



NECROMUNDA'S MOST WANTED

This document contains rules for all of the existing models for Necromunda Skirmish that cannot be found in *Gangs of the Underhive*, or *Gangs of the Outlands* – all of which are usable in your campaigns of Necromunda.

Also included are rules allowing you to field Dramatis Personae from many different backgrounds, form alliances with various guilds, criminal organisations or Noble Houses, and hire a variety of Hangers-on. You will also need a copy of the *Necromunda Skirmish: Core Rulebook* to use this document.

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HIRED GUNS

During the Choose Crews step of the Pre-battle Sequence, gangs can use credits from their Stash to hire additional models for the battle. These models gain no XP during the battle, and during the Wrap-up step of the Post-battle Sequence they leave the gang again. When a Hired Gun is removed from the Gang Roster for any reason, their equipment is not placed into the Stash but is removed alongside the Hired Gun.

Everything Has a Cost: At the end of the Choose Crews step of the Pre-battle Sequence, the credit value of any Hired Guns recruited is added to each gang's Gang Rating.

“You Get What You Pay For”: Unlike other Fighters, Hired Guns are not counted during the Choose Crews step of the Pre-battle Sequence. Instead, at the end of this step, any Hired Guns available to a gang may be added to the starting crew, regardless of the Crew Selection method in use. This may take the number of models in a starting crew above the number specified by the scenario or Crew table.

DRAMATIS PERSONAE

Dramatis Personae are a special kind of Hired Gun. Each Dramatis Personae represents a specific named individual on Necromunda. In addition to the normal method of adding Hired Guns listed in the *Necromunda Skirmish: Core Rulebook*, Dramatis Personae may be added in a couple of different ways:

- If one player's Gang Rating is lower than their opponent's, instead of gaining additional Gang Tactics they may add a Dramatis Personae with a Credit Value less than or equal to the difference in Gang Rating to their starting crew for free.
- If both players agree, they may each add a Dramatis Personae to their starting crews up to an agreed Credit Value limit for free.

CLAN HOUSES

ATHERA, DRAMATIS PERSONAE

295 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	2+	3+	3	3	2	5	3	4+
Ld	Cl	Wil	Int	Type			Starting XP	
7	8	7	7	Fighter (Champion, Loner)			N/A	

Adina's Champion: At the start of the first round, after both gangs have deployed but before rolling for Priority, Athera challenges a Fighter belonging to the opposing gang. As long as Athera has not attacked any model other than the one she challenged, she has +1 to her Attacks characteristic and the Spring Up skill.

Outcast Leader: If selected as an Outcast Leader, Athera loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP. Additionally, Stix starts with 13 XP and may not purchase or be equipped with additional weapons or wargear.

Skills: Athera has the Counter-attack and Dodge skills.

Equipment: Athera is equipped with a chainaxe, a plasma pistol and Stix.



STIX, CARYATID

0 CREDITS

M	WS	BS	S	T	W	I	A	Sv
6"	5+	6+	2	2	1	5	1	6+
Ld	Cl	Wil	Int	Type			Starting XP	
5	5	6	6	Fighter (Beast, Flying, Pet)			N/A	

Leash Range: Stix has a 3" Leash range.

Omen of Fortune: Stix is able to help Athera avoid damage. While they are within Leash range of Athera, Athera may re-roll one failed save each round.

Precognition: The gift of foresight possessed by Stix enables them to dodge and evade all but the most unexpected of attacks. This tremendous precognition grants them a 3+ Invulnerable save.

Equipment: Stix is armed with a bite.



BELLADONNA, DRAMATIS PERSONAE

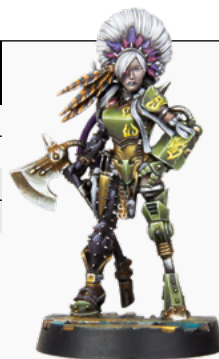
250 CREDITS

M	WS	BS	S	T	W	I	A	Sv
6"	3+	4+	3	3	2	4	2	4+
Ld	CI	Wil	Int	Type			Starting XP	
7	8	7	7	Fighter (Champion, Loner)			N/A	

Outcast Leader: If selected as an Outcast Leader, Belladonna loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Belladonna has the Berserker and Combat Master skills.

Equipment: Belladonna is equipped with a power axe, a stiletto knife and a plasma pistol.



KRIA THE HUNTRESS, DRAMATIS PERSONAE

195 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	3+	3+	3	4	2	4	2	5+
Ld	CI	Wil	Int	Type			Starting XP	
7	8	7	7	Fighter (Champion, Loner)			N/A	

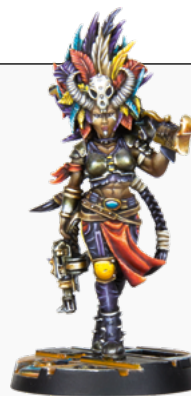
Poison Blood: Weapons wielded by Kria the Huntress that have the Toxin (X+) trait are more potent than normal. When Kria the Huntress uses a weapon with the Toxin (X+) trait, if she rolls a natural 1 to Wound, she may re-roll the D6.

Death-Maiden: If hired by an Escher gang, Kria the Huntress' Credit Cost is reduced to 170 credits.

Outcast Leader: If selected as an Outcast Leader, Kria the Huntress loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Kria the Huntress has the Dodge, Infiltrate and Precision Shot skills.

Equipment: Kria the Huntress is equipped with a long las, an autopistol, throwing knives and a stiletto knife.



YOLANDA SKORN, DRAMATIS PERSONAE

180 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	3+	3+	3	3	2	4	2	5+
Ld	CI	Wil	Int	Type			Starting XP	
7	7	8	7	Fighter (Champion, Loner)			N/A	

Outcast Leader: If selected as an Outcast Leader, Yolanda Skorn loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Yolanda Skorn has the Counter-attack, Fearsome and Rain of Blows skills.

Equipment: Yolanda Skorn is equipped with a stiletto knife, a stub gun, frag grenades, photo-goggles and a respirator.



GORSHIV HAMMERFIST, DRAMATIS PERSONAE

240 CREDITS

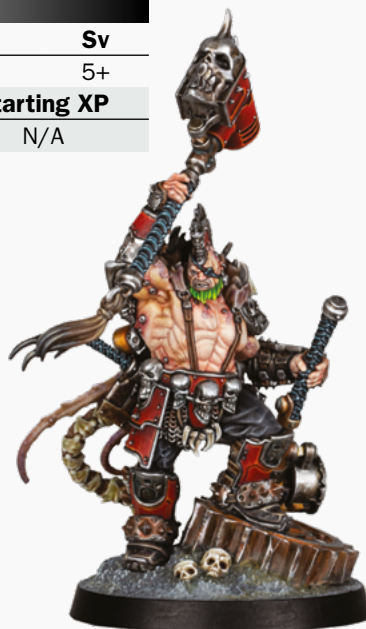
M	WS	BS	S	T	W	I	A	Sv
4"	3+	4+	4	4	3	4	3	5+
Ld	CI	Wil	Int	Type			Starting XP	
7	8	7	6	Fighter (Champion, Loner)			N/A	

Combat Chems Stash: Whenever Gorshiv Hammerfist is activated, he may choose to use Combat Chems. Until the End phase of this round, he gains an additional +D3 Attacks. However, if the dice roll is a natural 1, he instead suffers a bad reaction and his Attacks characteristic is reduced to 1 until the End phase of this round.

Outcast Leader: If selected as an Outcast Leader, Gorshiv Hammerfist loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Gorshiv Hammerfist has the Bull Charge, Juggernaut and Unstoppable skills.

Equipment: Gorshiv Hammerfist is equipped with 'Wreck and Ruin' and a stub gun.



AXON HAMMER, DRAMATIS PERSONAE

290 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	3+	3+	3	4	3	3	3	5+
Ld	CI	Wil	Int	Type			Starting XP	
8	8	7	7	Fighter (Champion, Loner)			N/A	

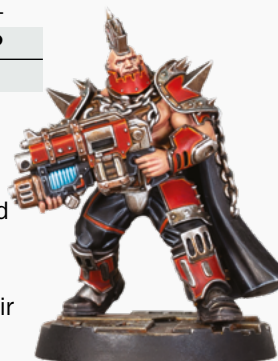
Scourge of the Spider Points: If hired by a Goliath gang, Axon Hammer's Credit Cost is reduced to 250 credits.

Wastes' Most Wanted: Axon Hammer has one of the highest bounties on his head of any raider in the wastes. If Axon Hammer suffers either a Memorable Death result (66 on the Lasting Injury table) or a Captured result (61-62 on the Lasting Injury table) when taken **Out of Action**, the opposing gang adds 100 credits to their Stash during the battle's End phase as they collect the bounty.

Outcast Leader: If selected as an Outcast Leader, Axon Hammer loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Axon Hammer has the Headbutt and Hip-shooting skills.

Equipment: Axon Hammer is equipped with a bolter/plasma gun, frag grenades and a refractor field.



AJEX GORGOTH, DRAMATIS PERSONAE

270 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	2+	5+	4	4	3	4	3	4+
Ld	CI	Wil	Int	Type			Starting XP	
8	8	8	7	Fighter (Champion, Loner)			N/A	

Lord of the Fist: If hired by a Goliath gang, Ajax Gorgoth's Credit Cost is reduced to 235 credits.

Outcast Leader: If selected as an Outcast Leader, Ajax Gorgoth loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Ajax Gorgoth has the Bull Charge, Iron Jaw and Two-weapon Fighter skills.

Equipment: Ajax Gorgoth is equipped with a powered servo-claw, a great chainsword, a stub gun and a respirator.



DURGAN KILL-FIST, DRAMATIS PERSONAE

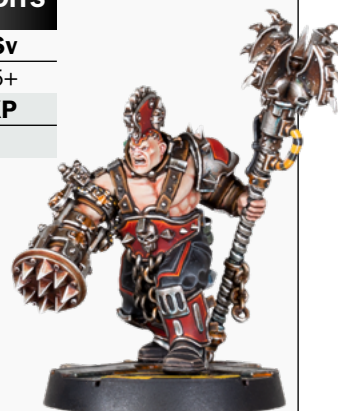
240 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	3+	3+	3	5	2	4	2	5+
Ld	CI	Wil	Int	Type			Starting XP	
7	8	7	7	Fighter (Champion, Loner)			N/A	

Outcast Leader: If selected as an Outcast Leader, Durgan Kill-Fist loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Durgan Kill-Fist has the Nerves of Steel and Unstoppable skills.

Equipment: Durgan Kill-Fist is equipped with a kill-fist, 'Cruncher' and frag grenades.



KROTOS HARK, DRAMATIS PERSONAE

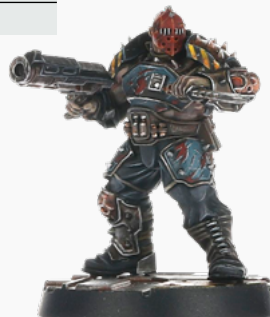
135 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	3+	4+	3	4	2	3	2	5+
Ld	CI	Wil	Int	Type			Starting XP	
6	8	6	7	Fighter (Champion, Loner)			N/A	

Outcast Leader: If selected as an Outcast Leader, Krotos Hark loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Krotos Hark has the Headbutt and Munitioneer skills.

Equipment: Krotos Hark is equipped with a stub cannon and a fighting knife.



VESPA 'MINX' MERDENA, DRAMATIS PERSONAE

270 CREDITS

M	WS	BS	S	T	W	I	A	Sv
7"	3+	3+	3	3	2	4	2	5+
Ld	Cl	Wil	Int	Type			Starting XP	
7	8	6	7	Fighter (Champion, Loner, Mounted)			N/A	

Orlock Wild Child: If hired by an Orlock gang, Vespa 'Minx' Merdena's Credit Cost is reduced to 235 credits.

Custom Outrider: When Vespa 'Minx' Merdena performs the **Dash** action, she adds 6" to her Movement characteristic instead of her Initiative.

Outcast Leader: If selected as an Outcast Leader, Vespa 'Minx' Merdena loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP

Skills: Vespa 'Minx' Merdena has the Dodge and Hip-shooting skills.

Equipment: Vespa 'Minx' Merdena is equipped with 'Mischief' and Big Pete's stub gun.



APOLLUS KAGE, DRAMATIS PERSONAE

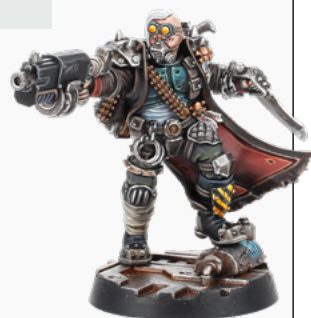
205 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	4+	3+	3	3	3	3	2	5+
Ld	Cl	Wil	Int	Type			Starting XP	
7	7	8	7	Fighter (Champion, Loner)			N/A	

Outcast Leader: If selected as an Outcast Leader, Apollus Kage loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP

Skills: Apollus Kage has the Hip-shooting skill.

Equipment: Apollus Kage is equipped with a boltgun, a shotgun with solid and scatter ammo, a fighting knife, photo-goggles and a respirator.



SLATE MERDENA, DRAMATIS PERSONAE

330 CREDITS

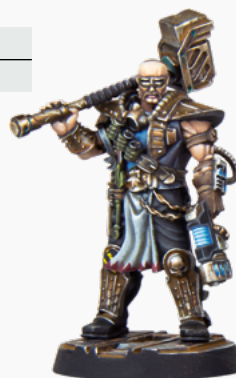
M	WS	BS	S	T	W	I	A	Sv
5"	3+	3+	3	4	3	4	3	5+
Ld	CI	Wil	Int	Type			Starting XP	
8	8	8	8	Fighter (Champion, Loner)			N/A	

Orlock Road Boss: If hired by an Orlock gang, Slate Merdena's Credit Cost is reduced to 285 credits.

Outcast Leader: If selected as an Outcast Leader, Slate Merdena loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP. Additionally, Macula starts with 13 XP and may not purchase or be equipped with additional weapons or wargear.

Skills: Slate Merdena has the Fearsome, Iron Will and Nerves of Steel skills.

Equipment: Slate Merdena is equipped with a custom plasma pistol, a power hammer and Macula.



MACULA, CYBER-MASTIFF

0 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	3+	6+	3	3	2	4	2	6+
Ld	CI	Wil	Int	Type			Starting XP	
6	8	6	5	Fighter (Beast, Pet)			N/A	

Leash Range: Macula has a 3" Leash range.

Loyal Protector: Enemy Fighters cannot perform a **Coup de Grâce** action against Slate Merdena while this Fighter is within its Leash range.

Skills: Macula has the Iron Jaw skill.

Equipment: Macula is equipped with a savage bite.



KLOVIS THE REDEEMER, DRAMATIS PERSONAE

300 CREDITS

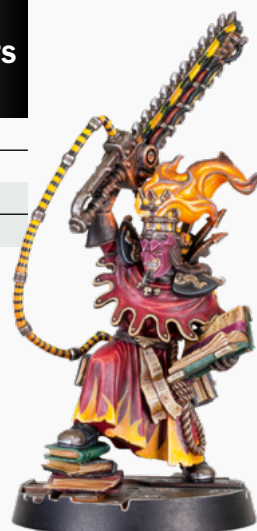
M	WS	BS	S	T	W	I	A	Sv
5"	3+	6+	3	3	3	4	3	5+
Ld	CI	Wil	Int	Type			Starting XP	
7	7	9	7	Fighter (Champion, Loner)			N/A	

Herald of the Redemption: If hired by a Cawdor gang, Klovis the Redeemer's Credit Cost is reduced to 260 credits.

Outcast Leader: If selected as an Outcast Leader, Klovis the Redeemer loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP. Additionally, Deacon Malakev starts with 13 XP and may not purchase or be equipped with additional weapons or wargear.

Skills: Klovis the Redeemer has the Berserker and Fearsome skills.

Equipment: Klovis the Redeemer is equipped with the Sword of Persecution, mesh armour, Deacon Malakev and a pyromantic mantle.



DEACON MALAKEV, SERVO-SCRIBE

0 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	5+	6+	2	4	2	2	1	4+
Ld	CI	Wil	Int	Type			Starting XP	
6	5	6	7	Fighter (Pet)			N/A	

Leash Range: Deacon Malakev has a 3" Leash range.

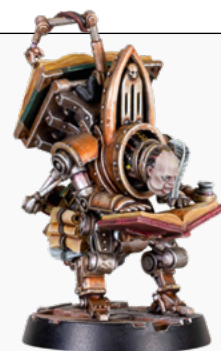
Bodyguard: If Klovis the Redeemer is hit by a ranged attack, his controlling player may choose to transfer the Hit and all of its effects onto Deacon Malakev if he is either **Active** or **Suppressed** and within 2" of Klovis the Redeemer.

The Liber Excruciatu: Whilst Klovis the Redeemer is within 1" of Deacon Malakev, and if both Fighters are **Active**, Klovis the Redeemer may perform the **Know Your Fate** action:

- **Know Your Fate (Single):** Klovis the Redeemer fixes his gaze upon his enemies and reads aloud to them from the *Liber Excruciatu*, informing them of the tortures they can expect. D3 enemy Fighters (chosen by Klovis the Redeemer's controlling player) that are within 9" of Klovis the Redeemer and that can draw a line of sight to him must immediately make a Nerve check with a -1 modifier.

Skills: Deacon Malakev has the Dodge and Lie Low skills.

Equipment: Deacon Malakev has no equipment.



THE HEADSMAN, DRAMATIS PERSONAE

155 CREDITS

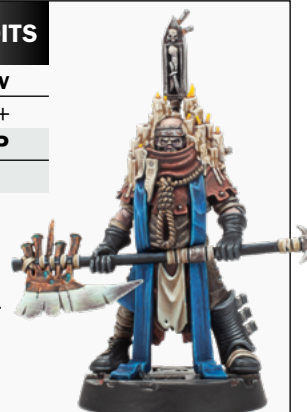
M	WS	BS	S	T	W	I	A	Sv
5"	3+	6+	4	3	3	4	3	5+
Ld	CI	Wil	Int	Type			Starting XP	
7	7	8	6	Fighter (Champion, Loner)			N/A	

The Thane's Executioner: If hired by a Cawdor gang, the Headsman's Credit Cost is reduced to 135 credits.

Outcast Leader: If selected as an Outcast Leader, the Headsman loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: The Headsman has the Counter-attack, Fearsome and Rain of Blows skills.

Equipment: The Headsman is equipped with a two-handed axe.



RATTUS TATTERSKIN, DRAMATIS PERSONAE

150 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	4+	4+	3	3	2	3	1	6+
Ld	CI	Wil	Int	Type			Starting XP	
5	6	6	5	Fighter (Champion, Loner)			N/A	

Bad Smell: If hired by a Cawdor gang, Rattus Tatterskin's Credit Cost is reduced to 130 credits.

My Little Friends: Rattus Tatterskin is infested with rats, which nip at his enemies, but also whisper the will of the Rat-Emperor into his ears. Enemy Fighters who end their activation **Engaged** with Rattus Tatterskin immediately suffer D6 Str 1, AP -, L1 Hits.

In addition, at the start of each of his activations, Rattus Tatterskin must make a Willpower check. If this check is passed, Rattus Tatterskin may act as normal for the remainder of this round. If, however, the check is failed, Rattus Tatterskin becomes subject to the **Insanity** Condition until the start of his next activation.

Outcast Leader: If selected as an Outcast Leader, Rattus Tatterskin loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Rattus Tatterskin has the Fearsome skill.

Equipment: Rattus Tatterskin is equipped with a heavy stubber.



YAGELOTH, DRAMATIS PERSONAE

160 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	3+	4+	3	3	2	3	2	5+
Ld	Cl	Wil	Int	Type			Starting XP	
6	7	8	7	Fighter (Champion, Loner, Wyrd)			N/A	

Envoy of the Silent Ones: If hired by a Delaque gang, Yageloth's Credit Cost is reduced to 140 credits.

Outcast Leader: If selected as an Outcast Leader, Yageloth loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Creature of Shadows: Yageloth is not wholly human anymore and perhaps not even corporeal. Attacks without a Strength characteristic (such as those with the Toxin (X+) trait) have no effect on Yageloth. In addition, if Yageloth becomes **Seriously Injured**, remove him from the battlefield. At the start of the End phase of that round, place Yageloth anywhere on the battlefield within 5" of a friendly Fighter and at least 1" from any enemy Fighters and set his Status to **Active**.

Skills: Yageloth has the Infiltrate skill.

Wyrd Powers: Yageloth knows the Cacophony of Silence and Psychotic Lure Wyrd Powers.

Equipment: Yageloth is equipped with a psychoteric blade.



SERVANT OF THE SILENT ONES, DRAMATIS PERSONAE

255 CREDITS

M	WS	BS	S	T	W	I	A	Sv
8"	4+	4+	4	5	3	3	4	4+
Ld	Cl	Wil	Int	Type			Starting XP	
5	6	7	5	Fighter (Beast, Brute, Loner)			N/A	

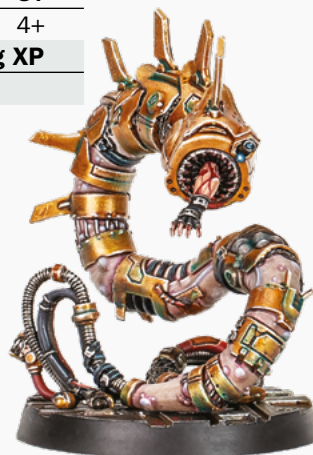
Creation of the Star Chamber: If hired by a Delaque gang, the Servant of the Silent Ones' Credit Cost is reduced to 220 credits.

Outcast Leader: The Servant of the Silent Ones cannot be selected as an Outcast Leader.

Psychoteric Echo Chamber: Once per round, a friendly Delaque Fighter can use the Servant of the Silent Ones to boost the effects of their Wyrd Powers. When a friendly Delaque Fighter within 12" of the Servant of the Silent Ones performs a Wyrd Power action, if the Servant of the Silent Ones is **Active** or **Suppressed** they may perform the same action. Work out the effects of both Wyrd Power actions one after the other, starting with the activating Fighter. Note that, whilst performing this action, the Servant of the Silent Ones does not count as activating and does not lose its Ready marker if it has one.

Skills: The Servant of the Silent Ones has the Clamber, Infiltrate and Sprint skills.

Equipment: The Servant of the Silent Ones is equipped with an electro-tendrill, a subsonic wail and a respirator.



CLAN HOUSES EQUIPMENT

RANGED WEAPONS

AUTO/STUB WEAPONS	SR	LR	Str	AP	L	Traits	Creds	TP
Big Pete's stub gun	12"	24"	3	-	1	Independent	-	E
Stub cannon	9"	18"	5	-	1	Knockback (5+)	-	E

COMBI-WEAPONS	SR	LR	Str	AP	L	Traits	Creds	TP
Bolter/plasma gun							-	E
- primary component	12"	24"	4	-1	2	Ammo (4+), Combi, Rapid Fire (1)		
- secondary component	12"	24"	5	-2	2	Ammo (6+), Combi, Damage (2), Limited, Rapid Fire (1), Unstable		

ESOTERIC WEAPONS	SR	LR	Str	AP	L	Traits	Creds	TP
Subsonic wail	T	-	2	-3	1	Ammo (5+), Concussive (5+), Template	-	E

MISSILE LAUNCHERS	SR	LR	Str	AP	L	Traits	Creds	TP
'Mischief'							-	E
- frag rockets	24"	48"	4	-1	1	Ammo (4+), Blast (5"), Knockback (6+), Rapid Fire (1)		
- krak rockets	24"	48"	6	-2	2	Ammo (4+), Rapid Fire (1)		

PLASMA WEAPONS	SR	LR	Str	AP	L	Traits	Creds	TP
Custom plasma pistol	9"	18"	5	-2	2	Ammo (6+), Damage (2), Light, Unstable	-	E

CLOSE COMBAT WEAPONS

CHAIN WEAPONS	SR	LR	Str	AP	L	Traits	Creds	TP
Great chainsword	E	-	S+1	-1	1	Melee, Parry, Shred (5+)	-	E
ESOTERIC WEAPONS	SR	LR	Str	AP	L	Traits	Creds	TP
Electro-tendrill	E	-	S+1	-	1	Melee, Parry, Shock (5+)	-	E
Psychoteric blade	E	-	-	-3	2	Melee, Parry, Toxin (3+)	-	E
Sword of Persecution							-	E
- melee	E	-	S+2	-2	2	Damage (2), Heavy, Melee, Shred (5+), Unwieldy		
- ranged	T	-	3	-1	1	Ammo (6+), Blaze (5+), Template		
NATURAL WEAPONS	SR	LR	Str	AP	L	Traits	Creds	TP
Bite	E	-	S	-	1	Melee	-	E
Savage bite	E	-	S	-2	1	Melee	-	E
POWER WEAPONS	SR	LR	Str	AP	L	Traits	Creds	TP
'Wreck and Ruin'	E	-	S+1	-2	2	Breaching (5+), Concussive (5+), Melee, Paired (2)	-	E
PRIMITIVE WEAPONS	SR	LR	Str	AP	L	Traits	Creds	TP
'Cruncher'	E	-	S+2	-	1	Concussive (5+), Knockback (6+), Melee, Unwieldy	-	E
REPURPOSED TOOLS	SR	LR	Str	AP	L	Traits	Creds	TP
Kill-fist	E	-	S+1	-1	2	Melee	-	E
Powered servo-claw	E	-	S+3	-	2	Concussive (5+), Melee	-	E

PERSONAL EQUIPMENT

PYROMANTIC MANTLE

Exclusive

Fanatical followers of the Redemption often wear elaborate dress and headgear that not only gives them a sinister and threatening silhouette, but that quite literally burns with the fires of the Emperor's wrath! Any attacks made with close combat weapons carried by a Fighter with a pyromantic mantle gain the Blaze (5+) trait during that Fighter's activation (note: if the weapon already has the Blaze (X) trait then this wargear has no effect).

WYRD POWERS

Psychotic Lure (Single): Choose a single enemy Fighter that currently has a Ready marker and is within 6" and Line of Sight of the Wyr. The opposing player must activate that Fighter next. The chosen Fighter cannot perform the **Group Activation** action when next activated.

Cacophony of Silence (Single), Continuous Effect:

While this power is maintained, all enemy Fighters within 6" and Line of Sight of the Wyr must re-roll successful Hit rolls when making a ranged attack.

NOBLES & GUILDS

LADY HAERA, 13TH DAUGHTER OF LORD HELMAWR, DRAMATIS PERSONAE

280 CREDITS

M	WS	BS	S	T	W	I	A	Sv
6"	2+	3+	3	3	2	4	3	4+
Ld	CI	Wil	Int	Type			Starting XP	
8	9	9	8	Fighter (Champion, Loner)			N/A	

Homing Teleport: Each time Lady Haera, 13th Daughter of Lord Helmawr uses her power spear to make a ranged attack, roll a D6. On a 3+, nothing happens. On a 1-2, the homing teleport built into the power spear runs out of charge after returning it to Lady Haera's hand. Once it has run out of charge, if she uses the power spear to make a ranged attack again then the power spear cannot be used again for the remainder of the battle.

Outcast Leader: If selected as an Outcast Leader, Lady Haera, 13th Daughter of Lord Helmawr loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Lady Haera, 13th Daughter of Lord Helmawr has the Backstab and Dodge skills.

Equipment: Lady Haera, 13th Daughter of Lord Helmawr is equipped with a phase sword, a power spear, photo-goggles and a refractor field.



LADY CREDO, DRAMATIS PERSONAE

235 CREDITS

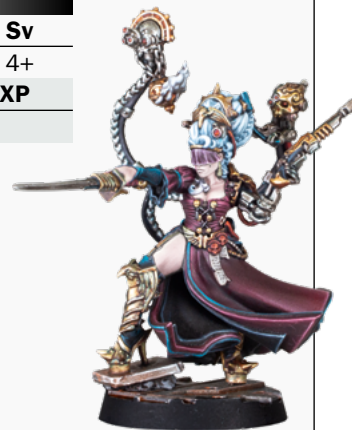
M	WS	BS	S	T	W	I	A	Sv
5"	3+	3+	3	3	3	5	2	4+
Ld	CI	Wil	Int	Type			Starting XP	
8	8	7	7	Fighter (Champion, Loner)			N/A	

Heir to the Outlands: Lady Credo is a charismatic leader who inspires the downtrodden and disenfranchised of Necromunda. Friendly Outcasts within 8" of Lady Credo can use her Leadership and Cool characteristics instead of their own.

Outcast Leader: If selected as an Outcast Leader, Lady Credo loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Lady Credo has the Dodge and Iron Will skills.

Equipment: Lady Credo is equipped with a power sabre, a laspistol, photo-goggles and a refractor field.



HAGTHOR JARLUN, DRAMATIS PERSONAE

220 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	4+	3+	3	4	3	4	2	4+
Ld	Cl	Wil	Int	Type			Starting XP	
7	8	7	8	Fighter (Champion, Loner)			N/A	

Partners in the Abyss: As partners in a Ferryman team, Aster Felsturn (see below) may be hired alongside Hagthor Jarlun for 90 credits rather than the usual 130 credits. If hired together, they count as only one Dramatis Personae.

Outcast Leader: If selected as an Outcast Leader, Hagthor Jarlun loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Hagthor Jarlun has the Iron Jaw skill.

Equipment: Hagthor Jarlun is equipped with an Abyss pattern shotgun with solid & scatter ammo, a power wrench and a respirator.



ASTER FELSTURN, DRAMATIS PERSONAE

130 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	4+	4+	3	3	3	2	3	4+
Ld	Cl	Wil	Int	Type			Starting XP	
6	7	6	7	Fighter (Champion, Loner)			N/A	

Partners in the Abyss: As partners in a Ferryman team, Aster Felsturn may be hired alongside Hagthor Jarlun (see above) for 90 credits rather than the usual 130 credits. If hired together, they count as only one Dramatis Personae.

Outcast Champion: If Hagthor Jarlun is selected as an Outcast Leader, Aster Felsturn may be recruited as a Champion for the gang at gang creation for 90 credits. If she is recruited in this fashion, she loses the Loner Subtype, starts with 39 XP and only adds 90 credits to the Gang Rating.

Skills: Aster Felsturn has the Bull Charge skill.

Equipment: Aster Felsturn is equipped with a stub gun, an axe and a respirator.



MADRYC HELBANE, DRAMATIS PERSONAE

170 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	4+	3+	3	3	2	4	2	5+
Ld	CI	Wil	Int	Type			Starting XP	
7	8	7	7	Fighter (Champion, Loner)			N/A	

Partners in the Abyss: As partners in a Ferryman team, Lugrun (see below) may be hired alongside Madryc Helbane for 175 credits rather than the usual 225 credits. If hired together, they count as only one Dramatis Personae.

Outcast Leader: If selected as an Outcast Leader, Madryc Helbane loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Madryc Helbane has the Dodge and Lie Low skills.

Equipment: Madryc Helbane is equipped with an archeotech pistol and a respirator.



LUGRUN, DRAMATIS PERSONAE

225 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	4+	5+	5	5	3	3	2	4+
Ld	CI	Wil	Int	Type			Starting XP	
7	7	6	5	Fighter (Brute, Champion, Loner)			N/A	

Partners in the Abyss: As partners in a Ferryman team, Lugrun may be hired alongside Madryc Helbane (see above) for 175 credits rather than the usual 225 credits. If hired together, they count as only one Dramatis Personae.

Outcast Champion: If Madryc Helbane is selected as an Outcast Leader, Lugrun may be recruited as a Champion for the gang at gang creation for 175 credits. If he is recruited in this fashion, he loses the Loner Subtype, starts with 39 XP and only adds 175 credits to the Gang Rating.

Skills: Lugrun has the Heavy Blows and Unstoppable skills.

Equipment: Lugrun is equipped with 'Hook, Line & Sinker' and a respirator.



SCRUTINATOR-PRIMUS SERVALEN, DRAMATIS PERSONAE

160 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	4+	3+	3	3	2	3	1	5+
Ld	Cl	Wil	Int	Type			Starting XP	
6	7	7	8	Fighter (Champion, Loner)			N/A	



Investigator: If hired by a Palanite Enforcer patrol, Scrutinator-Primus Servalen's Credit Cost is reduced to 140 credits.

Outcast Leader: If selected as an Outcast Leader, Scrutinator-Primus Servalen loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP. Additionally, KB-88 starts with 13 XP and may not purchase or be equipped with additional weapons or wargear.

Psychic Null: Scrutinator-Primus Servalen may disrupt Wyrd Powers just as if she were a Wyrd. In addition, if a Wyrd is within 6" of Scrutinator-Primus Servalen then they may not manifest any Wyrd Powers.

Pariah: Scrutinator-Primus Servalen is unnerving to those around her. All Fighters, friend or foe, within 6" of Scrutinator-Primus Servalen suffer a -2 modifier to any Cool checks they make.

Skills: Scrutinator-Primus Servalen has the Lie Low and Overwatch skills.

Equipment: Scrutinator-Primus Servalen is equipped with a stub gun, KB-88 and a respirator.

KB-88, HARDCASE CYBER-MASTIFF

0 CREDITS

M	WS	BS	S	T	W	I	A	Sv
6"	3+	6+	3	4	2	3	2	5+
Ld	Cl	Wil	Int	Type			Starting XP	
6	6	6	4	Fighter (Beast, Pet)			N/A	



Leash Range: KB-88 has a 5" Leash range.

Tenacious: Hardcase Cyber-Mastiffs are renowned for their tenacity. If KB-88 is taken **Out of Action**, do not remove them from the battlefield if they have not yet activated this round. During this activation they may act as if they were **Active** and once KB-88 has completed their activation, remove them from the battlefield.

Loyal Protector: Enemy Fighters cannot perform a **Coup de Grâce** action against Scrutinator-Primus Servalen while KB-88 is within their Leash range.

Skills: KB-88 has the Nerves of Steel skill.

Equipment: KB-88 is equipped with a shock bite.

ASHWOOD STRANGER, DRAMATIS PERSONAE

150 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	4+	3+	3	3	2	4	2	5+
Ld	Cl	Wil	Int	Type			Starting XP	
7	8	8	7	Fighter (Champion, Loner)			N/A	

Outcast Leader: If selected as an Outcast Leader, Ashwood Stranger loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Quick Draw: It's very hard to get the drop on Ashwood Stranger. Once per round, if Ashwood Stranger is either **Active** or **Suppressed**, when he is targeted by a ranged attack he may make an immediate **Shoot** action against the attacking enemy model with any one of his weapons. These attacks are resolved simultaneously and if the enemy model is **Seriously Injured/Damaged**, their activation ends immediately. This does not remove Ashwood Stranger's Ready marker.

Skills: Ashwood Stranger has the Gunfighter and Hip-shooting skills.

Equipment: Ashwood Stranger is equipped with an 'Equaliser' stub gun, an autopistol and a nomad blade.



NOBLES & GUILDS EQUIPMENT

RANGED WEAPONS

AUTO/STUB WEAPONS	SR	LR	Str	AP	L	TRAITS	Creds	TP
'Equaliser' stub gun	6"	16"	3	-	1	Light	-	E

ESOTERIC WEAPONS	SR	LR	Str	AP	L	TRAITS	Creds	TP
Archeotech pistol	6"	12"	5	-2	2	Ammo (6+), Light, Rapid Fire (1)	-	E

SHOTGUNS	SR	LR	Str	AP	L	TRAITS	Creds	TP
Abyss pattern shotgun							-	E
- scatter ammo	4"	8"	3	-	1	Rapid Fire (2)		
- solid ammo	8"	16"	4	-	2	Knockback (5+)		

CLOSE COMBAT WEAPONS

ESOTERIC WEAPONS	SR	LR	Str	AP	L	TRAITS	Creds	TP
'Hook, Line & Sinker'	E	-	S+1	-1	2	Heavy, Melee, Paired (2)	-	E
Phase sword	E	-	S+1	-4	2	Melee, Parry	-	E
Power spear							-	E
- melee	E	-	S	-2	1	Breaching (6+), Melee		
- ranged	4"	8"	4	-2	2	Knockback (6+)		

NATURAL WEAPONS	SR	LR	Str	AP	L	TRAITS	Creds	TP
Shock bite	E	-	S	-1	1	Melee, Shock (6+)	-	E

NOMAD WEAPONS	SR	LR	Str	AP	L	TRAITS	Creds	TP
Nomad blade	E	-	S	-2	1	Melee, Parry	-	E

POWER WEAPONS	SR	LR	Str	AP	L	TRAITS	Creds	TP
Power sabre	E	-	S+1	-2	1	Breaching (5+), Melee, Parry	-	E
Power wrench	E	-	S+2	-1	2	Breaching (5+), Heavy, Melee, Unwieldy	-	E

OUTLANDERS

ASUN'GHAR, DRAMATIS PERSONAE

345 CREDITS

M	WS	BS	S	T	W	I	A	Sv
6"	3+	4+	3	3	3	4	2	5+
Ld	CI	Wil	Int	Type			Starting XP	
7	8	8	6	Fighter (Champion, Loner)			N/A	

The Lady of Ash: Asun'ghar may only be hired by an Ash Waste Nomads gang.

Outcast Leader: Asun'ghar may not be selected as an Outcast Leader.

Skills: Asun'ghar has the Fearsome, Infiltrate and Mighty Leap skills.

Equipment: Asun'ghar is equipped with a blast pistol, a stalking knife, a spirit stave and Terror's Shadow.



TERROR'S SHADOW, GRAPPLEHAWK

0 CREDITS

M	WS	BS	S	T	W	I	A	Sv
8"	3+	6+	4	4	2	4	3	5+
Ld	CI	Wil	Int	Type			Starting XP	
5	7	5	4	Fighter (Beast, Flying, Pet)			N/A	

Leash Range: Terror's Shadow has a 6" Leash range.

Skills: Terror's Shadow has the Infiltrate skill.

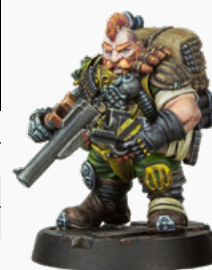
Equipment: Terror's Shadow is equipped with rending talons.



RAGNIR GUNNSTEIN, DRAMATIS PERSONAE

145 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	4+	3+	3	4	1	2	1	4+
Ld	Cl	Wil	Int	Type			Starting XP	
5	6	6	7	Fighter (Champion, Loner)			N/A	



Ammo-Jack: Ragnar Gunnstein may be hired as if he was an Ammo-Jack. If he is, he loses the Champion and Loner Subtypes, gains the Gun-smith rule, gains the Hanger-on Subtype, and starts with 13 XP and the same skill access as an Ammo-Jack. If added to the Gang Roster as a Hanger-on, he may not purchase or be equipped with additional weapons or wargear.

Outcast Leader: If selected as an Outcast Leader, Ragnar Gunnstein loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

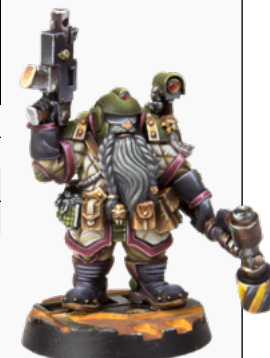
Skills: Ragnar Gunnstein has the Munitioneer skill.

Equipment: Ragnar Gunnstein is equipped with a shotgun with solid & scatter ammo, a maul, frag and krak grenades and a respirator.

GRENDL GRENDLSEN, DRAMATIS PERSONAE

185 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	3+	4+	3	4	2	2	1	5+
Ld	Cl	Wil	Int	Type			Starting XP	
7	6	7	7	Fighter (Champion, Loner)			N/A	



Outcast Leader: If selected as an Outcast Leader, Grendl Grendlsen loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Grendl Grendlsen has the Combat Master, Lie Low and Iron Jaw skills.

Equipment: Grendl Grendlsen is equipped with a boltgun, a power hammer and frag grenades.

ORRIN GRIMJARL, DRAMATIS PERSONAE

370 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	3+	3+	3	4	3	3	3	5+
Ld	CI	Wil	Int	Type			Starting XP	
8	8	8	7	Fighter (Champion, Loner)			N/A	

Last Charter Lord of Jardlan: If hired by Ironhead Squat prospectors, Orrin Grimjarl's Credit Cost is reduced to 330 credits.

Outcast Leader: If selected as an Outcast Leader, Orrin Grimjarl loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP. Additionally, R78-JAR starts with 13 XP and may not purchase or be equipped with additional weapons or wargear.

Skills: Orrin Grimjarl has the Iron Jaw and Unstoppable skills.

Equipment: Orrin Grimjarl is equipped with a fractal pulse beamer, a drill, an Ironhead autopistol, frag, krak and smoke grenades, a respirator and R78-JAR.



R78-JAR, TECHMITE EXOVATOR

0 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	4+	4+	2	3	1	3	2	5+
Ld	CI	Wil	Int	Type			Starting XP	
6	7	6	5	Fighter (Beast, Pet)			N/A	

Leash Range: R78-JAR has a 3" Leash range.

Skills: R78-JAR has the Dodge skill.

Equipment: R78-JAR is equipped with a fusion cutter and drill.



URSON GRIMJARL, DRAMATIS PERSONAE

250 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	4+	3+	3	4	2	3	1	5+
Ld	Cl	Wil	Int	Type			Starting XP	
7	8	7	7	Fighter (Champion, Loner)			N/A	

Jardlan Nomad Hunter: If hired by Ironhead Squat prospectors, Urson Grimjarl's Credit Cost is reduced to 220 credits.

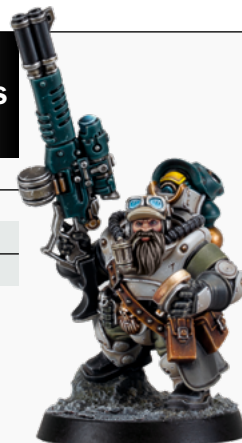
Oculi Command: While **Active**, Urson Grimjarl may perform the **Deploy Oculi** action:

- **Deploy Oculi (Double):** If Old Faithful is not on the battlefield, place Old Faithful within Leash range of Urson Grimjarl. Remove all Conditions from Old Faithful and set its Status to **Active**, but it does not gain a Ready marker until the start of the next round.

Outcast Leader: If selected as an Outcast Leader, Urson Grimjarl loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP. Additionally, Old Faithful starts with 13 XP and may not purchase or be equipped with additional weapons or wargear.

Skills: Urson Grimjarl has the Clamber, Overwatch and Precision Shot skills.

Equipment: Urson Grimjarl is equipped with a Jardlan 'longshot' hunting rifle, an Ironhead stub gun, frag and krak grenades, a respirator and Old Faithful.



OLD FAITHFUL, TECHMITE OCULI

0 CREDITS

M	WS	BS	S	T	W	I	A	Sv
7"	5+	5+	2	3	2	3	1	6+
Ld	Cl	Wil	Int	Type			Starting XP	
6	7	6	5	Fighter (Beast, Flying, Pet)			N/A	

Leash Range: Old Faithful has a 12" Leash range.

Target Paint: While Old Faithful is within 6" of an enemy Fighter, its owner counts as firing at short range for the purposes of calculating cover bonuses.

Equipment: Old Faithful is equipped with pincers.



OUTLANDERS EQUIPMENT

RANGED WEAPONS

AUTO/STUB WEAPONS	SR	LR	Str	AP	L	Traits	Creds	TP
Ironhead autopistol	4"	12"	3	-	1	Light, Rapid Fire (1), Reliable	-	E
Ironhead stub gun	6"	12"	3	-	1	Light, Rapid Fire (1)	-	E
Jardlan 'longshot' hunting rifle	18"	48"	5	-2	2	Breaching (6+), Rapid Fire (1)	-	E

ESOTERIC WEAPONS	SR	LR	Str	AP	L	Traits	Creds	TP
Fractal pulse beamer	4"	8"	9	-4	3	Ammo (6+), Damage (3), Limited	-	E
Fusion cutter	3"	6"	5	-2	1	Light	-	E

CLOSE COMBAT WEAPONS

NATURAL WEAPONS	SR	LR	Str	AP	L	TRAITS	Creds	TP
Rending talons	E	-	S+1	-2	2	Knockback (5+), Melee	-	E

NOMAD WEAPONS	SR	LR	Str	AP	L	Traits	Creds	TP
Spirit stave	E	-	S+2	-1	2	Melee, Shock (6+)	-	E

POWER PACK	SR	LR	Str	AP	L	Traits	Creds	TP
Drill	E	-	3	-1	1	Additional Attack (1), Melee, Power Pack	-	E
Pincers	E	-	S	-	1	Melee, Paired (2)	-	E

CULTS

THE PROPHET OF THE REDEMPTION, DRAMATIS PERSONAE

135 CREDITS

M	WS	BS	S	T	W	I	A	Sv
6"	4+	4+	5	4	2	3	1	5+
Ld	CI	Wil	Int	Type			Starting XP	
8	8	8	6	Fighter (Champion, Loner)			N/A	

Outcast Leader: If selected as an Outcast Leader, the Prophet of the Redemption loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

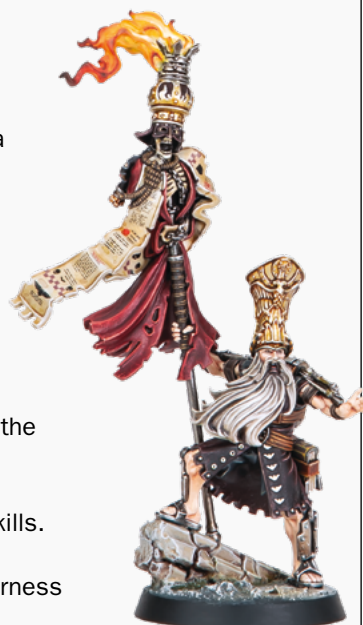
Blessed by the Lost Saint: The Prophet of the Redemption seems to lead a blessed life; none can act against him, either looking upon him with awe or finding they purposefully miss. If an enemy model wishes to make a **Fight**, **Shoot**, **Aimed Shot** or **Braced Shot** action that targets the Prophet of the Redemption, they must make a Willpower check. If the check is failed, they cannot perform the action and their activation ends immediately.

In addition, the Prophet of the Redemption has a 3+ Invulnerable Save.

Beacon of Redemption: Any friendly Fighter that can draw a line of sight to the Prophet may apply a +2 modifier to Cool and Willpower checks.

Skills: The Prophet of the Redemption has the Iron Will and Unstoppable skills.

Equipment: The Prophet of the Redemption is equipped with a full servo-harness (benefits already included in his profile).



THE EIGHTFOLD HARVEST LORD, DRAMATIS PERSONAE

180 CREDITS

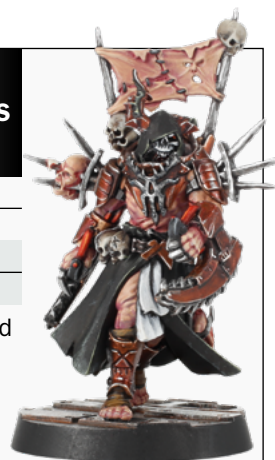
M	WS	BS	S	T	W	I	A	Sv
5"	3+	6+	4	4	3	4	3	5+
Ld	CI	Wil	Int	Type			Starting XP	
6	7	8	6	Fighter (Champion, Loner)			N/A	

Blessed by the Lord of Skin and Sinew: The Eightfold Harvest Lord may only be hired by a Corpse Grinder Cult gang.

Outcast Leader: If selected as an Outcast Leader, the Eightfold Harvest Lord loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: The Eightfold Harvest Lord has the Berserker, Fearsome and Unstoppable skills.

Equipment: The Eightfold Harvest Lord is equipped with paired heavy chain cleavers.



UNAFFILIATED

GAEN GORVOS, DRAMATIS PERSONAE

105 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	5+	4+	3	3	2	3	1	5+
Ld	CI	Wil	Int	Type			Starting XP	
8	7	6	7	Fighter (Champion, Loner)			N/A	

Outcast Leader: If selected as an Outcast Leader, Gaen Gorvos loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Gaen Gorvos has the Backstab and Nerves of Steel skills.

Equipment: Gaen Gorvos is equipped with gunk bombs, a sword, throwing knives and an autogun.



VUNDER GORVOS, DRAMATIS PERSONAE

110 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	3+	5+	3	3	2	3	1	5+
Ld	CI	Wil	Int	Type			Starting XP	
6	8	7	5	Fighter (Champion, Loner)			N/A	

Outcast Leader: If selected as an Outcast Leader, Vunder Gorvos loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Vunder Gorvos has the Dodge, Gunfighter and Rain of Blows skills.

Equipment: Vunder Gorvos is equipped with a shotgun with solid & scatter ammo, a sword and two stub guns.



REX SPIRES, DRAMATIS PERSONAE

180 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	4+	5+	3	3	2	3	1	5+
Ld	CI	Wil	Int	Type			Starting XP	
6	7	6	7	Fighter (Champion, Loner)			N/A	

Outcast Leader: If selected as an Outcast Leader, Rex Spires loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Rex Spires has the Dodge and Lie Low skills.

Equipment: Rex Spires is equipped with blasting charges, demo charges, frag grenades and a fighting knife.



SILBERLANT SEVOS, DRAMATIS PERSONAE

90 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	4+	4+	3	3	1	3	1	5+
Ld	CI	Wil	Int	Type			Starting XP	
5	7	6	9	Fighter (Champion, Loner)			N/A	

Whisper Merchant: Silberlant Sevoss may be hired as if he was a Whisper Merchant. If he is, he loses the Champion and Loner Subtypes, gains the Useful Lies rule, gains the Hanger-on Subtype, and starts with 13 XP and the same skill access as a Whisper Merchant. He may not purchase or be equipped with additional weapons or wargear.

Vox Disruption: Enemy Fighters within 9" of Silberlant Sevoss may not perform the **Group Activation** action.

Outcast Leader: If selected as an Outcast Leader, Silberlant Sevoss loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Silberlant Sevoss has the Connected, Lie Low and Nerves of Steel skills.

Equipment: Silberlant Sevoss is equipped with a stub gun.



BIGBY CRUMB, DRAMATIS PERSONAE

60 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	5+	4+	2	2	1	5	1	5+
Ld	CI	Wil	Int	Type			Starting XP	
7	7	6	7	Fighter (Champion, Loner)			N/A	

Slopper: Bigby Crumb may be hired as if he was a Slopper. If he is, he loses the Champion and Loner Subtypes, gains the "Grub's Up!" rule, gains the Hanger-on Subtype, and starts with 13 XP and the same skill access as a Slopper. He may not purchase or be equipped with additional weapons or wargear.

Well Fed: If Bigby Crumb is on the battlefield, once per battle you can force your opponent to re-roll the dice when rolling on the Lasting Injuries table.

Outcast Leader: If selected as an Outcast Leader, Bigby Crumb loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Bigby Crumb has the Lie Low skill.

Equipment: Bigby Crumb is equipped with a stub gun, a maul and a slop pot.



DOCTOR ARACHNOS, DRAMATIS PERSONAE

120 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	4+	4+	3	3	2	3	1	5+
Ld	CI	Wil	Int	Type			Starting XP	
6	7	7	8	Fighter (Champion, Loner)			N/A	

Rogue Doc: Doctor Arachnos may be hired as if he was a Rogue Doc. If he is, he loses the Champion and Loner Subtypes, gains the Patch-up rule, gains the Hanger-on Subtype, and starts with 13 XP and the same skill access as a Rogue Doc. He may not purchase or be equipped with additional weapons or wargear.

Medical Mechadendrites: If a friendly Fighter makes a Recovery test within 3" of Doctor Arachnos while he is either **Active** or **Suppressed**, instead of making a Recovery test for them, you can make an Intelligence test for Doctor Arachnos. If the check is passed, the Fighter immediately recovers as if they had rolled an **Injured** result on the Injury dice. If the check is failed, the Fighter goes **Out of Action** instead. Doctor Arachnos can only aid one Fighter in this way each round.

Outcast Leader: If selected as an Outcast Leader, Doctor Arachnos loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Doctor Arachnos has the Medicate skill.

Equipment: Doctor Arachnos is equipped with a laspistol, mechadendrites and a respirator.



BAERTRUM ARTUROS III, DRAMATIS PERSONAE

150 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	3+	3+	3	3	2	4	2	4+
Ld	CI	Wil	Int	Type			Starting XP	
7	8	7	7	Fighter (Champion, Loner)			N/A	

Outcast Leader: If selected as an Outcast Leader, Baertrum Arturos III loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Baertrum Arturos III has the Nerves of Steel skill.

Equipment: Baertrum Arturos III is equipped with a needle pistol and a stiletto knife.



ORTRUUM 8-8, DRAMATIS PERSONAE

70 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	5+	5+	3	3	2	3	1	5+
Ld	CI	Wil	Int	Type			Starting XP	
6	6	8	7	Fighter (Champion, Flying, Loner, Wyrd)			N/A	

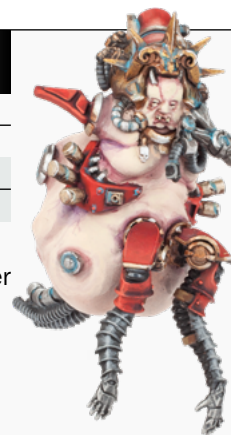
Soul Hound: At the start of the battle, before the first roll for Priority, Ortruum 8-8's controlling player nominates an enemy Fighter deployed on the battlefield. This Fighter is the target Ortruum 8-8 has been sent to track down and while Ortruum 8-8 is on the battlefield, the selected Fighter is haloed by ghostly illumination, reducing the benefit the selected Fighter gains from cover by 1.

Outcast Leader: Ortruum 8-8 may not be selected as an Outcast Leader.

Skills: Ortruum 8-8 has the Fearsome skill.

Wyrd Powers: Ortruum 8-8 knows the Force Blast, Terrify and Weapon Jinx Wyrd Powers.

Equipment: Ortruum 8-8 has no equipment.



THE DESERTER, DRAMATIS PERSONAE

130 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	3+	4+	3	4	2	3	2	5+
Ld	CI	Wil	Int	Type			Starting XP	
6	7	6	5	Fighter (Champion, Loner)			N/A	

Outcast Leader: If selected as an Outcast Leader, the Deserter loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: The Deserter has the Medicate and Mentor skills.

Equipment: The Deserter is equipped with a shotgun with solid and scatter ammo, frag grenades and a fighting knife.



YAR UMBRA, DRAMATIS PERSONAE

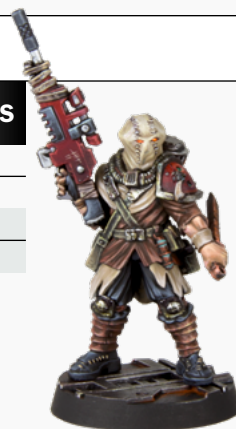
120 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	4+	3+	3	3	2	4	1	5+
Ld	CI	Wil	Int	Type			Starting XP	
6	7	6	6	Fighter (Champion, Loner)			N/A	

Outcast Leader: If selected as an Outcast Leader, Yar Umbra loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Yar Umbra has the Infiltrate, Marksman and Overwatch skills.

Equipment: Yar Umbra is equipped with a long las, a fighting knife, photo-goggles and a respirator.



GOR HALF-HORN, DRAMATIS PERSONAE

210 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	3+	4+	4	4	2	3	2	5+
Ld	CI	Wil	Int	Type			Starting XP	
6	7	7	6	Fighter (Champion, Loner)			N/A	

Feral Warrior: Gor Half-horn increases his Attacks Characteristic by 1 while he is **Injured**.

Outcast Leader: If selected as an Outcast Leader, Gor Half-horn loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Gor Half-horn has the Berserker, Bull Charge and Fearsome skills.

Equipment: Gor Half-horn is equipped with a plasma pistol, a chainsword and a shotgun with solid and scatter ammo.



EYROS SLAGMYST, DRAMATIS PERSONAE

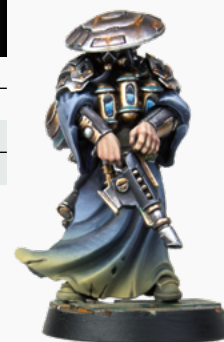
130 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	3+	4+	3	4	2	2	1	5+
Ld	CI	Wil	Int	Type			Starting XP	
7	6	7	7	Fighter (Champion, Loner)			N/A	

Outcast Leader: If selected as an Outcast Leader, Eyros Slagmyst loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Eyros Slagmyst has the Iron Jaw, Medicate and Nerves of Steel skills.

Equipment: Eyros Slagmyst is equipped with a laspistol, a fighting knife, frag grenades and a medicae kit.



THAETOS 23-2, DRAMATIS PERSONAE

90 CREDITS

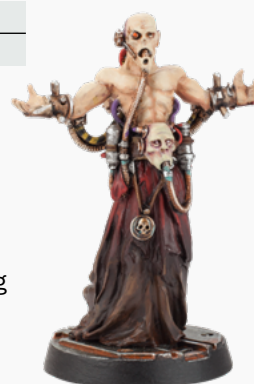
M	WS	BS	S	T	W	I	A	Sv
5"	5+	5+	3	3	2	4	1	5+
Ld	CI	Wil	Int	Type			Starting XP	
7	7	8	7	Fighter (Champion, Loner, Wyrd)			N/A	

Outcast Leader: If selected as an Outcast Leader, Thaetos 23-2 loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Thaetos 23-2 has the Fearsome skill.

Wyrd Powers: Thaetos 23-2 knows the Force Blast, Flaming Weapon and Quickening Wyrd Powers.

Equipment: Thaetos 23-2 is equipped with a fighting knife and a respirator.



VANDOTH THE FALLEN, DRAMATIS PERSONAE

230 CREDITS

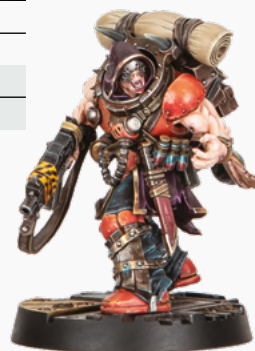
M	WS	BS	S	T	W	I	A	Sv
5"	3+	3+	4	4	3	5	3	3+
Ld	CI	Wil	Int	Type			Starting XP	
7	9	8	7	Fighter (Champion, Loner)			N/A	

Agent of Order: Vandoth the Fallen cannot be hired by Corpse Grinder Cult, Genestealer Cult, Genestealer Cult Corrupted, Chaos Helot, Chaos Corrupted, Malstrain, Malstrain Corrupted or Ash Waste Nomad gangs.

Outcast Leader: If selected as an Outcast Leader, Vandoth the Fallen loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Vandoth the Fallen has the Bull Charge, Fearsome, Unstoppable and Spring Up skills.

Equipment: Vandoth the Fallen is equipped with a boltgun and a fighting knife.



ESTUS JET, DRAMATIS PERSONAE

100 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	4+	5+	3	3	2	3	1	5+
Ld	CI	Wil	Int	Type			Starting XP	
7	7	6	6	Fighter (Champion, Loner)			N/A	

Outcast Leader: If selected as an Outcast Leader, Estus Jet loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Estus Jet has the Counter-attack and Cut-throat skills.

Equipment: Estus Jet is equipped with an autopistol, a stiletto knife and throwing knives.



GRUB TARGESON, DRAMATIS PERSONAE

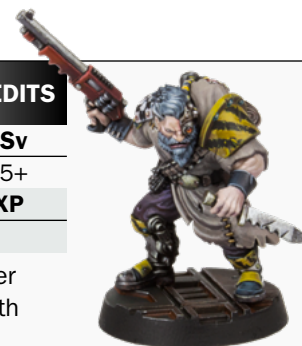
120 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	4+	3+	3	3	1	3	1	5+
Ld	CI	Wil	Int	Type			Starting XP	
6	6	6	7	Fighter (Champion, Loner)			N/A	

Outcast Leader: If selected as an Outcast Leader, Grub Targeson loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Grub Targeson has the Backstab, Dodge and Infiltrate skills.

Equipment: Grub Targeson is equipped with a stiletto knife, a shotgun with scatter & solid ammo and frag grenades.



MAD DOG MONO, DRAMATIS PERSONAE

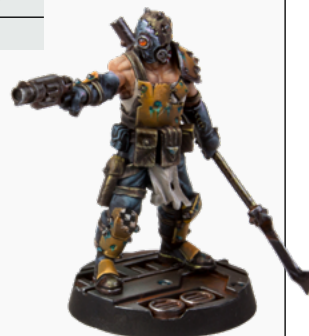
80 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	3+	4+	3	3	1	4	1	5+
Ld	Cl	Wil	Int	Type			Starting XP	
6	7	6	6	Fighter (Champion, Loner)			N/A	

Outcast Leader: If selected as an Outcast Leader, Mad Dog Mono loses the Loner Subtype, replaces the Champion Subtype with the Leader Subtype and starts with 61 XP.

Skills: Mad Dog Mono has the Dodge and Lie Low skills.

Equipment: Mad Dog Mono is equipped with a stub gun and a grab hook.



UNAFFILIATED EQUIPMENT

RANGED WEAPONS

GRENADES	SR	LR	Str	AP	L	Traits	Creds	TP
Gunk bombs	-	9"	3	-	-	Ammo (4+), Blast (3"), Limited, Web	-	E

CLOSE COMBAT WEAPONS

PRIMITIVE WEAPONS	SR	LR	Str	AP	L	Traits	Creds	TP
Grab hook	E	-	S	-	1	Melee, Parry	-	E
Sword	E	-	S	-1	1	Melee, Parry	-	E

ESOTERIC WEAPONS	SR	LR	Str	AP	L	Traits	Creds	TP
Mechadendrites	E	-	-	-1	1	Additional Attacks (2), Melee, Toxin (3+)	-	E

PERSONAL EQUIPMENT

SLOP POT

Exclusive

A slop pot is represented by its own model and is placed within 2" of Bigby when he is deployed on the battlefield. If a Fighter is within 1" of the slop pot when they perform a **Move** action, they may move the slop pot to within 1" of their final position.

While they are within 1" of the slop pot any Fighter (both friend and foe) may perform the **Interact** action to partake of the slop. When they do so, they gain the Nerves of Steel skill until the next time they activate.

ALLIANCES

MAKING AN ALLIANCE

Alliances are not to be entered into lightly. Once a gang has pledged its support to an ally, you can be sure their new friends will force them to stick with it – at least until the ally gets some results or they decide the gang has become a liability.

Follow these steps to make an Alliance:

1. Any gang can decide to enter into an Alliance at the beginning of a campaign, during the Update Roster step of any Post-cycle Sequence or at the end of a Downtime Cycle, provided they do not already have an ally.
2. Choose an ally from those on offer, either in this supplement or from another supplement and pay the ally's Tithe Price.
3. Once a gang has made an Alliance, it will last until the end of the current campaign, or until either they, or their ally, break it as a result of their actions. If a gang breaks their Alliance, they cannot gain another Alliance unless the Arbitrator decides otherwise.
4. Unless otherwise noted, a gang can never have more than one ally at a time. A gang should make a note of their ally on their Gang Roster, along with any Benefits and Drawbacks which the ally brings.

BREAKING AN ALLIANCE

An Alliance is broken either when the last member of an Alliance's Delegation is deleted from the Gang Roster, or if the gang pays the Alliance's Tithe Price again during the Update Roster step of the Post-cycle Sequence.

BENEFITS & DRAWBACKS

Each Alliance brings with it a set of Benefits and Drawbacks. These are special rules that will apply to the gang for the duration of the Alliance and can include things such as access to certain equipment and Delegations (covered in more detail in their respective entries). The exact details of an ally's Benefits and Drawbacks can be found in their individual descriptions, along with guidelines on how, and when, they come into play.

DELEGATIONS

Most Alliances grant a gang access to a Delegation. When a gang allies with a faction, they may add their ally's Delegation to their Gang Roster.

Models from a Delegation do not gain XP, may not perform Post-cycle Actions, may not add or remove weapons or wargear, may not be voluntarily removed from the Gang Roster and use the following Lasting Injury table:

D6	Lasting Injury
1-2	Out Cold: The Fighter takes no further part in the battle, but suffers no long-term effects.
3-5	Grievous Wound: The Fighter goes into Recovery .
6	Critical Injury: The Fighter is badly hurt and returns to their faction. Delete the Fighter from the Gang Roster.

When a Fighter from a Delegation is deleted from a Gang Roster, they take their weapons and wargear with them – they are not added to the gang's Stash.

STRONG ALLIANCES

An Alliance may list gangs that they have a Strong Alliance with. If a faction has a Strong Alliance with a gang, the first time a model from the ally's Delegation is deleted from the Gang Roster as a result of a Critical Injury, the gang may immediately add an identical replacement model to their Gang Roster.

GANG RATING

While a gang is allied with a faction, they add their ally's Tithe Price to their Gang Rating.

PSI-SYNDICA

TITHE PRICE

In order to form or break an Alliance with the Psi-Syndica, a gang must pay 100 credits from their Stash.

BENEFITS

Strong Alliance (Delaque): The first time a Delaque gang deletes a Mind-locked Wyrd from their Gang Roster as a result of a Lasting Injury, they may immediately add an identical replacement model to their Gang Roster.

Psychic Awakening: When a gang forms an alliance with the Psi-Syndica, they may choose a Fighter to gain the Wyrd Subtype and learn a random Wyrd Power from the *Necromunda Skirmish: Core Rulebook*. This does not affect the Fighter's Credit Value.

If the gang breaks their Alliance with the Psi-Syndica for any reason, they must pay the chosen Fighter's Credit Value to their former allies or remove the Fighter from their Gang Roster.

Mind-locked Wyrd: When a gang forms an Alliance with the Psi-Syndica, they add a Psi-Syndica Delegation to their Gang Roster. This Delegation does not cost any credits.

DRAWBACKS

Psykanarium Attention: During the Post-battle Sequence, at the start of the Wrap-up step, if the allied gang lost the battle and included a Psi-Syndica Delegation, they must roll a D6, adding 1 for each Fighter with the Wyrd Subtype who took part in the battle. If the result is 7+, randomly choose one of the gang's Fighters and make a roll for them on the Lasting Injury table.

PSI-SYNDICA DELEGATION

COMPOSITION

A Psi-Syndica Delegation consists of one Mind-locked Wyrd.

PSI-SYNDICA DELEGATION SPECIAL RULES

A Band Apart: Members of a Psi-Syndica Delegation will remain separate and aloof from the gang they are working beside. As such, Psi-Syndica Delegation Fighters cannot be included in any **Group Activation** actions performed by non-Psi-Syndica Delegation Fighters and vice versa.

MIND-LOCKED WYRD

0 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	5+	4+	3	3	2	3	1	5+
Ld	Cl	Wil	Int	Type			Starting XP	
6	7	8	6	Fighter (Champion, Wyrd)			N/A	

Wyrd Powers: When added to a Gang Roster, select three Wyrd Powers from the *Necromunda Skirmish: Core Rulebook* that the Mind-locked Wyrd knows.

Skills: A Mind-locked Wyrd has the Fearsome skill.

Equipment: A Mind-locked Wyrd is armed with a maul.



MERCATOR PALLIDUS

TITHE PRICE

In order to form or break an Alliance with the Mercator Pallidus, a gang must pay 200 credits from their Stash.

BENEFITS

Strong Alliance (Cawdor): The first time a Cawdor gang deletes a member of a Corpse Harvesting Party from their Gang Roster as a result of a Lasting Injury, they may immediately add an identical replacement model to their Gang Roster.

Extra Corpse Starch Rations: Once per battle, when a Fighter from a gang allied with the Mercator Pallidus is taken **Out of Action**, the result on the Lasting Injury table may be re-rolled.

Corpse Harvesting Party: When a gang forms an Alliance with the Mercator Pallidus, they add a Corpse Harvesting Party to their Gang Roster. These Fighters do not cost any credits.

DRAWBACKS

Meat for the Grinders: During the Post-battle Sequence at the start of the Wrap-up step, if the allied gang had any of their Fighters suffer a Critical Injury result on the Lasting Injury table this battle and included any Fighters from the Corpse Harvesting Party, then one Fighter who suffered a Critical Injury must be deleted from the Gang Roster as if they had been killed.

CORPSE HARVESTING PARTY

COMPOSITION

A Corpse Harvesting Party consists of one Pale Consort, one Bone Scrivener and two Corpse Grinders.

CORPSE HARVESTING PARTY SPECIAL RULES

Indentured Fighters: If, during the Bottle Checks step of the End phase, there are no friendly Pale Consort or Bone Scrivener models on the battlefield, all Corpse Grinders will flee the battlefield.

A Band Apart: Members of a Corpse Harvesting Party take care of their own and will remain separate and aloof from the gang they are working beside. As such, Corpse Harvesting Party Fighters cannot be included in any **Group Activation** actions performed by non-Corpse Harvesting Party Fighters and vice versa.

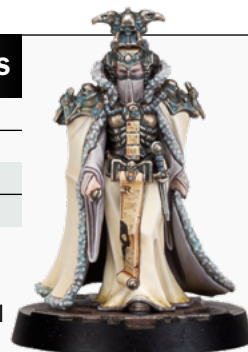
PALE CONSORT

0 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	5+	4+	3	3	1	3	1	5+
Ld	CI	Wil	Int	Type			Starting XP	
7	6	7	8	Fighter (Champion)			N/A	

Skills: A Pale Consort has the Fearsome skill.

Equipment: A Pale Consort is equipped with a laspistol, a fighting knife, a medi skull and a respirator.



BONE SCRIVENER

0 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	5+	4+	3	3	1	2	1	5+
Ld	CI	Wil	Int	Type			Starting XP	
7	6	6	7	Fighter (Champion)			N/A	

Skills: A Bone Scrivener has the Fearsome skill.

Equipment: A Bone Scrivener is equipped with a stiletto knife, a gun skull, a respirator and a cult icon.



CORPSE GRINDER

0 CREDITS

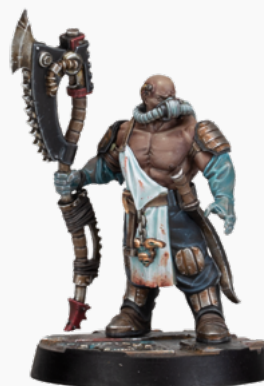
M	WS	BS	S	T	W	I	A	Sv
4"	4+	5+	4	3	2	3	2	6+
Ld	CI	Wil	Int	Type			Starting XP	
6	7	6	6	Fighter (Ganger)			N/A	

Bodyguard: If the Pale Consort is hit by a ranged attack, the controlling player may choose to transfer the Hit and all of its effects onto an **Active** or **Suppressed** Corpse Grinder within 2" of the Pale Consort.

Retainers: When selecting a gang's starting crew and creating their Reinforcements deck, Corpse Grinders may be excluded from being randomly selected.

Skills: A Corpse Grinder has the Heavy Blows skill.

Equipment: A Corpse Grinder is equipped with a chain glaive.



CORPSE HARVESTING PARTY

EQUIPMENT

RANGED WEAPONS

AUTO/STUB WEAPONS	SR	LR	Str	AP	L	Traits	Creds	TP
Gun skull autopistol	6"	12"	3	-	1	Independent, Rapid Fire (1)	-	E

CLOSE COMBAT WEAPONS

CHAIN WEAPONS	SR	LR	Str	AP	L	Traits	Creds	TP
Chain glaive*	E	-	S+1	-1	2	Heavy, Melee, Parry, Shred (6+), Unwieldy	-	E

PERSONAL EQUIPMENT

GUN SKULL

Exclusive

A gun skull is represented by a model placed within 1" of the owning model. Whenever the owning model moves for any reason, their controlling player may place the gun skull anywhere within 1" of the owning model after the move is finished. The gun skull has a Toughness characteristic of 3 and a Save characteristic of 6+ and can be targeted with ranged or melee attacks as if it were a Fighter. If the gun skull is ever wounded it is removed from the battlefield, though it will be available in future battles.

While the gun skull is on the battlefield, its owner is considered to be armed with a gun skull autopistol; this weapon does not count towards the maximum number of weapons a Fighter can carry.

MEDI SKULL

Exclusive

A medi skull is represented by a model placed within 1" of the owning model. Whenever the owning model moves for any reason, their controlling player may place the medi skull anywhere within 1" of the owning model after the move is finished. The medi skull has a Toughness characteristic of 3 and a Save characteristic of 6+ and can be targeted with ranged or melee attacks as if it were a Fighter. If the medi skull is ever wounded it is removed from the battlefield, though it will be available in future battles.

While the medi skull is on the battlefield, its owning model may perform either the **Treat Ally** action or **Heal Ally** action as a **Free** action once per activation, even if the model is **Injured/Damaged**.

CULT ICON

Exclusive

Unlike other items of wargear, a gang may only purchase a single cult icon. This item must be carried by either a Leader or Champion. When a Fighter that is carrying a cult icon performs the **Group Activation** action, they may re-roll the Leadership check.

MERCATOR SANGUIS

TITHE PRICE

In order to form or break an Alliance with the Mercator Sanguis, a gang must pay 220 credits from their Stash.

BENEFITS

Strong Alliance (Goliath): The first time a Goliath gang deletes a member of a Mercator Sanguis Delegation from their Gang Roster as a result of a Lasting Injury, they may immediately add an identical replacement model to their Gang Roster.

Weapon Training: While a gang is allied with the Mercator Sanguis, at the start of the Pre-battle Sequence they can choose any one of their gang's Champions, or their gang's Leader, provided the Fighter chosen is available for the upcoming battle, as a candidate for extra training. For the duration of the battle, the chosen Fighter counts as having one extra skill chosen at random from one of their Primary Skill Sets.

Slaver Entourage: When a gang forms an Alliance with the Mercator Sanguis, they add a Slaver Entourage to their Gang Roster. These Fighters do not cost any credits.

DRAWBACKS

A Promising Fighter: During the Wrap-up step of the Post-battle Sequence, randomly select a Ganger or Prospect that took an enemy Fighter **Out of Action** during the battle and roll a D6. On a roll of 1, the Chain Lord is impressed by what they have seen and claims that Fighter for a career in the fighting pits; the Fighter and all of their weapons and Wargear are immediately deleted from the Gang Roster. On a roll of 6, the Chain Lord rewards that Fighter for their entertaining display of fighting prowess and the gang immediately adds D3x5 credits to its Stash. On any other result, nothing happens.

SLAVER ENTOURAGE

COMPOSITION

A Slaver Entourage consists of one Chain Lord, one Shakleman and two Pit Fighters.

SLAVER ENTOURAGE SPECIAL RULES

Indentured Fighters: If, during the Bottle Checks step of the End phase, there are no friendly Chain Lord or Shakleman models on the battlefield, all Pit Fighters will flee the battlefield.

A Band Apart: Members of a Slaver Entourage take care of their own and will remain separate and aloof from the gang they are working beside. As such, Slaver Entourage Fighters cannot be included in any **Group Activation** actions performed by non-Slaver Entourage Fighters and vice versa.

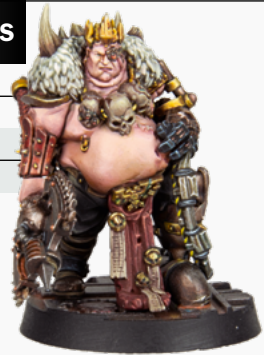
CHAIN LORD

0 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	3+	6+	4	4	2	3	2	5+
Ld	CI	Wil	Int	Type			Starting XP	
7	8	7	5	Fighter (Champion)			N/A	

Skills: A Chain Lord has the Bull Charge skill.

Equipment: A Chain Lord is equipped with a shock whip, a chainaxe, a bio-boosters and a stim-slug stash.



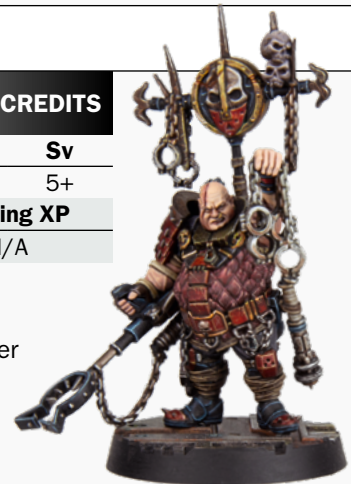
SHAKLEMAN

0 CREDITS

M	WS	BS	S	T	W	I	A	Sv
6"	4+	5+	3	3	2	3	1	5+
Ld	CI	Wil	Int	Type			Starting XP	
6	7	7	6	Fighter (Champion)			N/A	

Skills: A Shakleman has the Unstoppable skill.

Equipment: A Shakleman is equipped with a shock stave, a harpoon launcher and a cult icon.



PIT FIGHTER

0 CREDITS

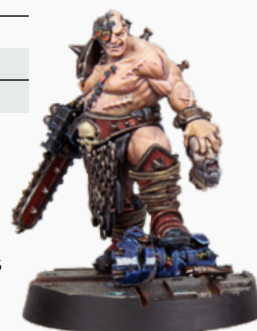
M	WS	BS	S	T	W	I	A	Sv
5"	4+	6+	3	3	1	3	2	6+
Ld	CI	Wil	Int	Type			Starting XP	
6	7	6	5	Fighter (Ganger)			N/A	

Bodyguard: If the Chain Lord is hit by a ranged attack, the controlling player may choose to transfer the Hit and all of its effects onto an **Active** or **Suppressed** Pit Fighter within 2" of the Chain Lord.

Retainers: When selecting a gang's starting crew and creating their Reinforcements deck, Pit Fighters may be excluded from being randomly selected.

Skills: A Pit Fighter has the Rain of Blows skill.

Equipment: A Pit Fighter is equipped with a chain glaive and a stim-slug stash.



SLAVER ENTOURAGE EQUIPMENT

CLOSE COMBAT WEAPONS

CHAIN WEAPONS	SR	LR	Str	AP	L	Traits	Creds	TP
Chain glaive*	E	-	S+1	-1	2	Heavy, Melee, Parry, Shred (6+), Unwieldy	-	E

PERSONAL EQUIPMENT

CULT ICON

Exclusive

Unlike other items of wargear, a gang may only purchase a single cult icon. This item must be carried by either a Leader or Champion. When a Fighter that is carrying a cult icon performs the **Group Activation** action, they may re-roll the Leadership check.

MERCATOR NAUTICA

TITHE PRICE

In order to form or break an Alliance with the Mercator Nautica, a gang must pay 260 credits from their Stash.

BENEFITS

Strong Alliance (Escher): The first time an Escher gang deletes a member of a Mercator Nautica Delegation from their Gang Roster as a result of a Lasting Injury, they may immediately add an identical replacement model to their Gang Roster.

Pure Water Supplies: While a gang is allied with the Mercator Nautica, at the start of the Post-cycle Sequence they may roll a D6 for each Fighter that is in **Recovery**; on a result of 6 they are no longer in **Recovery** and may perform a Post-cycle Action.

Nautican Syphoning Delegation: When a gang forms an Alliance with the Mercator Nautica, they add a Nautican Syphoning Delegation to their Gang Roster. These Fighters do not cost any credits.

DRAWBACKS

Water Levies: During the Post-battle Sequence, if the allied gang won the battle and included any models from the Nautican Syphoning Delegation, they must give D3x5 credits to the Mercator Nautica. If the amount rolled is greater than the amount gained from the battle, the gang must give the full amount gained to their allies.

NAUTICAN SYPHONING DELEGATION

COMPOSITION

A Nautican Syphoning Delegation consists of one Master Nautican, one Syphonite and one Subnautican.

NAUTICAN SYPHONING PARTY SPECIAL RULES

Indentured Fighter: If, during the Bottle Checks step of the End phase, there are no friendly Master Nautican or Syphonite models on the battlefield, the Subnautican will flee the battlefield.

A Band Apart: Members of a Nautican Syphoning Delegation take care of their own and will remain separate and aloof from the gang they are working beside. As such, Nautican Syphoning Delegation Fighters cannot be included in any **Group Activation** actions performed by non-Nautican Syphoning Delegation Fighters and vice versa.

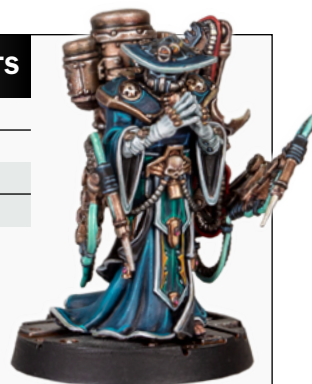
MASTER NAUTICAN

0 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	4+	4+	3	3	2	3	1	5+
Ld	Cl	Wil	Int	Type			Starting XP	
7	7	8	7	Fighter (Champion)			N/A	

Skills: A Master Nautican has the Dodge skill.

Equipment: A Master Nautican is equipped with a needle pistol and a stiletto knife.



SYPHONITE

0 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	5+	4+	2	3	1	3	1	5+
Ld	Cl	Wil	Int	Type			Starting XP	
6	6	7	7	Fighter (Champion)			N/A	

Skills: A Syphonite has the Dodge skill.

Equipment: A Syphonite is equipped with a needle rifle, a stiletto knife and a cult icon.



SUBNAUTICAN

0 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	4+	5+	5	5	3	3	2	4+
Ld	Cl	Wil	Int	Type			Starting XP	
6	7	6	6	Fighter (Brute)			N/A	

Bodyguard: If the Master Nautican is hit by a ranged attack, the controlling player may choose to transfer the Hit and all of its effects onto an **Active** or **Suppressed** Subnautican within 2" of the Master Nautican.

Retainers: When selecting a gang's starting crew and creating their Reinforcements deck, the Subnautican may be excluded from being randomly selected.

Skills: A Subnautican has the Berserker skill.

Equipment: A Subnautican is equipped with open fists and a hazard suit.



NAUTICAN SYPHONING DELEGATION EQUIPMENT

CLOSE COMBAT WEAPONS

NATURAL WEAPONS	SR	LR	Str	AP	L	TRAITS	Creds	TP
Open fists	E	-	S	-1	1	Knockback (6+), Melee	-	E

PERSONAL EQUIPMENT

CULT ICON

Exclusive

Unlike other items of wargear, a gang may only purchase a single cult icon. This item must be carried by either a Leader or Champion. When a Fighter that is carrying a cult icon performs the **Group Activation** action, they may re-roll the Leadership check.

HOUSE GREIM

TITHE PRICE

In order to form or break an Alliance with House Greim, a gang must pay 180 credits from their Stash.

BENEFITS

Strong Alliance (Goliath): The first time a Goliath gang deletes a member of a House Greim Delegation from their Gang Roster as a result of a Lasting Injury, they may immediately add an identical replacement model to their Gang Roster.

The Finest Ordnance: While a gang is allied with House Greim, they can benefit from a higher grade of bullets, explosives and other ordnance. The Fighters in the gang can re-roll any Ammo (X+) checks they are required to take.

Military Attaché: When a gang forms an Alliance with House Greim, they add a House Greim Military Attaché to their Gang Roster. These Fighters do not cost any credits.

DRAWBACKS

Martial Pride: If the gang loses a battle in which they included any Fighters from the House Greim Military Attaché, they must second one of their Gangers or Prospects to the Militia.

- **Seconded to the Militia:** At the start of the Post-cycle Sequence, before declaring Post-cycle Actions, a single Ganger or Prospect which is not in **Recovery** is selected at random. This Fighter has been recently seconded to the militia by House Greim and must immediately roll on the Lasting Injury table, counting a roll of 61-62 Captured or 63-65 Critical Injury as a roll of 66 Memorable Death. If the Fighter survives, they gain D6 Experience and if the Fighter went into **Recovery** as a result of this roll, they may not perform any Post-cycle Actions this Cycle. If the Fighter was killed, House Greim will compensate the gang with credits equal to the deceased Fighter's cost and they and all of their equipment is deleted from the Gang Roster.

HOUSE GREIM MILITARY ATTACHÉ

COMPOSITION

A House Greim Military Attaché consists of one Krieg Mester and one Jagerkin.

HOUSE GREIM MILITARY ATTACHÉ SPECIAL RULES

A Jagerkin's Duty: If, during the Bottle Checks step of the End phase, there is no friendly Krieg Mester on the battlefield, the Jagerkin will flee the battlefield.

A Band Apart: Members of a House Greim Military Attaché take care of their own and will remain separate and aloof from the gang they are working beside. As such, House Greim Military Attaché Fighters cannot be included in any **Group Activation** actions performed by non-House Greim Military Attaché Fighters and vice versa.

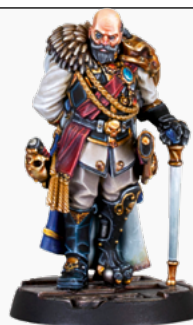
KRIEG MESTER

0 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	4+	4+	3	3	2	3	1	4+
Ld	CI	Wil	Int	Type			Starting XP	
8	7	7	7	Fighter (Champion)			N/A	

Skills: A Krieg Mester has the Mentor skill.

Equipment: A Krieg Mester is equipped with a bolt pistol and a power sword.



JAGERKIN

0 CREDITS

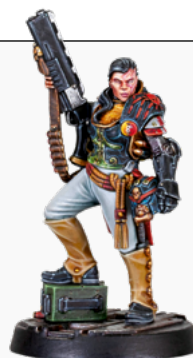
M	WS	BS	S	T	W	I	A	Sv
5"	4+	3+	3	3	1	3	1	5+
Ld	CI	Wil	Int	Type			Starting XP	
6	7	6	5	Fighter (Ganger)			N/A	

Bodyguard: If the Krieg Mester is hit by a ranged attack, the controlling player may choose to transfer the Hit and all of its effects onto an **Active** or **Suppressed** Jagerkin within 2" of the Krieg Mester.

Retainers: When selecting a gang's starting crew and creating their Reinforcements deck, a Jagerkin may be excluded from being randomly selected.

Skills: A Jagerkin has the Marksman skill.

Equipment: A Jagerkin is equipped with a combat shotgun with salvo & shredder ammo, frag grenades and krak grenades.



HOUSE KO'IRON

TITHE PRICE

In order to form or break an Alliance with House Ko'iron, a gang must pay 250 credits from their Stash.

BENEFITS

Strong Alliance (Cawdor): The first time a Cawdor gang deletes a member of a House Ko'iron Ministorum Delegation from their Gang Roster as a result of a Lasting Injury, they may immediately add an identical replacement model to their Gang Roster.

Religious Relics: While a gang is allied with House Ko'iron, they have access to the religious relics of the local Ecclesiarchs. Choose either an offensive or defensive relic for the gang's Leader. This item is 'Blessed', and once per battle the Leader may re-roll a single failed Hit roll if an offensive relic was selected or re-roll a single failed Save roll if a defensive relic was selected.

Ministorum Delegation: When a gang forms an Alliance with House Ko'iron, they add a House Ko'iron Ministorum Delegation to their Gang Roster. These Fighters do not cost any credits.

DRAWBACKS

Penance for the Unworthy: During the Post-battle Sequence at the start of the Wrap-up step, if the allied gang lost the battle and included any Fighters from the House Ko'iron Ministorum Delegation, a random Fighter who took part in the battle and is not in **Recovery** goes into **Recovery**.

HOUSE KO'IRON

MINISTORUM DELEGATION

COMPOSITION

A House Ko'iron Ministorum Delegation consists of one Prima Materis and two Frateris Bodyguards.

HOUSE KO'IRON MINISTORUM DELEGATION SPECIAL RULES

A Band Apart: Members of a House Ko'iron Ministorum Delegation take care of their own and will remain separate and aloof from the gang they are working beside. As such, House Ko'iron Ministorum Delegation Fighters cannot be included in any **Group Activation** actions performed by non-House Ko'iron Ministorum Delegation Fighters and vice versa.

PRIMA MATERIS

0 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	4+	3+	3	3	2	3	2	4+
Ld	CI	Wil	Int	Type			Starting XP	
8	8	8	7	Fighter (Champion)			N/A	

Skills: A Prima Materis has the Iron Will skill.

Equipment: A Prima Materis is equipped with a shock stave, a bolt pistol and a refractor field.



FRATERIS BODYGUARD

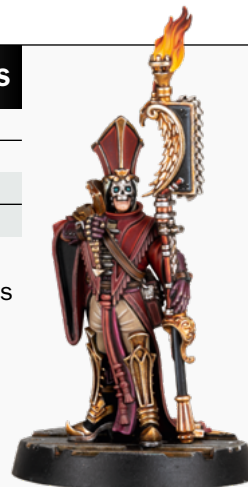
0 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	4+	4+	3	3	1	3	1	6+
Ld	Cl	Wil	Int	Type			Starting XP	
7	7	8	7	Fighter (Ganger)			N/A	

Bodyguard: If the Prima Materis is hit by a ranged attack, the controlling player may choose to transfer the Hit and all of its effects onto an **Active** or **Suppressed** Frateris Bodyguard within 2" of the Prima Materis.

Skills: A Frateris Bodyguard has the Counter-attack skill.

Equipment: A Frateris Bodyguard is equipped with either an eviscerator and a laspistol, or a chainsword and a lasgun.



CLOSE COMBAT WEAPONS

CHAIN WEAPONS	SR	LR	Str	AP	L	TRAITS	Creds	TP
Eviscerator*	E	-	S+2	-2	2	Heavy, Melee, Shred (5+), Unwieldy	-	E

HOUSE TY

TITHE PRICE

In order to form or break an Alliance with House Ty, a gang must pay 120 credits from their Stash.

BENEFITS

Strong Alliance (Delaque): The first time a Delaque gang deletes a member of a House Ty Onmyodo Coven from their Gang Roster as a result of a Lasting Injury, they may immediately add an identical replacement model to their Gang Roster.

Psychic Training: While the gang is allied with House Ty, their psykers have access to training from the Psykanarium. Choose one Fighter with the Wyrd Subtype; this Fighter knows one more Wyrd Power than normal from those available to them. Choose this power when the Alliance is formed. This power is lost should the Alliance be broken.

Onmyodo Coven: When a gang forms an Alliance with House Ty, they add a House Ty Onmyodo Coven to their Gang Roster. These Fighters do not cost any credits.

DRAWBACKS

Disturbing Visions: While the gang is allied to House Ty, their Fighters suffer dark dreams. If a gang includes any Fighters from the House Ty Onmyodo Coven in their starting crew then at the start of the battle, before the first roll for Priority, randomly select one of the gang's deployed Fighters. The selected Fighter immediately suffers a Str -, AP -, L1 Hit that Wounds automatically with no Saves allowed.

HOUSE TY ONMYODO COVEN

COMPOSITION

A House Ty Onmyodo Coven consists of one Onmyodo Telepath and one Onmyodo Null.

HOUSE TY ONMYODO COVEN SPECIAL RULES

A Band Apart: Members of a House Ty Onmyodo Coven take care of their own and will remain separate and aloof from the gang they are working beside. As such, House Ty Onmyodo Coven Fighters cannot be included in any **Group Activation** actions performed by non-House Ty Onmyodo Coven Fighters and vice versa.

ONMYODO TELEPATH

0 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	5+	5+	3	3	1	3	1	5+
Ld	CI	Wil	Int	Type			Starting XP	
6	7	8	7	Fighter (Champion, Wyrd)			N/A	

Control Collar: When this Fighter is activated, decide if its control collar is active for the round. If it is active then the control collar of the Onmyodo Null will be inactive for the round (note that it is possible for both collars to be inactive at the same time, but that if one is active, the other is automatically inactive). This Fighter only has the Wyrd Subtype while its collar is inactive.

Wyrd Powers: When added to a Gang Roster, select two Wyrd Powers from the *Necromunda Skirmish: Core Rulebook* that the Onmyodo Telepath knows.

Skills: An Onmyodo Telepath has no skills.

Equipment: An Onmyodo Telepath is equipped with a shock stave and a refractor field.



ONMYODO NULL

0 CREDITS

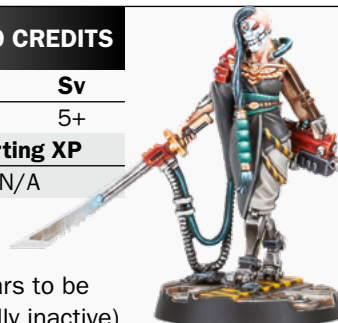
M	WS	BS	S	T	W	I	A	Sv
5"	4+	4+	3	3	1	3	1	5+
Ld	CI	Wil	Int	Type			Starting XP	
6	8	7	7	Fighter (Champion)			N/A	

Control Collar: When this Fighter is activated, decide if its control collar is active for the round. If it is active then the control collar of the Onmyodo Telepath will be inactive for the round (note that it is possible for both collars to be inactive at the same time, but that if one is active, the other is automatically inactive). This Fighter only has the Psychic Null special rule while its collar is inactive.

Psychic Null: This Fighter may Disrupt Wyrd Powers just as if they had the Wyrd Subtype. In addition, any Wyrd, friend or foe, that is within 6" of this fighter may not manifest any Wyrd Powers. In addition, all other Fighters, friend or foe, within 6" of this Fighter suffer a -2 modifier when making Cool tests.

Skills: An Onmyodo Null has the Nerves of Steel skill.

Equipment: An Onmyodo Null is equipped with a boltgun and a power sword.



THE IMPERIAL HOUSE

TITHE PRICE

In order to form or break an Alliance with the Imperial House, a gang must pay 350 credits from their Stash.

BENEFITS

Strong Alliance (Palanite Enforcer): The first time a Palanite Enforcer patrol deletes a member of the Enforcer Bodyguards Delegation from their Gang Roster as a result of a Lasting Injury, they may immediately add an identical replacement model to their Gang Roster.

Imperial Appointment: When a gang allies with the Imperial House, they may select one of their Territories (or equivalent) which has a Battlefield Effect to be officially appointed as theirs by the Imperial House. The gang may perform the Collect Tithe Post-cycle Action once per Post-cycle Sequence:

- **Collect Tithe (Leader or Champion Only):**
Receive the Boon from the Territory chosen by Imperial Appointment an additional time.

Enforcer Bodyguards: When a gang forms an Alliance with the Imperial House, they add an Enforcer Bodyguards Delegation to their Gang Roster. These Fighters do not cost any credits.

DRAWBACKS

Imperial Tax: During the Post-battle Sequence, if the allied gang won the battle and included any models from the Enforcer Bodyguards Delegation, they must give D3x5 credits to the Imperial House. If the amount rolled is greater than the amount gained from the battle, the gang must give the full amount gained to their allies.

Imperial Decree: If the allied gang loses control of the Territory selected with the Imperial Appointment benefit, then the Alliance is immediately broken.

ENFORCER BODYGUARDS DELEGATION

COMPOSITION

An Enforcer Bodyguards Delegation consists of two Palanite Companions.

ENFORCER BODYGUARDS DELEGATION SPECIAL RULES

Helmawr's Protectors: During the Pre-battle Sequence, after the Choose Crews step, the Palanite Companions are assigned to protect a Fighter of the allied gang's choice.

A Band Apart: Members of an Enforcer Bodyguards Delegation take care of their own and will remain separate and aloof from the gang they are working beside. As such, Enforcer Bodyguards Delegation Fighters cannot be included in any **Group Activation** actions performed by non-Enforcer Bodyguards Fighters and vice versa.

PALANITE COMPANION

0 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	4+	3+	3	3	1	3	1	5+
Ld	Cl	Wil	Int	Type			Starting XP	
7	8	8	7	Fighter (Champion)			N/A	

Bodyguard: If the Fighter the Palanite Companions are assigned to protect is hit by a ranged attack, the controlling player may choose to transfer the Hit and all of its effects onto an **Active** or **Suppressed** Palanite Companion within 2" of the Fighter.

Skills: A Palanite Companion has the Overwatch skill.

Equipment: A Palanite Companion is equipped with a stub gun and a disintegration gun.

RANGED WEAPONS

ESOTERIC WEAPONS	SR	LR	Str	AP	L	TRAITS	Creds	TP
Disintegration gun	8"	24"	5	-3	3	Damage (2), Rapid Fire (1), Ammo (5+), Unstable	-	E



CLAN HOUSE HANGERS-ON

The following pages contain additional Hangers-on originating from the Clan Houses that are available to gangs and may be recruited in addition to those on their gang list. Note, however, that these models will not benefit from any rule that affects models of a particular gang (e.g., they would not benefit from the Nimble special rule when added to an Escher gang).

Skill Access: Clan House Hangers-on have access to the following Skill Sets:

	Agility	Brawn	Combat	Cunning	Savant	Shooting
Shivver*	-	-	-	-	Secondary	-
Brute Handler	-	Primary	Secondary	-	-	-
Chem Dealer	-	Secondary	-	-	Primary	-
Whisper Merchant	-	-	-	Primary	Secondary	-
Spyker*	-	Secondary	-	-	-	-
Psychoteric Thrall*	-	-	-	Secondary	-	-

*These Fighters treat the Wyrd Powers on page 85 of the Necromunda Skirmish: Core Rulebook as a Primary Skill Set.

SHIVVER

50 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	5+	5+	2	3	1	3	1	6+
Ld	Cl	Wil	Int	Type			Starting XP	
6	5	8	7	Fighter (Hanger-on, Wyrd)			13	

Psyniscience: A Shivver may perform the Auguries Post-cycle Action:

- **Auguries:** When this Post-cycle Action is performed, select a Leader or Champion who is not in **Recovery** and make a Willpower check for the Shivver. If the check is passed, the chosen Fighter gains 2 XP. If the check is failed, the selected Fighter is so shaken by the experience they lose 1 XP; if this would cause them to drop a rank, they do not lose the Advancement they gained, nor do they gain a new Advancement when they earn enough XP to regain the lost rank.

Servant of the Escher: A Shivver may only be recruited by an Escher gang.

Wyrd Powers: A Shivver has the Weapon Jinx and Terrify Wyrd Powers.

Skills: A Shivver has the Fearsome skill.

Equipment: A Shivver has no equipment. They may not purchase or be equipped with additional weapons or wargear.



BRUTE HANDLER

75 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	4+	5+	3	4	1	3	1	6+
Ld	CI	Wil	Int	Type			Starting XP	
7	7	6	6	Fighter (Hanger-on)			13	

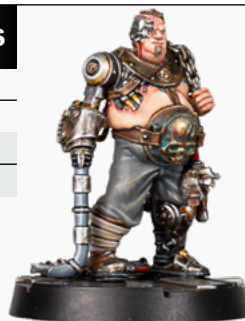
Forwards!: While **Active**, a Brute Handler may perform the **Goad** action:

- **Goad (Single):** Select a friendly **Active** Brute within 3" of this Fighter and make a Willpower check for the selected Brute. If the check is passed then the Brute may immediately move a distance equal to their Initiative characteristic in inches. If the check is failed then the Brute suffers a Str 3, AP -, L1 Hit as the Brute Handler attacks them.

Ally of House Goliath: If recruited by a Goliath gang, a Brute Handler's Credit Cost is reduced to 60 credits.

Skills: A Brute Handler has the Iron Jaw skill.

Equipment: A Brute Handler is armed with a shock whip. They may not purchase or be equipped with additional weapons or wargear.



CHEM DEALER

75 CREDITS

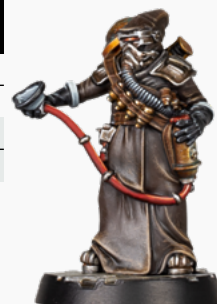
M	WS	BS	S	T	W	I	A	Sv
5"	4+	4+	3	3	1	3	1	6+
Ld	CI	Wil	Int	Type			Starting XP	
7	7	6	7	Fighter (Hanger-on, Support)			13	

Steady Supply: When a gang with a Chem Dealer performs the Medical Escort Post-cycle Action, they may reduce the cost of the "I'll Use The Good Stuff" rule by 30 credits (to a minimum of 0) once for each Chem Dealer that is not In Recovery.

Ally of House Goliath: If recruited by a Goliath gang, a Chem Dealer's Credit Cost is reduced to 60 credits.

Skills: A Chem Dealer has the Connected skill.

Equipment: A Chem Dealer is equipped with a stub gun. They may not purchase or be equipped with additional weapons or wargear.



WHISPER MERCHANT

60 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	5+	4+	3	3	1	3	1	6+
Ld	CI	Wil	Int	Type			Starting XP	
5	7	6	8	Fighter (Hanger-on, Support)			13	

Ally of House Delaque: If recruited by a Delaque gang, a Whisper Merchant's Credit Cost is reduced to 45 credits.

Useful Lies: During the Pre-battle and Post-battle Sequences, a gang with a Whisper Merchant may count the result of a single D6 roll as a 6 in the following circumstances: determine starting crew (when random crew size applies), rolling on the Escape table and Receive Rewards. This ability can be used only once in each sequence and, each time it is used, make a note on the gang roster. Once this ability has been used six times, the Whisper Merchant calls in their debt and the gang must pay their Credit Cost again or remove the Whisper Merchant from their gang roster.

Skills: A Whisper Merchant has the Lie Low skill.

Equipment: A Whisper Merchant is equipped with a stub gun. They may not purchase or be equipped with additional weapons or wargear.



SPYKER

80 CREDITS

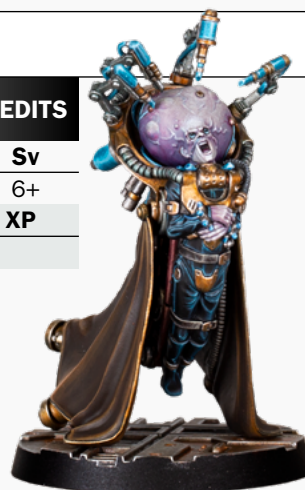
M	WS	BS	S	T	W	I	A	Sv
6"	5+	5+	3	3	1	4	1	6+
Ld	CI	Wil	Int	Type			Starting XP	
6	7	7	6	Fighter (Flying, Hanger-on, Wyrd)			13	

Servant of the Delaque: A Spyker may only be recruited by a Delaque gang.

Skills: A Spyker has no skills.

Wyrd Powers: A Spyker knows the Force Blast, Terrify and Weapon Jinx Wyrd Powers.

Equipment: A Spyker has no equipment. They may not purchase or be equipped with additional weapons or wargear.



PSYCHOTERIC THRALL

50 CREDITS

M	WS	BS	S	T	W	I	A	Sv
6"	5+	5+	3	3	1	3	1	6+
Ld	Cl	Wil	Int	Type			Starting XP	
5	6	7	7	Fighter (Hanger-on)			13	

Psychoteric Echo: When a Delaque Wyrd uses a Psychoteric Power, they may nominate an **Active** Psychoteric Thrall within 12" through which to channel that Power. The effect of the Psychoteric Power is worked out from the Psychoteric Thrall, rather than from the Wyrd. In other words, Line of Sight, distance, range and so forth are all measured from the Psychoteric Thrall, not from the Wyrd.

Servant of the Delaque: A Psychoteric Thrall may only be recruited by a Delaque gang.

Skills: A Psychoteric Thrall has the Dodge skill.

Equipment: A Psychoteric Thrall is equipped with either an autogun, a lasgun or a shotgun with solid and scatter ammo. All Psychoteric Thralls are also armed with a fighting knife. They may not purchase or be equipped with additional weapons or wargear.



OUTLANDER HANGERS-ON

The following pages contain additional Hangers-on originating from the ash wastes that are available to gangs and may be recruited in addition to those on their gang list. Note, however, that these models will not benefit from any rule that affects models of a particular gang (e.g., they would not benefit from the Nimble special rule when added to an Escher gang).

Skill Access: Outlander Hangers-on have access to the following Skill Sets:

	Agility	Brawn	Combat	Cunning	Savant	Shooting
Nomad	-	Secondary	-	-	Primary	-
Arthromite Herder	-	Primary	-	Secondary	-	-

NOMAD ARTHROMITE HERDER

75 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	4+	5+	3	3	1	3	1	6+
Ld	Cl	Wil	Int	Type			Starting XP	
6	7	7	6	Fighter (Hanger-on)			13	

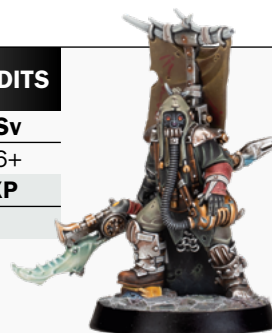
Arthromite Whisperer: A Nomad Arthromite Herder may perform the Tend Arthromite Post-cycle Action:

- **Tend Arthromite:** Select an Arthromite Duneskuttler, Arthromite Spineworm, Unbound Helamite or Ashwing Helamite. If the selected Fighter is Critically Injured, it goes into **Recovery**. Otherwise roll a D6, on a 3+ the Fighter heals any Lasting Injuries they have and goes into **Recovery**.

Of the Deep Wastes: A Nomad Arthromite Herder may only be recruited by an Ash Waste Nomad gang.

Skills: A Nomad Arthromite Herder has the Clamber and Mentor skills.

Equipment: A Nomad Arthromite Herder is armed with a hunters polearm and a blast pistol. They may not purchase or be equipped with additional weapons or wargear.



CLAIM JUMPER

160 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	4+	4+	3	4	1	3	1	6+
Ld	Cl	Wil	Int	Type			Starting XP	
6	7	6	7	Fighter (Hanger-on)			13	

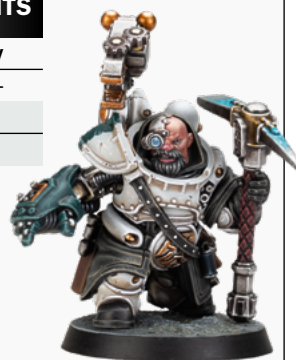
Seize the Prize: During the Post-cycle Sequence this Fighter may perform the Claim Jump Post-cycle Action.

- **Claim Jump:** Select a rival gang that your gang fought against this cycle and roll a D6. On a result of a 5+ immediately gain the Boons of a random Territory that the chosen gang controls (this does not prevent the Territory's owner gaining the Boons).

Sworn to the Charter: A Claim Jumper may only be recruited by Ironhead Squat Prospectors.

Skills: A Claim Jumper has the Iron Jaw skill.

Equipment: A Claim Jumper is equipped with a gem extractor, an Ironhead autopistol, a power pick and a Techmite Exovator with a drill. They may not purchase or be equipped with additional weapons or wargear.



OUTLANDERS EQUIPMENT

CLOSE COMBAT WEAPONS

NOMAD WEAPONS	SR	LR	Str	AP	L	Traits	Creds	TP
Hunters polearm	E	-	S+1	-1	1	Heavy, Melee	-	E
POWER WEAPONS	SR	LR	Str	AP	L	Traits	Creds	TP
Power pick	E	-	S	-2	2	Breaching (6+), Melee	-	E

UNAFFILIATED HANGERS-ON

The following pages contain additional Hangers-on that are available to all gangs and may be recruited in addition to those on their gang list. Note, however, that these models will not benefit from any rule that affects models of a particular gang (e.g., they would not benefit from the Nimble special rule when added to an Escher gang).

Skill Access: Unaffiliated Hangers-on have access to the following Skill Sets:

	Agility	Brawn	Combat	Cunning	Savant	Shooting
Heretek	-	-	-	-	Primary	Secondary
Cadaver Merchant	-	Primary	Secondary	-	-	-
'Narker	Secondary	-	-	Primary	-	-
Gang Lookout	Secondary	-	-	Primary	-	-
Outland Beastmaster	-	Primary	Secondary	-	-	-
Scabber	Primary	-	-	Secondary	-	-
Propagandist	-	Secondary	-	-	Primary	-
Agitator	-	-	-	Secondary	Primary	-
Proxy	-	-	-	Secondary	Primary	-
Underhive Trader	-	-	-	Secondary	Primary	-
Fixer	-	-	-	Secondary	Primary	-

HERETEK

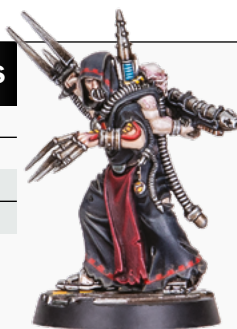
145 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	5+	4+	3	3	1	3	1	6+
Ld	CI	Wil	Int	Type			Starting XP	
5	7	7	8	Fighter (Hanger-on)			13	

Tinker: If a Heretek is included as part of a gang's starting crew, they may enhance a weapon belonging to a friendly Fighter. At the start of the battle, before the first roll for Priority, select a weapon without either the Melee or Unstable trait carried by a friendly Fighter; for the duration of the battle, the selected weapon gains either the Blaze (5+), Rad-phage or Shock (6+) trait as well as the Unstable trait.

Skills: A Heretek has the Munitioneer skill.

Equipment: A Heretek is equipped with a grav gun, two gun skulls and paired servo-talons. They may not purchase or be equipped with additional weapons or wargear.



CADAVER MERCHANT

70 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	4+	4+	3	3	1	3	1	6+
Ld	CI	Wil	Int	Type			Starting XP	
6	7	7	6	Fighter (Hanger-on)			13	

Dealer In Death: If an enemy Fighter is taken **Out of Action** while at least one **Active** or **Suppressed** friendly Cadaver Merchant is on the battlefield, add D3x5 credits to the gang's Stash.

Skills: A Cadaver Merchant has the Fearsome skill.

Equipment: A Cadaver Merchant is armed with a chainaxe. They may not purchase or be equipped with additional weapons or wargear.



'NARKER

40 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	4+	5+	3	3	1	3	1	6+
Ld	CI	Wil	Int	Type			Starting XP	
6	7	5	5	Fighter (Hanger-on, Support)			13	

Whispered Secrets: If a gang has a 'Narker, they may re-roll the dice when determining how far away from enemy models Reinforcements must be placed.

Skills: A 'Narker has the Lie Low skill.

Equipment: A 'Narker is armed with a fighting knife. They may not purchase or be equipped with additional weapons or wargear.



GANG LOOKOUT

50 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	5+	4+	2	3	1	4	1	6+
Ld	CI	Wil	Int	Type			Starting XP	
5	6	6	6	Fighter (Hanger-on, Support)			13	

Heads-up: When a gang with a Gang Lookout is the defender in a scenario, they may cause either the Deployment, Objective or Crew result to be generated again.

Skills: A Gang Lookout has the Dodge skill.

Equipment: A Gang Lookout is armed with either a laspistol or a stub gun, and with either a fighting knife or an axe. They may not purchase or be equipped with additional weapons or wargear.



OUTLAND BEASTMASTER

85 CREDITS

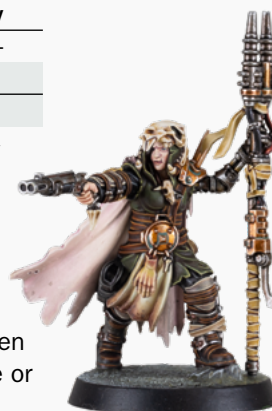
M	WS	BS	S	T	W	I	A	Sv
6"	4+	4+	3	3	1	4	1	6+
Ld	CI	Wil	Int	Type			Starting XP	
6	7	6	6	Fighter (Hanger-on)			13	

Beast Trainer: An Outland Beastmaster increases the Leash range of any Pet they own by 3".

Skills: An Outland Beastmaster has the Mentor and Nerves of Steel skills.

Equipment: An Outland Beastmaster is armed with a shock stave and a sawn-off shotgun with solid & scatter shot. They may select any of the following options when added to a Gang Roster or during any Post-cycle Sequence; they may not purchase or be equipped with additional weapons or wargear:

- 0-3 Giant Rat+45 credits each
- 0-2 Millisaur+95 credits each
- 0-2 Ripperjack.....+85 credits each



SCABBER

70 CREDITS

M	WS	BS	S	T	W	I	A	Sv
4"	5+	4+	3	3	1	2	1	6+
Ld	CI	Wil	Int	Type			Starting XP	
6	6	6	7	Fighter (Hanger-on)			13	

Friends In Low Places: When a gang with a Scabber sells equipment during the Post-cycle Sequence, they add the item's value in credits minus 5 credits to their Stash rather than half its value in credits rounded up.

Skills: A Scabber has the Connected skill.

Equipment: A Scabber is armed with a shotgun with solid & scatter ammo. They may not purchase or be equipped with additional weapons or wargear.



FIXER

100 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	4+	4+	3	3	1	3	1	6+
Ld	CI	Wil	Int	Type			Starting XP	
6	7	6	7	Fighter (Hanger-on)			13	

Old For New: When a gang with a Fixer sells unwanted items during the Post-cycle Sequence, in addition to any credits added to their Stash they gain TP equal to half the TP of the items sold, rounded up.

Skills: A Fixer has the Connected skill.

Equipment: A Fixer is armed with a bolt pistol and a fighting knife. They may not purchase or be equipped with additional weapons or wargear.



PROPAGANDIST

50 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	4+	4+	3	3	1	3	1	6+
Ld	Cl	Wil	Int	Type			Starting XP	
6	7	7	6	Fighter (Hanger-on, Support)			13	

Inspiring Oration: Any other friendly Fighter within 6" of a Propagandist may re-roll failed Leadership checks.

Skills: A Propagandist has the Inspiring and Iron Will skills.

Equipment: A Propagandist is armed with a laspistol. They may not purchase or be equipped with additional weapons or wargear.



AGITATOR

50 CREDITS

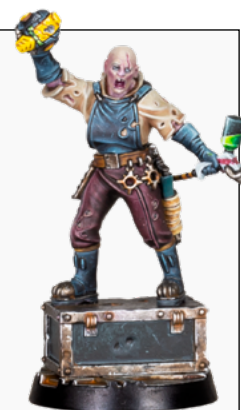
M	WS	BS	S	T	W	I	A	Sv
5"	4+	4+	3	3	1	3	1	6+
Ld	Cl	Wil	Int	Type			Starting XP	
6	7	7	6	Fighter (Hanger-on, Support)			13	

Agitate the Masses: During the Choose Crews step of the Pre-battle Sequence, if a gang has an Agitator on their Gang Roster, they may declare they are using their Agitator to spread word of their impending victory. If they win the battle, they gain an additional D3 Reputation. If they lose the battle, they reduce their Reputation by 1 and the opposing gang gains an additional 1 Reputation.

Additionally, an Agitator may perform the Work Territory Post-cycle Action.

Skills: An Agitator has the Inspiring skill.

Equipment: An Agitator is armed with either a laspistol or a stub gun. They may not purchase or be equipped with additional weapons or wargear.



PROXY

40 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	5+	5+	3	3	1	3	1	6+
Ld	Cl	Wil	Int	Type			Starting XP	
6	6	7	7	Fighter (Hanger-on, Support)			13	

Friends in High Places: If a gang has a Proxy, after they break an Alliance they may form a new Alliance (Note: the Tithe Price will still need to be paid to form the new Alliance).

Skills: A Proxy has the Dodge skill.

Equipment: A Proxy is armed with a laspistol and a maul.
They may not purchase or be equipped with additional weapons or wargear.



UNDERHIVE TRADER

90 CREDITS

M	WS	BS	S	T	W	I	A	Sv
5"	5+	4+	3	3	1	3	1	6+
Ld	Cl	Wil	Int	Type			Starting XP	
6	6	6	7	Fighter (Hanger-on)			13	

The Finest Merchandise: An Underhive Trader may perform the Visit Trading Post Post-cycle Action as if they were a Leader.

Skills: An Underhive Trader has the Connected skill.

Equipment: An Underhive Trader is armed with a bolt pistol and a fighting knife.
They may not purchase or be equipped with additional weapons or wargear.



UNAFFILIATED EQUIPMENT

RANGED WEAPONS

AUTO/STUB WEAPONS	SR	LR	Str	AP	L	Traits	Creds	TP
Gun skull autopistol	6"	12"	3	-	1	Independent, Rapid Fire (1)	-	E

CLOSE COMBAT WEAPONS

ESOTERIC WEAPONS	SR	LR	Str	AP	L	Traits	Creds	TP
Paired servo-talons*	E	-	S+1	-1	1	Melee, Paired (2)	-	E

PERSONAL EQUIPMENT

GUN SKULL

Exclusive

A gun skull is represented by a model placed within 1" of the owning model. Whenever the owning model moves for any reason, their controlling player may place the gun skull anywhere within 1" of the owning model after the move is finished. The gun skull has a Toughness characteristic of 3 and a Save characteristic of 6+ and can be targeted with ranged or melee attacks as if it were a Fighter. If the gun skull is ever wounded it is removed from the battlefield, though it will be available in future battles.

While the gun skull is on the battlefield, its owner is considered to be armed with a gun skull autopistol; this weapon does not count towards the maximum number of weapons a Fighter can carry.

TRADING POST ADDENDA

RANGED WEAPONS

COMBI-PISTOLS	SR	LR	Str	AP	L	Traits	Creds	TP
Bolt pistol/hand flamer							70	2
- primary component	6"	12"	4	-1	2	Ammo (4+), Combi, Light, Rapid Fire (1)		
- secondary component	T	-	3	-	1	Ammo (6+), Blaze (5+), Combi, Light, Template, Unstable		
Bolt pistol/needle pistol							55	2
- primary component	6"	12"	4	-1	2	Ammo (4+), Combi, Light, Rapid Fire (1)		
- secondary component	4"	9"	-	-	1	Ammo (3+), Combi, Light, Toxin (3+)		
Bolt pistol/plasma gun							110	3
- primary component	6"	12"	4	-1	2	Ammo (4+), Combi, Light, Rapid Fire (1)		
- secondary component	12"	24"	5	-2	2	Ammo (6+), Combi, Damage (2), Limited, Rapid Fire (1), Unstable		
Bolt pistol/plasma pistol							95	3
- primary component	6"	12"	4	-1	2	Ammo (4+), Combi, Light, Rapid Fire (1)		
- secondary component	6"	12"	5	-2	2	Ammo (6+), Combi, Damage (2), Light, Limited, Unstable		
COMBI-WEAPONS	SR	LR	Str	AP	L	Traits	Creds	TP
Bolter/flamer							100	2
- primary component	12"	24"	4	-1	2	Ammo (4+), Combi, Rapid Fire (1)		
- secondary component	T	-	4	-1	1	Ammo (6+), Blaze (5+), Combi, Template, Unstable		
Bolter/grenade launcher							75	2
- primary component	12"	24"	4	-1	2	Ammo (4+), Combi, Rapid Fire (1)		
- secondary component	6"	24"	3	-	1	Ammo (5+), Blast (3"), Combi, Knockback (5+)		
Bolter/meltagun							170	4
- primary component	12"	24"	4	-1	2	Ammo (4+), Combi, Rapid Fire (1)		
- secondary component	6"	12"	8	-4	3	Ammo (6+), Combi, Damage (3), Unstable		
Bolter/plasma gun							115	3
- primary component	12"	24"	4	-1	2	Ammo (4+), Combi, Rapid Fire (1)		
- secondary component	12"	24"	5	-2	2	Ammo (6+), Combi, Damage (2), Limited, Rapid Fire (1), Unstable		
ESOTERIC WEAPONS	SR	LR	Str	AP	L	Traits	Creds	TP
Seismic cannon*	12"	24"	4	-1	2	Breaching (5+), Concussive (6+), Heavy, Knockback (6+), Rapid Fire (1)	65	2
LAS WEAPONS	SR	LR	Str	AP	L	Traits	Creds	TP
Lascannon*	24"	48"	10	-3	3	Ammo (5+), Damage (2), Heavy	200	4

PERSONAL EQUIPMENT

BEAST LURE

50 Credits – 3 TP

An **Active** or **Suppressed** Fighter equipped with a beast lure may perform the **Place Lure** action once per battle:

Place Lure (Single): Place a marker representing a Beast's Lair within 1" of the Fighter. From the start of the following round, any Fighter that ends their activation within 3" of the Beast's Lair suffers a Str 4, AP -, L1 Hit.

BEAST REPELLENT

15 Credits – 1 TP

A Fighter equipped with beast repellent does not suffer a Hit if they end their activation with 3" of a Beast's Lair.

GANG EQUIPMENT

TRAPS (FRAG, GAS & MELTA)

Frag Trap: 15 Credits – TP 0

Gas Trap: 25 Credits – TP 2

Melta Trap: 35 Credits – TP 4

At the end of the Deployment step of the Pre-battle Sequence after all models have been deployed, either gang may deploy traps on the battlefield. If both gangs wish to deploy them, then the defender deploys theirs first.

In order to deploy a trap, place it anywhere on the battlefield outside of your opponent's deployment zone and at least 6" away from any models. Each trap may only be used once and once it is deployed upon the battlefield it is deleted from the gang's Stash even if it does not detonate.

If any model, friendly or enemy, comes within 2" of a trap for any reason, their movement is interrupted as they risk setting it off. The trap's owner rolls a D6. On a result of 1, the trap is a dud and is removed from the battlefield. On a result of 2 or 3, the trap does not go off but is left in place. On a result of 4+, the trap is triggered and will explode; centre the blast marker on the trap and resolve any Hits before removing the trap from the battlefield. If the model is **Seriously Injured/Damaged** by the explosion their movement ends and if it was their activation it also ends. Otherwise the model finishes their movement.

Any model can target a trap with ranged attacks with a -1 penalty to the Hit roll. If the trap is Hit, roll a D6:

- On a 1, it is unaffected.
- On a 2-3, it is immediately triggered.
- On a 4-6, it is destroyed and removed from the battlefield.

TRAPS	SR	LR	Str	AP	L	Traits	Creds	TP
Frag trap	-	-	3	-	1	Blast (5")	-	E
Gas trap	-	-	-	-	1	Blast (5"), Gas, Toxin (3+)	-	E
Melta trap	-	-	6	-2	2	Blast (5"), Damage (2)	-	E

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