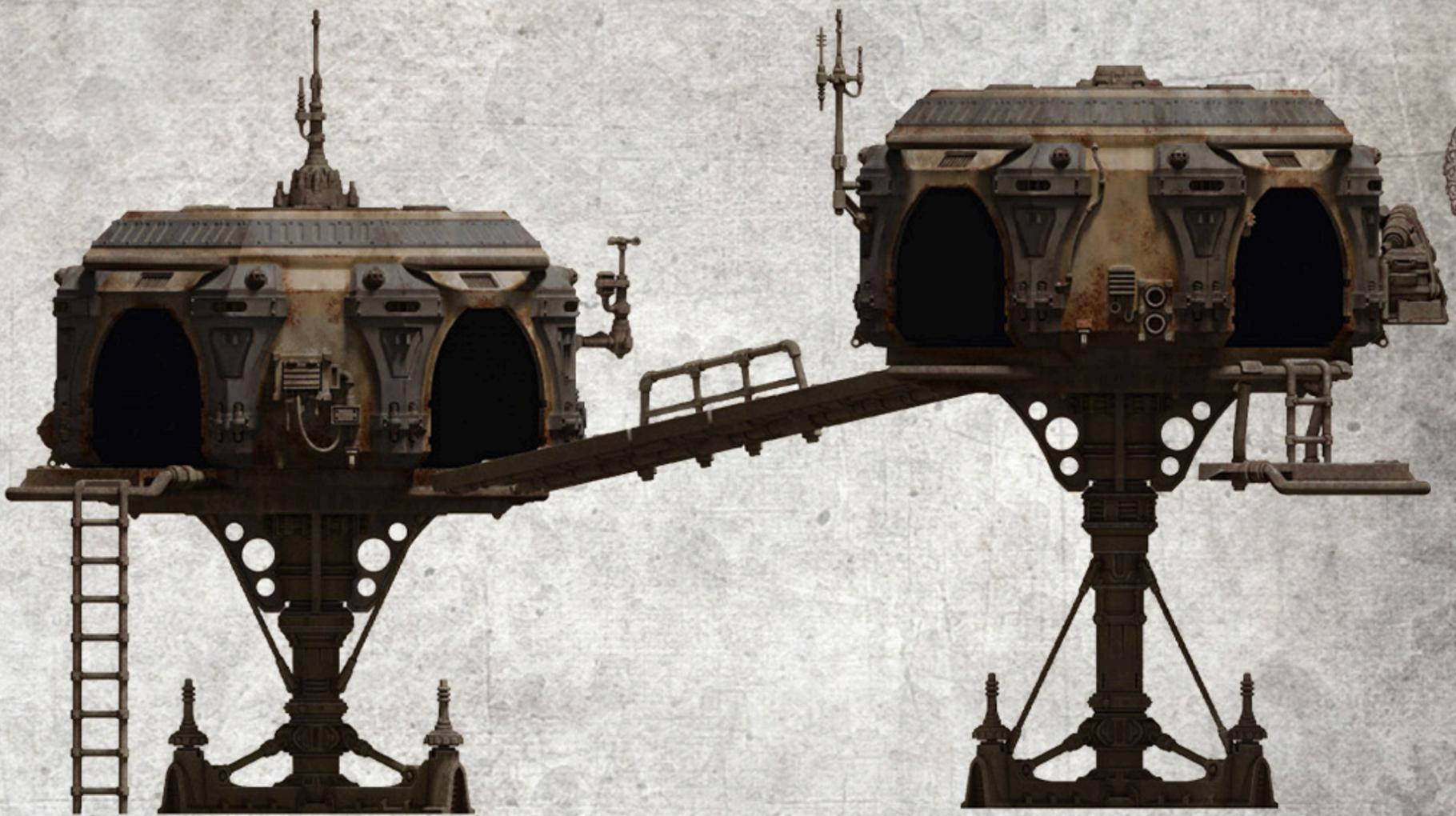
CAWDOR HAB MODULE



VAN SAAR HAB MODULE



GOLIATH HAB MODULE



DELAQUE HAB MODULE



ORLOCK HAB MODULE

WEAPON REFERENCE CHART

This reference section contains weapon profiles, Wargear rules and Weapon Traits for all of the weapons and Wargear listed in this book.

BASIC WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)
Blast carbine	10"	24"	+2	-	3	-	1	5+	Rapid Fire (1), Shock
Blast rifle	10"	24"	+1	-	3	-	1	4+	Shock
Ironhead autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (2)
Ironhead boltgun	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (2)
Lasgun	18"	24"	+1	-	3	-	1	2+	Plentiful
Sawn-off shotgun									
- with solid ammo	4"	8"	-	-2	4	-	2	6+	Knockback, Plentiful
- with scatter ammo	4"	8"	+2	-	3	-	1	6+	Plentiful, Scattershot
Scavenged autogun	8"	24"	+1	-	3	-	1	5+	Rapid Fire (1)

PISTOLS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
Blast pistol	8"	12"	+1	-	3	-	1	4+	Sidearm, Shock
Hand flamer	-	T	-	-	3	-	1	5+	Blaze, Template
Ironhead autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (2), Sidearm
Ironhead bolt pistol	6"	12"	+1	-	4	-1	2	6+	Rapid Fire (1), Sidearm
Ironhead hand flamer	-	T	-	-	3	-	1	5+	Blaze, Firestorm (1), Template
Ironhead stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Rapid Fire (1), Sidearm
-with dum dum rounds	5"	10"	+1	-	4	-	1	4+	Limited, Rapid Fire (1), Sidearm
Laspistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm
Scavenged stub gun	6"	12"	+2	-	3	-	1	4+	Sidearm
Stone burner	2"	4"	-	-	5	-2	2	5+	Melta, Power Pack, Scarce, Sidearm
Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
-with dum dum rounds	5"	10"	+1	-	4	-	1	4+	Limited, Sidearm
Web pistol	-	T	-	-	4	-	-	6+	Silent, Template, Web



SPECIAL WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Grenade launcher									
-frag grenade	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
-krak grenade	6"	24"	-1	-	6	-2	2	6+	-
Ironhead flamer	-	T	-	-	4	-1	1	5+	Blaze, Firestorm (1), Template
Ironhead meltagun	6"	12"	+1	-	8	-4	3	5+	Melta, Rapid Fire (1), Scarce
Long las	18"	36"	-	+1	4	-	1	2+	Plentiful
Long rifle	24"	48"	-	+1	4	-1	1	4+	Knockback
Storm bolter	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (2), Scarce
Venom caster	-	T	-	-	-	-1	-	6+	Scarce, Silent, Template, Toxin
Web gun	-	T	-	-	5	-	-	5+	Silent, Template, Web

HEAVY WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Charge caster*									
-shock blast rocket	20"	40"	+1	-	4	-	1	6+	Blast (5"), Shock, Unwieldy
-krak rocket	20"	40"	+1	-	6	-2	3	6+	Unwieldy
Harpoon launcher*	6"	18"	+2	-	5	-3	1	5+	Drag, Impale, Scarce
Heavy blaster*	12"	36"	+1	-	4	-1	1	5+	Rapid Fire (2), Shock, Unwieldy
Heavy bolter*	18"	36"	+1	-	5	-2	2	6+	Rapid Fire (2), Unwieldy
Heavy flamer*	-	T	-	-	5	-2	1	5+	Blaze, Template, Unwieldy
Heavy stubber*	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy
Ironhead heavy flamer*	-	T	-	-	5	-2	1	6+	Blaze, Firestorm (1), Template, Unwieldy
Ironhead heavy stubber*	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (3), Unwieldy
Mining laser*	18"	24"	-	-1	9	-3	3	3+	Unwieldy
Missile launcher*									
-frag missile	24"	48"	+1	-	4	-1	1	6+	Blast (5"), Knockback, Unwieldy
-krak missile	24"	48"	+1	-	6	-2	3	6+	Unwieldy
Mortar*	24"	48"	-1	-	4	-	1	4+	Blast (5"), Unwieldy
Seismic cannon*									
-short wave	12"	24"	-	-1	6	-1	2	5+	Knockback, Rapid Fire (1), Seismic, Unwieldy
-long wave	12"	24"	-1	-	3	-	1	5+	Knockback, Rapid Fire (2), Seismic, Unwieldy
Seismic crusher	-	T	-	-	2	-	1	6+	Concussive, Seismic, Template
Twin linked autocannon*	24"	48"	-	-	7	-2	2	4+	Knockback, Rapid Fire (1), Twin Linked, Unwieldy
Twin linked heavy stubber*	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Twin Linked, Unwieldy
Vartijan heavy bolter	18"	36"	+1	-	5	-2	2	5+	Rapid Fire (3)
Vartijan heavy flamer	-	T	-	-	5	-2	2	5+	Blaze, Firestorm (1), Template

CLOSE COMBAT WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Chain lance	E	2"	-1	-	S+2	-2	2	-	Lance, Melee, Unwieldy, Versatile
Circular stone saw	-	E	-	-	S+1	-1	1	-	Melee, Rending, Power Pack
Fanged maw (Millisaur)	-	E	-	-	*	-	-	-	Melee, Toxin
Fangs (Wasteland Giant Rat)	-	E	-	-	S	-	1	-	Melee
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Gem extractor	-	E	-	-	S+1	-1	2	-	Melee, Power Pack
Hunters polearm	-	E	-	-	S+1	-1	1	-	Melee
Ironhead arc welder	-	E	-	-	S+2	-2	3	-	Blaze, Melee, Power Pack
Long blade	-	E	-	+1	S	-2	1	-	Melee, Parry
Mandibles (Arthromite Duneskuttler)	-	E	-	-	S	-1	2	-	Melee, Rending
Mono-hook	-	E	-	-	S	-1	2	-	Melee, Pulverise
Power axe	-	E	-	-	S+2	-2	1	-	Disarm, Melee, Power
Power fist	-	E	-	-	S+2	-2	2	-	Melee, Power, Pulverise
Power hammer	-	E	-	-	S+1	-1	2	-	Melee, Power
Power pick	-	E	-	-	S+1	+3	1	-	Melee, Power, Pulverise
Shock stave	E	2"	-	-	S+1	-	1	-	Melee, Shock, Versatile
Stalking knife	-	E	-	+1	S	-1	1	-	Backstab, Melee
Stormcaller Staff	E	2"	-	-	S+1	-2	1	-	Lance, Melee, Unwieldy, Versatile
Teeth (Ripperjack)	-	E	-	-	S	-	2	-	Melee
Vartijan fist	-	E	-	-	S	-1	2	-	Melee, Power, Pulverise

GRENADES

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Blasting charges	-	Sx2	-	-	5	-1	2	5+	Blast (5"), Grenade, Knockback
Frag grenades	-	Sx3	-	-	3	-	1	4+	Blast (3"), Grenade, Knockback
Krak grenades	-	Sx3	-	-1	6	-2	2	4+	Demolitions, Grenade
Smoke grenades	-	Sx3	-	-	-	-	-	4+	Grenade, Smoke

ARMOUR

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

CARAPACE

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

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

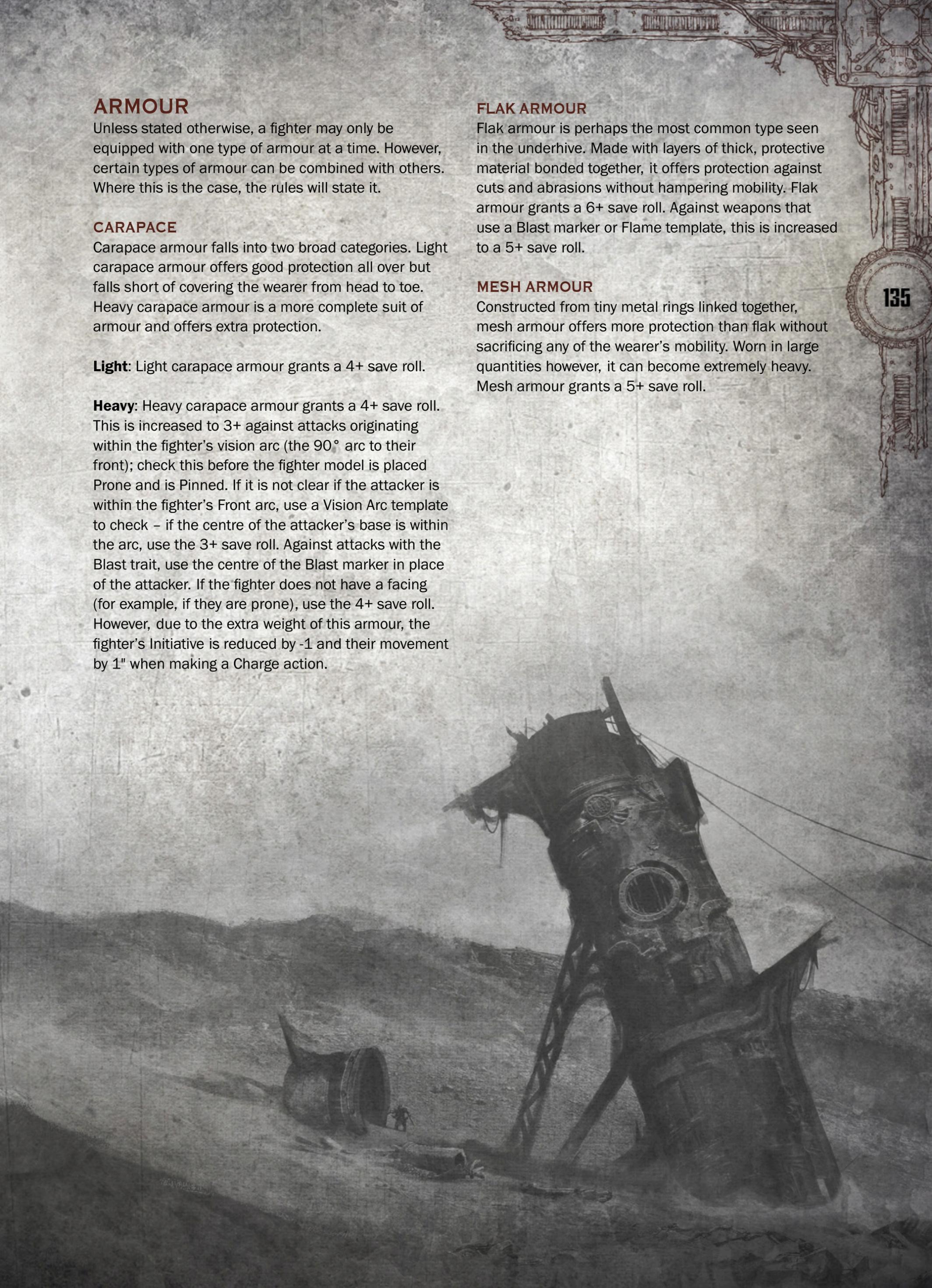
Heavy: Heavy carapace armour grants a 4+ save roll. This is increased to 3+ against attacks originating within the fighter's vision arc (the 90° arc to their front); check this before the fighter model is placed Prone and is Pinned. If it is not clear if the attacker is within the fighter's Front arc,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

FLAK ARMOUR

Flak armour is perhaps the most common type seen in the underhive. Made with layers of thick, protective material bonded together, it offers protection against cuts and abrasions without hampering mobility. Flak armour grants a 6+ save roll. Against weapons that use a Blast marker or Flame template, this is increased to a 5+ save roll.

MESH ARMOUR

Constructed from tiny metal rings linked together, mesh armour offers more protection than flak without sacrificing any of the wearer's mobility. Worn in large quantities however, it can become extremely heavy. Mesh armour grants a 5+ save roll.



FIELD ARMOUR

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

CONVERSION FIELD

A conversion field works by transforming the kinetic energy of an attack into light energy, absorbing the impact in a blinding flash. When a fighter wearing a conversion field is hit by an attack, roll a D6. On a 5+, the conversion field works and the attack has no further effect. However, any models, friend or foe, within 3" of the wearer count as being hit by a weapon with the Flash trait as the field flares up in a tremendous burst of light. Note that the wearer is unaffected by this flash of light as they are inside the field.

DISPLACER FIELD

A displacer field reacts to the energy of an impact by teleporting the wearer a safe distance away. The harder the impact, the further the wearer will be moved. For each hit a fighter wearing a displacer field suffers, roll a D6. On a 4+, the fighter is protected from harm by the field and the hit is ignored (even if any part of the fighter is still under the template – if the attack used one – after being displaced as described below).

- If a fighter is saved from one or more hits by a displacer field, they will be moved once as the field displaces them. The fighter is moved a number of inches equal to the Strength of the attack in a random direction, determined by rolling a Scatter dice.

- A displacer field will not deposit its wearer inside a terrain feature – the fighter will move by the shortest route possible so that it can be placed clear of any impassable terrain features.
- Similarly, the fighter's base cannot overlap another fighter's base and the wearer must be moved by the shortest route possible until its base can be placed without overlapping.
- Note that the wearer may not end up within 1" of an enemy fighter as a result of being displaced and must be moved by the shortest possible route so that they can be placed 1" away.

However, displacer fields are notoriously oblivious to safe footings. A fighter wearing a displacer field may simply be flung into the open air. If, after being displaced, any part of the fighter's base is overhanging a hazard or overhanging a platform edge, the fighter must pass an Initiative test or will fall, following all of the rules for falling as required by the terrain type being fought over. If the entirety of the fighter's base is over a hazard or in the open air, they will simply fall. If a fighter wearing a displacer field is transported off the battlefield, they immediately go Out of Action. If an attack does not have a Strength value, then a displacer field cannot work against it.

REFRACTOR FIELD

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

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



PERSONAL EQUIPMENT

This section covers equipment carried by the fighters of the Ironhead Squat Prospectors, Ash Waste Nomads and their allies to help them survive the rigours of battle and the harsh environment of the ash wastes.

ASH CLOAK

Designed to survive and maintain life in the midst of the ash wastes, an ash cloak provides protection against the harsh environment. It grants the following benefits:

- The fighter counts as being equipped with a respirator.
- If the fighter loses a wound as a result of the battlefield conditions ([see page 85](#)) roll a D6; on a 5+ they ignore the effect and do not lose a wound.

BIO-BOOSTER

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

BIO-SCANNER

If a fighter with a bio-scanner is a sentry in a scenario that uses the Sentries special rule, they can attempt to spot attackers even if the attackers are not within their vision arc. In addition, the D6 roll to see whether a fighter is spotted has a +1 modifier (a natural 1 still fails).

DROP RIG

An Active fighter with a drop rig can make the Descend (Basic) action while they are within 1" of the edge of a platform:

Descend (Basic): The fighter makes a move of up to 3" horizontally and up to 12" vertically. Any vertical movement must be downwards, i.e., towards the ground.

DUSTBACK HELAMITE

While equipped with a dustback helamite, a fighter gains the Mounted condition and all of its associated rules. In addition, increase the fighter's Movement characteristic to 8" and the fighter gains the Mighty Leap skill (see the *Necromunda Rulebook*).

FILTER PLUGS

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

GRAV-CHUTE

If a fighter with a grav-chute falls or jumps down to a lower level, they do not suffer any damage – they simply move down without any rolls being made.

MEDICAE KIT

When a fighter with a medicae kit assists a friendly fighter's Recovery test, roll an extra Injury dice then choose one to discard.

PHOTO-GOGGLES

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

PHOTO-LUMENS

Commonly attached to Ironhead Squat Prospectors' power units as well as being used by Palanite Enforcers, a fighter that is equipped with a photo-lumen can make ranged attacks against enemy fighters up to 12" away under the Pitch Black rules ([see page 120](#) of the *Necromunda Rulebook*). However, when the Pitch Black rules are in effect, a fighter equipped with a photo-lumen cannot be Hidden – they are instead always subject to the Revealed condition due to the bright light emanating from their gear.

RESPIRATOR

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

ROCKET PACK

The first time each battle a friendly model within 3" of a fighter equipped with a rocket pack needs to make an Ammo check for a charge caster, it is passed automatically.

SERVO-HARNESS – PARTIAL

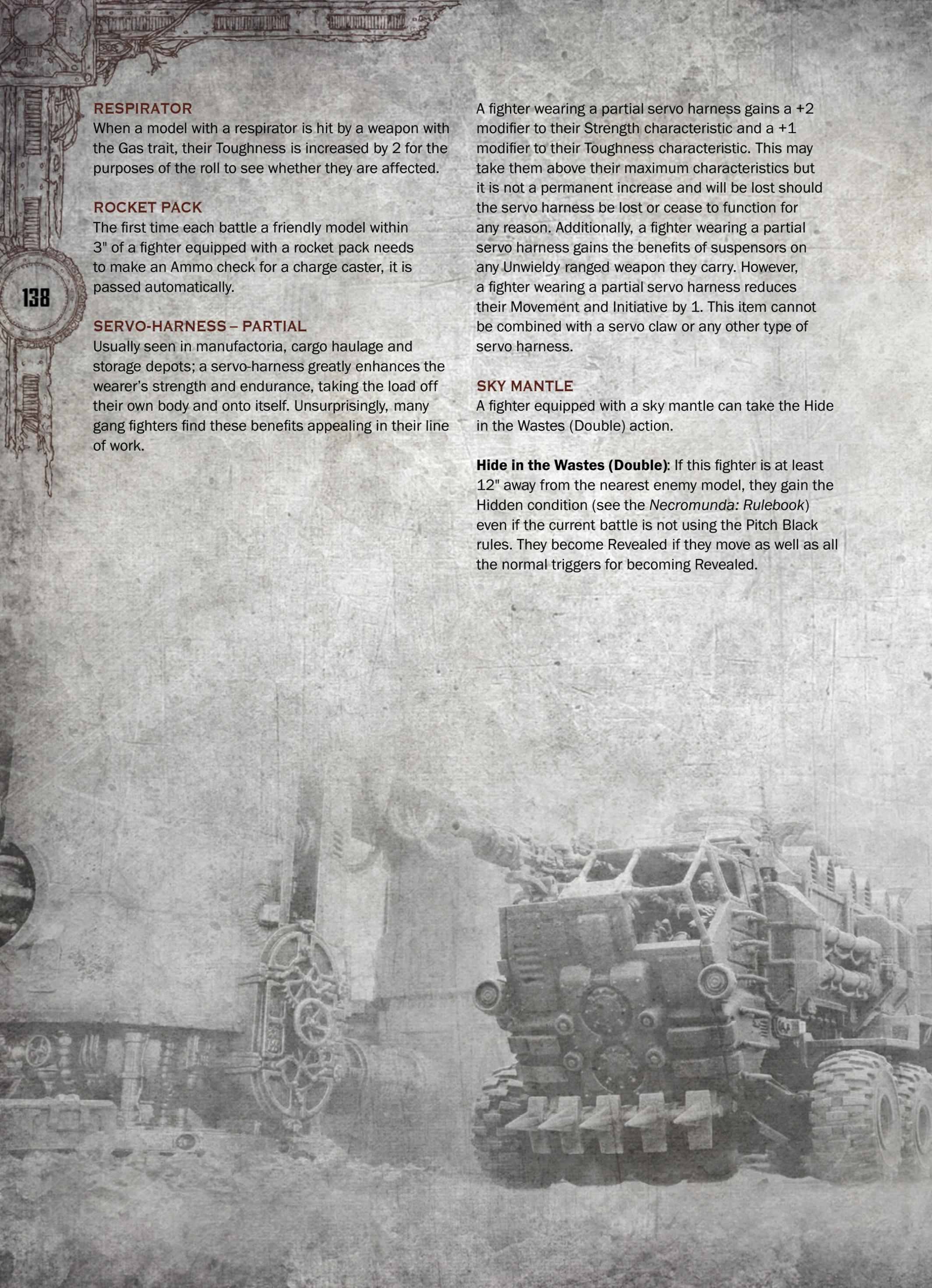
Usually seen in manufactoria, cargo haulage and storage depots; a servo-harness greatly enhances the wearer's strength and endurance, taking the load off their own body and onto itself. Unsurprisingly, many gang fighters find these benefits appealing in their line of work.

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

SKY MANTLE

A fighter equipped with a sky mantle can take the Hide in the Wastes (Double) action.

Hide in the Wastes (Double): If this fighter is at least 12" away from the nearest enemy model, they gain the Hidden condition (see the *Necromunda: Rulebook*) even if the current battle is not using the Pitch Black rules. They become Revealed if they move as well as all the normal triggers for becoming Revealed.



WEAPON ACCESSORIES

Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.

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

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

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

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

SUSPENSORS (WEAPONS WITH THE UNWIELDY TRAIT ONLY)

An Unwieldy ranged weapon fitted with suspensors is far more manoeuvrable. Firing it becomes a Basic action rather than a Double action.

An Unwieldy close combat weapon fitted with suspensors can be used single-handedly, allowing the fighter to use a second close combat weapon.

TELESCOPIC SIGHT (PISTOLS, BASIC AND SPECIAL WEAPONS)†

If a fighter attacks with this weapon after making an Aim action, the weapon's Short range accuracy modifier is used even if the target is within the weapon's Long range.



GORMAN AND KANIS
ASHLINE RAIDERS
HOUSE ORLOCK

WEAPON TRAITS

The following list contains all of the Weapon Traits included in *Necromunda: Book of the Outlands*.

ARC (X)

This trait indicates the vision arcs into which a weapon fitted to a vehicle can fire, as shown in brackets after the name of the trait. These are Front, Left, Right, Rear and All Round. All Round means the weapon can fire into all four arcs.

Players should note that this trait is determined by the vehicle rather than the weapon. Therefore it is not uncommon for this trait to be applied differently to the same weapon when that weapon is fitted onto a different vehicle.

BACKSTAB

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

BLAST (3"/5"/*)

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

BLAZE

After an attack with the Blaze trait has been resolved, roll a D6 if the target was hit but not taken Out of Action or Wrecked. On a 4, 5 or 6, they become subject to the Blaze condition. How the Blaze condition affects a model depends upon whether it is a fighter or vehicle.

Fighter: When activated, a fighter subject to the Blaze condition suffers an immediate S3, AP -1, D1 hit and must act as follows, after which their activation will end:

- If Prone and Pinned, the fighter immediately becomes Standing and Active and acts as described below.
- If Standing and Active, the fighter moves 2D6" in a random direction, determined by the Scatter dice. The fighter will stop moving if this movement would bring them within 1" of an enemy fighter or into base contact with impassable terrain. If this movement brings them within ½" of the edge of a level or platform, they risk falling. If this movement takes the fighter beyond the edge of a level or platform, they will simply fall. At the end of this move, the fighter may choose to become Prone and Pinned. The fighter may then attempt to put the fire out.
- If Standing and Engaged or Prone and Seriously Injured, the fighter does not move and attempts to put the fire out.

To attempt to put the fire out, roll a D6, adding 1 to the result for each other Active friendly fighter within 1". On a roll of 6 or more, the flames go out and the Blaze condition is removed. Pinned or Seriously Injured fighters add 2 to the roll to see if the flames go out.

Vehicles: When activated, a vehicle subject to the Blaze condition suffers an immediate S3, AP -1, D1 hit against the Rear Toughness (roll location as normal). They must then make a Cool check:

- If passed, nothing happens, they can continue their activation as normal.
- If failed and the vehicle is Mobile, they act as if they had failed a Loss of Control test then their activation ends.
- If failed and the vehicle is Stationary and Stalled, they must perform the Burn Out (Double) action then their activation ends.

At the end of their activation, roll a D6. On a 4+, the flames go out and the Blaze condition is removed.



CONCUSSION

Any fighter hit by a Concussion weapon will have their Initiative reduced by 2, to a minimum of 6+, until the end of the round. Any vehicle hit by a Concussion weapon will suffer a negative -2 penalty to all Handling checks.

CREW OPERATED

This trait indicates that a weapon fitted to a vehicle is operated by the crew of the vehicle. This weapon may be used during the vehicle's activation. It uses the BS characteristic of the vehicle's crew. In addition, the Unwieldy trait has no effect on this weapon.

DEMOLITIONS

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

DISARM

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

DRAG

If a fighter is hit by a Drag weapon but not taken Out of Action, the attacker can attempt to drag the target closer after the attack has been resolved. If they do, roll a D6. If the score is equal to or higher than the target's Strength, the target is dragged D3" straight towards the attacker, stopping if they hit any terrain. If they move into another fighter (other than the attacker), both fighters are moved the remaining distance towards the attacker. If the weapon also has the Impale special rule and hits more than one fighter, only the last fighter to be hit can be dragged.

FIRESTORM (X)

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

GRENADE

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

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

IMPALE

If an attack made by this weapon hits a fighter and wounds the target, and the save roll is unsuccessful (or no save roll is made), the projectile continues through them and might hit another model! Trace a straight line from the target, directly away from the attacker. If there are any models within 1" of this line, and within the weapon's Long range, the one that is closest to the target is at risk of being hit. Roll a D6. On a 3 or more, resolve the weapon's attack against that model, subtracting 1 from the Strength. The projectile can continue through multiple fighters in this way, but if the Strength is reduced to 0, it cannot hit any more models.

KNOCKBACK

When a weapon with the Knockback trait hits a fighter, if the hit roll is equal to or higher than the target's Strength, they are immediately moved 1" directly away from the attacking model. If the fighter cannot be moved the full 1" because of impassable terrain or another model, they move as far as possible and the attack's Damage is increased by 1. If a Blast weapon has the Knockback trait, roll a D6 for each fighter that is hit. If the result is equal to or higher than their Strength, they are knocked back as described above – however, they are moved directly away from the centre of the Blast marker instead. If the centre of the Blast marker was over the centre of their base, roll a Scatter dice to determine which way they are moved. If a Melee weapon has the Knockback trait, the attacking fighter can choose to follow the target up, moving directly towards them after they have been knocked back to remain in base contact. If the attack was made across a barricade, the attacker cannot do this. If any part of the knocked back fighter's base crosses the edge of a platform, make an Initiative check. If this is failed, they will fall. If this is passed, they stop moving at the edge of the platform.

LANCE

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

LIMITED

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

MELEE

This weapon can be used during close combat attacks.

MELTA

If a Short range attack from a weapon with this Trait reduces a fighter to 0 wounds, no Injury dice are rolled – instead, any Injury dice that would be rolled cause an automatic Out of Action result.

If a Short range attack from a weapon with this Trait wounds a vehicle, roll an additional Damage dice.

If a weapon with this Trait has no Short range, then the Trait applies to all attacks made by it.

PARRY

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

PASSENGER OPERATED

This trait indicates that a weapon fitted to a vehicle is operated by fighters other than the crew of the vehicle. This weapon may be used during a fighter's activation as if they were equipped with it as long as they are within 1" of the weapon.

A weapon with this trait cannot be fired more than once per round. In addition, the Unwieldy trait has no effect on this weapon.

PLENTIFUL

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

POWER

The weapon is surrounded by a crackling power field. Attacks made by Power weapons cannot be Parried except by other weapons with the Power trait. In addition, if the hit roll for a Power weapon is a natural 6, no save roll can be made against the attack (except Field armour save rolls) and its Damage is increased by 1.

POWER PACK

A weapon with this trait is worn mounted on the power pack of an Ironhead Squat Prospector and does not count towards the maximum number of weapons a fighter can carry. However, a fighter cannot have more than two weapons with this trait.

If the weapon also has the Melee trait it can be used in addition to any other weapon carried by the fighter, granting an additional close combat attack.

PULVERISE

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

RAPID FIRE (X)

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

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

RENDING

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

SCARCE

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

SEISMIC

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

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

SHOCK

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

SIDEARM

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

SILENT

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



SMOKE

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

TEMPLATE

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

TOXIN

Instead of making a wound roll for a Toxin attack, roll a D6. If the result is equal to or higher than the target's Toughness, or is a natural 6, make an Injury roll for them (regardless of their Wounds characteristic). If the roll is lower than the target's Toughness, they shrug off the toxin's effects. This attack has no effect on vehicles.

TWIN LINKED

When a model makes a ranged attack with this weapon, they may re-roll any number of the Ammo dice rolled. However, they must accept the result of the re-roll, even if it is worse.

UNWIELDY

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

VERSATILE

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

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

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

WEB

If the wound roll for a Web attack against a fighter is successful, no wound is inflicted, and no save roll or Injury roll is made. Instead, the target automatically becomes Webbed. Treat the fighter as if they were Seriously Injured and roll for Recovery for them during the End phase (Web contains a powerful sedative capable of rendering the strongest fighter unconscious). If a Flesh Wound result is rolled during Recovery, apply the result to the fighter as usual and remove the Webbed condition. If a Serious Injury is rolled, the fighter remains Webbed. If an Out of Action is rolled, the fighter succumbs to the powerful sedative and is removed from play, automatically suffering a result of 12-26 Out Cold on the Lasting Injuries table.

A fighter that is Webbed at the end of the battle does not succumb to their Injuries and will automatically recover. However, during the Wrap-up, when rolling to determine if any enemy fighters are Captured at the end of the battle, add +1 to the dice roll for each enemy fighter currently Webbed and include them among any eligible to be Captured.

Vehicles are unaffected by weapons with the Web trait.





GATES OF DAMOCLES

Over the gates of Hive Damocles stands a fortress that looks down upon the surrounding wasteland. Travellers approaching the great hive can glimpse its spires through the swirling toxic clouds if the weather is clear, though it is the towering black walls that draw their eye. Shielded against the poisonous wilderness, the gates and their guard towers look down on the dead lands without pity, indifferent to the plight of travellers and outlanders alike. Only those chosen by the great Mercators may pass through these gates, and even then only upon the orders of the hive lords. It is a reminder of the nature of Necromunda that the division between hives and outlands is more than one of walls and gates, but a social barrier created by the Noble Houses and their servants.





IN ROTHGOL'S SHADOW

The industrial nexus of Hive Rothgol stretches out in all directions from the towering city, its sprawl encompassing a landscape of ancient factories, abandoned storage facilities and a tangle of decaying transit ways. In places the bustle of workers and the endless hum of machines still pierce the perpetual gloom of the outlands, but most of these once-vital centres of production have grown cold and quiet. They are empty now, save the incessant howling of the toxic wind, the creaking of the collapsing structures, and the quiet footsteps of outlands tribes and nomad wanderers who now call these forsaken places home.



