THE MARKETPLACES OF NECROMUNDA

This download provides additional material to represent the various markets, trading areas and caravans that make up the Trading Post where gangs can barter for weapons and equipment, updating and expanding the Trading Post rules found in *Necromunda: Gangs of the Underhive*. Where the House and Fighter Equipment lists contained within the various gang lists provide commonly-used equipment for each House's gangs and the type of arms and armament they will readily be able to lay their hands on, the Trading Post lets them expand their arsenal beyond the norm.

Note that some weapons and Wargear that are found in the House Equipment lists do not appear here; these items are unique to that House and are not available on the open market. Furthermore, some items are so intrinsically linked to a certain House that gangers of other Houses would be unwilling to use them even if they could get their hands on them.

Also, certain items are cheaper in the House Equipment lists, and some items listed as Rare here are more freely available in the House Equipment lists; this is intentional, representing the increased availability of those items to specific Houses. Where this is the case, the entry in the House Equipment list takes precedence over the entry shown here for that gang.

Weapons marked with an asterisk (*) take up the space of two weapons. If, for example, a fighter can carry three weapons, any weapon marked with an asterisk counts as two weapons of those three.

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.

'This is the finest archaeotech this side of the Equatorial Wastes. Guaranteed to make your dreams come true. The whirling noise? No, that's meant to happen. I just need to check something under my desk…'

Granul 'Threefingers', Scavenger

STASHED WEAPONS AND WARGEAR

Should a fighter die, their weapons and Wargear might not be lost. Such useful equipment and expensive or Rare items that can be looted will be and are kept by the gang and added to its Stash on the gang roster. These items may be redistributed amongst other fighters in the post-battle sequence, or a new fighter may be equipped for free with any weapons or Wargear held in the gang's Stash when recruited.

It is important to note that this is not limited to items contained in the House Equipment list; items purchased through the Trading Post as detailed here may also be kept in the Stash and redistributed in this way. Should any fighter purchase new Wargear, old Wargear may be added to the Stash.

THE TRADING POST

The following section represents the majority of marketplaces and hardware suppliers on Necromunda. This is the default 'Trading Post' referred to throughout the rules. The Black Market Trading Post can be found in *Necromunda: The Book of Judgement* and the Badzones Trading Post can be found in *Necromunda: The Book of Peril.*

USING THE TRADING POST

During the post-battle sequence, a gang can visit the Trading Post to spend its hard earned credits in any of the ways described in the *Necromunda Rulebook*. One of those ways is to buy new equipment, both Common and Rare:

Purchase Equipment: During the post-battle sequence, any gang can purchase Common equipment from the Trading Post, at the price shown, adding it to its Stash.

Seek Rare Equipment: When a gang visits the Trading Post during the post-battle sequence, roll 2D6 to determine the availability of Rare items, adding the following bonuses:
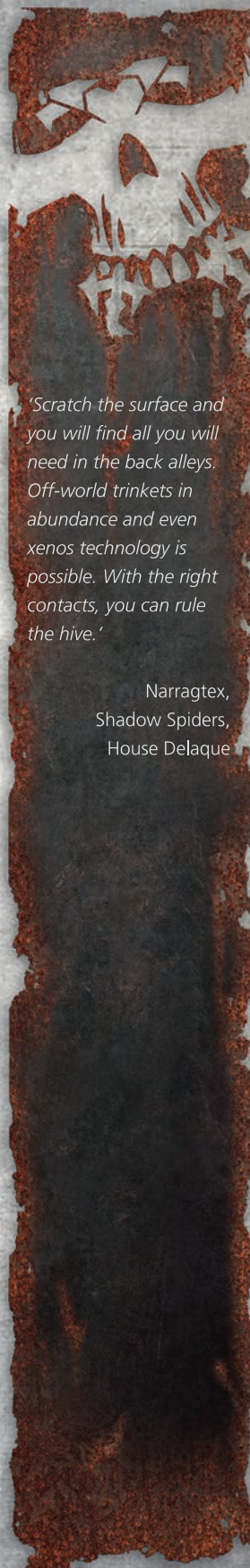
- +2 if the gang's Leader made a Regular Trade post-battle action.
- +1 for each Champion that made a Regular Trade post-battle action.
- +1 for every full 10 Reputation the gang has.
- -2 if an Outlaw gang is attempting to purchase Rare items from the Trading Post.
- -1 if a Law Abiding gang is attempting to purchase items from the Black Market by making a Black Market Trade post-battle action.
- +/-X as from a specified special rule.

The result is the Availability level – the higher it is, the rarer the equipment that is on offer. The gang can now purchase Rare items from the Trading Post with a Rarity value equal to or lower than the Availability level. Any items that are purchased are immediately added to the gang's Stash.

UPDATED ENTRIES

As Necromunda is an always expanding and evolving game, some Wargear and weapons require updating. The following entries are the most up to date profiles for all Wargear and weapons, and have been updated for the Ash Wastes to clarify how they interact with vehicles.

Of special note is the sawn-off shotgun. All references in previous supplements to a sawn-off shotgun should use the sawn-off shotgun with scatter ammo profile.

'Scratch the surface and you will find all you will need in the back alleys. Off-world trinkets in abundance and even xenos technology is possible. With the right contacts, you can rule the hive.'

Narragtex,
Shadow Spiders,
House Delaque

RANGED WEAPONS

The ranged weapons in this category represent those most commonly found on worlds across the Imperium. They may not be considered exotic, but these weapons have become the tried and tested tools of war on a million worlds.

BASIC WEAPONS

ITEM	PRICE	RARITY
Autogun	15 credits	Common
Reclaimed autogun	10 credits	Common
Boltgun	55 credits	Rare (8)
Combat shotgun with salvo & shredder ammo	70 credits	Rare (7)
- with firestorm ammo	+30 credits	Rare (8)
Lasgun	15 credits	Common
Sawn-off shotgun with scatter ammo	15 credits	Common
- with solid ammo	+5 credits	Common
Shotgun with solid & scatter ammo	30 credits	Common
- with executioner ammo	+20 credits	Rare (9)
- with inferno ammo	+15 credits	Rare (8)
Throwing knives	10 credits	Common

PISTOLS

ITEM	PRICE	RARITY
Autopistol	10 credits	Common
Reclaimed autopistol	5 credits	Common
Bolt pistol	45 credits	Rare (8)
Combi-pistol		
- Autopistol/hand flamer	65 credits	Rare (10)
- Autopistol/plasma pistol	50 credits	Rare (10)
- Bolt pistol/hand flamer	110 credits	Rare (11)
- Bolt pistol/plasma pistol	80 credits	Rare (11)
- Stub gun/plasma pistol	40 credits	Rare (8)
Grav pistol	70 credits	Rare (11)
Hand flamer	75 credits	Rare (8)
Laspistol	10 credits	Common
Needle pistol	30 credits	Rare (9)
Plasma pistol	50 credits	Rare (9)
Stub gun	5 credits	Common
- with dumdum rounds	+5 credits	Rare (7)
Web pistol	90 credits	Rare (9)

LASGUN
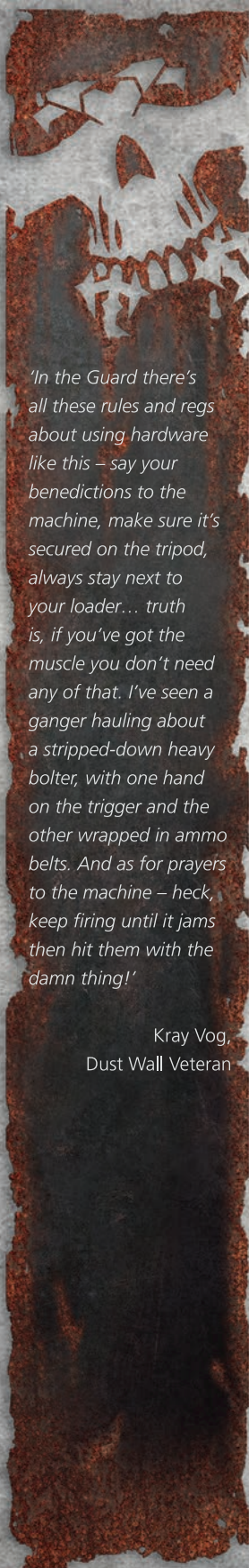'SUMP' PATTERN
HIVE PRIMUS OUTLANDS

SAWN-OFF SHOTGUN
'DRINKING HOLE' CUSTOM
HIVE PRIMUS OUTLANDS

'You wanna know why your gang needs a lascannon? Ask me again after you run into a jacked Ambot or one of those Ogryn-servitors with fists the size of your head. Are you gonna hope a few stub rounds puts it down? Or do you want to be sure, I mean really, really sure…?'

Honest Cabas,
Cabas' Quality Arms,
Girdercity

SPECIAL WEAPONS

ITEM	PRICE	RARITY
Combi-weapon		
- Autogun/flamer	110 credits	Rare (10)
- Autogun/grenade launcher with frag grenades	30 credits	Rare (7)
- with krak grenades	+25 credits	Rare (8)
- with stun rounds	+20 credits	Rare (8)
- Bolter/flamer	180 credits	Rare (8)
- Bolter/grenade launcher with frag grenades	60 credits	Rare (8)
- with krak grenades	+25 credits	Rare (8)
- with stun rounds	+20 credits	Rare (8)
- Bolter/melta	170 credits	Rare (12)
- Bolter/needler	90 credits	Rare (10)
- Bolter/plasma	115 credits	Rare (10)
Flamer	140 credits	Rare (7)
Grav-gun	120 credits	Rare (11)
Grenade launcher with frag & krak grenades	65 credits	Rare (8)
- with choke gas grenades	+35 credits	Rare (9)
- with photon flash grenades	+15 credits	Rare (9)
- with scare gas grenades	+45 credits	Rare (10)
- with smoke gas grenades	+15 credits	Common
- with stun rounds	+25 credits	Rare (8)
Long las	20 credits	Common
Long rifle	30 credits	Rare (7)
Meltagun	135 credits	Rare (11)
Needle rifle	40 credits	Rare (9)
Plasma gun	100 credits	Rare (9)
Web gun	125 credits	Rare (9)

HEAVY WEAPONS

ITEM	PRICE	RARITY
Harpoon launcher*	110 credits	Rare (9)
Heavy bolter*	160 credits	Rare (10)
Heavy flamer*	195 credits	Rare (10)
Heavy stubber*	130 credits	Rare (7)
Lascannon*	155 credits	Rare (10)
Mining laser*	125 credits	Rare (9)
Missile launcher with frag & krak missiles*	165 credits	Rare (10)
Multi-melta*	180 credits	Rare (11)
Plasma cannon*	130 credits	Rare (11)
Seismic cannon*	140 credits	Rare (10)

CLOSE COMBAT WEAPONS

Close combat weapons are common on Necromunda where the confines of a hive city make them brutally effective; all gangers know nothing beats a simple club or trusty chainsword.

KNIVES

ITEM	PRICE	RARITY
Fighting knife	15 credits	Common
Power knife	25 credits	Rare (9)
Stiletto knife	20 credits	Rare (9)

MUNDANE COMBAT WEAPONS

ITEM	PRICE	RARITY
Axe	10 credits	Common
Chainaxe	30 credits	Rare (9)
Chainsword	25 credits	Rare (8)
Cleaver	20 credits	Common
Digi laser	25 credits	Rare (10)
Flail	20 credits	Common
Heavy club	15 credits	Common
Maul (club)	10 credits	Common
Servo claw	35 credits	Rare (10)
Stiletto sword	35 credits	Rare (9)
Sword	20 credits	Rare (6)
Whip	15 credits	Common

POWER/SHOCK WEAPONS

ITEM	PRICE	RARITY
Las cutter	85 credits	Rare (10)
Power axe	35 credits	Rare (8)
Power claw	55 credits	Rare (11)
Power hammer	45 credits	Rare (8)
Power maul	30 credits	Rare (8)
Power pick	40 credits	Rare (8)
Power sword	50 credits	Rare (9)
Shock baton	30 credits	Rare (8)
Shock stave	25 credits	Rare (9)
Thunder hammer	70 credits	Rare (11)

TWO-HANDED WEAPONS

ITEM	PRICE	RARITY
Chain glaive*	60 credits	Rare (7)
Heavy rock cutter*	135 credits	Rare (9)
Heavy rock drill*	90 credits	Rare (9)
Heavy rock saw*	120 credits	Rare (9)
Greatsword*	40 credits	Rare (10)
Polearm*	30 credits	Rare (9)
Two-handed axe*	25 credits	Common
Two-handed hammer*	35 credits	Common

'Ain't nothing like the sound of a chainsword starting up – I swear to the Spire, when that throaty roar kicks in, every ganger in earshot just soils themselves.'

Haks 'Blood and Gore' Torlor, Slaughterfists, House Goliath

WARGEAR

From items such as first aid kits and gun sights carried and used by individuals to the armour they wear for protection, Wargear represents those items that can make all the difference in the heat of battle. Those items of Wargear available in the Trading Post represent those found most readily on Necromunda.

GRENADES

ITEM	PRICE	RARITY
Blasting charges	35 credits	Rare (8)
Choke gas grenades	50 credits	Rare (9)
Demo charge	50 credits	Rare (12)
Frag grenades	30 credits	Common
Incendiary charges	40 credits	Rare (7)
Krak grenades	45 credits	Rare (8)
Melta bombs	60 credits	Rare (11)
Photon flash grenades	15 credits	Rare (9)
Scare gas grenades	45 credits	Rare (10)
Smoke grenades	15 credits	Common
Stun grenades	15 credits	Rare (8)

ARMOUR

ITEM	PRICE	RARITY
Carapace armour		
- Light	80 credits	Rare (10)
- Heavy	100 credits	Rare (11)
Flak armour	10 credits	Common
Hazard suit	10 credits	Rare (10)
Mesh armour	15 credits	Common

FIELD ARMOUR

ITEM	PRICE	RARITY
Conversion field	60 credits	Rare (11)
Displacer field	70 credits	Rare (12)
Refractor field	50 credits	Rare (10)

BIONICS

ITEM	PRICE	RARITY
Aortic superchargers – Mundane	65 credits	Rare (13)
Bionic arm – Mundane	45 credits	Rare (13)
Bionic eye – Mundane	45 credits	Rare (13)
Bionic leg – Mundane	25 credits	Rare (12)
Cortex cogitator – Mundane	15 credits	Rare (11)
Cortex cogitator – Improved	30 credits	Rare (12)
Lobo chip – Mundane	20 credits	Rare (11)
Lobo chip – Improved	45 credits	Rare (12)
Skeletal enhancers – Mundane	70 credits	Rare (13)

GANG EQUIPMENT

ITEM	PRICE	RARITY
Ammo cache	60 credits	Rare (8)
Booby traps		
- Frag trap	20 credits	Common
- Gas trap	40 credits	Rare (8)
- Melta trap	50 credits	Rare (10)

'Right, listen up you scuts, this here is a frag grenade, or a bangbang stone for the girder-lickers among you. Now, this little ring at the top, you gotta pull this out BEFORE you throw it – or no boom-boom. But don't forget, and this is very important, once you pull out the ring, you gotta throw it! Ask Gunta Half-Face what happens if you don't.'

Brun the Fist,
Twisted Girders,
House Goliath,
initiating Juves on the
proper use of grenades

PERSONAL EQUIPMENT

ITEM	PRICE	RARITY
Armoured undersuit	25 credits	Rare (7)
Bio-booster	35 credits	Rare (8)
Bio-scanner	30 credits	Rare (8)
Chem-synth	15 credits	Rare (12)
Drop rig	10 credits	Common
Filter plugs	10 credits	Common
Grapnel launcher	25 credits	Common
Grav-chute	50 credits	Rare (10)
Medicae kit	30 credits	Rare (9)
Photo-goggles	35 credits	Rare (9)
Respirator	15 credits	Common
Servo harness – partial	130 credits	Rare (12)
Servo harness – full	160 credits	Rare (12)
Skinblade	10 credits	Common
Stimm-slug stash	30 credits	Rare (7)
Strip kit	15 credits	Common
Web solvent	25 credits	Rare (8)

WEAPON ACCESSORIES
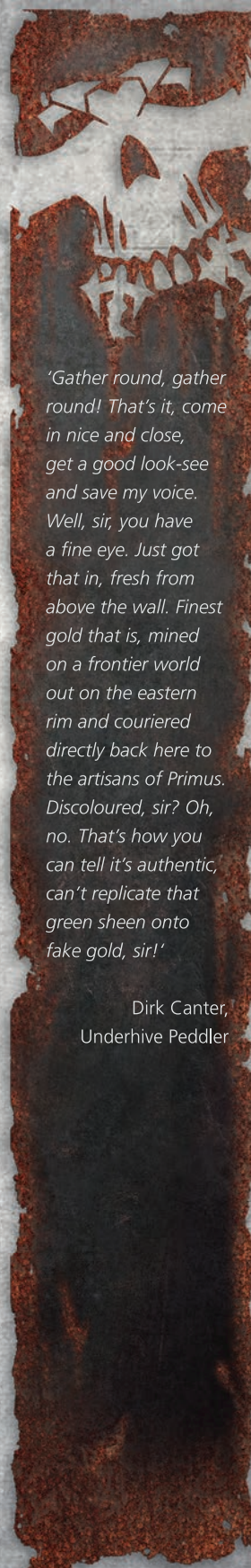
ITEM	PRICE	RARITY
Gunshroud (basic weapons and pistols only)	20 credits	Rare (8)
Hotshot las pack (lasgun and laspistol only)	20 credits	Common
Infra-sight† (any ranged weapon)	40 credits	Rare (8)
Las-projector (pistols, basic and special weapons only)	35 credits	Rare (9)
Mono-sight† (basic, special and heavy weapons only)	35 credits	Rare (9)
Psi-amplifier† (melee weapons only)	75 credits	Rare (15)
Suspensor (weapons with the Unwieldy trait only)	60 credits	Rare (10)
Telescopic-sight† (pistols, basic and special weapons only)	25 credits	Common

STATUS ITEMS

ITEM	PRICE	RARITY
Extravagant Goods		
Exotic furs	50 credits	Rare (12)
Gold-plated gun	40 credits	Rare (10)
Master-crafted weapon	* credits	Rare (10)
*25% of the cost of the weapon, rounded up to the nearest 5 credits		
Opulent jewellery	80 credits	Rare (11)
Uphive raiments	50 credits	Rare (10)
Servo-skulls		
Gun skull	65 credits	Rare (12)
Medi skull	80 credits	Rare (12)
Sensor skull	60 credits	Rare (12)

EXOTIC BEASTS

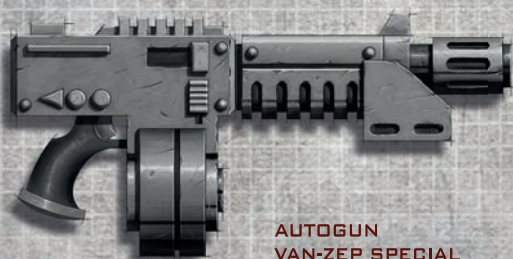| ITEM	PRICE	RARITY
Caryatid	*	Rare (15)

WEAPON REFERENCE CHART

The following pages contain rules for all of the weapons and Wargear available to gangs and fighters through the Trading Post.

As previously stated, unless they are included alongside special ammo types, the various weapons unique to the Clan Houses of Necromunda (such as the advanced las weapons of Van Saar or the iconic polearms of Cawdor) are not included in this list. Such weapons are available only to gangs belonging to the Houses that manufacture them and can be found within the gang's own Equipment lists. Such weapons are not normally available through the Trading Post (Black Market or otherwise) and gangs of rival Houses would not consider using such weapons. These weapons are so closely linked to the cultural identities of the Houses that using such a weapon is simply not done in Necromundan culture. Profiles and rules for these weapons can be found in the relevant supplements.

BASIC WEAPONS

Weapon	Rng S	L	Acc S	L	Str	Ap	D	Am	Traits
Autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)
Reclaimed autogun	8"	24"	+1	-	3	-	1	5+	Rapid Fire (1)
Boltgun	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1)
Combat shotgun									
- with salvo ammo	4"	12"	+1	-	4	-	2	4+	Knockback, Rapid Fire (1)
- with shredder ammo	-	T	-	-	2	-	1	4+	Scattershot, Template
- with firestorm ammo	-	T	-	-	5	-1	1	6+	Blaze, Limited, Template
Lasgun	18"	24"	+1	-	3	-	1	2+	Plentiful
- with hotshot las pack	18"	24"	+1	-	4	-1	1	4+	-
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
Shotgun									
- with solid ammo	8"	16"	+1	-	4	-	2	4+	Knockback
- with scatter ammo	4"	8"	+2	-	2	-	1	4+	Scattershot
- with executioner ammo	4"	16"	-1	+1	4	-2	2	6+	Knockback, Limited
- with inferno ammo	4"	16"	+1	-	4	-	2	5+	Blaze, Limited
Throwing knives	Sx2	Sx4	-	-1	-	-1	-	5+	Scarce, Silent, Toxin

PISTOLS

Weapon	Rng S	Rng L	Acc S	Acc L	Str	Ap	D	Am	Traits
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
Compact autopistol (gun skull)	4"	12"	+1	-	2	-	1	4+	Rapid Fire (1), Scarce
Reclaimed autopistol	4"	12"	+1	-	3	-	1	5+	Rapid Fire (1), Sidearm
Bolt pistol	6"	12"	+1	-	4	-1	2	6+	Sidearm
Combi-pistol – primary component									
- autopistol	4"	12"	+1	-	3	-	1	4+	Combi, Rapid Fire (1), Sidearm
- bolt pistol	6"	12"	+1	-	4	-1	2	6+	Combi, Sidearm
- stub gun	6"	12"	+2	-	3	-	1	4+	Combi, Plentiful, Sidearm
Combi-pistol – secondary component									
- hand flamer	-	T	-	-	3	-	1	5+	Blaze, Combi, Template, Unstable
- plasma pistol	6"	12"	+2	-	5	-1	2	5+	Combi, Scarce, Sidearm
Grav pistol	6"	12"	+1	-	*	-1	2	5+	Blast (3"), Concussion, Graviton Pulse
Hand flamer	-	T	-	-	3	-	1	5+	Blaze, Template
Laspistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm
- with hotshot las pack	8"	12"	+1	-	4	-1	1	4+	Sidearm
Needle pistol	4"	9"	+2	-	-	-1	-	6+	Scarce, Sidearm, Silent, Toxin
Plasma pistol									
- low	6"	12"	+2	-	5	-1	2	5+	Scarce, Sidearm
- maximal	6"	12"	+1	-	7	-2	3	5+	Scarce, Sidearm, Unstable
Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
- with dumdum rounds	5"	10"	+1	-	4	-	1	4+	Limited, Sidearm
Web pistol	-	T	-	-	4	-	-	6+	Silent, Template, Web

STUB GUN
SIX MAG-REVOLVER
DUST FALLS ARMOURIES

AUTO PISTOL
SIX CLANS MANUFACTURE
DUST FALLS ARMOURIES

LASPISTOL
TWO TUNNELS 'HOLDOUT'
HERETIC'S FACTORUM

SPECIAL WEAPONS

Weapon	Rng S	Rng L	Acc S	Acc L	Str	Ap	D	Am	Traits
Combi-weapon – primary component									
- autogun	8"	24"	+1	-	3	-	1	4+	Combi, Rapid Fire (1)
- bolter	12"	24"	+1	-	4	-1	2	6+	Combi, Rapid Fire (1)
Combi-weapon – secondary component									
- flamer	-	T	-	-	4	-1	1	5+	Blaze, Combi, Template, Unstable
- grenade launcher									
- with frag grenades	6"	24"	-1	-	3	-	1	6+	Blast (3"), Combi, Knockback
- with krak grenades	6"	24"	-1	-	6	-2	2	6+	Combi
- with stun rounds	6"	24"	-	-	2	-1	1	6+	Combi, Concussion, Rapid Fire (1)
- melta	6"	12"	+1	-	8	-4	3	4+	Combi, Melta, Scarce
- needler	9"	18"	+1	-	-	-1	-	6+	Combi, Scarce, Silent, Toxin
- plasma gun	12"	24"	+2	-	5	-1	2	5+	Combi, Rapid Fire (1), Scarce
Flamer	-	T	-	-	4	-1	1	5+	Blaze, Template
Grav gun	9"	18"	+1	-	*	-1	2	5+	Blast (3"), Concussion, Graviton Pulse
Grenade launcher									
- with frag grenades	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
- with krak grenades	6"	24"	-1	-	6	-2	2	6+	-
- with choke gas grenades	6"	24"	-1	-	-	-	-	5+	Blast (3"), Gas, Limited
- with photon flash grenades	6"	24"	-	-	-	-	-	5+	Blast (5"), Flash
- with scare gas grenades	6"	24"	-1	-	-	-	-	6+	Blast (3"), Fear, Gas, Limited
- with smoke grenades	6"	24"	-1	-	-	-	-	4+	Blast (*), Smoke
- with stun rounds	6"	24"	-	-	2	-1	1	4+	Concussion, Rapid Fire (1)
Long las	18"	36"	-	+1	4	-	1	2+	Plentiful
Long rifle	24"	48"	-	+1	4	-1	1	4+	Knockback
Meltagun	6"	12"	+1	-	8	-4	3	4+	Melta, Scarce
Needle rifle	9"	18"	+2	-	-	-2	-	6+	Scarce, Silent, Toxin
Plasma gun									
- low	12"	24"	+2	-	5	-1	2	5+	Rapid Fire (1), Scarce
- maximal	12"	24"	+1	-	7	-2	3	5+	Scarce, Unstable
Storm-welder	8"	16"	+1	-	5	-	1	3+	Rapid Fire (3), Reckless, Shock, Unstable
Web gun	-	T	-	-	5	-	-	5+	Silent, Template, Web

HEAVY WEAPONS

Weapon	Rng S	Rng L	Acc S	Acc L	Str	Ap	D	Am	Traits
Harpoon launcher	6"	18"	+2	-	5	-3	1	5+	Drag, Impale, Scarce
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
Lascannon	24"	48"	-	+1	10	-3	3	4+	Knockback, Unwieldy
Mining laser	18"	24"	-	-1	9	-3	3	3+	Unwieldy
Missile launcher									
- with frag missiles	24"	48"	+1	-	4	-1	1	6+	Blast (5"), Knockback, Unwieldy
- with krak missiles	24"	48"	+1	-	6	-2	3	6+	Unwieldy
Multi-melta	12"	24"	+1	-	8	-4	3	4+	Blast (3"), Melta, Scarce, Unwieldy
Plasma cannon									
- low	18"	36"	+1	-	6	-1	2	5+	Rapid Fire (1), Scarce, Unwieldy
- maximal	18"	36"	+1	-	8	-2	3	5+	Blast (3"), Scarce, Unstable, 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

GRENADES

Weapon	Rng S	Rng L	Acc S	Acc L	Str	Ap	D	Am	Traits
Blasting charge	-	Sx2	-	-	5	-1	2	5+	Blast (5"), Grenade, Knockback
Choke gas grenade	-	Sx3	-	-	-	-	-	5+	Blast (3"), Gas, Grenade
Demo charge	-	Sx2	-	-	6	-3	3	*	Blast (5"), Grenade, Single Shot
Frag grenade	-	Sx3	-	-	3	-	1	4+	Blast (3"), Grenade, Knockback
Incendiary charge	-	Sx3	-	-	3	-	1	5+	Blast (5"), Blaze, Grenade
Krak grenade	-	Sx3	-	-1	6	-2	2	4+	Demolitions, Grenade
Melta bomb	-	Sx3	-	-1	8	-4	3	6+	Demolitions, Grenade, Melta, Scarce
Photon flash grenade	-	Sx3	-	-	-	-	-	5+	Blast (5"), Flash, Grenade
Scare gas grenade	-	Sx3	-	-	-	-	-	6+	Blast (3"), Fear, Gas, Grenade
Smoke grenade	-	Sx3	-	-	-	-	-	4+	Blast (*), Grenade, Smoke
Stun grenade	-	Sx3	-	-	2	-1	1	4+	Blast (3"), Concussion, Grenade

BOOBY TRAPS

Weapon	Rng S	Rng L	Acc S	Acc L	Str	Ap	D	Am	Traits
Frag trap	-	-	-	-	3	-	1	*	Blast (5"), Knockback, Single Shot
Gas trap	-	-	-	-	-	-	-	*	Blast (5"), Gas, Single Shot
Melta trap	-	-	-	-	8	-4	3	*	Blast (5"), Melta, Single Shot

CLOSE COMBAT WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Knives									
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Power knife	-	E	-	-	S+1	-2	1	-	Backstab, Melee, Power
Stiletto knife	-	E	-	-	-	-	-	-	Melee, Toxin
Close Combat Weapons									
Arc welder ('Jotunn' Servitor)	-	E	-	-	S+2	-3	3	-	Blaze, Melee
Augmetic fist ('Jotunn' Servitor)	-	E	-	-	S+1	-1	2	-	Knockback, Melee
Axe	-	E	-	-	S+1	-	1	-	Disarm, Melee
Chainaxe	-	E	-	+1	S+1	-1	1	-	Disarm, Melee, Parry, Rending
Cleaver	-	E	-	-	S+1	-1	1	-	Disarm, Melee
Chainsword	-	E	-	+1	S	-1	1	-	Melee, Parry, Rending
Digi laser	E	3"	-	-	1	-	1	6+	Digi, Melee, Versatile
Flail	-	E	-	+1	S+1	-	1	-	Entangle, Melee
Grav fist (Ambot)									
- melee	-	E	-	-	S	-1	2	-	Melee, Pulverise
- ranged	6"	12"	+1	-	*	-1	2	5+	Blast (3"), Graviton Pulse, Concussion
Heavy club	-	E	-	-	S	-	2	-	Concussion, Melee
Maul (club)	-	E	-	-	S	+1	2	-	Melee
Servo claw	-	E	-	-	S+2	-	2	-	Melee
Spud-jacker	-	E	-	-	S+1	-	1	-	Knockback, Melee
Stiletto sword	-	E	-	-	-	-1	-	-	Melee, Parry, Toxin
Sword	-	E	-	+1	S	-1	1	-	Melee, Parry
Tunnelling claw (Ambot)									
- melee	-	E	-	-	S	-1	2	-	Melee
- ranged	4	8"	-	-	6	-2	2	5+	Melta, Scarce, Sidearm
Whip	E	3"	-1	-	S	-	1	-	Entangle, Melee, Versatile
Power/Shock Weapons									
Las cutter	E	2"	+1	-	9	-3	2	6+	Melee, Scarce, Versatile
Power axe	-	E	-	-	S+2	-2	1	-	Disarm, Melee, Power
Power claw	-	E	-	-	S	-1	2	-	Melee, Power, Pulverise
Power hammer	-	E	-	-	S+1	-1	2	-	Melee, Power
Power maul	-	E	-	-	S+2	-1	1	-	Melee, Power
Power pick	-	E	-	-	S+1	-3	1	-	Melee, Power, Pulverise
Power sword	-	E	-	-	S+1	-2	1	-	Melee, Parry, Power
Shock baton	-	E	-	-	S	-	1	-	Melee, Parry, Shock
Shock stave	E	2"	-	-	S+1	-	1	-	Melee, Shock, Versatile
Thunder hammer	-	E	-	-	S+1	-1	3	-	Melee, Power, Shock
Two-handed Weapons									
Chain glaive	E	2"	-1	-	S+2	-2	2	-	Melee, Unwieldy, Versatile
Greatsword	E	1"	-	+1	S+1	-1	1	-	Melee, Sever, Unwieldy, Versatile
Heavy rock cutter	-	E	-	-	S+4	-4	3	-	Melee, Unwieldy
Heavy rock drill	-	E	-	-	S+2	-3	2	-	Melee, Pulverise, Unwieldy
Heavy rock saw	-	E	-	+1	S+3	-3	2	-	Melee, Rending, Unwieldy
Polearm	E	2"	-1	-	S+1	-	1	-	Melee, Unwieldy, Versatile
Two-handed axe	-	E	-	-1	S+2	-	2	-	Melee, Unwieldy
Two-handed hammer	-	E	-	-1	S+1	-	3	-	Knockback, Melee, Unwieldy

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

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. Certain improved types, however, are only readily available to Lord Helmawr's Enforcers, though versions (sometimes with the blood of fallen Enforcers still on them) do appear on the Black Market.

Flak Armour: 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.

HAZARD SUIT

The Ash Wastes are a hostile place, their dunes frequently toxic or corrosive, and strong winds whip up regular ash storms capable of blasting any exposed skin raw in minutes. Consequently, those such as ash crust miners and the poor wretches who maintain a hive's outer armoured skin frequently wear heavy suits of rubberised canvas with vulcanised plates that protect them from the dangers of their working environment. A hazard suit grants a 6+ save roll. Additionally, when a hazard suit is combined with a respirator, the fighter's Toughness is increased by 3 against Gas attacks, rather than the usual 2. Finally, a fighter wearing a hazard suit is immune to the Blaze and Rad-phage traits.

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

Any fighter may wear one or more types of field armour. These provide an alternative to conventional armour and may be worn as well as conventional armour. The save they offer 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 fighters, 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.

BIONICS

Bionics are a way to repair damage sustained by fighters as a result of violence and hardship. Not only can Lasting Injuries be negated through the vigorous application of bionics, but the chances of suffering similar injuries in the future can be greatly reduced.

MUNDANE BIONICS

Should a fighter suffer any Lasting Injury as a result of going Out of Action which permanently reduces one or more of their characteristics, the injured body part may be replaced with a bionic prosthesis, thus restoring some degree of lost function. The price of getting a Doc to install the bionic is included in its cost. All Mundane bionics will increase one of the characteristics listed in their description by +1, thus negating part or all of the effect of the Lasting Injury.

Multiple Characteristics: Players should note that some Lasting Injuries only cause one characteristic to be decreased whilst other Lasting Injuries cause two characteristics to be decreased. Where a Lasting Injury causes two characteristics to be decreased, the bionic will give a choice of which characteristic is improved. If a fighter wishes to rectify two characteristic decreases caused by a Lasting Injury, they should look at purchasing an Improved bionic (as follows). They cannot purchase two Mundane bionics in order to rectify the effects of a single Lasting Injury.

IMPROVED BIONICS

As with Mundane bionics, any fighter that has suffered a Lasting Injury as a result of going Out of Action which permanently reduces two of their characteristics may replace the injured body part with Improved bionics. Improved bionics may be bought from the Trading Post in the same way as other items, provided that their Availability level has been met. The price of getting a Doc to install the bionic is included in its cost. All Improved bionics exist to allow a fighter that has suffered a Lasting Injury that decreases two characteristics to increase both at the same time, for a higher cost. Consequently, Lasting Injuries that only cause one characteristic to be decreased do not have the Improved bionics option.

Characteristic Increases & Bionics: If a characteristic has been increased since the injury was sustained as a result of any Advancements, any bionics purchased (Mundane and Improved) may still increase the characteristic by 1 but may not take any characteristics beyond the maximum characteristics.

Bionics & Recovery: If a fighter is In Recovery when bionics are purchased, they will remain In Recovery as described in the campaign rules. Purchasing bionics does not negate the need to recover from an injury, even if the bionics mitigate the long-term effects.

DAMAGED BIONICS

When a fighter takes a fresh Lasting Injury to a location previously injured and subsequently replaced with bionics, there is a chance that their bionics will save them from further harm, taking only minor damage that can easily be repaired. Roll a D6. On a 1-3, the Lasting Injury is applied as normal (perhaps a fighter with a bionic left leg has sustained a similar injury to their right leg, for example). On a 4+, the bionics are hit and the effects of the Lasting Injury are ignored. However, if hit, there is a chance that the bionics will be irreparably damaged. Roll a D6. On a 2+, the bionics are scratched and dented but suffer no long-term effects. On a 1, however, the bionics are damaged beyond repair, the effects of the Lasting Injury are applied and the previous benefits of the bionics are lost, meaning that any characteristic increases granted by the bionics are also lost.

LOBO CHIP (HUMILIATED LASTING INJURY TABLE RESULT)

The underhive is dangerous and more than enough to break the mind of a ganger. Some fighters choose to get a lobo chip hammered into their cranium, diminishing their emotions to a dull murmur.

- **Mundane:** Increase either the fighter's Leadership or Cool by +1.
- **Improved:** Increase both the fighter's Leadership and Cool by +1.

CORTEX-COGITATOR (HEAD INJURIES LASTING INJURY TABLE RESULT)

A spinal thought-shunt, the cortex-cogitator enhances or repairs a fighter's reasoning processes and mental fortitude.

- **Mundane:** Increase either the fighter's Intelligence or Willpower by +1.
- **Improved:** Increase both the fighter's Intelligence and Willpower by +1.

BIONIC EYE (EYE INJURIES LASTING INJURY TABLE RESULT)

From bespoke models crafted to match a user's own natural organs, to crude hatchet jobs prised from the ocular sockets of smashed servo-skulls, bionic eyes restore sight.

- **Mundane:** The fighter's Ballistic Skill is increased by +1.

BIONIC ARM (HAND INJURIES LASTING INJURY TABLE RESULT)

A good bionic arm is another weapon in its user's arsenal, able to both replace the function of an arm but also act as a handy club.

- **Mundane:** The fighter's Weapon Skill is increased by +1.

BIONIC LEG (HOBBLED LASTING INJURY TABLE RESULT)

At its most basic, a bionic leg replaces the function of a flesh and blood limb, whether cobbled together from old servitor bits or crafted from advanced materials.

- **Mundane:** The fighter's Movement is increased by +1".

SKELETAL ENHANCERS (SPINAL INJURY LASTING INJURY TABLE RESULT)

Skeletal enhancers repair damage and function to a fighter's strength, hardening bone and muscle with servo-assisted overlays or hydraulic body-rigs.

- **Mundane:** The fighter's Strength is increased by +1.

AORTIC SUPERCHARGER (ENFEEBLED LASTING INJURY TABLE RESULT)

An aortic supercharger increases heart and organ function, granting a fighter exceptional stamina and the ability to shrug off injury.

- **Mundane:** The fighter's Toughness is increased by +1.

GANG EQUIPMENT

Be it extra stashes of ammo, booby traps to guard their territory, or strange robotic sentinels to act as bodyguards and sentries, gangs employ many types of equipment. This section covers just a few.

AMMO CACHE

Ammo caches are added to the gang's Stash, instead of being carried by a particular fighter. Immediately after the last of the fighters in the crew is set up at the start of a battle, the controlling player can choose to set up any ammo caches from their Stash. If the scenario has an attacker and a defender, and this gang is defending, roll a D6 for each of their ammo caches:

- On a 1-4, they were not expecting the attackers and the caches cannot be used.
- On a 5 or 6, they are lucky enough to have them to hand.

Each ammo cache must be set up within 1" of one of their fighters, and within their deployment zone if the scenario has one. It is then deleted from the gang's Stash. During the battle, ammo caches follow the rules given in the *Necromunda Rulebook*.

BOOBY TRAPS (FRAG, GAS & MELTA)

A booby trap is represented by a marker placed upon the battlefield at the start of the battle, after the battlefield has been set up but before deploying any fighters. If both gangs possess and wish to use booby traps, the defender or the winner of a roll-off (if there is no defender) places theirs first.

If any model, friendly or enemy, comes within 2" of a booby trap for any reason, they risk setting the booby trap off. Roll a D6. On a 1, the booby trap is a dud and is removed from the battlefield. On a 2 or 3, the booby trap does not go off but is left in place. On a 4, 5 or 6, the booby trap is triggered and will explode. The profiles for booby traps can be found in the Weapon Reference section. The movement of a moving model is interrupted whilst this roll is resolved. If the booby trap does not go off, their movement continues after the roll is made. If the booby trap does go off, and the model is Pinned, Injured, Wrecked or Stalled as a result, their movement ends.

Any model can target a booby trap with ranged attacks. Doing so has a -1 modifier to the hit roll at Short range, or a -2 modifier at Long range. If the booby trap is hit, roll a D6:

- On a 1-2, it is unaffected.
- On a 3-4, it is immediately triggered.
- On a 5-6, it is disarmed and removed.

PERSONAL EQUIPMENT

This section covers equipment carried by fighters to help them survive the rigours of battle and the harsh environments of the underhive and ash wastes. As well as the equipment readily available in the Trading Post, fighters make use of more outlandish items found in the badzones, and many are not above using illegal items secured through the Black Market.

ARMOURED UNDERSUIT

An armoured undersuit may be worn in addition to any armour type, with the exception of an armoured bodyglove. If a fighter is wearing an armoured undersuit, their save roll is improved by 1. For example, if they are wearing flak armour and an armoured undersuit, they would have a 5+ save, which would be increased to 4+ against Blasts. If a fighter does not already have a save roll, an armoured undersuit grants a 6+ save.

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).

CHEM-SYNTH

At the start of their activation, a Standing and Active or Standing and Engaged fighter with a chem-synth can choose to make an Intelligence check. If the check is passed, any Gas or Toxin weapons they use until the end of their activation are enhanced and the target's Toughness is reduced by 1 when resolving those attacks.

CULT ICON

Unlike other items of Wargear, a gang may only purchase a single Cult Icon. This item must be carried by a fighter with both the Gang Hierarchy (X) and Group Activation (X) special rules. When a fighter that is carrying a Cult Icon uses the Group Activation (X) special rule, they may activate one additional Ready friendly fighter, meaning that a fighter with the Group Activation (2) special rule may activate three additional fighters, whilst a fighter with the Group Activation (1) special rule may activate two additional fighters.

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.

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.

GRAPNEL LAUNCHER

An Active fighter with a grapnel launcher can make the following action:

Grapnel (Double): The fighter can move up to 12" in a straight line, in any direction. This move can take them to a different level, as long as they do not move through any terrain.

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.

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.

SERVO HARNESS

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.

Partial: 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.

Full: A fighter wearing a full servo harness gains all of the benefits of a partial servo harness, but without the negative modifiers to Movement and Initiative. This item cannot be combined with a servo claw or any other type of servo harness.

SKINBLADE

If the fighter is Captured at the end of a battle, they can attempt to escape. If they do, roll a D6:

- On a 1 or 2, they are unsuccessful.
- On a 3 or 4, they escape but are injured in the process – make a Lasting Injury roll for them.
- On a 5 or 6, they escape.

A fighter who escapes is no longer Captured; however, their skinblade is lost and removed from their Fighter card.

STIMM-SLUG STASH

Once per battle, a fighter with a stimm-slug stash can use it at the start of their turn, when they are chosen to make an action. Immediately discard one Flesh Wound from the fighter's card, if any are present. Until the end of the round, the fighter's Move, Strength and Toughness characteristics are each increased by 2. At the start of the End phase, roll a D6. On a 1, the stimm overload is too much – roll an Injury dice and apply the result to the fighter.

STRIP KIT

When a fighter with a strip kit makes an Intelligence check to operate a door terminal or bypass the lock on a loot casket, add 2 to the result.

WEB SOLVENT

When a fighter equipped with web solvent makes a Recovery check due to the Webbed condition, roll an extra Injury dice, picking one of the dice to resolve it and discarding the other. Additionally, when a fighter equipped with web solvent assists a fighter subject to the Webbed condition with a Recovery test, roll an extra two Injury dice and choose which one to apply.

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.

GUNSHROUD (BASIC WEAPONS AND PISTOLS)

A weapon fitted with a gunshroud gains the Silent trait.

HOTSHOT LAS PACK (LASGUN AND LASPISTOL ONLY)

At the expense of reliability, a lasgun or laspistol (not including las carbines, las sub-carbines or suppression lasers) can be fitted with a hotshot las pack, increasing its Strength to 4 and Armour Piercing to -1. However, the weapon loses the Plentiful trait and its Ammo value is reduced to 4+.

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. In addition, there is no hit modifier when the weapon targets a fighter in partial cover, and a -1 modifier (instead of -2) when it targets a fighter in full cover.

LAS-PROJECTOR (PISTOLS, BASIC AND SPECIAL WEAPONS)

The weapon's Short range accuracy bonus is improved by 1 (for example, if it is +1, it becomes +2; if it is -, it becomes +1; if it is -1, it becomes -).

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.

PSI-AMPLIFIER† (MELEE WEAPONS)

In order for a psi-amplifier to be fitted to a weapon, a specialist must be found. To attempt to find one, Leaders and Champions may make the Psi Attune post-battle action. This is carried out the same way as a Trade action (see page 92 of the *Necromunda Rulebook*), though its only benefit is if you roll a 15 or more you may fit the psi-amplifier to a weapon. Once fitted, the weapon gains the Force trait.

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 model 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.

STATUS ITEMS

Exotic Beasts, stolen relics or flamboyant opulence, when the money starts rolling in, underhive gangers are notorious for their tendency to flash their cash, spending it on all manner of extravagances that leave others in no doubt as to their success and importance, not only within their own gang, but within their House and the wider underhive. Unfortunately, such gaudy displays of wealth often leave others questioning the ganger's sense of style, and in extreme cases, their gullibility!

EXTRAVAGANT GOODS

Representing the fruits of a successful career, Extravagant Goods are only available to fighters with the Gang Hierarchy (X) special rule, to Gang Leaders or to Champions.

EXOTIC FURS

Many gangers excel at the hunt for rare and exotic goods, building up a network of trusted suppliers and contacts. They often have ready personal access to a wealth of rare off-world trade and they delight in flaunting their status through the wearing of many strange items. Should this fighter make a Trade action in the post-battle sequence, they add an additional +1 modifier to the dice roll to determine the Rarity of the items on offer.

GOLD-PLATED GUN

Gang fighters take tremendous pride in their weapons, they are the tools of their trade and a clear badge of office, and a finely crafted piece is a possession to treasure. Over time, successful members of a gang's hierarchy are likely to expend considerable sums on upgrading and improving their weapons, and for those gangers who want a clear and public statement that such craftsmanship has been undertaken, nothing beats the gaudiness of having the entire weapon gold-plated. Any weapon can be gold-plated. A fighter with a gold-plated gun improves their Leadership characteristic by 1. Additionally, once per battle, the fighter may re-roll a failed Ammo check.

MASTER-CRAFTED WEAPON

The fighter purchases a new weapon of exceptional craftsmanship. Any weapon may be master-crafted (note that grenades are Wargear, not weapons). The cost of a master-crafted weapon is that of the weapon plus 25%, with fractions rounded up to the nearest 5 credits. For example, a master-crafted bolter/plasma combi weapon would cost 145 credits (115 credits plus 25% equals 143.75 credits. Rounded up to the nearest 5 credits, this weapon costs 145 credits).

Note that the fighter may replace a weapon with which they are already equipped with a master-crafted version of that weapon, and that the original may be discarded and added to the gang's Stash. This is an exception to the norm.

A master-crafted weapon is a normal weapon of its type that gains the Master-crafted weapon trait.

OPULENT JEWELLERY

As wealth increases gangers find themselves able to attain items that other dwellers of the underhive could never afford. They are attracted to the glitter and glimmer of fine jewellery like sheen birds to a heat sink. Many Guilders make a pretty profit selling gaudy, low quality junk to gangers eager to prove that they too have the wealth of the uphive gentry, and it is interesting to note that many gangers believe the purest gold turns the skin green. If this fighter makes a Medical Escort action in the post-battle sequence, they will attempt to impress the Doc with their visible wealth. Sometimes this works, sometimes it does not…

The player may re-roll the dice when determining the fee the Doc charges, but must accept the second result, even if it is worse.

UPHIVE RAIMENTS

The styles and fashions of uphive folk are rarely seen first-hand in the underhive and yet they still have a huge influence on the denizens of the lower hab levels, those who toil in the manufactoria and grease the gears of Imperial industry with their blood and sweat, for they will see flashes of how the uphivers dress on news reels on their pict viewers. Gang leaders, however, often possess the wealth to acquire such fabulous goods, and they have no hesitation in flaunting their new-found chic. If this fighter is not In Recovery during the post-battle sequence, their gang gains an extra D3x10 credits during the Collect Income step.

SERVO-SKULLS

The manufacture of servo-skulls is common across the Imperium, yet they remain incredibly rare artefacts normally only found in the company of nobility, priests, military or naval officers, or even in the service of Rogue Traders and Inquisitors. Most commonly they are made from the skulls of the most devout of the Emperor's servants, their duty continuing beyond death. Yet they do appear in the underhive, occasionally coming up for sale offered by a Guilder or trader unwilling to speak about their provenance, or, more rarely still, as antiques of certain houses, artefacts of a famous gang noble from history perhaps, or of a House member to succeed beyond the confines of normal Necromundan expectations.

Servo-skulls are only available to fighters with the Gang Hierarchy (X) special rule, to Gang Leaders or to Champions. All servo-skulls are treated as ordinary Wargear and should be recorded on their owner's Fighter card accordingly. Servo-skulls follow these rules:

- Servo-skulls must be represented by a separate model that must stay within 2" of the owning fighter. This is not a fighter; it is purely a marker representing the servo-skull and matters only for its own line of sight and targeting purposes. Nor will they give away their owner's location, as they are assumed to be aware enough of stealthy movement to emulate it, and remain very low and close when needed.
- When the owner activates, the servo-skull will move with them. Servo-skulls ignore all terrain other than impassable terrain or walls, and can never fall.
- Servo-skulls cannot be targeted by shooting or melee attacks, and can never be Engaged in combat – they simply float away.
- Servo-skulls may be caught by a Blast marker or Flame template. If a servo-skull is caught under a Blast marker or Flame template, the attacker should roll a D6. On a 4-6, it is hit by the attack. On a 1-3, it is able to float clear of the area of the attack. Leave the model where it is and assume it has bobbed around to avoid the attack and returned to where it was. If a servo-skull is hit in this way, the owning player rolls a D6. On a 1, it is destroyed and should be removed from the owning fighter's Fighter card. On a 2-6, it is taken Out of Action and plays no further part in the battle, but otherwise suffers no long-term effects.
- If the owning fighter leaves the battlefield for any reason, the servo-skull will accompany them and takes no further part in the battle.

SENSOR SKULL

A sensor skull grants the owning fighter the same benefits as a bio-scanner. In addition, when the fighter takes an Aim (Basic) action, they may add 2 to the result of any hit rolls they make for subsequent shots taken in the same activation rather than the usual 1. This bonus is in addition to any granted by any other Wargear or skills the fighter may have.

MEDI SKULL

When making a Recovery test for the owning fighter, roll an extra Injury dice, then choose one of the dice to resolve and discard the other. This is in addition to any friendly fighters assisting the recovery and any other items such as medicae kits, so it is possible that the owning fighter may be rolling several Injury dice to choose from.

GUN SKULL

A gun skull is equipped with a compact autopistol and will target whatever or whoever the owning fighter does when they make a ranged attack. Simply roll one extra hit dice and one extra Ammo dice for the gun skull, ideally of a different colour to those being used for the fighter, to represent the gun skull making a ranged attack. Note though that range, line of sight and cover must be worked out from the gun skull itself rather than that of the owning fighter. If the owning fighter does not possess any ranged weapons, the gun skull may shoot at an enemy it can see, chosen by the owning fighter and following the normal target priority rules in relation to the owning fighter's position.

The owning fighter is never considered to be in the way of a gun skull's shooting attacks and cannot be hit by stray shots.

A gun skull has a BS of 5+, and may never benefit from aiming or any Wargear or skills that modify the owning fighter's hit rolls.

CARYATID (EXOTIC BEAST)... 0 CREDITS* RARE (15)
(AVAILABLE TO ANY GANG LEADER)

Caryatids are small, blue, winged humanoid creatures which infest the air-ducts and vents throughout Necromunda's many hives. Mildly psychic, they are particularly attracted to the soon-to-become-powerful, and are seen as good luck charms by the majority of hivers. However, an individual whose 'pet' Caryatid leaves them is regarded as waiting for death, for as their arrival is considered a good omen, their departure is an omen of doom.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	5+	-	2	2	1	2+	1	7+	7+	8+	8+

SPECIAL RULES

Omen of Fortune: A Caryatid is able to sense bad fortune and forewarn its chosen companion, giving them a flash of precognition. Whilst the Caryatid is within 3" of its companion, that fighter may avoid one successful hit per turn by making a successful Willpower check. Make the check immediately after a successful roll to hit has been made against the fighter. If the check is failed, the attack hits as normal. If the check is passed, the attack counts as having missed and the dice roll is discarded. Templates and Blast markers are placed as normal for the purposes of determining hits against other models, but the Caryatid's companion is assumed to have somehow dodged clear.

Precognition: The gift of foresight possessed by the Caryatid enables it to dodge and evade all but the most unexpected of attacks. This tremendous precognition grants the Caryatid a 3+ save roll, which cannot be modified by Armour Piercing. Additionally, a Caryatid may avoid being caught by a Blast marker or Flame template. If a Caryatid is caught under a Blast marker or Flame template, the attacker should roll a D6. On a 4-6, the Caryatid is hit by the attack. On a 1-3, the Caryatid is able to fly clear of the area of the attack. Leave the model where it is and assume that it has fluttered around to avoid the attack and returned to where it was.

Symbol of Renown: So long as a gang Leader is accompanied by a Caryatid, that gang's Reputation is increased by +1. However, should the Caryatid ever be killed, or should it ever abandon its companion, the gang's Reputation will be reduced by -2.

Abandonment: Should the gang reduce its Reputation for any reason, roll a D6 and subtract the number of Reputation lost from the result. If the total is 1 or less, the Caryatid will abandon its companion. A natural roll of a 6 is always a success, regardless of modifiers.

Flight: A Caryatid 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.

***Lucky Find**: A Caryatid is not purchased like other items of Wargear; instead, one may decide of its own volition to make a companion of a gang leader or not. Should the gang roll 15 or higher after modification when making a Seek Rare Equipment check during the post-battle sequence, there is a chance that a Caryatid will attach itself to the gang Leader. Roll 2D6 and add the gang's current Reputation. If the result is 20 or higher, a Caryatid has decided to form a bond with the gang Leader.

SKILL ACCESS
Should a Caryatid become a Specialist, it has access to the following skill sets:

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

EQUIPMENT
A Caryatid may not purchase weapons or Wargear. A Caryatid carries no weapons and will always make unarmed attacks.

WEAPON TRAITS

The following list contains all of the Weapon Traits in full.

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.

COMBI
A combi-weapon has two profiles. When it is fired, pick one of the two profiles and use it for the attack. Due to the compact nature of these weapons, they often have less capacity for ammunition, and are prone to jamming and other minor issues. When making an Ammo check for either of the weapons, roll twice and apply the worst result. However, unlike most weapons that have two profiles, ammo for the two parts of the combi-weapon are tracked separately – if one profile runs Out of Ammo, the other can still fire unless it has also run Out of Ammo.

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.

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.

DIGI
A Digi weapon is usually worn mounted on a ring or hidden inside a glove. It can be used in addition to any other Melee weapon carried by the fighter, granting an additional close combat attack. A weapon with this Trait does not count towards the maximum number of weapons a fighter can carry. However, the maximum number of weapons with this Trait a fighter can carry is 10.

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.

ENTANGLE

Hits scored by weapons with the Entangle trait cannot be negated by the Parry trait. In addition, if the hit roll for an Entangle weapon is a natural 6, any Reaction attacks made by the target have an additional -2 hit modifier.

FEAR

If this attack would result in an Injury roll being made for any reason, no Injury roll is made and instead the opposing player makes a Nerve test for the target, subtracting 2 from the result. If the test fails, the target is immediately Broken and runs for cover.

FLASH

If a model is hit by a weapon with the Flash trait, no wound roll is made. Instead, if the target is a fighter they must make an Initiative check, and if they are a vehicle they must make a Handling check. If the check is failed, they become subject to the Blind condition. A Blind model 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. Until the next time the model is activated, they cannot make any attacks other than Reaction attacks, for which any hit rolls will only succeed on a natural 6.

FORCE

In the hands of a non-psyker a Force Weapon has no additional effects. However, when wielded by a fighter with either the Sanctioned Psyker or Non-sanctioned Psyker special rule, the weapon gains both the Power and Sever traits.

GAS

When a fighter is hit by an attack made by a weapon with the Gas trait, they are not Pinned and a wound roll is not made. Instead, 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). Otherwise, they shrug off the effects of the gas. No save roll can be made against a weapon with this Trait.

When a vehicle is hit by an attack made by a weapon with the Gas trait a wound roll is not made. Instead, roll a D6. If the result is equal to or higher than the target's rear Toughness, or is a natural 6, they suffer a Driver Wounded result on the Crew damage table. If the roll is lower than the target's Toughness, they shrug off the effects of the gas. No save roll can be made against a weapon with this Trait.

GRAVITON PULSE

Instead of rolling to wound normally with this weapon, any fighter caught in the Blast must instead roll equal to or under their Strength on a D6 (a roll of 6 always counts as a fail), or suffer Damage with no armour save allowed; any vehicle caught in the Blast must instead roll equal or over the Toughness value of the facing hit on a D6 (a roll of a 6 always counts as a success), or suffer a hit to the Body with armour saves allowed. After the weapon has been fired, leave the Blast marker in place. For the remainder of the round, any model moving through this area will use 2" of their Movement for every 1" they move (note this affects all vehicles regardless of their locomotive special rule). Remove the Blast marker during the End phase.

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.

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).

MASTER-CRAFTED

Once per battle, a weapon with the Master-crafted trait may re-roll a single failed hit roll.

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.

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.

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.

RECKLESS

Reckless weapons are indiscriminate in what they target:

- Before making a ranged attack with a Reckless weapon, randomly determine the target of the attack from all eligible models (including friendly models) within this model's line of sight and range of the weapon.
- Attacks made with a Reckless weapon that also has the Melee trait are randomly distributed between any models (including friendly models) that are in base contact with this fighter.
- Attacks made with a Reckless weapon that also has the Versatile trait are randomly distributed between any models (including friendly models) that are within the weapon's Long range.

If the weapon also has the Rapid Fire (X) trait, then any additional hits generated from the Firepower dice must be distributed among the maximum number of eligible targets. If there are more hits than eligible targets, the attacker may choose where any spare hits are allocated.

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.

SCATTERSHOT

When a target is hit by a Scattershot attack, make D6 wound rolls instead of 1.

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.

SEVER

If a wound roll 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.

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.

SINGLE SHOT

This weapon can only be used once per battle. After use, it counts as having automatically failed an Ammo check. There is no need to roll the Firepower dice unless the weapon also has the Rapid Fire (X) trait.

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.

UNSTABLE

If the Ammo symbol is rolled on the Firepower dice when attacking with this weapon, there is a chance that, in addition to needing an Ammo check, the weapon will prove as hazardous to its user as the enemy. Roll a D6. On a 1, 2 or 3, something has gone wrong; if the attacker is a fighter they are taken Out of Action, if the weapon is mounted on a vehicle the vehicle suffers a Catastrophic Hit to the body and the weapon cannot be used again for the rest of the battle. The attack is still resolved against the target.

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.