NECROMUNDA

UNOFFICIAL SUPPLEMENT

EXPANDED CAMPAIGN RULES

Created by Kacper Kuc
Artworks by David Bell

EXPANDED CAMPAIGN RULES

This fan-made document, for all the community to use, was made by me and David, who created all these amazing artworks found in the book. It is set of more advanced campaing rules, using elements of first edition of Necromunda game as well as my personal House Rules, which I find useful throughout my experience of being the Arbitrator.

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This document is a fan-made extension and supplement for Necromunda Underhive game, for which all rights are reserved by Games Workshop Limited Group.

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ABOUT THE BOOK

"Who needs books when you have a stub gun?"

Beki Bewm, Sump City

AIM

This book was created mostly by me, **Necromunda Arbitrator**, with a substantive help of **Chris Iddon**, to allow players from the community to expand their Necromunda campaigns beyond what is provided in official Games Workshop books. It consists of a set of the most commonly used house rules, balancing mechanics such as House Patronage, ways to include Dramatis Personae in your games, a Trading Post appendix, new action types, both modified and completely new tables such as Zombie Disease, Badzone Explorer for playing scenarios in areas outside of the relative safety of Underhive Settlements, and a vastly expanded Post-Battle Sequence Actions pool for every member of your gang, not just Leaders and Champions.

COMMUNITY

The Necromunda Community is among the most active in all of fandom, with many great individuals providing free and useful content. Every Arbitrator should check out the following content:

- **Goonhammer** Necromunda articles: https://www.goonhammer.com/necromunda/
- **Sump City Radio**, an immersive Necromunda podcast hosted by "Hive Scum" Steve and "Underhiver" Chris: https://anchor.fm/sumpcityradio/
- **Carl Johnston's** Terrain Posters and Book of Life: https://www.instagram.com/carl_r_johnston/
- **Yaktribe**, the biggest repository and gang builder for every edition of Necromunda: https://yaktribe.games/
- These Facebook groups: **Necromunda Worldwide**, **Necromunda Terrain Makers**, **Sump City Radio Group**

SCRUBIUS, CAWDOR JUVE

HOUSE PATRONAGE

"Welcome, brave Orlocks! I am always more than ready to support a good cause against these Delaque. Choose three weapons. How much, you ask? On the House!"

Guilder Thomas Gelt

House Patronage was a balancing mechanic introduced in White Dwarf May 2019 and is not currently available anywhere else. It is a shame, as balancing games is quite important for a fair and enjoyable campaign. On the other hand, the way it previously worked could, if misused, allow players to tailor their list to fight specific opponents. This in turn could sometimes lead to it becoming punishing for stronger gangs, flipping the campaign balance upside down instead of making things even.

General principles of House Patronage are listed below. Arbitrators can set the lower limit, for example 400 Credit difference, to allow for the use of House Patronage. For gangs under that value, players can draw 1 extra Tactic Card per 100 Credit difference.

Rules of using my modified House Patronage are as follows:

- After Step 5 of the pre-battle sequence, Players decide whose gang has the lower Crew Rating. This gang is then named Underdog, and can benefit from House Patronage.
- For each 100 Credits difference between their Crew Ratings, the Underdog can spend 100 Credits from the table below.
- Fighters hired as House Patronage benefit cannot be activated as part of a group activation and do not count as present at the start of the battle for the purpose of Bottle tests.

HOUSE PATRONAGE BENEFITS

Benefit	Cost	Restrictions
0-5: Draw a random Tactics Card	100 each	None
0-2: Choose a Tactics Card	200 each	
0-3: Draw a random Underdog Card	150 each	
0-1: Draw a random House Sub-plot	100	
0-1: Choose a House Sub-plot	200	
0-3: Temporarily hire a Ganger (the Ganger is removed from the roster after this game)	Varies (Base cost of Ganger plus any weapons or wargear available to them from their House List or equivalent. May not use items from the stash.)	Up to half of total House Patronage allowance can be spent to buy benefits from this part of the table.
Unlimited: Recruit 1 or more Juves (The Juve is added to the gang roster as a permanent member of the gang. Standard gang composition rules still apply. May not be used to recruit Palanite Rookies.)	Varies (Base cost of Juve plus any weapons or wargear available to them from their House List or equivalent. May use items from the stash, though standard equipment restrictions apply.)	
0-1: Hire a Dramatis Personae	Varies	
0-1: Bounty Hunter	Varies (Base cost plus weapons/wargear)	
0-5: Hire a Hive Scum	Varies (Base cost plus weapons/wargear)	

HIRED GUNS

"Yeah, I saw him in town. Where? Now, how much would you pay to know that?"

Salacious Paul, House Delaque

TAVERN MECHANIC

Hired Guns like Hive Scum and Bounty Hunters, both generic and Dramatis Personae, often have a hard time finding their way into games. Which is a real shame, because they often have beautiful models from Forge World, or provide great background for fan-made conversions. The current mechanic for fielding them is not optimal, as you must pay the Bounty Hunter's full price to hire them for one game only. In House Patronage and Personal Bounties chapters I have proposed different ways to encourage players to use them more often. But there is a problem — without any kind of restrictions, Kal Jericho could be included in game after game, while Eyros Slagmyst would probably be forced to change his job. And let's not even mention Bounty Hunters with webguns.

That is where the Tavern Mechanic comes in, inspired by the old computer game, Heroes of Might and Magic. Each campaign week, the Arbitrator should choose from an overall pool of available Hive Scum and Bounty Hunters (both generic and Dramatis Personae) and put their names in the Tavern table. Players can then recruit these Hired Guns by any means available during this week.

There are two caveats in this:

- Always include at least one Generic Hive Scum to allow players a little flexibility.
- Regardless of the Table, players can always recruit Dramatis Personae from their Houses, i.e. Orlock players can always recruit Slate Merdena, but it should be explained in a narrative way.

Example Tavern Table

Tavern
Generic Hive Scum
Scabbs
Krotos Hark
Bounty Hunter with equipment worth up to 150 Credits
Ragnir Gunnstein

PERSONAL BOUNTIES

At the discretion of the Arbitrator, players can add Hired Guns to their gang, i.e. Bounty Hunters or Hive Scum (both Dramatis Personae and generic), to accomplish a specific task during a game, such as "Kill the enemy Champion" or "Cause at least 3 Seriously Injured results". The main principles of this mechanic are as follows:

- The Hired Gun can take part in the player's game, or any other game played in the current campaign week.
- The Advance hiring cost must be paid before the game, and if the Hired Gun succeeds in their task, the Remaining payment must be made as shown in the Hiring Fee Table.
- This character is controlled either by the Arbitrator or by a player and can start the game already deployed on board or be deployed as part of Reinforcements in a specific Round of the game. Deployment method must be chosen before the game.
- The Hired Gun does not count towards the Crew Limit or Rating.

HIRING FEE TABLE

Cost of Bounty Hunter/Hive Scum	Advance	Remaining payment
0-50 Credits	0	20
51-100 Credits	15	20
101-150 Credits	25	25
151-200 Credits	35	30
200+ Credits	40	40

Distrust: If a player, for any reason, did not make the Remaining payment after the Hired Gun succeeds in their given task, this player's gang loses 1 Reputation and cannot hire any more Hired Guns until the end of the campaign. In addition, in the next battle, two generic Hive Scums are sent after the player's gang and are controlled either by their opponent or the Arbitrator.

EXTRA ACTIONS

"Better an empty mag than an enemy who survived."

Sergeant Hellfire, instructing Palatine Enforcers cadets

In this part I present a list of extra actions Fighters can make. These expand the number of options and improve the tactical side of the game, but again, it should not be used in first games or campaigns.

FULL-AUTO (BASIC): Fighter fires his weapon with Rapid Fire(X), counting one Ammo Dice as having rolled 3 hits. After that, this weapon automatically goes Out of Ammo. *You cannot use this action for shooting the weapon you have already used in this fighter turn. This action counts as Shoot (Basic) for the purpose of all other ruels.*

TAUNT (SIMPLE): Fighter starts provoking one chosen enemy in 12". This enemy fighter must pass a Cool check, and if failed, he suffers an additional -1 penalty to any hit rolls unless attacking the Fighter who performed this action.

DRAG FALLEN COMRADE (DOUBLE): Fighter drags a fallen comrade out of danger. When this Fighter is within 1" of a friendly Seriously Injured fighter, they can drag them the same way as a Loot Casket, up to their Movement speed.

MAIM/CANIBALISE (BASIC): Fighter starts maiming a fallen, but still conscious fighter, either because they are simply sadistic or want to send a message to the enemy Leader. This action can be performed in place of a Fight action, or a Coup de Grace action. It can only be made against fighters who are Prone and Seriously Injured. Immediately roll on the Lasting Injuries table (see page 87 of the *Necromunda Rulebook*) for the fighter being maimed and apply the result, counting results of Lesson Learned (11) as Out Cold (12-26). Note that the Seriously Injured fighter remains on the battlefield and may be maimed again unless they roll a Critical Injury (61-65) or a Memorable Death (66) result, in which case they are removed from the battlefield and considered to have been taken Out of Action.

BRACE FOR CHARGE (DOUBLE): The fighter prepares for brutal hand-to-hand combat, knowing that the enemy is nearby. Later this round, if this fighter is being Charged, they will make Reaction attacks at the same time as their opponent's Fight action. Note that in this case it is possible for both Fighters to kill each other, and if the attacker becomes Seriously Injured, they cannot make a Coup de Grace action or Consolidate.

GUILDERS FROM
THE MERCATOR LUX

USEFUL HOUSE RULES

"Law is for cowards and the weak!"

Jerome, Propagandist shot by Enforcers

House Rule/Clarification

Blast(X):

- When a Fighter is shooting with a weapon or grenade that has Blast(X) trait under Pitch Black conditions and further than 3" (or 12" if the Fighter is equipped with Photo-goggles), the Blast will always scatter.
- When a Fighter is shooting with weapon or grenade that has Blast(X) trait, targeting point of the battlefield instead of a fighter, apply -1 to Hit modifier in addition to any other.
- Blast "fall directly down" while scattering from higher levels of terrain, until they stop on lower level or ground.

Subplots: Gang can use Alliances/Favours in addition to Subplots. Players should use Gang specific tables if possible.

Resurrection Packages (*see WD 453***):** During campaign play, each Player has one use of Resurrection Packages.

Overseer skill: Fighter must make Leadership check first if they want to use the Overseer skill. If failed, the skill is not used, and the Fighter's activation ends immediately.

Secondary Skills: Fighters can buy a Skill from Secondary Skillset for 12 Experience Points (Credit Increase: +30 credits).

Maximal number of equipment: Fighters can have total number of equipment equal to their Strength characteristic +5. (Special Ammunition, Bionics and one-use Items are excluded).

Falsehood wargear: Effects of Falsehood can be negated by making Intelligence Check with -2 penalty. Furthermore, Fighters cannot attack wearer with active Falsehood with weapons that have either Blast (X) or Template traits, if he would be the only target of such an attack.

Beast's Lair: Beast's Lair hide until the next Priority Phase, if hit with weapon that does not directly deal Damage, such as Flash or Web weapons.

House Patronage:

- You can use this mechanic in every mission.
- House Patronage is counted by comparing Crew Rating.
- Alliance Crews use costs presented in the Book of the Outlands, and increase the Crew Rating when used during the scenario. Their cost does not count for the purpose of the House Patronage, unless the difference in Crew Ratings would be bigger than 300 Credits – in such case, the weaker gang can use House Patronage mechanic.

Flame Pistols: Add Sidearm trait. In close combat they loose the Template trait.

Tactic Card Deck – my proposition:

- Tactic Cards deck is created by choosing 10 (or 12) cards. Before any scenario, players always choose the cards randomly, taking X+1 and discarding one, where X is a number of cards specified in the Scenario.
- Player should choose at least half of their Tactics Cards form their Gang specific ones if possible. (From my observation, playing with only gang specific cards is more flavourful and better for the overall balance)
- When creating their Tactics Cards' Deck, players cannot choose these Cards: History of Violence and Dangerous Footing.
- You can find a complete list of all Tactic Cards here.

VEHICLE RULES ERRATA

"Witness me!"

Nux, Clan Goliath Crewman

Rules presented below are small erratas of the official paragraphs, quickly fixing some of the ambiguities or errors found in the Ash Wastes Vehicle rules (found in the *Necromunda Book of the Outlands* or the *Ash Wastes Rulebook*), as well as one addition of mine.

WASTER'S DIRTBIKE

[Book of Outlands pg 41]

This Wargear cannot be combined with any other Wargear that affects a fighter's movement, such as either a jump booster or grav-cutter, *unless it also affects different characteristics of the fighter (i.e. Stim-slug stash). In this case, any movement effects do not apply to this fighter.*

CUSTOM VEHICLES' JURY-RIGGED RULE

[Book of Outlands pg 61, 62, 63]

Jury-rigged: This vehicle is cobbled together out of a mix of parts that were never designed to work together. *Whenever this Vehicle is Wrecked and must roll on the Lasting Damage table, add 1+ to the roll.*

RIDGEHAULER TRAILER

[Book of Outlands pg 78]

A Guild of Coin Ridgehauler may have up to four trailers attached to it; 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. *But for the purpose of targeting Ridgehauler and allocating damage, each Trailer is treated as a separate model, with 5 Hull Points.*

Note, that any effects which force Handling Checks, change its status from Mobile etc., will apply to all Ridgehauler. If one of the Trailers is Wrecked, Ridgehauler must make a Handling Check with -2. Detach the Trailer and any Trailed attached behind Wrecked Trailer from the rest of the Ridgehauler. Although the rest of the Ridgehauler can operate until the end of the battle, it is considered Wrecked in the Post-battle Sequence and must roll on the Lasting Damage Table.

VEHICLES' EXPLOSION

[An addition of mine]

Whenever a Vehicle is Wrecekd, the controlling player should roll D6. On a 1, every fighter or vehicle 3" from that vehicle suffers a hit with a Strength 3, AP -1, Damage 1 and Knockback special rule.

VEHICLE COLLISION DAMAGE TABLE

[Book of Outlands pg 116 | Ash Wastes Rulebook pg 67]

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 *moved distance of the moving vehicle, by which it has moved in its activation before the collision (i.e. if a vehicle, with Movement characteristics of 5", made two Move actions, and after moving 5" in the first action, and 3" in the second before colliding with something, its move value would be 8"),* on the table below to determine the Strength, AP and Damage of the impact

CREW AND MOVE & SHOOT ACTION

[Book of Outlands pg 114 | Ash Wastes Rulebook pg 64]

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 *which is equipped by the vehicle's crew*. A vehicle cannot perform both this and the Fire All (Basic) action in the same activation.

This change will allow Crew to use Grenades or Pistols without Sidearm trait (i.e. Hand Flamer), to which Crew has access by their Equipment List, but not the means of using it.

POST-BATTLE SEQUENCE

"Any scum can pretend, that he is Gang Boss. But to control something bigger than a dingy drinking hole, one needs something more than a stub gun and few drunkard friends."

Lando, Road Boss, House Orlock

In this chapter I present advanced mechanics and additional actions for post-battle sequence. This serves to add more depth to actions that can be taken between battles, and make gang economy much more important.

STARVATION

Ganger needs to eat he wants to fight for his gang. Player must spend number of Credits per Fighter (**depending on its Toughness:** 1 for T3 or less, 2 for T4 and 3 for T5 or highter) for his minimum provisions in each Post Battle Sequence. If a player doesn't have enough credits for food, each Fighter not fed in this manner gains a Starvation marker which lowers their Strength by 1 until they are fed again. If a Fighter's Strength drops to 0, they are removed from the Gang Roster. Paying for one provision would only remove one Starvation marker.

COLLECTING INCOME

Crippled and sick fighters cannot bring money nor terrorize settlements. Gang can collect income from as many Territories or Rackets as it has fighters not in the Recovery.

POST-BATTLE ACTIONS

There are 3 base Post-battle actions available for gangs: Trade, Medical Escort and Sell to the Guilders. Below, I present additional actions available for fighters, as well as a modification of the Trade Action and Trading Post / Black Market mechanic called Guilder Trading Post.

SCAVENGING ACTION

Gangers and Juves, who usually have no better things to do between battles, can be sent by their Leaders to search through trash heaps and find "opportunities". **This action can be made by any Fighter with Juve or Ganger type.**

D6	Scavenge loot
1	**Bad luck.** Something terrible happened. Fighter goes into Recovery.
2-3	**Nothing useful.** They find some useless thrash.
4	**Some thrash.** Add 5 Credits to Gang's the Stash.
5	**Valuable thrash.** Add D3x5 Credits to the Gang's Stash.
6	**Big loot.** Surprisingly, ganger found something truly useful. Add D3x10 Credits to Gang's Stash.

TRADE EXCHANGE ACTION

This is any kind of economic interaction between two gangs controlled by players. First, they need to agree who is the Petitioner and who is the Seller. The Petitioner then chooses one of its fighters and rolls its Leadership check, adding +1 if the Petitioner's gang have a higher Reputation, and subtracting -1 otherwise. If the check was successful, players can trade with each other and add +1 to their Reputation, otherwise no trade can happen. *If one gang is Law Abiding and the other Outlaw, the Law Abiding player rolls D6, on a 1 they are immediately declared Outlaw.*

RE-EQUIPPING ACTION

Fighter, who are not in the Recovery, can use time between fights to learn how to use new weapons. When this action is performed, the player can override rules for changing weapons for fighters and give him a new weapon, putting the older one in the gang Stash. If new weapon for this fighter would be a different type (i.e. changing Pistol for Basic weapon), this player will need more time to master his new weapon and cannot be used in the next scenario.

GAMBLING ACTION

Fighters sometimes try to multiply the gang's money by going to Gambling Dens. When this action is performed by any fighter, the player may play once in any Card or Dice game with the Arbitrator (I suggest Liar's Dice, as it is quick and easy to learn). Player bet any amount of money in advance from its gang stash. In case of players win, add as many credits as were bet to its Gang's Stash, otherwise Credits that were bet are lost.

SPECIAL ORDER ACTION

Sometimes, in a local Drinking Hole, some private agent will ask gangs to do a little side job for him. The fighter performing this action must pass an Intelligence check to spot an opportunity. If the test is passed, the fighter can take one Special Order from the Drinking Hole (see next page). Each gang can have only one active Special Order.

DRINKING HOLE'S SPECIAL ORDERS

If the fighter has successfully performed Special Order action, roll on a table below and see what kind of Special Order is available. Player then can accept or decline this order. Orders are available to make only for one campaign week.

2D6	Order	Rewards
2-3	**Beast Hunt:** *Underhive Monster is terrorizing nearby territory and must be slayed.* During the next scenario, the Arbitrator should place Peril Secundus Xenos Abomination model (see page 100 of the *Necromunda Book of Ruin*) on the battlefield. Gang, who took this Order must put this Abomination Out of Action before the scenario ends. Abomination must be controlled either by the Arbitrator or an enemy player.	+1 Reputation +2D3x5 Credits
4-5	**Wanted Scum:** *Gang must kill worthless scum who offend wrong person.* During the next scenario, the Arbitrator should place Hive Scum armed with Autogun, Mesh Armour and Smoke Grenades on the battlefield. Gang, who took this Order must put this Scum Out of Action before the scenario ends. Hive Scum must be controlled either by the Arbitrator or an enemy player.	+1 Reputation +2D3x5 Credits
6-7	**Critters extermination:** *Critters have infested tunnels and they need to be cleansed.* During the next scenario, the Arbitrator should place 3 Carrion Hunters models(see page 176 of the *Necromunda Rulebook*) on the battlefield. Gang, who took this Order must put as many Carrion Hunters as it can before the scenario ends. These critters must be controlled either by the Arbitrator or an enemy player.	+2 Reputation +D3x10 Credits per Critter
8-9	**Special Loot:** *Loot need to be reclaimed from certain territory.* During the next scenario, the Arbitrator should place 2 Special Loot Caskets outside of deployment zone of the Gang, who took this order. To complete this order, the gang must open Special Loot Caskets before the scenario ends.	+1 Reputation +D3x5 Credits per Casket
10-11	**Data theft:** *Valuable Data must be downloaded from terminals.* During the next scenario, the Arbitrator should place 3 Terminals outside of deployment zone of the Gang, who took this order. To complete this order, gang must download Data Banks from each terminal by performing Access Terminal(Base) Action which requires Fighter to pass an Intelligence check, before the scenario ends.	+2 Reputation +D3x10 Credits per Data Bank
12	**Archeo-hunters:** *Archeotech must be found on nearby territory.* During the next scenario, the Arbitrator should nominate secretly one tile (or terrain structure in case of Sector Mechanicus), on which Archeotech Device will be hidden. Fighters from Gang which took this order can perform Search (Basic) Action to locate the Device by bassing an Intelligence check with -1 Penalty. If they perform it on the correct tile, Archeotech Device is placed within 1" from Fighter who found it and can be dragged in the same way as a Loot Casket. To complete this order, Archeotech Device must be dragged back to the Gang's deployment zone. Enemy Gang can try to steal it, by dragging the Device to their Deployment Zone, before the scenario ends. If they do, they are the ones who will recieve rewards for completing this Order instead. Either Gang can cheat their employer by keeping the Device to themselves at the cost of -D3 Reputation. If they do, add Archeotech Device to the Gang's Stash.	+3 Reputation +3D3x10 Credits

GUILDER TRADING POST

"The Guilder Caravan has come to town again."

Lorax, Enforcer from the Sump City

Guilder Trading Post / Black Market (GTP/BM) mechanic is used instead of the normal one for better campaign balance, and to limit access to high-tech weapons, without banning Trading Post / Black Market as a whole.

GTP/BM has the following modification:

- GTP/BM is accessible every second campaign week, instead of in every week.
- Champions and Leaders only add bonus for Rarity and Legality Roll, if they pass Leadership check when performing Trade Action
- Arbitrator should generate 4 stalls in GTP/BM's week, as presented in the table below. If the player has an Alliance/ Hanger-on for the corresponding stall, it can choose one stall each GTP/BM's week to be available for it, in addition to the stalls generated. This stall is only available for the player who choose it.
- Outlaw Gangs must pass Cool Check on the Leader to acces following Stalls: Synth-still, Guilder Agent, Arms Dealer, Bullet Merchant, Tech Merchant.
- Law-Abiding Gangs must pass Intelligence Check on the Leader to acces following Stalls: Heretek, Cold Trader, Military Contractor.

STALL TABLE

D66	Name	Goods	Special Contacts	
			Hanger-on	Alliance
11-13	Synth-still	Medi-kits, Chems and Drinks/Potions.	Chem-dealer	Narco Lords
14-16	Rogue Doc Shack	Medical Escort for D6x10 Credits, Bionics	Rogue Doc	-
21-26	Guilder Agent	Wargear other than Grenades and Ammo from the Trading Post.	Underhive Trader	Guild of Coin
31-36	Arms Dealer	Weapons and Grenades from the Trading Post.	Ammo-jack	Iron Guild
41-43	Bullet Merchant	Ammo and Grenades.	Bullet Merchant	Rogue Factoria
44-46	Heretek	Illegal Items from the Black Market (*except Xenos Weapons*).	Heretek	-
51-53	Cold Trader	Illegal Items from the Black Market (*except Chaos Weapons*).	-	Cold Traders
54-56	Military Contractor	Rare Weapons and Wargear from the Black Market.	-	House Greim
61-63	Tech Merchant	Plasma or Grav Weapons, Ammo and Grenades.	Tech Merchant	-
64-66	Beastmaster	Weapons, Ammo and Grenades with Shock, Web or Concussive traits, Exotic Pets and Brutes.	Beastmaster / Brute Hanlder	Slave Guild

EXPERIENCE

"Push it to the limit!"

Tonny "The Scar"

Current system of spending Experience Points is quite good in my opinion, but the way Fighters earn their Experience points is not. In my opinion, there is too few ways of gaining them and Fighters with supportive roles have even harder time to advance, as most experience comes from putting Enemies Out of Action. Below I propose new table with more ways of gaining Experience. (Positions in red are from current rules and found on XX page of the Necromunda Rulebook.)

This new system will allow Fighters to progress faster, so for the sake of game balance, I advise to put following restriction: Fighter cannot buy the same Advancements in a row. **For example, if Fighter spent 8 Experience points for +1 Toughness, he cannot upgrade his Toughness again, until he buy other Advancement, such as different Characteristic upgrade or a Skill.**

Ways to gain Experience	Experience Reward
Fighter's Action caused an enemy fighter to go Out of Action. [*per enemy fighter*]	+1 XP (add +1 XP, if Enemy Fighter was Leader or Champion and/or another +1 XP, if enemy fighter has rolled 66 on the Lasting Injuries Table)
Fighter has successfully Railed and returned to Action. [*once per Rally*]	+1 XP
Scenario reward. [*depending on scenario*]	Depending on scenario
Fighter's Actions caused one or more enemy fighters to go Prone and Seriously Injured. [*once per battle]*	**+1 XP**
Fighter has fought against opponent with higher Gang Rating. [*once per battle*]	**+1 XP**
Fighter successfully interacted at least once with environment. For example: he killed Beast's Lair, opened door/loot casket, unlocked terminal etc. Failed attempts does not count. [*once per battle*]	**+1 XP**
Fighter survived the battle without going to Recovery. [*once per battle*]	**+1 XP**
Fighter Recovered from Seriously Injured and after that performed any action other than Stand Up(Basic), Move(Simple) or Crawl(Double). [*once per battle*]	**+1 XP**
Fighter successfully casted a Wyrd power. [*once per battle*]	**+1 XP**
Fighter successfully assisted a Seriously Injured fighter in Recovery. [*once per battle*]	**+1 XP**
Fighter of the game – for one fighter, chosen by both players and/or the Arbitrator which performed the best/win the game/made something memorable etc. [*once per battle*]	**+1 XP**
Fighter successfully performed any Post-battle action.	**+1 XP**
Any other way found in rules (i.e. Ancient Terminal). [*varies*]	**Varies**

EXPERIMENTAL GANG RULES

VAN SAAR

Cyberteknia updated costs

Type	Cost			
	Alfa	Omega	Gamma	*As Bionic*
Cranial	25	35	45	*+10*
Occular	30	40	60	*+30*
Sindextrous	10	20	30	*+15*
Motive	20	30	40	*+10*
Torsonic	15	35	65	*+20*
Vascular	15	25	40	*+25*

Additionally:

- Archeoteks have access to Basic las weapons.
- Hot-shot las pack can be bought for all basic las weapons and pistols (*it does not affect Scatterlaser profile with Scattershot)*.
- Plasma grenades costs 30 credits and Unstable trait is activated only on unmodified roll of 1 to hit (with subsequent 4+ roll).

CORPSE GRINDER CULTS

Change to Terrifying Rule:
Fighters shooting with Blast weapons, which hits only Fighters with Terrifying rule must also make Willpower test, as if they would be targeting these Fighters.

Additionally:

- Boning Swords reduce their damage by 1 (so Dmg 1).

ENFORCERS

Special ammo allowance:
Special ammo can be used for enforcer boltguns and shotguns from Bolters and Combat Shotguns special ammo list.

ASH WASTES NOMADS

Great Spirits:
Ash Wastes Nomads can Great Spirits mechanic.

DELAQUE

When using Psychoteric Whispers, it costs fighter one action less to cast these for the first time during their activation – so Basic and Simple Whispers are free and Double Whispers cost only 1 action. Still, only Simple Whispers can be used more than once per activation.

ESCHER

Chem-alchemy Elixir modification:

- Champions and leaders can start with one dose of Chem-alchemy Elixirs at the creation of the gang.
- Gang does not need to visit the Trading Post to purchase Chem-alchemy Elixirs.
- Chem-alchemy Elixirs' Toxic Ammo or Gaseous Ammo are changed to Limited, instead of single-use, in case of range weapons. Applied on weapons with a Melee trait, they will still last only one game.
- **Night-Night** stimm's effect are changed in a way, that Night-Night, in case of multiple Lasting Injury rolls caused by an attack, it will only change one effect to 12-26 Out Cold, chosen by the controlling player. 66 Memorable Death roll is unaffected by this stimm.

Search for Ingredients Post-Battle action:
Any fighter not in Recovery can perform **Search for Ingredients** Action in the Post-Battle Sequence during Wrap-up. Fighter performing this action is sent to find some ready Ingredients for making Elixirs – but such ventures are not without the risks. Player should roll 2D6 and see the findings on the table below (Fighter may pass an Intelligence check before rolling – if passed, add +1 to that roll) If a Wyld Runner is chosen for this action, the 2D6 can be re-rolled.

2D6	Findings
2-3	Aggressive plants: The fighter was attacked by carnivorous plants. Roll a Lasting Injury roll and apply the effect on the poor fighter.
4-7	Useless weed: The fighter found nothing but worthless plants.
8-10	Tuft of herbs: The Player adds one dose of Chem-alchemy Elixir of any kind made with 1 ingredient.
11-12	Valuable fungus: The Player adds one dose of Chem-alchemy Elixir of any kind made with up to 2 ingredients.
13	Rare specimen: The Player adds one dose of Chem-alchemy Elixir of any kind made with up to 3 ingredients.

Additionally:

- Wyld Runner base cost is changed to 25 credits.

THE ASH WASTES' GREAT SPIRITS

"Great Spirits drive the Ash Wastes Nomads on their endless trek across the wastes and watch over them as they endure Necromunda's pitiless environment. These are perhaps 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."

GREAT SPIRITS

Each Ash Wastes Nomads tribe has their own main Great Spirit, with whom they have strong connection, although that does not mean, that tribes who venture to far away territories will not ask other spirits for guidance or help, For example Tsun'ghar tribe, whose Great Spirit is the Mother of Scavengers will probably make their peace with the Sump Spirit, Great Spirit of the Baak'hau tribe, while near the Poison Sea.

During the creation of the Ash Wastes Nomads gang, the Player must choose their tribe Great Spirit. Tribes asking for guidance from their own spirit has much greater chance, that guides will be understood correctly. The Player must nominate of their Fighters to be **the Embodiment of the Great Spirit**. If this fighter dies during the campaign, the Player should immediately nominate another fighter to take this role.

EMBODIMENT OF THE GREAT SPIRIT

Each tribe has one tribesman, who is said to be the Embodiment of their tribe's Great Spirit. He will be the one, who will ask for guidance before the battle and on him will Great Spirit's anger fall upon.

In the pre-battle sequence, if **the Embodiment of the Great Spirit** is not in a Recovery or Captured, it can perform the Ritual of the Wastes. Player should choose, for which of the Great Spirits' guidance they will ask and roll a D6 (when asking their tribe's Great Spirit, Player adds +1 to the roll):

Roll	Effect
1-2	**False Guides:** The Great Spirit was angered and has sent foul visions on the Fighter. The Fighter must be included in the Starting Crew and starts the game with Insane condition.
3-5	**Hazy Path:** The Great Spirit has showed the Fighter what have to be done. Player's gang will get benefits of the Blessing, after they do as the Great Spirit has told them.
6	**Way of the Wastes:** The Great Spirit has decided, that this tribe worthy his admiration. Player's gang will get benefits of the Blessing.

Great Spirit of the Ash Wastes	Path of the Great Spirit	Blessing of the Great Spirit
***Mother of Scavengers**, who stalks the wastes surrounded by a flock of wild grapplehawks. Great Spirit of the Grey Wastes.*	The Players Gang must successfully open at least 1 Loot Caskets During the Scenario. (If the Scenario has less than 2 Loot Caskets possible to open, extra Loot Caskets should be placed by the Players.)	The Player can re-roll all the D6 used for rolling on Scenario Credit Rewards and adds 10 Credits for each Loot Casket opened to their Gang's Stash.
***Sump Spirit**, a creature dripping with the poison of the slag seas and casting a baleful glow of radiation. Great Spirit of the Poison Sea.*	One of the Player's Fighters must take damage from the weapon with a Toxin, Web or Gas trait and survive or two of the enemies must be killed by weapons with such traits.	The Player must choose one of two effects: until the end of the battle either all wound rolls against its Fighters must be re-rolled when using weapon with Gas, Toxin or Web traits, or its Fighters can re-roll their wound rolls when using weapons with such traits.
***Ghost Helamite**, a figure clad in chitinous armour who speaks in chittering sentences. Great Spirit of the Dust Wall's lands.*	One of the Player's Fighters mounted on the Dustback Helamite must kill an enemy fighter using a weapon with a Melee trait.	Until the end of the battle, all fighters with a Mounted condition may re-roll their Charge D3 dices as well as their Initiative tests to see if they fall while being hit by a range weapon.
***Storm Dancer**, a warrior clad in fluttering rags and robes who can control the savage winds of Necromunda. Great Spirit of the Irradium Oceanus.*	One of the Player's Fighters must take damage from the Environment and survive. If it is impossible, one enemy of the tribe killed by a weapon with a Melee trait will be sufficient sacrifice.	Until the end of the battle, all fighter's can re-roll their Initiative checks and adds +1 to their save against battlefield conditions granted by their Ash Cloaks.

These are fanmade rules, inspired by the official Ash Wastes Nomads lore background found in Necromunda Book of the Outlands. All rights reserved by Games Workshop Ltd.

MODIFIED TABLES

"Underhivers are just scum, every single one of them. The only things they understand are fear and power."

Vorgilius von Kleist, Major of the Thundertown settlement

In this chapter I present a few extra tables for players who want to expand certain aspects of their games. Of course, these are all additional rules which add to the already vast bulk of core rules, so I strongly suggest not implementing them in your first games or campaigns as a player or Arbitrator.

MISFIRE

When a Blast misfires (see page 65 of the *Necromunda Rulebook*), instead of placing the blast marker above fighter, player should roll a D6 and consult the table below for a result.

D6	Misfire
1	**Explosion.** Centre the Blast marker above the Fighter and resolve the attack.
2	**Fall off.** Centre the Blast marker above the Fighter, scatter it D6" and resolve the attack.
3	**Ricochet.** Centre the Blast marker above the Fighter, scatter it 2D6" and resolve the attack.
4-5	**Dome Collapse.** The projectile goes off above the fighter's head, dealing Strength 3 AP- Damage 1 hit due to falling Debris.
6	**It's a dud.** Nothing happens

ZOMBIE INFECTION

When Fighter is put Out of Action, by any kind of Zombie, roll on this table instead of the Lasting Injuries table.

D6	Result
1	**Lost.** Zombie infection takes Fighter away. His or her misery is ended with round to the head.
2	**Last chance.** Treat this result as Critical Injury, but the Doc fee cost 3d6x10 Credits.
3	**Cut it off.** Roll a D6 – this is the second dice of a D66 roll, the first is automatically a 5. Apply the appropriate result from the Lasting Injuries table.
4-6	**Lucky.** Roll on the Lasting Injuries table as normal (see page 87 of the *Necromunda Rulebook*).

LASTING INJURIES

This is an alternative Lasting Injuries table with more effects. Furthermore, there is no minimum limit for Strength, Toughness, Intelligence, Movement, Ballistic and Weapon Skill. If any of these drops to 0 for any Fighter, they cannot participate in battles until given corresponding Bionics or Cyberteknika.

D6	Result
11	**Lesson Learned:** The fighter goes Into Recovery but gains D3 Experience.
12	**Impressive Scars:** Add +1 to fighter's Leadership characteristic.
13	**Horrible Scars:** The fighter gains the Fearsome skill.
14-26	**Out Cold:** The fighter misses the rest of the battle, but avoids any long term injuries. The fighter recovers in time to perform post-battle actions.
31	**Bitter enmity.** This fighter craves revenge. They can re-roll hit rolls of 1 when fighting against any gang from the faction of the enemy who put them Out of Action.
32-45	**Grievous Injury:** The fighter goes Into Recovery
46	**Humiliated:** The fighter goes Into Recovery. In addition, their Leadership and Cool characteristics are each decreased by 1.
51	**Head Injury:** The fighter goes Into Recovery. In addition, their Intelligence and Willpower characteristics are each decreased by 1.
52	**Eye Injury:** The fighter goes Into Recovery. In addition, their Ballistic Skill characteristic is decreased by 1.
53	**Hand Injury:** The fighter goes Into Recovery. In addition, their Weapon Skill characteristic is decreased by 1.
54	**Hobbled:** The fighter goes Into Recovery. In addition, their Movement characteristic is decreased by 1.
55	**Spinal Injury:** The fighter goes Into Recovery. In addition, their Strength characteristic is decreased by 1.
56	**Enfeebled:** The fighter goes Into Recovery. In addition, their Toughness characteristic is decreased by 1.
61	**Multiple Injuries:** The fighter twice on this table and applies both results, re-rolling results of 61-66.
62	**Captured:** The fighter is captured by the enemy gang.
63-65	**Critical Injury:** The fighter is in a critical condition – if their injuries are not successfully treated by a visit to the Doc (see page 92 of the *Necromunda Rulebook*) in the post-battle sequence, they will die.
66	**Memorable Death:** The fighter 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 Experience.

EUSTAX WASSAGE
GUILD PROCURATOR

TRADING POST APPENDIX

"Yes, you can be cheapy. But screamers cost 20 Credits. And six Rogue Doc visits cost more than that."

Jimmy "The Smart", Thundertown trader

Searching through older iterations of Necromunda's Rulebooks, I have found a few items which didn't make it into the new edition of the game. Most of them was very flavourful, so I decide to add them. These section that follows presents a collection of additional weapons and Wargear for players to add to their gang. These items can be purchased in the post-battle sequence from the Trading Post, or if players are building gangs for a Skirmish game, they may agree to allow their gangs access to some or all of the equipment that follows.

WARGEAR

PERSONAL EQUIPMENT

Item	Price	Rarity
Screamers	20	Rare (8)
Stunners	30	Rare (9)
Skull-chip	35	Rare (10)
Weapon reloads	25% of base weapon cost	As per weapon
Auto-repairer	50	Rare (12)

MARCUS "THRICE-DOOMED", REDEMPTOR PRIEST

WARGEAR RULES

This section contains a full list of new Wargear rules.

SCREAMERS

Screamers are small proximity alarms used to protect a gang's hideout. Individual screamers are tiny but the noise they make is horrendous. A gang will scatter dozens around the perimeter of its hideout in order to warn of approaching intruders.

Screamers are added to Gang's Stash and can only be used for one game after which they are expended. The cost at the Trading Post buys enough Screamers to last for one game. If a gang owns screamers they can be deployed by Defender in the scenarios using Sneak Attack! rules (see page 119 of the *Necromunda Rulebook*). If any intruder models move in their movement phase then roll a D6 (only one roll is made regardless of how many intruders move). On a roll of a 6 one of the intruders steps on a Screamer and sets off the alarm.

STUMMERS

Stummers look like screamers (see above). They are spread about by intruders as they move. Where screamers make a loud noise stummers stop noise dead. Once stummers are activated all sound within a few metres is momentarily muffled and even loud noises are barely audible.

Stummers are added to Gang's Stash and can only be used for one game after which they are expended. The cost at the Trading Post buys enough Stummers to last for one game. If a gang owns Stummers they can be deployed by Attacker in the scenarios using Sneak Attack! rules (see page 119 of the *Necromunda Rulebook*). If the intruding gang has stummers then reduce all chances of setting off the alarm by -1. Stummers also nullify Screamers completely.

SKULL CHIP

This is a small bio-chip that looks like a stud or tiny metal plate covered in circuitry. It is attached to the skull by means of a fine needle-like pin which fixes straight into the brain. The chip melds with the wearer's mind and improves his reaction time and memory functions.

A fighter wearing a skull chip can re-roll any Initiative characteristic-based dice test that he fails. Once implanted the chip cannot be removed and transferred to another fighter.

WEAPON RELOADS

When a fighter carries a weapon such as an autogun or bolter, which fires a great many individual shells in a short burst, he is assumed to carry extra ammunition to last most of the battle. However, a fighter can, if he wants, carry additional magazines, batteries, power packs and fuel over and above the normal amount. This extra ammo is carried in the form of reloads. Carrying extra ammo is expensive, and can be dangerous, but it goes some way to ensure you won't run out of firepower at the critical moment. Although a reload is helpful it doesn't guarantee a fighter will pass an Ammo roll. The Ammo roll doesn't just represent the chance of running out of ammunition or carrying a defective magazine, it also represents the possibility of a gun jamming, overheating or proving defective.

While equipped with Weapon Reloads, fighter add +1 to all Ammo rolls, when using weapon, for which reloads was bought. Rolls of natural 1 are always a failure in this case.

AUTO-REPAIRER

An auto-repairer is a large device kept back in the gang's hideout or in one of its workshops. The machine is used by a gang's specialists to check and repair equipment, scan for hidden structural weaknesses and test batteries, power packs and internal generators and other task, when there is no Ammo-jack around.

If a gang has an auto-repairer added to its Stash, it can be used in Post-battle sequence to check out one of gang's weapons. The gang must include a Specialist to do this and you must assign a fit ganger, without Gang Hierarchy (X) to help him. Neither fighter can be in Recovery. In the next game, any weapon that fails its Ammo roll may roll again, and automatically passes its check on a D6 roll of 4, 5 or 6 regardless of the kind of weapon it is. Weapons which automatically fail an Ammo roll will pass on a 4 or more.