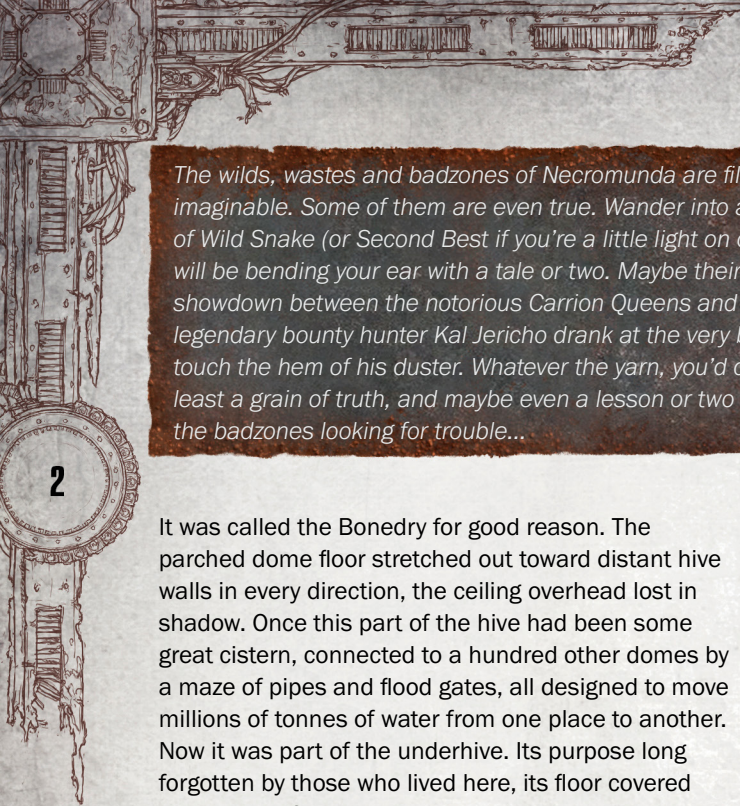




APOCRYPHA NECROMUNDA



BONEDRY AND BROKE



The wilds, wastes and badzones of Necromunda are filled with legends and myths of every colour and kind imaginable. Some of them are even true. Wander into any drinking hole in Hive Primus and crack open a bottle of Wild Snake (or Second Best if you're a little light on creds) and within moments some crusty-faced local will be bending your ear with a tale or two. Maybe their little corner of the underhive was once the site of a showdown between the notorious Carrion Queens and the equally nefarious Ironree Reavers, or perhaps the legendary bounty hunter Kal Jericho drank at the very bar you're sitting at now and they got close enough to touch the hem of his duster. Whatever the yarn, you'd do well to listen carefully, for hidden in every story is at least a grain of truth, and maybe even a lesson or two that might keep you alive when you're next out wandering the badzones looking for trouble...

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It was called the Bonedry for good reason. The parched dome floor stretched out toward distant hive walls in every direction, the ceiling overhead lost in shadow. Once this part of the hive had been some great cistern, connected to a hundred other domes by a maze of pipes and flood gates, all designed to move millions of tonnes of water from one place to another. Now it was part of the underhive. Its purpose long forgotten by those who lived here, its floor covered with layers of dust and crumbling bone.

For three cycles, Jorg Hardfoot and his motley band of Venators had been tracking their quarry through this place, the bounty hunters battling exhaustion and thirst for the payday that awaited them. Now at last Jorg could see the lights of Rust Town in the distance, the only settlement for kilometres around, and knew this was where they would find Vetricum Hex, the renegade noble that had slipped through their grasp in the bustle of Hive City, and led them down into the underhive, to this cursed place.

Even before the watchtowers of Rust Town were fully visible above the false horizon, the Bonemen appeared. So typical of the underhive, Jorg thought, as the rag clad scum spread out around his crew, clutching battered and rusting weapons in filthy hands. Too many predators, not enough prey. Perhaps it was because Jorg and half of his band were Ratlings. Surely Orgo the Ogryn, the hulking muscle of the crew, might have given the Bonemen pause, though then again perhaps hunger and desperation had made the Bonemen overlook him. Even so, Jorg decided to give the raiders one last chance to reconsider. He pushed back his coat to reveal the ornate bolt pistol at his belt.

With a feral yell the first Boneman charged, rusted pipe held high. Jorg's pistol cleared its holster in a single fluid motion and the attacker's head was transformed into crimson mist in the blink of an eye. For several brutal minutes guns boomed and fighters screamed, the cacophony lost in the vastness of the Bonedry. Then it was done. Orgo had taken a round from an autogun to the shoulder, though seemed no worse for wear, while a couple of Jorg's crew had suffered the odd cut or bruise. Of the Bonemen only crumpled and bloody corpses remained. Jorg scratched his bushy sideburns as he surveyed the carnage for a moment, then motioned for his crew to fall in.

By contrast to the artificial desert that surrounded it, Rust Town was bursting with activity. Stern-faced gate guards had taken Jorg's coins, though had been unable, or unwilling, to provide information on Vetrium. Further inquiry as to the festival nature of the settlement had led to the guards informing the Ratling that Bald Bryen, the self-appointed mayor of Rust Town, was about to reveal one of his newly crafted mazes. Each great cycle Bald Bryen would invite underhivers to try to best one of his deadly games, the whole settlement turning out to bet on the outcome. To further add to the fun, those entering one of the mayor's mazes – known as runners – didn't just have to contend with death traps and underhive perils, but also rival fighters – known as hunters – who would be actively trying to stop them from reaching the end of the maze. In addition to the vast sums to be made by betting on successes, failures or deaths, there was a grand prize for those who could reach the final chamber: one of Bald Bryen's Chrono-crystals. Strange and enchanting objects, these crystals were said to possess unusual properties – as well as being worth a small fortune in creds.

Yorlan and Smiggit, two of Jorg's crew and Ratlings like himself, immediately fell to counting creds and arguing about the odds, while the fifth member, the ex-Orlock Maggs, seemed happy to be around other humans for the first time in days. The Hunt Leader himself was tempted to place a wager, but first things first, they needed to find their rogue noble.

Pushing their way through the crowds thronging the narrow streets of the settlement, the bounty hunters took in their surroundings. Rust Town was an anomaly, far from the main underhive trade routes, located in a barren zone without any natural resources. Only the broken drain that loomed over Rust Town – one of the few pipes that still brought gunk and other fluids from on high to the Bonedry – gave it any reason to exist. And yet people flocked here from across the underhive, drawn by the showmanship of Bald Bryen and the chance to gamble on the lives of others.

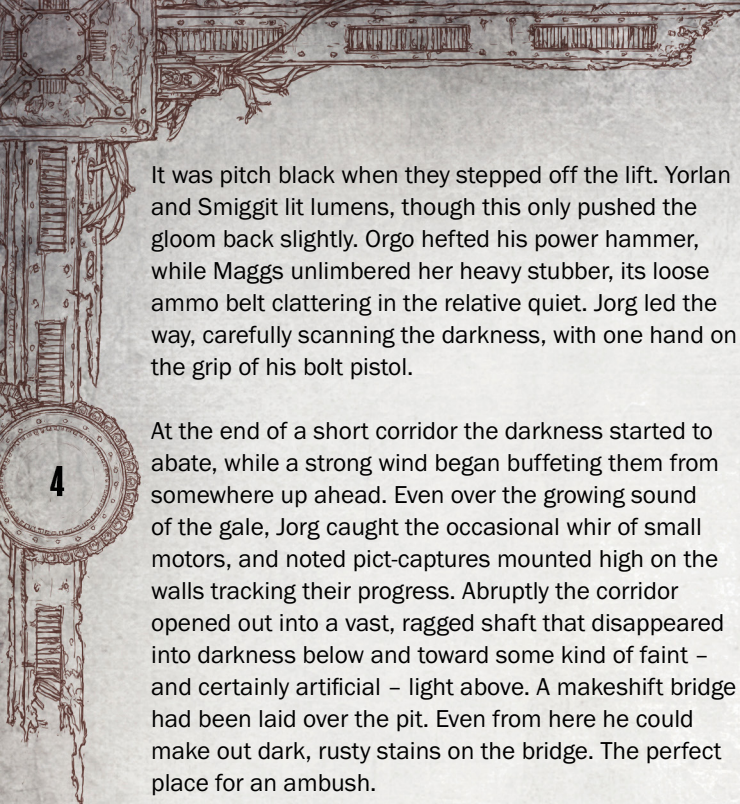
Following their bare, grubby feet, the Ratlings finally reached the centre of Rust Town. Pict-displays ringed a large, open plaza where hundreds of people gazed intently at the numbers scrolling across them as men and women on low platforms took bets. In the middle of the plaza a taller platform rose up, built around a lift, which even now was descending into gloom. In that moment Jorg caught sight of Vetrium, the flamboyantly dressed noble giving him a wink before vanishing from sight.

With a curse, Jorg tried to force his way through the crowd to the platform. Seeing his boss' intent, Orgo pushed into the lead and made a path for the Ratling, people stumbling over themselves to get out of the Ogryn's way. At last Jorg clambered up the short flight of stairs to the platform, ready to leap into the lift shaft after the renegade noble, before a tall figure barred his way. Looking up, Jorg took in what could only be Bald Bryen. The man was tall for a human, though not overly so, dressed in a long, feathered and furred coat that would not have been out of place on the shoulders of an Escher Gang Queen. And was, as his name suggested, completely bald.

"Only contestants can enter the gauntlet, I'm afraid," Bryen said with a grin, his gold teeth sparkling.

Jorg dug out his sanctioning seal, the Guilder oath-token he wore around his neck proving he was authorised to claim bounties. Bryen was unimpressed. Smiggit tapped his shoulder and pointed to one of the pict-displays. Jorg saw his own name, and the names of his crew, now displayed along with decent odds.

With a clang the lift returned to the platform, albeit sans Vetrium. With a sneer at Bryen, Jorg and his crew crowded onto the lift, a moment before the mayor pulled the lever. As they descended into the maze, Jorg swore he heard Bryen say to someone, *"I give them better odds than last time..."*



It was pitch black when they stepped off the lift. Yorlan and Smiggit lit lumens, though this only pushed the gloom back slightly. Orgo hefted his power hammer, while Maggs unlimbered her heavy stubber, its loose ammo belt clattering in the relative quiet. Jorg led the way, carefully scanning the darkness, with one hand on the grip of his bolt pistol.

At the end of a short corridor the darkness started to abate, while a strong wind began buffeting them from somewhere up ahead. Even over the growing sound of the gale, Jorg caught the occasional whir of small motors, and noted pict-captures mounted high on the walls tracking their progress. Abruptly the corridor opened out into a vast, ragged shaft that disappeared into darkness below and toward some kind of faint – and certainly artificial – light above. A makeshift bridge had been laid over the pit. Even from here he could make out dark, rusty stains on the bridge. The perfect place for an ambush.

Motioning Maggs and Orgo to cover him, Jorg cautiously set out onto the bridge. Smiggit unlimbered his combat shotgun and followed behind, while Maggs found a spot to brace her heavy stubber. Perhaps it was living so close to the ground all the time, but Jorg had an intense dislike of heights, and it took all his willpower not to look down into the yawning abyss on either side of the bridge. The bridge itself seemed solid enough, though it shook ever so slightly in the wind, making progress slow.

He was about halfway across when Jorg caught movement out of the corner of his eye. Instincts, honed from years of bounty hunting, had his pistol in his hand and a shot off before he even knew what it was. The hive scum, lurking in the shadows on the ragged edge of the pit, screamed as the round blew his leg apart, and then fell, his howl fading away into nothing as he disappeared into the darkness below. Suddenly the chamber was filled with the sound of gunfire as more scum revealed themselves, firing wildly from the shadows. Jorg and Smiggit threw caution to the wind and sprinted for the far side of the bridge, the other two laying down fire. The sound of Magg's heavy weapon drowned out the pops and cracks of pistols and rifles as it opened up, the ex-ganger raking fire up and down the sides of the pit.

As swiftly as it had started, it was over. Jorg stood panting on the far side of the pit. Those scum not killed in the exchange had retreated into the shadows. Checking their ammo, the Venators moved on.

Shortly afterwards, they came to a heavy blast door sealing the corridor ahead. Three different sized bottles of Wild Snake had been affixed to the door's locking mechanism. Despite Smiggit initially trying to drink from them – made more difficult by the fact they were stuck to the top of the door – it was Maggs who eventually solved it, syphoning out the Wild Snake until the bottles held an equal distribution of liquid and the door rumbled open.

As soon as the blast door slid into the ceiling, the bounty hunters were assailed by sound. A roaring wind snatched at them, and they could see a huge, spinning turbine set into the floor ahead. Jorg scanned the room and saw a narrow path around its edge, but given the pull the machine had on them here it would be almost impossible not to be drawn into the rapidly spinning blades. Almost impossible for a person of normal strength, Jorg corrected himself. The crew gathered around Orgo, the Venators grabbing onto the Ogryn's harness – a harness Jorg had commissioned after a tough job that took them into the ruins of Hive Meridian under Cinderak City. On that hunt they had survived only by clinging onto Orgo as he climbed the old heat sink out of the hive's depths. With slow and deliberate steps Orgo, three Ratlings and a woman hanging off his back and chest, set off around the fan. The noise this close to the machine was overwhelming, while the blades flashed only centimetres from the Venators. Over the roar of the turbines Jorg heard a new sound – the growl of chain blades.

Three figures, fixed to cables connected to the ceiling and wielding chainswords, descended rapidly from above, slashing and stabbing at the Venators. A blade raked across Yorlan, the Ratling screaming soundlessly in the rushing wind, another hacked at Orgo's head, metallic teeth making a bloody furrow in his thick skull. The third attacker grabbed at Maggs, trying to pull her free of Orgo's harness, the two struggling and throwing Orgo off-balance. Jorg, seeing that they were all about to tip over into the fan blades, scrambled up the Ogryn's back and wrenched the attacker off Maggs, but not before slipping a frag grenade into the assailant's shirt. The filthy-looking man, now that Jorg got a good look at him, swung away over the fan, dropping his chainsword and clawing at his clothes – a moment before he exploded into a shower of meat.

The blast momentarily sent the other two attackers spinning wildly on their harnesses, giving Orgo the chance to regain his balance and stagger past the fan. Jorg could now see the rails overhead where the attackers had fixed their lines, and motioned toward them with an extended finger. The Venators turned their guns on the rail, the two remaining attackers frantically trying to climb to safety. With a crack the rail broke, and they fell. Gore sprayed in all directions as they hit the blades, Maggs and the Ratlings taking cover behind Orgo to avoid the worst of it. Wiping blood from his eye, Orgo turned away, and the Venators pressed on deeper into the labyrinth of tunnels.

As the hours ticked by, they navigated the maze. The remains of dead runners were the only warning Jorg and his crew received before entering rooms filled with bubbling molten metal, arcing electricity or doused in corrosive liquids. The rest of the maze was little safer as hunters constantly struck out from the shadows. Numerous times they came to puzzle doors, some requiring them to solve problems displayed upon terminals, others like the Wild Snake bottles forcing them to best practical tests.

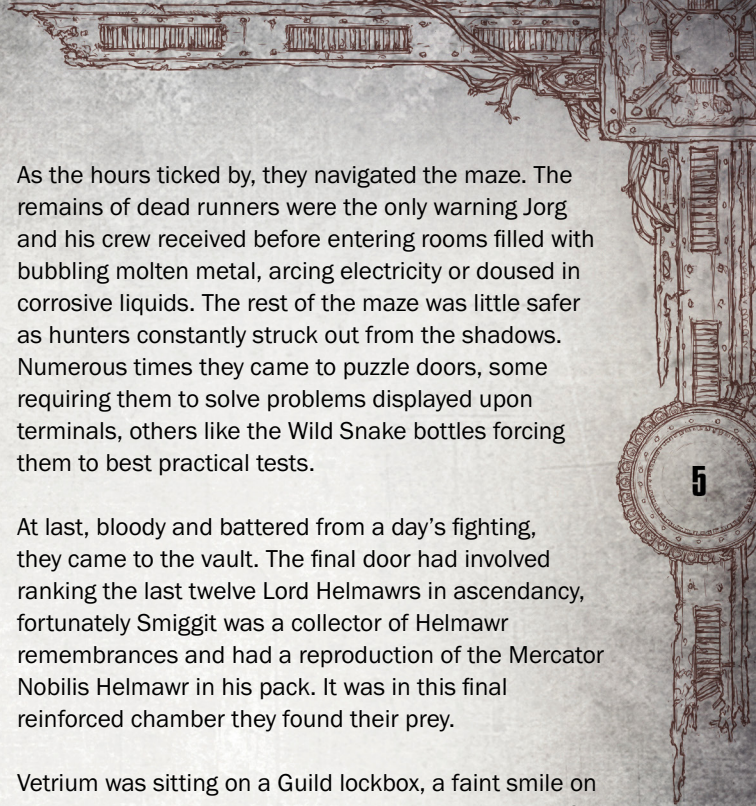
At last, bloody and battered from a day's fighting, they came to the vault. The final door had involved ranking the last twelve Lord Helmawrs in ascendancy, fortunately Smiggit was a collector of Helmawr remembrances and had a reproduction of the Mercator Nobilis Helmawr in his pack. It was in this final reinforced chamber they found their prey.

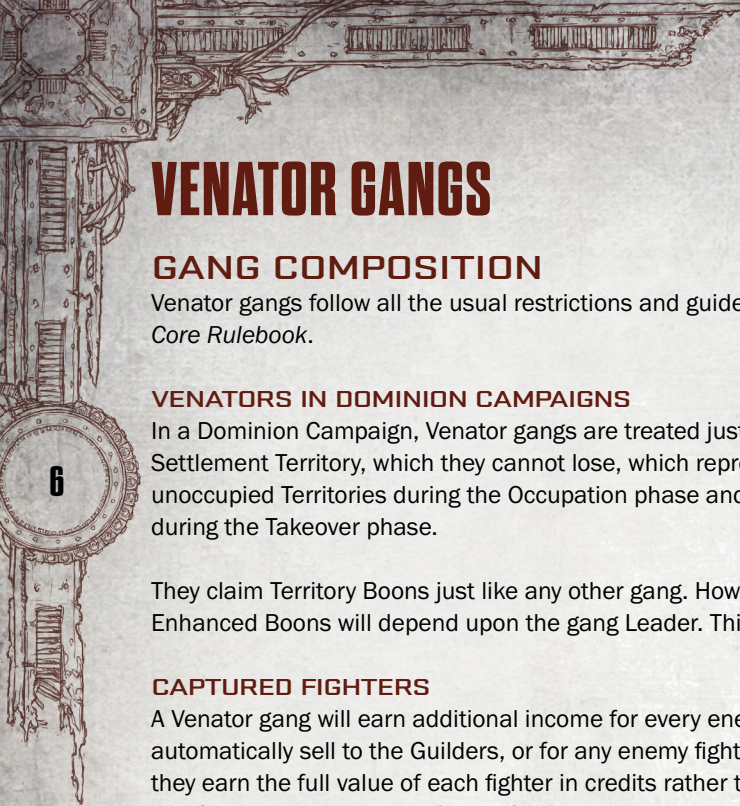
Vetrium was sitting on a Guild lockbox, a faint smile on his lips as he rolled a gleaming crystal in the palm of one hand.

"Every time I think – this time, this time they won't make it. And every time you do."

Before Jorg could draw his pistol, the noble raised the crystal to his eye.

Jorg looked across the dusty expanse trying to see Rust Town on the horizon – Rust Town where they would find the rogue noble Vetrium – and was reminded that they called it the Bonedry for good reason...





VENATOR GANGS

GANG COMPOSITION

Venator gangs follow all the usual restrictions and guidelines for creating a gang as described in the *Necromunda Core Rulebook*.

VENATORS IN DOMINION CAMPAIGNS

In a Dominion Campaign, Venator gangs are treated just like any other. They begin the campaign with a Settlement Territory, which they cannot lose, which represents their base of operations; they can take control of unoccupied Territories during the Occupation phase and they can seize control of Territories from other gangs during the Takeover phase.

They claim Territory Boons just like any other gang. However, the way in which a Venator gang deals with Enhanced Boons will depend upon the gang Leader. This is detailed under the Gang Legacy rules (see page 7).

CAPTURED FIGHTERS

A Venator gang will earn additional income for every enemy fighter Captured and not rescued, which they will automatically sell to the Guilders, or for any enemy fighters killed. When the Venators sell Captives to the Guilders, they earn the full value of each fighter in credits rather than the usual half. When an opponent the Venators have just fought deletes a dead fighter from their roster during the Update Roster step of the post-battle sequence, the Venator gang immediately claims half of that fighter's value rounded up to the nearest 5 credits as bounty.

SKILL ACCESS

When creating a Venator gang, pick any four skill sets from the *Necromunda Core Rulebook* apart from Leadership. Rank them from 1 to 4 – 1 being the skill set that most embodies the way you envisage the band operates as a team. Each fighter's access to the skill sets is then determined by referring to the table below – this should be noted down separately.

Fighter	Primary	Secondary
Venator Hunt Leader	1 and 2 plus Leadership	3 and 4
Venator Hunt Champion	1, 2 and 3	4 plus Leadership
Venator Specialist	1 and 2	3 and 4

For example, Sarah is creating a Venator gang. She decides that their four skill sets, ranked in order, are: 1) Savant, 2) Shooting, 3) Combat and 4) Agility. Her Hunt Leader's Primary skill sets are Savant, Shooting and Leadership, and their Secondary skill sets are Combat and Agility. Her Hunt Champion's Primary skill sets are Savant, Shooting and Combat, and their Secondary skill sets are Agility and Leadership.

HANGERS-ON, HIRED GUNS AND DRAMATIS PERSONAE

Venator bands may hire Dramatis Personae and Hive Scum in the same way as other gangs, however they may not hire Bounty Hunters apart from Dramatis Personae (such as Grendel Grendelson). This is because they are already a tightly knit group of Bounty Hunters themselves and are very reluctant to split profits with outsiders, but they will make use of local expertise where it suits their ends, and both Dramatis Personae and Hive Scum represent exactly this.

Note however that a Venator gang may not hire Hangers-on, Brutes or Dramatis Personae who only work with certain gangs, regardless of the Gang Legacy of any of their fighters.

GANG LEGACY

Most fighters in a Venator gang have access to a Gang Legacy as detailed in their fighter profile. A fighter with a Gang Legacy adds additional weapons and Wargear to their equipment list when added to the gang as detailed below:

Gang Legacy	Fighter's Equipment List	Book
Cawdor	Cawdor Word-Keeper	<i>Necromunda: House of Faith</i>
Delaque	Delaque Master of Shadow	<i>Necromunda: House of Shadow</i>
Escher	Escher Gang Queen	<i>Necromunda: House of Blades</i>
Goliath	Goliath Forge Tyrant	<i>Necromunda: House of Chains</i>
Orlock	Orlock Road Captain	<i>Necromunda: House of Iron</i>
Van Saar	Van Saar Prime	<i>Necromunda: House of Artifice</i>
Ironhead Squat	Ironhead Squat Charter Master	<i>Necromunda: Halls of the Ancients</i>
Ogryn	Ogryn Overboss	<i>Necromunda: House of Chains</i>

A Venator Hunt Leader or Venator Hunt Champion may purchase Status Items or Exotic Beasts associated with their Gang Legacy when recruited. For example, a Venator Hunt Leader with a Goliath Gang Legacy may purchase a Sumpkroc.

There is no restriction on differing Gang Legacies within a gang – a Venator gang may contain as many or as few as you wish. However, each fighter may only originate from one House!

ENHANCED BOONS

If a Venator gang's Leader has a Gang Legacy then the gang may claim Enhanced Boons as if they were that gang. However if the Leader does not have a Gang Legacy then the gang may not claim Enhanced Boons.

RATLING VENATORS

As one of the recognised stable abhuman strains, Ratlings often find work as part of a Venator gang. All Ratling Venators are subject to the following rules:

Sniping: This fighter may re-roll Hit rolls of a natural 1 when performing a Shoot (Basic) action after taking the Aim (Basic) action with a Basic Weapon.

Sneaking: Increase the to Hit penalty to make a shooting attack targeting this fighter while they are in cover by 1.

Slopping: At the end of the Set up the Battlefield step of the pre-battle sequence, roll a D6 for each fighter with this rule that is In Recovery. On a roll of 6, a constant supply of 'good' food has helped them recover more quickly – the fighter's In Recovery box on the gang roster is cleared, and they are now available for this battle.

- If the Venator gang also has a Slopper Hanger-on, any Ratling Venators may roll once for this rule and once for the Slopper.

BEASTMAN VENATORS

Beastmen are perhaps the most savage of the Necromunda-sanctioned abhumans, often serving as Bounty Hunters or in underhive kill squads. All Beastmen Venators are subject to the following rules:

Feral Warriors: Beastmen fighters increase their Attacks Characteristic by 1 if they have suffered one or more Flesh Wounds.

Frenzon Conditioning: A history of being considered disposable shock troops, often dosed with Frenzon, has resulted in Beastmen becoming immune to the chem's negative effects. Beastmen fighters never suffer any Side Effects from using Frenzon (see the *Necromunda Core Rulebook*).

VENATOR HUNT LEADER

HOUSE HUNT LEADER (LEADER).....120 CREDITS

When a House Hunt Leader is added to a Venator gang, select one of the below profiles to represent them:

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
House Hunt Leader	5"	3+	3+	3	3	3	4+	2	6+	5+	6+	6+
	4"	3+	3+	4	3	2	3+	2	6+	6+	5+	5+
	4"	4+	2+	3	3	2	4+	1	5+	5+	6+	4+
	6"	3+	4+	3	3	2	2+	3	7+	6+	7+	6+

HOUSE HUNT LEADER SPECIAL RULES

Venator Gang Leader: A House Hunt Leader is subject to all of the rules associated with a Venator Hunt Leader (see page 9).

House Legacy: A House Hunt Leader may select either the Cawdor, Delaque, Escher, Goliath, Orlock or Van Saar Gang Legacy.

OGRYN HUNT LEADER (LEADER).....155 CREDITS

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Ogryn Hunt Leader	5"	3+	5+	5	5	3	3+	3	8+	5+	9+	8+

OGRYN HUNT LEADER SPECIAL RULES

Venator Gang Leader: An Ogryn Hunt Leader is subject to all of the rules associated with a Venator Hunt Leader (see page 9).

Ogryn Legacy: An Ogryn Hunt Leader may select the Ogryn Gang Legacy.

SQUAT HUNT LEADER (LEADER).....130 CREDITS

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

SQUAT HUNT LEADER SPECIAL RULES

Venator Gang Leader: A Squat Hunt Leader is subject to all of the rules associated with a Venator Hunt Leader (see page 9).

Squat Legacy: A Squat Hunt Leader may select the Squat Gang Legacy.

RATLING HUNT LEADER (LEADER).....95 CREDITS

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

RATLING HUNT LEADER SPECIAL RULES

Venator Gang Leader: A Ratling Hunt Leader is subject to all of the rules associated with a Venator Hunt Leader (see page 9).

Ratling: A Ratling Hunt Leader is subject to all of the rules associated with Ratling Venators (see page 7).

BEASTMAN HUNT LEADER (LEADER).....150 CREDITS

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Beastman Hunt Leader	4"	3+	3+	4	4	3	3+	3	7+	5+	7+	7+

BEASTMAN HUNT LEADER SPECIAL RULES

Venator Gang Leader: A Beastman Hunt Leader is subject to all of the rules associated with a Venator Hunt Leader (see page 9).

Beastman: A Beastman Hunt Leader is subject to all of the rules associated with Beastman Venators (see page 7).

VENATOR HUNT LEADER SPECIAL RULES

Gang Leader: A Venator gang must always include a single fighter with this special rule:

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

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

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

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

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

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

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

Skills: When recruited, a Venator Hunt Leader may choose a skill from their Primary skill sets (as described in the *Necromunda Core Rulebook*). This skill does not cost any XP and does not increase the fighter's credit value.

EQUIPMENT

A Venator Hunt Leader may purchase weapons and Wargear from either an equipment list granted to them by their Gang Legacy or from the Trading Post with an Availability Level of Common or Rare (11) or less:

- During the course of a campaign, a Venator Hunt Leader may be given additional weapons and Wargear purchased from the Trading Post following the usual restriction on Availability Level.
 - Note that during the course of a campaign, a Venator Hunt Leader may not purchase additional weapons or Wargear from any equipment list granted them by their Gang Legacy.
- A Venator Hunt Leader has no restrictions upon the types of weapon they can take; all weapon types are available.

VENATOR HUNT CHAMPION

HOUSE HUNT CHAMPION (CHAMPION) 90 CREDITS

When a House Hunt Champion is added to a Venator gang, select one of the below profiles to represent them:

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
House Hunt Champion	5"	3+	3+	3	3	2	4+	2	7+	6+	7+	7+
	5"	4+	3+	4	3	1	5+	2	6+	6+	6+	5+
	4"	4+	2+	3	3	2	5+	2	7+	5+	8+	8+
	6"	3+	4+	3	3	2	4+	2	7+	7+	8+	8+

HOUSE HUNT CHAMPION SPECIAL RULES

Venator Gang Champion: A House Hunt Champion is subject to all of the rules associated with a Venator Hunt Champion (see page 11).

House Legacy: A House Hunt Champion may select either the Cawdor, Delaque, Escher, Goliath, Orlock or Van Saar Gang Legacy.

OGRYN HUNT CHAMPION (CHAMPION) 125 CREDITS

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

OGRYN HUNT CHAMPION SPECIAL RULES

Venator Gang Champion: An Ogryn Hunt Champion is subject to all of the rules associated with a Venator Hunt Champion (see page 11).

Ogryn Legacy: An Ogryn Hunt Champion may select the Ogryn Gang Legacy.

SQUAT HUNT CHAMPION (CHAMPION) 95 CREDITS

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

SQUAT HUNT CHAMPION SPECIAL RULES

Venator Gang Champion: A Squat Hunt Champion is subject to all of the rules associated with a Venator Hunt Champion (see page 11).

Squat Legacy: A Squat Hunt Champion may select the Squat Gang Legacy.

RATLING HUNT CHAMPION (CHAMPION) 50 CREDITS

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Ratling Hunt Champion	4"	5+	3+	2	2	2	3+	1	7+	6+	7+	5+

RATLING HUNT CHAMPION SPECIAL RULES

Venator Gang Champion: A Ratling Hunt Champion is subject to all of the rules associated with a Venator Hunt Champion (see page 11).

Ratling: A Ratling Hunt Champion is subject to all of the rules associated with Ratling Venators (see page 7).

BEASTMAN HUNT CHAMPION (CHAMPION) 100 CREDITS

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

BEASTMAN HUNT CHAMPION SPECIAL RULES

Venator Gang Champion: A Beastman Hunt Champion is subject to all of the rules associated with a Venator Hunt Champion (see page 11).

Beastman: A Beastman Hunt Champion is subject to all of the rules associated with Beastman Venators (see page 7).

VENATOR HUNT CHAMPION SPECIAL RULES

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

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

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

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

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

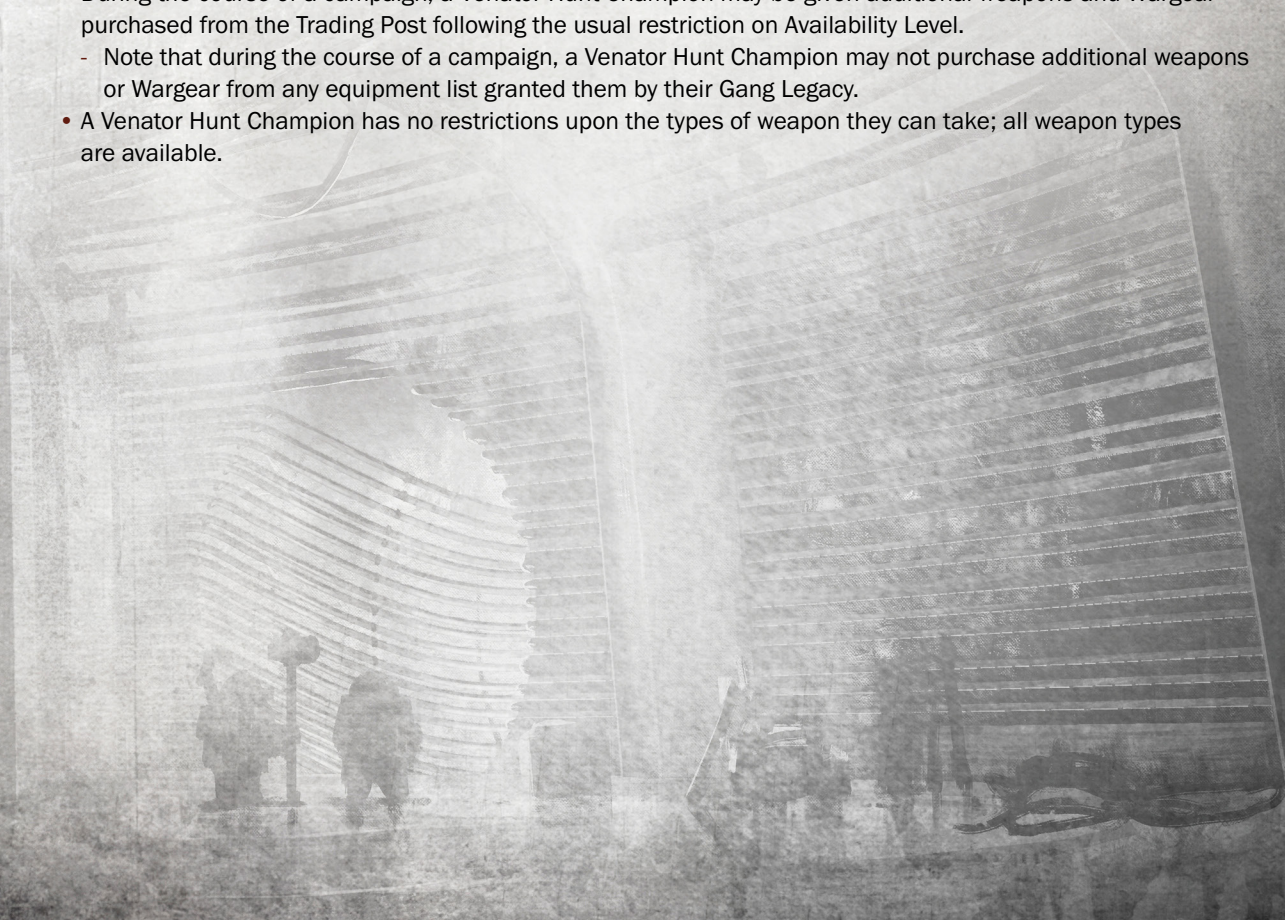
Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, a Venator Hunt Champion may choose a skill from their Primary skill sets (as described in the *Necromunda Core Rulebook*). This skill does not cost any XP and does not increase the fighter's credit value.

EQUIPMENT

A Venator Hunt Champion may purchase weapons and Wargear from either an equipment list granted to them by their Gang Legacy or from the Trading Post with an Availability Level of Common or Rare (10) or less:

- During the course of a campaign, a Venator Hunt Champion may be given additional weapons and Wargear purchased from the Trading Post following the usual restriction on Availability Level.
 - Note that during the course of a campaign, a Venator Hunt Champion may not purchase additional weapons or Wargear from any equipment list granted them by their Gang Legacy.
- A Venator Hunt Champion has no restrictions upon the types of weapon they can take; all weapon types are available.



VENATOR HUNTERS

HOUSE HUNTER (GANGER) 50 CREDITS

When a House Hunter is added to a Venator gang, select one of the below profiles to represent them:

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
House Hunter	5"	4+	4+	3	3	1	4+	1	7+	6+	7+	7+
	4"	4+	5+	4	3	1	5+	1	6+	6+	7+	6+
	4"	4+	3+	3	3	1	5+	1	7+	6+	8+	9+
	6"	4+	5+	3	3	1	3+	1	6+	6+	6+	7+

HOUSE HUNTER SPECIAL RULES

Venator Gang Hunter: A House Hunter is subject to all of the rules associated with a Venator Hunter (see page 13).

House Legacy: A House Hunter may select either the Cawdor, Delaque, Escher, Goliath, Orlock or Van Saar Gang Legacy.

OGRYN HUNTER (GANGER) 105 CREDITS

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

OGRYN HUNTER SPECIAL RULES

Venator Gang Hunter: An Ogryn Hunter is subject to all of the rules associated with a Venator Hunter (see page 13).

Ogryn Legacy: An Ogryn Hunter may select the Ogryn Gang Legacy.

SQUAT HUNTER (GANGER) 55 CREDITS

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

SQUAT HUNTER SPECIAL RULES

Venator Gang Hunter: A Squat Hunter is subject to all of the rules associated with a Venator Hunter (see page 13).

Squat Legacy: A Squat Hunter may select the Squat Gang Legacy.

RATLING HUNTER (GANGER) 20 CREDITS

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

RATLING HUNTER SPECIAL RULES

Venator Gang Hunter: A Ratling Hunter is subject to all of the rules associated with a Venator Hunter (see page 13).

Ratling: A Ratling Hunter is subject to all of the rules associated with Ratling Venators (see page 7).

BEASTMAN HUNTER (GANGER) 60 CREDITS

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Beastman Hunter	4"	3+	4+	4	4	1	4+	1	9+	6+	8+	8+

BEASTMAN HUNTER SPECIAL RULES

Venator Gang Hunter: A Beastman Hunter is subject to all of the rules associated with a Venator Hunter (see page 13).

Beastman: A Beastman Hunter is subject to all of the rules associated with Beastman Venators (see page 7).

VENATOR HUNTER SPECIAL RULES

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

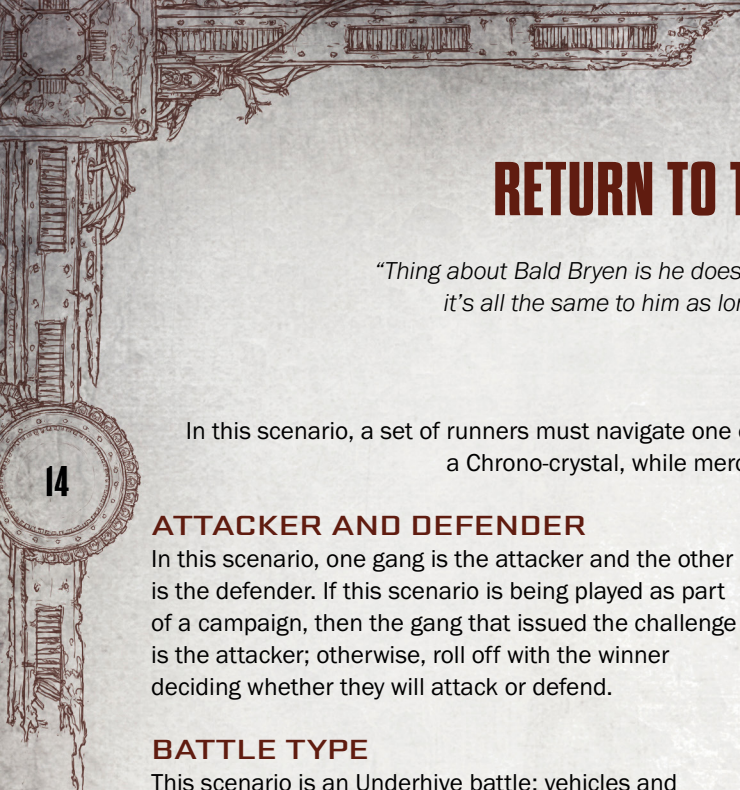
Promotion (Venator Specialist): When the gang is founded, a single Venator Hunter can be promoted to become a Venator Specialist. During Campaign play, additional Venator Hunters may become Venator Specialists by spending Experience (XP), as described in the campaign rules (see the *Necromunda Core Rulebook*). A Venator Specialist gains the Tools of the Trade special rule, has no restriction on which weapons they can use, and may spend XP to gain additional skills.

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

EQUIPMENT

Venator Hunters and Venator Specialists may purchase weapons and Wargear from either an equipment list granted to them by their Gang Legacy or from the Trading Post with an Availability Level of Common or Rare (8) or less:

- During the course of a campaign, a Venator Hunter or Venator Specialist may be given additional weapons and Wargear purchased from the Trading Post following the usual restriction on Availability Level.
 - Note that during the course of a campaign, a Venator Hunter or Venator Specialist may not purchase additional weapons or Wargear from any equipment list granted them by their Gang Legacy.
- A Venator Hunter may only be equipped with Basic Weapons, Pistols, Close Combat Weapons and Wargear.
- Once promoted, a Venator Specialist has no restrictions upon the types of weapon they can take; all weapon types are available.



RETURN TO THE GAUNTLET

"Thing about Bald Bryen is he doesn't care who wins; runners or hunters, it's all the same to him as long as they put on a good show."

Cryblish Frome, Rust Town Scrip Wrangler

In this scenario, a set of runners must navigate one of Bald Bryen's infamous Rust Town mazes in search of a Chrono-crystal, while merciless hunters try to stop them!

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ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. If this scenario is being played as part of a campaign, then the gang that issued the challenge is the attacker; otherwise, roll off with the winner deciding whether they will attack or defend.

BATTLE TYPE

This scenario is an Underhive battle; vehicles and Wargear that grant the Mounted condition cannot be included in either gang's starting crew.

BATTLEFIELD

Set up the battlefield by first marking out an area 12" x 48", or using four Necromunda Zone Mortalis tiles arranged in a straight line. Next place walls, obstacles or other pieces of terrain onto the battlefield. Any piece of terrain higher than 3" is impassible (i.e., cannot be climbed over). Every 12" the battlefield should be blocked off by impassable terrain, such as a wall, with a single door to allow passage to the next 12" section. Thus each 12" x 12" section of the battlefield is cut off from the next.

Finally, the defender places a single Loot Casket within 2" of one of the short battlefield edges.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. Both gangs use the Random Selection (D3+4) method to determine their crew.

DEPLOYMENT

The attacker deploys their fighters anywhere within 2" of the short battlefield edge opposite the Loot Casket, and may not deploy fighters outside of this area regardless of any skills, special rules or Wargear they possess. The defender deploys as described in the Hidden in Shadows special rule.

GANG TACTICS

This scenario uses the standard rules for gang tactics as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

ENDING THE BATTLE

The scenario ends either when one of the attacker's fighters opens the Loot Casket, or if either gang has no fighters left on the battlefield at the end of any round (including those hiding using the Hidden in Shadows rule).

VICTORY

If the attacker opens the Loot Casket, and claims the Chrono-crystal within, they are the winner. Otherwise, if only one gang has fighters remaining on the battlefield, they are victorious.

REWARDS

CHRONO-CRYSTAL

If the attacker is victorious, they may add a Chrono-crystal to their stash.

CREDITS

Both sides are assumed to be gambling over the outcome of the run and so add credits to their gang's Stash for each enemy fighter taken Out of Action; 10 credits for each opposing Ganger, Juve or Prospect, 20 credits for each opposing Champion and 40 credits if the opposing Leader is taken Out of Action. The attacker can also sell the Chrono-crystal (if they get it) for 2D6x20 credits, or hold onto it, as it might be useful at some point in the future...

EXPERIENCE

Each attacking fighter on the battlefield at the end of the scenario earns D3 XP.

If the defending gang wins, then their Leader (whether they were part of the battle or not) earns D6 XP.

REPUTATION

The victorious gang gains D3 Reputation.

DEATH TRAPS

The gauntlet is filled with deadly traps ready to spring upon the unwary. Every time a fighter (both attackers and defenders) moves more than 4" in a single activation, once they have completed their movement, but before they take any additional actions, roll a D6 on the Death Traps table.

DEATH TRAPS

D6	Result
1	Direct Hit: The fighter is caught completely by surprise and badly damaged. Roll an Injury dice for the fighter and apply the result. The fighter's activation then ends.
2-3	Glancing Blow: The fighter is caught in the edge of the trap and suffers superficial cuts, burns or bruises. The fighter gains a Flesh Wound. The fighter's activation then ends.
4-6	Narrow Escape: The fighter manages to dodge out of the way of the trap. They may complete their activation if they have not used all their actions.

BALD BRYEN'S MAZE GATES

To pass from one section of the gauntlet to the next, runners must decode and open each of Bald Bryen's three Maze Gates. These are the doors that allow passage from one 12" x 12" section to another (see Battlefield on page 14). The doors are also time locked, so can only be opened on or after a certain round. The first door can only be opened from round 2 onwards, the second from round 4 onwards and the last from round 6 onwards.

In order to try to open a Maze Gate, a fighter must perform the Decode Maze Gate (Double) action:

Decode Maze Gate (Double): Select a Maze Gate within 1" of this fighter and make an Intelligence test. If the test is passed then the door opens and cannot be closed again.

HIDDEN IN SHADOWS

Bald Bryen makes sure the odds are stacked against the runners, and the gauntlet is filled with hidden tunnels and hatches only the hunters have access to. At the start of the battle the defender can set up their fighters anywhere on the battlefield, with the exception of the attacker's deployment area, or can choose to have them lurking in the shadows. Fighters that are lurking in the shadows are not Active and have no effect on the battle until they are deployed.

When it is the defender's turn to activate a fighter they can choose to either pass (taking no action), activate a Ready fighter as normal, move a fighter from the shadows onto the battlefield (placing it anywhere on the battlefield at least 1" from an enemy), or send a fighter back into the shadows (removing them from the battlefield). Fighters moved from the shadows are not Ready and so must wait until the following round to take actions. Fighters engaged by enemies may not be sent back into the shadows and fighters cannot both be sent back into the shadows and moved from the shadows in the same round.

SOMETHING TO PROVE

Once the run begins, it is all or nothing! In this scenario, both sides automatically pass all Bottle checks and neither gang may voluntarily bottle out.

RUST TOWN RUN

If players wish, they may use this scenario to represent the Rust Town Run where Jorg Hardfoot hunted down the rogue noble Vetrium Hex. In order to do this, make the following changes:

The defending gang should be represented by an Underhive Outcasts gang led by a Noble House Underhive Outcasts Leader (see *Necromunda: Book of the Outcast*), built using the standard Gang Creation rules.

The attacking gang is represented by a Venator gang, with a Ratling Hunt Leader, an Ogryn Hunt Champion, a Human Hunt Champion with the Orlock Gang Legacy and at least two Ratling Hunters. The rest of the gang is built using the standard Gang Creation rules.



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