

TABLE OF CONTENTS

DISCLAIMER AND CREDITS.....	2
INTRODUCTION FOR NEW PLAYERS	3
INTRODUCTION FOR OLD PLAYERS.....	4
BATTLE RULES	5
MOVEMENT PHASE.....	9
TERRAIN	13
SHOOTING.....	17
MELEE	25
MORALE AND PSYCHOLOGY	29
VEHICLES	33
STARTING A GANG	49
GANGER PROFILES	53
GANGER CAREERS.....	65
LEADER CAREERS.....	71
EQUIPMENT	73
GENERIC ITEMS	77
ORK ITEMS	81
HUMAN ITEMS.....	93
CRAFTWORLD ELDAR ITEMS	105
DARK ELDAR ITEMS.....	113
TAU ITEMS.....	121
KROOT ITEMS.....	129
SQUAT ITEMS	133
NECRON ITEMS	137
CHAOS ITEMS.....	141
VEHICLE UPGRADES	145
WARBEASTS AND MOUNTS	149
PSYCHIC POWERS.....	161
CHAOS IN DA STREETS	173
THE TAINT OF CHAOS.....	177
MUTATIONS AND GIFTS.....	178
CHAOS PSYCHIC POWERS	181
DAEMONS OF CHAOS.....	185
NU ORK CAMPAIGNS	189
CHOOSING A SCENARIO.....	197
POST-BATTLE SEQUENCE	209
EXPERIENCE AND ADVANCEMENT.....	213
EXPLORING THE CITY.....	218
GOING DOWNTOWN	225
VEHICLE DAMAGE.....	257

DISCLAIMER AND CREDITS

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Gangs of Nu Ork is a modified ruleset and an alternative campaign setting based on the games Necromunda (by Rick Priestley with Jervis Johnson and Andy Chambers), Gorkamorka (by Rick Priestley with Andy Chambers and Gavin Thorpe) and Mordheim (by Tuomas Pirinen with Rick Priestley and Alessio Cavatore), all originally published by Games Workshop Limited. This document is an amalgam of all three game systems but is primarily based on Necromunda Community Edition, a fan-based rules update by Anthony Case, with the addition of vehicle rules from Gorkamorka and the Ash Wastes supplement for Necromunda by Chris Ward and Stuart Witter (originally published in Necromunda Magazine). Gangs of Nu Ork would not exist without the foundations laid by these great game developers.

Much of the additional material has been inspired by other Games Workshop publications too numerous to list, including some of the venerable sourcebooks of the Rogue Trader era, other Specialist Games titles, White Dwarf, Black Library novels, and many of the Codexes that are currently in publication.

I would also like to thank all the posters on Da Waaagh! forum for a warm reception and valuable feedback.

Last and certainly least, I have to mention Jeremy Olsen, author/editor of Inquisimunda, because he demended to be in the credits and so here he is.

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INTRODUCTION FOR NEW PLAYERS

WHAT IS THIS DOCUMENT?

This document is a fan-made product based on several games that were once produced by Games Workshop as part of what is now known as the "Specialist Games" line, but are now long discontinued. It is an attempt to expand, upgrade and perhaps slightly modernize these venerable games for the continued enjoyment of old and new players alike.

This document contains all the rules required to play the game. Although the original games that Gangs of Nu Ork is based on can currently all be downloaded for free from Games Workshop's website, we did not want to release this work as a simple expansion that would still require the possession of the original game rules. In part this was because there is no guarantee that the old rules will remain available from Games Workshop indefinitely. It also gave us the opportunity to update the rules where we thought they could be improved and integrate the changes seamlessly into the ruleset instead of supplying a long list of tweaks that would have to refer back to the original documents.

SO WHAT IS THIS GAME?

Gangs of Nu Ork is a tabletop wargame where players use around a dozen model fighters on each side, along with one or two light vehicles if desired. What sets it apart from most other wargames is that battles are not fought completely independent of each other, always with a fresh set of troops and a new army list.

In Gangs of Nu Ork, players string their battles into a continuous narrative called a Campaign. Fighters tend to survive from battle to battle and actually become more and more powerful as they gain experience and find or buy new, more powerful weapons and armour. However, the injuries they suffer also accumulate and if not treated properly they can seriously affect your models' capability to fight.

After each battle, there is an additional game phase we call simply the "post-battle sequence" and this is when players manage their fighters, determine if any of them gain any new abilities, treat their injuries, earn money, buy new equipment and get ready for the next fight.

WHAT IS THE SETTING?

Gangs of Nu Ork is loosely set in Games Workshop's Warhammer 40,000 universe. Readers who are not yet familiar with the setting are greatly encouraged to read up on it in Games Workshop's publications or online, not just because it provides context for the game but because exploring it is rewarding in its own right.

The Warhammer 40,000 universe is truly vast and a skirmish game such as Gangs of Nu Ork could never encompass it all. Instead it explores only a tiny fraction of the setting, the city called Nu Ork. It is a vast and ancient city that drifts among the stars and provides refuge to many alien species. The city is controlled by the Orks, a violent and barbaric species that exists only to fight. Whenever Nu Ork drifts into the vicinity of an inhabited planet the Orks assemble their armies and stage a grand invasion, as much for the thrill of battle as for the slaves, spoils and tribute they return with.

Orks care little for bureaucracy and management, so apart from coordinating such assaults, the Ork leaders tend to meddle very little in the day-to-day life of their citizens. For the most part, they leave the city to run itself, and as a consequence most of Nu Ork is more akin to a gigantic, lawless slum than a civilized city. This makes it attractive to people of other species who want to escape persecution or oppression, and many humans, Eldar and Tau flee to Nu Ork to escape from the prejudices of their people.

Nu Ork is a lawless place and so people tend to band together for safety and mutual support. These range from small farming communities that grow fungi and squiggly beasts to large guilds of artisans and craftsmen who trade their wares in downtown Nu Ork. But the most interesting to us are the roving gangs looking to make a name for themselves by seeking fortune and fame in the abandoned outskirts of the city where few dare to tread. The void shield that protects the city from the cold vacuum of deep space is weaker here, and explorers risk exposure to meteor strikes, solar radiation or momentary decompression. Dangerous beasts and violent outlaws also prowl these parts in search of food and victims, but still the gangs come.

We've built somefink great here, boyz. But if we wanna keep it, we gotta look out for da bad guys who wanna ruin it. Da panzees who are jealous of our strength. Da grot rebels who fink they should be equal even if they're weedy little shits. And most of all da beekies, who just can't stand seeing anyone have any fun in dis galaxy.

-Warlord Blackfang of Nu Ork

INTRODUCTION FOR OLD PLAYERS

WHAT IS THIS DOCUMENT?

Gangs of Nu Ork is an alternative campaign setting that combines the best of Gorkamorka and Necromunda in one package together with a slew of other adapted or new material and updated combat rules to create the most comprehensive campaign skirmish sourcebook to date.

The core rules are based on Necromunda Community Edition, which in itself is a fan-made adaptation of the second edition Necromunda rulebook (Underhive) that attempts to bring back some of the original's charm. Gangs of Nu Ork goes one step further (further back, to be exact!) and re-introduces old favourites such as the hand flamer template, 2" and 4" blasts and the like.

WHAT'S THE POINT?

The primary reason for creating Gangs of Nu Ork was the desire to see more variety in Necromunda games, especially more different gangs. In basic Necromunda, virtually all the fighters are human or close offshots such as mutants and subhumans. Gorkamorka is a bit more varied with the option of Ork, Gretchin, Human or Mutie fighters and the addition of vehicles. But the vast universe of the 41st millenium is home to many other species and factions that were barely, if at all, represented in Necromunda and Gorkamorka.

This document exists to provide players who share this opinion with all the information needed to field Eldar, Kroot, Tau, Squat, and other warriors alongside their Human and Ork counterparts – not just as a one-off oddity from an obscure supplement but as equal and integral components of the setting and the rules.

WHAT'S DIFFERENT?

This document combines and in some places slightly streamlines and modernizes the old combat rules from Necromunda and the vehicle rules from Gorkamorka and the Ash Wastes supplement. More importantly, it adds all the aforementioned species along with their technology in a setting that hopfully doesn't contradict the established fluff of the 41st millenium too much, although some allowances obviously have to be made to allow such diverse forces to coexist in a setting that is sufficiently non-lethal for campaign-based skirmish gaming.

Like Gorkamorka, Gangs of Nu Ork encourages a more relaxed and light-hearted approach to the background.

DO I NEED THE OLD BOOKS?

No, this document contains everything required to play the game. Although the original rules for Necromunda and Gorkamorka can currently be downloaded for free from Games Workshop's website, we did not want to release this work as a simple expansion that would still require the possession of the original game rules. In part this was because there is no guarantee that the old rules will remain available from Games Workshop indefinitely. It also gave us the opportunity to update the rules where we thought they could be improved and integrate the changes seamlessly into the ruleset instead of supplying a long list of tweaks that would have to refer back to the original documents.

HOW ARE THE RULES DIFFERENT?

Different enough that we recommend a very careful read-through to anyone who has played Necromunda or Gorkamorka. We did not make any changes just for the sake of making changes, but there are small, subtle tweaks all over the combat rules. When everything is finished, we hope to provide a comprehensive list of changes along with page numbers on our website, or perhaps even a version of the document with changes marked in a different colour.

The biggest differences are, naturally, in the campaign section. There is an absolutely huge amount of new options including rules for Tau, Craftworld Eldar, Dark Eldar, Kroot, Squat, Ratling and other gangers along with their signiture weapons and equipment.

The post-battle sequence has been greatly expanded. Fighters can visit specialists such as the Meks and Doks that first appeared in Gorkamorka, but also renegade human Mechanicus and even Dark Eldar Haemonculi.

Instead of just a handful of different types of fighters (Leaders, Heavies, Gangers and Joves) there are now dozens of different "careers" that you can choose from when hiring new fighters. Careers work somewhat like character classes in classic roleplaying games, granting each fighter unique special abilities and determining the skills he can learn.

Perhaps most importantly of all, there are no separate lists for different houses or other specific warbands. All players have equal access to all types of fighters and equipment and can mix and match fighters of different species in the same game, such as Orks and Eldar.

BATTLE RULES

This section of the rules describes how to command your gang of model fighters and vehicles in combat against an opponent's gang. It can be a bit daunting to take it in all at once, so we suggest you just skim the rules in first time and read the relevant sections in more detail later, when questions come up during play.

WHAT YOU WILL NEED

MODELS

Battles are fought using model fighters approximately 30mm tall and appropriately scaled vehicle models. You will need enough models to assemble a complete 'gang' as detailed later in the rules. A large variety of different models are available from Games Workshop and other manufacturers. Games Workshop models are highly recommended because they are designed to fit the background of the game and are by far the best representations of how the fighters should look.

DICE

Three types of dice are used to play the game:

Ordinary dice are marked 1 to 6 in the usual way. They are used a lot during play and to save space on charts they are always referred to as D6 (where 'D' stands for dice). So, when the rules call upon you to roll a D6 we are simply telling you to roll a normal die. D6+1 means roll a die and add 1 to the score. 2D6 means you roll two dice and add the scores together to obtain a score of 2-12, and so on.

In some cases, you will also be called upon to roll a die called a D3. It is actually impossible to make a 3-sided die, so instead a D3 means that you roll a D6 and halve the result rounding up. If you can get your hands on a D6 that is numbered 1-3 twice, even better.

Scatter dice are marked with four arrows and two HIT symbols (they look sort of like targeting reticles). These dice are used to establish any random direction from a point, for example to determine where a grenade that has missed its intended target actually lands, or which direction a startled creature will flee to.

Sustained Fire dice have their sides marked 1, 1, 2, 2, 3, and JAM (a lightning-like symbol). These dice are used to determine the number of shots a fighter can make with a rapid-firing automatic weapon. Sustained Fire dice are no longer commonly available, so if you can't scrounge one up somewhere, you can use a regular D6 instead and use the following conversion:

D6 roll:	1	2	3	4	5	6
Result:	1	1	2	2	3	JAM

TEMPLATES

Special templates are used to determine the effects of many weapons, like the area covered by a grenade's explosive blast or by the gout of burning fire projected by a flamer. You will need several types of templates to play Gangs of Nu Ork:

- **blast markers** are round in shape, with a diameter of 2, 3, 4 or 5 inches (the 3" and 5" marker are still used in modern Games Workshop games and can be bought in sturdy plastic along with the 8.5" flamer template)
- **flame templates** are teardrop-shaped and come in three sizes: 4" (the classic hand flamer template), 6" (a new size introduced in Gang of Nu Ork) and 8.5" (the normal flamer template from Warhammer 40.000)
- the **pulse template** is unique to Gangs of Nu Ork and looks like a 1/3 wedge section of a 4"-diameter circle
- the **wall template** is a 4" by 3/4" rectangle adopted from Warmachine to represent temporary obstacles
- the **bubble template** is a ring 4" in diameter and 3/4" thick, used to represent force fields and the like

Printable versions of the new templates will eventually be provided on the Gangs of Nu Ork website along with old Necromunda classics that are no longer available.

WHAT ELSE YOU WILL NEED

In addition to the game components mentioned above you will need two or more players and a firm, level tabletop or area of floor. A kitchen table will do fine. Some gamers make their own gaming tables from a sheet of chipboard or something similar. Such a table can be slightly larger than the table or trestles that support it, and can be divided into two or more pieces for ease of storage. Many players find that a heavy blanket draped over a table or spread upon the floor makes a fine surface on which to play a battle.

You will need at least one retractable tape measure marked in feet and inches. All distances in the game are given in Imperial units.

You will also require pens or pencils and lots of paper. When you play a game you will need to keep track of wounds suffered by your fighters, the weapons they are carrying, and many other details. This is most easily done using a roster sheet provided on our website.

BASIC CONVENTIONS

TERMINOLOGY

In order to keep things clear, here are the explanations for some common terms used through out the rules.

Fighter: Any model that is not a vehicle. Most fighters are living humanoid creatures, but everything that has a characteristics profile with a Toughness rating falls into this category.

Ganger: Gangers are fighters who are hired from the 'Ganger Profiles' section of the document. Warbeasts, drones and similar models do not count as gangers.

Vehicle: Any model that is not a fighter. Vehicles have very different profiles than fighters. Most importantly, they have Armour values instead of Toughness.

Terrain: Any static object or construction that is part of the battlefield, for example craters, buildings, ruins...

MODEL ARCS

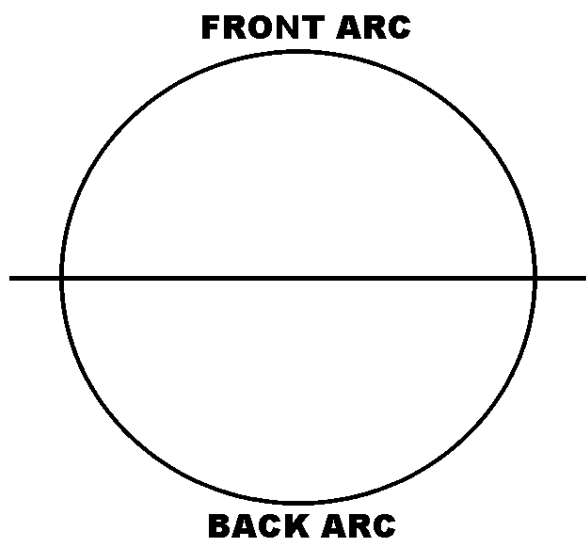
Fighters have a limited field of vision. They cannot see all around but only in a 180-degree front arc. Generally it is easy to tell from the model which way it is looking, but if there is any ambiguity players should mark the front arc on the fighter's base.

A fighter's rear arc is his blind spot and attacks coming from the rear arc sometimes get a bonus because the target is unaware of the danger.

RE-ROLLS

Sometimes you may be offered the chance to re-roll a dice throw. This is exactly what it sounds like, you may pick up the dice you wish to re-roll and roll them again. Once you re-roll, there is no going back. The result of the second roll stands even if it is worse than the first roll and re-rolled dice normally cannot be re-rolled a second time unless the rules clearly tell you otherwise in specific situations.

Note that if you re-roll a 2D6 roll then both dice must be re-rolled. For example, if you decide to re-roll a Leadership test, or a roll on the Serious Injury table, then you cannot choose to only re-roll one of the dice, instead you must re-roll both.



RESOLVING DISPUTES

No rulebook could ever hope to cover each and every possible situation that can arise in a system as complex and detailed as a tabletop wargame. And as internet forums have shown time and again, even rules that seem perfectly clear to the authors and to the majority of the players can be interpreted in a very different way by some individuals.

Disagreements are therefore certain to happen, and we would prefer players to resolve them not by asking themselves "Which solution is more likely to let *me* win?" but to ask instead: "Which solution will be the most entertaining for *everyone* at the table?"

FIGHTER CHARACTERISTICS

The fighters of Nu Ork have wildly varied martial skills and physical abilities. Some are faster than others, some are stronger, some more determined, some are better shots, and so forth. This tremendous variety is fully represented in the form of characteristic values and special skills. Right now we won't worry about the skills – these come later with practice and experience.

Each model fighter is defined by their characteristics, which are listed in a table we call the Characteristic Profile, and are all assigned a value of between 1 and 10 for each fighter. Higher values are always better – for example, a fighter with a Strength of 6 is stronger than one with a Strength of 2.

CHARACTERISTIC PROFILE

A model's characteristic values are written in the form of a convenient chart which we call his Characteristic Profile. As an example, the starting profile for a regular human ganger looks like this:

Ganger	M	WS	BS	S	T	W	I	A	Ld
Mad Mike	4	3	3	3	3	1	3	1	7

As you fight games against other players your fighters will get better and their characteristics will rise. This is explained in detail later on. For now it's enough to know what the characteristics are and how they vary.

MINIMUM VALUES

Gang fighters can sometimes suffer penalties to their characteristic profile, usually due to serious injuries. Even if a model suffers multiple penalties to the same value it's not possible to modify a characteristic to below 1. The exception to this is Wounds, which can be modified to 0 during a battle if the fighter becomes injured. Note there are also special circumstances when a fighter's Weapon Skill and/or Ballistic Skill can be reduced to zero, such as if he becomes broken or is blinded by a flare.

It's possible for a model to have two separate Strength values, one for each arm. This can happen if the fighter suffers an Arm Wound or is using a bionik arm. Make sure to note this down clearly on your gang roster so you do not forget! If the model is required to take a Strength test then the arm with the highest Strength can be used for the test unless noted otherwise.

MAXIMUM VALUES

Each species of ganger has the highest possible values for all his characteristics listed in the Ganger Profiles section. These limitations are based on the species' physical make-up and simply cannot be surpassed with any amount of training.

CHARACTERISTIC TESTS

During a game fighters will often be required to take characteristic tests. For example, a ganger hit by a scare gas grenade must take a Toughness test to see if he succumbs to the effects of the gas. If a model must take a characteristic test then roll a D6. If the result is equal to or below the characteristic involved then the test is passed. If the result is higher then the test has been failed. A natural roll of 1 always succeeds and a 6 always fails, regardless of the actual value of the characteristic involved and regardless of any modifiers that apply to the roll.

Leadership tests work in exactly the same way except that the test is rolled using 2D6. The two scores are added together and compared against the model's Leadership value to see if the test is passed.

Movement (M): A model's movement is the number of inches he can normally move in a turn, although he can move faster when running or charging.

Weapon Skill (WS): Weapon Skill is a measure of close combat ability – how good the model is at melee (hand-to-hand) fighting.

Ballistic Skill (BS): Ballistic Skill shows how good a shot the model is. When you shoot a gun the chance of hitting a target depends upon your Ballistic Skill.

Strength (S): Strength simply shows how strong a fighter is! Strength is especially important when you fight melee combat because the stronger you are the harder you can hit your opponent.

Toughness (T): Toughness is a measure of how easily an individual can withstand a hit from a weapon or a blow from a club, hand weapon or fist. The tougher you are the harder you are to wound or kill.

Wounds (W): A fighter's Wounds value shows how many times he can be wounded before he collapses and goes down dead or otherwise incapacitated. Most individuals have a Wounds value of only 1 but tough veteran gangers might have 2 or more.

Initiative (I): The Initiative value represents alertness and reaction speed. It determines a fighter's chance of dodging a sudden blow or gathering his wits while shells and bombs explode around him.

Attacks (A): The Attacks value indicates the number of 'Attack dice' rolled when the model fights in melee combat. The more dice you roll the more chance you have of beating your opponent!

Leadership (Ld): Leadership represents raw courage and self-control. The higher a person's Leadership the more likely he is to remain steadfast in combat while others run off or are slain around him.

TURN ORDER

During the battle you take command of a gang of Nu Ork fighters. Your opponent commands a rival gang, your deadly opponents in the forthcoming conflict. The model fighters, vehicles and scenery are set up on the tabletop as appropriate for the scenario you are fighting (see the Playing a Campaign section). There are many different scenarios, varying from straightforward battles to rescue missions, ambushes and daring raids.

Depending on the scenario being played, you can set the gang fighters up in different ways, but all the games are basically played in the same fashion. To begin with one side takes a turn, then the other side, then the first side again and so on, much like a game of draughts or chess. When it is your turn you can move all your models, shoot with any fighters that are able to do so, and fight melee (hand-to-hand) combats. Once your turn is complete it is your opponent's turn to move, shoot and fight with his gang.

PHASES OF A TURN

To keep track of who's doing what and when, each turn is divided into four distinct phases as shown below. Each phase must be completed before beginning the next. So, on your turn you begin by moving all your models, then you shoot with all models that can do so, then fight melee combat, and finally attempt to recover any models that are down or fleeing.

Once your turn is complete your opponent takes his turn. He works through each phase of his own turn, moving, shooting, melee and recovery, after which his turn is over and you begin your next turn.

A battle lasts until one side either gives in or is forced into defeat as described later. Your gang can also be obliged to withdraw from the fight if it takes too many casualties. In some scenarios, there is a specific objective which you must achieve, for example to destroy a machine or rescue a captive. Each scenario describes what you must do to win, and therefore end, the game.

PHASE 1: MOVEMENT

During the movement phase you may move your models according to the rules given later for movement.

PHASE 2: SHOOTING

In the shooting phase you may attack with appropriate ranged weapons as described in the rules for shooting.

PHASE 3: MELEE

During the melee phase all models in hand-to-hand combat may fight. Note that both sides fight in melee combat regardless of whose turn it is.

PHASE 4: RECOVERY

During the recovery phase you can attempt to recover individuals who have been downed by injuries, pinned by enemy fire, or who have fled from the fight. The rules for all these conditions are described later.

MOVEMENT PHASE

The first phase of each player turn is the Movement phase. As the name suggests, this is the phase that most of your models' movement is conducted. During the movement phase, the active player (the player whose turn it is) can move his fighters as he wishes in accordance with the rules given below. Move your model fighters one at a time and finish moving each fighter before moving the next one. You can move your fighters in any order except where noted below. Vehicle movement is described in its own section, starting on page 33.

MOVEMENT PHASE EFFECTS

Some abilities and effects state that they are resolved during the movement phase. Many psychic powers, for example, can be used in the Psyker's movement phase. If an ability states that it comes into effect at the start of the movement phase, you must resolve it before moving any models. If several such abilities come into play, you may resolve them in any order you wish before you begin moving models.

Movement phase effects that do not have to be resolved at the start of the movement phase can be resolved at any time during the phase after all compulsory moves have been made.

COMPULSORY MOVEMENT

Sometimes a model is obliged to move in a certain way and this is called a 'compulsory move'. For example, a fighter who is subject to *stupidity* must move in a random direction. Make all the required compulsory moves before performing any remaining movement.

MOVEMENT PHASE ACTIONS

Each fighter that is not forced to make a compulsory move may perform one of the actions listed below during his movement phase. Models that wish to charge must be moved first, the rest of the models can then be moved in any order. Making a movement action is not required and a fighter may instead remain in place. It is permissible for a fighter to pivot on the spot to adjust his field of vision without it counting as an action.

ADVANCE

This is the basic move action. It represents your fighter moving at a fairly rapid rate but allowing him time to aim and shoot a weapon and generally observe what is going on around him. An advancing fighter may move up to his Movement value in inches in any direction. Most fighters have a Movement value (M) of 4 and so can move 4" in any direction. In normal circumstances you do not have to move your fighters the full distance or at all if you do not wish. At the end of his move the fighter can be turned to face in any direction. During an advance a fighter cannot move within 1" of any enemy model. This restriction is in place to avoid any confusion regarding whether models are engaged in melee or not.

After making an advance, the fighter may attempt to hide as described on [page 11](#).

A fighter may shoot with most ranged weapons after advancing as described in the Shooting phase section. A few weapons can only be used if the fighter did not perform any actions in the movement phase except for pivoting in place.

RUN

Running fighters are actually capable of moving much faster than when they advance. A running fighter can move at double his normal speed; 8" rather than 4", for example. A running fighter forfeits his chance to shoot during the turn he runs. He is focused purely on moving and is not prepared to fight, having shouldered or holstered his weapons.

You should declare that fighters are running as they move, as this will help to remind both players that the model is unable to shoot that turn. Forgetful players should mark running models with appropriate tokens.

If a fighter starts his movement phase with any enemy models within 8" then he cannot run that turn, nor can a running fighter approach within 8" of an enemy while he is moving. The fighter is unwilling to put away his weapons with enemies so close and must stay alert to them. This applies even if he cannot actually see the nearby enemy as he may well have heard them moving or loading their guns. Only enemy models who are in hiding (as described on [page 11](#)) can be ignored as the ganger is entirely unaware of their presence.

CHARGE

If you wish your fighter to engage an enemy model in melee combat then you must declare and make a special move called a charge. Attempting a charge can be risky as the enemy may get a chance to shoot at your fighter as he lunges forward waving his weapons, or your fighter may misjudge the distance and fall short, running out of momentum before he reaches his target. Without measuring the distance, declare that you are charging and indicate which enemy model you wish to attack. You can declare a charge against any enemy model that is not in hiding, even enemy models that the charger cannot see from his starting position.

A charge is like a run, at double the normal movement speed, but ends with the attacker touching his enemy base-to-base. Once opposing models are touching bases in this way they are engaged in melee combat. Models can also engage in melee combat if separated by a low wall or other obstacle, where it is physically impossible for the bases to actually touch because the wall is in the way. If you can move your fighter into contact with more than one enemy model with his charge move, he can charge them both. This might be inadvisable as he will then be fighting two enemies at once!

It might happen that you declare a charge but fail to come into contact with the enemy because you have misjudged the distance. If this happens, the charging fighter moves as far as possible towards his target and can do nothing else for the rest of the turn.

A fighter who performs a charge cannot shoot in the same turn. If the charge succeeds, the fighter becomes engaged in melee and engaged models cannot shoot.

Note that models cannot move into melee combat at all except by charging – any move intended to bring a fighter into melee combat is a charge by definition.

OVERWATCH

The overwatch action allows a fighter to shoot in the enemy turn. It does not actually involve any movement but represents a fighter taking up a position to shoot at an enemy as he appears in view. The fighter cannot do anything else on his turn if he goes into overwatch, but if he started his turn already hidden (as described on the next page) he can remain so.

Overwatch lasts until the fighter shoots, is hit by an enemy attack, is forced to move for any reason, or until the start of his next turn, whichever comes first.

A fighter on overwatch can make one shot at any time during the enemy's following movement phase. He can shoot before or after his target moves or even at any point during its movement. Overwatch is obviously very useful for shooting at enemies as they dash from cover. When you wish to shoot begin by declaring that you are doing so and then determine the position of the target model at the moment of firing. Work out the shot as normal.

There is a special -1 to hit modifier for shooting whilst on overwatch and a further -1 modifier if the target is charging the fighter on overwatch, representing the unnerving effect of the enemy's rapid approach. This additional penalty does not apply if the charger is too far to reach base contact with the overwatcher.

Fleeting Targets: An enemy that starts his move and would end his move out of sight of the overwatcher counts as a fleeting target. An overwatcher attempting to shoot at a fleeting target must take an Initiative test. If the test is failed then he is too slow to react and cannot shoot at the evasive figure as it darts back out of sight. The fighter will still remain on overwatch, so he can attempt to shoot another enemy later. If the test is passed then the fleeting model can be shot like any other target.

"INSTEAD OF MOVEMENT" ACTIONS

Overwatch is an example of an action that is performed in the movement phase but does not actually involve any movement. Other actions that happen "instead of moving" are described later in the rules, for example reloading a weapon with the Slow Reload special rule. Fighters who perform such an action give up their chance to move that turn, but they may still pivot on the spot during the movement phase as this does not count as an action.

FIGHTERS ENGAGED IN MELEE

Fighters who start their movement phase already engaged in melee combat, for example because a combat from last turn ended in a draw, cannot perform any movement actions. They are stuck in combat with their opponent and the only thing they can do is pivot on the spot. This can be important because fighters get a special bonus in melee for attacking an enemy from behind. Pivoting in his movement phase is the only chance for a fighter who got charged from behind to face his assailant.

HIDING

The hiding rule allows us to represent the fact that real people can duck down and conceal themselves in a way that unmoving and dramatically posed models cannot. A hiding fighter keeps as still as possible, just peeking out over his cover or around a corner. Hiding is sometimes useful if you want to keep out of a fight until the enemy gets within close range, or if you want a breather to recover and to regroup your forces.

A fighter can hide if he makes an advance and ends his movement behind a low wall or column, at the corner of a building, or in a similar position where a person might reasonably conceal himself. The player declares that his fighter is hiding at the end of the move and can indicate this by placing a Hidden counter beside the model.

While hidden a fighter cannot be seen or shot at, even if a portion of the model is actually sticking up or out from its cover. While hidden a fighter cannot shoot without giving away his position or coming out of hiding. If a hiding fighter shoots or moves so that he can be seen then he is no longer hidden and the Hidden counter is removed. He also reveals himself if he runs or charges, as such rapid movement produces enough noise to alert the enemy.

A model may stay hidden over several turns so long as it remains behind a concealing wall or similar feature. It may even move around behind cover so long as it remains concealed while it does so. If an enemy moves into a position where he would clearly be able to see the hidden fighter, then the fighter cannot claim to be hidden any longer and the Hidden counter is removed. The hiding fighter is revealed to all enemy models, not just the one who spotted him – imagine that the spotter shouts a quick warning as soon as he becomes aware of the enemy.

A model may not hide if it is too close to an enemy – he will be seen or heard no matter how well concealed he may be. This distance varies according to the enemy fighter, who will always see, hear, or otherwise spot hidden foes within his Initiative value in inches. So, a fighter whose Initiative value is 3 will automatically spot all hidden enemies within 3".

SPECIAL MOVEMENT MODES

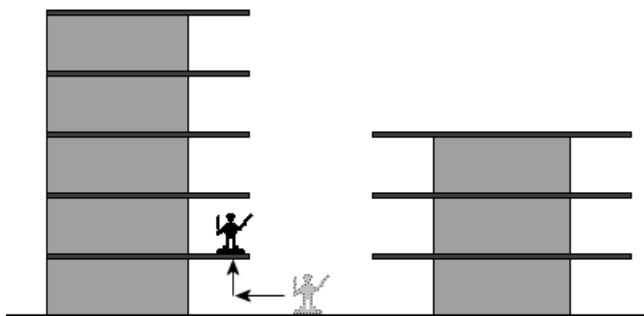
Some fighters have physiological adaptations or can obtain certain advanced wargear that allows them to move in a unique manner. These advanced forms of locomotion are described below. Most of these abilities help fighters to navigate various types of terrain. The normal effects of terrain on movement are described overleaf.

HOVERING

Some models, such as Servo-skulls and Tau Drones, can hover above the ground, typically at about eye-level. They are usually no faster than a typical humanoid, but can navigate uneven terrain much more easily.

A hovering model moves as normal except:

- it treats all rough terrain as clear terrain;
- it treats liquids as clear terrain and can safely hover over liquid surfaces such as toxic pools or rivers;
- it can ignore obstacles up to 1" high while it moves, but taller obstacles must be "climbed" over as normal;
- it can ascend or descend vertically without needing any type of surface to hang on to, but it must still finish its movement on a level surface, never in mid-air;
- it never takes damage from falling off terrain as it can always just float down at a safe velocity; damage from falling off vehicles is applied as normal;



Hovering example: the fighter wishes to reach the first level of the adjacent building. He first moves along the ground as if walking until he is under the spot where he wishes to go, then he ascends (without requiring a ladder, wall or anything else to grab onto).

FLYING

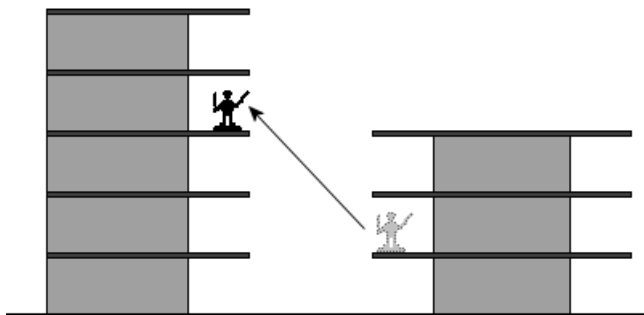
A few very lucky fighters can get their hands on a flying device, such as an Eldar Wing Pack or Skyboard. These enable the user to fly, which is similar to hovering most of the time but also allows temporary true flight with no supporting surface.

A flying model moves as normal except:

- it does not have to move along the ground at all, it can move directly between any two points along the shortest path as long as it has an unobstructed path; it can fly up or down freely during its move as long as it finishes its move on a level surface; it cannot stop in mid-air;

- it does not take damage from voluntarily jumping off terrain, but it takes damage normally from falling – unlike hovering, flying is an active ability and a model that is so badly off-balance that it falls off a ledge will not be able to correct its flight in time;

Most devices that allow flight do not depend on the Movement value of the user (nor any modifiers that affect normal movement, such as leg injuries) but have their own move speed as listed in their descriptions.



Flight example: the fighter wishes to move into the next building and two stories up. Since he has a clear path, he can simply move along the shortest possible route. Movement distance is measured along his actual flight path.

TELEPORTATION

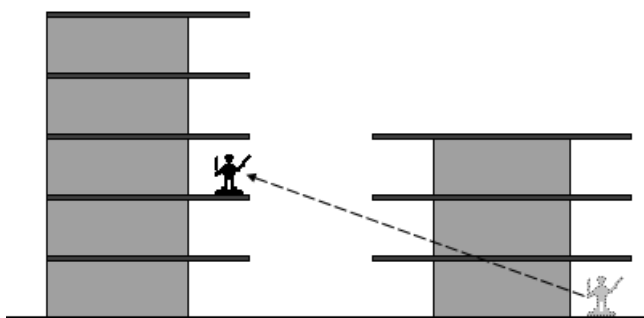
Even rarer than hover or flight are devices that allow the user to teleport. These allow a model to traverse long distances instantly, but are incredibly dangerous because the user momentarily enters Warp Space.

A model equipped with a teleportation device can walk normally or use the device to teleport instead. This is a special action performed instead of normal movement.

A teleportation device's description will state how far the user can teleport. When teleporting, the user ignores all intervening models and terrain – he simply disappears from his current location and reappears at his destination. Line of sight to the destination is not required.

After every teleport, roll a D6 on the following table to see if traveling through the Warp has had any adverse effects on the fighter:

- 1: Attacked by a Daemon.** The fighter is taken out of action immediately.
- 2: Close Shave.** The fighter barely escapes. He cannot shoot this turn and refuses to teleport again until the end of the battle.
- 3-6: No Problems.** The teleportation goes without a hitch and the fighter can continue his turn as normal.



Teleportation example: the fighter can instantly move to any spot within range (measured along the shortest possible route) ignoring intervening terrain and models.

TERRAIN

Battles mostly take part in open areas where movement is easiest. Obviously high walls and other constructions will block your progress, but the ground level and raised surfaces are reasonably solid. However, should you find yourself struggling over shifting ash wastes or up to your elbows in marshes of bubbling pollutant, your progress will be impeded as indicated below.

OPEN/CLEAR GROUND

The table surface, building floors, walkways and other solid, more or less horizontal surfaces are considered to be open ground which does not affect a model's movement. Models can also move through unlocked doors or hatches without slowing down.

DIFFICULT/ROUGH GROUND

Difficult ground includes steep or treacherous slopes, dense stands of hive foliage such as giant fungi, pools of pollutant liquid or effluvia, and thick or sodden hive dust. Models move over difficult ground at half their normal rate, so every 1" of movement counts as 2". A running or charging fighter is also slowed down by difficult ground. For example, a human fighter with a Movement value of 4 can advance 2" or run 4" if he is moving over difficult ground.

IMPASSABLE GROUND

Soma parts of the city are simply impossible to move over or through, such as pools of toxic waste, deep chasms, and of course solid walls and similar barriers.

WALLS AND OBSTACLES

Walls, pipelines, small heaps of debris, and other low obstacles form barriers that you can either go around or leap over. A fighter can leap over a barrier less than 1" high and no more than 1" wide without impeding his movement at all. A barrier between 1" and 2" high, and no more than 1" wide, can still be crossed by climbing over but you must give up half of your total move that turn to do so. For example, if you would otherwise move 4" then you must give up 2". A barrier higher than 2" is too tall to climb over and is effectively impassable.

VERTICAL MOVEMENT

Battles in Nu Ork often take place amidst crumbling skyscrapers, ruined factories and warehouses. Fighters can gain an important tactical advantage by seeking higher ground and navigating the rooftops of the combat zone to attack their enemies from an unexpected angle or to take up an easily defensible position.

Fighters may climb vertical or near-vertical surfaces just like they walk on solid ground, so moving 1" up or down along a wall is the same as moving 1" along the ground. If the surface is easy to climb, for example a stairway or ladder, it is treated as clear ground. Scaling a wall is more difficult and counts as difficult ground, so 1" of vertical movement takes 2" of the fighter's movement allowance.

Fighters can climb even while running or charging. It is not permissible, however, to have a fighter stop without a solid surface underfoot. A fighter may only climb up or down if he has enough movement to reach the next level.

FALLING OFF TERRAIN

The multiple levels and gantries of the crumbling Nu Orkan skyscrapers afford fighters ample opportunity to fall from a great height. Some gangs have even developed tactics based on throwing enemies off high places. Fighters are in danger of falling in the following circumstances:

- If a fighter is pinned or goes down within 1" of an edge there is a chance he will slip and fall off. To determine this he must take an Initiative test. If the test is failed then he falls over the edge.
- If a fighter is engaged in melee combat within 1" of an edge then he may fall off if he loses the combat. The fighter must take an Initiative test. If the test is failed then he falls over the edge. You can take the test even if the fighter is taken out of action by his opponent, just to see if the loser's limp body rolls over the edge. There is no additional damage in this case since the fighter is already incapacitated, but it's funny to imagine nonetheless.
- If a fighter is forced to move in a random direction, such as due to moving through smoke or under the effects of *stupidity*, then there is a chance he may fall if he touches an edge. The fighter must take an Initiative test. If the test is failed then he walks right over the edge. If the test is passed then the fighter realizes his peril and ends his movement at the edge.

FALLING DAMAGE

A fighter who falls sustains an automatic hit at a strength equal to the height of the fall in inches (rounding down, so a fall of less than 1" inflicts no damage, but the model is still pinned). For every full 3" of falling distance, the model suffers an extra hit (so two hits if falling 3-6", three hits if falling 6-9", and so on) at the same Strength. Armour saves do apply to wounds sustained by falling, with an armour save modifier equal to the amount of hits sustained (so -1 in a fall of up to 3", -2 in a fall of 3-6", and so on).

A fighter who falls but does not go down or out of action becomes pinned. Even those who are normally immune to pinning from enemy fire are pinned by falling, as no amount of stubbornness will help them land on their feet!

FALLING ONTO ANOTHER MODEL

In the unlikely event that someone else lies directly in the path of a plummeting fighter, he must pass an Initiative test or be hit by the falling model. If he fails, he becomes pinned and sustains one hit with the same strength and armour save modifier as the falling model. Note that even fighters who are immune to pinning from enemy fire become pinned when struck by a falling model, as no amount of stubbornness will help them stay on their feet! Assuming both fighters survive, position them 1" apart to make it clear that they are not engaged in melee.

JUMPING

A fighter can safely jump down to a lower level as long as the height is 3" or less. If the fighter attempts to jump then he must take an Initiative test. If the test is failed, or if the height turns out to be greater than 3", the fighter lands clumsily and is treated exactly as if he fell, with all the usual consequences of falling. If the test is passed and the height is not greater than 3" then the fighter lands safely and can continue his move. The jump only costs him 1" of movement regardless of height.

A model can also attempt to jump across a horizontal gap from one side to the other. Move the model up to the gap and roll a D6. If the result is equal to or greater than the width of the gap in inches then he successfully leaps over to the other side. The fighter can continue his move if he has any remaining movement left. The distance jumped counts towards his normal movement distance. If he fails to cover the gap, either because the D6 was too low or if he doesn't have enough movement left, the fighter plummets down as per a fall.

INTERACTING WITH TERRAIN

Your game table does not necessarily have to provide a completely static backdrop for your battles. Your fighters should be allowed to interact with their environment in any reasonably realistic manner you can think of, and this and the following page list only a few possibilities. Players can and should come up with additional ideas and rules for what their fighters can do based on their own terrain collection.

MOVING TERRAIN

Some small terrain features, such as barrels, crates, trash cans and furniture can be moved by gangers during a battle. Generally, the point of doing that is to create some mobile cover for your fighters or to clear a path for your vehicles. Discuss with your opponent which items can reasonably be moved by one man. A ganger can pull or push one such item along with him as he moves, but he moves at half his usual rate and cannot run or charge.

DOORS AND HATCHES

At the start of the game all doors are assumed to be in the position shown on the actual model, so you can use actual line of sight for shooting through a doorway, spotting enemies, and so on. It is highly unlikely that many game boards are actually modeled with tiny, functioning doors, but we will assume that fighters can open and close them anyway. Some common sense and sportsmanship will be required to judge line of sight once a door counts as being in a different position than shown on the actual model. Use markers if you have trouble tracking whether a door is open or closed.

A fighter can always open and move through a door during his movement phase. If he moves at his normal speed he can also close any doors behind him (or in front of him, if he prefers to stay out of sight) but a fighter who is running or charging cannot close doors as that would require him to pause in his movement.

Broken fighters who are fleeing in the recovery phase can also move through doors unhindered but because of their panic they do not have the presence of mind to close the doors behind them.

Fighters making a follow-up move in the melee phase do not have enough time to open or close doors since they only have a second or two to dive behind cover or engage another opponent before their enemies can react.

This bears spelling out very clearly because it is crucial for having a fair and fun game:

It is absolutely impossible and forbidden to shoot through a doorway and then close the door in the same turn.

ATTACKING TERRAIN

Sometimes a fighter may want to attack an inanimate object rather than an enemy. Perhaps he wants to cave in a door, smash a cargo container or even tear down a brick wall to reach enemy models taking refuge behind it. Any terrain feature can be destroyed if both players agree – please be fair and reasonable here! Destructible terrain features can be attacked and damaged in the same manner as destructible objectives (see page 185) and should be assigned sensible Armour Values ahead of time. Demolition equipment (also described on page 185) can also be used against destructible terrain features, although it may be overkill in many cases (you really do not need a melta bomb to break a window!) Keep in mind that only clearly defined terrain features can be attacked and only with the intent to destroy that feature. It is not allowed, for example, to shoot a blast weapon at the ground in front of an enemy model just to avoid a cover modifier!

Here are a few examples of destructible terrain and their Armour Values. Use them as a guide when assigning Armour Values to other terrain. Also note that some items just cannot be destroyed by some weapons – you can shoot an autogun at a sandbag wall all day long and it won't matter. Please use some common sense here as well.

Feature	Armour	Feature	Armour
Glass window	4	Brick wall	10
Wooden door	7	Concrete wall	12
Metal door	8	Metal crate	9
Fuel drum	8	Sandbag	8

VOLATILE TERRAIN

Some terrain elements, such as fuel tanks and power generators, can explode when damaged or otherwise prove to be a hazard to nearby gangers. Some scenarios might require such an element to be placed on the game board and will describe its rules in full. Otherwise, you can declare appropriately modeled terrain features as volatile before the game if both players agree. A few common types of volatile terrain include:

FUEL DRUMS: These are roughly man-sized barrels of oil, prometheum, squig gas, or other highly flammable liquid. If fuel drums are used then several should be placed around the table, preferably in spots where they could be very useful for cover. Gangers can shoot at fuel drums with no special modifiers to hit. Also, when shooting at an enemy fighter who is taking cover behind a fuel drum, an attack that misses by 1 point (for example, rolling a 3 to hit when you need a 4+) hits the fuel drum. Fuel Drums have Armour Value 8. If they are successfully penetrated roll a D6:

1-3: Empty drum. The shot just rattles the barrel. Do not roll for the same drum again. If it's empty, it's empty!

4-5: Half-full drum. The drum explodes. Centre a 3" blast marker on it. Anyone hit suffers a strength 4 hit.

6: Full drum! The drum explodes violently. Centre a 5" blast marker on it. Anyone hit suffers a strength 5 hit.

Explosions are resolved in the same way as scattered blast weapon hits, so everyone touched by the marker is partially hit and can attempt to evade the blast with an Initiative test as described in the shooting section.

STEAM PIPES: Some parts of the city have long sections of piping running through it. A well-placed shot can burst a pipe and cover the enemy in scalding steam, plasma, toxic refuse or other damaging substance. To burst a pipe, a ganger must intentionally target a small spot, so he suffers the -1 to hit penalty for small targets. A steam pipe has Armour Value 7. If hit and successfully penetrated, roll a D6:

1-3: Empty pipe. Nothing happens. Do not roll again for the same individual pipe, it is empty all along its length.

4-5: Low pressure. Place the medium flamer template as spraying directly from the target spot at a right angle.

6: High pressure. Place the normal flamer template as spraying directly from the target spot at a right angle.

Resolve hits in the same way as for template weapons, so models fully under the template are hit and models partially under the template are partially hit and can attempt to evade the damage with an Initiative test as described in the shooting section. All hits from steam pipes are resolved at strength 3.

TOXIC POOLS: Nu Ork has a more than healthy amount of heavy industry and the Orky overlords are even less bothered by pollution and toxic waste than other governments would be. Pools of corrosive acid, radioactive waste or other hazardous materials are not uncommon sights on the streets of the city. They can be represented with large blast markers or appropriate terrain pieces of a similar size.

Toxic pools are impassable terrain for all fighters except those who can float or fly above the pool without having to touch whatever is in it, and they are difficult ground for all vehicles except skimmers.

Clever fighters can utilise toxic pools in an offensive manner by tossing explosives into the pool to spray the toxic materials all over nearby enemies. A fighter may target a toxic pool with a grenade, which is an exception to the normal rule that grenades can only be thrown at enemy models. Nominate a point in the pool where you wish to throw the grenade. There is no special modifier to the to hit roll. If you miss, scatter the grenade as normal. If you hit, or if the grenade still falls into the pool after scattering, do not place a blast marker. The explosion happens under the surface of the pool, so the grenade's normal effects are ignored. Instead, every model within D6" of the grenade's landing point is sprayed with toxic sludge. All fighters within that range suffer an automatic Strength 2 hit and must take a breakdown test for every piece of equipment they carry as the caustic liquids may eat straight through their weapons and armour!

SHOOTING

Fighters in Nu Ork carry a variety of weaponry. Individual gangers often have several different weapons such as grenades, pistols, knives and rifles. During the shooting phase of your turn each of your fighters may shoot once with one of his weapons. So you can either shoot a laspistol, fire a boltgun, or throw a grenade, for example. Work through your models one at a time. Pick which fighter is going to shoot, which of his weapons he is going to use, nominate his target, work out if he hits his enemy and, if he does so, any wounds or injuries caused, and then continue to the next shooter. You can take shots in any order you wish.

WHO CAN SHOOT

Each model can shoot once during his side's shooting phase so long as he did not take any actions during his last movement phase that would prevent him from shooting. Fighters who went on overwatch, charged or ran cannot shoot in their subsequent shooting phase. Fighters who are engaged in melee also cannot shoot. Any model who wishes to shoot must of course carry a suitable ranged weapon or a supply of grenades and must be able to see his intended target. The fighter is always assumed to face in the direction faced by the model itself, and is able to see within a 180 degree arc to his front. You can only shoot at a target within this front arc. So long as the shooter can see at least a part of the target's body he can shoot, even if all that can be seen is an arm or leg. If he can see nothing but the tip of a gun or the end of a sword then he cannot shoot as he is unable to see the target's body. The best way to check this is to stoop over the tabletop for a model's eye view and check if the attacker can see his target past any obstructing terrain or other models.

CLOSEST TARGET

Fighters must normally shoot at the closest enemy as he represents the most immediate threat. However, a more distant target can be chosen if it is easier to hit (if the closest enemy is obscured by cover, for example). Once a target has been declared the attacker is turned to directly face the target. If this brings a new enemy into the fighter's line of sight that is both closer than the original target and isn't harder to hit then he must become the new target of the shot and the fighter must again be turned accordingly.

Enemies that are pinned, down, *broken* or otherwise incapacitated can be ignored when determining which enemy model is the closest as they do not pose any immediate danger.

MOVING AND SHOOTING

Normally, a fighter can shoot if he made an advance move action in his movement phase. The exception to this are heavy weapons and weapons with the "Move or Fire" special property. These can only be fired if the model did not move (apart from pivoting in place).

RANGE

Once you have decided to shoot and have chosen your intended target you must measure to see whether the shot is within range. It is strictly prohibited to measure range beforehand! Each type of weapon has two range bands on its profile (weapon profiles are listed later, in the Equipment section). Assuming your target is within range you can proceed with the shot. If the target is out of range then you automatically miss, but you still have to roll the dice in order to see whether the shot causes an Ammo roll.

HITTING THE TARGET

To determine whether a shot hits its target roll a D6. The dice score needed will depend upon how good a shot the firer is (as indicated by his Ballistic Skill or BS). The chart below shows the minimum D6 roll needed to score a hit.

BS	1	2	3	4	5	6	7	8	9	10
Hits on	6+	5+	4+	3+	2+	1+	0+	-1	-2	-3

You will notice that the chart covers rolls of 1 and even less. However, a roll of a 1 is always a miss regardless of circumstances. There is no such thing as a certain hit – if the die turns up a 1 you have missed! Ballistic Skill higher than 5 is still very useful, however, because it can compensate for negative modifiers that affect your to hit roll due to range, cover, size, etc. Hit modifiers are explained on the next page.

"INSTEAD OF SHOOTING" ACTIONS

Soma actions covered later in the rules may be performed "instead of shooting", for example reloading a weapon with the Slow Reload special rule or activating a Control Panel. Fighters who perform such an action give up their chance to shoot that turn. If a fighter is unable to shoot, for example because he is engaged in melee, pinned, down or otherwise incapavitated or preoccupied, then he also cannot perform any "instead of shooting" actions.

HIT MODIFIERS

Some shots are easier than others. It is easier to hit a target that is in the open compared to a target behind cover. Usually it is easier to hit a target if it is close compared to one further away. These circumstances are represented by the following modifiers.

- 1 LOW LIGHT** The target is standing in an area of low light and is more than 12" from the shooter.
- 1 IN SOFT COVER** Up to half the target is obscured as defined in the section on cover.
- 2 IN HARD COVER** More than half the target is obscured as defined in the section on cover.
- 1 OVERWATCH** The shooter is firing at a target whilst on overwatch.
- 1 CHARGING** The shooter is firing at a charging target whilst on overwatch.
- 1 RAPID MOVING TARGET** The target moved 12" or more in his previous move phase.
- 1 SMALL TARGET** The target is considerably smaller than a man. Such targets might include Gretchin, unexploded bombs, mechanical devices, or a specific point on a wall or floor.
- +1 LARGE TARGET** The target is noticeably larger than a man. Such targets include Chaos Spawn and other big creatures, terrain such as processor tanks, bulkhead doors and other sizeable bits of industrial equipment and all vehicles except for bikes.

Modifiers for range depend upon the weapon used. Every weapon has its own short range band and long range band and each can have a different modifier, as listed in the Equipment section.

7+ TO HIT

Because of all the modifiers it is quite possible that you will end up needing a score of 7 or more to hit your target. It is obviously impossible to roll a 7 on a D6, but you can still hit if you are lucky. Roll a D6 as before. If you roll a 6 then you might have hit. Roll a further D6 – the additional score required is shown on the chart below. Note that ammo rolls are dependent entirely on the first die roll, so it is possible to miss and still incur an ammo roll in this case.

Score Needed to Hit	7	8	9	10
Additional D6 Score	4+	5+	6+	Miss

Example: A human recruit is shooting at a target behind hard cover. The recruit's BS is 2 so he requires a 5 to hit. With the -2 modifier for hard cover a score of 7 is needed to hit. To achieve this the shooter must roll a 6 followed by a further roll of a 4 or more.

LOW LIGHT

This modifier represents the difficulty of targeting a model obscured by shadows or darkness. Low light is explained in more detail on [page 186](#).

COVER

If a target is partly obscured by intervening cover then it will be harder to hit. How much harder depends on how much of the target is obscured by the cover. Although fighters in the way of a shot can block line of sight, they do not provide any cover modifiers and so are ignored when working out how much of the target is obscured. Only intervening terrain and vehicles can provide a cover modifier.

If the shooter can see at least half of the target's body but not the entire body, then the target is said to be 'in soft cover'. The shooter suffers a -1 to hit penalty. If the shooter can see some of the target's body but less than half of it, then the target is said to be 'in hard cover'. The shooter suffers a -2 to hit penalty. If a target model is in cover and hiding, then it cannot be seen or fired at even if the shooter can clearly see a portion of the model's body. The fighter is assumed to be keeping still, concealing himself in the shadows and hugging his cover as closely as he can (see the rules for Hiding in the Movement section on [page 11](#)).

A certain amount of fair judgement is called for by the players when deciding whether a model can be seen, if it is in cover, or whether it can reasonably continue to hide behind cover.

PRONE TARGETS

When a fighter is pinned or gone down the model is placed on its back or its front to reflect that he has hit the dirt and is keeping his head down. It is important to take this into account when working out whether the prone target can be seen and when working out cover modifiers. For example, if a fighter becomes pinned behind a barricade then it might not be possible to target the model again as he may no longer be visible behind the barricade. This requires fair judgement from both players as the model itself will not always make this obvious. The model will likely be propped up by its base or dynamically posed arms, but in reality the actual fighter would be lying flat on the ground!

PINNED!

As soon as a fighter is hit the model is knocked over and placed face up. We say the model has been pinned by enemy fire. The force of the shot has knocked the fighter off his feet. The shot may have hurt or even killed him, or he may be lucky and escape without any significant harm. Even if he survives he is momentarily confused or, at best, his instincts force him to hit the dirt and keep his head down. On the next page we will find out if the shot has wounded the fighter. Later, on [page 21](#), we will deal with what happens to the pinned fighter if he survives unharmed.

WOUNDING

Once you have hit your target you must test to see whether a wound is inflicted. A shot may fail to cause a wound because it hits part of the target's equipment or weaponry, or perhaps it just scratches the skin or causes a very minor injury which the fighter bravely ignores. If you fail to cause a wound then the target is unharmed but is still pinned by enemy fire as described later. To determine whether your shot has caused a wound you must compare the Strength value of the weapon with the Toughness (T) characteristic of the target. You will find a complete list of all the various weapons together with their Strength values and special rules in the Equipment section.

The chart below shows the D6 score required to turn a hit into a wound. Most fighters have a Toughness of 3 or 4. However, Nu Ork also contains some powerful creatures whose Toughness can reach unbelievably high values.

		TARGET'S TOUGHNESS									
		1	2	3	4	5	6	7	8	9	10
ATTACK'S STRENGTH	1	4+	5+	6+	6+	N/A	N/A	N/A	N/A	N/A	N/A
	2	3+	4+	5+	6+	6+	N/A	N/A	N/A	N/A	N/A
	3	2+	3+	4+	5+	6+	6+	N/A	N/A	N/A	N/A
	4	2+	2+	3+	4+	5+	6+	6+	N/A	N/A	N/A
	5	2+	2+	2+	3+	4+	5+	6+	6+	N/A	N/A
	6	2+	2+	2+	2+	3+	4+	5+	6+	6+	N/A
	7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
	8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
	9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
	10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

SAVING THROWS

A fighter who suffers a wound can still avoid injury by making a saving throw. The most common saving throw is an armour save, which, as the name implies, is granted by the armour that the fighter is wearing. The armour save value of a piece of armour is given in the form of the minimum score on a D6 required to pass the armour save. Whenever an armoured fighter suffers a wound, you can roll a D6 and if the score equals or beats his armour save value, the wound is disregarded. The fighter is still subject to pinning, however.

For example: A fighter is hit by a shot from a laspistol and suffers a wound. Fortunately, he is wearing carapace armour, a hardened armaplas jacket that confers a 4+ armour save. He rolls a D6 and scores a 5 – easily enough to deflect the shot and save him.

If a fighter has multiple armour saving throws then the score required to save against a wound is combined into a single roll. For example, a fighter wearing mesh armour (5+) and holding a riot shield (6+) receives a single armour saving throw of 4+ (5+ is equal to 2/6 odds, 6+ is equal to 1/6 odds, so together they have 3/6 odds, which is 4+).

Some weapons are better at penetrating armour than others. A shot from a laspistol might be deflected relatively easily, but a shot from a huge lascannon is a different matter! To represent this, each weapon has an armour save modifier as indicated in its profile in the Equipment section. For example, a boltgun has a -1 save modifier so all armour saves must deduct 1 from the dice roll. It is impossible to pass a save if the score required is 7+ or more.

A fighter who fails all his saves, or who is not entitled to any, will suffer the full consequences of the wound as detailed in the Injury section, below.

Special Saving Throws

Some exotic equipment and special skills confer a special save instead of an armour save. This can represent the chance of a fighter dodging the shot altogether or it being deflected by a force field or similar protective measure. Special saving throws work in exactly the same way as an armour saving throw except in the following ways.

Special saves ignore all save modifiers, so the fighter will always receive the full saving throw, even against the most powerful weapons. Special saves cannot be combined into a single roll, instead each special save must be rolled separately. If a fighter successfully rolls a special save then the model not only avoids the wound, but also the hit. This means that the fighter will not be pinned, even if the hit originated from a blast or template.

INJURY

Most fighters have a Wound characteristic of 1 but some have a value of 2 or more. If the target has more than 1 wound then deduct 1 wound from his total for each wound he suffers. Make a note on the roster sheet. So long as the model has a least 1 wound left he can continue to fight at full effect. As soon as a fighter suffers his last remaining wound, a roll must be made to determine the extent of his injuries. The player who inflicted the wound rolls a D6 on the Injury chart below.

THE INJURY CHART

1 FLESH WOUND: The target has sustained a minor wound. Deduct -1 from both his Weapon Skill and Ballistic Skill for the rest of the game.

2-5 DOWN: The target falls down to the ground where he lies wounded and barely conscious. Turn the model over or face down, to show that the fighter has gone 'down'.

6 OUT OF ACTION: The target has been badly wounded and falls to the ground unconscious. He takes no further part in the game and the model is immediately removed from play.

Flesh Wound

If a model only sustains a flesh wound then he suffers a mild injury and is able to fight on. His Wounds value is reinstated back to 1 and he can move and act as normal (apart from probably being pinned by the hit). A fighter can sustain several flesh wounds and still continue to fight, but the penalty to WS and BS is cumulative. Each time a model suffers a flesh wound, it loses a further 1 point of BS and WS. If his WS and BS both reach 0 as a result of suffering flesh wounds then he automatically falls unconscious due to loss of blood and is taken out of action for the rest of the game.

Down

When a fighter goes down he is either badly injured or temporarily knocked senseless: he might soon recover or he might lapse into unconsciousness and even die. Turn the model face down to show the fighter has gone down. A model which goes down may do nothing except crawl as noted below.

A player must roll to see what happens to any of his fighters who are down at the end of his recovery phase. Fighters may recover, stay down, or go out of action. Roll a D6 and consult the Injury chart again. Models which recover to a flesh wound can stand up and continue to fight but suffer the -1 WS/BS penalty. Models which stay down remain face down and unchanged. Models which go out of action are removed. During his own movement phase a fighter who is down can crawl a distance up to half his Movement value, but other than this the fighter cannot do anything else. This enables a badly wounded character to get behind cover (if he's lucky!) If a fighter who is shot while down is shot again, roll again on the injury chart. If you roll a flesh wound the fighter suffers a new flesh wound but remains down. If you roll down again, he just stays down with no additional effects. If you roll out of action, the model is of course removed.

Out of Action

'Out of action' indicates a fighter is so badly wounded that he is out of the fight for good and also out of the game. Remove the model from the tabletop. It is too early to tell whether he is alive or dead, but for game purposes it makes no difference at this stage. After the fight is over you can test to see whether he survives and if he sustains any serious lasting injuries as a result of his wounds. This will be done in the post-battle sequence (see [page 201](#)).

MULTIPLE WOUND WEAPONS

Some weapons inflict more than 1 wound when they hit, typically a random number such as D6 or even 2D6 wounds. A fighter cannot be reduced to fewer than zero wounds, but each extra wound inflicted means you make another roll on the Injury table. So, if a fighter has 1 wound remaining and suffers 4 wounds from an attack he rolls on the table four times. Multiple 'down' results are not cumulative but multiple flesh wounds are. A fighter who suffers flesh wounds and goes down at the same time is treated as going down and suffers the penalties indicated for his flesh wounds as well.

HIGH IMPACT WEAPONS

Some weapons inflict hits with such devastating force that any fighters struck by them are quite likely to be severely injured. All weapons with a strength of 7 or more are known as high impact weapons, and some weapons with a lower strength also have this special property. These weapons were originally designed to punch through bulkheads and tank armour, so the wounds inflicted on mere men of flesh and blood are gruesome indeed. When a fighter is hit by a high impact weapon he will go out of action on a roll of 5 or 6 on the injury chart rather than just on a 6 as usual.

PINNED FIGHTERS

Often a fighter is hit and pinned by enemy shooting but does not go down or out of action. He might be hit and not wounded, he might pass his armour save, or he might suffer a flesh wound, and so on. A model that is pinned remains knocked over lying face up. Whilst he is pinned a fighter cannot do anything except crawl up to half his normal speed during the movement phase.

RECOVERY FROM PINNING

A fighter who is pinned at the start of his own turn will automatically recover from pinning at the start of that turn's recovery phase. In effect, the model misses his turn and is then ready to fight on in his following turn. In the recovery phase stand the model up to show that he is no longer pinned. A fighter who is shot during his own turn by an enemy on overwatch and pinned also recovers automatically in the following recovery phase.

A fighter who becomes pinned during his own turn for any other reason (like falling off a vehicle or terrain, for example) does not recover in the same turn that he got pinned but remains pinned until his next turn.

ESCAPE FROM PINNING

If a fighter has at least one other fighter from his gang within 2" then he can try to escape pinning at the start of his turn by taking an Initiative test. If he passes the test then stand the model up. The fighter will not have to miss his turn after all and can perform normally that turn.

Note that fighters who are unable to act (due to being *broken*, down, pinned, etc...) do not count. Rather than reassuring the pinned fighter and offering covering fire, the proximity of these unreliable comrades will only encourage him to keep his head down! Fighters who recover early in this way cannot then immediately help other friendly models become unpinned as well.

SHOOTING INTO MELEE

Normally it would be considered very rash indeed to shoot at fighters who are grappling with each other at close quarters – it would be very easy to hit the wrong man! Although the models themselves are immobile, we have to imagine that the fighters are actually ducking, diving and rolling about in a whirlwind of action.

Note that you do not have to shoot at an enemy model that is involved in melee combat with your own fighters, even if he is the closest target. Should you wish to shoot at a model engaged in melee combat anyway, roll to hit as normal. If you hit then you must determine whether you have hit the intended model or one of his opponents. Randomly allocate the hit, with the intended target and each of his melee opponents all having an equal chance to be hit. For example, if there are two models fighting, a D6 roll of 4-6 indicates the true target while a 1-3 roll indicates his opponent. If the target is fighting two opponents then you will need a 5 or 6 to hit the right man, and so on (some creativity with assigning dice values might be required to get equal chances for everyone if the target is engaging many opponents). This rule does not extend to blast and flame weapons – they always hit the exact models under the template.

AMMO ROLLS

Ammo rolls represent faults in guns or ammunition as well as the possibility of simply running out of ammo. Power packs can fade or suddenly release a burst of energy, shells jam in the loading mechanism, explode or prove dud. No gun is absolutely reliable or has an infinite ammo supply, and some are notoriously fickle.

When you roll to hit with shooting any dice score of a 6 indicates that your weapon may have malfunctioned after firing and an Ammo Roll is required, but note that you still hit your target with the roll of a 6 and the hit is worked out as normal after you make your Ammo roll.

Some weapons are more reliable than others. This is reflected by the weapon's Ammo Roll rating as shown on each weapon's profile. To make an Ammo Roll you roll a D6. If you score less than the number indicated the weapon has malfunctioned and is useless for the rest of the game. Make a note on your gang roster. If you roll equal or over the weapon's Ammo Roll rating then the weapon is alright and you can continue to use it normally. Weapons with an Ammo Roll rating of "Auto" automatically *fail* every Ammo Roll they are required to make.

Grenades: Grenades will automatically fail any Ammo Roll they are required to make. This means that you have thrown your last grenade of that type, or that all further grenades of that type are duds.

Out of Range: If you shoot and your target turns out to be out of range then you must still make a (futile) roll to hit to see whether the shot causes an Ammo Roll.

Repairs and Supplies: It is automatically assumed that all consequences of failed Ammo Rolls are fixed in time for the next battle. Ammo is replenished, weapon jams cleared, supplies of grenades are also restocked. Even a weapon that explodes will be patched up in time for the next battle.

RANGED WEAPON SPECIAL RULES

The shooting rules so far have only dealt with very simple weapons that are capable of making a single shot at a single target. The following pages describe special types of weapons that can fire several times, or hit everyone in a certain area, or even set people on fire! In addition to the special abilities in this section, there are some more minor weapon special rules in the Equipment section, starting with [page 71](#).

SUSTAINED FIRE WEAPONS

Some especially large and dangerous weapons can fire a sustained burst of shells which may hit several targets at a time. This is called sustained shooting or sustained fire. Weapons which are capable of making sustained shots are indicated in the Equipment section as having one or more "Sustained Fire Dice".

When you shoot with a weapon of this kind first declare whether you are firing a normal single shot or a sustained shot. A single shot is worked out using the basic shooting rules, while a sustained fire shot is resolved as follows:

First nominate a target as normal following all the usual restrictions, then roll one Sustained Fire Die to determine how many separate shots the weapon makes. The shots are resolved one at a time obeying all the usual shooting rules. If you roll a "JAM" on the Sustained Fire Die then no shots are fired and an Ammo Roll must be made for the weapon (all automatic weapons are notoriously prone to jamming.) Note that the full number of shots indicated by the Sustained Fire Die must be fired. If the target gets taken out of action or is no longer visible (due to being pinned or going down behind an obstacle, for example) any remaining shots are wasted, but rolls to hit must still be made in case they cause an Ammo Roll.

Some weapons have an even greater rate of fire and allow you to roll several Sustained Fire Dice. In the case of such weapons, after you have resolved all the shots granted by the first Sustained Fire Die, you may roll another. Again, you get a number of separate shots equal to the result of the second Sustained Fire Die. You may pick a new target for the second burst of shots, but you must observe all the usual targeting rules and in addition the new target must be no more than 4" away from the previous target. You may repeat this until you have failed an Ammo Roll or used up all the Sustained Fire Dice allowed by the weapon. If you roll a "JAM" with a weapon that has multiple Sustained Fire Dice and pass the resulting Ammo Roll, no shots are fired for that die but you can go on and roll any remaining Sustained Fire Dice as described above.

FLAMING WEAPONS

Some weapons fire short bursts of flaming chemicals that not only scorch the victim's flesh but can also set their clothes on fire. If a fighter is hit by a flaming weapon then he stands a chance of catching fire. The chance of this happening is based on the weapon used as the more powerful flaming weapons can unleash a more concentrated sheet of flame. Any fighters that suffer a hit from a flaming weapon (even if they are not wounded by it or if they pass their armour save) must roll a D6. If the score is equal to or greater than the number indicated in the weapon description, then the unfortunate model has caught fire!

Any fighters that are on fire must take a Strength test at the start of their own turn. If the test is passed then the fighter manages to beat out the flames and is no longer affected. If the test is failed then the fighter is unable to extinguish the flames and he continues to burn. He suffers an automatic Strength 3 hit and then he staggers D6" in a random direction (roll the scatter die; on a HIT, the model stays put) and is unable to do anything for the rest of the turn. A fighter that is pinned and on fire still moves in a random direction – he rolls around on the floor! A fighter that is down and on fire cannot attempt a Strength test to put out the fire, so he continues to burn until an ally puts out the flames or he regains enough strength to get up (or, more likely, until he goes out of action.)

Any friendly fighters in base-to-base contact with a model on fire at the start of his turn can help him beat out the flames. Each friendly fighter in base-to-base contact can attempt a Strength test to put out the fire on his friend. However, a roll of 6 on the test means that the well-meaning ally catches fire himself!

A model on fire cannot be charged by enemy models – nobody is stupid enough to get close! If a fighter catches fire while in melee, all his opponents immediately move 1" away from him (this is an exception to the normal rule that models cannot leave melee combat!)

BLAST WEAPONS

Some weapons fire an exploding shell or energy blast which inflicts damage over a large area. The spread of such a shot or blast is represented by a circular blast marker either 2", 3", 4" or 5" in diameter. When firing a weapon that uses a blast marker nominate your target and roll to hit exactly as you would with any other weapon. If you hit the target place the blast marker centred directly over the target model. The target is hit, and any other model that lies wholly under the blast marker is hit as well. If a model lies partially under the blast marker that model is "partially hit." A partially hit model can attempt to evade the blast as described on the next page. Each model hit is pinned and can be wounded and injured using the normal procedure. Resolve the hit on each model separately.

If you miss the intended target then your shot has flown wild but may still land close enough to cause damage. To determine where the shot has landed you must make a Scatter roll. To do this you will require a Scatter die and a regular D6. Take both these dice and roll them so that they land as close to the target as possible. The direction in which the shot lands is indicated by the scatter die arrow while the D6 indicates the scatter distance in inches.

Move the blast marker the indicated distance and direction to determine its final position. If the scatter die shows a HIT symbol, the blast marker is not moved and lands on the intended target. Once the marker is positioned any models that lie wholly or partially under the blast marker are "partially hit" and can attempt to evade the blast.

If the intended target lies beyond the weapon's maximum range then place the blast marker centred on the line between the attacker and the target and with its central hole at the weapon's maximum range, and scatter the marker from there. It's okay if it ends up out of range after the scatter – the shell has bounced a little bit forward.

If a blast scatters from above ground level off over a ledge it "falls" to the level below and is resolved there.

When scattering, if the scatter die shows a HIT and the distance die shows a 1, then something has gone wrong with the grenade or shell. Roll a further D6:

1-3: The shell was a dud and clanks to the floor near the target harmlessly.

4-6: The shell explodes in the breech / user's hand; centre the blast marker on the shooter. The shooter is hit and all other models wholly or partially under the marker are partially hit and can attempt to evade the blast. Resolve the full effects of the weapon against the models hit, including effects like smoke or gas clouds.

GRENADES

There are many different sorts of grenades available to gangers. The most common are explosive "frag" grenades and implosive "krak" grenades. If a fighter carries grenades then he is assumed to have enough grenades of a given type to last the entire battle, regardless of how many he might actually throw, unless he is forced to make an Ammo Roll, which all grenades automatically fail.

A model can throw a grenade rather than shoot a weapon. A grenade throw is treated exactly like any other shot, so roll to hit using the thrower's Ballistic Skill (BS) characteristic. Most grenade types use a blast marker and they scatter if they miss just like other weapons with blast markers. If you miss, work out scatter as described already. The maximum range of a thrown grenade depends upon the Strength characteristic of the fighter. A fighter can throw a grenade a distance equal to his Strength x3. For example, a typical human ganger with a Strength of 3 can throw a grenade up to 9".

Grenades vs. Cover: Grenades are especially good at blasting fighters out from behind cover as they can easily be lobbed over barricades or bounced around bulkheads. When throwing a grenade, the to hit penalty for targeting a model in cover is reduced by 1. So, soft cover is ignored and hard cover counts as -1 to hit rather than -2. Note that this bonus does not apply to grenades fired from grenade launchers and similar weapons.

Grenades and High Ground: To represent the unique travel arc of a grenade, if a fighter throws a grenade at a target that is on a level below him then the distance is not measured from model to model as with other ranged attacks, instead only the horizontal distance is measured. This allows grenades to be thrown over a much greater distance if a fighter has the high ground. Again, note that this bonus does not apply to grenade launchers.

Smoke Bombs: As the name suggests, smoke bombs are designed to produce clouds of smoke which are used to provide cover. When you throw a smoke bomb you don't want to actually throw it at an enemy fighter but at a specific point on the ground. You can do this by simply nominating the point you wish to aim the grenade at, as such the normal requirement to target the closest enemy does not apply. Note since the bomb is being thrown towards an area of the ground, it does not count as a small target.

TEMPLATE WEAPONS

Some weapons, most notably flamers or all shapes and sizes, use a special teardrop-shaped template to represent the superior area coverage of the weapon. Three different templates are used: small (4" long), medium (6" long) and large (8.5" long). To shoot a template weapon, take the appropriately sized template as listed in the weapon's profile and place it with the narrow end touching the base of the shooter and the broad end so that it covers one or more enemy models. Any models that are completely covered by the template are hit automatically and any models partially covered are "partially hit." A partially hit model can attempt to evade the blast as described in the box below. Roll for wounds and injuries separately on each model that is hit.

Any hits are resolved as normal, roll for wounds and then determine injuries for any wounded fighters. Note that the hit modifiers for range, cover, and such like do not apply to template weapons as they saturate pretty much the entire area under the template with flame, shrapnel or whatever means of death dealing they employ. The only models that cannot be hit despite being under the template are those entirely concealed behind solid terrain.

Template weapons do not require a to hit roll but they might still run out of ammo or otherwise malfunction, so make an Ammo Roll every time you fire the weapon. To compensate for having to take Ammo Rolls more often, some template weapons need a very low score to pass. Most flamer weapons, however, are notorious for going through their fuel really fast and can only be relied on to last one or two shots.

EVADING THE BLAST

Fighters that are "partially hit" by blast or template weapons can attempt to evade the hit. This is done by first making an Initiative test. If the test fails, the model cannot evade and is hit with the full force of the weapon with all the usual consequences. If the test is passed, the fighter evades the attack entirely and is moved from under the blast or template marker. The fighter can only move the absolute minimum distance required to completely clear the marker via the shortest route possible. If his path is blocked by anything then it cannot evade at all, even if it could easily clear the marker by taking a slightly longer route. Flamers and explosives are really dangerous in narrow corridors and crowded spaces!

VOLATILE WEAPONS

Volatile weapons are risky and unpredictable. While often potent, they are extremely risky for the user and as such typically carried only by the most desperate or reckless fighters.

If you fail an Ammo Roll for a volatile weapon, roll a D6 on the chart below. Note that this roll is made before any re-rolls can be made for the Ammo Roll and even if the failed Ammo Roll would be ignored for whatever reason.

- 1:** The weapon explodes catastrophically. The user suffers a hit as if he were shot by the weapon in question, after which the weapon is rendered forever useless and must be removed from your gang's roster.
- 2:** The weapon overheats and discharges plasma, cooling fluid, or whatever other volatile substance powers it. The user suffers a hit as if he were shot with the weapon in question, but with no armour save modifier. If he survives he chucks the scalding-hot weapon away and cannot use it for the remainder of the battle. The weapon is recovered later and can be used again normally in the next battle.
- 3:** The weapon overheats, but the user drops it in time to avoid the discharge. The weapon cannot be used for the remainder of the battle but is recovered later and can be used again normally in the next battle.
- 4-6:** False alarm! The weapon merely ran out of ammo. Treat the result as a regular failed Ammo Roll. If the user has any abilities that allow him to re-roll or ignore failed Ammo Rolls, they may be applied now.

MELEE

Hand-to-hand fighting, which we call melee, is the most dangerous and desperate kind of combat. With enemies using swords and knives, point blank fire from pistols, and even bare fists, feet and heads to take out an opponent it is either a very brave or foolish ganger to initiate a melee. The following section describes the rules for this most brutal and dangerous form of combat.

WHO CAN FIGHT

Fighters who are in base-to-base contact with one or more enemy models are said to be engaged in melee. It is also permissible to engage an enemy over an obstacle that prevents the bases from physically touching if the obstacle is less than 1" tall and wide. It is otherwise impossible for a fighter to move closer than 1" to an enemy model unless engaging him in melee.

In the melee phase all hand-to-hand fighting is worked out. Every fighter who is engaged with one or more enemies will fight, even if it is not his turn.

Models fighting in melee cannot do anything else as they are far too busy struggling with their adversaries. Any very close range shots they are able to make with pistols are taken into account in the melee combat rules that follow.

Melee is resolved as a series of one on one fights. Even if several fighters are engaging the same enemy, they must attack him one at a time. The player whose turn it is decides in which order the models with fight.

ATTACK DICE

Once a fighter and his opponent have been selected, the fight is resolved by rolling Attack Dice. Each model gets a number of dice equal to the Attack value on his profile. This will normally be one but some especially mean fighters may have two or more Attacks.

Although a fighter can roll more than one Attack die it is only the best result that counts towards the Combat Score. The advantage of rolling more dice is that it gives you a better chance of rolling high. However, it will also increase the chances of fumbling the attack as described later.

FIGHTING WITH TWO WEAPONS

If a fighter carries two weapons that can be used in melee, such as two pistols, two hand-to-hand weapons, or one of each, then the fighter rolls one extra Attack die. In the rare case of fighters who can use even more weapons (thanks to having additional arms grafted to their bodies, for example) each additional melee weapon bestows a further Attack die. This bonus only applies to fighters armed exclusively with pistols and/or hand-to-hand weapons. Fighters who carry one or more basic, special or heavy weapons never receive this bonus as the extra bulk of the weapons limits their agility. Carrying grenades does not prevent you using an extra weapon as they are assumed to be clipped to the model's belt or stowed conveniently out of the way. These different weapon types are discussed in the Equipment section.

MELEE PROCEDURE

Most fights are 'one-on-one' where a model is fighting one other model. These combats are worked out as described below. Fights involving several models attacking a single opponent are worked out slightly differently as described later.

1 THROW ATTACK DICE

Both players roll a number of D6's equal to their model's Attacks characteristic.

2 WORK OUT COMBAT SCORE

Each player picks his highest scoring dice and adds his model's Weapon Skill (WS) to the score. He then adds any Combat Score modifiers that apply (as listed on the next page). The total result is his final Combat Score.

3 DETERMINE WINNER

The player with the highest Combat Score wins. In the case of a tie the combat ends in a draw and each fighter is hit once.

4 NUMBER OF HITS

The winner hits the loser a number of times equal to the difference between their Combat Scores.

5 ROLL TO WOUND

For each hit scored the winner rolls a D6 on the Wound chart in exactly the same way as hits from shooting. The Strength value will depend upon the weapon used.

6 ROLL SAVING THROWS

Models which are wearing armour and/or are entitled to a special saving throw can attempt saves in the same way as models hit by shooting.

7 RESOLVE INJURIES

Resolve injuries in the same way as you would for wounds inflicted by shooting.

DETERMINE WINNER

Each player takes his highest Attack dice roll, adds the fighter's Weapon Skill (WS) and then applies any of the relevant modifiers listed on the right. The one with the highest total score wins. In the case of a tie the combat is a draw and each fighter scores a single hit on his opponent. Note that some weapons have special rules that can affect the outcome of a draw.

NUMBER OF HITS

The difference between the winner's Combat Score and the loser's Combat Score is the number of times the winner has hit the loser.

Example: A human (WS3) is fighting a grot (WS2). The human rolls a 4 and adds his WS of 3 to make a total of 7. The grot rolls a 5 and adds his WS of 2 to make 7, but the grot has charged and so adds a further +1 making 8. The grot has won by 8 to 7, and the difference (1) is the number of hits he has struck against his opponent.

WOUNDS, SAVING THROWS AND INJURIES

Once you have established the number of hits, the remaining procedure is the same as for shooting. Please refer back to the Shooting section for a description of how to resolve wounds, armour saves and injury rolls.

Models never get pinned by melee hits, but they suffer wounds in the same way and injuries are resolved in the same way too.

Also note that some hand-to-hand weapons have their own fixed Strength value, just like ranged weapons, while many others are based on the Strength characteristic of the user.

WEAPONS

Only hand-to-hand weapons and pistols can be used to fight in melee combat. All fighters carry a knife at the very least, and are assumed to have a few of them tucked out of sight even if the model itself does not show it.

A fighter will, generally speaking, fight in melee with the weapons he carries as depicted on the model. However, models are allowed to swap any weapons at the start of the combat. For example, a fighter holding a laspistol and a stub gun could put away his stub gun and draw a sword, or he could even put away both pistols and draw two swords. Even if a fighter does not draw any specific close combat weapon, he is always assumed to have a knife to fight with at the very least. The player must declare what weapons the fighter is using at the start of the combat. Fighters do not have time to swap weapons around once they are fighting; they must persevere with their chosen weapons until they are no longer involved in melee.

HITS

If a fighter is using a single weapon then any hits inflicted in melee fighting are assumed to have been made with that weapon – be it a sword, knife, pistol etc. Resolve the hit using the Strength and armour save modifier of the weapon as indicated in the Equipment section.

If a fighter uses two weapons (one in each hand) then any hits are inflicted alternately, first with one hand and then the other. For example, a fighter carrying a sword and a laspistol who inflicts 2 hits will strike once with the sword and once with the laspistol. Any odd hits can be resolved with either weapon.

Some fighters can even use three or more weapons at once (through the use of additional arms grafted to their bodies, for example). Again, split the hits as evenly as possible between all the weapons that a fighter is using.

COMBAT SCORE MODIFIERS

+1 OPPONENT FUMBLES Add +1 to your score for each of your opponent's attack dice that score a 1. See the Fumble rule for an explanation of how this works.

+1 CRITICAL HIT Add +1 to your score for each roll of 6 after the first you score on your attack dice. See the Critical Hit rule for an explanation of how this works.

+1 CHARGING If your fighter charged into combat this turn add +1 to his score to represent his momentum. This bonus does not apply if the charging fighter had to move over any rough terrain or if he charged a target that is sheltering behind cover, such as a low wall.

+1 HIGH GROUND If a fighter is standing on a higher level, platform, or slope then add +1 to his score.

+1 BACKSTRIKE If your fighter is entirely in his opponent's rear 180-degree arc add +1 to his score.

-1 ENCUMBERED If a fighter is carrying a heavy weapon, or other heavy piece of equipment, he suffers a -1 penalty on his score.

Note:

The hit modifiers of ranged weapons are not applied in melee, not even for pistols.

FUMBLES

In the mayhem of melee it is only too easy to trip or overbalance and leave yourself open to a quick punch or stab. Any Attack dice rolls of a 1 indicate that you have tripped, dropped a weapon, or otherwise fumbled. For each fumble rolled your opponent may add +1 to his own Combat Score.

CRITICAL HITS

A critical hit represents a lucky blow, a spectacular feint or a cunning trick. You must roll at two or more 6s to score a critical hit. The first 6 is taken as your highest score and each extra 6 counts as a critical hit adding a further +1 to your total Combat Score.

PISTOLS AND MULTIPLE WOUNDS

Some powerful pistols, such as Blast and Fusion pistols, can cause multiple wounds with a single hit. This ability only applies when the pistols are used for shooting. In melee combat, pistols always cause only 1 wound per hit as the chance of getting a multi-wound shot in is already represented by the ability to score multiple hits with a single attack roll.

MULTIPLE COMBAT

When two or more models are fighting a single enemy this is called a multiple combat. The outnumbered model must fight each of his opponents one after the other during the melee phase. The player whose turn it is can decide the order in which his models will fight. Having chosen the first model to fight the combat is worked out exactly as described for one-on-one fights.

If the outnumbered model survives he must go on to fight his next opponent. The second combat is worked out as before except that the outnumbering fighter may roll an extra Attack die and adds a +1 bonus to his Combat Score to represent the advantage he has over

his outnumbered foe. If the outnumbered fighter survives he goes on to fight the third, fourth, fifth, and each successive enemy until there are none remaining. Each subsequent enemy he fights gains a further Attack die and adds a further +1 to his Combat Score. For example, the third opponent has +2 Attack dice and +2 to his Combat Score, the fourth has +3 Attack dice and +3 to his Combat Score, and so on.

THE FOLLOW-UP MOVE

If all of a fighter's melee opponents go out of action the fighter may make a special follow-up move. This is an exception to the normal turn sequence and it makes no difference whose turn it is. The fighter can be immediately moved up to half his normal speed. You can use this extra move to get behind cover, to engage another enemy in melee, or in any way you wish. Terrain penalties apply to this move as normal.

If you use a follow-up move to engage another enemy then move the fighter but do not work out further combat that turn. The fight continues in the next melee phase. This is because the fighter has insufficient time to do anything other than make a follow-up move. This is an exceptional circumstance where a fighter may engage an enemy in melee without charging. No charging bonus is added to the Combat Score if a model follows-up in combat.

CHARGING DOWNED FIGHTERS

A fighter can charge an enemy model that is down and finish him off with a quick blow. This is a useful way of immediately taking injured fighters out of action instead of waiting for them to roll a 6 on the injury chart and giving them time to possibly even recover. The downed model is taken out of action during the melee phase automatically with no attack roll required and the attacking fighter receives a follow-up move, just like in a regular melee combat.

GOING DOWN IN MELEE

Fighters who are hit and go down in melee are completely at the mercy of their opponent. A fighter who goes down is immediately finished off by his opponent and taken out of action unless he has allies who are still engaging that opponent. In that case, the enemy must defend himself and cannot afford to waste his time on his incapacitated foe. Of course, if a fighter takes down all his enemies, he can finish them all off at his leisure.

Fighters who are down but are not taken out of action because their opponent is still engaged with other models may crawl out of melee contact in their movement phase.

PINNED FIGHTERS AND MELEE

Fighters cannot be pinned when in melee. A fighter who is hit whilst engaged in melee, even if hit by shooting in the shooting phase, is not pinned. If a fighter is already pinned when he is charged then the pinning is discounted as soon as he becomes engaged. The pressing need to defend himself galvanises the fighter into action.

MOVING FROM COMBAT

Once models are engaged in melee they cannot just move away in their movement phase. They must stand and fight until they are taken out of action, until they take out their enemies, or until one or the other breaks and runs as described later. The only exception to this is in a multiple combat, where fighters who go down can crawl away so long as friends continue to fight to cover their retreat.

MELEE WEAPON SPECIAL RULES

FLEXIBLE GRIP

This weapon can be used as normal or it can be wielded with both hands like a two-handed weapon (see below). In this case the Strength of the weapon's hits is increased by a further +1 point.

FUMBLE

Because the weapon is so clumsy any fumbles rolled in hand-to-hand combat count double - so every 1 rolled adds +2 to your opponent's Combat Score.

LOSES DRAWS

Some weapons are slightly unwieldy or slow to swing, so they can be slightly disadvantageous in an otherwise equal fight. In the case of a draw, a fighter using such a weapon does not hit his opponent. If both combatants have a weapon with this property, then neither gets hit and the fight is a standoff.

PARRY

Fighters armed with swords or similar weapons can attempt to turn aside an opponent's blows. To represent this, a model with a parrying weapon can force his opponent to re-roll one of his highest scoring Attack dice before working out his total Combat Score. However, you can only parry if your opponent's highest scoring Attack die is greater than your own highest scoring Attack die. For example, if you rolled a 5 and your opponent rolled a 3 then he cannot be parried, but he can parry you. Remember, if your opponent has 2 or more Attack dice he can always choose his next highest score rather than the score of the re-rolled die.

If both combatants have parrying weapons then the ability to parry cancels out and neither fighter may do so. In the unlikely event that a fighter carries two parrying weapons he may parry twice – that is, he may force two re-rolls (which can be two different dice or the same one twice) or one re-roll against an enemy model armed with a single parrying weapon.

TWO-HANDED

This kind of weapon is too large and heavy to be used in one hand. Because a ganger requires two hands to wield such a weapon, he may never use another weapon at the same time, so it is impossible to gain an additional Attack die for using two weapons (well, unless the fighter has more than two arms!) Additionally, two-handed weapons may not be wielded by gangers who cannot use both hands to hold items (some bionik arms or arm grafts cannot be used to hold items, such as a hook hand, for example).

Fighters with Strength 5 or more and with no arm injuries treat any Two-handed weapon as a Flexible Grip weapon instead, so they can use such a weapon one-handed or continue to wield it in both hands and gain a further +1 Strength bonus.

UNBLOCKABLE

Some weapons, most notably chains and flails, cannot be parried. The business end of an unblockable weapon can swing around an opponent's weapon or shield, making any attempt to block it futile. For each unblockable weapon a ganger uses, his opponent loses 1 parry (so a fighter with two parrying weapons facing a fighter with one unblockable weapon can only parry once, for example.)

WINS DRAWS

Some weapons offer a small advantage in speed or reach that normally isn't enough to make a difference, but can be decisive if the combatants are otherwise well matched in skill and luck. In the case of a draw, a fighter using such a weapon does not get hit by his opponent. If both combatants have a weapon with this property, then neither gets hit and the fight is a standoff.

MORALE AND PSYCHOLOGY

This section of the rules is concerned with how your fighters react under fire: whether they bravely continue to fight while shells explode around them and bullets rip into their allies, or whether they turn tail and run for cover. Regardless of your own feelings or those of the gang's leader, even the most hardened ganger can be driven off or forced to take cover as the action heats up.

BREAK TESTS

A fighter may be called upon to take a Break test to see if his nerve holds. A Break test is a type Leadership test. You roll 2D6 and must score equal or below the fighter's Leadership characteristic. If the test is failed then the fighter becomes *broken* and must run for safety as described below. If the test is passed then the fighter keeps his nerve. In this case there is no further effect and the fighter continues to fight and follow orders as normal.

The most common reason for having to take a Break test is seeing a comrade go down. Every fighter must take a Break test immediately if a friendly model within 2" of him goes down or out of action. Other circumstances that can force fighters to take a Break test are described later.

BROKEN FIGHTERS

If a fighter fails a Break test then his nerve has broken. For this reason we refer to such fighters as *broken* and you can indicate this by placing a Broken token by the model. The broken fighter is momentarily panicked or shaken and does not care about anything but getting to safety. He might recover sufficiently to return to the fray once he has steeled himself to fight on.

A broken fighter cannot move except as noted below. He can still shoot in the shooting phase and make attack rolls in the melee phase if engaged, but he counts as having a WS and BS of 1 to represent his panicked flailing. Note that this temporarily reduction in WS and BS does not affect the number of flesh wounds that a fighter can withstand before going out of action.

A broken fighter moves in his recovery phase. The fighter makes a mad dash of up to 2D6" away from the nearest enemy and towards cover or a friendly vehicle. Roll the dice and determine how far the fighter moves. If he can reach a friendly vehicle he will board it immediately, or if he can reach a position of cover where he cannot be seen by any enemies then he stops there. If he is unable to reach either then he runs the full distance rolled. In subsequent recovery phases he continues to move 2D6" away from the enemy until he reaches a vehicle or cover. If he can get out of sight by staying where he is and hiding then he will do so instead (see the Movement section). A fighter who is pinned and *broken* at the start of his recovery phase will first recover from pinning as normal and then make his fleeing move.

BREAKING FROM MELEE

A broken fighter who is engaged with an enemy in melee still runs in his recovery phase. This is an exception to the normal rule saying that fighters cannot leave melee. Because the fleeing fighter is turning his back upon the enemy he is very likely to be struck as he turns to run. To represent this the fighter takes one automatic hit from each opponent he was engaged with. Work out the hits before moving the fighter.

RECOVERING YOUR NERVE

A *broken* fighter may attempt to recover immediately after making his fleeing move during his recovery phase so long as he is onboard a friendly vehicle or in cover and out of line of sight of any enemy models. To attempt to recover a fighter's nerve take a Leadership test. If the test is successful then the fighter recovers and is no longer *broken*. If the test is failed the fighter remains *broken* and will continue to flee next turn.

GANG LEADERS

Any gangers within 6" of their Gang Leader can use his Leadership characteristic when taking any Leadership test other than a Psychic test. This represents the gang leader's ability to coordinate and encourage his fighters and push them beyond their normal limits! The leader cannot confer this benefit if he is not able to act (due to being *broken*, down, *stupid*, etc) though pinned leaders can still confer this benefit.

THE BOTTLE ROLL

The bottle roll is a special test the player must take at the start of his turn if more than a quarter (25%) of his gang is down or out of action. For example, in a gang of 10 men a test is required if 3 or more men are down or out of action. In some scenarios not all gang members will show up to the fight. In this case only count those fighters that participate in the battle. In a scenario with Reserves, count the number of fighters that have turned up so far.

If the bottle roll is failed the gang automatically loses the fight. The game ends immediately and surviving fighters retreat from the area. The positions of individual fighters do not matter and even fighters engaged in melee with the enemy can retreat without harm. A failed bottle roll is the most common way in which a battle ends.

A bottle roll is simply a Leadership test made on your gang leader's Leadership characteristic. If the gang's leader is not able to act (due to being *broken*, *down*, *stupid*, etc, though pinned leaders still count), then the player must instead use the highest Leadership characteristic amongst those of the remaining fighters who are still able to act, again pinned models do count. If nobody is able to act then the roll is automatically failed.

If the bottle roll is failed the gang bottles out of combat and that gang's player automatically loses the game.

If the score is equal to or less than the gang leader's Leadership characteristic the gang has passed the test and may continue to fight on normally.

A player may voluntarily fail his bottle roll if he wishes to do so. There is no need to actually take the test if you wish to retreat. Note that all the conditions for taking a bottle roll (over 25% casualties) still need to be met and the bottling player still counts as losing the game even if he bottles out voluntarily.

PSYCHOLOGY EFFECTS

This section describes the behaviour of fighters who are subject to special psychology rules: *fear*, *terror*, *apathy*, *hatred*, *frenzy* and *stupidity*, which can force your gangers to behave in a way that is tactically unfavourable.

MORALE AND PSYCHOLOGY EFFECTS HIERARCHY

When a fighter should be subject to several effects at the same time the following rules apply:

- Fighters must take Break tests even if they are subject to *apathy*, *hatred*, *frenzy* or *stupidity*, but the first three conditions provide a Leadership bonus for the test. If the test is failed the fighter becomes *broken* as normal and this overrides any previous condition.

- Fighters must take tests to resist *fear* and *terror* even if they are subject to *apathy*, *hatred* or *frenzy*, but they get a Leadership bonus for the test. If a *fear* test is failed the normal consequences apply but the fighter otherwise remains subject to its previous psychology effect. If a *terror* test is failed the fighter becomes *broken* as normal. Fighters subject to *stupidity* ignore *fear* and *terror* altogether.

- *Frenzy* takes precedence over *hatred*, *apathy* and *stupidity*. *Stupidity* takes precedence over *hatred* and *apathy*. *Hatred* takes precedence over *apathy*. Only one of these conditions can apply to a fighter at any given time. Do not even think to try to combine their effects together!

FEAR

Fear is a natural reaction to alien monsters, unearthly psychic powers, and particularly gruesome injuries. To represent it, models must take a Leadership test when confronted by fearsome creatures or circumstances. A Leadership test is required under the following fearful circumstances:

- If a fighter is charged by an enemy who causes *fear*;
Such horrific creatures are rare. Take the test only if the *fear* inducing model actually reaches base contact. If the test is passed there is no further effect. If the test is failed then the fighter is rooted to the spot in fear. His Weapon Skill is reduced to 1 for the duration of the turn. If the *fear*-struck fighter survives the attack then at the end of the combat phase he is automatically *broken* as described in the Morale section, unless he somehow manages to take all of his *fear*-causing opponents down or out of action.

- If a fighter wishes to charge a *fear*-causing enemy.
Take the test when you declare the charge. If the test is passed the fighter can charge and fight as normal. If the test is failed the fighter is transfixed with fear. He cannot charge and is unable to do anything for the rest of his turn.

APATHY

Sometimes a fighter can become so shaken or jaded that he no longer cares about victory or defeat or even his own safety. He will wander around the battlefield completely indifferent to his surroundings, not caring whether he lives or dies.

The following rules apply to fighters subject to *apathy*:

- The fighter is immune to pinning from enemy fire.
- The fighter cannot carry loot, activate Control Panels or otherwise contribute to scenario objectives.
- The fighter cannot charge, shoot or engage in any other kind of hostile action. He will fight in melee as normal if he is attacked, but cannot engage additional enemies with his follow-up move after combat.
- The fighter counts as having Leadership 10 for taking Break tests and tests to resist *fear* and *terror*. If any of these tests is failed, the fighter stops being affected by *apathy* – he regains his wits and realizes just how much trouble he is in!

TERROR

Terror is a more potent form of fear. Only the nastiest creatures in Nu Ork cause *terror*. Circumstances which cause *terror* automatically also cause *fear* as described on the left, so a fighter must take a Leadership test if he wishes to charge a terrifying creature or individual, or if the creature charges him.

In addition, a Break test is required for any fighter who begins his turn within 8" of a *terror*-causing enemy. If faced with multiple terrifying enemies, a fighter is still only obliged to take a single Break test, not one for each terrifying enemy.

Break tests for *terror* must be taken at the start of the movement phase before declarations of charges are made and if a test is failed the fighter becomes *broken* as described in the Morale section.

HATRED

Hate is a powerful emotion and in Nu Ork there is no shortage of opportunity for gangs to develop bitter rivalries. Grudges and ingrained animosity can lead to feuds that tear gangs apart and leave dozens dead.

The following rules apply to fighters who *hate* their rivals.

- If the fighter can see a hated adversary he counts as having Leadership 10 for taking Break tests and tests to resist *fear* and *terror*.
- The fighter can select a hated enemy as a shooting target even if it is not the closest enemy model. He may ignore all non-hated foes when selecting a target but must still pick the closest hated enemy.
- The fighter gains +1 Attack when fighting against a hated opponent in melee combat.
- If the fighter wins a melee combat he must use his follow-up move to engage a hated enemy if possible. Otherwise he must use the follow-up to move towards the closest hated enemy he can see. He may not use the follow-up move to move away from hated enemies or take cover if there are any hated models in sight.

FRENZY

Some fighters are more than a bit crazed and can be driven into a frenzy of slaughter during combat. Such wild and dangerous individuals are said to be subject to *frenzy*. How or exactly why a fighter may go over the edge in this way is not particularly important – he could be psychotically deranged, under the influence of drugs or suffering from head trauma.

The following rules apply to fighters subject to *frenzy*:

- The fighter must always charge the closest enemy within his charge range if he is able to reach the target. Pre-measuring the distance is allowed in this case.

- The fighter gains +1 Attack when fighting in melee.

- If the fighter wins a melee combat he must use his follow-up move to engage another enemy if possible. Otherwise he must move towards the closest enemy model. He may not use the follow-up move to move away from enemies or take cover.

- The fighter counts as having Leadership 10 for taking Break tests and tests to resist *fear* and *terror*. If any of these tests is failed, the fighter stops being affected by *frenzy* – he realizes the situation he is in and his sense of self-preservation asserts itself.

A player may try to gain full control over his frenzied fighter at the start of his turn. This is optional; you may not wish your splendidly berserk fighter to calm down and behave sensibly! To gain control over the fighter take a normal Leadership test. If the test is passed then the fighter is under control until the start of his next turn and none of the special Frenzy rules described above will apply during this time.

STUPIDITY

Many large or severely mutated creatures are so dim-witted that they often behave in a fairly random and stupid way. A gang fighter can also sometimes be reduced to a state of bafflement as a result of injuries, shock, or botched brain surgery. Such individuals are said to be subject to *stupidity*.

Stupid fighters must take a Leadership test at the start of each of their turns to determine how they react. If the test is passed the fighter may act normally. If the test is failed the following rules apply until the start of their next turn:

- The fighter's Weapon Skill and Ballistic Skill are both reduced to zero until the start of his next turn. If he is engaged in melee he rolls his attacks as normal but he cannot Parry or use Combat Skills.

- The fighter is immune to *fear* and *terror* until the start of his next turn.

- If the fighter is not engaged in melee, he moves D6" in a random direction determined by the scatter die. If you roll a HIT, he stays put. The fighter will even walk straight off edges, in front of vehicles, etc. If the move takes him into base contact with an enemy, the models become engaged in melee but neither side counts as charging. This is compulsory movement and must be resolved at the start of the fighter's movement phase.

- The fighter can do nothing else this turn. He will not shoot move except as described above, he cannot pick up loot, reload his weapons or anything similar.

- The fighter takes Break tests as normal. If he fails a Break test the rules for *stupidity* no longer apply.

FEAR AND TERROR IMMUNITY

Later on you may acquire fighters who are sufficiently powerful or repulsive to cause *fear* themselves! Obviously such impressive individuals are not going to be put off by others of their kind. A fighter which causes *fear* is not afraid of other models that cause *fear* and does not have to test for *fear* when charging or being charged by *fear* causing enemies. It treats any enemy which causes *terror* as merely causing *fear* instead – ie, it does not have to take a Break test just because the model is within 8" at the start of the turn.

A model that causes *terror* is immune to both *fear* and *terror* and no Leadership test is required for either.

VEHICLES

Nu Ork is *really* big and to get anywhere, a gang needs a ride. The city is always bustling with various bikes, trucks, buggies, and even the odd battlewagon or two, all hurrying somewhere at high speed and disregarding all traffic laws (not that anyone would even think of enforcing them!)

Vehicles can obviously behave very differently than humanoid warriors. This section deals with the battle rules for vehicles, just like the previous one dealt with fighter models. Note that the use of vehicles is not strictly required for games of Gangs of Nu Ork, but they add another fun dimension to combat and to the modelling of your gang!

VEHICLE TYPES

The gangs of Nu Ork use a variety of different vehicles when moving through the city, some simple wheeled buggies or bikes, some bizarre walking contraptions that stride over obstacles with ease. There are four different vehicle types; bikes, light vehicles, medium vehicles and heavy vehicles. These may then have one of four motive modes; wheeled, tracked, walker or skimmer. This gives 16 possible combinations of vehicle type and motive mode.

VEHICLE SIZE

Some vehicles can transport several models; others are made for just the driver or the driver and one gunner. A vehicle may be described as Single-Seater, which can only carry the driver, a Two-Seater, which carries the driver and a gunner, a Small Transport, which can carry a total of 5 models (including the driver and gunner), or a Large Transport, which can carry 10 models (again, including the driver and gunner). For now it is only important to know only that these vehicle types exist; the rules for designing and buying these vehicles are covered in the Motorpool section (see [page 235](#)). The most important factor when deciding what type of vehicle to purchase for your gang is simply this; it must be represented by a WYSIVYG model. If you do not have a model to represent your vehicle then you must build one! Even if both players agree to use a soda can to represent a mighty Eldar skimmer you may not do it. You have to make one, that's half the fun!

LOSING TECHNICIANS

If you end up with insufficient Technicians to maintain all your vehicles for any reason (if they die or get turned into Grotesques, for example), you cannot buy any additional vehicles. The vehicles you already own can still be used, but all vehicles you field must take a Breakdown test (see [page 74](#)) at the start of each battle immediately after deployment. A vehicle that fails its test becomes crippled.

MOTIVE MODES

Wheeled Vehicles

These are the most abundant vehicles in the city. They are simple to make and maintain, and easy to drive. The basic vehicle rules are designed around wheeled vehicles, so no special rules apply to them.

Tracked Vehicles

Tracked vehicles can be very useful in the city. They can find grip where a wheeled vehicle might fail, and are able to easily travel over rough terrain. However, they are harder to maintain and move much slower, so they are less attractive for gangs that care about their image. Tracked vehicles may move over difficult terrain without penalty and may move over very difficult ground, at slow speed only, without penalty.

Walkers

Walkers are a technological nightmare. Hard to fix, near impossible to find parts for and tricky to pilot, they are nevertheless of great use in uneven ground, where they can stroll over most rough terrain with no problems. Some gangs take to the streets in walkers solely to display the skills of their pilots. Walkers may move with no penalty over difficult and very difficult ground, and may cross obstacles that the model itself could reasonably cross.

Skimmers

Skimmers are hovering vehicles that float a foot or two above the ground, suspended on an air cushion, by helicopter rotors, or even high-tech antigravitic plates. Massive turbines or jets propel the skimmer along over asphalt, rubble, liquid or whatever. Skimmers are not very popular because they are difficult and expensive to maintain. This inefficiency usually limits their use to very rich or haughty gangs. Skimmers can ignore the effects of difficult and very difficult terrain and can freely pass over obstacles less than 1" in height. They can also float over liquids and some other types of normally impassable terrain.

BASIC VEHICLE MOVEMENT

VEHICLE SPEED

As mentioned above, all vehicles have a motive type that governs their maximum speed. This will determine whether the top speed of your vehicle is slow, combat or fast speed. Some vehicles, such as heavily armoured trucks or similar may only be able to move at slow speed, whereas light bikes, quad buggies or comparable vehicles may be able to move at fast speed. See the maximum speed table to find out the maximum speed of your

vehicle. In the movement phase of your turn you may move any of your vehicles that are currently in action (not disabled or destroyed) and have a driver. Before moving each vehicle decide how fast you will move it; slow, combat or fast speed. The characteristics of each vehicle dictate its top speed, you may not declare a speed faster than that allowed for the relevant vehicle type in the table below. Note that you should declare how fast you intend to move at the beginning of each vehicles move. It may be worth using some kind of coloured counter or marker to remind players the speed that each vehicle is moving.

	Bike	Light	Medium	Heavy
Wheeled	Fast	Fast	Combat	Combat
Tracked	Fast	Combat	Combat	Slow
Walker	Combat	Combat	Combat	Slow
Skimmer	Fast	Fast	Combat	Slow

SLOW SPEED

All vehicles are able to move at slow speed. At slow speed you may move your vehicle up to 4" in the movement phase and make up to three 45-degree turns – one before moving, one at any point after moving at least 2" and another at the very end of the move. Note that you still get the turn at the end of the move if you did not move the full distance. The second and third turns may be combined to make a single turn of up to 90 degrees at the end of the move.

At slow speed a vehicle may also use a portion or its entire move in reverse gear, to manoeuvre in a tricky situation or run down models behind the vehicle, for example. Treat any moves in reverse just as you would for slow speed, but move the vehicle backwards.

COMBAT SPEED

Most vehicles are able to move at combat speed. At combat speed you may move your vehicle up to 8" in the movement phase and make up to two 45-degree turns – one at any point after moving at least 4" and another at the very end of the move. The two turns may be combined to make a single turn of up to 90 degrees at the end of the move.

FAST SPEED

A few vehicles, such as bikes and light vehicles, can move at fast speed. At this speed vehicles move up to 12" and may make one 45-degree turn at any point after moving at least 6".

TURNING

It is important to note at this point that vehicles are always pivoted about their midpoint when moving. This prevents really picky players from moving unfairly. In addition note that vehicles in extreme circumstances do not have to be turned exactly 45 degrees and combinations are permitted. For example, when weaving through rocks or debris a vehicle may turn once 20 degrees and then 25 degrees, even at fast speed. This is because movement in real life is a fluid motion, vehicles do not stop, pivot and turn; the rules just try to cover this in the most realistic way possible.

VEHICLES AND TERRAIN

Open Ground

All vehicles move over open ground with no penalty.

Difficult Ground

Vehicles moving at slow speed suffer no penalty. Wheeled vehicles moving at combat or fast speed must roll a D6 and consult the difficult terrain table. Tracked vehicles, skimmers and walkers may move over difficult ground with no penalty.

Very Difficult Ground

Wheeled vehicles moving at any speed and tracked vehicles moving at combat or fast speed through very difficult ground must roll a D6 and consult the difficult terrain table. Tracked vehicles may move through very difficult ground at slow speed with no penalty. Walkers and Skimmers may cross very difficult ground with no penalty at any speed.

Impassable Ground

Terrain such as steep cliffs, rivers of sludge and deep pools of acid cannot be crossed by either models on foot or vehicles. Skimmers may cross pools or rivers of any depth, but any models that fall off and land in the liquid are taken immediately out of action. Buildings and other man made structures are also considered impassable ground for vehicles unless the walls have crumbled to less than 1" in height.

Walls/Obstacles Included in this category are any obstacles over 1" high, or that could reasonably prevent a vehicle from crossing. Vehicles may not attempt to cross obstacles. A little common sense is required here; if the vehicle looks as if it could reasonably shove aside or break through the obstacle with no ill effects (e.g. a flimsy fence), then it should be able to do so. Decide before the game which obstacles prevent vehicle movement, depending on the terrain in your collection. Walkers may cross an obstacle if the model could conceivably step over it. Again more common sense is needed here. Skimmers may not cross obstacles as they float barely off the ground.

Difficult Terrain Table

Whenever you are forced to roll on the difficult terrain table, the vehicle's driver can attempt an Initiative test. If the test is passed, you get a +1 bonus to your roll on the difficult terrain table, representing the driver's quick reflexes helping him keep the vehicle under control.

	Slow Speed	Combat Speed	Fast Speed	
D6 Result	-	1	1-2	The driver loses control and the vehicle swerves before spinning wildly out of control. Roll a D6 to see which way the vehicle swerves; 1-3 it swerves 45 degrees left, 4-6 it swerves 45 degrees to the right. The vehicle then moves forward D6" before coming to halt facing a random direction. Roll a scatter dice to see which way the vehicle ends facing (on a HIT the vehicle does not spin). The vehicle's move ends here. Any models on board may not shoot or disembark this turn. If models on board are fighting in a boarding action continue as normal.
	1-3	2-4	3-5	The driver wrestles with the vehicle's steering before bringing it under control. The vehicle swerves. Roll a D6 to determine which direction it swerves; 1-3 it swerves 45 degrees to the left, 4-6 it swerves 45 degrees to the right. Following the swerve the model may continue to move as normal. Models on board may not shoot this turn, but may disembark or fight in boarding actions as normal.
	4+	5+	6+	The driver negotiates the terrain superbly. The vehicle may continue its move as normal.

THRUSTERS

Some vehicles have special propulsion systems such as nitro injection, jet thrusters, or even a bank of small solid fuel rockets in addition to their regular engine. These propulsion systems are collectively referred to as *thrusters* and can be used after the vehicle's normal move, which is described in the Basic Vehicle Movement section.

Once a vehicle has completed its basic move the driver can use thrusters. Thrusters provide short bursts of power which propel the vehicle forward quickly. Each burst will carry the vehicle a further 1 to 6" as the player chooses. Before using thrusters the player must declare that he is doing so and how far he intends to move. He must then make a Thrust test by rolling a D6. A score of a 1 means the thrusters have malfunctioned in some way. A score of a 2 or more means the thrusters have fired and the vehicle is boosted directly forward the desired distance. If the thrusters malfunction you must make a roll on the Out of Control table.

A driver can continue to add further bursts to his move until he fails a Thrust test. Theoretically, he could keep on accelerating, adding 6" to his move indefinitely! In practice, however, the engine will malfunction long before this happens. The chance of malfunctioning increases each time thrusters are used during the same movement phase. The first time they are used the Thrust test is failed on a 1, the second time the test is failed on a 1 or 2, and each subsequent time the thrusters are used they will fail on a 1, 2 or 3. Thrust tests never get more difficult than this – they will always work on rolls of 4 or more.

Once a thruster malfunctions the vehicle's movement is ended for that movement phase. The player must then refer to the Out of Control table to see what happens. This might result in the vehicle moving forward randomly, spinning or swerving to the side. After failing a Thrust test a vehicle's movement is finished for the turn. This does not prevent the vehicle moving again in the following turn. Thrust failures are momentary malfunctions such as vapourised fuel, localised overheating, or blow-back from pressure building up in the engine. Thrusters aren't meant to be operated for more than a few seconds at a time!

TURNING WITH THRUSTERS

Thrusters propel a vehicle straight forward. The driver is slammed back in his seat, arms rigid, feet planted firmly on the pedals, a big toothy grin plastered all over his face. It takes all his strength just to steer a straight line, let alone try to turn the vehicle. Nonetheless some try.

When moving under thrusters the driver can attempt to turn a vehicle once at the very end of each thrust move. To keep control the driver must take a Leadership test. If the test is passed then the vehicle may one turn of up to 45 degrees. The driver can then thrust again if he wishes.

If the test is failed roll on the Out of Control table exactly as if you had failed a Thrust test. It is perfectly fine if you randomly swerve in the direction you wanted to turn in the first place – you just got lucky! After resolving the result the vehicle's movement for the turn ends.

THRUSTER PENALTY FOR MOTIVE MODE AND VEHICLE SIZE

Thrusters are less effective on tracked vehicles and vehicles with a large mass. Therefore, there is a -1" to the maximum thruster move for Tracked vehicles, Heavy vehicles and Large Transports. The penalties are cumulative, so a vehicles with any two of the listed types would suffer a -2" penalty and a Tracked Heavy Large Transport would suffer a -3" penalty in total, meaning that each successful thrust would only allow it to move between 1-3" instead of 1-6". Movement resulting from rolls on the thruster buster table remains unaffected. Walkers cannot have Thrusters at all regardless of size as all they would accomplish would be to knock the vehicle over.

THRUSTERS AND DIFFICULT TERRAIN

A vehicle forced to roll on the Difficult Terrain table while moving under thruster power counts as moving at fast speed, even if it is not actually capable of moving that fast.

Out of Control Table

Roll a D6 to determine what happens.

1-2 Spin

The vehicle remains where it is but spins round to face a random direction determined by the scatter die. On a roll of HIT nothing happens.

3 Swerve left and move D6" ahead

The vehicle pivots 45 degrees to its left and then moves forward D6".

4 Swerve right and move D6" ahead

The vehicle pivots 45 degrees to its right and then moves forward D6".

5-6 Move D6" straight ahead and spin

The vehicle moves D6" straight forward and then spins as described above.

VEHICLES WITHOUT A DRIVER AND OUT OF CONTROL VEHICLES

If a vehicle is in the unfortunate situation that it has no driver or the driver is incapacitated, either because he is pinned, down, out, thrown out of the vehicle or whatever the vehicle is referred to as Out of Control. Out of Control vehicles are moved at the start of their movement phase, before any other movement. If an out of control vehicle has other models on board one model may attempt to take over the steering at the start of their turn by taking an Initiative test. If successful, the model becomes the new driver and the vehicle can move normally this turn. If the vehicle remains Out of Control then it is subject to random movement.

This is done by rolling one or more times on the Out of Control table (see previous page). The number of times you must roll depends on the speed that the vehicle was traveling in its previous turn:

Slow speed: roll once

Combat speed: roll twice

Fast speed: roll three times

Roll one die at a time and resolve the result fully before rolling again. If you roll a HIT on the scatter die during a spin the vehicle comes to a complete halt and no further dice are rolled.

If a vehicle stays out of control for more than one turn and did not come to a halt, then in each subsequent turn you roll one die less on the Out of Control table as the vehicle slowly loses momentum until it comes to a stop. Bikes are an exception to this. If nobody successfully took control, then a bike will automatically fall over and stop after resolving its first out of control movement. Any models still onboard are thrown D3" in random directions and cont as falling off a vehicle (see the Falling Off side box in the Boarding Actions section).

TAILING

If you move a vehicle so that it is nose to tail with an enemy vehicle and no more than 2" away, then you can declare your driver will tail the enemy. This allows the vehicle to move when the enemy moves. Having declared your driver's intention to tail you surrender any remaining move the vehicle might have. Any further movement is subsumed into the enemy's turn.

In the enemy's turn a tailing vehicle will literally follow the vehicle in front. This is treated as a new move for the chaser, so he can follow the enemy using basic movement first, after which he might need to use thrusters to keep up.

The tailing move is performed after the target completes its basic movement. The chaser will move at the same speed as its target if able and must follow its path as closely as possible so that it ends its own basic movement still within 2" of the target. The pursuer must turn in the same locations where its target turned. Turning is the target's best chance to lose its pursuer. Every time the tailing vehicle makes a turn, its driver must pass a Leadership test. If the test fails, the target has lost its tail and the tailing vehicle cannot move any further that turn.

If the tailing vehicle moves slower than its target, it must use thrusters after completing its basic movement in order to catch up and stay within 2". If this is impossible then the pursuit ends immediately.

After the tailing vehicle has moved back to within 2" of the target, the target can proceed with its thruster movement. The target and the pursuer now take turns using their thrusters, with the pursuer always thrusting for the same distance as the target to stay within 2". Of course, the chase ends immediately if the pursuer fails a Thrust test. Note that the random movement resulting from a roll on the Out of Control table may cause a collision.

If the target moves in such a way that a tailer cannot move without hitting something then the driver must take a Leadership test to reposition the vehicle behind the enemy. If successful then the driver falls back into a tailing position. If he fails then he has been shaken off and ceases to chase. A chasing vehicle can always opt to give up the chase voluntarily and simply stop moving.

CHASERS SHOOTING

As chasing vehicles keep pace with the enemy they will almost certainly be pouring fire into the enemy vehicle. In the game shooting happens in the shooting phase, but in actuality a chasing vehicle is ideally placed because the foe is right in its sights. To represent this everyone onboard a chasing vehicle which has successfully kept pace until the end of the enemy movement phase can shoot at the enemy it is chasing (not anyone else) in the enemy's shooting phase as well as its own. Furthermore chasing vehicles (and their occupants) shoot before the enemy!

GETTING ON AND OFF

The following rules describe getting on and off friendly vehicles. Enemy models wishing to board a vehicle are treated differently - see the section on Boarding Actions for details.

Disembarking

If a vehicle has models on board they may disembark during the movement phase either before or after the vehicle makes its basic move, but not during the move. Simply place the disembarking model anywhere to the side or rear of the vehicle and continue his move from there. Disembarked models always count as having moved for the purposes of firing heavy weapons etc. in the turn they disembark.

Models may dismount freely from a vehicle at slow speed. If the vehicle is moving at combat speed dismounting models must pass an Initiative test or take a single hit at strength 3 and be automatically pinned. Place pinned models face up next to the vehicle as you would for a successful dismount, except the fighter may not move any further this turn. Note that this applies even to models that are immune to pinning from enemy fire. Models may not disembark from a vehicle moving at fast speed, it is far too dangerous. Likewise, models may not disembark after the vehicle uses its thrusters, as the acceleration is just too great and the passengers can do nothing but hold on for their lives. A model may also not disembark from a vehicle in the turn that he embarked.

Embarking

Models may embark in any friendly vehicle they can move into contact with in their move, simply place the model on board the vehicle. Models can also embark at the end of a run move. Remember that vehicles are limited in the number of models they can carry. Models may embark on a vehicle either before or after it performs its basic move, but not during, nor can they embark on a vehicle after it has used its thrusters. Models may only mount a vehicle travelling at slow speed. At combat speed or fast speed attempting to embark on a vehicle is resolved in the same way as a boarding action, except that no close combat is fought (obviously). See the section on Boarding Actions on how to accomplish this. Models may not embark on a vehicle in the same turn that they disembark from it or another vehicle.

RAMMING, COLLISIONS AND CRASHES

This section contains rules for ramming other vehicles, collisions with other vehicles, scenery and running down models on foot. Ramming other vehicles is a very popular and effective way of damaging them, especially if your vehicle is bigger and heavier! However, it is not entirely without risk, as you will see.

To start with we'll deal with all the rules for vehicle against vehicle contact, starting off with frontal rams, deliberate sideswipes and rakes, and finishing with accidental collisions. Then we'll cover the rules for running over warriors on foot. Finally, we'll consider what happens when vehicles run into solid objects.

This section refers to damage done to vehicles in many places; see the separate section on vehicle damage later to see what effects the damage has.

FOUR QUADRANTS

For purposes of explaining the rules for ramming, sideswipes and rakes, it is useful to divide the zones around the vehicle into four zones or quadrants. Each zone is extended from the corners of the vehicle as shown on the diagram to the right. On other, stranger vehicles you should agree with your opponents where the quadrants are before each game. See the diagram below for a further explanation of this.

RAMMING

No surprises here – a ram describes the situation where a vehicle ('rammer') is driven front first into another vehicle ('target'). The target must lie mostly within the frontal zone of the rammer. If the target lies mostly to the side or rear then you are sideswiping, raking or colliding as described later. The results of a ram are worked out as soon as you move your vehicle against another, before completing the vehicle's movement, and before moving anything else.

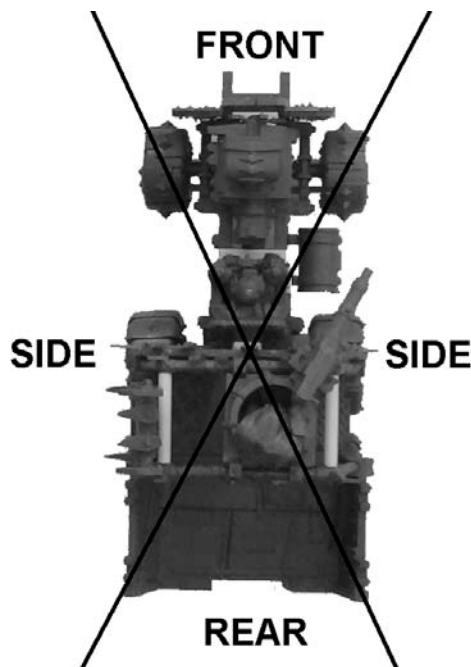
RAMS TO THE SIDE OR REAR

If you attempt to ram a moving enemy vehicle in the side or rear then the enemy driver can attempt to swerve out of the way at the last minute. He takes a Leadership test and if he passes he has successfully swerved aside. Otherwise he has failed to do so and his vehicle is rammed. Note that an immobilised vehicle, or a vehicle which did not move in its previous turn and which is therefore judged to be stationary, cannot try to avoid a ram.

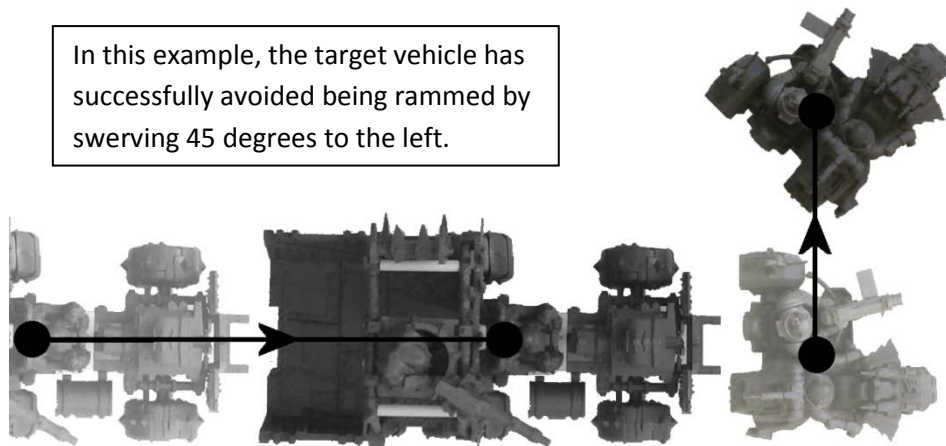
SWERVE

When a successful swerve is made the target vehicle is simply moved to the left or right out of the rammer's path. The vehicle isn't permitted to move backwards to avoid a ram, but it can move in any other direction forwards, left or right, though a swerving vehicle can't move so that it rams, rakes or sideswipes something else. Once the vehicle has swerved aside it is pivoted 45 degrees in the direction it has moved. For example, if the vehicle moves to its left then turn it to the left, if it moves to its right turn it to its right. If the direction you should turn is not readily apparent, randomize it. It is important to pivot the vehicle one way or the other because this represents

the sudden and unnerving change in direction as the driver hauls the vehicle aside at the last second! If a target vehicle swerves out of the way the rammer carries on moving in a straight line and must move his full remaining movement distance. This might result in the rammer hitting another vehicle, or even colliding with a solid object, in which case these actions are resolved immediately.



In this example, the target vehicle has successfully avoided being rammed by swerving 45 degrees to the left.



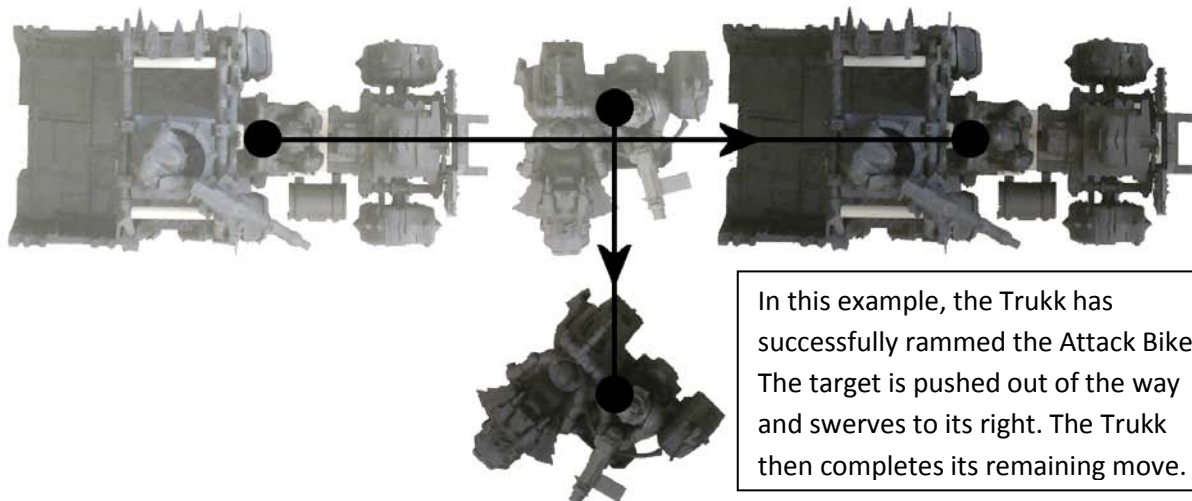
HEAD ON RAMS

Front to front rams between moving vehicles are worked out slightly differently because the target vehicle has to decide which way to swerve and might well get it wrong! Move the rammer up to the enemy vehicle so that they touch. Then each player takes a D6 and secretly places it on the table behind his cupped hand, choosing a number of between 1 and 6 as he does so. A score of 1 or 2 indicates the vehicle will swerve to its left, a 3 or 4 indicates it will carry on ahead, and 5 or 6 that it will swerve to its right. No Leadership test is needed for either vehicle in this case. Once both players have nominated the direction they will take using the dice the scores are revealed. Both vehicles are then pivoted in the nominated direction. If both vehicles go straight forward or swerve into each other then they have hit head on. The ramming vehicle's move is over for the turn (very suddenly over!).

Otherwise the target has avoided the rammer, and the ramming vehicle completes its remaining move to the full. The target vehicle is moved aside as required to make way for the rammer as he speeds past.

CRUNCH!

Following a successful ram work out damage to both vehicles as described below in the section on damage from rams. In the case of a head on ram, both vehicles stop in their tracks. In a ram to the side or rear, after working out damage, and assuming the rammer is not immobilised by the impact, the rammed vehicle is pushed out of the path of the rammer. Usually it will be obvious which way the target vehicle should be pushed aside. If it is not obvious then push the target randomly to the left or right of the rammer's path. The target is then swerved 45 degrees in the direction it has been pushed. Again, the direction the vehicle swerves in will usually be obvious, but if not a random dice roll will decide. Once the target vehicle has been pushed aside the rammer must complete his full move in a straight line. In the case of head on collisions both vehicles come to an immediate stop. The target isn't pushed aside and the rammer's move is ended.



DAMAGE FROM RAMS

Damage from rams is worked out slightly differently to damage from weapon hits (see Vehicle Shooting, later), but uses the same tables. Refer to the damage tables for the target vehicle (and in some cases the rammer as well!) When vehicles ram their armour is not taken into account. Usually, the vehicle will take 1 or more points of damage. For each point of damage randomly determine which location is hit by rolling a D6 on the damage table for the vehicle. Then resolve the effect of the damage by rolling on the relevant damage table for that location.

HEAD ON (front to front)

Head on rams are the most dangerous to both vehicles! Both the rammer and the target suffer D6 points of damage. In addition, a D6 is rolled for each vehicle, and the vehicle is immobilised for the rest of the game on a D6 roll of 4 or more. In the case of a bike ramming or being rammed by a larger vehicle, the larger vehicle only takes D3 points of damage, not D6.

SHUNT (front to rear)

This is the least dangerous manoeuvre for the rammer, who takes no damage. The rammed vehicle suffers 1 point of damage. A bike being shunted by a larger vehicle takes D3 damage instead.

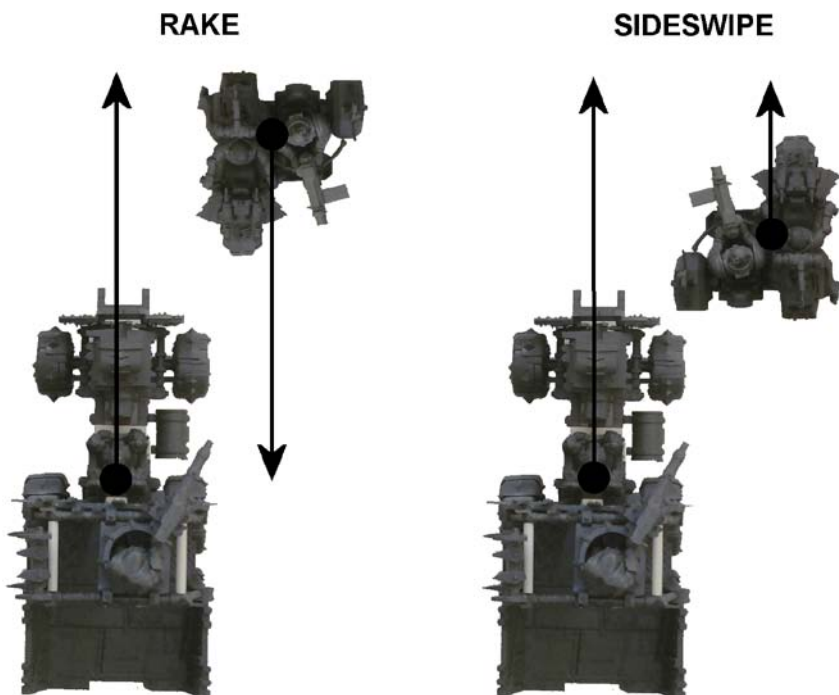
T-BONE (front to side)

A ram into the side of the enemy vehicle inflicts D3 points of damage to the target and 1 point of damage on the rammer.

RAKES AND SIDE SWIPES

Rakes and sideswipes occur when vehicles pass side by side. When travelling in the same direction this is called a *sideswipe*. When travelling in opposite directions it is called a *rake*.

Rakes and sideswipes work in the same way. If you move past another vehicle you can attempt to swipe them as you go past. You can do this if you pass within 1" – declare you are doing so and halt the model momentarily whilst you work out the effect. Vehicles must be side to side to do this. The enemy can try to avoid the swipe or rake by swerving aside in the same way as for a ram. If the driver is successful swerve the vehicle to one side to show that he has turned, but there is no need to move the target from its position. The raker or swiper then completes his move. If the enemy fails to avoid the rake/sideswipe work out damage from the table below and then finish the attacker's move.



REVERSING

It is impossible to cause a ram while driving in reverse, the speed is so low that even if vehicles touch the damage is negligible. A reversing vehicle simply comes to a halt if it contacts another vehicle.

CLIPS

Sometimes two vehicles will touch, but only just, and it isn't entirely clear whether a ram or collision has occurred or not. This is an inevitable result of the shape and variety of design of the vehicles themselves. When you can't make your mind up whether a ram or collision has occurred or not or when the players don't all agree then the vehicles have clearly 'clipped' each other possibly causing damage but equally possibly not. Roll a D6. On a 1-3 the vehicles have merely glanced from each other causing no real damage, on a 4-6 the vehicles have collided in a more substantial way and damage is resolved as for a ram or collision as appropriate.

DAMAGE FROM RAKES AND SIDE-SWIPE

SIDE SWIPES

These are the least dangerous for the vehicles involved. Roll a D6 for each vehicle. On a roll of 4 or more the vehicle suffers 1 damage and also swerves away from the other vehicle. If a bike is involved in a sideswipe with any other kind of vehicle, the bike is affected as normal but the other vehicle doesn't swerve.

RAKES

These can be nasty! D3 damage is inflicted on both vehicles. Both vehicles swerve aside at point of contact (they bounce off each other!). If a bike is involved in a rake with any other kind of vehicle, the bike is affected as normal but the other vehicle doesn't swerve.

VEHICLE ARMOUR SAVES

Vehicles do not get armour saves against weapon hits or other sorts of enemy attacks as their armour is already taken into account in the penetration roll. However, the armour save mechanic is used to differentiate between vehicles of different size and mass when those vehicles come into contact. In a Ram, Rake, Sideswipe or Collision the heavier of the two vehicles gets an armour save against each damage point taken. The vehicle gets one point of armour for each level of difference in size between the vehicles.

For example, a medium vehicle ramming a light vehicle receives a 6+ armour save because it is one category heavier. A heavy vehicle colliding with a bike has a 4+ save because it is three categories heavier.

COLLISIONS

Vehicles can often find themselves swerving, spinning or careering out of control into friends or foes. If a vehicle is obliged to move into another vehicle by compulsory movement, such as that demanded by the difficult terrain table or the out of control table, this is referred to as a *collision*. If a vehicle is travelling a certain distance before spinning or swerving move it into contact and then spin/swerve it immediately. This means a vehicle can spin its side or tail into something, and in this respect collisions invariably involve a few extra permutations as you can see on the tables!

Any vehicle (friend or foe) can try to avoid a collision if its driver passes a Leadership test to swerve aside. If the test is successful swerve the vehicle out of the other vehicle's path in the same way as for a ram. Obviously immobilised or stationary vehicles cannot get out of the way.

When colliding with anything a vehicle's move finishes once it has hit. Vehicles don't continue to move once they have collided – unlike with rams where rammers generally plough their targets aside and carry on moving.

COLLISION DAMAGE

FRONT TO FRONT

Basically this is the same as a head on ram – and just as crippling. Each vehicle involved suffers D6 damage and is immobilised on a D6 roll of 4, 5 or 6. If a bike is involved in a front to front collision with any other kind of vehicle, the bike is affected as normal but the other vehicle takes only 1 point of damage and isn't immobilised.

FRONT OR REAR STRIKES SIDE OR REAR

Usually the result of some seriously out of control spin. Both vehicles take 1 point of damage. A bike colliding with a larger vehicle suffers D3 points of damage instead of just 1.

SIDE TO SIDE

Most likely caused by a swerve to avoid a ram when another vehicle is alongside. As a result the collision works pretty much like a rake or sideswipe as appropriate. If the vehicles are moving in opposite directions they take D3 damage each. If they are moving in the same direction or one of them is stationary they take 1 damage on a D6 roll of 4+. Bikes inflict no damage when going in the same direction and only D3-1 going in the opposite direction.

SQUASHING MODELS ON FOOT

If a vehicle moves over a model on foot (intentionally or unintentionally), the footer must pass an Initiative test to dodge aside or else get run over. If the test is passed he successfully jumps aside enough to avoid the vehicle. Move the model to the left or right enough to get him out of the vehicle's path. If the test is failed the footer fails to leap aside and is struck by the vehicle. The model takes a hit as indicated on the table to the right depending on the type of the vehicle and is then knocked randomly out of the vehicle's path D3" to the left or right.

Vehicle Type	Bike	Light	Medium	Heavy
Strength of Hit	3	4	5	6

Note that a bike that runs over a model on foot also suffers a hit itself. The strength of the hit is equal to the Toughness characteristic of the model ran over. Of course this only applies if the footer did not dodge aside.

Footers can also fall victim to rakes or sideswipes. If a vehicle moves so that its side passes within 1" of a model on foot it can sideswipe or rake them in passing. In both cases the footer model can make an Initiative test to jump out of the way as for a ram. If the test is failed the model takes a S3 hit and is knocked D3" directly away from the vehicle.

Hits caused by vehicles cause pinning, even on models that are immune to pinning from enemy fire. No amount of stubbornness can save you from being knocked off your feet by half a ton of metal plowing right into you!

Models that are already down cannot get out of the way of a vehicle, so they are not entitled to an Initiative test. Models that are pinned can take the Initiative test as normal, as dodging a charging metal behemoth is a more pressing matter than keeping your head down due to enemy fire.

CRASHES

While speeding around amongst ruins, wreckage and other obstacles is great fun, it's fairly inevitable that vehicles will wind up crashing into them. Gangs often scatter crude metal 'trunk traps' all over their territory just to make life hard for their opponents. Usually a crash will be less serious than a proper ram, although running head first into a solid wall can be very serious indeed!

If a vehicle crashes front-first into an obstacle its move ends immediately. If a vehicle strikes an obstacle with its side or rear (somehow) it will bounce off – swerve the vehicle away from the obstacle after damage has been resolved. A vehicle can continue moving after a side or rear end crash if it is not immobilised by damage. Damage for crashes is shown in the table to the right. Note that a vehicle may not swerve to avoid a crash as with collisions and rams.

CRASH DAMAGE

FRONT END CRASH

In a front end crash the vehicle suffers D3 damage.

SIDE OR REAR CRASH

In a crash to the side or rear the vehicle suffers 1 point of damage on a D6 roll of 4 or more.

SHOOTING

This section includes rules for shooting at vehicles, shooting from vehicles, area effect weapons and mounting weapons on vehicles.

Shooting from a vehicle

All models on a vehicle may fire any weapons they are carrying just as if they were moving on foot, with the exception of drivers (see below). Note that move or fire weapons may not be fired from a moving vehicle unless they are mounted; see below for details on this. Models on vehicles have a 360-degree (all round) field of fire.

Negative 'to hit' Modifiers

Models shooting from a vehicle moving at fast speed suffer an extra -1 to hit in addition to any other modifiers. Drivers may shoot from vehicles as normal with pistol weapons or grenades. However when firing a basic or special weapon a driver has an additional -1 to hit. Unlike other passengers, drivers may only fire at targets within the 90-degree front arc of the vehicle. Bikers may only fire pistol weapons or throw grenades. They do have a 360-degree field of fire, however. This is because they can quickly turn in the saddle to open fire at a target to the side or rear.

Weapons Mounted on Vehicles

Each of your vehicles can mount one ranged weapon. The type of the weapon depends on the type and size of the vehicle, as given in the table below. Weapons can be attached or detached from vehicles by your technicians before each game. An attached weapon is referred to as fixed, and may not be removed from the vehicle during a battle. Typically, a vehicle has a designated gunner who mans the weapon. Fixed weapons have a 90-degree fire arc (as it is limited by the mount's traverse and the body of the vehicle itself) in the direction you choose when mounting the weapon. Weapons mounted on One-man vehicles are fired by the driver (obviously) but may only fire directly ahead in a straight line. A model that fires a fixed weapon cannot also fire his own gun that turn.

The advantage of fixed weapons is that move or fire weapons may be fired whilst the vehicle is moving. Additionally, because of the larger ammo magazines that can be mounted on vehicles, fixed weapons receive a +1 bonus on their ammo rolls (but "Auto" rolls still automatically fail and a roll of 1 always fails).

Vehicle type	Weapons allowed
Bike or light vehicle	Basic or special
Medium or heavy vehicle	Special or heavy

One-man	Directly ahead only
Any other	90-degree forward, left, right or rear arc

Vehicle size	Fire arc
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SHOOTING AT VEHICLES

The core rules describe shooting at models on foot, however vehicles are not like gang fighters. They are big targets, they have several different locations that are vulnerable to enemy fire, but equally have armour plates and thick metal chassis that bullets simply ricochet off, without causing harm to the vehicle.

HITTING VEHICLES

All vehicles except Bikes are Large Targets, so ranged attacks against them gain a +1 to hit modifier.

After a vehicle has been hit, it is resolved in three stages. The first stage is to find the location on the vehicle that has been hit, the second stage is to attempt to penetrate the armour of the location and the third stage, if the armour penetration was successful, is to find out what damage is done. Rules for this process are broken down below:

1. LOCATION ROLL

To establish where the vehicle is hit roll a D6 and consult the hit location table for that vehicle type. Some of the locations on the table like 'Fixed Weapon' and 'Extra Crew' may not actually exist on the target vehicle. Where this is the case the location table will tell you what gets hit instead. If you roll a hit on a location which is out of sight of the firer re-roll the result and keep rolling until you get a result which is possible.

2. ARMOUR PENETRATION ROLL

Each location has an armour value noted next to it. Roll a D6 and add the weapon's Strength to the result. If the total is less than the armour value the hit has ricocheted off with no effect. If the total equals or beats the location armour value the hit has penetrated the vehicle and you can make a Damage roll.

For example, a wheel has an armour value of 8. If it is hit by a S3 weapon, the weapon will penetrate on a D6 roll of 5 or more.

Rams, Collisions and Crashes automatically penetrate armour; simply roll to find out their effect.

Armoured vehicles are, as you would expect, considerably harder to damage than a less armoured equivalent. When hit the following rules apply: Medium vehicles have + 1 armour on all locations. Heavy vehicles have +2 armour on all locations.

3. DAMAGE ROLL

If the armour is penetrated roll a D6 and apply the result on the location damage table. Often damage results will make a vehicle swerve or spin, or crew members may be blown off the vehicle by the force of the blast. Resolve any random movement like this immediately.

For example, if the wheel location on a truck was penetrated and a 6 was rolled for the damage the truck would spin round (in a direction determined by rolling the Scatter dice) and then become immobilised for the rest of the game.

Some particularly damaging events can inflict several points of damage to a vehicle at once. If this happens roll separate locations and damage results for each point of damage. The results should then be applied one at a time, starting with the lowest damage roll and working up to the highest.

For example a truck is rammed and suffers 2 points of damage. Two locations are rolled – 5 and 6 – giving a hit on the driver and engine. The damage results are 2 and 1 respectively, causing the vehicle to suffer a jet jam (result 1 on the Engine Damage Table) followed by a potential swerve (result 2 on the Driver Damage Table).

MULTIPLE WOUND WEAPONS

Weapons can only ever cause 1 point of damage on a vehicle with each hit, regardless of how many wounds they would deal to ganger models.

VEHICLES AND HITS FROM TEMPLATE AND BLAST WEAPONS

Area weapons are especially nasty against vehicles. They can affect several different vehicle locations with one hit as well as every passenger on board.

If a template or blast weapon is fired at a vehicle and placed so that it is roughly centred on it, the resulting blast of flame, scattershot or shrapnel will score D3 hits. Roll separate location, penetration and effect rolls for each hit. A single location can be hit more than once. If a template or blast only partially covers a vehicle it will just cause one hit. In addition, if the CREW location is hit make a separate armour penetration and effect roll for each crewman onboard instead of randomizing the effect on a single crewman.

For example, a Frag stikkbomb hits a truck with three crew on board. The Frag template is centred on the vehicle so it suffers D3 hits. One of these hits the crew location so a separate roll for penetration and damage is made against each of the three crewmen as a shower of deadly shrapnel scythes across the vehicle.

VEHICLES AND HITS FROM "CATCH FIRE" WEAPONS

Just like foot models, vehicles can be set on fire by a flamer hit and continue to burn until they go out. Roll to see whether the locations hit are set alight in the same way as for foot models. Each vehicle location can be ignited and burns independently of others.

A burning location can be put out by any model on the vehicle apart from the driver (he's busy steering!) at the start of the vehicle's movement phase on a D6 roll of 4+. Even enemy models engaged in a boarding action can try to put out the flames if they wish and do so on the vehicle's turn, not their own.

Roll a D6 for every burning location that is not put out and on a roll of 4+ the fire inflicts an automatic point of damage to that location with no armour penetration roll required. Simply roll on the damage effect table for that location.

Additionally, after resolving damage from fire roll a D6 for every location on the vehicle that is not yet on fire. On a roll of 1, the fire spreads to that location as well and will start causing damage next turn if not put out. Fighter models keep well clear of the flames, so the fire can't spread to them.

If a burning DRIVER or CREW location causes a "direct weapon hit" on a fighter model, treat it as a plain S3 hit.

BOARDING ACTIONS

Unless they have been immobilised, vehicles which moved in their previous turn are assumed to be in constant motion. Of course, the models themselves move only during the movement phase, but we can imagine how they are roaring along whilst other warriors and vehicles shoot and fight around them. Because vehicles are moving it is impossible to strike an effective blow against them, and very difficult to jump on board and grapple with the crew. A vehicle in motion has such momentum that trying to grab hold of it usually results in broken or severed limbs, whilst even a glancing blow will knock a warrior off his feet and send him sprawling. Moving vehicles don't take part in melee combat as such. However, it is possible for an enemy to jump onboard and fight with the crew or driver. It is also possible to jump from one vehicle to another in order to fight with the crews.

JUMPING ON BOARD

A fighter on foot who charges so that he is touching the sides or rear of a moving vehicle can attempt to clamber on board. He cannot attempt to climb on from the front as he would simply be run over!

In order to climb on board the warrior must take an Initiative test. If successful, he manages to clamber aboard. If he fails then the warrior is bounced D3" away from the vehicle and takes a hit exactly as if he had fallen off the vehicle (see side box). If he is hurt then he has either been struck by the vehicle, fallen beneath its wheels, or been thrown hard against the ground.

If a model climbs onto an enemy vehicle he must fight one of its crew in the following melee combat phase. The enemy can nominate any one of the crew, including driver, to fight. If there is only a driver then it is this model that will be attacked. Note that the enemy may not nominate a model which has been pinned to fight unless there are no other models available.

Work out the hand-to-hand combat as normal. The attacker receives the +1 combat bonus for charging in the first turn, and suffers the -1 obstacle penalty if he is attacking a vehicle with raised sides which the attacker must clamber over. This penalty would not apply if he attacked a bike, for example.

If a model loses a hand-to-hand combat onboard a vehicle then he is automatically ejected from it whether he survives or not. The model is bounced D3" away from the vehicle in a random direction, and suffers a hit for falling off a vehicle (see side box). A model which is injured and goes down in melee combat on a vehicle is not automatically taken out of action, he is thrown off the vehicle as detailed above instead.

If a boarder wins the hand-to-hand combat, or if the combat is a draw, then he remains on the vehicle until the following turn. Melee combat is then resolved in the same way once more, but neither side counts as charging. The player who has been boarded does not have to keep fighting using the same crewman, but can choose another if he wishes.

A warrior fighting on board a vehicle is not obliged to remain onboard and fight an enemy. He can always disembark in his movement phase. However, if there are any enemy models onboard the vehicle, a disembarking fighter must take an Initiative test and if he fails, he is treated exactly as if he fell off the vehicle – imagine that his enemies made the vehicle jolt in the last moment to make him lose his balance, or clobbered him as he turned to jump off. A successful test means that the disembarking fighter makes it off the vehicle without harm.

POINTS TO BEAR IN MIND

When fighting on a vehicle combatants fight one-on-one regardless of the number of boarders or the number of crew. There is only space on a vehicle for one warrior to confront one other warrior at a time. The player whose vehicle has been attacked can nominate which of his crew will fight which attacker. This can be a different warrior in each melee phase if you wish.

There is no follow-up move for victorious combatants. If you win a combat then you must remain in the vehicle and await the next melee combat phase or your following movement phase should you wish to bail out.

FALLING OFF

A ganger who falls off a vehicle is automatically pinned (even if he is immune to pinning from enemy fire) and suffers a hit. Its strength depends on how fast the vehicle moved in its last movement phase:

Slow speed: Strength 1 hit

Combat speed: Strength 2 hit

Fast speed: Strength 3 hit

INCAPACITATING DRIVERS

If a driver is thrown overboard, broken, pinned or down then another crewman can attempt to take over the controls at the start of his movement phase as already described. A crewman who is still fighting an enemy following a drawn combat cannot do this, as he is too busy fighting.

CAPTURING VEHICLES

If the boarders manage to get rid of all enemy models, one of them can attempt to take control of the vehicle at the start of their own movement phase. This works on a roll of 4+ as normal. If successful, the boarding gang has commandeered the vehicle and it moves in that gang's turn from then on until it changes hands again.

A commandeered vehicle that stays in enemy hands until the end of the battle is automatically captured. See the post-battle sequence in the Sourcebook for details.

JUMPING FROM VEHICLE TO VEHICLE

Warriors can attempt to jump from one moving vehicle to another. This can be a method of boarding an enemy vehicle, but it can also be used to transfer crew to friendly vehicles should you so wish.

If a vehicle moves alongside another during its move then warriors on board can attempt to jump the gap (assuming it is their turn). Once jumps have been attempted the player whose turn it is completes his vehicle's move as required. The largest gap that can be jumped is 2" and the player must move his vehicle so that it is side-by-side with the vehicle to be boarded. It is not possible to jump front to side, front to rear, or in any other manner.

Each warrior attempting the jump must take an Initiative test. A successful test means that the ganger has successfully jumped onboard. Any warrior who fails has fallen in the gap between the vehicles (see the Falling Off side box on the previous page). Warriors jumping on board an enemy vehicle resolve hand-to-hand combat in the same way as described above and count as charging on the turn they board. However, no penalty is imposed for fighting over an obstacle if the attacker jumped from a platform which is at least as high as the vehicle he is jumping to. Generally speaking, this means jumping from buggy to buggy imposes no penalty, though leaping from the back of a bike onto a larger vehicle does.

STATIONARY VEHICLES

If a vehicle is immobilised, or if it did not move at all in its previous turn, it is judged to be *stationary*. A stationary vehicle is effectively part of the scenery, and can be fought in or over in the same way as a pile of rocks, heap of junk, or patch of fungi. No roll is required to board it. Models don't get thrown overboard if defeated. All the normal melee rules apply.

DAMAGING A STATIONARY VEHICLE

A warrior who finds himself unopposed on a vehicle can attempt to damage the vehicle itself should he so wish. He can do this either by shooting at point blank range in the shooting phase or by bashing the vehicle in the melee phase. He cannot do both in the same turn. In these circumstances the warrior will automatically hit or strike, and can choose the location affected. Armour penetration and damage is then worked out as normal.

DAMAGE EFFECTS

MULTIPLE HITS

Some attacks, such as Rams, may inflict multiple points of damage. If this is the case resolve damage one point at a time, rolling for location, armour penetration (if applicable) and effect for each point of damage separately.

MOVEMENT EFFECTS FROM DAMAGE

Roll

When a vehicle rolls it may do so a number of times before coming to rest, be it the right way up or not. Roll a D6:

1-2: The vehicle rolls once and lands the right side up, it takes 1 point of damage as if from a Crash.

2-4: The vehicle lands on its roof and takes 1 point of damage as if from a Crash. The vehicle is immobilised for the rest of the game.

5-6: The vehicle rolls over completely. It travels D6 inches in its current direction, spins, then rolls again on this table. It continues to roll as long as you keep rolling 5-6. The vehicle takes 1 point of damage as if from a Crash, but this is only applied after the vehicle has finished rolling.

Spin

When a vehicle spins roll the Scatter dice to find out which way it is facing after the spin. Remember, if the vehicle ends up facing in the same direction after a spin then the driver has performed a spectacular 360-degree spin which will earn him much respect from his fellow mobsters!

Swerve

When a vehicle swerves it is turned 45 degrees. Roll a D6: on a 1-3 the vehicle turns left and on a 4-6 it turns right.

HIT LOCATION TABLE

Roll on the first table to determine the location of the hit as appropriate for the motive type of vehicle. Note that bikes use their own column regardless of their motive type.

D6	Bike	Wheeled	Tracked	Walker	Skimmer
1	DRIVER	DRIVER	DRIVER	DRIVER	DRIVER
2	CREW*	CREW*	CREW*	CREW*	CREW*
3	FIXED WEAPON	FIXED WEAPON	FIXED WEAPON	FIXED WEAPON	FIXED WEAPON
4	BIKE CHASSIS	WHEEL	TRACKS	LEGS	LIFT SYSTEM
5	BIKE CHASSIS	HULL	HULL	HULL	HULL
6	BIKE CHASSIS	ENGINE	ENGINE	POWER PLANT	PROPULSION

Look up the result on the vehicle damage tables. These are provided at the very end of this document for quick reference. Each hit location has its own armour value, which also depends on the size of the vehicle (bike, light, medium or heavy). The attacker rolls one D6 and adds his weapons's strength. If the result is equal or higher than the armour on the location hit, resolve damage as instructed. This will usually require additional dice rolls. Note that damage from rams, rakes, sideswipes, collisions and crashes automatically penetrates armour.

*A vehicle's crew includes all the warriors on board except the driver. This means it does include any gunner, passengers and even enemy warriors fighting in boarding actions.

REPAIRING VEHICLE DAMAGE

Unless the vehicle is crippled, all damage to it and any weapons and/or upgrades mounted on it will be repaired by the gang's technicians before the next battle for no cost in teef. If the vehicle is crippled then you have to roll on the Permanent Damage table after the battle, see the Sourcebook for more details.

STARTING A GANG

The following section describes how to recruit and equip a new gang. To start with you have 1000 teef (the official currency of Nu Ork) with which you must recruit three or more gangers including a leader and buy some weapons and armour for them. Any teef left unspent are added to the gang's stash and can be used later or hoarded to buy something more expensive.

If vehicles are being used in the campaign, each player may add 200 extra teef to his starting funds, but these teef can only be spent on vehicles and vehicle upgrades. Players may also use some of their base 1000 teef allowance on vehicles if they wish to start with a more expensive ride.

It is highly encouraged to keep your models WYSIWYG – that means that the weapons and other items you equip your gang fighters with are actually represented on the models themselves. This might not always be possible or easily achievable, especially in the case of bionics or grafted body parts, but players should make sure to at least properly represent the most powerful items, such as heavy and special weapons, power weapons and similar.

HIRING GANGERS

YOUR LEADER

The first ganger you hire should be your gang's leader. Proclaiming a ganger as your leader does not cost any extra teef, but consider the choice carefully because it cannot be easily changed later. Your choice of leader might affect the cost and availability of other gangers and items, so you *must* choose him first.

Some gangers have special rules regarding the leader position. Orks, for example, will try to *usurp control* if they are physically stronger than the Leader. The full rules for usurping control can be found on [page 217](#) and you should keep them in mind when hiring your gangers so that your leader does not experience any unwanted leadership challenges.

CROSS-SPECIES SURCHARGE

You can mix gangers of different species in your gang, but at a price. Any Recruit not of the same species as your leader costs +5 teef more, Regulars cost +10 teef more and Veterans cost +20 teef more.

There are some exceptions:

- there is no surcharge for Gretchin being hired by an Ork leader
- there is no surcharge for Ratlings and Squats being hired by a Human leader
- there is no surcharge for Kroot being hired by anyone

This surcharge does not count towards the value of the ganger when calculating your gang rating. It is simply a one-time fee required to persuade the fresh ganger to join up with an unfamiliar leader.

GANGER PROFILES

The entries on the following pages describe gangers of the various different species that inhabit Nu Ork. You can choose between three different profile levels when hiring any species - Recruit, Regular, and Veteran - each with its own starting characteristics and its own cost in teef. There are no limits regarding how many of each you may hire, so you can build your gang as elite or as green as you like. Each species also has its own array of special rules, including bonus skill types and banned skill types and often also including unique special abilities possessed only by members of that species, such as the Orks' 'Might Makes Right' special rule, for example. The special abilities listed in a species entry apply to all gangers of that species, regardless of whether they are Recruits, Regulars or Veterans.

Also listed in each species entry are the maximum characteristic values for that species. A ganger's *basic* profile cannot ever exceed these values in any characteristic, but his *effective* characteristic values can be increased or decreased by wounds, bionics, skills, and many other effects.

When you wish to hire a new ganger, start by selecting his species and profile level and paying the appropriate cost in teef as listed.

GANGER CAREERS

When you hire a new ganger, you may pick one career for him from the career list starting on [page 61](#). Picking a career is not strictly required but there is really no reason not to do it. Careers are absolutely free and each career grants a ganger one or more special abilities and one or more bonus skill types. There are also some careers that may only be chosen for the gang leader and only during the creation of a new gang.

GANGER SKILLS

Skills are minor special abilities that gangers can learn through the course of a campaign by gaining experience. The exact method of gaining new skills is described in the Post-battle sequence section, but for now it is only important to know that skills are grouped into 12 skill types and that gangers can only learn skills of the type or types that they have access to. The skill types are: Agility, Combat, Command, Driving, Ferocity, Muscle, Riding, Shooting, Social, Survival, Stealth and Techno.

Most careers grant access to two different skill types to the ganger, and gangers of certain species have access to one or more bonus skill types. Some species also have banned skill types. Gangers can never ever learn skills from a type that is banned to them, even if they should have access to that type through their career or other means.

Additionally, some species start with one or more predetermined bonus skills as listed in their entry. These skills come free with the ganger's profile and do not count towards his experience points or advancement in any way.

Every gang leader also has access to Command skills regardless of his species or career. Only gang leaders have access to this skill type. If a leader is overthrown, he retains his existing Command skills but cannot learn new ones. The new leader immediately gains access to the Command skill type when he assumes control of the gang.

STARTING EXPERIENCE

Through the course of a campaign your gangers will improve and learn new abilities by accumulating experience points. This is explained in full detail in the Post-battle sequence section. For now all you must know is that when gangers are recruited, some of them already have some experience. Unless noted otherwise, newly hired Recruits have no experience, Regulars have 8 experience and Veterans have 20 experience points. **No extra advances are gained for this experience.** It simply represents the experience that these fighters have accumulated before being hired by you and all advances gained from this experience are already included in their superior profile values.

After you are done hiring your gangers, proceed to the Armoury section to pick out weapons, vehicles and other equipment for your gang. Vehicles are not strictly required, but offer great strategic and tactical benefits.



STARTING EQUIPMENT

THE ARMOURIES

All man-portable weapons and other equipment are listed in the various Armouries that appear in the Post-battle sequence section, starting with [page 226](#). Each major species has its own Armoury and gangers can generally only shop in the Armoury appropriate to their species. An Eldar shopper would get chased out of the Ork Armoury in short order, as you can imagine!

All items listed in the Armouries are divided into Common items and Rare items. Common items have a fixed cost in teef, while Rare items have a fixed cost and also a random surcharge that is expressed in dice.

BUYING EQUIPMENT

When creating a new gang, you can buy Common items from all Armouries. It is assumed that your esteemed leader can take his time to procure foreign items from re-sellers or smugglers before assembling his team. Rare items are not available at all when creating a new gang; they can only be bought while shopping after a battle.

Remember that Armoury access becomes a lot more restricted after initial gang creation, so you might want to read the shopping section of the Post-battle sequence rules on [page 225](#) and plan accordingly, perhaps stocking up on Common items that seem useful but that you will not have another chance to buy in the near future until you can afford to hire a ganger of the appropriate species.

There is no need to follow the normal shopping procedure when creating a new gang and you do not have to nominate the ganger who is shopping. You can freely pick any Common items from all the Armouries as long as you have sufficient teef to pay for them.

BUYING BEASTS

If your gang includes any members that allow you to add beasts to your gang (that would be Dragoons, Handlers and Knights), you can buy Common beasts from the Menagerie on [page 233](#) in exactly the same manner that you can buy equipment from the Armouries. Like with other items, Rare beasts are unavailable when creating a brand new gang. Make sure to observe the maximum allowance of beasts that you may include in your gang!

BUYING VEHICLES

If your gang includes any members that allow you to add vehicles to your gang (that would be Technicians), you can buy vehicles of any configuration and Common vehicle upgrades from the Motorpool on [page 235](#) in exactly the same manner that you can buy equipment from the Armouries. Like with other items, Rare vehicle upgrades are unavailable when creating a brand new gang. Make sure to observe the maximum allowance of vehicles that you may include in your gang!

CARRYING CAPACITY

Gangers tend to arm themselves to the teeth with the various weapons available from the Nu Ork weaponsmiths and merchants. However, there is a limit to how many weapons a ganger can weigh himself down with before his manoeuvrability becomes seriously impaired, so all fighters observe the following restrictions.

- a ganger may carry one melee weapon or basic weapon per point of Strength on his profile
- a ganger may only carry special weapons if allowed to do so by a special ability (such as the Soldier career); each special weapon “takes up” one point of Strength just like a melee or basic weapon
- a ganger may only carry a heavy weapon if allowed to do so by a special ability (such as the Gunner career); the heavy weapon counts as two weapon selections, so it “takes up” two points of Strength
- a ganger may also carry any number of grenades, pistols and knives in addition to the above

Each ganger may also wear a single suit or armour. Limits on wargear items are a bit more esoteric by necessity, as wargear cannot really be separated into clear categories. As a rule of thumb, a ganger can only wear one thing on each part of his body, for example it is impossible for a ganger to wear Infra-Red Goggles and a Photo Visor at the same time as both items fit over the eyes. Please use some common sense, be sporting and do not try to load up your models with unreasonable amounts of equipment.

USING ITEMS FROM FOREIGN ARMOURIES

Most gangers only know how to properly use equipment from their own Armoury. Using items from other species' armouries can be tricky as gangers might not be familiar with the basic operating principles of foreign technology and certainly do not know how to handle and maintain the items properly.

Gangers cannot normally use Rare items from other species' Armouries at all unless they have some special ability that allows them to do so. Any ganger can use Common items from other species' Armouries, but there is a risk of the item malfunctioning or even breaking down completely due to its poor maintenance. This is referred to as the non-proficiency penalty and is resolved at the start of each battle right after deployment:

You must take a breakdown test for each item that any of your gangers are using that comes from a different species' Armoury. Foreign weapons are especially tricky to use. Even if the breakdown test is passed, the ganger suffers a -1 penalty to his Weapon Skill or Ballistic Skill (as appropriate) when making attacks with that weapon. Breakdown tests are explained on [page 70](#).

The non-proficiency penalty is waived after the ganger has used a certain item for at least five battles in a row as he becomes sufficiently familiar with it. He can also use other identical items without a penalty if his original one should ever need to be replaced.

Unlike other items, a fighter can never use armour from a different Armoury, not even Common armour. While wearing some suits of armour might be relatively simple, the simple fact is that all armour is shaped specifically for a single species and wearing foreign armour would be too uncomfortable (if not downright impossible) for any warrior to stand.

No ability can ever allow a ganger to wear foreign armour as this is not an issue of training but of body shape.

GANGER PROFILES

The entries on the following pages describe Nu Ork gangers of all the different species that inhabit the city. Each comes in three possible profile levels - Recruit, Regular, and Veteran - each with its own starting characteristics and its own cost in teef. When you wish to hire a new ganger, start by selecting his species and profile and paying the appropriate cost in teef as listed.

ORK

Orks are brutish creatures, easily as tall as a man even when hunched over and more than capable of tearing one limb from limb; their primitive gait and manner of speech is deceptive, however, as they also match man in intelligence and cunning.

	M	WS	BS	S	T	W	I	A	Ld	COST
Recruit	4	3	2	3	3	1	2	1	7	35
Regular	4	4	3	3	4	1	2	1	7	50
Veteran	4	4	3	4	4	2	3	1	8	85
<i>Maximum</i>	5	6	4	6	6	3	4	3	9	-

Bonus Skill Groups: Ferocity and Muscle. Orks are well known for their physical brawn and a casual disregard of all life, including their own.

Banned Skill Groups: Riding. Orks can learn just about anything if they put their mind to it – except for feeling any sort of empathy for another living being.

Growing Into It: An ork that was hired as a Recruit gains +1 Toughness once he reaches 8 experience points. This is in addition to the normal advance he gets for gaining that experience.

Bonus Skill – True Grit: All Ork models have this skill to represent their natural resilience to injury.

Headstrong: Orks never get pinned by enemy shooting. They can still be pinned as normal by falling, being run over by a vehicle, etc.

Might Makes Right: If any Ork ganger has a higher Strength than your current gang Leader, he will try to *usurp control* after every battle. If more than one Ork qualifies, only the one with the most experience will make the attempt. See [page 217](#) for details.

Klan Upgrade: When you hire an Ork you may upgrade him to a member of one of the six Ork clans described on the next page. This adds +5 teef to the base cost of the Ork and can only be done when hiring him. An Ork may not be upgraded later on.

GRETCHIN

Gretchin, or grots, are the Orks' slave-race. However, in Nu Ork many gretchin can strike out on their own and make a good living in the lawless ruins. Although weak and cowardly, grots can be quite smart and resourceful when motivated by treats or threats.

	M	WS	BS	S	T	W	I	A	Ld	COST
Recruit	4	2	2	2	2	1	2	1	5	20
Regular	4	3	3	2	3	1	2	1	6	30
Veteran	4	3	4	2	3	1	3	1	7	45
<i>Maximum</i>	5	4	6	3	4	3	5	3	8	-

Bonus Skill Groups: Agility and Stealth. Gretchin are a fast and sneaky bunch by nature, otherwise they could not survive the harsh conditions in Orkoid society.

Banned Skill Groups: Muscle. Gretchin are too weedy and small in stature to ever develop any muscle skills, regardless of experience or training.

Growing Into It: A gretchin that was hired as a Recruit gains +1 Toughness once he reaches 8 experience points. This is in addition to the normal advance he gets for gaining that experience.

Small Target: Being sneaky and nimble, and a fair bit shorter than a human or Ork, Gretchin make difficult targets for shooting. They count as Small Targets and so any shooting targeting them has a -1 to hit penalty.

Free Blastas: All Gretchin are incurable scavengers of discarded weapons. No matter how old or battered the gun is, a grot can always squeeze out another shot or two. Gretchin can procure any number of Grot Blastas (see [page 80](#)) for free in exactly the same way that all fighters can get free knives.

Insignificant: Nobody cares if a grot gets creamed. In fact, it is practically expected of them to die in various gruesome and amusing (except to the Gretchin) ways. When a Gretchin goes down or out of action, friendly models within 2" are not required to take a Break test, except for other Gretchin (they know they're next!)

ORK KLANS

When you hire a new Ork ganger you may choose to upgrade him to be a member of one of the following klans for the additional cost of +5 teef. This cost is added to the base cost of the ganger and affects your gang rating.

Ideally, an Ork's klan affiliation should be reflected in his model and paint scheme so that your opponents can tell at a glance and don't have to keep asking you about it!

Bad Moonz

Get Rich Quick: Bad Moonz' teef grow much faster than normal and a cunning leader can capitalize on this (pun intended) with a few good kicks to the jaw. Your gang earns an extra D3 teef after every game for each Bad Moon ork in your gang. This is increased to D6 teef if the Bad Moon was taken out of action in the battle.

Flash Gitz: Bad Moonz have Shooting as a bonus skill group instead of Ferocity.

Blood Axes

Mercenaries: There is no cross-species surcharge for hiring Blood Axe Orks and a Blood Axe Ork will never attempt to usurp leadership from a non-Ork leader unless the leader is a Gretchin (even a Blood Axe has to draw the line somewhere!)

Kommandoz: Blood Axes have Stealth as a bonus skill group instead of Ferocity.

Deffskullz

Looters: Deffskullz can use Common items from any Armoury without suffering a non-proficiency penalty. This still does not give them the ability to wear foreign armour, nor can they use foreign Rare items.

Lucky Gitz: Deffskull Orks have Survival as a bonus skill group instead of Ferocity.

Goffs

Proppa Orks: Goffs are even 'arder than normal Orks and suffer a mere flesh wound on a roll of 1, 2 or 3 on the injury table and only go down on a roll of 4 or 5. A roll of 6 means out of action as normal. Goff Orks are highly xenophobic (at least by Ork standards) and they adamantly refuse to use any non-Ork items.

Skar Boyz: Goffs have Combat as a bonus skill group in addition to Muscle and Ferocity.

Evil Sunz

Fasta! Fasta!: For every Evil Sunz ork onboard a vehicle (even an enemy vehicle!) the vehicle gains 1" of extra movement that can be made after its basic movement but before thrusters are used. All movement gained from this ability must be made in a straight line.

Speed Freeks: Evil Sunz have Driving as a bonus skill group instead of Ferocity.

Snakebites

Initiation Ritual: Snakebites are immune to the special effects of Poisoned weapons and never gain poison tokens. They are still affected by other toxins (such as the Glass Plague virus) as normal.

Boar Boyz: Snakebite Orks have Riding as a bonus skill group instead of Ferocity.

GRETCHIN AND TECHNOLOGY

Orks and Gretchin are derived from the same gene stock and have a shared history, 'kultur' and tech level. Gretchin therefore count as Orks when it comes to proficiency with weapons and items, shopping, and so on, so they use the Ork armoury.

Armour is a special case, however, because Gretchin are much smaller than Orks and so cannot wear normal orky armour. You can instead buy a grot-sized version of any armour from the Ork armoury (yes, even Grot Mega Armour) but you have to make a special note on your gang roster that this armour is sized to fit gretchin only.

HUMAN

The Imperium of Man rules the galaxy with an iron fist, always on the guard against threats from without and within. Very few humans can let go of this xenophobic mindset, but those that do can discover a world of high adventure lying just beyond the Imperium's borders.

	M	WS	BS	S	T	W	I	A	Ld	COST
Recruit	4	2	2	3	3	1	3	1	6	25
Regular	4	3	3	3	3	1	3	1	7	40
Veteran	4	4	4	3	3	1	4	1	8	65
<i>Maximum</i>	5	5	5	4	4	3	5	3	9	-

Bonus Skill Groups: Humans come from the largest variety of backgrounds and so they can have wildly different skill sets. When hiring a human ganger with no homeworld upgrade (see below and next page) you may choose any two skill groups as bonus skill groups for him in addition to the ones granted by his career. A human ganger who chooses a homeworld has one group predetermined by that choice and can only pick one group freely.

Banned Skill Groups: None. Humans are extremely adaptable and can learn just about anything.

Homeworld Upgrade: When you hire a new human ganger you may choose to upgrade him to a (former) citizen of one of the famous planets of the Imperium as described on the next page. The extra cost is added to the base cost of the ganger and affects your gang rating.

Humans are the baseline species that the rules were designed around and so they have no special abilities.

MUTANT

Mutants are wretched creatures warped by the power of Chaos. Most civilizations consider all mutants to be corrupted abominations, although mutants are actually no more predisposed towards the worship of Chaos than normal men.

	M	WS	BS	S	T	W	I	A	Ld	COST
Recruit	4	2	2	3	3	1	3	1	5	25
Regular	4	3	3	3	3	1	3	1	6	40
Veteran	4	4	4	3	3	1	4	1	7	65
<i>Maximum</i>	5	5	5	5	5	3	5	3	8	-

Bonus Skill Groups: Survival. Only mutants that learn how to get by on their own and not attract attention can even hope to survive to adulthood.

Banned Skill Groups: None. Mutants are extremely adaptable and can learn just about anything.

Persecuted: Even the usually quite lenient Orks tend to cull the most blatantly tainted mutants. If a mutant is ever captured by Nu Ork authorities roll a D6. If the score is equal or lower than the number of mutations the captured mutant has he is immediately executed. If the result is higher the mutant is merely detained as normal and can be sprung by visiting Da Polis Station.

Mutations: A newly hired mutant starts out with one randomly determined mutation and may gain more mutations when advancing. Please see [page 178](#) in the "Chaos in da Streets" section for mutation rules.

Tech Familiarity: Mutants do not have an Armoury of their own. They count as humans for the purposes of purchasing and using all equipment, including armour. Note, however, that excessive mutations may hamper a ganger's ability to wear armour (see [page 178](#)).

HUMAN HOMEWORLDS

When you hire a new human ganger you may choose to upgrade him to a (former) citizen of one of the following well-known planets of the Warhammer 40.000 universe for the additional cost noted below. This cost is added to the base cost of the ganger and affects your gang rating.

Ideally, a human's homeworld should be reflected in his model and paint scheme so that your opponents can tell at a glance and don't have to keep asking you about it!

Armageddon (+5 teef)

Humans from Armageddon gain Mechanic as a bonus skill. They must pick Driving as one of their two bonus skill groups.

Asgard (+5 teef)

Humans from Asgard gain Infiltration as a bonus skill. They must pick Riding as one of their two bonus skill groups.

Attila (+5 teef)

Humans from Attila gain Berserk Charge as a bonus skill. They must pick Riding as one of their two bonus skill groups.

Cadia (+5 teef)

Jack of All Trades – Cadians has access to all bonus skill groups (except Command).

Catachan (+5 teef)

Humans from Catachan gain Sneak Up as a bonus skill. They must pick Muscle as one of their two bonus skill groups.

Kanak (+5 teef)

Humans from Kanak gain Crushing Blow as a bonus skill. They must pick Ferocity as one of their two bonus skill groups.

Krieg (+10 teef)

Fatalistic - Humans from Krieg are immune to *fear* and *terror*. They must pick Ferocity as one of their two bonus skill groups.

Mars (+40 teef)

Cyberware - Humans from Mars begin the game with a Servo-arm which is surgically attached and cannot be removed by any means. They must pick Techno as one of their two bonus skill groups.

Mordian (+5 teef)

Humans from Mordian gain Nerves of Steel as a bonus skill. They must pick Shooting as one of their two bonus skill groups.

Necromunda (+5 teef)

Humans from Necromunda gain Weaponsmith as a bonus skill. They must pick Social as one of their two bonus skill groups.

Praetoria (+5 teef)

Humans from Praetoria gain Rapid Fire (Iaspistol and Iasgun) as a bonus skill. They must pick Ferocity as one of their two bonus skill groups.

Savlar (+5 teef)

Humans from Savlar gain Jury-Rig as a bonus skill. They must pick Survival as one of their two bonus skill groups.

Tallarn (+5 teef)

Humans from Tallarn gain Self-sufficient as a bonus skill. They must pick Shooting as one of their two bonus skill groups.

Tanith (+5 teef)

Humans from Tanith gain Marksman as a bonus skill. They must pick Stealth as one of their two bonus skill groups.

Valhalla (+5 teef)

Coldhearted – Valhallans do not have to take break tests for nearby allies going down or out of action. They must pick Shooting as one of their two bonus skill groups.

CRAFTWORLD ELДАР

The ancient Eldar were once the rulers of the galaxy, but their society fell into decadence and depravity that ultimately destroyed it. Only a few Eldar foresaw the fall and escaped destruction onboard giant spaceships that now house the last remnants of their race.

	M	WS	BS	S	T	W	I	A	Ld	COST
Recruit	5	3	3	3	3	1	4	1	8	45
Regular	5	4	4	3	3	1	5	1	9	65
Veteran	5	5	5	3	3	1	6	1	9	90
Maximum	6	6	6	4	4	3	8	3	10	-

Bonus Skill Groups: Eldar always have access to the Agility skill group, regardless of their Career.

Banned Skill Groups: None. Their long life span gives the Eldar plenty of time to study any and every aspect of combat.

Graceful Step: Most Craftworld Eldar who find their way to Nu Ork follow or have followed the Path of the Ranger at some point in their lives. They are especially adept at navigating difficult terrain. Craftworld Eldar models treat rough terrain as clear terrain and very rough terrain as merely rough terrain as they move. This ability stacks with the Pathfinder ability granted by some careers, so Craftworld Eldar with Pathfinder can move at full speed even on very rough ground.

Focused Study: When a Craftworld Eldar ganger gains a new skill, he may always choose any skill from any of the skill groups that he has access to instead of rolling randomly on the skill tables.

Craftworld Upgrade: When you hire a new Craftworld Eldar ganger you may choose to upgrade him to a (former) citizen of one of the well-known Craftworlds listed on the next page. The extra cost is added to the base cost of the ganger and affects your gang rating.

DARK ELДАР

The Dark Eldar are descendant from those who evaded destruction by being in the Webway at the time of the fall. However, they did not escape unscathed. Slaanesh tugs at their souls and the Dark Eldar are forced to consume the life force of others to preserve their own.

	M	WS	BS	S	T	W	I	A	Ld	COST
Recruit	5	3	3	3	3	1	4	1	8	50
Regular	5	4	4	3	3	1	5	1	9	70
Veteran	5	5	5	3	3	1	6	1	9	95
Maximum	6	6	6	4	4	3	8	3	10	-

Bonus Skill Groups: Dark Eldar always have access to the Agility skill group, regardless of their Career.

Banned Skill Groups: None. Their long life span gives the Dark Eldar plenty of time to study any and every aspect of combat.

Power From Pain: All Dark Eldar are sadists to the core, if not by choice then by necessity. The pain they inflict on other living beings lessens the pull that the dark god Slaanesh has on their souls, extends their own life span and invigorates them in the heat of combat.

A Dark Eldar fighter who takes a living opponent (not a Drone, Daemon, Necron, Servo-skull or similar) out of action in melee immediately regains all his lost wounds and recovers from all flesh wounds suffered during the course of the battle. This has no effect on permanent injuries.

Path to Power: If any Dark Eldar ganger has a higher Weapon Skill than your current gang Leader, he will try to *usurp control* after every battle. If several Dark Eldar qualify, only the fighter with the most experience will make the attempt. See [page 217](#) for details.

Night Vision: Dark Eldar completely ignore low light conditions and all associated penalties.

ELДАР TECHNOLOGY AND PHYSIOLOGY

Although Craftworld Eldar and Dark Eldar have vastly different cultures and ways of life, their technology operates on the same general principles and it is not difficult for them to figure out each other's weapons and equipment, even though they sometimes find the implements of their counterparts somewhat distasteful or tacky.

It only takes an Eldar of either type 3 battles to learn how to use an item from the other Eldar armoury with no non-proficiency penalty instead of the usual 5 battles.

Even after ten millennia the two subspecies remain near-identical at a biological level, so Craftworld Eldar and Dark Eldar count as a single species when it comes to medical treatment.

ELDAR CRAFTWORLDS

When you hire a new Craftworld Eldar ganger you may choose to upgrade him to a (former) citizen of one of the well-known Craftworlds of the Warhammer 40.000 universe that are listed below. The extra cost is added to the base cost of the ganger and affects your gang rating.

Ideally, an Eldar's Craftworld affiliation should be reflected in his model and paint scheme so that your opponents can tell at a glance and don't have to keep asking you about it!

Alaitoc (+15 teef)

The Eldar of this Craftworld are skilled rangers and can take up a forward firing position rapidly. They are able to make and advance move and go onto Overwatch in the same turn.

Altansar (+30 teef)

The Eldar of this Craftworld have an unnatural aura about them. Altansar has only recently returned from within the Eye of Terror and its inhabitants have not remained unaffected by the fell energies of the warp. Altansar Eldar cause *terror*.

Biel-Tan (+10 teef)

The Eldar of this Craftworld are highly militaristic and maintain delusions that "their" galaxy can be reclaimed from the lesser races through force of arms.

Biel-Tan Eldar *hate* all non-Eldar models and cannot be included in a gang that also includes non-Eldar gangers (but Dark Eldar and Eldar from other Craftworlds are acceptable).

Biel-Tan Eldar also have Combat as an additional bonus skill group.

Il-Kaithe (+25 teef)

The Eldar of this Craftworld are known for their skill at constructing and maintaining vehicles. Il-Kaithe Eldar always have Jury-rig as a bonus skill. In addition, they get a +1 bonus on all their rarity rolls made to procure rare vehicle upgrades at the Motorpool.

Iyanden (+10 teef)

The Eldar of this Craftworld are a morose bunch, used to seeing death and destruction all around them. An Iyanden Eldar does not have to take a Break test when a friendly fighter goes down or out of action within 2" of him. Additionally, Iyanden Eldar *hate* all Tyranids (such as the Lictor) and all models affiliated with them (Genestealer Cultists, for example).

Saim-Hann (+25 teef)

The Eldar of this Craftworld are renowned as the best drivers and riders in the galaxy, no matter their mount. All Saim-Hann Eldar start the game with one random bonus skill from either the Driving or Riding table. In addition, they also benefit from a 6+ special save whilst driving a vehicle or riding a mount. This save does not extend to the mount, vehicle or other models onboard.

Ulthwe (+20 teef)

The Eldar of this Craftworld are far more likely to have at least some minor psychic talent. Each Ulthwe Eldar has one random Eldar minor psychic power just as if he were a psyker. If the ganger actually is a psyker then he starts with one more minor power than normal.

Yme-Loc (+25 teef)

The Eldar of this Craftworld are exceptionally skilled and prolific artisans and weaponsmiths. Yme-Loc Eldar always have Inventor as a bonus skill. In addition, they can re-roll failed Ammo Rolls for all weapons from the Craftworld Eldar armoury.

SQUAT

The Squats are an offshoot of humanity, a civilization that has endured isolated for ten thousand years after the Dark Age of Technology. Recently their worlds have been ravaged by the Tyranids and only a few Squats remain, bitter refugees in an uncaring galaxy.

	M	WS	BS	S	T	W	I	A	Ld	COST
Recruit	3	3	2	3	4	1	2	1	8	35
Regular	3	4	3	3	4	1	2	1	9	45
Veteran	3	5	4	3	4	2	3	1	9	65
Maximum	4	6	6	5	5	3	4	3	10	-

Bonus Skill Groups: Squats always have access to the Techno skill group. They make excellent engineers and mechanics and every one of them has some smattering of knowledge from these areas.

Banned Skill Groups: Agility. Squats just aren't nimble enough to learn any moves from this skill set.

Momentum: Squats move slowly, but relentlessly. The natural endurance of their bodies allows them to keep moving at a reasonable pace even when in great pain. Squats only lose 0.5" of Movement for each Leg Injury instead of 1" like other fighters.

Tech Familiarity: Squats have their own Armoury, but they can also purchase and use items from the human Armoury (except armour) with no penalty.

High Gravity Adaptation: Squats ignore the -1 penalty to Combat Resolution in melee for being encumbered with a heavy weapon or other equipment.

Boozehounds: Squats tend to solve all their problems with copious amounts of alcohol. If a Squat ganger fails a rarity roll when shopping for a rare item, beast or vehicle upgrade, he uses the shopping money to go on a drinking binge that costs your gang D6 teef.

RATLING

Ratlings are perhaps the least disturbing of the various subhuman races that have evolved since man spread to the stars. They are shorter in stature, but retain normal human intelligence. They are famous for their large appetites and infamous for their sticky fingers.

	M	WS	BS	S	T	W	I	A	Ld	COST
Recruit	4	2	3	2	2	1	2	1	5	20
Regular	4	2	4	2	2	1	3	1	6	30
Veteran	4	2	5	2	2	1	4	1	7	45
Maximum	5	4	6	3	3	3	6	3	8	-

Bonus Skill Groups: Ratlings always have access to the Survival and Stealth skill groups, regardless of their Career. They are sneaky bastards who always know how to look after themselves.

Banned Skill Groups: Muscle. Ratlings are physically weak and no amount of training or experience can help them develop any muscle skills.

Sharp Eyesight: Ratlings add +6" to the long range of any basic or special weapon they fire if they did not move that turn. This also applies whilst on overwatch and stacks with other range-boosting abilities.

Questionable Morals: Things tend to 'disappear' when Ratlings are around. If a Ratling is carrying a loot token at the end of the game you must roll a D6. On a roll of 1-3 the loot mysteriously vanishes during transport back to the gang's base and is not added to your stash.

Small Target: Being a fair bit shorter than a man, sneaky and nimble, gretchin make difficult targets for shooting. They are classed as Small Targets and so any shooting targeting them has a -1 to hit penalty.

Tech Familiarity: Ratlings do not have an Armoury of their own. They can purchase and use items from the human Armoury (except armour) with no penalty.

TAU

The origins of the Tau are shrouded in mystery. Some speculate that they were created by the Eldar, others claim that they are the Necrontyr reborn. In any case, the Tau are a young, dynamic and open-minded species that could very well be the saviours of the galaxy.

	M	WS	BS	S	T	W	I	A	Ld	COST
Recruit	4	2	3	3	3	1	2	1	6	25
Regular	4	3	4	3	3	1	2	1	7	40
Veteran	4	4	5	3	3	1	3	1	8	60
Maximum	5	5	6	4	4	3	4	3	9	-

Bonus Skill Group: Techno. The Tau are an extremely technologically-minded race and they always make sure they understand how their equipment functions.

Banned Skill Group: Ferocity. Tau disdain close combat and just don't have it in them to be as wild and vicious as this skill group demands.

Cowardly: Tau are extremely reluctant to enter melee combat and so do not receive any bonus for charging.

Bad Reflexes: Tau suffer an additional -1 penalty to hit when shooting at fleeting enemies while on overwatch as their eyes are slow to focus on fast targets.

Tau Castes: When you hire a new Tau ganger you must also choose which caste he belongs to. Each Tau starts out with one bonus skill depending on his caste:

Air Caste: Skid Turns. Air Caste Tau can withstand the high G-forces of space fighter combat, so making sharp turn with a land vehicle is hardly a challenge.

Earth Caste: Mechanic. Earth Caste Tau are excellent engineers and can repair combat damage with ease.

Ethereal Caste: Cosmopolite. Ethereal Caste Tau are trained to be ambassadors and negotiators.

NOTE: You may only hire ONE Ethereal and only when creating a new gang. If you do, he MUST be the gang leader.

Fire Caste: Marksman. Fire Caste Tau are disciplined warriors trained to pick out high-priority targets.

Water Caste: Negotiator. Water Caste Tau are smooth talkers and can get their way in most social encounters.

KROOT

The Kroot are a relatively primitive spacefaring species, but unusually adept at scavenging alien technology. They are infamous for absorbing the genetic traits of their prey and it is the hunt for new and powerful genes that draws many Kroot to the life of a mercenary.

	M	WS	BS	S	T	W	I	A	Ld	COST
Recruit	4	3	3	3	3	1	3	1	7	50
Regular	4	4	3	4	3	1	4	1	7	60
Veteran	4	4	4	4	3	2	5	1	8	80
Maximum	6	6	6	5	5	3	6	3	9	-

Bonus Skill Group: Stealth. All Kroot are hunters and stalkers by nature and are well-adapted to conceal themselves in any environment.

Banned Skill Groups: None. All Kroot are extremely adaptable and can learn anything. The hard way, if necessary.

Fieldcraft: Kroot are natural-born hunters and can see very well through any sort of vegetation. They ignore terrain features composed primarily of plants (trees, hedges, tall grass...) when determining line of sight, although targets can still benefit from cover modifiers.

Looters: Kroot have a knack for operating unfamiliar tech. They can use common items from all Armouries with no non-proficiency penalty. However, even they cannot use foreign armour.

Eaters of the Dead: The Kroot evolve by consuming the genetic material of slain foes. If an enemy ganger is taken out of action within 4" of a Kroot model, you may declare your intention of consuming his corpse. Mark the location of the fallen enemy with a token or simply leave his model on the table. In the Kroot's next turn, he must move into contact with the body and may do nothing else that turn and the next enemy turn. If he remains uninterrupted until the end of the enemy turn (not pinned, broken, down, or engaged in melee) he finishes off the fallen enemy fighter and eats him! The fallen enemy is DEAD and all his equipment lost (at this point the Kroot cares nothing for material gains.) After the battle, the lucky Kroot gains a free advancement for each enemy killed and eaten in this way. If he rolls a 'New Skill' advancement, he may select any skill that the devoured warrior possessed instead of rolling on the skill charts, including skills from groups he normally does not have access to.

NECRON

The Necrons are remnants of an ancient empire that once spanned the galaxy. They used to be of flesh and blood, but they have discarded that form in favour of shells of living metal that can withstand the passage of countless aeons. Sadly, their minds are not so resilient...

	M	WS	BS	S	T	W	I	A	Ld	COST
Recruit	4	2	2	4	4	1	2	1	8	80
Regular	4	3	3	4	4	1	2	1	9	95
Veteran	4	4	4	4	4	1	2	1	10	110
<i>Maximum</i>	4	5	5	5	5	3	4	3	9	-

Bonus Skill Groups: None. Necrons have little aptitude for special skills.

Banned Skill Groups: Agility. The metal bodies of the Necrons are not suited for rapid movement.

Armour Plating: Necrons cannot wear any armour, but they have a 4+ armour save as standard thanks to their metal bodies. This save is affected by armour modifiers as normal.

Implacable: Necrons always take Break tests and tests to resist *fear* and *terror* on Leadership 10. For all other Leadership tests they use the actual Leadership value on their profile.

Headstrong: Orks never get pinned by enemy shooting. They can still be pinned as normal by falling, being run over by a vehicle, etc.

Robotic Physiology: Necrons are machines, not beings of flesh and blood. They cannot benefit from medical treatment of any sort, for example the ministrations of Medics, Doks, Mechanicus and Haemonculi. Or course, Necron Medics may treat their fellow Necrons (as well as gangers of other species – they are well educated in the physiology of living beings as well as their own.)

Integral Power Source: Necrons can link their weapons to their own energy matrix, dispensing with the need to provide separate ammunition or power cells. In the hands of a Necron, the Ammo roll of any weapon from the Necron Armoury is improved to 2+. However, if the Ammo roll fails, a power surge in the weapon causes the Necron to immediately go down.

Note that the weapon does not really run out of ammo in this case, and may continue to be used if the Necron recovers later during the battle.

Necron Advancement Table

2D6 Result

2-4 New Skill (random)

Select one of the Skill groups that the ganger has access to and roll a D6 on the appropriate chart to determine which skill the ganger gains. If you roll a skill that the ganger already has, you may pick any other skill of your choice from the same group.

5 Reinforced Armour

The Necron's armour save improves by one point, to a maximum of 2+.

6 Characteristic Increase. Roll again:

1-3 = +1 Strength;

4-6 = +1 Attack

7 Characteristic Increase.

Choose either +1 WS or +1 BS

8 Characteristic Increase. Roll again:

1-3 = +1 Wound;

4-6 = +1 Toughness

9 Characteristic Increase. Roll again:

1-3 = +1 Initiative;

4-6 = +1 Leadership

10-12 Improved Self-repair

The score needed for the Necron to pass its Reanimation roll is lowered by one point.

Multiple improvements are cumulative to a maximum of 2+.

Necron Advancement: Because of their unique mental and physical condition, Necrons advance differently than other species. When a Necron ganger earns an advancement, roll on the special table above instead of the usual Advancement table.

Reanimation Protocols: Necrons have an extraordinary capacity for self-repair. Enemies foolish enough to turn their backs on a downed Necron fighter rarely live to regret their mistake.

Necron models that are down in their recovery phase do not make Injury rolls. They make Reanimation rolls instead. This is done by rolling a D6, and on a roll of 6+ the Necron recovers and is stoop back up with a flesh wound. On any other result, the model remains down. This means that a downed Necron will never go out of action on his own!

Note that the score needed to pass the Reanimation roll can be improved with equipment and through advancement.

Soulless: Necrons have absolutely no connection with the Warp and as such they can never learn any Psychic Powers, regardless of their source.

SPACE MARINE

The
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	M	WS	BS	S	T	W	I	A	Ld	COST
Recruit	4	3	3	4	4	1	4	1	8	80
Regular	4	4	4	4	4	1	4	1	9	100
Veteran	4	5	5	4	4	1	4	1	10	120
<i>Maximum</i>	4	6	6	5	5	3	5	3	10	-

Headstrong: Space Marines never get pinned from enemy shooting. They can still be pinned as normal by falling, being run over by a vehicle, etc.

Pride and Prejudice: If anyone other than a human or Space Marine is leading your gang, then Space Marine gangers will try to *usurp control* after every game. If more than one Space Marine qualifies, only the one with the most experience will make the attempt. See [page 217](#) for detail.

Purity of Mind: Space Marines can never be followers of Chaos. If a Space Marine is forced into becoming a follower of Chaos, he immediately becomes a Chaos Space Marine. His profile remains unchanged but he replaces his Headstrong, Pride and Prejudice and Purity of Mind abilities with The Lost and the Damned and Slaves to Darkness.

SPACE MARINE TRAITS

Space Marines and Chaos Space Marines both share the following abilities:

Bonus Skill Groups: Combat and Shooting. Space Marine recruits are selected (sometimes even bred) specifically for their aptitude for war.

Banned Skill Groups: None. Space Marines are well-versed in all fields of combat.

Bonus Skill – True Grit: Space Marines are notoriously hard to take down in combat, so they receive this skill automatically.

Bonus Skill – Heavy Lifter: All Space Marines have the strength and training required to operate even the heaviest of weapons on the move, so they receive this skill automatically.

Animosity: You cannot hire Space Marines if your gang includes any Chaos Space Marines, and vice versa.

CHAOS SPACE MARINE

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	M	WS	BS	S	T	W	I	A	Ld	COST
Recruit	4	3	3	4	4	1	4	1	8	80
Regular	4	4	4	4	4	1	4	1	9	100
Veteran	4	5	5	4	4	1	4	1	10	120
<i>Maximum</i>	4	6	6	5	5	3	5	3	10	-

The Lost and the Damned: All Chaos Space Marines aspire to one day take command of a warband and lead it on a trail of destruction that will catch the eye of their patron god. They will attempt to overthrow a leader as soon as they're sure they can take him out. If any Chaos Space Marine ganger has a higher combined WS+BS characteristic than your gang Leader, he will try to *usurp control* after every battle. If more than one Chaos Space Marine qualifies, only the one with the most experience will make the attempt.

Slaves to Darkness: Chaos Space Marines are, without exception, all followers of Chaos. Those Chaos Space Marines who have chosen a patron god may choose to gain a random Gift of their patron god (see [page 180](#)) instead of a skill whenever they would normally gain a new skill due to advancement.

Power Armour: When hiring a Space Marine, you may pay 150 teef extra to equip him with a suit of Power Armour. No rarity roll is required for this. However, you may never reassign armour bought in this way to another ganger.

Bolter Drill: Space Marines are trained in the use and care of bolt weapons. In the hands of a Space Marine, a bolt pistol, boltgun, storm bolter or heavy bolter passes Ammo rolls on a 4+ rather than a 6+.

Tech Familiarity: Space Marines count as humans for the purposes of buying and using items. However, armour must be specially designed for their larger size. You can buy a marine-sized version of any armour from the human armoury but you have to make a special note on your gang roster that this armour is sized to fit Space Marines only.

SPACE MARINE CHAPTERS

When you hire a new Space Marine ganger you may choose to upgrade him to a (former) member of one of the following well-known Space Marine Chapters of the Warhammer 40.000 universe for the additional cost noted below. This cost is added to the base cost of the ganger and affects your gang rating.

Ideally, a human's homeworld should be reflected in his model and paint scheme so that your opponents can tell at a glance and don't have to keep asking you about it!

Black Templars (+5 teef)

Space Marines from this second founding Chapter are famously intolerant of 'witches'. They *hate* all enemy fighters with psychic powers and cannot be included in a gang that includes any Psykers.

Blood Angels (+5 teef)

As soon as a Space Marine from this Chapter becomes engaged in melee he becomes subject to *frenzy* until the end of the battle.

Blood Ravens (+10 teef)

Space Marines from this Chapter are infamous looters and thieves. They can use items from any Armoury without suffering any non-proficiency penalty.

Dark Angels (+5 teef)

Space Marines from this Chapter hide a terrible secret. They will not allow themselves to be captured, so treat any result of 'Captured' on the injury table as 'Multiple Injuries' instead.

Imperial Fists (+10 teef)

Space Marines from this Chapter are experts at holding fortified positions. They automatically pass Break tests as long as they are in cover.

Iron Hands (+5 teef)

Space Marines from this Chapter are obsessed with bionics. They can visit a Rogue Mechanicus or a Dok's Serjery to have body parts replaced even if they are not injured. However, they will never accept treatment from a Retired Haemonculus.

Raven Guard (+5 teef)

Space Marines from this Chapter can use the gang leader's Leadership regardless of distance.

Salamanders (+5 teef)

Space Marines from this Chapter are experts at using heat-based weapons and can re-roll failed ammo rolls for all Flaming and Melta weapons.

Space Wolves (+5 teef)

Space Marines from this Chapter love taking down big beasts. They are immune to *fear* and *terror* caused by any model on a larger base and gain +1 Attack against all such models.

Ultramarines (+5 teef)

If a Space Marine from this Chapter goes down or out of action there is no need for other friendly gangers within 2" to make Break tests. Everyone loves seeing the poster boys suffer!

White Scars (+5 teef)

Space Marines from this chapter can choose Driving or Riding as an additional bonus skill group and can move 1" further than normal (2" when running or charging) when mounted.

CHAOS SPACE MARINE LEGIONS

When you hire a new Chaos Space Marine ganger you may choose to upgrade him to a (former) member of one of the following well-known Chaos Space Marine Legions of the Warhammer 40.000 universe for the additional cost noted below. This cost is added to the base cost of the ganger and affects your gang rating.

Ideally, a human's homeworld should be reflected in his model and paint scheme so that your opponents can tell at a glance and don't have to keep asking you about it!

Alpha Legion (+5 teef)

Chaos Space Marines from this Legion can freely pass leadership of the gang back and forth between them at any time (in essence, if the leader of your gang is an Alpha Legionnaire, then all Alpha Legionnaires in the gang can be treated as gang leaders or not, depending on what benefits you most at any given moment).

Black Legion (+5 teef)

Chaos Space Marines from this Legion *hate* all enemies who are not followers of Chaos.

Death Guard (+5 teef)

Chaos Space Marines from this Legion always choose Nurgle as their patron god. They never get pinned from enemy shooting. They can still be pinned as normal by falling, being run over by a vehicle, etc.

Emperor's Children (+5 teef)

Chaos Space Marines from this Legion always choose Slaanesh as their patron god. They are immune to *fear* and *terror*.

Iron Warriors (+15 teef)

Chaos Space Marines from this Legion are experts at breaking through fortifications. They gain the charging bonus in combat even if they charge over rough terrain or if the target is sheltering behind cover. Additionally, they ignore 1 point of cover penalty when shooting at enemy models that are in cover (but this only applies against actual cover, not special abilities that count as cover, such as chameleoline skin).

Night Lords (+15 teef)

Chaos Space Marines from this Legion cause *fear*. If standing in an area of low light, a Night Lord Marine causes *terror*.

Thousand Sons (+10 teef)

Chaos Space Marines from this Legion always choose Tzeentch as their patron god. Each one has a random Chaos minor psychic power just as if he were a Psyker. If the ganger actually is a Psyker (or a Chosen of Tzeentch) then he starts with one more minor power than normal.

Word Bearers (+5 teef)

Chaos Space Marines from this Legion worship all the dark powers equally. Unlike other followers, who can only choose one patron god, they count as having all four Chaos Gods as their patrons and gain benefits accordingly, such as access to all four tables of Gifts.

World Eaters (+5 teef)

Chaos Space Marines from this Legion always choose Khorne as their patron god. They gain +1 Weapon Skill and lose -1 Ballistic Skill on their basic profile and their maximum Weapon Skill and Attack value are limited to 10 instead of the normal Chaos Space Marine limits.

GANGER CAREERS

Whenever you hire a new ganger, you may pick one career for him from the following pages. Picking a career is not strictly required but there is no good reason not to do it. Careers are absolutely free and each career grants a ganger one or more special abilities and one or more bonus skill types (gaining skills is explained in more detail on [page 205](#)). As you will notice, careers can vary a great deal and power and utility. Some look so powerful that they might make you want to collect a gang where most or all fighters have that one career. Some careers look very important to have, but there is no real benefit in having multiples. Others are very situational and require that the entire gang is designed around their abilities. This is intentional and allows for many different gang configurations and styles of play.

ACROBAT

Acrobats are nimble warriors that can dart around their opponents and evade many battlefield perils such as stray grenades and even oncoming vehicles. Their skills allow them to reach objectives easily.

Evasion: This ganger may re-roll any Initiative test that he is required to take for any reason unless he is pinned, down or blinded.

Tumble: If this ganger is in melee, before attacks are resolved he can be moved around or even through his opponents as long as he remains engaged with all of them. This can affect backstrike bonus eligibility.

Bonus Skill Types: Agility, Ferocity

ASSASSIN

Assassins are the masters of striking from behind. They are hired by gang leaders who prefer to sneak around until they can engage the enemy in a decisive melee and take him out quickly.

Ambusher: This ganger can be deployed up to 12" further onto the table as normal and can start the game hidden and/or on overwatch.

Killing Blow: If this ganger is in melee and receives the backstrike bonus, all hits he scores automatically wound with no roll required. Armour saves can still be taken as normal against these wounds.

Bonus Skill Types: Combat, Stealth

BANDIT

Bandits tend to care only about relieving others of their material possessions. Some gang leaders value their combination of guile and brute strength.

Ambusher: This ganger can be deployed up to 12" further onto the table as normal and can start the game hidden and/or on overwatch.

Covetous: This ganger *hates* any enemy fighter that is carrying a loot token and he gains a +2" bonus to his total charge move when charging such a fighter.

Greedy Bastard: This ganger can carry any amount of loot tokens and can also run while carrying loot.

Bonus Skill Types: Muscle, Stealth

BERSERKER

Berserkers are near-insane melee specialists favoured by leaders who like to get up close and personal.

Brutal Blows: This ganger cancels one enemy Parry as if he was equipped with an Unblockable weapon. If he actually is equipped with such a weapon then the effects are cumulative.

Bloodlust: If this ganger engages a new enemy when making a follow-up move after combat, the resulting combat is resolved immediately rather than being postponed until next turn, and this ganger counts as charging this turn.

Bonus Skill Types: Combat, Ferocity

BIKER

Gangs that like to keep mobile even when fighting in close quarters tend to employ a lot of bikers, who can fight very effectively without dismounting their rides.

Drive-By Attack: If this ganger hits a footslogger with a rake or sideswipe while driving a bike you can work out the hit as if it was made with one of the biker's melee weapons instead of the usual Strength 3 hit.

Jink: While this ganger is driving a bike, the vehicle benefits from a 6+ special save. If a 1 is rolled for this save, however, immediately roll once on the Out of Control vehicle table and apply the result.

Bonus Skill Types: Driving, Ferocity

BODYGUARD

Bodyguards are trained to protect their charges at any cost and with no regard for their own safety.

Living Shield: Whenever a friendly fighter within 2" of this ganger is hit by a ranged attack, you may swap the positions of the two models and have this ganger be hit instead. This ability cannot be used if the attack hit both models (like a flamer) or if the bodyguard is pinned, down, broken or in melee.

Unwavering: If this ganger is hit by enemy shooting but not wounded (if the wound roll fails or he passes his armour save) he does not become pinned.

Bonus Skill Types: Agility, Muscle

BRUISER

Bruisers are dedicated melee fighters who prefer to bash in their opponents' faces with powerful swings of their oversized weapons.

Brutal Blows: This ganger cancels one enemy Parry as if he was equipped with an Unblockable weapon. If he actually is equipped with such a weapon then the effects are cumulative.

Roid Rage: This ganger counts as having a +1 bonus to Strength when resolving melee attacks. This only applies to melee weapons based on user strength, not to weapons with a fixed Strength value.

Bonus Skill Types: Combat, Muscle

BURGLAR

Many gangs employ a burglar or two to snatch up loot and make a run for it while the rest of the gang keeps the enemy distracted. Burglars can reach even the most inaccessible ledges without climbing gear and they can haul an impressive amount of loot.

Expert Climber: This ganger can climb up any vertical surface at his full movement speed. He can also jump voluntarily from a height of up to 6" without taking any damage or being pinned.

Greedy Bastard: This ganger can carry any amount of loot tokens and can also run while carrying loot.

Bonus Skill Types: Agility, Stealth

CHEERLEADER

Those gang leaders who are not all too confident in their abilities might hire one or more Cheerleaders to boost their confidence with sweet words or perhaps a sexy dance routine.

Evasion: This ganger may re-roll any Initiative test that he is required to take for any reason unless he is pinned, down or blinded.

High Spirits: If this fighter is within 6" of your gang leader, your gang gains a +1 bonus to Leadership for the purposes of taking bottle rolls. Multiple instances of this ability are cumulative up to Leadership 10.

Bonus Skill Types: Agility, Social

DRAGOON

Dragoons are expert riders who are trained to shoot from horseback (or squigback, or wolfback... you get the idea) and are favoured by highly mobile gangs.

Mounted Gunman: While this ganger is mounted on a riding beast, he can make a move at half his normal movement rate in the shooting phase after resolving his ranged attacks.

Personal Mount: This ganger allows you to include a single riding beast in your gang. He must always start the battle mounted on that beast and he receives a +1 bonus to Initiative while mounted on his beast.

Bonus Skill Types: Riding, Shooting

BULWARK

Some gang leaders value resilience above all else. They often hire Bulwarks, fighters specializing in the use of armour to fend off blows. Some gangers even claim to have seen a Bulwark deflect bullets with just his metal belt buckle or steel toe boots.

Armour Training: This ganger does not suffer any Initiative penalty imposed by the armour he wears. Additionally, the ganger ignores 1 point of armour save modifier when attempting all his armour saves.

Fortified: This ganger has a natural 6+ armour save that can be combined with any other armour.

Bonus Skill Types: Muscle, Survival

CHAMPION

There are some fighters who have a true potential for greatness. With time and experience, they are able to exceed the physical limits of their peers and become something greater. Their shining example will often inspire others to push themselves to the limit.

Overwhelm: If this ganger is engaged in melee, then other friendly gangers engaged with the same enemy model all gain +1 Attack.

Perfect Body: Ignore the normal characteristic value maximums for this ganger. All of his characteristics can be increased up to 10 through advancement.

Bonus Skill Types: Combat, Social

COACH

Gang leaders who keep an eye on the future tend to hire at least one Coach to train the fresh recruits and turn them into proper warriors whose abilities mesh well with the rest of the gang.

Instructor: This ganger can grant a +1 bonus to the Movement, Weapon Skill or Ballistic Skill score of one friendly ganger within 6" at the start of his turn. This bonus lasts until the end of the player turn.

Focused Lessons: As long as this ganger did not go Out of Action, you may re-roll the Advancement roll for one of your other gangers after the battle.

Bonus Skill Types: Muscle, Social

DUELIST

Duelists excel at fighting with pistols at short range. Some of them are formally trained in the dueling arts to act as proxies for quarreling noblemen, others are just trigger-happy hoodlums with good reflexes.

Steady Hand: This ganger gains a special +1 bonus to hit when firing any sort of pistol at short range, so long as he did not move in his last movement phase.

Return Fire: Once per enemy turn immediately after being shot at and missed, this ganger can shoot back at his attacker as if he were on overwatch. This free shot can only be made with a pistol.

Bonus Skill Types: Shooting, Social

ENFORCER

Gang leaders who consider protection to be equally important as offensive power often hire Enforcers, fighters trained in the use of armour and shields as well as the full range of melee weapons and firearms.

Armour Training: This ganger ignores any Initiative penalty imposed by the armour he wears. Also, when he attempts an armour save, he can ignore 1 point of armour save modifier.

Shield Bash: When this ganger uses a Riot Shield to make melee attacks, resolve those attacks with a +1 bonus to Strength.

Bonus Skill Types: Combat, Shooting

FANATIC

Fanatics are dangerous opponents in any situation. They are utterly devoted to their cause and will go to any length to destroy their enemies. When faced with a strong opposition, they only redouble their efforts, ignoring all possibility that they might be wrong.

Pain Response: This ganger gains a +1 bonus to his Movement, Strength and Attack values for each flesh wound he is suffering from.

Unwavering: If this ganger is hit by enemy shooting but not wounded (if the wound roll fails or he passes his armour save) he does not become pinned.

Bonus Skill Types: Ferocity, Muscle

GAMBLER

Some gang leaders are weary of employing gamblers as they can sometimes be more trouble than they're worth. Others appreciate the extra income a gambler can occasionally provide.

Compulsive Gambling: As long as this ganger did not go out of action, roll 3D6 after each game. If you roll 10 or less, you lose that many teef. If you roll 11 or more, you earn that many teef.

Lucky Break: You may re-roll any injury roll made for this ganger. As always, the second roll stands even if it is worse than the original result.

Bonus Skill Types: Social, Survival

GRENADIER

As the name implies, Grenadiers are well trained in the use of grenades and other explosive devices. They can easily take out enemy fighters who thought they were keeping a safe distance, and they tend to carry home-made explosives for taking out objectives.

Grenade Expert: This ganger can throw his grenades 3" further than normal for his Strength value and if he misses with a thrown grenade, it only scatters half the rolled distance.

Demolitions: This ganger always counts as carrying weapons with the Demolition ability (see [page 193](#)).

Bonus Skill Types: Ferocity, Shooting

EXPLORER

Explorers are not worth much in a fight, but any gang leader who can see past the next battle appreciates their services nonetheless. Explorers can provide the bulk of a gang's income thanks to their ability to sniff out loot and other treasure as if by instinct.

Fast Exploration: This ganger allows you to roll two exploration dice instead of one when you send him to explore Nu Ork in the post-battle sequence.

Pathfinder: This ganger treats rough terrain as clear terrain and also treats very rough terrain as merely rough terrain. This also applies to his mount, if any.

Bonus Skill Types: Agility, Survival

FENCER

Fencers are skilled melee combatants who emphasize speed, grace and good positioning over brute force and they can easily take advantage of any opening.

Riposte: Any fumbles rolled by this ganger's melee opponents count double (they add +2 instead of +1 to his combat score). This ability only applies if the ganger is using a weapon with the Parry property.

Tumble: If this fighter is in melee, before attacks are resolved he can be moved around or even through his opponents as long as he remains engaged with all of them. This can affect backstrike bonus eligibility.

Bonus Skill Types: Agility, Combat

GLADIATOR

Gladiators are trained to fight for the entertainment of others and are determined to put up a good show regardless of whether they are pitted against man or beast. Their skills allow them to fight all enemies on equal terms to make the fights more interesting.

Martial Pride: This ganger's base Weapon Skill value always counts as being identical to that of his melee opponent when resolving attacks.

Subdue: This ganger causes *fear* in all enemy beasts, even in beasts that cause *fear* or *terror* themselves and would therefore normally be immune to *fear*.

Bonus Skill Types: Combat, Survival

GUNNER

Only Gunners are trained in the use of man-portable heavy weapons. All gangs value their skills highly and were it not for the high cost of such weapons, entire gangs of Gunners would likely be a common sight.

Heavy Weapon Training: This ganger may carry one heavy weapon (remember that gangers without this ability cannot carry heavy weapons, although they can fire heavy weapons mounted on a vehicle).

Unwavering: If this ganger is hit by enemy shooting but not wounded (if the wound roll fails or he passes his armour save) he does not become pinned.

Bonus Skill Types: Muscle, Shooting

HANDLER

Any gang leader wishing to utilize beasts for combat must employ one or more handlers to take care of the creatures, train them, and direct them in battle. Handlers can also assist in fighting enemy beasts.

Beastmaster: This ganger allows you to include one battle beast or up to 6 hunting beasts and/or riding beasts in your gang. See the 'Warbeasts and Mounts' ([page 149](#)) and the Menagerie ([page 233](#)) for details.

Subdue: This ganger causes *fear* in all enemy beasts, even in beasts that cause *fear* or *terror* themselves and would therefore normally be immune to *fear*.

Bonus Skill Types: Muscle, Riding

HUNTER

Hunters are used to roughing it alone in the wilder outskirts of the city. They are adept at setting booby traps to incapacitate their prey – or their pursuers – and at navigating all sorts of rough and dangerous terrain.

Pathfinder: This ganger treats rough terrain as clear terrain and also treats very rough terrain as merely rough terrain. This also applies to his mount, if any.

Trapper: This ganger can set D3 traps before each battle (see [page 194](#) for full details on booby traps). He also never triggers any traps set by the enemy.

Bonus Skill Types: Shooting, Survival

MEDIC

Medics are a welcome addition to any gang. They are adept at emergency surgery and can often patch up their comrades in time to prevent permanent injury. Even gangers who would otherwise succumb to their wounds might avoid their fate thanks to a Medic.

Surgery: After each battle, if this ganger did not go out of action, you may re-roll the serious injury roll for one ganger, except for 'Captured' results. Decide whose result to re-roll after making all your injury rolls. If the re-roll results in a 'Captured' result then treat it as a 'Full Recovery' instead.

Bonus Skill Types: Driving, Survival

PISTOLEER

Pistoleers are expert gunslingers. Their weapons of choice are pistols and they are deadly shots at close range. Running out of ammo can be disastrous for a Pistoleer, so they quickly learn to reload on the move.

Steady Hand: This ganger gains a special +1 bonus to hit when firing any sort of pistol at short range, so long as he did not move in his last movement phase.

Rapid Reload: This ganger ignores the 'Slow Reload' property of any pistols he uses. He also gains a +1 bonus to any and all Ammo Rolls he makes for pistols (just remember that a roll of 1 always fails).

Bonus Skill Types: Agility, Shooting

HIPSTER

Hipsters are weak-willed individuals who eagerly buy into corporate advertising. Their pretentious attitude does not earn them many friends, but in a combat situation their unpopularity itself can be a useful skill.

Brand Loyalty: This ganger must pay twice the usual cost for any weapon he buys. He refuses to use any weapons other than those he bought himself. Oddly, these weapons are not any better than regular ones.

Nobody Cares: If this ganger is down or out of action you may ignore him completely when determining whether your gang needs to take a bottle test.

Bonus Skill Types: Social, Techno

KNIGHT

Knights are melee fighters who fight from horseback (or squigback, or wolfback... you get the idea). Their powerful charge can easily break enemy formations.

Overrun: If this ganger is mounted on a riding beast, he can charge over enemy models as long as there is room to place him at the end of his movement. Each enemy model moved over suffers a Strength 3 hit.

Personal Mount: This ganger allows you to include a single riding beast in your gang. He must always start the battle mounted on that beast and he receives a +1 bonus to Initiative while mounted on his beast.

Bonus Skill Types: Combat, Riding

MERCENARY

Besides the many highly skilled specialists available in Nu Ork, there are also aspiring hirelings who are the gang equivalent of unskilled labour. These desperate individuals will eagerly follow anyone willing to hire them. Gangs might hire these Mercenaries to fill out their numbers or provide expendable cannon fodder.

Hired Help: No cross-species surcharge applies when hiring this ganger, regardless of which species he and the gang leader belong to.

Just The Man You Need: You can choose any two bonus skill types for this ganger when you hire him.

Bonus Skill Types: any two

PREACHER

Preachers are demagogues who can instill irrational hatred in their followers, convincing them that their enemies are inhuman monsters who deserve nothing but suffering and death.

Rabble Rouser: This ganger *hates* all enemy models. All friendly models who start their turn within 6" of this ganger also *hate* all enemy models until the start of their next turn.

Unwavering: If this ganger is hit by enemy shooting but not wounded (if the wound roll fails or he passes his armour save) he does not become pinned.

Bonus Skill Types: Ferocity, Social

PSYKER

In every intelligent species, every so often a person is born different. Sometimes they show physical signs, but most importantly these individuals have strange mental powers that seem to ignore or contradict all physical laws. Some civilizations see these abilities as a blessing, others consider them a curse or a sign of Chaos taint. Psykers are always feared for the power they wield, even on the most enlightened worlds.

Psychic Powers: This ganger has one or more psychic powers. See the Psychic Powers section (starting on [page 161](#)) for details on Psykers and psychic powers.

Bonus Skill Types: none

RACER

Racers live solely for the thrill of recklessly rushing down the main motorways of Nu Ork at breakneck speeds, narrowly avoiding the rest of the traffic and splattering the occasional Gretchin pedestrian.

Need For Speed: If this ganger is driving a vehicle, he can re-roll one Thrust test during each player turn.

Reckless Swerve: If this ganger is driving a vehicle and an enemy fighter is attempting to board it, you can force the enemy fighter to automatically fail his Initiative test, but you must immediately roll on the Out of Control vehicle table and apply the result.

Bonus Skill Types: Agility, Driving

RAIDER

Some of the less scrupulous gang leaders might hire Raiders, barely socialized warriors from the suburbs of Nu Ork who often descend onto the city in large numbers, snatching up anything worth taking.

Covetous: This ganger *hates* any enemy fighter that is carrying a loot token and he gains a +2" bonus to his total charge move when charging such a fighter.

Overrun: If this ganger is mounted on a riding beast, he can charge over enemy models as long as there is room to place him at the end of his movement. Each enemy model moved over suffers a Strength 3 hit.

Bonus Skill Types: Ferocity, Riding

RANGER

Rangers can swiftly traverse any sort of terrain and this allows them to easily get behind enemy forces and attack from an unexpected angle or cut off their lines of retreat.

Outflank: This ganger does not have to be deployed at the start of the battle. Instead, he can be placed on any point on any table edge at the start of any of your turns and acts normally from then on.

Pathfinder: This ganger treats rough terrain as clear terrain and also treats very rough terrain as merely rough terrain. This also applies to his mount, if any.

Bonus Skill Types: Riding, Survival

SABOTEUR

Saboteurs are trained in taking things apart, but not in putting them back together. Their special abilities allow them to deny critical resources to the enemy in the case their own side has to fall back, giving them somewhat of a reputation as being unsporting.

Dismantle: This ganger's melee attacks automatically penetrate vehicle armour. Skip the penetration roll and proceed directly to the damage effect roll.

Sabotage: This ganger can destroy a loot token or a Control Panel he is in contact with during his own melee phase if he is not engaged with any enemies.

Bonus Skill Types: Stealth, Techno

SAVAGE

Savages hail from the more primitive districts of the city, where daily survival depends largely on the size of your club and your ability to beat down the giant, ravenous squigs that roam the alleys.

Brutal Blows: This ganger cancels one enemy Parry as if he was equipped with an Unblockable weapon. If he actually is equipped with such a weapon then the effects are cumulative.

Subdue: This ganger causes *fear* in all enemy beasts, even in beasts that cause *fear* or *terror* themselves and would therefore normally be immune to *fear*.

Bonus Skill Types: Ferocity, Survival

SCAVENGER

Scavengers know how to live off the land – the land in this case being the crumbling metropolis known as Nu Ork. Scavengers roam the streets and search long abandoned ruins for ancient treasure and machinery to take apart and sell to scrap merchants.

Tech Aptitude: This ganger receives a +1 bonus to his roll when attempting to activate Control Panels and similar scenario objectives.

Tech Savvy: This ganger can use any equipment from foreign armouries without a non-proficiency penalty. Note that he still cannot wear any foreign armour.

Bonus Skill Types: Survival, Techno

SCOUT

Scouts have keen senses and make the best Sentries by far. Gangs that find their lairs repeatedly raided would do well to hire a few. Scouts can also outrun enemy forces when moving over rough ground.

Lookout: This ganger doubles his Initiative score for determining the range at which he can spot hidden enemy models. The bonus also applies in scenarios where this ganger is a Sentry.

Pathfinder: This ganger treats rough terrain as clear terrain and also treats very rough terrain as merely rough terrain. This also applies to his mount, if any.

Bonus Skill Types: Riding, Stealth

SMUGGLER

Smugglers serve a crucial function in the economy of Nu Ork by supplying the city with all manner of new and exciting weapons and equipment from across the galaxy. Their business connections can prove very useful to any leader who can secure their services.

Crafty Merchant: This ganger receives a +1 bonus on all his rarity rolls when shopping for rare equipment, vehicle upgrades and beasts. Also, the random cost surcharge he pays for them is 1D6 less than normal.

Greedy Bastard: This ganger can carry any amount of loot tokens and can also run while carrying loot.

Bonus Skill Types: Stealth, Survival

SOLDIER

Soldiers are the only gangers with any real military training. Only they can maintain the most advanced personal weapons, which makes them essential for any leader basing his tactics on superior firepower.

Special Weapon Training: This ganger can carry special weapons (remember that gangers without this ability cannot carry special weapons, although they can fire special weapons mounted on a vehicle).

Tech Aptitude: This ganger receives a +1 bonus to his roll when attempting to activate Control Panels and similar scenario objectives.

Bonus Skill Types: Shooting, Techno

STALKER

Stalkers can sit perfectly still for many hours or even days, just waiting for a suitable pray to pass by. Then at the right moment they attack, striking directly at a target's weak spot, often taking it down in one blow.

Ambusher: This ganger can be deployed up to 12" further onto the table as normal and can start the game hidden and/or on overwatch.

Sneak Attack: If this ganger makes a shooting attack while hidden, his first shot ignores armour saves. If he charges into melee from a hidden position, all his melee attacks ignore armour saves that turn.

Bonus Skill Types: Ferocity, Stealth

TRUCKER

Truckers are expert drivers, but poor at controlling their anger. If another vehicle or even a pedestrian dares to block a Trucker's path, the offender will be run down or slammed aside without mercy.

Get Off My Rig: This ganger gains a +1 bonus to his Weapon Skill, Strength and Attacks when fighting on board a friendly vehicle.

Road Raging: If this ganger is driving a vehicle then all ramming, raking or sideswiping attacks he makes cause 1 additional point of damage, and if he runs over a model on foot, resolve the hit at +1 Strength.

Bonus Skill Types: Driving, Muscle

SNIPER

Snipers are some of the most sought-after fighters in Nu Ork. The rifles that they wield with great skill are especially deadly in the congested streets of Nu Ork and a good sniper can drop opponents one by one as they emerge out of cover.

Far Shot: This ganger can add 6" to the long range of any shot he makes with a pistol or basic weapon if he did not move in his last movement phase.

Quick Reflexes: This ganger ignores the usual -1 to hit penalty for shooting on overwatch and can fire at a fleeting target without taking an Initiative test.

Bonus Skill Types: Shooting, Stealth

SPY

Spies are experts at gathering information about an objective and many leaders take advantage of their skills to determine whether or not something is worth fighting over.

Slip Away: This ganger can retreat from the battle at the end of any player turn, even if he is engaged in melee or down. Unless he was taken out of action he does not have to roll on the Serious Injury chart.

Snoop: You can check the value of any loot token or other objective with a random value that is within 6" of this model at any time, even if held by an enemy.

Bonus Skill Types: Social, Stealth

TECHNICIAN

Only Technicians are trained in the maintenance and repair of vehicles, so any gang leader who plans on having a motorized gang must hire at least one.

Maintenance: This ganger allows you to include any number of vehicles in your gang so long as their combined transport capacity is 6 models or less. He can also install some vehicle upgrades. See the Vehicle section of this document for more details.

Tech Aptitude: This ganger receives a +1 bonus to his roll when attempting to activate Control Panels and similar scenario objectives.

Bonus Skill Types: Driving, Techno

WRECKER

Wreckers specialize in stripping down abandoned vehicles. If their chosen target is not abandoned yet, they make sure to dispose of the owner first.

Dismantle: This ganger's melee attacks automatically penetrate vehicle armour. Skip the penetration roll and proceed directly to the damage effect roll.

Salvage: If this ganger is not out of action when the enemy gang bottles out, roll a D6 for each vehicle they leave behind and on a roll of 6 your gang earns an extra loot token. This does not affect the enemy gang's ability to recover or repair their vehicles.

Bonus Skill Types: Muscle, Techno

LEADER CAREERS

The following ten careers can only be chosen for your gang leader and only during the creation of a new gang. No other model apart from the original gang leader can ever gain any of these careers for any reason, not even if the original leader dies or leaves the gang.

It is not required for the gang leader to have a leader career. He can have one of the basic ganger careers instead if you so wish. However, you will be missing out on the powerful leader-only abilities which these careers provide.

Leader Abilities: These are special career abilities that only apply as long as the ganger is leading the gang. If the leader is overthrown he still keeps his career but any career abilities that are marked as Leader Abilities cease to have any effect. If the same ganger ever regains leadership of his gang then those abilities come into affect again.

ANTIHERO

This leader is a reluctant champion. He probably has some deep psychological damage and his reputation as a vicious warrior who skirts the edge of light and darkness makes both friends and enemies tremble.

Dramatic Entrance: This ganger does not have to be deployed at the start of the battle. Instead, he can be placed anywhere on the table that is out of sight of any enemy models at the start of any player turn and acts normally from then on. When he is placed, he causes *terror* until the end of the turn.

Dulled Senses: This ganger is immune to all special psychology rules (*fear, terror, stupidity, frenzy* and *hatred*) and never has to take break tests.

[Leader Ability] Role Model: Other friendly gangers gain the Dulled Senses ability while within 6" of him.

Bonus Skill Types: Combat, Stealth

DETECTIVE

This leader understands that knowledge is power. He has keen senses and a keen mind. His observations and the intelligence he gathers from his contacts give his gang a leg up on the enemy every time.

Lookout: This ganger doubles his Initiative score for determining the range at which he can spot hidden enemy models. The bonus also applies in scenarios where this ganger is a Sentry.

Snoop: You can check the value of any loot token or other objective with a random value that is within 6" of this model at any time, even if held by an enemy.

[Leader Ability] Informants: Your gang has the first turn in every battle regardless of scenario or other factors. If both gangs have this rule, determine turn order normally instead.

Bonus Skill Types: Stealth, Survival

DIPLOMAT

This leader is a true master social graces. He subtly bends all around him to his will, playing his enemies off against each other to preserve his own standing, persuading the undecided to his cause. His terrifying abilities extend even across species boundaries.

Persuasive: This ganger automatically passes rarity rolls when attempting to hire new gang members regardless of their species or any other factors.

Subdue: This ganger causes *fear* in all enemy beasts, even in beasts that cause *fear* or *terror* themselves and would therefore normally be immune to *fear*.

[Leader Ability] Charisma: No other ganger will try to usurp control this ganger's control of the gang. If this ganger is eligible to attempt to usurp control from another leader, he automatically succeeds.

Bonus Skill Types: Social, Survival

GOVERNOR

This gang leader has been officially appointed as the local representative of the Nu Ork government in a certain city district. He gleefully abuses his power to get back at his rivals, threatening them with official sanctions unless they pay his "insurance tax".

Connections: If this ganger gets captured by the city authorities, he is always immediately released with a formal apology from the district commander.

Covetous: This ganger *hates* any enemy model that is holding a loot token and receives a +2" bonus to his total charge move when charging such a model.

[Leader Ability] Tax Collector: After each battle your opponent has to pay you 1 toof for every one of his models that took part in the battle (vehicles, drones, familiars and other support models also count!)

Bonus Skill Types: Ferocity, Muscle

INQUISITOR

This leader is an intolerant monster so convinced of his own righteousness that he is perfectly willing to torture and kill to get his way. He mercilessly hunts down his targets and forces them into confession.

Interrogation: If you capture an enemy ganger, you may choose the scenario for the next game you play against that opponent (after his Rescue attempt).

Rabble Rouser: This ganger *hates* all enemy models. All friendly models who start their turn within 6" of this ganger also *hate* all enemy models until the start of their next turn.

[Leader Ability] Fugitive: Nominate a single enemy ganger at the start of each battle. If that ganger is taken out of action, he is automatically captured by your gang with no roll on the Serious Injuries table.

Bonus Skill Types: Combat, Shooting

INSURGENT

This leader is a foreigner to Nu Ork, an infiltrator who advances the interests of some outside power using sabotage and destruction. He is equally skilled at approaching his target unnoticed and slipping away after his work is done.

Sabotage: This ganger can destroy a loot counter or Control Panel he is in contact with during his own melee phase if he is not engaged with any enemies.

Slip Away: This ganger can retreat from the battle at the end of any player turn, even if he is engaged in melee or down. Unless he was taken Out of Action he does not have to roll on the Serious Injury chart.

[Leader Ability] Bushwhack: All models in your gang can be deployed up to 6" further onto the table than normally allowed by the scenario.

Bonus Skill Types: Stealth, Techno

MOB BOSS

This leader is a prominent figure in the seedy Nu Ork underground. His wealth and influence have bought him many friends, from lowly gangers willing to catch a bullet for their 'father' to corrupt cops and officials happy to turn a blind eye to his shady business.

Connections: If this ganger gets captured by the city authorities, he is always immediately released with a formal apology from the district commander.

Sacrificial Lamb: When this ganger is hit by a ranged attack, you may have another friendly ganger within 2" be hit instead. This ability cannot be used against an attack that hits both models (like a grenade blast).

[Leader Ability] Gambling Ring: You gain one extra loot token after each game, representing profit from running an illegal gambling or squig fighting ring.

Bonus Skill Types: Ferocity, Social

PARAGON

This leader is a true hero. He can surpass the natural limits of his mind and body, becoming tougher and faster and stronger and smarter than his peers, and his extraordinary abilities inspire admiration in his followers and fear and resentment in his foes.

Fortified: This ganger has a natural 6+ armour save that can be combined with any other armour.

Perfect Body: Ignore the normal characteristic value maximums for this ganger. All of his characteristics can be increased up to 10 through advancement.

[Leader Ability] Inspirational: If this ganger shoots, all other friendly gangers of the same species gain a +1 BS bonus. If he fights in melee, all other friendly gangers of the same species gain a +1 WS bonus. Either bonus lasts until the end of the current turn.

Bonus Skill Types: Agility, Muscle

REVOLUTIONARY

This leader is dissatisfied with how the Orky warlords rule Nu Ork and he is determined to implement some changes, by force of arms if need be. His contacts can supply him with many weapons for his coup, but will he succeed before he gets caught?

Public Enemy: If this ganger gets captured by the city authorities, you suffer a -2 penalty to the roll on both the Status and the Outcome table for him when you attempt to bail him out at 'Da Polis Stashun'.

Sabotage: This ganger can destroy a loot counter or Control Panel he is in contact with during his own melee phase if he is not engaged with any enemies.

[Leader Ability] Weapon Stockpile: All your gangers automatically pass rarity rolls when looking to buy rare items from this leader's species' Armoury.

Bonus Skill Types: Ferocity, Stealth

WARLORD

This leader is a pure warrior through and through. He cares nothing for politics or wealth, only the sounds of battle can stir his soul. He trains endlessly with all sorts of weapons and his mighty battle cry inspires all his followers to try and match his combat power.

Brutal Blows: This ganger cancels one enemy Parry as if he was equipped with an Unblockable weapon. If he actually is equipped with such a weapon then the effects are cumulative.

Weapon Expert: This ganger can use weapons from any Armoury without suffering any non-proficiency penalty and may carry a special or heavy weapon.

[Leader Ability] Battle Cry: As long as this ganger is not down or out of action all your gangers gain an extra +1 bonus to their Combat Score when charging.

Bonus Skill Types: Combat, Shooting

EQUIPMENT

This section describes in full detail the rules (and a bit of background) for every man-portable piece of equipment in the game, including weapons, armour, gun sights and a large selection of miscellaneous wargear. Equipment is usually bought from the Armouries as explained in the Post-battle sequence section (see [page 225](#)). Just like the Armouries themselves, the equipment lists are split into species-specific sections for easier reference.

CARRYING CAPACITY

Gangers tend to arm themselves to the teeth with the various weapons available from the Nu Ork weaponsmiths and merchants. However, there is a limit to how many weapons a ganger can weigh himself down with before his manoeuvrability becomes seriously impaired, so all fighters observe the following restrictions.

- a ganger may carry one melee weapon or basic weapon per point of Strength on his profile
- a ganger may only carry special weapons if allowed to do so by a special ability (such as the Soldier career); each special weapon “takes up” one point of Strength just like a melee or basic weapon
- a ganger may only carry a heavy weapon if allowed to do so by a special ability (such as the Gunner career); the heavy weapon counts as two weapon selections, so it “takes up” two points of Strength
- a ganger may also carry any number of grenades, pistols and knives in addition to the above

Each ganger may also wear a single suit or armour. Limits on wargear items are a bit more esoteric by necessity, as wargear cannot really be separated into clear categories. As a rule of thumb, a ganger can only wear one thing on each part of his body, for example it is impossible for a ganger to wear Infra-Red Goggles and a Photo Visor at the same time as both items fit over the eyes. Please use some common sense, be sporting and do not try to load up your models with unreasonable amounts of equipment.

KNIVES ARE FREE, CITIZEN

Any ganger is capable of easily procuring plenty of small, sharp objects that can be used to stab or cut the enemy. All gangs therefore have an infinite supply of free knives and all gangers count as carrying two knives in addition to their other equipment.

USING ITEMS FROM FOREIGN ARMOURIES

Most gangers only know how to properly use equipment from their own Armoury. Using items from other species' armouries can be tricky as gangers might not be familiar with the basic operating principles of foreign technology and certainly do not know how to handle and maintain the items properly.

Gangers cannot normally use Rare items from other species' Armouries at all unless they have some special ability that allows them to do so. Any ganger can use Common items from other species' Armouries, but there is a risk of the item malfunctioning or even breaking down completely due to its poor maintenance. This is referred to as the non-proficiency penalty and is resolved at the start of each battle right after deployment:

You must take a breakdown test for each item that any of your gangers are using that comes from a different species' Armoury. Foreign weapons are especially tricky to use. Even if the breakdown test is passed, the ganger suffers a -1 penalty to his Weapon Skill or Ballistic Skill (as appropriate) when making attacks with that weapon. Breakdown tests are explained on [page 70](#).

The non-proficiency penalty is waived after the ganger has used a certain item for at least five battles in a row as he becomes sufficiently familiar with it. He can also use other identical items without a penalty if his original one should ever need to be replaced.

Unlike other items, a fighter can never use armour from a different Armoury, not even Common armour. While wearing some suits of armour might be relatively simple, the simple fact is that all armour is shaped specifically for a single species and wearing foreign armour would be too uncomfortable (if not downright impossible) for any warrior to stand.

No ability can ever allow a ganger to wear foreign armour as this is not an issue of training but of body shape.

BREAKDOWN TESTS

The rules will sometimes call on you to make a breakdown test for one or more pieces of equipment your gangers carry. The most common reason to take a breakdown test is a ganger attempting to use a piece of equipment that he is not proficient with because it comes from a different species' Armoury. Some game effects, such as certain psychic powers, can also force a breakdown test to represent possible damage to a fighter's equipment.

A breakdown test is performed by rolling one D6 for each item that requires a breakdown test. Any score of 2 or more means that the item successfully passes the breakdown test and continues to function normally. A roll of 1 means that the item has failed the breakdown test and ceases to function. It cannot be used again in this battle. Roll another D6. If the second die also scores a 1, the item is destroyed permanently and must be removed from your gang roster. If the second die scores a 2 or more the item will be fixed after the game and can be used again normally in subsequent battles.

A suit of armour that fails a breakdown test ceases to provide an armour save or any other beneficial ability for its wearer, but it still imposes its usual penalties (many armours reduce the wearer's Initiative, for example) as it still weighs the wearer down, even if it no longer offers any protection. A ganger can discard his armour as a special action in his movement or shooting phase if he does not do anything else in that phase. The armour is recovered automatically after the battle.

WEAPON SPECIAL RULES

Certain special abilities appear on several weapons and instead of reprinting these abilities over and over they are listed together on this page. There are several more abilities listed in the Battle Rules. They can be found at the end of the Shooting phase and Melee phase sections.

The rules for blast weapons, template weapons, grenades, flaming weapons, volatile weapons and sustained fire weapons can be found at the end of the Shooting phase section of the Battle rules.

The rules for fumble, parry, unblockable, wins draws, loses draws, two-handed and flexible grip weapon abilities can be found at the end of the Melee phase section of the Battle rules.

OTHER WEAPON SPECIAL RULES

Aiming Bonus: If the fighter shooting with this weapon remained stationary this turn, he can add a further 6" to the long range of the weapon. This stacks with other range-extending abilities.

Monofilament: When making a roll to wound with this weapon use the target's Initiative value instead of its Toughness. Any fighter who is wounded but survives is entangled and must spend his entire next turn cutting himself free from the razor sharp wire. Fighters cannot be engaged in melee while entangled as nobody in their right mind would voluntarily approach the wire.

Poisoned: Living models wounded by this weapon are injected with a dose of numbing poison. Place a poison marker next to the model for each unsaved wound caused by a Poisoned weapon. Roll a D6 for each poisoned fighter in his recovery phase (after making an injury roll, if required) and on a roll of 1 the fighter immediately goes out of action. On a roll of 2+ the fighter is unaffected – remove 1 poison marker from him. Multiple poison markers do not affect the outcome of the roll, but they do make the poison last longer as only 1 marker can be removed per turn.

Recharge Cycle: Some weapons have capacitors or ammo chambers that need time to recharge after each shot. Once such a weapon has been fired, it needs one full turn to recharge, so it cannot be used in two consecutive turns. Recharging is automatic, so the owner of the weapon can use a different weapon in the meantime while this one recharges. Potentially, a ganger with two such weapons could alternate between them, firing one each turn. If a weapon has alternate fire modes (Plasma weapons, for example) then it cannot be fired in any mode while recharging.

Slow Reload: Some weapons blow through all their ammo at once and have to be reloaded after every use. Once such a weapon has been fired it cannot be fired again until the user performs a special action in his own movement or shooting phase to reload it. The user cannot do anything else in that phase. If the weapon uses Sustained Fire dice it can make the appropriate number of shots as a single 'use' of the weapon and must then be reloaded. Other abilities that allow a weapon to be fired multiple times, such as the skill Rapid Fire, are useless with a Slow Reload weapon.

Sticky Web: Any target hit by this weapon is automatically webbed - there is no roll for wounds or injuries and there is no armour save allowed (special saves are permitted). A webbed target is not pinned. A webbed target cannot move or shoot and counts as WS 0 in close combat. A webbed fighter can attempt to break free at the end of his own movement phase by taking a Strength test. If successful, he frees himself and may continue his turn normally. If the test is failed then the victim suffers an automatic wound, though an unmodified armour save may be attempted.

Knockback: If a ganger is hit by this weapon, he must pass a Strength test or be knocked back 1" and pinned – this works even on models that are otherwise immune to pinning from enemy fire, as it represents them being forcefully knocked to the ground by the shell. Additionally, a ganger making a roll for falling over an edge or out of a vehicle as a result of a knockback hit counts his Initiative with a -1 penalty.

Entropic: Weapons with this property can break down any armour instantly. Every time a fighter is hit by an Entropic weapon, he must take a Breakdown test for his armour. If a vehicle is hit and penetrated by such a weapon, the armour of that location is automatically reduced by 1 for the remainder of the battle.

Tesla: These weapons fire electric beams that can arc from model to model. If the original target is hit, roll a D6 for every other model (friend or foe!) within 6" to see if it is hit as well. The score needed is equal to the model's distance from the original target (for example, a model within 6" is hit on a 6+, a model within 5" is hit on a 5+, and so on to a maximum of 2+ for those within 2" or less.)

GAS GRENADES

Many grenades, in fact most of them apart from Frag and Krak, release various types of gasses with that cause a wide variety of effects upon fighters who inhale them. The effects of each gas are given in individual grenade descriptions, but this section describes how gas clouds behave on the battlefield.

All gas grenades use a blast marker, usually the 5" one. In the case of gas the blast marker is not just used to check which models are hit at the time of detonation. It is left on the battlefield to represent the area covered by the gas cloud, which could persist for several turns.

When a gas grenade is thrown or launched the attack and any potential scatter of the blast marker is resolved normally. Unlike other blast weapons, there are no Initiative tests allowed to evade partial hits from gas. Instead, every model completely or partially under the marker must take a Toughness test to avoid succumbing to the gas. If the test is successful, it is assumed that the ganger is either resistant to the gas or is actually holding his breath. If the test is failed, the ganger suffers the full effects of the gas as stated in individual grenade descriptions.

A gas cloud is not automatically removed after resolving its initial effects; leave the blast marker in play (it is best to place it underneath the models). At the start of each player's turn the gas cloud can drift or dissipate under the influence of the wind. Roll a scatter die:

If the scatter die rolls a HIT then the cloud stays in place but shrinks as some of the gas dissipates. Replace the blast with the next smaller one (from 5" to 4" to 3" to 2"). If the cloud already uses the 2" marker, then it disappears entirely and is removed.

If the scatter die shows an arrow then the cloud remains the same size and drifts D3" in that direction. Any model newly contacted by the marker must immediately make a Toughness test to resist its effects.

GENERIC ITEMS

Some items in the Armouries are marked as 'generic'. These items appear in more than one Armoury and so they are described in the Generic Items section, rather than being reprinted in every species' section. Note, however, that each generic item is still bought from a specific Armoury and all proficiency rules apply to it.

For example, a photo visor bought through the human Armoury carries a non-proficiency penalty when used by an Eldar, even though the photo visor also appears in the Eldar Armoury. A human and an Eldar visor might have the same effect, but they are constructed quite differently and rely on different technologies for their operation. When buying a generic item, you must also note down on your roster which Armoury the item was bought from.

HAND-TO-HAND WEAPONS

CHAIN / FLAIL

A length of chain or a chain fastened to a metal bar is a dangerous and unpredictable weapon. Only the most maniacal fighters would use a weapon like this, swinging it around with long powerful strokes. Fumbling with a chain can leave a fighter entangled with his own weapon and completely at the mercy of his opponent.

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user +1	1	-	Unblockable, Fumble

ELDAR POWER SWORD

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	5	1	-3	Parry

ELDAR SWORD

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user	1	-1	Parry

GREAT WEAPON

A few unhinged individuals prefer to fight with a massive sword, club, axe, hammer or some other large implement. A massive weapon is hard to swing because of its weight, but when it strikes an enemy it will cut him in two. It requires two hands to swing a massive weapon so it can never be used together with another weapon.

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user +2	1	-	Two-handed, Loses Draws

HAND WEAPON

Simple weapons are almost exclusively used by fresh recruits who have yet to prove themselves. This type of weapon comprises crude clubs or metal bars, murderous hammers or axes, and other weighty blunt instruments. They can be used with one hand, leaving the other free to carry a pistol or another close combat weapon.

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user +1	1	-	-

HEAVY CHAIN / HEAVY FLAIL

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user +2	1	-	Unblockable, Two-handed, Fumble

KNIFE

Knives are the most basic melee weapons and every ganger is assumed to carry two of them at all times. Even the most poverty-stricken Nu Orker can get his hands on some suitably sharp or pointy pieces of scrap metal.

Knives are free, citizen: Any ganger is capable of easily procuring plenty of small, sharp objects that can be used to stab or cut the enemy. All gangs therefore have an infinite supply of free knives and all gangers count as carrying two knives in addition to their other equipment.

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user	1	-	-

RIOT SHIELD

Shield: The riot shield improves the user's armour save by 1 point or grants him a 6+ armour save if he has none, but only against ranged attacks. In melee, the shield can be used to parry exactly like a sword.

Cumbersome: A fighter carrying a shield cannot also carry a heavy or special weapon.

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user	1	-	Parry

GRENADES

CHOKE GAS GRENADE

Choke Gas: All models affected by the gas fall to the floor and are hapless as long as they remain in the cloud. They may do nothing else other than crawl up to 2" each turn. Models that manage to leave the cloud fully recover by the end of the turn.

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	-	-	-	Auto	3" Blast, Gas Cloud

FLASH BANG GRENADE / FLASH BANG STIKKBOMB

Blinding Flash: This grenade does not cause damage, but all gangers who are directly hit have their WS and BS reduced to 1 until the end of their next turn.

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	-	-	-	Auto	3" Blast

FRAG GRENADE / FRAG STIKKBOMB

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	3	1	-1	Auto	5" Blast

KRAK GRENADE / KRAK STIKKBOMB

Demolition: Krak grenades / stikkbombs can be used as demolition charges to take out objectives in certain scenarios. See [page 193](#) for details.

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-1	6	D6	-3	Auto	2" Blast

SMOKE BOMB / SMOKE STIKKBOMB

Smoke: Unlike other gas clouds, no Toughness test is required for the effects of smoke. Fighters cannot see or shoot through a smoke marker unless specially equipped to do so. Models fully inside the smoke cannot see anything. If they attempt to move, they must move at half speed and in a random direction, although they will stop short of walking off edges.

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	-	-	-	Auto	5" Blast, Gas Cloud

WARGEAR

CLIP HARNESS

Gangers who must constantly climb the sheer ruins and crumbling superstructure of Nu Ork often choose to make use of a clip harness to save them from falling. The harness is nothing more than a safety line that is fastened round the body, with a strong steel clip or magnetic clasp which can be attached to a nearby object. If the wearer should fall the harness will save him and enable the ganger to scramble to safety.

The end of the safety line must be fastened for it to work. A model can fasten a harness if he did not run or charge in the movement phase. The harness is automatically unfastened when the model moves. If a model falls whilst the safety line is fastened the fighter is unharmed but ends up dangling on the end of the line until he is able to scramble up. To do this, the model must make a Strength test at the start of his turn, otherwise he cannot do anything that turn as he struggles with the rope. An enemy model in position to do so can cut the line and send the fighter falling to the ground. This counts as an attack in hand-to-hand combat so the enemy model cannot shoot in the same turn. Resolve the fall as if it was 1" shorter than the full height the model started at.

GRAPNEL

The grapnel consists of a magnetic grapnel attached to a long wire which is fired from a small launcher.

A fighter can fire a grapnel in the shooting phase instead of shooting with a weapon. Choose the spot you wish to aim for, counting it as a small target, and roll to hit as for weapons fire. If you miss the target the hook is reeled back in automatically, ready for the next shot. If you hit then the magnetic grapnel sticks to the point indicated and this can be marked with a suitable counter. In its following movement phase the model may winch itself to the position of the marker, and this counts as the model's move for that turn. Note that the grapnel can be aimed at the edge of a level from below, thus allowing the user to scale up onto a ledge above.

The grapnel isn't really a weapon, but the chances are someone will want to use it as such, so it has a standard weapons profile. It also has an Ammo roll taken in the normal way for weapons.

Short range	Long range	To hit short	To hit long	Strength	Damage	Save mod	Ammo roll
0-8	8-16	+2	+1	2	1	-	6+

INFRA-RED GOGGLES

These take the form of a pair of goggles or a visor which allows a ganger to see the thermal images of enemy fighters. This enables the wearer to see enemies in darkness and even through obscuring cover.

A fighter wearing infra-red goggles ignores the to hit penalty for twilight and adds +3 to his Initiative for the purposes of spotting hidden enemies.

In scenarios which involve sentries and intruders infra-red goggles also add +3 Initiative for the purposes of spotting intruders and negate the spotting penalty for twilight.

PHOTO VISOR

A photo-visor enhances vision in poor light conditions. It also incorporates a photochromatic layer that protects the wearer against sudden bright flashes.

A fighter wearing a photo visor ignores the to hit penalty for twilight.

In scenarios which involve sentries and intruders a sentry with a photo visor also ignores the spotting penalty for twilight.

In addition, a fighter wearing a photo-visor is immune to the effects of a Blinding Flash, such as those caused by Flash Bang Grenades / Stikkbombs.

RESPIRATOR

Respirators are an essential item in the smog-covered streets of Nu Ork, where exhaust fumes, smog, pollutant clouds and toxic dust are everyday hazards. Respirators filter the worst of the pollution.

A ganger wearing a respirator can re-roll a failed Toughness test against the effects of gases, like Choke, Hallucinogen and Scare gas, but not Buzzer Stikkbombs.

TRIPOD

This simple swivel mount on a set of telescopic legs allows a fighter to comfortably rest a bulky weapon on a stable platform. The downside is that it takes some time to set up and pack away.

A tripod is only useful to a ganger who also carries a heavy or special weapon from the human armoury. He can deploy the weapon on the tripod, which takes him one entire movement phase or shooting phase. Once a weapon is deployed it cannot be moved except for rotating on the spot and the ganger has to stay in base contact with it. The weapon adds +6" to its long range while deployed, and this stacks with other range-boosting effects. It takes one entire movement or shooting phase to pack up the weapon and tripod again.

ORK ITEMS

HAND-TO-HAND WEAPONS

BIG CHAIN-CHOPPA

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	4	1	-3	Flexible Grip

BIG CHOPPA

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user	1	-2	Flexible Grip

CHAIN-CHOPPA

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	4	1	-2	

CHOPPA

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user	1	-1	-

GRABBA STIKK

A grabba stikk is the traditional weapon of ork slavers who use it to capture runaway gretchin and other runts. Lately it has also gained popularity amongst the more kunnin' gangers as it can be used to pin a dangerous enemy in place until help arrives.

Hold Off: A fighter can try to snare his opponent with the grabba stikk before any attack rolls are made. Both combatants roll a D6 and add their Initiative to the roll. If the grabba stikk user scores higher, he manages to clamp the grabba around his opponent and pin him in place. Neither model make any attacks or leave combat by any means until the hold is released. The user can release his hold at any time. The victim can attempt a Strength test at the end of every melee phase to escape the hold.

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user	1	-	Two-handed

GROT PROD					
					Great Motivator: A fighter mounted on a riding beast can use the grot prod to, ah, prod it along. You may add +D3" to the maximum run or charge distance of a mounted model with a grot prod.
Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	4	1	-	Wins Draws

IRONFIST					
					Gauntlet: An ironfist is firmly attached to the arm, so the user cannot be disarmed of it during a battle. A gauntleted hand cannot be used to hold any other weapons, however.
Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user +1	1	-	Parry

POWER KLAW					
Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	9	D3	-4	-

SPEAR					
					Set Defense: A spear-armed fighter can make an Initiative test when charged by an enemy model unless already engaged; if the test is successful, the enemy does not receive any bonus for charging.
Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user	1	-	Wins Draws, Flexible Grip

'UGE CHAIN-CHOPPA					
Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	6	1	-4	Two-handed, Loses Draws

'UGE CHOPPA					
Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user +2	1	-3	Two-handed, Loses Draws

PISTOL WEAPONS

BOLAS GUN

The bolas gun is an orky adaptation of Kroot technology. It fires a set of small weights connected by a rope or chain which wraps around the target's legs. While the orks typically have no interest in capturing their enemies alive, they do get a great laugh out of watching them trip up and fall flat on their faces.

Trip: Shots from a bolas gun do not cause damage, but any model hit is automatically pinned, even if he is normally immune to pinning from enemy fire. The strength and damage values in the weapon's profile are only used in melee, where the weights are used as a small, improvised flail.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-12	+1	-	3	1	-	6+	Close Combat, Slow Reload

MINI SKORCHA

Ammo Test: An Ammo test is required every time the mini skorcha is fired. They are unreliable weapons and can only be counted on to fire once or twice.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
-	small template	-	-	4	1	-1	4+	Close combat, Flaming (catch fire on 5+)

ROKKIT PISTOL

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-16	-	-1	5	1	-2	6+	Close combat, Slow Reload

SIX-SHOOTA

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-12	+1	-	3	1	-	4+	Close Combat, 1 Sustained Fire Die, Slow Reload

SLUGGA

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-12	+1	-	3	1	-	4+	Close combat

ZZAP PISTOL

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-18	+1	-	6	1	-1	4+	Close Combat, Recharge Cycle

BASIC WEAPONS

BLOWPIPE

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-12	-	-1	2	1	-	2+	Poisoned, Aiming Bonus

BLUNDERBUSS

Note that while the blunderbuss uses the flamer template, it is not a flamer weapon and cannot set targets on fire.

Ammo Test: An Ammo test is required every time this weapon is fired regardless of your to hit roll.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
-	large template	-	-	3	1	-	2+	-

CROSSBOW

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-18	-	-1	4	1	-1	4+	Slow Reload

GROT BLASTA

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-18	-	-1	3	1	-	4+	Volatile

HAND KANNON

Knockback: If a ganger is hit by this weapon, he must pass a Strength test or be knocked back 1" and pinned – this works even on models that are otherwise immune to pinning from enemy fire, as it represents them being forcefully knocked to the ground by the shell. Additionally, a ganger making a roll for falling over an edge or out of a vehicle as a result of a knockback hit counts his Initiative with a -1 penalty.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-18	-	-1	4	1	-	4+	-

SHOOTA

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-18	+1	-	4	1	-	4+	-

SPECIAL WEAPONS

BUZZSAW CATAPULT

Some time ago, an inquisitive Mek took apart an Eldar shuriken catapult to see how it worked. He was so impressed with the idea of firing razor-sharp discs that he decided to replicate it, but figured that the design could be much improved by making individual projectiles large enough to take a man's head clean off.

Gruesome Wounds: On a good hit, a buzzsaw catapult can tear a gigantic, gory gash across its victim. Despite its relatively low strength the catapult is treated as a high impact weapon, so models wounded by it will go out of action on a 5-6 instead of just a 6 when making an Injury roll.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-20	-	-1	4	1	-3	4+	Slow Reload

SKORCHA

Ammo Test: An Ammo test is required every time the skorcha is fired regardless of your to hit roll. Skorchas are unreliable weapons and can only be counted on to fire once or twice.

Adjustable Nozzle: The skorcha can fire in two modes. Choose which of the two profiles to use when you fire.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
-	large template	-	-	4	1	-1	4+	Flaming (catch fire on 5+)
-	small template	-	-	6	1	-3	4+	Flaming (catch fire on 4+)

SNAZZGUN

Kustomized for Kustomizin': Snazzguns were designed to be easily kustomized, so they can have each kustom job twice before you have to start rolling on the Kompromisin' Performance table.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-24	+1	-	5	1	-2	4+	1 Sustained Fire Die

STIKKBOMB CHUCKA

Launcher: The stikkbomb chucka can be used to fire any stikkbomb type from the Ork armoury. The stikkbombs must be purchased separately. In effect, the weapon is used to simply increase the range a stikkbomb can be lobbed. To resolve damage and other effects, use the profile of the stikkbomb fired.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-18	18-60	-	-1	as grenade type			Auto	as grenade type, Move or Fire

TRAKTOR BEAM

Pull: Hits from this weapon do not cause damage or pinning. Instead, any non-vehicle model hit is pulled D6" directly towards the shooter. This can cause the target to fall off a vehicle or terrain with the usual consequences. If the target is pulled into melee with the shooter then the shooter counts as charging.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-24	+1	-	-	-	-	4+	-

HEAVY WEAPONS

BIG SHOOTA

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-18	18-48	-1	-	5	1	-2	4+	2 Sustained Fire Dice

DEFFGUN

Random Profile: When purchasing a new Deffgun or recalibrating one, roll once on each of the three charts below and apply the profile changes or special abilities to the weapon. All results are cumulative.

Recalibration: When you take a Deffgun to a Mek's Workshop you can ask for it to be recalibrated instead of giving it a Kustom Job. If you get a *Job's a Good 'Un* result you can re-generate the weapon's profile from scratch. Previous modifications from the charts below are removed as are any Kustom Jobs and kompromisin' performance penalties.

- | | | |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1: Automatically fails ammo rolls
2: Improve ammo roll to 4+
3: Improve ammo roll to 2+
4: Increase both ranges by +8"
5: Increase save modifier by -1
6: Increase strength by +1 | 1: Volatile
2: One Sustained Fire Die
3: 3" Blast
4: Two Sustained Fire Dice
5: Increase save modifier by -1
6: Increase strength by +1 | 1: Recharge Cycle
2: Flaming (catch fire on 4+)
3: Increase both ranges by +8"
4: Increase Damage to D6
5: Increase save modifier by -1
6: Increase strength by +1 |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-20	20-40	-1	-	5	D3	-1	6+	-

GROTZOOKA

Most gangs don't have the resources or the know-how to build or maintain a Shokk Attack Gun, but Nu Ork's Meks have come up with the next best thing: a tubular launcher that can propel gretchin into the enemy the old-fashioned way with similar end results and has an acceptable (to the Orks) survivability rate.

Live Ammo: This fire mode can only be used if there is a friendly gretchin model in contact with the gunner. The grot is seized, stuffed into the chamber and fired directly at an enemy or given a tiny parachute and launched in an arc to land elsewhere on the battlefield. Refer to either Direct Fire or Arcing Fire.

Crap Shoot: Each fighter equipped with a grotzooka also carries a canister of scrap that can be fired from the weapon in an emergency – i.e. when all the grots have been used up or have learned to keep their distance from the gunner. When firing the scrap canister use the second weapon profile. This fire mode can be used only once per game as the canisters are too clunky for anyone to carry more than one.

Direct Fire: Nominate a target and roll to hit as normal. If you hit, both the target and the gretchin suffer a Strength 3 hit. If neither of them is taken out of action or downed, they become engaged in melee and the grot counts as charging this turn. If you miss, the gretchin lands D3" from the target in a direction randomly determined with the scatter die. Re-roll HITS until you get an arrow. The grot takes a strength D3 hit and is pinned.

Arcing Fire: Nominate any spot on the table within long range. Line of sight is not required, but the grot must have a clear travel arc unobstructed by roofs or overhangs. Do not roll to hit, instead the grot automatically lands D6" from the target spot in a direction randomly determined with the scatter die. If you roll a HIT the grot lands gently and can even fire his own weapon if he has not yet fired this turn. If the grot scatters, he only lands gently if he passes an Initiative test, otherwise he lands on his face, takes a strength D3 hit and is pinned.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	-	-1	-	-	-	none	Live Ammo
0-12	12-30	+1	-	6	1	-1	Auto	Crap Shoot, 5" Blast, Once per game only

KUSTOM MEGA BLASTA

Kustomized for Kustomizin': A Kustom Mega Blasta is typically made by a Mek for his personal use, and Mek's love to tinker, so they leave lots of room for future upgrades. A Kustom Mega Blasta can have each kustom job twice before you have to start rolling on the Kompromisin' Performance table.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-16	16-48	+1	-	10	2D6	-6	4+	3" Blast, Recharge Cycle

PULSA BEAM KANNON

Pulsa Beam: When firing this weapon place the pulsa template in base contact with the user and completely in his front arc, then move the template straight ahead 4D6". If the template passes over a model's entire base then that model is hit. If it passes over a portion of a model's base the model is partially hit and can make an Initiative test to avoid the hit, like with blast weapons. Any vehicle touched by the template is hit D3 times. At the start of the firer's subsequent shooting phases the template moves forward another 2D6" with the same effects. If you roll a double during this additional movement, the template is removed after working out its effects. If you roll double 1, the weapon is out of ammo. The weapon cannot be fired again as long as the template is in play.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
-	-	-	-	5	D3	-1	n/a	Pulsa Template

ROKKIT LAUNCHA

Krak Rokkit: This missile is designed to crack open a heavily armoured target with a concentrated implosive charge. Krak rokkits use the first profile given below.

Frag Rokkit: This missile scatters shrapnel over a wide area and is ideal for scything down groups of exposed fighters. It uses the second profile given below.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-10	10-24	-	-1	9	D6	-6	Auto	-
0-10	10-24	-	-1	5	1	-1	Auto	3" Blast

SPLATTA GUN

Successive Detonations: Resolve the initial blast in the usual way for blast weapons. After that, scatter the blast marker 1D6". Every model fully or partially under the marker must pass an Initiative check or be hit by the second detonation. After resolving it, scatter the marker again. Repeat the procedure until you roll a HIT on the scatter die, which means that there are no more unexploded charges and the explosions stop.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-16	16-24	-	-1	5	1	-1	6+	3" Blast

GRENADES

Ork grenades, called stikkbombs, can be used in close combat with the same profile as a hand weapon. There is obviously some inherent danger in doing this. If the stikkbomb user rolls any fumbles on melee, roll a D6 and on a roll of 1, the stikkbomb goes off on impact and automatically hits both the user and his opponent. Frag and Krak stikkbombs do not harm anyone else nearby as the two combatants absorb the blast; stikkbombs with special effects, such as clouds, are resolved fully, with any blast marker being centered on the user.

BUZZER STIKKBOMB

Stinging Swarm: All models affected by the gas must immediately run at full speed straight in a random direction as indicated by a scatter die, even running off edges. If you roll a HIT then the model succumbs to the stings and automatically goes down. Additionally, all models suffer -1 WS and -1 BS while touching the marker, even if they pass their Toughness test.

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	-	-	-	Auto	3" Blast, Gas Cloud

SKORCHA STIKKBOMB

Flaming: Note that fighters who are partially hit and evade the hit with a successful Initiative test cannot catch fire.

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	3	1	-1	Auto	4" Blast, Flaming (catch fire on 5+)

STINK GAS STIKKBOMB

Stink Gas: All models affected by the gas have their WS and BS halved (rounding up) as long as they remain in the cloud. Models that leave the cloud fully recover by the end of the turn.

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	-	-	-	Auto	5" Blast, Gas Cloud

ARMOUR

FLAKKA ARMOUR

Flakka armour is the basic armour of inexperienced greenskin gangers. It offers minimal protection against low powered weapons and is most useful for deflecting shrapnel and dissipating the energy from explosions.

A fighter wearing flakka armour has a 6+ armour saving. This is increased to 5+ against weapons which use any blast marker or template as these are generally the low velocity weapons that flakka is most effective against. This save can be reduced by modifiers as normal.

'EAVY ARMOUR

'Eavy armour is made of scrap metal plates loosely fitted to the body. A typical set covers the shoulders, head, and sometimes something actually vital. The plates offer decent protection but are rather heavy.

A ganger wearing 'eavy armour has a 4+ armour saving throw. This can be reduced by modifiers as normal. Because of its bulk a fighter wearing 'eavy armour suffers a -1 penalty to Initiative for all purposes.

MEGA ARMOUR

Mega Armour is just like its designers: straightforward and brutal. It mostly consists of very thick metal plates welded onto a simple, hydraulically powered exosuit. The protection it offers is great, but its weight and bulk can be a major disadvantage in street fights.

An Ork wearing mega armour has a 2+ armour saving throw. This save can be reduced by modifiers as normal. The powered servos allow the wearer to use any weapon one-handed, including two-handed melee weapons and heavy ranged weapons. Because of its bulk a fighter wearing Mega Armour has his effective Initiative reduced to 1. Additionally, the wearer cannot climb or run, although he still charges as normal (he makes the extra effort to get krumpin'!)

BLUE TATTOOS

As every Ork knows, blue is a lucky colour. Those who permanently colour a large part of their skin blue are favoured by Gork (or is it Mork?) and the gods will intervene on behalf of the lucky git to save him from harm... until they get bored and find something else to amuse themselves with.

Blue Tattoos only work for Orks and a fighter can only buy them for himself. An Ork with Blue Tattoos has a 6+ special save against all wounds (including falling off buildings and vehicles, being run over, etc...) but only until he fails. If he fails the save even once he cannot use it again for the rest of the battle. Tattoos are permanent and non-transferrable.

GUN SIGHTS

AIMIN' GUBBINZ

Some of the more radical Orks have been known to attach crude targeting reticules to their weapons and sometimes even use them if they think nobody else is looking. More traditional members of the species frown upon this unorky practice.

Aimin' gubbinz can be fitted to any pistol, basic, special or heavy weapon. Any weapon with aimin' gubbinz has both its short range and long range increased by 2".

GITFINDA

A gitfinda is an optic sensor worn over one eye and wired to the ganger's weapon. The user sees an outline of his target superimposed over his normal vision and a targeting reticule indicating where his weapon will hit. This allows him to easily aim at his chosen target even if it is heavily obscured by intervening terrain. Because the sensor needs some time to focus it is of no help against moving targets.

The gitfinda can be fitted to basic, special, or heavy weapons. A stationary fighter using a basic, special or heavy weapon with a gitfinda reduces the cover modifier of his target by 1 (so there is no to hit penalty for soft cover and only -1 for hard cover.) The gitfinda is of no advantage when shooting on overwatch.

SNIPER SQUIG

Perhaps one of the most bizarre offshoots of the squig genus, the sniper squig is a living weapon upgrade with a single overdeveloped eye that unblinkingly gazes along the barrel. The other end of the squig ends in a tiny mouth that chirps when a target is right in the line of fire, prompting the user to pull the trigger.

A sniper squig can be fitted to pistols, basic and special weapons. It negates the -1 to hit penalty for shooting on overwatch.

TARGETA

This device is attached under the barrel of the weapon and uses a reflected laser beam to determine whether the target is in the weapon's effective range or not and will prevent the weapon from being fired needlessly.

A targeta can be fitted to any pistol, basic, special or heavy weapon. It takes effect after the user declares his shooting target. If the target turns out to be beyond the weapon's maximum range then no shots are fired (normally you have to roll the dice anyway to see if the wasted shots cause an ammo roll).

WARGEAR

BOARDING HOOKS

Boarding hooks are a brutally cunning invention typical for melee-happy orks who don't want to be denied a good scruff just because all the enemy guys are bunkered up in a vehicle. They consist of a few simple metal hooks attached to the user's wrists and to the front of his boots. They allow him to more easily cling onto a passing enemy vehicle.

A model with boarding hooks has a +1 Initiative bonus when attempting to board an enemy vehicle.

BOSSPOLE

Few symbols mean as much to the Orks and Gretchin as a bosspole; it doubles as a sign of authority and belonging, instilling obedience, trust and comradeship.

If your gang Leader is wearing a bosspole, his Ork and Gretchin gangers may use his Leadership while within 12" instead of only 6". This applies even if the Leader is not an Ork or Gretchin himself as the greenskins can appreciate an impressive bosspole regardless of who's holding it.

COPPER WIRES

Ork Psykers are notoriously prone to being overloaded by psychic energy and exploding, so they often wrap themselves or their gear (usually a long metal pole) in copper wires. These help ground the ambient Waaagh! energy that could otherwise fry an unlucky Wyrdboy.

Copper wires are useful only to Ork Psykers. They grant a 4+ special saving throw against the effects of Perils of the Warp.

FUNGUS JUICE

This is a special cocktail of fungus-based stimulants brewed in illegal distilleries by renegade gretchin, who greatly appreciate the temporary physical boost that the juice gives them when consumed. Even Ork Nobs have become weary of provoking gretchin carrying small vials of liquid. Luckily, some unscrupulous grots have decided to make a quick toof selling the juice to Nu Ork's merchants, making it available to everyone.

A fighter carrying a dose of fungus juice can consume it at the start or any movement phase. He immediately gains a +1 bonus to Movement and Strength. Roll a D6 at the end of the fighter's turn:

1: The fighter's system is overloaded and he passes out. He goes out of action immediately.

2-3: The effects of the squig juice end.

4-6: The effects persist. Roll again at the end of the fighter's next turn.

A dose of fungus juice can only be used once per battle but is automatically replenished after each game.

GROWLER SQUIG

Growler squigs are small but unbelievably aggressive and unnecessarily vocal, like those vitriolous little dogs owned by vitriolous old women on ancient Terra. A growler squig should be modeled appropriately, either on a gaudy leash or carried in a small wicker basket. A pet growler squig will 'attack' any stranger by darting around his feet, barking loudly and generally making a nuisance of itself.

A ganger with a pet growler squig gains the Unblockable weapon property in melee combat, meaning he cancels one enemy parry. This stacks with other sources of the ability, such as chain and flail weapons.

HAIR SQUIG

Orks are naturally hairless. Those that are bothered by their baldness use specially-bred squigs as living wigs. Many varieties of hair squig exist, with a wide array of colours and styles. Hair squigs attach themselves to the host by biting into his skin and they survive by feeding off the host's vital fluids, but never enough to pose a threat to the host's well-being. Some other species have also recently adopted the use of hair squigs. They are also particularly favoured by the Tau, who are also naturally bald. It is rumoured that Abaddon himself uses a particularly large hair squig for his impressive top-knot, but nobody dares to personally check it out.

A ganger wearing a hair squig on his head has a special 6+ saving throw against 'Head Wound' results on the Serious Injury chart, while a ganger with a hair squig on his face has the same save against 'Blast to the Face' results. If the save is successful then the hair squig has been hit instead and is killed (remove it from the roster) but the ganger in question treats the result as a Full Recovery instead. A ganger can't wear two hair squigs at once as they would immediately try to fight for territory on his head!

GOLD TEEF

The Bad Moon merchants of Nu Ork's shopping district love a buyer with gold teef. Someone so ostentatiously rich is likely to become a repeat customer, so they go to great lengths to procure the wares he needs. Likewise, potential recruits are eager to find employ with such an obviously wealthy boss.

A ganger with gold teef gets a +1 bonus on his rolls to find rare items when shopping at the Ork armoury and to hire new orks or gretchin at the temp agency.

Note that a ganger has to personally go and have his teeth fitted, so shoppers can't buy them for someone else. They are permanent and non-transferrable.

IRON GOB

The over-pronounced lower jaw is a traditional icon of proper orkyness. The iron gob is an artificial jaw worn by many leaders to boost their confidence.

A ganger wearing an iron gob counts all his characteristics as 1 point higher, but only for the purposes of determining whether he is eligible to usurp control of the gang or whether he is eligible to be overthrown if he is currently the leader.

For example, a gang leader with strength 4 and an iron gob counts as being strength 5 when checking to see whether any Ork will try to usurp his leadership.

The effects of an Iron Gob and a Commissar Hat stack.

KUSTOM FORCE FIELD

The kustom force field is one of the wonders or orky technology. Any good Mekboy is capable of cobbling together a device that emits an energy field powerful enough to cover an entire mob of orks as they advance. Many attempts have been made to reverse-engineer the technology by other species, but none have been able to figure out how the seemingly random jumble of wires and cogs inside the generator's housing can produce any effect at all, let alone one of the strongest shielding technologies in the galaxy.

Only an Ork with access to Techno skills has the know-how to use this device and calibrating it requires his undivided attention. Declare whether the force field is active or not at the start of your turn. If the force field is active, the ganger carrying it cannot run, charge, shoot or make melee attacks that turn.

While the Kustom Force Field is active, it projects a bubble of force 6" all around the user. Any shooting attack originating from outside the bubble and passing into or through it has its Strength reduced by D3 (roll for each attack separately.) This does not apply to grenades that land inside the force field.

Because of its bulk, a ganger carrying a kustom force field suffers the melee penalty for being encumbered.

LOOKOUT SQUIG

One of the more prized varieties of wargear-squigs is the lookout squig. Perched atop a tall squig-stand or custom banner pole it listens for the tell-tale whistle of incoming artillery and upon hearing one quickly warns its master (by way of a squawk, bite or sting) to dive for cover.

A ganger with a lookout squig has a 5+ special save against all ranged weapons that use a blast marker.

Additionally, grenades targeting the model do not ignore one point of cover like they normally do, so the model gains the full benefit of cover against grenades.

LUCKY CHARM

Orks are a superstitious lot and pick up all sorts of 'lucky' trinkets. Every so often, a fatal blow is indeed deflected by one of these random pieces of scrap.

A model equipped with a lucky charm can re-roll the 'Dead' result on the serious injury table, but only once. After the lucky charm is used, its power is lost forever.

MEK'S TOOLS

Ork Meks use a variety of kustom-built tools unknown to other species; these tools are constructed purely by instinct and are ancient Old One designs embedded straight into the Ork genetic code and they far surpass any contemporary technology. Very rarely is a set of Mek's Tools available to purchase as no Mek will part with them willingly as long as he draws breath.

Any Technician equipped with Mek's Tools can remove any one damage effect of your choice from a vehicle in base contact in the shooting phase instead of firing a weapon.

Additionally, if your gang owns a set of Mek's tools you can re-roll your result on the Disaster! table when your gang's Technicians try to install vehicle upgrades.

MENDER SQUIG

Mender squigs are in effect naturally-grown medikits. When attached to a living body they release powerful protein compounds that soothe pain and speed up blood clotting and regeneration. Mender squigs are far more potent than any artificial drug, but unfortunately for everyone else, they only work on greenskins.

A ganger who carries a mender squig can use it upon an Ork or Gretchin who is down or is suffering from one or more flesh wounds. The user must move into base-to-base contact and then spend the rest of the turn attending to his comrade. He cannot shoot, fight hand-to-hand or do anything else. At the start of the recovery phase, before making injury rolls for downed models, roll a D6. On a roll of 6 the affected model is stabilized. All his flesh wounds are healed and if he was down he is stood up and can fight on as normal. On any other roll the mender has no effect. When used by an Ork or Gretchin with the Doctor career, the mender squig works on a roll of 4+ instead of only a 6.

A ganger cannot use a mender squig on himself.

PIRATE HAT

All scientific research into the manner in which pirate hats boost confidence has so far been unclonclusive, but it is undeniable that a fighter wearing one becomes brave to the point of recklessness.

Any ganger wearing a pirate hat adds +1 to his Leadership when testing to resist *fear* and/or *terror*.

PLETHORA OF DAKKA

A ganger is always assumed to carry a reasonable amount of backup magazines or power packs for his weapons. Some of the more unhinged fighters have been known to carry ammo beyond the reasonable amount, arguing that the extra cost, weight and danger of blowing up is far outweighed by the benefit of never running out of firepower at a critical moment.

'Plethora of dakka' is an upgrade specific to individual weapons; you must note down which weapon it is for when first purchasing it, and it costs half of the gun's base cost.

If a ganger carries a plethora of dakka for the weapon he is using then he can re-roll all Ammo rolls for that weapon. This applies every game as it is assumed the ganger replenishes his ammo as part of the gang's standard expenses. There is no benefit for weapons that automatically fail ammo rolls.

If a ganger carries a plethora of dakka then there is a chance it will explode or leak if he is hit. To represent this, roll a D6 every time the ganger is wounded, even if he passes his armour save. On a roll of 1 he suffers an automatic wound from his own ammo being set off. No saves of any kind are allowed against this wound.

ROKK GUITAR

Orks absolutely love music, but few other species realize this, mostly because they do not recognise orky music as such, usually assuming the seemingly random cacophonies are simply the operating noises of orky machinery or perhaps an ingenious and cruel form of torture.

A ganger carrying a rokk guitar can play it instead of shooting in his shooting phase, and only if he is not engaged in melee. Until the end of the ganger's turn, all enemy models within 18" of him suffer a -1 penalty to Leadership – this accounts both for the demoralizing effect of the musik and the difficulty of communicating over the noise. The penalties stack if multiple gangers are playing their rokk guitars within 6" of each other.

Rokk guitars are heavy and rugged enough to bash any critic's head in, so they count as big choppas in melee.

STEEL-TOE BOOTS

Orks really get a good kick out of getting a good kick in.

If a fighter wearing steel-toe boots is involved in a melee combat that ends in a draw, the opponent must pass an Initiative test or take a hit from the boots. The hit is resolved at strength equal to the wearer's and with no armour save modifier. The boots can't be used against an opponent with a 'Wins Draws' weapon or if the wearer has a 'Lose Draws' weapon.

ROKKIT PACK

Orks have long envied the ability of other species to fly using personal wing or jet packs. They eventually came up with their own version, and as usual it is a more simple, brutish and unreliable design. Also as usual, it is far more potent when it doesn't backfire.

A ganger wearing a rokkit pack suffers the penalty for encumbrance in melee due to the bulk of his pack. The user moves normally until he elects to ignite the pack, which he can do at the start of his movement phase. Once the pack is ignited, it cannot be stopped until it runs out of fuel.

Roll a D6 immediately when you ignite the rokkit pack. On a roll of 1, something has gone awry, roll another D6 and consult the malfunction table below:

- 1: Explosion!** The pack has simply given up and exploded spectacularly. Place the 5" blast marker over the model. Everything under the marker suffers a Strength 4 hit. Partially covered models must pass an Initiative test to avoid the hit. The rokkit pack is destroyed and must be removed from your roster.
- 2-3: Spin!** Something has gone wrong and only one of the vents fires or a control surface is jammed in the wrong position. The user spins on the spot, unable to move, and suffers -2 WS and BS until the fuel runs out (see below).
- 4-5: Fizzle...** Nothing happens. The pack fails to activate but perhaps by twiddling the knobs or hitting it against a handy wall the user can still jolt it into action. He may attempt to ignite the pack again in a later turn.
- 6: WAAAGH, TURN IT OFF!** The pack has jammed on full open. The model rockets 8" directly ahead immediately. If he slams into a terrain feature or another model he and the other model both take a Strength 4 hit. After moving, the user must take an Initiative check to see if he can discard the pack. If he succeeds, he lands relatively intact while the rokkit pack spirals off into the distance (it can be recovered later and is not lost). If he fails, he moves another 8" straight ahead and must then take another Initiative test. This continues until the fighter passes a test or until he flies off a table edge – in this case he counts as going out of action.

If igniting the pack went without a hitch, the user can now fly as described in the Movement section of the battle rules. He can move 8" or run/charge 16" until the pack runs out of fuel. Roll a D6 at the start of your movement phase and on a 1 the fuel runs out. While the rokkit pack is active the user cannot embark or board a vehicle – the flaming exhaust would cause too much damage! Once a pack runs out of fuel it cannot be restarted, but it will be refueled automatically after the battle.

HUMAN ITEMS

HAND-TO-HAND WEAPONS

CHAINWORD

The chainsword is a brutal weapon. Its rending saw-teeth are made from subatomically honed adamantium and can slice through plasteel. It is an expensive and prestigious weapon favoured by gang leaders.

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	4	1	-1	Parry, Noisy

POWER AXE

The power axe is a large bladed weapon often as tall as a man. It utilises the same energy field technology as the power sword and is even more devastating on account of its greater size.

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	5	1	-2	Flexible Grip

POWER FIST

The power fist is the most potent weapon of its kind. The fist is a massive armoured glove surrounded by a shimmering blue energy field. As the user punches and tears at his target the energy discharges rend the object apart. Whilst fighting hand-to-hand combat it is impossible to hold another weapon in the power fist, but at other times it can be deactivated and used to hold another weapon.

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	8	1	-5	-

POWER MAUL

The power maul contains an adjustable energy generator which allows the user to bash a hole through a wall or conveniently stun a victim. It is wielded in one hand, leaving the other hand free for another weapon.

Stun: A fighter who goes down to a blow from a power maul will go out of action automatically but will not be seriously hurt. Treat ever result other than 'Captured' on the Serious Injury chart as a Full Recovery.

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	5	1	-3	-

POWER SWORD

The power sword may look much like an ordinary sword but it is actually an advanced, technically sophisticated and very deadly weapon. The sword's blade incorporates a disruptor generator. As the blade strikes a crackling discharge envelops the target and tears it apart.

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	5	1	-3	Parry

SWORD

Long blades are carried by fighters who favour finesse over brute force. Fighters make use of a great variety of other bladed weapons including cleavers and machetes. All of these bladed weapons are essentially similar and they have the same weapon profile. Their principle advantage is that fighters with swords are able to parry.

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user	1	-	Parry

PISTOL WEAPONS

AUTOPISTOL

The autopistol is a rapid firing automatic pistol. Auto weapons are easy to manufacture and simple to use, and are amongst the most common human weapons in Nu Ork. Because of its high rate of fire, the autopistol is astonishingly accurate at the short ranges favoured by some gang fighters.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-16	+2	-	3	1	-	4+	Close combat

BOLT PISTOL

Bolt weapons are sophisticated weapons that fire self-propelled explosive missiles called bolts. They are extremely difficult to replicate in the make-shift workshops of Nu Ork, hard to maintain, and ammunition is expensive. Despite its drawbacks the bolt pistol is a highly favoured weapon. For one thing, it makes a lot of noise and creates a great deal of damage. It makes the ideal side-arm for a gang leader keen to impress his rivals.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-16	+2	-	4	1	-1	6+	Close combat

HAND FLAMER

Amongst the gangs this weapon is also known as the flame pistol or burner. It fires a short burst of flaming chemical, an unstable sticky material that ignites upon contact with air.

Ammo Test: An Ammo test is required every time the hand flamer is fired as they are unreliable weapons and can only be counted on to fire once or twice. This does not apply when using a hand flamer in melee.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
-	small template	-	-	4	1	-2	4+	Close combat, Flaming (catch fire on 6+)

LASPISTOL

Laser weapons are standard equipment for the armed forces of the Imperium throughout the galaxy. Supplies of parts are plentiful and repairs easily effected. They are reliable and easy to replicate, and although not the most powerful they are certainly the most trustworthy. Many experienced fighters prefer the laspistol over more powerful weapons for these very reasons.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-16	+1	-	3	1	-	2+	Close combat

PLASMA PISTOL

When a plasma shell strikes its target there is a tremendous release of energy and the target blows apart in an almighty explosion. Plasma weapons are extremely effective and very dangerous. The biggest disadvantage of a plasma pistol is that it takes a relatively long time to recharge once it has fired a blast at full power.

Fire Modes: A plasma pistol can be fired on maximum power (first profile) but then you cannot use it again until it has recharged. You can also fire the weapon on the low power setting (second profile) which is safer and does not require recharging. In melee, only the low power setting may be used and only if the weapon is not in a recharge cycle.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-16	+1	-	5	1	-2	6+	Recharge cycle, Volatile
0-8	8-16	+2	-	4	1	-	4+	Close combat

STUB GUN

The stubber or slugger is a primitive type of hand gun which fires solid bullets - usually one at a time. It is recognisable as a revolver or small automatic. Stub guns are made locally in Nu Ork and are readily available, simple to maintain, and fairly reliable. The quality and appearance of individual weapons varies a great deal.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-16	+1	-1	3	1	-	4+	Close combat

BASIC WEAPONS

AUTOGUN

The autogun is a rapid firing automatic weapon. Auto weapons are easy to manufacture and simple to use, and are amongst the most commonly employed weapons in the city. Ammunition, spares and repair facilities are relatively easy to find throughout Nu Ork, and traders always have autoguns and ammunition for sale.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	+1	-	3	1	-	4+	-

BOLTGUN

The boltgun or bolter is the standard armament of the Imperium's finest fighting forces, the Space Marines. It is a weapon made in limited quantities and to the highest standards using the most costly materials. Boltguns require constant attention and regular expert maintenance if they are to work properly. Even ammunition is expensive to make and cannot be easily fabricated in the city. Overall, boltguns are rare, expensive and prone to going wrong. However, they are very effective indeed. Despite their drawbacks boltguns are still highly favoured weapons. They make a great deal of noise and cause immense damage to any target they hit. They are prestige weapons carried by gang leaders and other fighters who are wealthy and don't mind advertising the fact. A fighter with a bolter means business.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	+1	-	4	1	-1	6+	-

HUNTING RIFLE

The bolt action hunting rifle is designed to accurately deliver bullets over long ranges. Their range and accuracy makes them the weapon of choice for many a rooftop sniper.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-30	-1	-	3	1	-	4+	Aiming Bonus

LASGUN

Laser technology is reliable and easy to replicate, and although the weapons are not the most powerful they are certainly trustworthy. A laser power pack will last for many shots and can be recharged from a standard power source or by exposing its thermal cells to heat or light. In an emergency a pack can be recharged by placing it in a fire, although such treatment tends to shorten the life of the pack. Many gangers prefer the lasgun over more powerful weapons for these very reasons.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-24	+1	-	3	1	-1	2+	-

SHOTGUN

A shotgun is a simple low velocity weapon which any workshop can make to order. They vary in appearance, often incorporating special features or decoration to the taste of the owner or the gunsmith. Some are pump-action guns, fed from a tubular magazine slung under the barrel, others have box magazines or long ammo belts. The ammunition itself is easy to make, and many owners make their own shells.

Shell Type: A shotgun can be loaded with solid slugs (first profile) or scattershot (second profile) ammo. Nominate which at the start of the game. The user can swap ammunition types in the movement or shooting phase if he does not do anything else in that phase. Note that while the scattershot profile uses the flamer template, it is not a flamer weapon and cannot set targets on fire.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-18	+1	-1	4	1	-	4+	-
-	large template	-	-	3	1	-	4+	-

SPECIAL WEAPONS

FLAMER

The flamer is a very dangerous weapon that spreads a sheet of flame over a short distance. At this range it is almost impossible to miss and several victims can be claimed with a single shot.

Ammo Test: An Ammo test is required every time the hand flamer is fired regardless of your to hit roll. Hand flamers are unreliable weapons and can only be counted on to fire once or twice.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
-	large template	-	-	4	1	-2	4+	Flaming (catch fire on 5+)

GRENADE LAUNCHER

A grenade launcher is a light tubular launcher capable of firing most grenade types by means of a compressed gas charge. The most common grenades are explosive Frag grenades and implosive Krak grenades which are designed for cracking open tough, armoured targets.

Launcher: This weapon can be used to fire any grenade type from the same armoury. The grenades must be purchased seperately. In effect, it is used to increase the range a grenade can be lobbed. To resolve damage and other effects, use the profile of the grenade used.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-16	16-32	-	-1	as grenade type			Auto	as grenade type, Move or Fire

MELTAGUN

Also known as the vape gun. It works by means of sub-molecular thermal agitation, literally cooking, melting, and vaporising the target.

Fusion Weapon: This weapon gains an extra -2 armour save modifier when fired at a target in short range.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-12	+1	-	6	D6	-3	4+	-

PLASMA GUN

Plasma weapons fire energy shells of bright glowing plasma in a super-heated energised state. Plasma weapons are extremely effective weapons. Their biggest disadvantage is that they take a relatively long time to recharge once fired. The user can mitigate this by firing as shorter blast with slightly reduced effectiveness.

Fire Modes: A plasma gun can be fired on maximum power (first profile) but then you cannot use it again until it has recharged. You can also fire the weapon on the low power setting (second profile) which is safer and does not require recharging.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	+1	-	6	1	-3	6+	1 Sustained Fire Die, Recharge Cycle, Volatile
0-8	8-24	+1	-	5	1	-2	4+	-

STORM BOLTER

The Storm Bolter is a dual chamber linked boltgun which almost doubles the rate of fire of a regular bolt weapon. Like all bolters it is noisy and the shells explode when they hit their target causing great devastation. They require constant expert attention and even then they are prone to going wrong. For those who know what they're doing it is a prestigious weapon carried by the most dangerous of fighters.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	+1	-	4	1	-1	6+	1 Sustained Fire Die

HEAVY WEAPONS

AUTOCANNON

The auto-cannon is a heavy automatic weapon - a larger and more powerful version of the autogun. It is a rapid firing, high-velocity weapon capable of spitting out a hail of deadly shells. The blaze of shells, scream of the loading mechanism and brutal recoil mean that it is a difficult weapon to use. It is also very effective, and one of the most popular heavy weapons.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-18	18-72	-1	-	8	D6	-3	4+	1 Sustained Fire Die

HEAVY BOLTER

All bolt weapons are highly advanced and technically sophisticated, and the heavy version is the most effective and most complex weapon of its type. They are extremely bulky and are often known as the 'back breaker' by those who carry them. Only very wealthy fighters can afford to own and use a heavy bolter. The demanding maintenance routine also makes it an unwise choice for a novice. For those who know what they're doing it is a prestigious weapon carried by the most dangerous of fighters.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-18	18-36	-1	-	5	D3	-2	6+	2 Sustained Fire Dice

HEAVY STUBBER

This heavy and old-fashioned weapon can rattle off a hail of heavy bullets sufficient to stop a man in his tracks. The workshops of the city can turn out weapons like this quite easily. It is a simple weapon to maintain and cheap to buy. Many gangs start out with a big stubber to back them up, and its deadly rain of bullets has put an end to the aspirations of many a ganger.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-36	-1	-	4	1	-1	4+	2 Sustained Fire Dice

LASCANNON

The laser cannon is the most powerful man-portable laser weapon. It fires a powerful energy burst that can burn up a living target or vaporise plasteel. It is designed for destroying large armoured vehicles and other fighting machines, and its massive energy discharge is reckoned to be unnecessarily potent against living men.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-18	18-72	-1	-	9	2D6	-5	2+	-

MISSILE LAUNCHER

The missile launcher is a complex and weighty piece of machinery. Although expensive the weapon is highly regarded on account of its versatility. Two types of ammunition are commonly available. These are powered missiles fed into the weapon by means of a magazine or hopper, though some versions must be loaded one shot at a time.

Krak Missile: This missile is designed to crack open a heavily armoured target with a concentrated implosive charge. Krak missiles use the first profile given below.

Frag Missile: This missile explodes upon impact, scattering shrapnel over a wide area. The missile is ideal for scything down groups of exposed fighters. It uses the second profile given below.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-72	-1	-	8	D6	-5	Auto	-
0-12	12-72	-1	-	4	1	-2	Auto	3" Blast

MORTAR

Indirect Fire: This weapon can be fired even if the user does not have line of sight to his intended target as long as at least one other gang member does, but in this case the user must pass a Leadership test to see if he correctly interprets his friend's signals. If he fails, he is unable to fire the mortar this turn. There is also an additional -1 penalty to hit a target that is not in the user's line of sight.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-18	18-36	-2	-	4	1	-1	Auto	4" Blast

MULTILASER

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-24	24-60	-	-	6	1	-1	2+	1 Sustained Fire Die

MULTIMELTA

Fusion Weapon: This weapon gains an extra -2 armour save modifier when fired at a target in short range.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	+1	-	6	2D6	-2	4+	-

PLASMA CANNON

Plasma weapons are extremely effective and very dangerous and the plasma cannon is the most deadly of them all. The biggest disadvantage of plasma weapons is that they take a relatively long time to recharge once fired. The user can mitigate this by firing the weapon on a low energy setting to preserve his energy reserves.

Fire Modes: A plasma cannon can be fired on maximum power (first profile) but then you cannot use it again until it has recharged. You can also fire the weapon on the low power setting (second profile) which is safer and does not require recharging. In melee, only the low power setting may be used and only if the weapon is not in a recharge cycle.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-20	20-72	-	-	8	D6	-5	6+	3" Blast, Recharge Cycle, Volatile
0-20	20-40	-	-	7	D3	-4	4+	3" Blast

GRENADES

EMPYERAN BRAIN MINES

Mindlock: This grenade does not cause damage but any model hit must pass an Initiative test or become stunned (a model that is partially hit first takes a test to avoid being hit and if that is failed it is hit and takes another test to avoid being stunned). A stunned model is treated exactly like a pinned model except that it cannot attempt to escape from pinning at the start of its turn. It ceases to be stunned at the end of its turn. A model that passes the Initiative test is still pinned by the hit as normal unless immune to pinning.

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	-	-	-	Auto	3" Blast

PSYK-OUT GRENADES

Psychic Shock: This grenade does not cause damage except to psykers (but note that any fighter with one or more psychic powers counts, not just those with the Psyker career!) and Daemons. Other models do not even get pinned. Psykers and Daemons who get hit are automatically wounded on a roll of 4+ regardless of Toughness and are not entitled to any sort of saving throw against this wound.

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	-	-	-	Auto	3" Blast

RAD GRENADES

Radiation: Models hit by this grenade are wounded on a roll of 6+ regardless of Toughness and do not receive an armour save against this wound. Leave the blast marker in play until the end of the battle. Any model in contact with the marker, regardless of whether it was hit by the initial blast or not, has its Toughness reduced by 1 as long as it remains in contact with the marker.

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	-	1	-	Auto	4" Blast

STASIS GRENADES

Stasis Field: This grenade does not cause damage or pinning. Instead, any model hit is temporarily frozen in time. For all intents and purposes it becomes a piece of terrain and cannot interact with the battle in any way. While frozen, models count as out of action for the purposes of making bottle rolls! At the end of each player turn roll a D6; on a roll of 1 the grenade's power source is depleted and the effect ends. Make a single roll for all models affected by the same stasis grenade.

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	-	-	-	Auto	3" Blast

ARMOUR

COMBAT VEST

This is a garment that usually only covers the torso and offers the most basic form of protection against shots and cuts.

A fighter wearing a combat vest has a 6+ armour saving throw. This save can be reduced by modifiers as normal.

FLAK ARMOUR

Flak armour is made from high-tensile padded fabric usually in the form of a sleeveless jacket which covers the upper torso. It offers minimal protection against low powered weapons and is most useful for deflecting shrapnel and dissipating the energy from blast weapons.

A fighter wearing flak armour has a 6+ armour saving throw. This is increased to 5+ against weapons which use any blast marker or template as these are generally the low velocity weapons that flak is most effective against. This save can be reduced by modifiers as normal.

CARAPACE ARMOUR

Carapace armour is made of rigid armaplas plates moulded to fit the body. A typical suit of carapace covers the vital chest region, with separate plates for the arms and legs. The armaplas plates offer decent protection but are rather heavy.

A ganger wearing carapace armour receives a 6+ armour saving throw. This save can be reduced by modifiers as normal.

Because of its bulk a fighter wearing carapace armour suffers a -1 penalty to Initiative for all purposes.

POWER ARMOUR

Full-body power armour is the pinnacle of human defensive measures. Its many layers of plasteel alloys can deflect almost any blow and its powered servos and artificial muscle fibers enable the wearer to move almost as freely as without the armoured suit.

A ganger wearing power armour has a 3+ armour save without the helmet and 2+ while wearing the helmet. This save can be reduced by modifiers as normal.

Declare whether the fighter is using his helmet when you deploy him.

Because of its bulk a fighter wearing power armour suffers a -1 penalty to Initiative for all purposes.

The helmet, if worn, reduces the ganger's Initiative by a further -1 due to the restricted field of vision, but it does incorporate a Respirator and Photo Visor.

GUN SIGHTS

LASER SIGHT

This sight shines a low-powered laser beam along the barrel of a weapon, placing a red dot wherever it is aimed. The laser sight can be attached to any pistol, basic or special weapon. Wary fighters look out for the glint of the laser beam and take cover if they spy a red-dot scanning nearby.

A fighter using a pistol, special or basic weapon with a laser sight adds +1 to his dice roll to hit a target.

However, if the shooter is within the vision arc of the target, then the target receives a 6+ special save against the hit, representing his chance of spotting the red dot and ducking aside.

MONO SIGHT

A mono-sight is an optical sensor worn over one eye and linked to the ganger's weapon. The ganger sees an enhanced image and superimposed targetting reticule with its crosshairs clearly showing where his shot will land. The high resolution of the image makes this sight useful only from a stable platform, it is of no advantage to a shooter who is moving. For this reason the mono-sight works best with heavy weapons, although they can also be fitted to basic or special weapons.

A stationary fighter using a basic, special or heavy weapon with a mono-sight adds +1 to his roll to hit.

The sight is no advantage when shooting on overwatch.

MOTION SENSOR

This device can detect nearby movement by measuring the miniscule shifting of air particles caused by a large moving object. It cannot accurately predict where the foe will appear but at least it can warn the user to stay on his toes.

A motion sensor can be attached to any basic, special or heavy weapon. It allows a ganger to fire at a fleeting target while on overwatch without having to pass an Initiative test.

TELESCOPIC SIGHT

A telescopic sight is a simple but effective optical aid to accuracy. The sight can be fitted to any basic or special weapon to increase the shooter's accuracy at long range. A telescopic sight requires concentration to use, and is only a benefit to shooters who stop and aim carefully.

A stationary fighter using a basic or special weapon with a telescopic sight adds +6" to the long range of his weapon. The sight is no advantage when shooting on overwatch.

WARGEAR

AUSPEX

An auspex detects nearby life signs. The device is small, about the size of a pistol, and can be worn upon a belt or around the owner's neck. A fighter who carries such a device improves his chances of spotting hidden foes. A model carrying an auspex automatically spots all hidden enemies within 10" regardless of his Initiative.

In scenarios which involve sentries and intruders a sentry with an auspex automatically spots all intruders within 10" regardless of circumstances.

BIO-BOOSTER

A bio-booster is a small chemical charge that fits into a wrist band or similar. When the wearer is injured, the bio-booster automatically administers a shot of pain killers and adrenaline into the bloodstream by means of a pressure diffuser.

A ganger wearing a bio-booster can roll two dice and pick the lowest when he makes his first Injury roll each game. The bio-booster will only work once per game.

BLESSED AMMO

The Inquisition has blessed ammo manufactured in vast quantities for its neverending battle with the dark forces of Chaos. Smugglers go to great lengths to get their hands on some of it as it fetches quite a price on the black market. Rogue traders, underground cults and renegade warbands all have good reason to arm themselves against the powers of the Warp.

Daemons can't take their special save against hits from weapons loaded with blessed ammo.

Blessed ammo is specific to individual weapons; you must note down which weapon the dakka is for when first purchasing it, and it costs half of the gun's base cost.

CHEM-INHALER

Some gangers prefer to distance themselves from the horrors of battle by adding a small dose of relaxants, pain-killers or other drugs into the air they breathe. This allows them to more easily suppress their natural self-preservation instinct and fight on, but it can also numb their reflexes and perception.

A fighter wearing a chem-inhaler may re-roll failed break tests. However, he suffers -1 Initiative for all purposes.

Additionally, a chem-inhaler also doubles as a respirator (see the generic item section).

COMMISSAR HAT

Even amongst the lawless scum of Nu Ork the iconic peaked cap of the Imperial Commissariat is a respected and feared symbol of authority.

A ganger wearing commissar hat counts all his characteristics as 1 point higher, but only for the purposes of determining whether he is eligible to usurp control of the gang or whether he is eligible to be overthrown if he is the current gang leader. *For example, a gang leader with S 4 and a commissar hat counts as being S 5 when checking to see whether any Ork will try to usurp his leadership.*

The effects of an Iron Gob and a Commissar Hat stack.

DIGITAL WEAPONS

These Jokaero-manufactured weapons are so compact they can be worn on one finger (hence the name). It is easy to get a free shot in when the opponent does not even realize you have an additional weapon!

A fighter with digital weapons always inflicts one extra strength 2 hit on his melee opponent regardless of the combat result. This is resolved at the same time as normal melee hits.

GRAV CHUTE

This is a passive gravitic repeller which reduces the downward pull of gravity to a fraction of its normal strength. It enables the wearer to float down from any height and land softly regardless of distance.

A ganger wearing a grav chute takes no damage from falling or jumping from terrain regardless of the height he falls. He still takes damage for falling off vehicles as normal.

MEDI-PACK

The medi-pack is a diagnostic medical computer that can alleviate the major symptoms of wounds by means of electro-chemical imoulses.

A ganger who carries a medi-pack can use it upon another ganger who is down and in base contact. The user must move into base-to-base contact and then spend the rest of the turn attending to his comrade. He cannot shoot, fight in melee or do anything else. At the start of the recovery phase, before making injury rolls for downed models, roll a D6. On a roll of 6 the affected model is stabilized. He is stood up with a mere flesh wound and can fight on as normal. On any other roll the medi-pack has no effect.

When used by any ganger with the Doctor career, the medi-pack works on a roll of 5+ instead of only a 6.

Note that a ganger cannot use a medi-pack on himself.

PSYCHIC HOOD

These arcane devices are issued to Imperial psykers to nullify enemy psychic powers. They are extremely potent devices, but only the most worn and battered articles find their way to Nu Ork, probably salvaged after rusting on some long-forgotten battlefiled for centuries.

A psychic hood is only of any use to human psykers. Whenever an enemy psyker wishes to use a power within 12" of the psychic hood user both models roll a D6 and add their Leadership value. If the hood user scores higher the enemy cannot use his power this phase and no psychic test is taken.

PURITY SEALS

These seals signify that a weapon has been blessed against jamming by a priest of the Machine God.

Purity seals can be fitted to any ranged weapon from the human armoury and allow the user to re-roll the first failed ammo roll for the weapon in every game.

PSYOCCULUM

This is a special eyepiece that allows the wearer to glimpse the psychic auras of his opponents, allowing him to easily locate psykers regardless of lighting conditions or cover.

A fighter wearing a psyocculum automatically detects all hidden Psykers within 12" and ignores all penalties for cover and twilight when shooting at psykers. In scenarios which involve sentries and intruders a sentry with a psyocculum also ignores the spotting penalty for cover and twilight when detecting enemy intruders who are psykers.

REFRACTOR FIELD

A refractor field generator is the most basic shielding technology of the Imperium, designed to dissipate part of the energy of incoming shots. The generator itself is compact enough to fit into a piece of jewellery or be sown into the user's clothing.

A ganger with a refractor field has a 6+ special save against ranged attacks. A refractor field can be worn in addition to normal armour.

SACRED RELIC

This is a holy artifact of the Imperium, most likely containing the mortal remains of a great Imperial hero. Its presence on the battlefield helps pious men to overcome pain and press on despite grave injuries.

This item only benefits humans. The bearer and all his human allies within 6" ignore the WS and BS penalties from flesh wounds. The relic needs to be prominently held overhead, taking up one of the bearer's hands, so he can only use one pistol or a single one-handed hand-to-hand weapon while carrying the relic.

SERVO-ARM

fluff

A servo-arm can only be used by a ganger who has access to the Techno skill group.

If the servo-arm equipped model was not taken out of action during the game, he can help haul your damaged vehicles back to base. Before rolling for vehicle permanent damage, you may declare that the ganger is helping to recover your vehicles – he cannot explore, go shopping or go downtown. For every model with a servo-arm who does this you can treat one 'Captured' result on the vehicle permanent damage table as 'Fully Fixed' instead.

A servo-arm can be also be used in melee against one opponent per turn. Roll a D6 and if you roll over the opponent's WS, he suffers one Strength 4 hit with no armour save modifier. This happens at the same time that attack dice are rolled.

SIGNUM

This is a small communications device that relays vital targeting information to the user's allies.

If the user hits an enemy with a ranged weapon then the next friendly fighter who shoots at the same target later in the shooting phase receives a +1 bonus to hit.

VOX CASTER

fluff

A vox caster is only useful in missions where a part of your gang is left in reserve (see [page 162](#)). If a ganger who is already on the battlefield carries a vox caster, he can instruct his allies when to strike. This allows you to re-roll the die to see whether your reinforcements turn up each turn. Stunned fighters may still use a vox caster, but downed, *broken* or otherwise incapacitated gangers may not.

WATER FLASK

This standard-issue Imperial Guard water flask does not in fact contain water but one of the many varieties of highly concentrated alcohol available in Nu Ork.

Any ganger carrying a water flask has a +1 bonus to his Leadership when making a test to recover his nerve in the recovery phase (see the Morale section for details).

FAMILIARS

Familiars are artificial beings entrusted to the Imperium's most loyal agents to assist them in various tasks and also as a status symbol. Sometimes, a stolen familiar can be reprogrammed to serve a new master, and it is rumoured that some workshops in Nu Ork can even build new ones from scratch.

A familiar is an independent model mounted on its own 25mm base, but it is essentially mindless and so familiars do not gain experience and cannot advance. Each familiar must be assigned to one ganger, just like a piece of wargear. It can only take part in a game if its master is also present and is lost if the master's other wargear is lost.

A familiar that is taken out of action does not roll on the usual Serious Injury chart. Instead just roll a D6 and on a roll of 1 the familiar is killed or damaged beyond repair, on a roll of 2 or more the familiar fully recovers.

PSYBER-EAGLE

1
2
3
4
5

	M	WS	BS	S	T	W	I	A	Ld
Psyber-eagle	6	2	2	2	2	1	4	1	9

Mindless: Psyber-eagles are immune to fear and terror and never have to take break tests. They also cannot be pinned by enemy fire.

Flying: Psyber-eagles move by flying as described in the Movement section of the battle rules.

Small Target: Psyber-eagles are considerably smaller than a man and so count as Small Targets (-1 to hit with shooting).

Psychic Relay: Psyber-eagles are designed to channel their master's psychic powers. If a psyber-eagle is assigned to a psyker, then the psyker can use the psyber-eagle as the point of origin of its psychic powers – line of sight and range is measured from the familiar instead of the psyker. This ability only works as long as the psyber-eagle is within 12" of the psyker.

CHERUBIM

1
2
3
4
5

	M	WS	BS	S	T	W	I	A	Ld
Cherubim	4	2	2	3	3	1	2	1	9

Mindless: Cherubim are immune to fear and terror and never have to take break tests. They also cannot be pinned by enemy fire.

Floating: Cherubim move by floating as described in the Movement section of the battle rules.

Functions: A cherubim is built for a specific function. When you purchase a cherubim, choose one of the following options:

Bearer: This Cherubim can carry one item for its owner. This can negate the encumbrance penalty in melee and can leave the owner's hands free to carry more weapons. The owner can use the carried item if the Cherubim is in base-to-base contact. Obviously some items are exempted, like flight packs or armour.

Messenger: If a Cherubim is assigned to the gang's leader, then gangers can use the leader's Leadership for break tests when within 6" of the Cherubim.

Dampener: Psykers within 12" of the cherubim have a -1 Leadership penalty when taking psychic tests.

Spook: This variant of the cherubim is designed to look even more disturbing than your run-of-the-mill floating dead baby. It causes *terror* in enemy models.

SERVITORS

Servitors are biomechanical beings, sometimes artificially grown but often created from lobotomized humans as a form of punishment (or reward...) A multitude of different configurations exist for carrying out all sorts of specific tasks from manual labour to combat.

A servitor is an independent model mounted on its own 25mm base, but it is essentially mindless and so servitors do not gain experience and cannot advance. Servitors require upkeep and so they count towards the size of your gang when you are selling Loot, but they cannot explore, shop, or otherwise participate in non-combat activities.

A servitor that is taken out of action does not roll on the usual Serious Injury chart. Instead just roll a D6 and on a roll of 1 the servitor is killed or damaged beyond repair, on a roll of 2 or more the servitor fully recovers.

Servitors cannot drive vehicles or use any weapons or equipment other than whatever is built into their bodies.

SERVO-SKULL

1
2
3
4
5

	M	WS	BS	S	T	W	I	A	Ld
Servo-skull	5	2	2	2	2	1	4	1	9

Mindless: Servo-skulls are immune to fear and terror and never have to take break tests. They also cannot be pinned by enemy fire.

Floating: Servo-skulls move by floating as described in the Movement section of the battle rules.

Small Target: Servo-skulls are considerably smaller than a man (about the size of a man's head, actually) and so count as Small Targets (-1 to hit with shooting).

Functions: Each servo-skull is designed for one specific function. Its body incorporates one piece of wargear depending on that function. This cannot be removed from the servo-skull.

When you purchase a servo-skull, choose one of the following options:

Scouting: Built-in Auspex

Medical: Built-in Medi-pack

Combat: Built-in Laspistol

Assault: Built-in Chainsword

COMBAT SERVITOR

1
2
3
4
5

	M	WS	BS	S	T	W	I	A	Ld
Servitor	4	2	2	3	4	1	2	1	9

Mindless: Servitors are immune to fear and terror and never have to take break tests. They also cannot be pinned by enemy fire.

Bonus Skill – True Grit: Combat Servitors have this skill to represent their incredible resilience to injury.

Loadout: Each combat servitor incorporates a built-in weapon system. When purchasing a servitor you must choose any two weapons from the list below.

These weapons must be paid for separately but no rarity roll is required for them and only the base cost applies without the usual random surcharge for rare items. These weapons are built into the servitor and cannot be assigned to another ganger. When the servitor is destroyed, so are its weapons.

-Hand Weapon

-Chainsword

-Power Fist

-Flamer

-Heavy Bolter

-Heavy Stubber

-Plasma Cannon

-Multimelta

CRAFTWORLD ELDAR ITEMS

HAND-TO-HAND WEAPONS

DIRESWORD

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	5	1	-3	Parry, High Impact Weapon

ELDAR CHAINWORD

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	4	1	-2	Parry

EXECUTIONER

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	As user +2	1	-3	Two-handed

WITCHBLADE

					<p>Force Weapon: A witchblade may only be wielded by a Psyker. When rolling to wound with this weapon, use the wielder's Leadership instead of strength and the target's Leadership instead of toughness. Only use the weapon's normal strength against models with no Leadership value, such as vehicles.</p>
Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	3*	1	-3	Parry

PISTOL WEAPONS

SHURIKEN PISTOL								
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-16	+2	-	3	1	-1	4+	Close combat

FUSION PISTOL								
							Fusion Weapon: This weapon gains an extra -2 armour save modifier when fired at a target in short range. This bonus does not apply when fighting in melee.	
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-10	+1	-	6	D3	-2	4+	Close Combat

TRISKELE								
							Ricochet: When the triskele is used to make a ranged attack it can target two enemies that are within 4" of each other. Resolve each attack separately.	
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-12	-	-1	4	1	-2	Auto	Close Combat

BASIC WEAPONS

DIRE CATAPULT								
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	+1	-	3	1	-1	4+	1 Sustained Fire Die

ELDAR LONG RIFLE								
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-32	-1	-	3	1	-2	4+	Aiming Bonus

LASBLASTER								
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-24	+1	-	3	1	-	2+	1 Sustained Fire Die

SHURIKEN CATAPULT								
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-18	+1	-	3	1	-1	4+	-

SPECIAL WEAPONS

DEATH SPINNER								
							Ammo Test: An Ammo test is required every time a death spinner is fired regardless of your to hit roll.	
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
-	large template	-	-	4	1	-2	4+	Monofilament

DRAGON'S BREATH FLAMER								
							Ammo Test: An Ammo test is required every time a flamer is fired regardless of your to hit roll. All flamers are unreliable weapons and can only be counted on to fire a few times.	
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
-	large template	-	-	4	1	-2	4+	Flaming Weapon (catch fire on 4+)

ELDAR FLAMER								
							Ammo Test: An Ammo test is required every time a flamer is fired regardless of your to hit roll. All flamers are unreliable weapons and can only be counted on to fire a few times.	
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
-	large template	-	-	3	1	-2	2+	Flaming Weapon (catch fire on 5+)

FIREPIKE								
							Fusion Weapon: This weapon gains an extra -2 armour save modifier when fired at a target in short range.	
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-16	+1	-	6	D6	-3	4+	-

FUSION GUN								
							Fusion Weapon: This weapon gains an extra -2 armour save modifier when fired at a target in short range. This bonus does not apply when fighting in melee.	
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-12	+1	-	6	D6	-2	4+	-

SUNRIFLE								
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-24	+1	-	3	1	-	2+	3 Sustained Fire Dice

HEAVY WEAPONS

BRIGHT LANCE								
								Lance Weapon: This weapon counts any vehicle armour with a value greater than 8 as being armour 8.
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-20	20-60	-1	-	8	D6	-6	4+	

REAPER LAUNCHER								
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-16	16-48	-1	-	5	1	-2	4+	2" Blast

SCATTER LASER								
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-20	20-48	-1	-	4	1	-2	4+	3 Sustained Fire Dice

SHURIKEN CANNON								
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-36	-1	-	4	1	-3	4+	2 Sustained Fire Dice

WRAITHCANNON								
								<p>Vortex: This weapon does not cause damage in the normal way. Every model fully under the blast marker must pass an Initiative test or be taken out of action automatically regardless of the number of wounds remaining. Special saves are permitted against this effect but armour saves are not.</p> <p>When rolling for serious injuries for models taken out of action with this weapon count results of 'Captured' and 'Full Recovery' as 'Survives Against The Odds'.</p>
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	-	-1	*	*	*	6+	3" Blast

GRENADES

PLASMA GRENADE

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	4	1	-1	Auto	4" Blast

HAYWIRE GRENADE

Haywire: If this weapon hits a vehicle in any location other than the DRIVER or CREW, the shot penetrates armour automatically with no need to roll.

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	3	1	-	Auto	3" Blast

HALLUCINOGEN GAS GRENADE

Hallucinogen Gas: A fighter who fails his Toughness test against this gas must immediately take a Leadership test on his own Leadership value. If he fails the test, he must roll on the Hallucination table, below.

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	-	-	-	Auto	3" Blast, Gas Cloud

Hallucination Table

D6 Result

1 Enemy Team Is Babies!

The affected fighter perceives his enemies as being much weaker than they actually are. He ignores *fear* and *terror* and does not take Break tests until the end of the battle.

2 Dawww, Bunnies!

The affected fighter is temporarily distracted by visions of cute animals. He becomes pinned, even if he is immune to pinning from enemy fire. The fighter can recover from this pinning effect normally.

3 Get Them Off, Get Them Off!

The affected fighter starts clawing at his skin, attempting to exterminate imaginary vermin crawling all over him. He immediately suffers a flesh wound, and another at the start of each of his subsequent turns.

4 It's Coming Right For Us!

The affected fighter turns tail and flees, panicked by the sight of a terrible beast. He becomes broken as if he had failed a Break test.

5 What Pretty Colours...

The affected fighter has a psychedelic trip and becomes subject to *supidity* for the rest of the battle. He may not attempt Leadership tests to suppress the effect.

6 I Am Betrayed!

The affected fighter is convinced that his comrades have turned on him! He immediately switches sides and comes under the control of the opposing player until the end of the battle, counting as an enemy ganger in all respects.

ARMOUR

MESH ARMOUR

Mesh armour grants its wearer a 5+ armour save. This save can be reduced by modifiers as normal.

ASPECT ARMOUR

Aspect armour grants its wearer a 4+ armour save. This save can be reduced by modifiers as normal.

EXARCH ARMOUR

Exarch armour grants its wearer a 3+ armour save. This save can be reduced by modifiers as normal.

RUNE ARMOUR

Rune armour grants its wearer a 4+ armour save. This save is unaffected by armour save modifiers from weapons, so the wearer will always receive a 4+ save against wounds caused by melee or ranged weapon hits. Other save modifiers, such as those from falling from a height, still apply as normal.

HOLO-SUIT

Ranged attacks targeting a ganger wearing a holo-suit suffer an additional -1 modifier to hit for every full 12" of distance between the shooter and the target (so a -1 penalty at 12-24" range, -2 at 24-36" range and so on).

GUN SIGHTS

CRYSTAL TARGETING MATRIX

This is the most advanced target acquisition system the Eldar can produce. It allows for near-perfect target identification and tracking regardless of relative speed and trajectory.

A crystal targeting matrix can be fitted to any basic or special weapon. It negates the -1 to hit penalty for shooting on overwatch and allows the user to fire on a fleeting target with no Initiative test necessary.

RANGE FINDER

Eldar range finders are typically located at the end of a short antenna attached to the user's armour at the shoulder or right behind it. They emit a short psychic burst and determine the distance to a target by measuring how long it takes for the signal to return.

A range finder can be fitted to any pistol, basic, special or heavy weapon. It takes effect after the user declares his shooting target. If the target turns out to be beyond the weapon's long range then no shots are fired (normally you have to roll the dice anyway to see if the wasted shots cause an ammo roll).

TELESCOPIC SIGHT

A telescopic sight is a simple but effective optical aid to accuracy. The sight can be fitted to any basic or special weapon to increase the shooter's accuracy at long range. A telescopic sight requires concentration to use, and is only a benefit to shooters who stop and aim carefully.

A stationary fighter using a basic or special weapon with a telescopic sight adds +6" to the long range of his weapon. The sight is no advantage when shooting on overwatch.

WRAITHSCOPE

A stationary fighter using a basic, special or heavy weapon with a wraithscope reduces the cover modifier of his target by 1 (so there is no to hit penalty for soft cover and only -1 for hard cover.) The wraithscope is no advantage when shooting on overwatch.

WARGEAR

BANSHEE MASK

This helmet turns its wearer's charging shout into a blood-chilling scream that roots opponents to the spot.

When a fighter wearing a banshee mask charges he causes *fear* until the end of that turn. In addition, the targets of his charge lose overwatch status and cannot shoot at him. The second effect happens even if the targets are immune to fear.

ELDAR WING PACK

A model wearing an Eldar wing pack can fly as described in the Movement section of the battle rules. While the wing pack is active, the user can move 6" or charge/run 12". Modifiers from wounds, bioniks and augmentations do not apply as it is the wing pack doing all the work. An Eldar wing pack is not powerful enough to lift a heavy load – any model carrying items that inflict a melee penalty for being encumbered (such as heavy weapons) cannot fly with a wing pack. This also applies to models wearing armour with an armour save of 4+ or better unless the armour comes from the Eldar armoury.

Note that a model with a skill or other ability that negates the encumbrance penalty still cannot fly with a heavy item – his abilities do not extend to the wing pack.

A wing pack can be turned off at any time if the user wishes to walk instead, and can be reactivated at the start of the user's movement phase.

A model wearing a wing pack takes up two passenger spaces on a vehicle and cannot be the driver or gunner as the wings take up too much room.

FLIP BELT

This small device incorporates a weak anti-gravitic field generator that aids the wearer in jumping and falling.

A fighter wearing a flip belt rolls two dice for distance and picks the highest when jumping. He can also jump safely down from a height of up to 6" instead of just 3" (see the 'Additional Terrain Rules' section for details).

GHOSTHELM

A ghosthelm is only of any use to Eldar Psykers. It grants a 4+ special save against the effect of Perils of the Warp.

MANDIBLASTERS

If a fighter wearing a mandiblaster helm is involved in melee combat, his opponent must take an Initiative test to avoid getting hit by the mandiblasters. If he fails, he suffers a strength 2 hit. This happens at exactly the same time that melee attacks are resolved, so mandiblasters can hit an enemy fighter even if he wins the combat.

PSYCHIC HARMONIZER

fluff

An Eldar ganger who carries a psychic harmonizer can use it upon another Eldar who is down or is suffering from one or more flesh wounds. The user must move into base-to-base contact and then spend the rest of the turn attending to his comrade. He cannot shoot, fight in melee or do anything else. At the start of the recovery phase, before making injury rolls for downed models, roll a D6. On a roll of 6 the affected model is stabilized. All his flesh wounds are healed and if he was down he is stood up and can fight on as normal. On any other roll the harmonizer has no effect.

When used by an Eldar with the Doctor career, the harmonizer works on a roll of 5+ instead of only a 6.

Note that a ganger cannot use a harmonizer on himself.

RUNES OF WARDING

Runes of warding only work when carried by a Psyker. If an enemy Psyker attempts to use a psychic power while within 12" of the model with runes of warding, you may roll a D6 before the enemy takes his psychic test. On a roll of 6 the psychic test fails automatically.

SHIMMERSHIELD

A fighter equipped with a shimmershield has a 6+ special save in melee combat only. The save also extends to other friendly models in base contact with the fighter.

SPIRIT STONES

A Craftworld Eldar fighter carrying a Spirit Stone can attempt an Initiative test to escape from pinning at the start of his turn even if there are no friendly models within 2" of him.

WARP JUMP GENERATOR

A warp jump generator allows a user to teleport as described in the Movement section of the battle rules. The user can teleport in the movement phase instead of moving. The usual roll for the effects of warp travel applies to teleportation with a warp jump generator.

The destination point can be anywhere on the battlefield as long as the user has line of sight to that location. The user counts as charging if he teleports into base-to-base contact with an enemy model.

It is also possible to teleport directly onto an enemy vehicle but the user must pass an Initiative test to see if he can withstand the sudden change in velocity. If he fails, he falls off the vehicle immediately with the usual consequences.

A model wearing a warp jump generator takes up two passenger spaces on a vehicle and cannot be the driver or gunner as the generator takes up too much room.

WRAITH FLUTE

This item can only be used by Eldar Technicians. The flute can be used in the shooting phase instead of firing a weapon and only if the user is not involved in melee. You can remove one damage effect of your choice from a friendly vehicle within 3" of the flute player, except damage that immobilizes or cripples a vehicle.

DARK ELДАР ITEMS

HAND-TO-HAND WEAPONS

AGONISER					
					Neural Shock: An agonizer always wounds living models on a roll of 4+ regardless of toughness. Against all other targets it counts as strength 3.
Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	*	1	-3	

HYDRA GAUNTLETS (PAIR)					
					Gauntlets: Hydra gauntlets are firmly attached to the arms, so the user cannot be disarmed of them during a battle. A gauntleted hand cannot be used to hold any other weapons, however. Flurry of Blows: Hydra gauntlets are always bought and used in pairs. A fighter with hydra gauntlets gains +2 Attacks instead of just +1 for using two weapons.
Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user +1	1	-1	Loses Draws

IMPALER					
					Set Defense: An impaler-wielding fighter can make an Initiative test when charged by an enemy model unless already engaged in melee; if the test is successful, the enemy does not receive any bonus for charging.
Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user	D3	-	Wins Draws, Flexible Grip

KLAIVE					
Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	6	1	-3	Parry, Two-handed

RAZORFLAIL					
					Two Profiles: A razorflail can change its form between a heavy, serrated sword and a wicked, bladed chain. Declare which configuration the wielder is using at the start of each melee phase.
Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user +1	1	-1	Parry
Melee only	-	as user	1	-1	Unblockable, Wins Draws, Fumble

SCISSORHAND					
					Gauntlet: A scissorhand is firmly attached to the arm, so the user cannot be disarmed of it during a battle. A gauntleted hand cannot be used to hold any other weapons, however.
Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user +1	1	-1	Loses Draws, Poisoned

SHARDNET					
					Capture: If a shardnet-equipped fighter scores at least 3 hits on a melee opponent in one melee phase, he can choose to incapacitate him instead of making any wound and injury rolls. The opponent goes down automatically (and is taken out of action immediately unless he has any allies involved in the same melee). This ability does not work on models with a 40mm or larger base, but it does work on normal fighters riding a larger creature – they can be caught in the net and pulled off their mount.
Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	3	1	-	Unblockable, Loses Draws

VENOM BLADE					
Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user	1	-1	Parry, Poisoned

PISTOL WEAPONS

SPLINTER PISTOL								
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-16	+2	-	3	1	-	4+	Close combat, Poisoned

BLAST PISTOL								
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-10	+1	-	6	D3	-3	4+	-
							Lance Weapon: This weapon counts any vehicle armour with a value greater than 8 as being armour 8.	

STINGER PISTOL								
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-16	+2	-	3	1	-1	6+	Close combat, Poisoned (see above)
<i>The needle pistol or needler is a complex laser-powered weapon. Its tight laser beam carries a tiny toxic needle which pierces the target's flesh to send its deadly poisons into their body. The needler is a rare and expensive weapon. Its chief advantage is that it is virtually silent, and as such the favoured weapon for assassins.</i>						Special Toxin Ammo: Stinger weapons fire hollow darts that can be loaded with any of a variety of different toxins instead of the usual poison. These toxins must be purchased separately (see the wargear section.) Declare before the game which special toxin the stinger is loaded with, if any. A stinger with a special toxin loses its normal 'Poisoned' ability.		

BASIC WEAPONS

SHARD CARBINE								
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-18	+1	-	3	1	-	4+	1 Sustained Fire Die, Poisoned

SPLINTER RIFLE								
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	+1	-	3	1	-	4+	Poisoned

STINGER RIFLE								
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-16	16-32	+1	-	3	1	-1	6+	Poisoned (see above)
<i>The stinger rifle is a sniper's weapon and for this reason it is often referred to as a stinger sniper rifle. It is a complex laser powered device and relatively rare in Nu Ork. Its tight laser beam carries a tiny toxic needle or dart which can easily penetrate flesh to send its deadly poisons into the target.</i>						Special Toxin Ammo: Stinger weapons fire hollow darts that can be loaded with any of a variety of different toxins instead of the usual poison. These toxins must be purchased separately (see the wargear section.) Declare before the game which special toxin the stinger is loaded with, if any. A stinger with a special toxin loses its normal 'Poisoned' ability.		

SPECIAL WEAPONS

BLASTER								
								Fusion Weapon: This weapon gains an extra -2 armour save modifier when fired at a target in short range.
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-12	+1	-	6	D6	-3	4+	-

HAYWIRE BLASTER								
								Haywire: If this weapon hits a vehicle in any location other than the DRIVER or CREW, the shot penetrates armour automatically with no need to roll.
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-18	-	-1	3	1	-	4+	

LIQUIFIER GUN								
								Ammo Test: An Ammo test is required every time a liquifier gun is fired regardless of your to hit roll.
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
				3	1	-6	4+	

SHREDDER								
								Ammo Test: An Ammo test is required every time a shredder is fired regardless of your to hit roll.
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
				4	1	-2	2+	Monofilament

HEAVY WEAPONS

DARK LANCE

Lance Weapon: This weapon counts any vehicle armour with a value greater than 8 as being armour 8.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-20	20-60	-	-	8	D6	-6	4+	

SPLINTER CANNON

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-20	20-40	-	-	4	1	-1	4+	2 Sustained Fire Dice, Poison

GRENADES

PLASMA GRENADE

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	4	1	-1	Auto	4" Blast

HAYWIRE GRENADE

Haywire: If this weapon hits a vehicle in any location other than the DRIVER or CREW, the shot penetrates armour automatically with no need to roll.

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	3	1	-	Auto	3" Blast

TERROR GAS GRENADE

Terror Gas: All fighters affected by this gas must take a Leadership test using their own Leadership score. Roll a D6 for any fighter who fails to see how he is affected:
1-2: The fighter becomes pinned
3: The fighter becomes subject to *apathy*
4: The fighter becomes subject to *stupidity*
5-6: The fighter is broken

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	-	-	-	Auto	3" Blast, Gas Cloud

ARMOUR

GHOSTPLATE ARMOUR

Ghostplate armour grants its wearer a 4+ armour save. This save can be reduced by modifiers as normal. In addition, the wearer also has a 6+ special save against ranged attacks only.

HOLO-SUIT

Ranged attacks targeting a ganger wearing a holo-suit suffer an additional -1 modifier to hit for every full 12" of distance between the shooter and the target (so a -1 penalty at 12-24" range, -2 at 24-36" range and so on).

INCUBI WARSUIT

An Incubi warsuit grants its wearer a 3+ armour save. This save can be reduced by modifiers as normal.

KABALITE ARMOUR

Kabalite armour grants its wearer a 5+ armour save. This save can be reduced by modifiers as normal.

WYCH SUIT

A wych suit grants its wearer a 5+ armour save, but only in melee. The save does not apply against ranged attacks or other damage, such as from falling. The save can be reduced by modifiers as normal.

SPECIAL TOXINS

GLASS PLAGUE VIRUS

This is a special toxin that can be loaded into a stinger pistol or stinger rifle. One dose is enough for one game. Unlike most consumables, special toxins are not replenished for free – after they are used, they are gone and you have to buy a new dose.

Any living model that suffers an unsaved wound from a stinger weapon loaded with the glass plague virus must take a Toughness test – this is done before the Injury roll. If the test is failed the fighter is immediately turned to crystal and taken out of action. No serious injury roll is made for him after the battle. He is completely incapacitated until he is taken to a Haemonculus for treatment.

If the model passes his Toughness test he resists the toxin, but can still be hurt by the needle itself. Proceed to the Injury roll and resolve it as normal.

PSIBANE POISON

This is a special toxin that can be loaded into a stinger pistol or stinger rifle. One dose is enough for one game. Unlike most consumables, special toxins are not replenished for free – after they are used, they are gone and you have to buy a new dose.

Any Psyker who suffers an unsaved wound from a stinger weapon loaded with Psibane poison must take a Toughness test. If the test is failed the psyker cannot use any more psychic powers until the end of the battle. Any Daemon hit by the weapon is wounded on a 4+ regardless of Toughness. If the wound goes unsaved the Daemon automatically goes out of action with no Injury roll required.

WARGEAR

ARMOUR BLADES

Many Dark Eldar like to attach spikes or blades to their armour and learn to use them to their advantage in combat, forcing their opponents to yield to simple kicks or swipes that would otherwise pose no threat.

A fighter with bladed armour gains the Wins Draws ability. Armour blades may be fitted to mesh, aspect, ghostplate and exarch armour. The procedure is permanent – you can't later transfer the blades to a different suit of armour.

CLONE FIELD

This is a sophisticated hologram emitter that projects duplicate images of the user. These are only visible at very close range but can greatly confuse opponents in hand to hand combat, and only the most observant foes can discern which image is their real target.

Every enemy model in melee combat with a clone field equipped fighter must take a Leadership test each turn before making melee attacks. If a model fails the test, then the clone-field equipped fighter receives a 4+ special save against all hits made by that enemy model that turn.

COMBAT DRUGS

Some reckless or desperate Eldar, particularly those of the dark kin, use performance enhancing drugs to give them an edge in combat. They typically have a large selection of various drug dispensers hooked up to a sophisticated bio-computer that administers the drugs based on the user's neural activity. This way the user can rapidly adjust his drug mix according to his needs.

Combat drugs can be used to increase any of the following characteristics by one point each:

Movement, Strength, Toughness, Initiative, Attacks.

Declare how many and which characteristics you wish to boost at the start of each player's turn, then roll a D6.

If you roll equal to or under the number of characteristics you wanted to increase, the ganger overdoses and goes down (although the bonuses are still applied). If you roll over the number then the ganger is fine. The characteristic increases last until the end of the turn.

FLIP BELT

This small device incorporates a weak anti-gravitic field generator that aids the wearer in jumping and falling.

A fighter wearing a flip belt rolls two dice for distance and picks the highest when jumping. He can also jump safely down from a height of up to 6" instead of just 3" (see the 'Additional Terrain Rules' section for details).

HELLION SKYBOARD

A model riding a Hellion skyboard can fly as described in the Movement section of the battle rules. He can move 8" or charge/run 16". Modifiers from wounds, bioniks and augmentations do not apply as it is the skyboard doing all the work.

Additionally, the rider can use his skyboard's bladed vanes to perform rake or sideswipe attacks against enemy foot models (but not vehicles) by passing over or within 1" of them. The target must pass an Initiative test to dodge out of the way or it takes a S3 hit, but is not moved. A rake or sideswipe also causes pinning, even against models that are normally immune to pinning from enemy fire.

Any model riding a Hellion skyboard is immune to pinning from enemy fire – he can't really dive to the ground, can he? If the model becomes pinned for any other reason or if he goes down, he must pass an Initiative check or suffer an additional Strength 3 hit for falling off the skyboard.

A model riding a Hellion skyboard cannot embark or board a vehicle in any circumstances – it is just too large.

A rider can abandon his skyboard at any point during his movement phase, but cannot then re-mount until the end of the battle. Replace his model with a foot version and remove the skyboard. It is assumed that the skyboard can be recovered after the battle is over.

SHADOW FIELD

A fighter equipped with a shadow field has a 2+ special save against all melee and ranged attacks except those that use a flamer template. However, the first time the save is failed the shadow field is permanently and irreversibly destroyed and removed from your roster.

TORTURE IMPLEMENTS

If your gang includes any Dark Eldar and at least one set of torture implements, one of your Dark Eldar gangers can torture any enemy gangers you capture before they are ransomed back or sold into slavery. The torturer gains a point of experience and the victim's base Leadership score is reduced by 1 from the ordeal. The opposing gang may attempt to mount a rescue before the torture takes place.

Any ganger carrying a set of torture implements can use them to heal another ganger who is down and in base contact. The user must move into base-to-base contact and then spend the rest of the turn attending to his comrade. He cannot shoot, fight in melee or do anything else. At the start of the recovery phase, before making injury rolls for downed models, roll a D6. On a roll of 6 the affected model is stabilized. He is stood up with a mere flesh wound and can fight on as normal. On any other roll the treatment has no effect.

When used by any ganger with the Doctor career, the treatment works on a roll of 5+ instead of only a 6.

Note that a ganger cannot use torture implements on himself.

TAU ITEMS

HAND-TO-HAND WEAPONS

BUCKLER

Repulsor Field: The buckler emits a small force shield that can turn aside enemy blows. Besides granting its wielder the Parry and Set Defense special abilities, it also increases his armour save against melee attacks (but not shooting or any other source of damage) by one point or grants him a 6+ armour save in melee if he otherwise has none.

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user -1	1	-	Parry, Set Defense

PISTOL WEAPONS

BURST PISTOL

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-4	4-12	+1	-	3	1	-	4+	Close combat, 1 Sustained Fire Die

PULSE PISTOL

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-16	+2	-	4	1	-	3+	Close combat

RAIL PISTOL

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-24	+1	-	4	1	-2	6+	Close combat, Volatile

TAU HAND FLAMER

Ammo Test: An Ammo test is required every time the hand flamer is fired as they are unreliable weapons and can only be counted on to fire once or twice. This does not apply when using a hand flamer in melee.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
-	small template	-	-	4	1	-2	3+	Close combat

BASIC WEAPONS

PULSE RIFLE

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-10	10-24	+1	-	4	1	-	3+	-

PULSE CARBINE

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-18	+1	-	4	1	-	3+	1 Sustained Fire Die

RAIL RIFLE

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-24	-1	-	4	1	-3	6+	Volatile, Aiming Bonus

SPECIAL WEAPONS

TAU FLAMER

Ammo Test: An Ammo test is required every time the hand flamer is fired regardless of your to hit roll. Hand flamers are unreliable weapons and can only be counted on to fire once or twice.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
-	large template	-	-	4	1	-2	3+	Flaming (catch fire on 6+)

FUSION BLASTER

Fusion Weapon: This weapon gains +2 Strength (along with an extra -2 armour save modifier) when fired at a target in short range.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-12	+1	-	6	D6	-3	4+	-

NEUTRON BLASTER

Irradiation: If a target goes out of action immediately when hit by this weapon, it suffers an automatic Head Wound result on the serious injury chart in addition to the usual roll on the chart.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-12	+1	-	5	1	-4	4+	Volatile

HEAVY WEAPONS

AIRBURSTING FRAGMENTATION PROJECTOR

Multiple Charges: After determining the position of the first blast marker as normal, place 4 additional 2" blast markers on top of the first one and scatter each of them D6" in a random direction using the scatter die. If you roll a HIT for any of the new blast markers that charge was a dud and the marker is removed. After all markers are placed any model touched by one or more markers is partially hit and can make an Initiative test to avoid the hit. A model touched by multiple markers can only be hit once, but suffers a -1 penalty to Initiative on his test to avoid the hit for each marker beyond the first.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-16	16-24	+1	-	4	1	-1	4+	2" Blast

BURST CANNON

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-16	16-36	+1	-	5	1	-1	4+	2 Sustained Fire Dice

PLASMA RIFLE

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-20	20-32	-	-1	6	D3	-3	4+	1 Sustained Fire Die

GRENADES

PHOTON GRENADE

Blinding Flash: All models that are directly hit by this grenade have their WS and BS reduced to 1 until the end of their next turn in addition to the normal damage they might suffer.

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	1	1	-	Auto	4" Blast

EMP GRENADE

EMP: This weapon does not cause damage, but if it hits a vehicle then that vehicle's maximum speed for its next basic move is reduced to 1 less than the speed it used in its previous move. If it moved at slow speed, then it cannot move at all. Thrusters are unaffected.

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	-	-	-	Auto	2" Blast

ARMOUR

TAU SCOUT ARMOUR

A fighter wearing tau scout armour has a 5+ armour saving throw. This save can be reduced by modifiers as normal.

TAU COMBAT ARMOUR

A fighter wearing tau combat armour receives a 4+ armour saving throw. This save can be reduced by modifiers as normal.

IRIDIUM CARAPACE

A fighter wearing iridium carapace armour receives a 4+ armour saving throw. This save can be reduced by modifiers as normal except that it is unaffected by modifiers from pulse and plasma weapons. Against these weapons, the armour save remains a 4+. Because of its bulk a fighter wearing iridium carapace armour suffers a -1 penalty to Initiative for all purposes.

XV-15 STEALTH SUIT

A model wearing a stealth suit has a 5+ armour saving throw. This save can be reduced by modifiers as normal. In addition, all shooting attacks targeting the wearer suffer an additional -1 penalty for cover, even if he is out in the open.

GUN SIGHTS

MARKERLIGHT

A markerlight can be fitted to any Tau basic weapon. It is essentially a second ranged weapon that has the following profile:

Short range	Long range	To hit short	To hit long
0-8	8-30	-1	-

The markerlight can be fired before the main weapon. It deals no damage and never causes pinning, but if it hits, the user gets a +1 bonus to hit with the main weapon that turn. The markerlight and the main weapon can both be fired in the same turn. A markerlight cannot be used while on overwatch.

If the user has a drone controller, then all drones assigned to him also get a +1 bonus to hit the same target that turn.

MULTI-TRACKER

A multi-tracker can be fitted to any Tau ranged weapon other than a pistol. It allows the user to fire at any enemy in his line of sight, not necessarily the closest one. Note that this does not allow him to premeasure range to the target. A multi-tracker cannot be used while on overwatch.

TARGET LOCK

A target lock can be fitted to any Tau ranged weapon other than a pistol. It allows instantaneous targeting of fast-moving opponents. The user does not have to take an Initiative test to be able to shoot at a fleeting target while on overwatch.

WARGEAR

AUTO-SURGEON

An auto-surgeon allows you to re-roll the serious injury roll for one ganger, except for 'Captured' results, after each battle. Decide whose result to re-roll after making all your injury rolls. If the re-roll results in a 'Captured' result then treat it as a 'Full Recovery' instead. It is not necessary to carry the auto-surgeon into battle to gain its effects, as the injured can easily be treated once the gang returns to its hideout.

BLACKSUN FILTER

A blacksun filter is an advanced Tau visor that greatly enhances vision in poor light conditions. It also incorporates a photochromatic layer that protects the wearer against sudden bright flashes.

A ganger wearing a blacksun filter is immune to the effects of a Blinding Flash, such as those caused by Flash Bang Grenades / Stikkbombs. In addition, he can see normally in dim light and darkness.

BONDING KNIFE

A bonding knife is only of any use if carried by a Tau gang leader. He and all friendly Tau within 12" of him gain a +1 bonus to Leadership when taking Break tests or tests to recover their nerve.

A bonding knife is of symbolic value and is never used in combat, so it does not have a weapon profile.

DRONE CONTROLLER

A model carrying a drone controller can have up to two Tau drones assigned to him (see page 127 for details) but due to the bulk of the unit he cannot also carry a special or heavy weapon.

EMERGENCY SUSHI

As everyone knows, fish meat has a lot of phosphorus, which is good for the brain. The Tau declare themselves as vegetarians, but as is commonly the case, they turn a blind eye to delicious seafood.

A ganger carrying emergency sushi can consume it to re-roll a failed Leadership test made to resist the effects of *frenzy* or *stupidity*. Sushi rations can be used once per game, but are replenished automatically after the battle.

FAILSAFE DETONATOR

Also called the "Glory Device", this mechanism is intended as the ultimate expression of the doctrine of the Greater Good. It is a simple high explosive charge originally intended to be activated by the bearer in the most dire circumstances to shred nearby enemies and allow his comrades to escape. In practice, it turned out that few warriors were ready to sacrifice themselves in this manner, so later versions of the failsafe detonator were designed to be attached to unwitting alien allies and detonated from afar by their Tau commanders.

A ganger fitted with a failsafe detonator can activate it at any time up to the moment he goes out of action, so it is possible to blow up an enemy that has just beaten the bearer in melee. When the device is activated, a 4" blast marker is centred in the bearer, and any model underneath suffers a Strength 5 hit with no armour save modifier. Partially covered models can attempt an initiative test to avoid the hit, as normal. The bearer must make an additional roll on the serious injury chart to represent damage caused by the failsafe detonator.

FRIENDSHIP HELMET

Not all subservient races in the Tau Empire are entirely willing. Friendship Helmets are devices gifted to alien dignitaries to help "convince" them to join up with the Empire.

This piece of equipment is kept in the gang's stash until an enemy ganger is captured. If you wish, the captive can be forced to wear the helmet, which turns him into a willing member of your own gang for all intents and purposes for as long as he keeps wearing the helmet. If the ganger is taken out of action in melee by one of his original comrades, his friend will immediately remove the helmet and smash it into pieces. The helmet is also destroyed if the fighter ever suffers a "head wound" or a "blast to the face" result on the serious injury chart. In either case, the ganger immediately makes a run for it and returns to his original gang.

The captive's friends may mount one rescue attempt before he is equipped with the helmet.

FRESHLY GROUND ETHERIAL

It is a poorly kept secret that the Tau Etherials control their brethren with naturally-secreted pheromones. An enterprising Haemonculus has managed to isolate the mind-affecting compound, but unfortunately it seems to be impossible to synthesize. While plans are already underway to start breeding Etherials in captivity, for now the pheromone can only be obtained by extraction from Etherials captured in the wild.

By daubing himself with some finely ground Ethereal powder, a ganger can gain authority over nearby Tau. Friendly Tau gangers within 6" can use his Leadership as if he were the gang leader. If he actually is the gang leader, the range is extended by 6". Enemy Tau within 12" do not have to charge or shoot the ganger if he is the closest eligible target, but if they do, they halve their WS and BS (rounding up) when resolving their shooting or melee attacks against him. Unlike most other equipment, freshly ground Ethereal only lasts for one battle and does not replenish automatically.

INSTRUCTIONAL VIDEOS

Instructional videos do not have to be carried into battle, they are kept in the gang's hideout. All non-Tau fighters in a gang that owns instructional videos only require 3 battles instead of 5 to become familiar with any item from the Tau Armoury and waive the non-proficiency penalty for using a foreign item.

PROPAGANDA POSTERS

A ganger carrying propaganda posters can set one up on any wall or other flat, vertical surface as a special action in his shooting phase instead of firing a weapon. From that point on, all Tau gangers (friend or foe!) with line of sight to the poster gain a +1 Leadership bonus.

SHIELD GENERATOR

A shield generator grants its bearer a 5+ special save from enemy shooting and melee attacks, but not from other sources of damage, such as falling or being run over by a vehicle.

TAU JET PACK

A model wearing a Tau jet pack allows its user to fly as described on [page 12](#). While the jet pack is active, the user can move 5" or charge/run 10". Modifiers from wounds, bioniks and augmentations do not apply as it is the jet pack doing all the work.

A jet pack is not powerful enough to lift a heavy load – any model carrying items that inflict a melee penalty for being encumbered (such as heavy weapons) cannot fly with a jet pack. This also applies to models wearing armour with an armour save of 4+ or better unless the armour comes from the Tau armoury.

Note that a model with a skill or other ability that negates the encumbrance penalty still cannot fly with a heavy item – his abilities do not extend to the jet pack.

A jet pack can be turned off at any time if the user wishes to walk instead, and can be reactivated at the start of the user's movement phase.

A model wearing a jet pack takes up two passenger spaces on a vehicle and cannot be the driver or gunner as the jets take up too much room.

T.U.N.A.

A ganger carrying a T.U.N.A. treats all rough ground and very rough ground as clear ground, but due to the bulk of the T.U.N.A. unit he cannot carry a special or heavy weapon and he suffers the melee combat score penalty for being encumbered.

TAU DRONES

Drones are small, hovering robots with a rudimentary artificial intelligence. They are employed heavily in the Tau Empire for all sorts of tasks from labour to combat.

A drone is an independent model mounted on its own 25mm base, but it is essentially mindless and so drones do not gain experience and cannot advance. Drones require upkeep and so they count towards the size of your gang when you are selling Loot, but they cannot explore, shop, or otherwise participate in non-combat activities.

A drone that is taken out of action does not roll on the usual Serious Injury chart. Instead just roll a D6 and on a roll of 1 the drone is damaged beyond repair, on a roll of 2 or more the drone fully recovers.

Drones cannot drive vehicles or use any weapons or equipment other than whatever is built into their bodies.

Before a battle every drone must be assigned to a ganger equipped with a drone controller. Each such ganger can have up to two drones assigned to him. If the ganger goes out of action his drones become subject to *stupidity* for the rest of the battle. Commanding his drones does not impair the ganger's normal actions in any way.

GUN DRONE

1
2
3
4
5

	M	WS	BS	S	T	W	I	A	Ld
Drone	4	2	2	3	3	1	3	1	7

Mindless: Drones are immune to fear and terror and never have to take break tests. They also cannot be pinned by enemy fire.

Metal Plating: Drones have a 5+ armour save.

Floating: Drones move by floating as described in the Movement section of the battle rules.

Weaponry: Every gun drone comes with two built-in pulse carbines. Treat them as a single weapon with two Sustained Fire Dice instead of one.

SHIELD DRONE

1
2
3
4
5

	M	WS	BS	S	T	W	I	A	Ld
Drone	4	2	2	3	3	1	3	1	7

Mindless: Drones are immune to fear and terror and never have to take break tests. They also cannot be pinned by enemy fire.

Metal Plating: Drones have a 5+ armour save.

Floating: Drones move by floating as described in the Movement section of the battle rules.

Bodyguard: Whenever a friendly model within 2" is hit by a ranged attack, you may have this drone be hit instead as long as it is not pinned, down, broken, or in melee.

Shield Generator: A shield drone has a 5+ special save from enemy shooting and melee attacks, but not from other sources of damage such as falling or being run over by a vehicle.

SNIPER DRONE

- 1
- 2
- 3
- 4
- 5

	M	WS	BS	S	T	W	I	A	Ld
Drone	4	2	2	3	3	1	3	1	7

Mindless: Drones are immune to fear and terror and never have to take break tests. They also cannot be pinned by enemy fire.

Metal Plating: Drones have a 5+ armour save.

Floating: Drones move by floating as described in the Movement section of the battle rules.

Weaponry: Every sniper drone comes with a built-in rail rifle.

MARKER DRONE

- 1
- 2
- 3
- 4
- 5

	M	WS	BS	S	T	W	I	A	Ld
Drone	4	2	2	3	3	1	3	1	7

Mindless: Drones are immune to fear and terror and never have to take break tests. They also cannot be pinned by enemy fire.

Metal Plating: Drones have a 5+ armour save.

Floating: Drones move by floating as described in the Movement section of the battle rules.

Marker: Every sniper drone comes with a built-in markerlight. If the drone's markerlight hits, then the drone's controller and his other drones (if any) gain a +1 bonus to hit with their shooting attacks that turn.

FIRE DRONE

- 1
- 2
- 3
- 4
- 5

	M	WS	BS	S	T	W	I	A	Ld
Drone	4	2	2	3	3	1	3	1	7

Mindless: Drones are immune to fear and terror and never have to take break tests. They also cannot be pinned by enemy fire.

Metal Plating: Drones have a 5+ armour save.

Floating: Drones move by floating as described in the Movement section of the battle rules.

Weaponry: Every fire drone comes with a built-in Tau flamer.

RELAY DRONE

- 1
- 2
- 3
- 4
- 5

	M	WS	BS	S	T	W	I	A	Ld
Drone	4	2	2	3	3	1	3	1	7

Mindless: Drones are immune to fear and terror and never have to take break tests. They also cannot be pinned by enemy fire.

Metal Plating: Drones have a 5+ armour save.

Floating: Drones move by floating as described in the Movement section of the battle rules.

C&C Relay: If a Relay Drone is controlled by the gang's leader, then gangers can use the leader's Leadership for break tests when within 6" of the Relay Drone just as if they were within 6" of the leader himself.

KROOT ITEMS

HAND-TO-HAND WEAPONS

BLADED STAFF

Double Weapon: A bladed staff grants +1 attack in melee just as if the user was wielding two one-handed melee weapons.

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user	1	-	Two-handed, Parry, +1 Attack

MACHETTE

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user +1	D3	-1	Parry

TELESCOPIC HOOK

Not Going Anywhere: If a ganger is fighting with this weapon, his melee opponents cannot leave combat by any means (this negates the Withdraw skill and similar abilities).

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user	1	-	

PISTOL WEAPONS

DART PISTOL

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-12	+1	-	2	1	-1	4+	Close Combat, Poison

KROOT PISTOL

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-16	+1	-	4	1	-	4+	Close Combat

WEB PISTOL

The web pistol, or glue gun as it is cheerfully called, fires a tangle of gluey threads which envelop and ensnare their target, trapping and rendering them immobile. The sticky mass quickly shrinks and hardens holding the target fast and preventing him from making the slightest move. The pistol is bulky and has a cone-shaped nozzle and a distinctive canister containing the web chemical itself.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-4	4-8	-	-1	0	Special	-	6+	Close combat, Sticky Web

BASIC WEAPONS

KROOT COMBAT RIFLE

Combat Blades: A kroot combat rifle can be used as a bladed staff in melee combat using the second profile, below. It grants +1 attack just as if the user was wielding two one-handed melee weapons.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-24	-	-1	4	1	-	4+	-

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user	1	-	Two-handed, Parry, +1 Attack

KROOT HUNTING RIFLE

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-24	-1	-	4	1	-	4+	Aiming Bonus

SPECIAL WEAPONS

HARPOON GUN

Reel 'Em In: If a harpoon gun hits a fighter and the wound roll is successful, the target is pulled 2D6" towards the attacker. If they come into base contact, they become engaged in melee with the shooter counting as charging this turn. This happens before the Injury roll and even if the target passes its armour save. A successful special save will prevent the effect, however. The ability does not work on vehicles or beasts or any kind, but can pull a ganger right off a vehicle or mount if it hits him directly.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-10	10-24	-	-1	6	1	-2	4+	

WEB GUN

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-18	-	-1	0	Special	-	6+	Sticky Web

HEAVY WEAPONS

KROOT CANNON								
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-20	20-60	-	-	8	D3	-3	4+	1 Sustained Fire Die, Knockback

GRENADES

BAG OF CALTROPS								
<p>Caltrops: Like a smoke grenade, the bag of caltrops can be aimed at a spot on the ground rather than a model. It does not cause any damage or pinning, but the blast area is covered with sharp caltrops. Leave the blast marker in play. Any model attempting to move on or over the affected area must pass an Initiative test or suffer a Strength 2 hit.</p>								
Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special	
thrown		-	-	-	-	Auto	4" Blast	

SLEEP GAS GRENADE								
<p>Sleep Gas: Every model affected by the gas halves its Movement, Weapon Skill, Ballistic Skill and Initiative for as long as it remains in the cloud. If an affected model ends its turn in the cloud it must pass another Toughness check or immediately go out of action. Models that manage to leave the cloud fully recover by the end of the turn.</p>								
Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special	
thrown		-	-	-	-	Auto	3" Blast, Gas Cloud	

WEB GRENADE								
Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special	
thrown		-	-	-	-	Auto	3" Blast, Sticky Web	

ARMOUR

HARDENED LEATHERS

A fighter wearing hardened leathers has a 6+ armour save. This save can be reduced by modifiers as normal.

LIGHT CARAPACE

A fighter wearing a light carapace has a 5+ armour save. This save can be reduced by modifiers as normal.

WARGEAR

CAMO PAINT

One dose of camo paint contains enough for a single ganger. Once applied, the paint cannot be transferred to another model, and is destroyed if removed from the wearer.

A fighter wearing camo paint can hide even while out in the open as long as he is at least 12" away from any enemy models who have line of sight to him. However, he cannot move in such circumstances without giving himself away.

CASTING BONES

Casting Bones only function when carried by a Kroot Psyker. They allow the ganger to re-roll a failed Psychic test when attempting to use a Divination power.

EMERGENCY MEAT

Emergency meat serves two uses. Firstly, any ganger carrying it can attempt to distract a charging enemy beast by tossing a nice chunk of meat under its feet. Any beast that attempts to charge the ganger must pass a Leadership test or stop in its tracks halfway to the ganger to devour the delicious morsel.

Additionally, Kroot can consume emergency meat to heal injuries. A Kroot ganger who is down can eat his emergency meat in his recovery phase, before making his injury roll. The ganger automatically recovers and stands back up with a flesh wound.

In either case, a ganger can only use emergency meat once per battle. The meat is replenished automatically after the game.

HUNTER TOTEM

A ganger carrying a hunter totem can take a 5+ special save against any wounds inflicted by enemy beasts in melee combat.

MYSTIC WARPAIN

One dose of warpaint contains enough for a single ganger. Once applied, the paint cannot be transferred to another model, and is destroyed if removed from the wearer.

A fighter wearing mystic warpaint resist being pinned by enemy fire by passing a Leadership test after each hit. If he fails a test, he becomes pinned as normal and the benefits of his mystic warpaint cease to apply until the end of the battle, as the fighter loses confidence in its protective abilities.

SUREFOOT CHARM

A ganger carrying a surefoot charm can re-roll a failed Initiative test made to avoid falling off a terrain feature or vehicle.

SQUAT ITEMS

HAND-TO-HAND WEAPONS

COMBAT PICK

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	As user +1	1	-2	Flexible Grip

LAS-CUTTER

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	4	1	-4	

POWER HAMMER

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	5	D3	-3	Two-handed

ROCK DRILL

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	7	D3	-5	Two-handed, Bleeding

PISTOLS

GATLING PISTOL

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-12	+1	-	3	1	-	4+	1 Sustained Fire Die

SPECIAL WEAPONS

HEAT GUN								
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-18	+1	-	6	D3	-3	4+	Fusion Weapon: This weapon gains an extra -2 armour save modifier when fired at a target in short range.

HEAVY WEAPONS

CONVERSION BEAMER								
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-48	-1	-	8	D3	-6	6+	Recharge Cycle

ORGAN GUN								
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-36	+1	-	5	1	-2	4+	2 Sustained Fire Dice

GRENADES

INSTANT MINEFIELD

Minefield: Like a smoke grenade, the instant minefield can be aimed at a spot on the ground rather than a model. It does not cause any damage or pinning, but the blast area is covered with mines. Leave the blast marker in play. Any model attempting to move on or over the affected area must pass an Initiative test or suffer a Strength 4 hit.

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	-	-	-	Auto	3" Blast

MELTA BOMBS

Demolition: Melta bombs can be used as demolition charges to take out objectives in certain scenarios. See [page 193](#) for details.

Like Lugging a Log: Melta bombs are big and heavy, so they can only be thrown half as far as other grenades.

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	6	D3	-4	Auto	2" Blast

ARMOUR

ANCESTRAL PLATE

A ganger wearing ancestral plate has a 4+ armour save. This save can be reduced by modifiers as normal. In addition, the wearer receives a special 4+ save against Chest Wounds (if you roll a Chest Wound in the serious injury chart for the ganger, roll the save and on a 4+ the result is changed into Full Recovery, instead).

SQUAT CHAINMAIL

A ganger wearing chainmail has a 5+ armour save. This save can be reduced by modifiers as normal. Chainmail is especially effective against bladed weapons, so the save is increased to 4+ against hits from knives, axes, swords and other blades.

SQUAT EXO-ARMOUR

A ganger wearing Squat exo-armour has a 3+ armour save. This save can be reduced by modifiers as normal. In addition, the armour allows its wearer to move at half speed and still fire heavy weapons and weapons with the "Move or Fire" special rule.

Exo-armour also comes with an optional helmet. You must declare whether the fighter is using his helmet when you deploy him.

The helmet, if worn, reduces the ganger's Initiative by -1 due to the restricted field of vision, but it increases the armour save to 2+ and incorporates a Respirator and Photo Visor (see [page 80](#)).

WARGEAR

BEARD ARMOUR

Only Squats may wear beard armour, and it can be used in addition to a normal suit of armour. Roll a D6 if the wearer suffers a Blast to the Face on the serious injury table. On a roll of 4+ the injury is negated (treat it as a Full Recovery instead).

CONVERSION FIELD GENERATOR

A conversion field grants its bearer a 6+ special save against all shooting attacks. If the save is passed, every model within a number of inches equal to half the strength of the attack and with line of sight to the bearer (is affected as having been hit with a flash-bang grenade (see [page 79](#)). The bearer is unaffected.

DISPLACER FIELD GENERATOR

A conversion field grants its bearer a 6+ special save against all attacks made by enemy models and against hits caused by being run over by a vehicle. If the save is passed, the bearer is teleported D6" in a random direction indicated by the scatter die (on a HIT, you can choose the direction). If the model would end up inside a wall or another model, reduce the distance by the minimum required to clear the obstacle.

ELEVATOR SHOES

Any ganger wearing elevator shoes can move an extra 1" when making a normal advance move (not a run or charge) over clear terrain. The shoes are of no use on rougher ground or when climbing.

HELMET LAMP

A ganger with a helmet lamp may ignore the penalty to hit a target in an area of low light, but if he does, any shooting attacks targeting him in the same player turn or the next one also ignore the low light penalty.

METAL DETECTOR

A ganger carrying a metal detector has a better chance to spot booby traps and mines. He can advance safely over minefields as long as he does not run or charge, and when rolling to see whether the ganger is affected by a trap the ganger's owner may force the dice to be re-rolled.

POWER FIELD GENERATOR

A power field generator can be activated by its bearer during his movement phase. Place the bubble template so that the bearer is fully inside and the template does not overlap any model's base. The field is completely solid and impassable to models and attacks of any kind. It lasts until the start of the bearer's next turn.

SPECIAL BREW

A ganger with a supply of special brew carries enough to last him for an entire battle, and it automatically gets replenished between games. The ganger can take a swig before taking any Leadership test to count his Leadership as 10 for that test, however if he rolls any doubles on the test, his WS, BS and Initiative all get reduced by 1 point to represent his intoxication. The penalties last until the end of the battle.

VIKING HELMET

A viking helmet grants its wearer +1 Attack, but only against models on a larger base.

NECRON ITEMS

HAND-TO-HAND WEAPONS

DISPERSION SHIELD

Shield: The shield improves its user's armour save by 1 point or grants him a 6+ armour save if he has none, but only against ranged attacks. In melee, the shield can be used to parry enemy attacks instead.

Cumbersome: A fighter carrying a shield cannot also carry a heavy or special weapon.

Deflector: A dispersion shield also provides a 6+ special save against all melee and ranged attacks. If this save is successful against a hit from shooting, the hit may be redirected to any other model within 6" of the shield's wielder and in his line of sight.

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user	1	-	Parry

HYPERPHASE SWORD

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	5	1	-3	Parry

ROD OF COVENANT

Combined Weapon: This weapon can be used both in melee and at range using the two different profiles provided.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-10	-	-1	5	1	-4	5+	-

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	5	1	-4	Two-handed, Parry

STAFF OF OFFICE

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	As user +1	1	-	Two-handed, Parry

VOIDBLADE

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user	1	-2	Entropic

WARSCYTHE

Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	As user +2	D3	-4	Two-handed

PISTOL WEAPONS

GAUNTLET OF FIRE

Ammo Test: An Ammo test is required every time the gauntlet is fired.

Gauntlet: This weapon is firmly attached to the arm, so the user cannot be disarmed of it during a battle. A gauntleted hand cannot be used to hold any other weapons, however.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
-	medium	template	-	4	1	-1	5+	Close combat, Flaming (catch fire on 5+)

PARTICLE CASTER

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-16	+1	-	6	1	-1	5+	Close combat

BASIC WEAPONS

GAUSS BLASTER

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	+1	-	5	1	-2	5+	-

GAUSS FLAYER

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	+1	-	4	1	-1	5+	-

STAFF OF LIGHT

Combined Weapon: This weapon can also be used in melee with the same profile as a Staff of Office.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-12	-	-1	5	1	-2	5+	1 Sustained Fire Die

SYNAPTIC DISINTEGRATOR

Synaptic Schock: This weapon always wounds living targets on a roll of 4+ regardless of their Toughness. Against non-living models (such as vehicles, Daemons and Necrons) follow the normal wounding procedure.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-30	-1	-	3	1	-1	5+	Aiming Bonus

TESLA CARBINE

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	+1	-	5	1	-	5+	Tesla

SPECIAL WEAPONS

PARTICLE BEAMER

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	+1	-	6	1	-1	5+	3" Blast

TRANSDIMENSIONAL BEAMER

Exile Ray: This weapon does not cause wounds. When a fighter is hit, he must immediately take a Strength test. If he fails, he is removed from the battle with no armour save allowed (special saves still apply). Fighters removed in this way always return unharmed after the game. Vehicles are not affected by this weapon.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-12	+1	-	-	-	-	5+	Exile Ray

HEAVY WEAPONS

GAUSS CANNON

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-18	18-36	-1	-	5	D3	-3	5+	1 Sustained Fire Die

PARTICLE SHREDDER

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	+1	-	7	1	-2	5+	5" Blast

TESLA CANNON

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	+1	-	6	1	-	5+	1 Sustained Fire Die, Tesla

WARGEAR

CHRONOMETRON

The

A model carrying a chronometron has a 6+ special save against all hits.

GLOOM PRISM

The

Roll a D6 whenever a model within 12" attempts to use a psychic power. On a roll of 4+ the power is negated. Make this roll after the psyker passes his Psychic test.

NIGHTMARE SHROUD

The

A model carrying a nightmare shroud can use it in his shooting phase instead of firing a weapon. Select one enemy fighter in line of sight, then roll 3D6. If you roll equal or greater than the distance to the target, that model must immediately take a Break test.

PHASE SHIFTER

The

A fighter equipped with a phase shifter has a 5+ special save against all enemy attacks (but not other damage.)

PHYLACTERY

The

This item is only useful to Necron models. Any Necron with a Phylactery who makes a successful Reanimation roll is stood up without taking a flesh wound.

RESURRECTION ORB

The

Any Necron within 6" of a Resurrection Orb (including its bearer) has a +1 bonus to his Reanimation rolls. The effects of multiple Orbs are not cumulative.

SEISMIC CRUCIBLE

The

Any enemy model attempting to charge the bearer of a seismic crucible reduces his maximum move by D3".

SHADOWLOOM

The

A fighter carrying a shadowloom counts as standing in an area of low light at all times, as do any other models within 3" of him.

SOLAR PULSE

The

This device can be used once per game at the start of any player's turn. For the duration of the turn, ignore low light conditions anywhere on the table. In addition, enemy fighters that are within 6" of the bearer and have line of sight to him when the solar pulse is used are affected as if directly hit by a flash-bang grenade.

VEIL OF DARKNESS

The

A veil of darkness allows a user to teleport as described in the Movement section of the battle rules. The user can teleport in his own movement phase instead of moving normally. Unlike other teleportation methods, the veil does not take its user through warp space, so do not roll for the effects of warp travel.

The destination point can be anywhere on the battlefield as long as the user has line of sight to that location. The user cannot teleport out of or into melee.

It is also possible to teleport directly onto an enemy vehicle but the user must pass an Initiative test to see if he can withstand the sudden change in velocity. If he fails, he falls off the vehicle immediately with the usual consequences.

CHAOS ITEMS

HAND-TO-HAND WEAPONS

AXE OF KHORNE					
					Special Issue: This item can only be used by followers of Khorne.
Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	As user +1	D3	-2	Flexible Grip, Bleeding

DAEMON WEAPON					
					Treacherous: This weapon bestows D6 extra attacks to its owner (roll every time before resolving combat). However, if the wielder rolls 3 or more fumbles when resolving attacks, he strikes himself once with his own Daemon Weapon. Resolve the hit normally.
Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user +2	1	-3	Fumble

PLAGUE SWORD					
					Entropic Strike: Every time an opponent attempts an armour save against a wound caused by this weapon, he must also make a breakdown test (see page XXX) for his armour. Special Issue: This item can only be used by followers of Nurgle.
Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user +1	1	-2	Parry, Poisoned

SPECIAL WEAPONS

SONIC BLASTER								
							Cacophony: A ganger who goes out of action or down when hit by this weapon must pass a Toughness test or be Partially Deafened (see page XXX) in addition to any other injuries he would normally suffer. Special Issue: This item can only be used by followers of Slaanesh.	
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	+1	-	4	1	-	4+	1 Sustained Fire Die

KAI GUN								
							Life Seeker: Attacks with this weapon ignore penalties for cover, low light, camouflage and similar effects. However, on a hit roll of 1, the Kai Gun hits its owner instead. Resolve damage normally, but the hit does not cause pinning.	
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-16	+1	-	4	1	-2	4+	-

GRENADES

BLIGHT GRENADE

Plague Gas: Models affected by this gas each gain D3 Poison tokens (roll for every model separately).
Special Issue: This item can only be used by followers of Nurgle.

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	-	-	-	Auto	5" Blast

MUSK GRENADE

Musk Gas: This gas only affects beasts. A beast of any type that fails its Toughness test against the gas will stay in the gas cloud until it dissipates, following it to the best of its ability if the cloud moves. While in the cloud, its Weapon Skill and Initiative are reduced to 1.
Special Issue: This item can only be used by followers of Slaanesh.

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	-	-	-	Auto	5" Blast

INFERNO GRENADE

Special Issue: This item can only be used by followers of Tzeentch.

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	4	1	-	Auto	4" Blast, Flaming (catch fire on 5+)

RAGE GAS GRENADE

Rage Gas: Models affected by this gas become subject to *frenzy* until the end of the battle.

Special Issue: This item can only be used by followers of Khorne.

Short Range	Long Range	To Hit Modifier	Strength	Damage	Save Modifier	Ammo Roll	Special
thrown		-	-	-	-	Auto	3" Blast, Gas Cloud

ARMOUR

CHAOS ARMOUR

A suit of Chaos Armour grants its wearer a 4+ armour save. This save can be reduced by modifiers as normal. Chaos Armour is alive, in a manner or speaking, and can adapt itself somewhat to accommodate any odd body shape. It can be worn by gangers of any species and, unlike other armour, it can be worn by mutated fighters whose mutations normally prevent them from wearing armour (see [page 178](#)).

DAEMON ARMOUR

Like Chaos Armour, Daemon Armour can be worn by gangers of any species and regardless of any mutations they are sporting. It grants its wearer a 4+ armour save which cannot be reduced by armour save modifiers.

Should the wearer ever roll a 1 on its armour save, he suffers an additional wound as the armour feeds on his life essence.

WARGEAR

BANNER OF RAGE

The bearer of a Banner of Rage can activate it once per game. This can be done at the start of the bearer's movement phase. When the banner is used, all models within 6" that are subject to *frenzy* may charge at triple their normal Movement rate that turn instead of only double as normal. The banner needs to be prominently held overhead, taking up one of the bearer's hands, so he can only use one pistol or a single one-handed melee weapon while carrying the standard.

Special Issue: This item can only be used by followers of Khorne.

BLASTED STANDARD

The bearer of a Blasted Standard can activate it once per game and unleash its accumulated magical energy. This can be done in the shooting phase instead of firing a weapon. When used, the standard automatically sets all enemy models within D6" on fire. The standard needs to be prominently held overhead, taking up one of the bearer's hands, so he can only use one pistol or a single one-handed melee weapon while carrying the standard.

Special Issue: This item can only be used by followers of Tzeentch.

CHAINS OF BINDING

Chains of binding only have an effect if they are carried by a Psyker and he becomes possessed by a Daemonic Herald during a Perils of the Warp attack. Instead of rampaging wildly, the Daemon is treated exactly as if it had been summoned by the Psyker's side.

CHAOS ICON

The bearer of a Chaos icon, as well as all followers of Chaos (friend or foe!) within 6" of him, may ignore the WS and BS penalty caused by flesh wounds. The icon needs to be prominently held overhead, taking up one of the bearer's hands, so he can only use one pistol or a single one-handed melee weapon while carrying the icon.

COLLAR OF KHORNE

A ganger wearing a Collar of Khorne has a 6+ special save against all enemy psychic powers that affect him directly. This save can be used against any effect, not just wounds.

Special Issue: This item can only be used by followers of Khorne.

ELIXIR OF ESSENCE

The elixir is a one-use item. Consuming it immediately heals D3 permanent injuries, chosen at random. If the elixir is consumed during a battle, it also heals all lost wounds and all flesh wounds suffered. Any ganger who consumes an Elixir of Essence immediately becomes a follower of Chaos.

INFERNO BOLTS

Inferno bolts are a special type of ammunition that can be used with any bolt pistol, boltgun, or storm bolter. A weapon loaded with Inferno bolts gains the Flaming property and models hit by it catch fire on a roll of 5+.

Special Issue: This item can only be used by followers of Tzeentch.

NURGLING IN A JAR

This glass jar contains a very sad and lonely Nurgling who has been sitting on a store shelf for who knows how long and will gleefully befriend the first person he meets (with disastrous, but completely unintentional consequences).

The jar can be thrown at an enemy fighter in the same manner as a grenade. If it hits, it smashes open and the lonely Nurgling clings to the unfortunate target's face with all its puny strength. The affected fighter becomes subject to *stupidity*, representing his stumbling around the battlefield with a Nurgling on his face. He can try to remove the offending Daemon with a Strength check during his own recovery phase, but every time he fails the check, he receives a poison token as he swallows some of the goo. Unlike most items, Nurgling jars are not replenished automatically.

PILE OF SKULLS

A gang that is lucky enough to own a pile of skulls can bring it to the battlefield and place it anywhere in its deployment zone before the game begins. It should be modeled on a 40mm base. Every time a follower of Khorne (friend or foe!) touches the marker, he heals all flesh wounds suffered during the game.

PLAGUE BANNER

The bearer of a Plague Banner can activate it once per game and unleash its accumulated entropic energy. This can be done in the shooting phase instead of firing a weapon. When the banner is used, every living model (friend or foe!) within 6" gets a poison token, except for followers of Nurgle, who are immune to the effect. The banner needs to be prominently held overhead, taking up one of the bearer's hands, so he can only use one pistol or a single one-handed melee weapon while carrying the banner.

Special Issue: This item can only be used by followers of Nurgle.

RAPTOR MASK

A ganger wearing a Raptor Mask causes *fear*. The shrill scream emitted by the mask during a charge can even momentarily paralyze opponents, so any enemy model on overwatch must pass a Leadership test to be able to shoot a ganger wearing a Raptor Mask on the turn he charges.

RAPTUROUS STANDARD

The bearer of a Rapturous Standard can activate it once per game. This can be done in the shooting phase instead of firing a weapon. When the standard is used, the bearer and all other followers of Slaanesh (friend or foe!) within 6" of him become immune to pinning from enemy fire and gain the Feel no Pain ([page 215](#)) and Power From Pain ([page 180](#)) abilities. The effects of the standard last until the start of the bearer's next turn.

Special Issue: This item can only be used by followers of Slaanesh.

SPIKY BITS

Spiky bits can be used to adorn any piece of armour. They are impossible to remove once attached. Spiky armour allows a follower of Chaos to re-roll one melee attack die in every round of combat.

SUMMONING KIT

A ganger with a Summoning Kit can make one attempt to summon Chaos Daemons as described on [page 185](#). The Summoning Kit is consumed in the process. Unlike most items, it is not replaced automatically after each game but must be bought anew.

VEHICLE UPGRADES

Few gangs are satisfied with using stock vehicles for very long. Sooner or later the Technicians start tinkering or the gang leader orders some upgrades to add to the functionality or prestige of his ride. After all, having the most blinged-out buggy is a sure sign of a successful and powerful gang!

Vehicle upgrades are purchased from the Motorpool ([page 235](#)) and can be installed in one of two ways. They can be installed by Ork Mekaniaks in the Motopool following the rules given there. A cheaper option is to have your own Technicians install the upgrades. This is somewhat risky as gang Technicians usually aren't quite as proficient as proper Meks. Unfortunately, it is the only way to attach some of the more exotic upgrades that are beyond the understanding of the Orks, such as Necron Quantum Shielding or Dark Eldar Night Shields.

INSTALLING UPGRADES

Any upgrades not installed by the Motorpool's Meks are added to your gang's stockpile and can be installed by your Technicians immediately or at any later time. Each Technician can install one upgrade after each battle in addition to whatever else he is doing, as long as he was not taken out of action and is allowed to participate in post-battle activities.

This is an exception to the normal rule that a ganger can only participate in one activity per post-battle phase and makes it possible for a Technician to buy and install an upgrade in the same post-battle sequence.

To install an upgrade nominate the upgrade you wish to install, the vehicle that you want to attach it to, and the Technician assigned to the job, then roll a D6.

If you roll a 2 or more, the job has been completed successfully and the upgrade is now installed on the vehicle.

If you roll a 1, then something has gone terribly wrong and you have to roll on the Disaster table on the right.

D6 DISASTER!

- 1 BOOM!** The Technician somehow sets off a violent explosion. The upgrade parts are completely ruined and you have to roll in the Serious Injury chart for the Technician and on the Permanent Damage chart for the vehicle. Re-roll 'Captured' results.
- 2-3 Shoddy Parts.** At least that's how the Technician explained it to you when things fell apart in his hands. The upgrade parts are completely ruined.
- 4-6 Need More Duct Tape.** Additional parts are required and there's no time to procure them right now. You can try installing the upgrade again after your next battle.

Some upgrades may only be installed by a Technician of a certain species. Aethersails, for example, may only be installed by a Dark Eldar Technician. This is listed next to the upgrade's name. These upgrades are impossible to install at the Motorpool (as it only employs Ork Meks) and can only be installed by one of your own Technicians. A gang without a Technician of the appropriate species cannot have such an upgrade.

UPGRADE BREAKDOWN

It is possible for a gang to install species-specific upgrades and later lose the relevant Technician (he might die, be fired, turned into a Grottesque, or suffer any number of interesting and amusing fates). In this case, a Breakdown test (see [page 74](#)) is required for each species-specific upgrade that no longer has a Technician of the appropriate species to Maintain it. If the test is failed, the upgrade breaks down completely and is destroyed. Passing the test means that the upgrade continues to function normally for the duration of the battle.

AETHERSAIL (Dark Eldar only)

This upgrade allows a vehicle to harness cosmic rays as an energy source, dispensing with the need for large fuel tanks.

Only skimmers may have aethersails, as other vehicles are too heavy to be propelled this way. A skimmer with aethersails ignores results of a 6 on the Propulsion hit table, as it has no fuel tanks that could detonate in a spectacular fashion. A vehicle with aethersails cannot also have Thrusters, as the sudden acceleration would rip the sails into shreds.

AIRBAGS

This upgrade halves the strength of all hits suffered by this vehicle's driver (and gunner, if present) in rams, crashes and collisions. The benefit does not extend to the other passengers.

ARMoured CABIN

A vehicle with an armoured cabin increases its armour value on the DRIVER location by +1 point.

BOARDING PLANK

This upgrade allows a fighter who is attempting to leap from the upgraded vehicle onto another passing vehicle to re-roll his Initiative test.

DISRUPTION POD (Tau only)

If a vehicle with this upgrade is targeted by enemy shooting it counts as being 6" further away when measuring if it is in range of the attacker's weapon. A disruption pod can only be installed by a Tau Technician who is a member of your gang.

DOZER BLADE

This upgrade allows a wheeled or tracked vehicle to re-roll any result on the difficult terrain table as long as it is moving at slow or combat speed.

ELECTRIFIED HULL

Any enemy fighter attempting to board this vehicle suffers a Strength 1 hit before taking his Initiative test for boarding. This hit does not cause pinning but if the fighter goes down as a result of it he also counts as having failed his test to board and suffers all the usual consequences of that as well.

FUZZY DICE

For some reason, hanging some fuzzy dice in the driver's field of vision boosts his confidence. They grant him a +1 bonus to Leadership when attempting to make a turn or swerve.

GRABBIN' KLAW

This device was designed to prevent enemy vehicles from escaping a good krumpin'! The klaw is used in the shooting phase and must be operated by a passenger (not the driver) who cannot also use a ranged weapon in the same turn. The klaw can be used to grab an enemy vehicle or smaller or equal size that is within 2". Neither vehicle can move at all until the klaw is disengaged, which can be done by its operator at any time.

HOLOFIELD PROJECTOR (Craftworld Eldar only)

This upgrade projects fake images of the vehicle. Any fighter wishing to fire upon the vehicle from more than 6" away must pass a Leadership test. If he fails, his shooting is directed at one of the holograms and wasted. You must still roll to hit to see if the shots cause an ammo roll, however. This upgrade can only be installed by a Craftworld Eldar Technician who is a member of your gang.

JUMP JETS

Some gangs install crude rocket boosters onto their vehicles to provide them with a one-time emergency boost over rough ground. You can attempt to use the jump jets once per game. Roll a D6 before the vehicle moves. On a roll of 1 the jets fail to fire. On a 2+ they activate and the vehicle counts as a skimmer in all respects for the duration of one movement phase.

LIVING METAL (Necron only)

If a vehicle coated in living metal has any damage, you can roll one D6 during your recovery phase, and on the roll of a 6 one damage result of your choice is repaired. Results that cripple a vehicle are beyond the scope of this ability and cannot be repaired during the game.

MACHINE SPIRIT

Whenever you are forced to roll on the out of control table for a vehicle with this upgrade you may roll two dice and choose which result to apply.

MINE LAYER

Once per turn at any point during the vehicle's basic or thruster movement you can place a booby trap marker (see [page 193](#)) directly behind the vehicle.

NIGHT SHIELD (Dark Eldar only)

A vehicle with this upgrade is shrouded in perpetual shadow and so always counts as being in an area of low light. This means that shooting attacks from more than 12" away suffer a -1 penalty to hit unless they ignore the effects of low light.

OIL SLICK

Once per turn at any point during the vehicle's basic or thruster movement you can place a 3" blast marker directly behind the vehicle. The marker remains in play until the end of the battle and counts as very rough terrain for wheeled, tracked or walker vehicles (this is an exception to the rule that walkers are unaffected by rough terrain!) Fighters on foot can either treat the oil slick as very rough terrain or they can attempt to move over it at normal speed but risk slipping and falling. This is done by taking an Initiative test. If the test is failed then the model slips and becomes pinned as soon as it touches the oil slick, otherwise it can move normally. Models attempting to run or charge across the oil slick suffer a -1 penalty to their Initiative.

QUANTUM SHIELDING (Necron only)

A vehicle with quantum shielding has a +1 bonus to its armour values on all locations until it suffers its first penetrating hit. As soon as the vehicle is penetrated in any location, quantum shielding ceases functioning for the rest of the battle.

REAR-VIEW MIRROR

This upgrade allows the vehicle's driver to keep an eye on any pursuers and perform evasive maneuvers if the enemies get too close. He gains a +1 Leadership bonus when testing to shake off tailing enemy vehicles.

REINFORCED RAM

If the upgraded vehicle is involved in a ram (either ramming or being rammed) to its front then it suffers 1 less point of damage and the other vehicle suffers 1 point more. The ram also increases the strength of the hit by 1 when the vehicle runs over a model on foot.

ROLL CAGE

This is an array of metal bars that protect the vehicle and its passengers during a roll. A vehicle with a roll cage takes no damage from a roll. Additionally, when the vehicle suffers any damage result that causes it to roll and its passengers to then be thrown out of the vehicle, each passenger can take an Initiative test to avoid the effects. Those that pass do not take a hit and can be placed anywhere in base contact with the vehicle in its final position.

SCYTHES

This upgrade adds +1 to the strength of the hit when the vehicle sideswipes or rakes a model on foot. For an additional cost of +10 teef the scythes can also be upgraded with the Poisoned weapon property.

SEARCHLIGHT

The searchlight must be operated by a passenger (not the driver) who cannot shoot while handling the searchlight. It allows you to place a 4" blast marker anywhere completely within 18" and in line of sight of the searchlight during your shooting phase. The area under the marker counts as being fully lit, so models in the area do not benefit from twilight. Leave the marker there until the vehicle moves. While the searchlight is in use the vehicle itself also does not benefit from twilight as enemies can easily spot the shining light.

SIDECAR

This upgrade can only be fitted to a one-man bike and simply turns it into a two-man bike. Duh.

SMOKE SCREEN

Once per turn at any point during the vehicle's basic or thruster movement you can place a 5" blast marker directly behind the vehicle. The marker is a smoke cloud (see Smoke Grenades in the equipment section).

THRUSTERS

Thrusters can either literally be booster rockets mounted on the vehicle or simply an upgrade of the main propulsion system that allows for very rapid acceleration, such as nitro injection. The upgrade allows the vehicle to utilize thruster movement as described in the battle rules.

The cost of thrusters depends on the type of vehicle you wish to install them on since larger vehicles obviously require larger thrusters.

TOW HOOK & TRAILER

This upgrade allows a vehicle to tow a small trailer (that must be modeled separately). The trailer can carry 4 more gangers and can be fitted with its own weapon mount. Only small and large transports can have this upgrade.

WEAPON MOUNT

This is a swivel-mounted clamp that allows you to mount a single ranged weapon onto the vehicle. There is no need to modify the weapon; any weapon from your gang's stockpile can easily be hooked up by your Technicians. You nominate which weapon is currently mounted during deployment and your selection can change from game to game.

WRECKING BALL

This upgrade adds +D3 to the strength of the hit when the vehicle sideswipes or rakes another vehicle. A passenger (not the driver) must operate the wrecking ball for the bonus to apply and cannot shoot on the turn when the vehicle makes use of the wrecking ball.

WARBEASTS AND MOUNTS

The city of Nu Ork is not only home to the so-called civilized races but also to a wide array of wild creatures from across the galaxy. Some of these beings freely roam the outskirts of the city or slither in the sewers below, every so often dragging a lone, unwary wanderer into some dark lair, never to be seen again. Other creatures are kept in captivity, bound into service as livestock, pets, beasts of burden, mounts and warbeasts.

This section describes only a small selection of all the strange, alien (and some not so alien) creatures that your gangs may purchase and utilise in battle. Many others exist, but we have limited ourselves here to a few that have the most easily obtainable models in the appropriate scale, or are simple to convert. If you possess an interesting beast model not covered in these rules, you can always invent your own rules for it, or simply count it as one of the existing beasts.

TYPES OF BEASTS

To keep things simple, we group all beasts into three broad categories:

Hunting beasts are creatures not much larger than a man or Ork, for example wolves, hounds and their many alien equivalents. These creatures are often quite intelligent and require hardly any supervision during a battle if they have been properly trained.

Combat beasts are large creatures such as Ogryn or Chaos Spawn. They require a lot of attention both on and off the battlefield as they are too dim-witted to even feed themselves, let alone make tactical decisions.

Riding beasts, also referred to as mounts, are creatures trained to bear a rider into battle. They can augment the speed and power of a normal fighter considerably, but become completely useless if they lose their rider.

UPKEEP

Just like gangers, their pet beasts also require food, shelter, medical care, and so on. Because of this, all beasts count towards the size of your gang when you are calculating profits from selling Loot.

OUT OF ACTION

Beasts were taken out of action during a battle do not roll on the serious injury table. Instead, roll a single D6 for each such beast. On a roll of 1, the beast has been killed or is too badly wounded to continue fighting. Remove it from your gang roster. You can sell the body for glue/organs/sausages, earning you 2D6 teef for a dead hunting or riding beast or 4D6 teef for a dead battle beast. On any other roll the beast fully recovers from its injuries.

EXPERIENCE

Beasts never gain experience or advances. They are already trained to the best of their ability at time of purchase and have no capacity to develop further.

THE HANDLER CAREER

In order to include beasts in your gang you must first hire a ganger with the Handler career. Each handler allows you to purchase and use up to six hunting beasts and/or riding beasts or a single battle beast – these big creatures demand a handler’s full attention! The types of beast that a handler can manage also depend on his species.

It can sometimes happen that a gang has too many beasts, or beasts or a type no Handler in the gang can handle (this can occur if a Handler is killed, for example, or if the gang obtains a free beast while exploring Nu Ork). The superfluous beast(s) may not be used in battle but they may be kept in the gang’s hideout until an appropriate Handler is hired. Beasts that can’t fight need to be fed all the same, so they still count towards the size of your gang when calculating profits from selling loot.

Handler	Can handle up to six (in any combination):	or	Can handle a single
Gretchin	Squighounds, Hopping Squigs, Giant Spiders		Giant Squig
Ork	Squighounds, Boars, Cyboars		Giant Squig or Ogryn
Human	Warhounds, Cyber-Mastiffs, Warhorses		Ogryn or Chaos Spawn
Squat	Warhounds, Cyber-Mastiffs		Ogryn
Tau	Kroothounds, Warhounds, Warhorses		Krootox
Kroot	Kroothounds, Knarlocs		Krootox
Craftworld Eldar	Warhounds, Felids, Warhorses, Raptors		Wraithguard
Dark Eldar	Khymerae, Cyber-Mastiffs, Giant Spiders, Raptors		Grotesque
Necron	Cyber-Mastiff		Grotesque
Space Marine	Warhounds, Thunderwolves		Ogryn
Chaos Marine	Warhounds, Khymerae		Chaos Spawn

DRAGOONS AND KNIGHTS

While handlers can train and care for several beasts of varying types, dragoons and knights are specialized beast riders. Each one can only take care of a single riding beast at a time and rides that beast into battle. Each dragoon or knight allows you to include one riding beast of any kind in your gang, even if you do not have any handlers.

You may buy a dragoon’s or knight’s mount at the same time you hire him – assume that he already has his own riding beast that he brings along. The beast must be paid for separately, but even if you choose a rare beast you only pay its fixed cost with no random surcharge. As long as the beast is alive the ganger must start each game mounted on it. If the beast dies, he can be given another from your gang’s roster or buy an entirely new one at the Menagerie.

HUNTING BEASTS

Hunting beasts are semi-intelligent creatures that can be trained for combat, such as hounds and their many alien equivalents. They usually have impressive characteristic profiles compared to humanoid warriors, but cannot use any weapons or equipment. Gangs that can afford them will gladly employ hunting beasts to give them an edge in combat and to draw enemy fire. The main downside of hunting beasts is that they do not gain experience, so their profiles never improve and they cannot learn skills.

HUNTING BEASTS AND LEADERSHIP

Hunting beasts do not have to take a Break test if a friendly model goes down or out of action nearby, unless it is their handler. Other Leadership rules affect them normally, including *fear* and *terror*.

Likewise, gangers do not have to take Break tests if a nearby hunting beast goes down or out of action. The beasts are there to draw enemy fire, after all!

Hunting beasts cannot use the Leadership value of the gang leader but may use the Leadership of their handler in exactly the same manner that normal gangers use the Leadership of their leader.

HUNTING BEASTS MOVING

Hunting beasts usually have much higher Movement values than gangers, but otherwise move in exactly the same way. However, unless noted otherwise, beasts may not climb. Not stairs, not ladders, and certainly not plain walls. They cannot get above ground level unless there is a nice ramp wide enough for the beast's base.

HUNTING BEASTS SHOOTING

Hunting beasts cannot use items, so normally they have nothing to shoot with. In very few cases a hunting beast has a natural ranged attack or a grafted or bionic weapon. Such beasts follow all the normal rules for shooting but cannot go into overwatch – they simply lack the intelligence (and the patience).

HUNTING BEASTS BEING SHOT AT

Shooting at hunting beasts is carried out exactly like shooting at gangers.

Hunting beasts do not have the instincts to get down once the bullets start flying, but grazing hits will make them back off momentarily. All hunting beasts are immune to pinning from enemy fire. Each hit that would normally pin a target instead makes a hunting beast retreat 1" directly away from the shooter, but only if it is safe to do so. A hunting beast is smart enough not to slam into a wall or jump off a ledge while backing off from enemy fire.

HUNTING BEASTS IN MELEE

Hunting beasts perform in melee exactly like normal gangers.

HUNTING BEASTS AND VEHICLES

Hunting beasts can only embark on friendly vehicles if their handler is already on board. Each hunting beast takes up 2 passenger spaces. They can disembark as normal. Hunting beasts obviously cannot drive.

Hunting beasts can board enemy vehicles in the normal manner.

SQUIGHOUND

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5

	M	WS	BS	S	T	W	I	A	Ld	COST
Squighound	6	3	0	3	4	1	2	2	6	

Mushy Hide: Squighounds have a 6+ armour save.

Smell the 'Shrooms: A squighound triples its Initiative when working out whether it detects hidden Orks and Gretchin.

FELID

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	M	WS	BS	S	T	W	I	A	Ld	COST
Felid	6	4	0	3	3	1	4	1	7	

Furry Hide: Felids have a 6+ armour save. Their chance of catching fire when hit by a flaming weapon is 1 point higher than normal (*e.g. 4+ instead of 5+*)

Stalker: A felid has the stealth skills 'Dive For Cover' and 'Sneak Up' to represent its predatory instincts.

CYBER-MASTIFF

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	M	WS	BS	S	T	W	I	A	Ld	COST
Kroothound	5	3	3	4	4	1	3	1	9	

Metal Plating: Cyber-mastiffs have a 4+ armour save.

Tranquilizer Darts: Cyber-mastiffs have a built-in dart gun designed to bring down their target. This weapon has the same profile as a Splinter Pistol (see the Eldar armory) and cannot be removed from the model.

KROOTHOUND

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	M	WS	BS	S	T	W	I	A	Ld	COST
Kroothound	7	3	0	3	4	1	3	1	5	

Leather Hide: Kroothounds have a 6+ armour save.

Powerful Jaws: Kroothounds have a -2 armour save modifier on all their melee attacks.

WARHOUND

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	M	WS	BS	S	T	W	I	A	Ld	COST
Warhound	8	3	0	3	3	1	4	1	7	

Furry Hide: Warhounds have a 6+ armour save. Their chance of catching fire when hit by a flaming weapon is 1 point higher than normal (*e.g. 4+ instead of 5+*)

Pack Hunter: A warhound receives +1 WS for each other warhound in melee with the same opponent.

KHYMERA

1
2
3
4
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	M	WS	BS	S	T	W	I	A	Ld	COST
Fenris wolf	7	4	0	4	3	1	4	2	6	

Insubstantial: Khymerae exist halfway between the Warp and realspace. Blows can pass straight through them, so they receive a 5+ special save.

Disturbing: Khymerae are the Warp-spawned stuff of nightmares. They cause *fear* in their opponents.

BATTLE BEASTS

BATTLE BEASTS AND LEADERSHIP

Battle beasts do not have to take a Break test if a friendly model goes down or out of action nearby, unless it is their handler. Other Leadership rules affect them normally, including *fear* and *terror*.

Likewise, gangers do not have to take Break tests if a friendly battle beast goes down or out of action nearby.

Battle beasts cannot use the Leadership value of the gang leader but can use the Leadership of their handler in exactly the same manner and with the same limitations.

BATTLE BEASTS AND HANDLERS

Battle beasts are typically much dumber than hunting beasts, so they need constant supervision. A battle beast that starts its turn within 6" of its handler will act as you wish for the duration of the turn –assume that it can remember the orders given by the handler for one turn even if they become separated by a greater distance. If a beast is further than 6" away from its handler at the start of your turn, or if the handler has been taken out of action, the beast is subject to *stupidity* that turn. It can take a Leadership test to suppress the effects as normal, but remember that beasts cannot use the Leadership of the gang leader as they don't understand his commands.

BATTLE BEASTS MOVING

Battle beasts move in exactly the same way as gangers and can climb stairs. Those with functional arms can even climb ropes and ladders, but they can never climb plain walls.

BATTLE BEASTS SHOOTING

Battle beasts cannot use items, so normally they have nothing to shoot with. In very few cases a battle beast has a natural ranged attack or a grafted or bionic weapon. Such beasts follow all the normal rules for shooting.

BATTLE BEASTS BEING SHOT AT

Shooting at battle beasts is carried out exactly like shooting at gangers, just note that most battle beasts are Large Targets and so enemy models shooting at them gain a +1 bonus on their to hit rolls.

Battle beasts are too big and tough (and stupid) to care about near-misses and grazing shots. They are all immune to pinning from enemy fire.

BATTLE BEASTS IN MELEE

Battle beasts are treated exactly like normal gangers in melee. Of course, they are usually much, much deadlier.

BATTLE BEASTS AND VEHICLES

Battle beasts can only embark on friendly vehicles if their handler is already on board. Each battle beast takes up 3 passenger spaces. They can disembark as normal.

Battle beasts can board enemy vehicles in the usual way (what glorious carnage they will cause!) but can only board small and large transports. One-man and two-man vehicles are too small for a beast to climb on.

GIANT SQUIG

1
2
3
4
5

	M	WS	BS	S	T	W	I	A	Ld	COST
Giant squig	6	3	0	4	6	4	2	2	5	

Mushy Hide: Giant squigs have a 6+ armour save.

Cause Fear: Giant squigs are big and nasty creatures that can swallow a man whole. They cause *fear*.

Ravenous: Giant squigs eat even more than other battle beasts. Each one counts as 5 gangers when calculating your profits from selling Loot.

Large Target: A giant squig is much bigger than a man, so models targeting it with a ranged attack get a +1 modifier to hit.

Giant Gob: A giant squig can potentially swallow a man whole. If it scores 3 or more hits in melee against a single man-sized opponent (i.e. any ganger on a 25mm base) that unfortunate model is consumed in one giant bite and taken out of action immediately with no save of any kind allowed.

Only one model can be swallowed each game. If the squig opened its gob to try and swallow another, the first one could very well jump out!

After the battle roll a D6 on the chart below to see what has become of the unfortunate victim:

- 1: Digested.** The victim is digested, weapons and all. Remove him and all his equipment from the roster.
- 2-3: Passed.** The victim gets pooped out alive shortly after the battle and is automatically captured by the gang that owns the squig.
- 4-6: Regurgitated.** The squig throws up somewhere along the way back home. The victim just makes a normal roll on the serious injury chart.

GROTESQUE

1
2
3
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	M	WS	BS	S	T	W	I	A	Ld	COST
Grotesque	4	3	2	4	4	3	3	1	7	

Gnarled Hide: Grotesques have a 6+ armour save.

Cause Fear: Grotesques are horribly mutilated and very aggressive creatures. They cause *fear*.

Feel No Pain: Grotesques have had their nerve endings severed, so they do not feel pain and are not slowed down by physical damage unless it is truly debilitating. Grotesques ignore the WS/BS penalty from flesh wounds.

Large Target: A grotesque is much bigger than a man, so models targeting it with a ranged attack get a +1 modifier to hit.

Combat Elixirs: Grotesques are fitted with various automated drug dispensers that provide a constant infusion of random performance enhancers that keep the unfortunate creatures at peak performance and sometimes beyond, but with a constant risk of overloading their bodies.

At the start of each of your turns roll three D6 on the chart below to see which bonuses the Grotesque receives from its hormone cocktail this turn. Duplicate results are cumulative. However, if you ever roll triples the Grotesque overdoses and goes out of action. The bonuses last until the start of your next turn.

- 1:** +1 Movement
- 2:** +1 Weapon Skill
- 3:** +1 Strength
- 4:** +1 Toughness
- 5:** +1 Attack
- 6:** Regain 1 lost Wound

KROOTOX

1
2
3
4
5

	M	WS	BS	S	T	W	I	A	Ld	COST
Squighound	7	4	0	3	4	2	2	2	6	

Leather Hide: Krootoxen have a 6+ armour save.

Large Target: A krootox is much bigger than a man, so models targeting it with a ranged attack benefit from a +1 modifier to hit.

Weapon Mount: The slow and steady gait of a Krootox makes it an ideal weapon platform. At no additional cost, a Krootox may be equipped with a special harness allowing a heavy or special weapon to be mounted on its back. There is no need to modify the weapon; any weapon from your gang's stockpile can be used. You nominate which weapon is currently mounted during deployment and your selection can change from game to game. The gun can be fired by any friendly ganger in base contact with the Krootox. The target must be in line of sight of both the Krootox and the ganger firing. Heavy weapons may still be fired even if the Krootox or the ganger moved, but not if either of them ran. Also note that the same weapon cannot be fired by more than one ganger in the same turn.

OGRYN

1
2
3
4
5

	M	WS	BS	S	T	W	I	A	Ld	COST
	5	3	2	5	4	3	2	2	7	

Flak Armour: Ogryn wear a large suit of flak armour that follows the rules on [page 100](#).

Large Target: An Ogryn is much bigger than a man, so models targeting it with a ranged attack benefit from a +1 modifier to hit.

Weapons: Unlike most other beasts, an Ogryn can use weapons. It may be equipped with any melee, special or heavy weapon from the Human Armoury (the weapon must be bought and paid for separately, of course). Pistols and basic weapons are too small and fiddly for its stubby fingers.

An Ogryn may even move and shoot with a heavy weapon in the same turn (as long as it did not run or charge) and suffers no special penalty for doing so.

Afraid of the Dark: An Ogryn standing in a low light area suffers a -1 penalty to his Weapon Skill, Ballistic Skill and Leadership.

CHAOS SPAWN

- 1
- 2
- 3
- 4
- 5

	M	WS	BS	S	T	W	I	A	Ld	COST
Chaos Spawn	4	1	1	2	2	2	1	0	4	

Warping Flesh: Chaos Spawn have a 6+ armour save. Because their flesh is constantly morphing and shifting, they ignore the effects of flesh wounds.

Random Profile: To better represent their immense variety, each Spawn has a randomly generated profile. When you buy or otherwise obtain a brand new Chaos Spawn, roll a separate D3 for each characteristic on their profile and permanently add the result to the characteristic value.

Mutations: A newly obtained Chaos Spawn also starts off with one random mutation from each of the basic mutation tables (Limb, Head, Body and Metabolism) on [page 158](#). After every battle, you must add another mutation to the Spawn by making a roll on one of the mutation tables mentioned above. If the Spawn's Handler is a follower or one of the Chaos Gods, you may alternatively roll on the Gift table of that god.

Biological Breakdown: At the start of each battle roll 3D6. If the score is less than the spawn's total number of mutations, its tortured body cannot withstand the strain of its mutations any longer. The spawn dies and is removed from your gang roster.

Large Target: A chaos spawn is much bigger than a man, so models targeting it with a ranged attack get a +1 modifier to hit.

WRAITHGUARD

- 1
- 2
- 3
- 4
- 5

	M	WS	BS	S	T	W	I	A	Ld	COST
Wraithguard	4	3	3	5	5	3	2	1	6	

Wraithbone Construct: Wraithguard have a 3+ armour save. Because they do not feel pain, treat any result of 'down' on the injury table as a 'flesh wound' instead.

Weapons: Unlike other beasts, a Wraithguard can use weapons. It may be equipped with any melee, special or heavy weapon from the Eldar armoury (the weapon must be bought and paid for separately, of course). It cannot use pistols and basic weapons as they are too small and fiddly for its oversized hands. A Wraithguard may even move and shoot with a heavy weapon in the same turn (as long as it did not run or charge) and suffers no special penalty for doing so.

Brainlock: A Wraithguard that fails a *stupidity* test will stay in place instead of moving in a random direction. All other *stupidity* behavior remains unchanged.

Large Target: A wraithguard is much bigger than a man, so models targeting it with a ranged attack get a +1 modifier to hit.

RIDING BEASTS

Riding beasts are creatures that can bear a single warrior into battle. While this may seem akin to riding a bike or one-man vehicle, handling a living creature is really a whole different matter. While a ganger is mounted on a riding beast the combined model is referred to as cavalry. Note that any ganger can ride any riding beast owned by your gang.

CAVALRY MOVING

While a ganger is riding, he and his mount move like a single model. Only the mount's Movement value is used and any abilities for negotiating terrain that the ganger might have do not apply unless they specifically state they affect riding beasts.

Riding beasts can never climb. Not stairs, not ladders, and certainly not plain walls. They cannot get above ground level unless there is a nice ramp wide enough for the mount's base.

CAVALRY SHOOTING

A mounted ganger can shoot normally except that he cannot fire heavy weapons, even if he does not move. He simply cannot brace himself properly without his feet on solid ground. Also note that the rider's raised vantage point might give him an advantage when determining line of sight and this is perfectly fine – it works both ways!

CAVALRY BEING SHOT AT

Enemy models can pick whether to target the rider or the mount. To hit rolls are made in the normal way, but note that many riding beasts are Large Targets and so a +1 modifier applies when targeting them. The modifier does not apply when targeting the rider.

Weapons that use a template or blast marker hit both models. In the case of a partial hit, only make one Initiative test using either the rider's or the mount's Initiative value, whichever is higher. If the test is failed they are both hit, if it succeeds neither of them is hit.

Cover is determined for the rider and the mount separately. Quite often the rider will be exposed due to his elevation even if his mount is well concealed.

All riding beasts are immune to pinning from enemy fire and so are their riders as long as they remain mounted, because it wouldn't make sense to abandon the saddle as soon as the first bullet whizzes past.

If the rider is hit and goes down, he must take an Initiative check. If he succeeds, he stays in the saddle. He is still treated the same way as a normal 'down' result except that he can continue moving the mount's full speed.

If he fails the Initiative test he is 'down' and falls off his mount (this does not cause any additional damage) and the mount immediately bolts to safety and is removed from the battlefield. Replace the rider with a foot model.

If the rider goes out of action the riding beast is also removed as it swiftly retreats from the battlefield.

If the mount is wounded and goes down place the foot version of the model in base-to-base with the mount. He can either stay beside the riding beast waiting for it to recover, in which case he automatically re-mounts if and when that happens, or he can move away in his movement phase, in which case the mount is immediately removed and counts as out of action.

If a ridden mount is wounded and goes out of action the rider must take an Initiative test to dismount safely. If he fails he is thrown off violently or crushed under the incapacitated mount and counts as pinned. This also affects models that are normally immune to pinning from enemy fire. In either case replace the cavalry model with a foot version.

CAVALRY IN MELEE

Mounted models charge in the normal way, usually at twice the Movement value of the mount. However, once in melee they fight as two models rather than one, albeit they occupy the same space. Combat is resolved exactly as if the rider and his mount were wholly separate, so they both get to make attacks and the one who goes second gains +1 Attack Die and +1 to the Combat Score for outnumbering the enemy.

You will probably want to have the rider go second as he likely has better weapons and so the bonus will benefit him more. However there is a certain risk in letting the mount fight first, because if the mount is taken down, the rider could be in a lot of trouble!

If a mount is downed in melee then the rider has to make an Initiative test to leap off safely while still fending off the enemy; if he succeeds he dismounts and continues to fight on foot. If he fails, he is crushed under his mount or hit by his opponent while catching his balance. He immediately goes down (and is promptly taken out of action if there are no other allies engaging the same opponent, as usual).

CAVALRY DISMOUNTING

A fighter can always dismount and abandon his riding beast at the start or end of his movement unless he is engaged in melee. If he already moved before dismounting, he cannot move again in the same movement phase. If he dismounted before moving, he can move as normal that turn and may even run or charge. However, even if he does not move, dismounting still counts as movement and so the ganger cannot fire heavy weapons that turn.

When a ganger dismounts you obviously have to replace him with a foot model. The riding beast is removed and cannot be re-mounted during the game – it is simply assumed that it retreats from the battle and finds its way back to the gang's hideout later.

CAVALRY AND VEHICLES

Mounts can embark on friendly vehicles only if the model could reasonably do so but take up 3 passenger spaces.

Mounts cannot board enemy vehicles in any circumstances, but the rider can attempt to leap from his mount onto an enemy vehicle. This is done just like a regular boarding attempt. If the rider succeeds on his Initiative test, he abandons his mount and boards the vehicle. If he fails, he falls off his mount, is bounced away from the vehicle and takes a hit for falling off as normal. In either case, he must be replaced with a foot model and the mount quickly leaves the battlefield.

If a vehicle moves over a mounted model or hits it with a rake or sideswipe, you can make the Initiative test to jump aside on either the rider's or the mount's Initiative, whichever is higher. Even if you fail, only the mount can be hit. If it goes down or out of action, resolve it the same way as for shooting.

BOAR

- 1
- 2
- 3
- 4
- 5

	M	WS	BS	S	T	W	I	A	Ld	COST
Boar	5	3	0	4	4	2	2	1	7	

Furry Hide: Boars have a 5+ armour save. Their chance of catching fire when hit by a flaming weapon is 1 point higher than normal (*e.g. 4+ instead of 5+*)

Tusks: A boar's melee attacks have a -1 armour save modifier.

Large Target: A boar is much bigger than a man, so models targeting it with a ranged attack get a +1 modifier to hit.

Pain Response: Whatever doesn't kill a boar just pisses it off! A boar does not lose any WS or BS from flesh wounds and instead gains +1 attack for each flesh wound it suffers.

RAPTOR

- 1
- 2
- 3
- 4
- 5

	M	WS	BS	S	T	W	I	A	Ld	COST
Raptor	7	4	0	3	4	1	4	2	8	

Scaly Skin: Raptors have a 5+ armour save. Similarly to flak armour the save is improved to 4+ against weapons which use any blast marker or template.

Pounce: On a turn it charges, a raptor's melee attacks have a -2 armour save modifier and cannot be parried.

Large Target: A raptor is much bigger than a man, so models targeting it with a ranged attack get a +1 modifier to hit.

CYBOAR

- 1
- 2
- 3
- 4
- 5

	M	WS	BS	S	T	W	I	A	Ld	COST
Cyboar	5	3	0	4	5	2	2	1	7	

Metal Plating: Cyboars have a 4+ armour save.

Metal Tusks: A cyboar's melee attacks have a -2 armour save modifier.

Large Target: A cyboar is much bigger than a man, so models targeting it with a ranged attack get a +1 modifier to hit.

Afterburner: When charging, a cyboar rider can push the big red button to engage the afterburners. This adds +1D6" to its maximum movement distance unless you roll a 1. In that case, the cyboar immediately goes out of action.

HOPPING SQUIG

- 1
- 2
- 3
- 4
- 5

	M	WS	BS	S	T	W	I	A	Ld	COST
Hopper	6	3	0	3	4	1	4	1	6	

Mushy Hide: Hopping squigs have a 6+ armour save.

Bouncy, Bouncy: Hopping squigs ignore rough and very rough terrain as they move and can bounce over obstacles up to 2" in height. Note that the rider must still be able to see a target in order to declare a charge.

Low Capacity: Hopping squigs may only be ridden by species with starting Toughness 3 or less.

THUNDERWOLF

1
2
3
4
5

	M	WS	BS	S	T	W	I	A	Ld	COST
Thunderwolf	6	4	0	4	4	2	3	1	9	

Furry Hide: Thunderwolves have a 5+ armour save. Their chance of catching fire when hit by a flaming weapon is 1 point higher than normal (e.g. 4+ instead of 5+)

Crushing Jaws: A thunderwolf's melee attack has a -2 armour save modifier.

Large Target: A thunderwolf is much bigger than a man, so models targeting it with a ranged attack get a +1 modifier to hit.

KNARLOC

1
2
3
4
5

	M	WS	BS	S	T	W	I	A	Ld	COST
Knarloc	5	3	0	5	5	2	2	1	7	

Leather Hide: Knarlocs have a 6+ armour save.

Large Target: A Knarloc is much bigger than a man, so models targeting it with a ranged attack get a +1 modifier to hit.

Trample: a Knarloc is so large it can crush men under its feet. When it runs, it can move over man-sized enemy models (i.e. those on 25mm bases) with the same effect as a vehicle running them over.

WARHORSE

1
2
3
4
5

	M	WS	BS	S	T	W	I	A	Ld	COST
Warhorse	7	3	0	3	3	1	3	1	7	

Large Target: A warhorse is much bigger than a man, so models targeting it with a ranged attack get a +1 modifier to hit.

Top Speed: A warhorse can move up to triple its normal speed when running (but not when charging) instead of just double.

GIANT SPIDER

Some Ork clans capture and breed oversized venomous vermin and use their poison for the clan's brutal rites of initiation. Through trial and error, enterprising gretchin can also train the bigger critters to be effective mounts that can noticeably improve a grot's combat potential.

	M	WS	BS	S	T	W	I	A	Ld	COST
Giant Spider	6	3	1	3	4	1	4	1	6	

Chitinous Hide: Giant spiders have a 5+ armour save.

Climb: Unlike other mounts, giant spiders are excellent climbers and can climb on any solid terrain.

Venomous Bite: A giant spider's melee attacks have the Poisoned weapon property.

Web Spitter: A giant spider has its own shooting attack that it can use in the shooting phase. The attack uses the 6" flame template. Any model that is hit must pass a Strength check or become webbed.

Low Capacity: Giant spiders may only be ridden by models with starting Toughness 3 or less.

PSYCHIC POWERS

THE PSYKER CAREER

A ganger with the Psyker career is a moderately capable psychic user – slightly above untrained rabble, such as the rogue Wyrds of Necromunda, but certainly no match for the mighty Librarians, Sorcerers and Farseers who fight in the grand wars of the 41st millennium. Gangers of any species except Necrons may be Psykers.

STARTING OUT

A newly hired Psyker only knows minor psychic powers. A Recruit knows one, a Regular knows two, and a Veteran knows three minor powers. The powers are determined randomly by rolling a D6 for each power on one of the minor powers tables. The three most psychically developed species (Orks, Humans and Eldar, not necessarily in that order) each have their own minor powers table. A psyker of one of these species can choose to roll on the minor powers table for his species or on the common minor powers table, and may mix and match if he wants. Psykers of other species only have access to the common table. When generating minor powers for newly hired psykers, you must re-roll duplicate powers. If you re-roll and get a duplicate a second time, you may choose any other power from the same table instead. Note that there is an additional minor power table available to Psykers who are followers of Chaos. Please see [page 181](#) for details.

A newly hired psyker does not know any major powers. These can only be gained through advancement.

PSYKER ADVANCEMENT

When a Psyker is advancing and rolls any ‘New Skill’ result he may choose to learn a new random minor power instead of a skill. Note that the power is always random, even if the psyker would be allowed to choose his skill freely. You can roll either on the minor powers table for his species (if applicable) or the common minor powers table.

If you roll up a minor power that the psyker already knows, you may select any other minor power of your choice from the same table or you may instead have the Psyker learn a random major power. Rolling a duplicate minor power during advancement is the only way to gain major powers.

CHOOSING A DISCIPLINE

When the psyker learns his first major psychic power you must choose which of the six psychic disciplines he will specialize in. These are Telepathy, Telekinesis, Augmentation, Divination, Conjunction and Illusion. All his major powers will come from his one chosen discipline, and the decision cannot be reversed later, so choose carefully. Roll a D6 on the chosen discipline table to determine which major power the psyker learns. Note that there are additional disciplines available to Psykers who are followers of Chaos. Please see [page 181](#) for details.

All further major powers that the psyker learns must come from the same discipline. If you roll a duplicate major power, you may select any other major power from the same discipline.

A psyker is only allowed to pick a new discipline once he has learned all possible powers from his first discipline. From then on, all further major powers he learns must come from his second chosen discipline until he learns all the powers from that discipline. Then he can choose a third discipline, and so on.

CHOSEN OF TZEENTCH

This is a Chaos-specific Leader Career that also grants a ganger the use of psychic powers. Chosen of Tzeentch are treated exactly the same as Psykers for the purposes of learning and using psychic powers. Any rule in this section that applies to Psykers also applies to a Chosen of Tzeentch.

USING PSYCHIC POWERS

A psyker may use one major power per player turn plus one minor power in each phase of each player turn (the phases of a turn are Movement, Shooting, Melee and Recovery). Each specific power may only be used once per player turn, even if it is possible to use it in two or more different phases. Each power's description states which phase or phases the power can be used in.

Some powers can be used instantly without affecting the rest of the psyker's actions, while others require a whole phase to use and prevent the psyker from doing anything else that phase. This will also be clearly described in the description of each individual power.

THE PSYCHIC TEST

A psyker must take a psychic test every time he wishes to use a psychic power. This represents the effort and skill required to draw upon the powers of the Warp and channel their energy into the real world while simultaneously avoiding the predations of the Daemons of the Warp, unnatural creatures from the other side that prey on mortal psykers and can use them as conduits to enter the material world. A separate test must be taken for every power.

A psychic test is a type of Leadership test, so you roll 2D6 and succeed if the total score is equal or less than the Psyker's Leadership value, but unlike other Leadership tests the psyker cannot use the gang leader's (or any other model's) Leadership when taking a Psychic test, nor can he benefit from Leadership bonuses from wargear items unless they specifically state that they apply to Psychic tests. Only the psyker's own skill and confidence matter. If the test is successful, the psyker can use his power, otherwise he cannot use a power in that phase. In addition, if the roll is a double 1 or double 6, the psyker suffers a 'Perils of the Warp' attack as described on the next page. Note that in the case of a double 1, the test still succeeds and the effects of the power are applied before moving on to resolve the 'Perils of the Warp.'

DISCIPLINE APTITUDES

Some species are more predisposed to certain disciplines than others, and they can also differ greatly in their raw psychic potential. To represent this, a psyker might receive a bonus or penalty to his Leadership when taking a psychic test depending on his species and the discipline he is trying to use, as shown on the table below.

Note that these modifiers only apply to major psychic powers. Minor psychic powers are unaffected.

	Telepathy	Telekinesis	Augmentation	Divination	Conjuration	Illusion
Ork	-1	+1	/	-1	+1	/
Gretchin	-1	+1	-1	/	/	+1
Human	/	/	/	/	/	/
Mutant	+1	/	+1	-1	/	-1
Ratling	+1	+1	-1	/	-1	/
Squat		+1	+1	-1		-1
Craftworld Eldar	+1	-1	/	+1	-1	/
Dark Eldar	-1	/	+1	/	-1	+1
Tau	-1	-1	-1	-1	-1	-1
Kroot	-1	-1	+1	+1	/	/
Space Marine	-1	/	+1	-1	+1	/
Chaos Space Marine	-1	-1	/	+1	+1	/

PERILS OF THE WARP

The Warp is an alternate dimension, a mirror universe where the thoughts and emotions of mortal creatures can turn into tangible things. It is where the Daemons of Chaos live, terrible ethereal creatures born of man's troubled and twisted souls. Fear, anger, hatred. These are the predominant emotions in a galaxy plunged into eternal war and they give form to the creatures of the Warp.

The Daemons take every opportunity to lash out at the mortal world, and careless psykers are a prime conduit for their attacks. A psyker's soul shines like a beacon in the Warp, especially when he is using his powers. Daemons are drawn to it like moths to a flame and should the psyker's concentration falter for but a moment, his soul might be devoured instantly, or worse, be used as a conduit for a Daemon to enter the mortal realm.

When a psyker suffers a Perils of the Warp attack, roll 2D6 on the following table:

PERILS OF THE WARP TABLE	
2D6	Result
2	Daemonic Possession! A Daemon burrows through the psyker's mental link to the Warp and takes control of his body, re-shaping the flesh to a more familiar, and deadly, form. See the next page for details.
3	Brain Hemorrhage. The Psyker is attacked by a Daemon, which he somehow manages to fight off, but he suffers real, physical damage to his brain. He goes out of action immediately. Do not roll on the serious injury chart for the psyker after the game. Instead roll a single D6 to see what happens to him: 1-2: Brain Damage 3: Complications 4: Captured 5-6: Full Recovery
4	Psychotic Episode. The Psyker has a close brush with a Daemon that leaves him somewhat unhinged. Until the end of the battle he is subject to <i>frenzy</i> and cannot use any more psychic powers.
5	Better Not Try That Again... The psyker attracts the attention of a Daemon and barely manages to shut off his connection to the Warp in time. He refuses to use any more psychic powers until the end of the battle, fearing that the Daemon is lying in wait for him.
6	Splitting Headache. The psyker keels over in intense pain. He becomes pinned, even if immune to pinning from enemy fire, and cannot use any more psychic powers this turn.
7	Ghastly Visions. The psyker catches a deeply disturbing glimpse of the Warp. He cannot attempt to use any more psychic powers this turn and suffers -1 Leadership until the end of the battle.
8	Splitting Headache. The psyker keels over in intense pain. He becomes pinned, even if immune to pinning from enemy fire, and cannot use any more psychic powers this turn.
9	Better Not Try That Again... The psyker attracts the attention of a Daemon and barely manages to shut off his connection to the Warp in time. He refuses to use any more psychic powers until the end of the battle, fearing that the Daemon is lying in wait for him.
10	Mental Breakdown. The Psyker has a close brush with a Daemon that leaves him dazed and confused. Until the end of the battle he is subject to <i>stupidity</i> and cannot use any more psychic powers.
11	Brain Hemorrhage. The Psyker is attacked by a Daemon, which he somehow manages to fight off, but he suffers real, physical damage to his brain. He goes out of action immediately. Do not roll on the serious injury chart for the psyker after the game. Instead roll a single D6 to see what happens to him: 1-2: Brain Damage 3: Complications 4: Captured 5-6: Full Recovery
12	Daemonic Possession! A Daemon burrows through the psyker's mental link to the Warp and takes control of his body, re-shaping the flesh to a more familiar, and deadly, form. See next page for details.

DAEMONIC POSSESSION

There is absolutely no hope for a psyker who gets possessed by a Daemon. His mind and body are torn asunder as the creature of the Warp assumes full control of its form and function. The ganger is DEAD and removed from the gang roster along with all his equipment, which is consumed or destroyed during the transformation. The model is replaced by a random Daemonic Herald that immediately goes on a murderous rampage. It will not take sides in the battle but instead behaves as described below. Please see [pages 187-188](#) for Daemon profiles and [page 185](#) for additional rules concerning Daemons.

DAEMONIC INSTABILITY

A mortal body is unlikely to sustain a Daemon for long and will soon burn out as the Daemon uncaringly uses up all its energy reserves. Roll a D6 each turn before moving the Daemon. On a roll of 1, the body burns out and the Daemon model is removed.

RANDOM DAEMON TABLE

D6	Result
1	Chaos Fury
2	Bloodletter
3	Plaguebearer
4	Daemonette
5	Pink Horror
6	Lesser Evil

DAEMONIC BEHAVIOUR

A possessing Daemon does not normally take sides in a battle and simply tries to slaughter as many victims as possible before its host body gives out. To represent this, a possessing Daemon acts in both players' turns at the end of each phase, but is controlled by the inactive player (after the player whose turn it is is done moving his models in the movement phase, the other player moves the Daemon, and so on). Players should strive to cause as much damage as possible to the opposing gang when controlling a Daemon.

Daemons can attack in both melee phases, so always resolve all combats involving a Daemon even if no models from the active player's gang are involved.

If a Daemon somehow becomes engaged with models from both sides (if it charges into an existing melee combat, for example), then the gangers do not fight each other at all but combine their efforts against the greater threat. Randomly determine the order in which they fight the Daemon. All gangers are considered allies for determining combat bonuses for outnumbering a Daemon. This truce lasts until the Daemon is taken out of action. Fighting resumes normally in the following melee phase.

COMMON AND ORK MINOR POWERS

D6 COMMON MINOR POWERS

1 Soothe Pain

[used in psyker's recovery phase]

The psyker can attempt to use this power upon a friendly model in base-to-base contact in his own recovery phase. If the power works, the target's flesh wounds all heal immediately, restoring lost points of Weapon Skill and Ballistic Skill.

2 Psychic Flare

[used in psyker's shooting phase]

This power can be used instead of shooting. The Psyker can produce a small ball of glowing kinetic energy which explodes with a blinding flash when thrown. If the power works, the psyker may make a ranged attack exactly as if he were throwing a Flash Bang grenade (see [page 79](#)).

3 Chameleon

[used in psyker's movement phase]

This power can be used at the end of the psyker's movement phase. If the power works, the psyker counts as hiding until the start of his next turn, even if he is out in the open. Other normal hiding restrictions apply, so the power may not be used if the psyker ran or charged that turn, and he will still be revealed if he fires a weapon.

4 Levitation

[used in psyker's movement phase]

This power can be used at the start of the psyker's movement phase. If successful, the psyker can hover as described on [page 11](#) until the start of his next turn.

5 Chink

[used in any player's melee phase]

This power can be used in either player's melee phase before blows are struck. If successful, all melee attacks made by the psyker in that phase have an extra -1 armour save modifier.

6 Immune to Possession

[always active]

No psychic test is required to use this power, it is always in effect. The psyker is immensely strong-willed and cannot be possessed by Daemons. He treats 'Possessed' results on the Perils of the Warp table as 'Ghastly Visions' instead.

D6 ORK MINOR POWERS

1 Feral Aura

[used in psyker's movement phase]

This power can be used at any time during the movement phase. The psyker causes *fear* until the start of his next turn.

2 Gun Jinx

[used in opponent's shooting phase]

This power is used when an opposing ganger declares a ranged attack targeting the psyker. The attacker must take a breakdown test for his weapon before resolving the attack.

3 Biceps Booster

[used in psyker's movement phase]

This power can be used at any time during the movement phase and targets a friendly model in base contact with the psyker. That model can move and still fire a heavy weapon or any other 'Move or Fire' weapon this turn.

4 Gobsmacker

[used in any player's melee phase]

This power is used in the melee phase before making attacks and only applies if the psyker is in combat with an enemy Ork. If the psyker wins the combat, he knocks D3 teef per hit scored from the opposing Ork's jaw. Immediately add the teef to your ganger's stash.

5 Runt Punt

[used in psyker's shooting phase]

The psyker can use this power instead of firing a weapon and can target one enemy or friendly fighter in line of sight and within 12". Only those models that are Small Targets, such as Gretchin, can be targeted. The target is hit automatically and pushed D6" away from the psyker. This can make it fall off a vehicle or terrain feature with all the usual consequences.

6 Red Thumb

[used in psyker's movement phase]

This power can be used by a psyker when riding a friendly vehicle. If the power is successful, the vehicle can move 2" further that turn regardless of its declared movement speed.

HUMAN AND ELDAR MINOR POWERS

D6 HUMAN MINOR POWERS

1 Hammerhand

[used in any melee phase]

This power can be used before any attack rolls are made. If successful, the psyker gains +1 Strength for the duration of the melee phase. This affects weapons that are based on user's strength.

2 Celerity

[used in any phase]

This power can be used in any phase of any turn. It can be attempted at any time, including right before taking an Initiative test. If successful, the psyker gains +2 Initiative for the duration of that phase.

3 Deflection

[used in any shooting or melee phase]

This power can be used at any time during either player's shooting or melee phase, even after a roll to wound has been made but before a save is attempted. If the power is successful the psyker's armour save is improved by 1 point until the end of that shooting or melee phase.

4 Pyromania

[used in psyker's shooting phase]

This power can be used instead of shooting with a weapon. If the power is successful, the psyker can make an attack using the small flamer template. Models under the template catch fire on a roll of 6+. Partially hit models can attempt an Initiative test to avoid the effect, as usual.

5 Fear of Darkness

[used at start of opponent's turn]

Nominate a fighter within 12" that is standing in an area of low light. If the power is successful, the model must make a Break test immediately.

6 Warp Sight

[used in psyker's shooting phase]

If this power is successful, the psyker ignores any penalties to hit due to cover or low light if he tries to shoot an enemy model with psychic powers this turn.

D6 ELDAR MINOR POWERS

1 Psychic Ward

[used at any time]

The psyker can attempt to use this power if an enemy psyker that is in line of sight and within 18" succeeds in making a psychic test to use a power. If Psychic Ward works then the enemy psyker must re-roll his psychic test.

2 Knit Wraithbone

[used in the psyker's recovery phase]

This power can be used when the psyker is on a friendly vehicle or in base contact with one. If successful, one damage effect chosen by you is repaired immediately. Damage that immobilizes or cripples the vehicle is beyond the scope of this power and cannot be repaired.

3 Fleetness

[used in psyker's movement phase]

This power can be used before the psyker moves. If it is successful, the psyker gains +2" to his total movement this turn (this bonus is not doubled if the psyker runs or charges).

4 Distraction

[used at any time]

This power can be used right before an enemy model within 18" of the psyker takes an Initiative test for any reason. If the power is successful, that model suffers a -1 penalty to his Initiative when taking that test.

5 Guide

[used in psyker's shooting phase]

This power can be used in the shooting phase and affects either the psyker or one other ganger within 3". The power must be used before the model shoots. If successful, the model gains a +1 bonus to hit with his first shot in that phase.

6 Fortune

[used in any phase of either player's turn]

If this power is successful, the psyker gains a 4+ special save against the first wound he suffers that phase. The power expires at the end of the phase if the save goes unused.

TELEPATHY

TELEPATHY POWERS TABLE

D6	Result
1	Hallucination [used is the psyker's shooting phase] This power can be used instead of shooting with a weapon. Nominate any one enemy model within 18". If the power is successful, that model is affected as if he were hit with a Hallucinogen grenade (see page 109) with no Toughness test possible to resist the effects.
2	Demoralize [used at the start of any player's turn] If this power is successful, all enemy models within 12" of the psyker suffer -1 Leadership until the end of the current turn. If several psykers use this power in the same turn, the penalty is cumulative.
3	Heroism [used at the start of any player's turn] If this power is successful, the psyker and all friendly gangers within 6" of him can re-roll failed Break tests and cannot be pinned by enemy fire. The effects last until the end of the current turn.
4	Beastmaster [used at the start of the opponent's turn] This power targets one living beast of any type (hunting beast, battle beast or riding beast) within 18" of the psyker. If the power is successful the target beast must pass a Leadership test on its own Leadership. If it passes, the power has no effect. If it fails, the warbeast is under your control this turn. You determine where it moves, who it attacks, etc. You can have the beast charge and make attacks against models from its own side. A riding beast will carry its hapless rider along with it, but he is not under your control. He can shoot what he wants and can refrain from participating in combat against models from his own side.
5	Feeblemind [used at the start of the opponent's turn] Nominate one living enemy model within 12". If the power is successful, that model is subject to <i>stupidity</i> until the start of its next turn with no Leadership test possible to resist the effects.
6	Mind Blank [used at the start of the opponent's turn] If this power is successful, the psyker cannot be charged or targeted by ranged attacks this turn.

TELEKINESIS

TELEKINESIS POWERS TABLE

D6 Result

- 1 Force Wall** [used at the start of any turn]
If this power is successfully cast, place a 4" wall template anywhere completely within 12" of the psyker and not overlapping any model's base. The wall is transparent, so it cannot be used for hiding, but it is completely solid, provides cover, and will prevent models from moving or shooting through it. It is considered to be 2" high. The wall lasts until the end of the current turn.
- 2 Invisible Fist** [used in psyker's shooting phase]
This power can be used instead of shooting with a weapon. Nominate a target fighter within 18". A wave of force slams into the fighter, pushing him back 1D6". This can make a fighter fall off a vehicle or terrain with the usual consequences. The fighter must also pass a Strength test or become pinned, even if immune to pinning from enemy fire.
- 3 Deceleration Field** [used in opponent's shooting phase]
This power can be used at any time during the enemy shooting phase. If the power is successful place the pulse template in base contact with the psyker so that it is completely in his front arc. Any enemy shooting that passes through the template has its strength reduced by D3 (roll for each shot separately). If the strength is reduced to 0 or less the shot is negated completely. The power lasts until the end of the phase.
- 4 Zephyr** [used in the psyker's movement phase]
This power affects the psyker or any one friendly ganger within 3". If the power is used successfully, the affected model can fly as described on [page 12](#) with a movement speed of 6" (12" if running or charging). The power lasts until the start of the psyker's next turn.
- 5 Teleportation** [used in psyker's movement phase]
This power can be used instead of moving normally. If the power is successful, the psyker can instantly teleport to any spot within his line of sight as described on [page 12](#). After teleporting, the model must roll for the effects of Warp travel as described on that page. It is possible to teleport out of or into melee combat using this power.
- 6 Force Cage** [used in psyker's shooting phase]
This power can be used instead of shooting a weapon. If it is successful, you may place the bubble template anywhere completely within 12" of the psyker and not overlapping any model's base. Nothing may attack or move through the template, so any models within the template are effectively cut off from the rest of the battlefield. The template remains in play until the start of the psyker's next shooting phase.

AUGMENTATION

AUGMENTATION POWERS TABLE	
D6	Result
1	Quickening [used in psyker's movement phase] This power can target the psyker or one friendly model within 6". If the power is successful, the affected model's base Movement and Initiative values are doubled until the start of the psyker's next turn.
2	Healing Touch [used in psyker's recovery phase] The psyker can use this power on himself or a friendly model in base contact in his recovery phase before injury rolls are made. The psyker can use this power on himself even if he is down. If the power is successful, the affected model heals all flesh wounds suffered so far and if he is down he automatically recovers with no injury roll needed.
3	Machine Curse [used in psyker's shooting phase] This power can be used instead of shooting a weapon. Nominate an enemy vehicle within 6" of the psyker. If the power is successful, the vehicle suffers an automatic hit to a location of your choice other than the DRIVER or CREW. The hit penetrates on a roll of 4+ regardless of the vehicle's armour value.
4	Enfeeblement [used in psyker's shooting phase] This power can be used instead of shooting a weapon. If the power is successful the psyker can make a ranged attack targeting an enemy model within 18", rolling to hit as normal with the usual modifiers. If the target is hit, it has its Strength reduced to 1 until the start of the psyker's next turn. No armour save is possible against the effect.
5	Regeneration [used in psyker's movement phase] This power can target the psyker or a friendly model within 6". If the power is successful, the affected model is impossible to take out of action by any means until the start of the psyker's next turn. During this time any effect that would take the model out of action is treated as a 'down' result on the injury table instead.
6	Transformation [used at start of psyker's turn] If this power is successful, the psyker transforms into a powerful beast. Replace his model with a suitably ferocious-looking creature on a 40mm base. The psyker gains +2 Movement, Strength, Toughness and Attacks and causes <i>terror</i> . He can still use all his equipment, including armour – assume it is also altered to conform to his new form. The power lasts until the start of the psyker's next turn. When the power's effect ends, roll a D6 and on a roll of 1 the psyker goes out of action immediately due to the massive strain on his body.

DIVINATION

DIVINATION POWERS TABLE

D6 Result

- 1 Soul Sight** [used at start of psyker's turn]
If this power is successful, the psyker automatically detects all hidden models within 18". The effect lasts until the end of the turn.
- 2 Favourable Circumstances** [used at start of opponent's turn]
This power is only useful in scenarios that use loot tokens. If the power is successful, you can move every loot token that hasn't been picked up yet up to 1D6" in any direction you want.
- 3 Strategic Advantage** [used after deployment]
This power can only be attempted once per battle, immediately after deployment but before the first game turn. If successful, the psyker's gang may be removed from the table and re-deployed. In addition, D3 gangers can be deployed as if they had the Infiltration skill (see the Stealth skill group).
- 4 Precognition** [used at start of any player's turn]
The psyker can see a moment into the future, which allows him to avoid being hit. If this power is successful, the psyker gains a 5+ special save against all damage from enemy attacks, traps or being run over by a vehicle, but not damage from falling or other neutral sources.
- 5 Predict Movement** [used at start of enemy turn]
If this power is successful, then the psyker or one friendly model within 6" of him can immediately go on overwatch regardless of what the model did in its own turn. In addition, the psyker and all friendly models within 6" ignore the -1 penalty to hit for shooting on overwatch and they may fire on a fleeting target without needing to pass an Initiative test. The power lasts until the end of the phase.
- 6 Doom** [used in psyker's shooting or any player's melee phase]
The psyker forsee the most efficient way to bring down his enemies. Nominate one enemy model within 18" of the psyker. If the power is successful, then every time an injury roll is made for that model two D6 are rolled instead of one and the higher result applies. The power lasts until the end of the phase.

CONJURATION

CONJURATION POWERS TABLE

D6	Result
1	<p>Chain Lightning [used in the psyker's shooting phase] This power can be used instead of shooting a weapon. If the power is successful, you can make a shooting attack with 12" maximum range. Roll to hit as normal, then roll to hit nearby models as for weapons with the Tesla special rule (see page 76). All hits are resolved at Strength 2 and ignore armour saves entirely.</p>
2	<p>Static Charge [used at start of opponent's turn] If this power is successful, place a 5" blast marker under the psyker and centred on his base. Any enemy model touched by the marker when it is put into play or that moves into contact with the marker at any time during the movement phase is pushed away from the psyker until it no longer touches the marker and is then automatically pinned. This can push models out of melee combat. The marker is removed at the end of the movement phase.</p>
3	<p>Wall of Fire [used at the start of any turn] If this power is successfully cast, place a 4" wall template anywhere completely within 12" of the psyker and not overlapping any model's base. The template does not impede sight or movement, but any model moving through it suffers an automatic Strength 3 hit and on a roll of 4+ also catches fire as described in the rules for flaming weapons. The wall disappears at the end of the turn.</p>
4	<p>Flaming Whips [used in any melee phase] This power can be used before attacks are rolled. The psyker counts as being equipped with two hand-to-hand weapons with Strength 4 and no armour save modifier. Roll a D6 for every hit the opponent suffers from the whips and on a 6 he catches fire.</p>
5	<p>Hoarfrost [used in the psyker's shooting phase] If this power is successful, place a 5" blast marker anywhere completely within 12" of the psyker. Every model under the marker suffers a Strength 1 hit with no armour saves allowed. Models partially covered can attempt to evade the blast, as usual. Models completely under the marker must also pass a Toughness test or be unable to move in their following turn.</p>
6	<p>Ice Storm [used in the psyker's shooting phase] This power can be used instead of shooting a weapon. If the power is successful, the model can make a shooting attack using the large flame template. Models hit suffer a normal Strength 2 hit with a -1 armour save modifier. Partially hit models can take an Initiative test to avoid the hit as usual.</p>

ILLUSION

ILLUSION POWERS TABLE

D6 Result

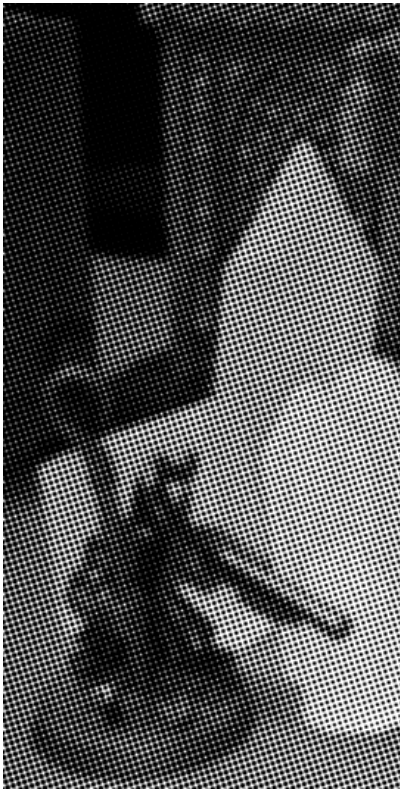
- 1 Mirror Image** [used in psyker's movement phase]
This power is used before the psyker moves. Replace the psyker model with a token or spare model and place another D3 tokens or spare models in base contact with it. Secretly note on a piece of paper which token or model is the real psyker – all others are his illusiory copies. Each copy can now move independently of the rest and counts as a normal ganger in all respects – it can be charged, it must be targeted first if it is the closest target, and so on – except that it cannot make attacks. A copy is removed if it is hit by a ranged attack or attacked in melee. If the real psyker is hit or attacked in melee or if he makes any sort of attack or uses another power, the effect ends. Remove all the copies and replace the psyker with his original model. The power otherwise lasts until all the copies are destroyed.
- 2 Monstrous Mirage** [used at the start of the opponent's turn]
If this power is successful, place a marker (a spare 40mm base is fine) anywhere within 18" of the psyker. The marker causes *terror* in all enemy models and lasts until the end of the turn.
- 3 Invisibility** [used at the start of any player's turn]
If this power is successful, the psyker immediately becomes hidden, even if he is standing in the open and in plain sight of the enemy. He can stay hidden indefinitely even when in plain sight. Apart from that, he can be detected in the normal way and he reveals himself if he makes any sort of attack, as usual.
- 4 Devious Decoy** [used at the start of the opponent's turn]
If this power is successful, place a marker (a spare 25mm base is fine) anywhere within 12" of the psyker. It represents an illusiory fighter who openly taunts the enemy. Enemy models must charge or shoot the marker if it is closer than any of your models, even if they have abilities that normally allow them to fire at more distant targets, such as the Marksman skill. Every time the marker is hit by shooting, the psyker must make a Leadership test. If he fails, the marker is removed. If the marker is engaged in melee, it is removed at the start of the melee phase. Unless destroyed, the marker remains until the end of the turn.
- 5 Obscuring Mist** [used in opponent's shooting phase]
If this power is successful, place a wall template anywhere completely within 12" of the psyker and not overlapping any model's base. The obstacle provides soft cover, but it does not affect movement in any way. It disappears at the end of the turn.
- 6 Nightshroud** [used at start of psyker's turn]
If this power is successful, the psyker becomes surrounded by a circular zone of low light with a radius of 8". The effect lasts until the start of the psyker's next turn.

CHAOS IN DA STREETS

The taint of Chaos is a major theme in the dark universe of the 41st Millennium and even in Nu Ork the dark gods whisper to man and alien alike, promising untold power to those who renounce all bonds of friendship and duty and turn to the forbidden worship of Chaos.

This section explains everything you need to know to play a gang wholly or partially comprised of Chaos Cultists, Heretics, Daemons and other sinister creatures. It contains additional options for your gangers, such as mutations and other Chaos gifts, psychic powers, new careers that can only be chosen for Chaos followers and descriptions and rules for items from the Chaos Armoury.

The second half of the section contains rules for Daemons, powerful creatures of Chaos that can be summoned by reckless gangers to aid them in battle. However, the assistance of such creatures always comes at a great cost.



THE DARK GODS

Khorne

Nurgle

Slaanesh

Tzeentch

CHAOS CAREERS

This section describes many new careers that are only available to gangers who are followers of Chaos. In all other respects the careers function exactly like normal careers found in the Gang Selection section of the rules. The careers on page 176 are Leader careers that are only available to a gang leader who is a follower of Chaos.

Cultist and Chosen careers also require a ganger to be a follower of a specific Chaos god, as indicated in the career's name.

CULTIST OF KHORNE

Brutal Blows: This ganger cancels one enemy Parry as if he was equipped with an Unblockable weapon. If he actually is equipped with such a weapon the effects are cumulative.

Martial Pride: This ganger always counts his base Weapon Skill value as being identical to that of his opponent when making melee attacks.

Bonus Skill Types: Combat, Ferocity

CULTIST OF NURGLE

Enhanced Physiology: This ganger is immune to the special effects of Poisoned weapons and all other poisons and toxins, such as the Glass Plague Virus.

Fortified: This ganger has a natural 6+ armour save that can be combined with any other armour.

Bonus Skill Types: Muscle, Survival

CULTIST OF SLAANESH

Dulled Senses: This ganger is immune to all special psychology rules (fear, terror, stupidity, frenzy and hatred) and never has to take break tests.

Perfect Body: Ignore the normal characteristic value maximums for this ganger. All of his characteristics can be increased up to 10 through advancement.

Bonus Skill Types: Agility, Social

CULTIST OF TZEENTCH

Lucky Break: You may re-roll any injury roll made for this ganger. As always, the second roll stands even if it is worse.

Snoop: You can check the value of any loot token or other objective with a random value that is within 6" of this model at any time, even if held by an enemy.

Bonus Skill Types: Social, Survival

DISCIPLE

Favoured Child: This ganger must choose a patron god. He can choose to gain a random Gift of his god whenever he would normally gain a new skill due to advancement (normally gangers can only gain a new Gift on a roll of double 1s or double 6s).

Unwavering: If this ganger is hit by enemy fire but the wound roll fails, he does not become pinned.

Bonus Skill Types: Ferocity, Social

HERETIC

Priority Target: All enemy fighters who can see this ganger must attempt to shoot him if able, unless he is already pinned, broken, down or in melee.

Rabble Rouser: This ganger *hates* all enemy models. All friendly gangers who start their turn within 6" of him also *hate* all enemy models until the start of their next turn.

Bonus Skill Types: Ferocity, Stealth

OUTCAST

Nobody Cares: If this ganger is down or out of action you may ignore him completely when determining whether your gang should take a bottle test.

Outflank: This ganger does not have to be deployed at the start of the battle. Instead, he can be placed on any point on any table edge at the start of any of your turns and acts normally from then on.

Bonus Skill Types: Combat, Shooting

PARIAH

Subdue: This ganger causes *fear* in all enemy beasts, even in beasts that cause *fear* or *terror* themselves and would therefore normally be immune.

Unnerving Aura: All enemy models within 6" of this ganger suffer a -1 Leadership penalty for all tests. Multiple instances of this ability are cumulative.

Bonus Skill Types: Ferocity, Survival

RENEGADE

Flexible Morality: This ganger can choose whether he counts as a follower of Chaos or not at any given moment, depending on which is more beneficial.

Slip Away: This ganger can retreat from the battle at the end of any player turn, even if he is engaged in melee or down. Unless he was taken Out of Action he does not have to roll on the Serious Injury chart.

Bonus Skill Types: Survival, Techno

TRAITOR

Ambusher: This ganger can be deployed up to 12" further onto the table as normal and can start the game hidden and/or on overwatch.

Sacrificial Lamb: Whenever this ganger is hit by a ranged attack, you may have any friendly ganger within 2" be hit instead. This ability cannot be used if the attack hit both models (like a flamer).

Bonus Skill Types: Survival, Stealth

CHAOS LEADER CAREERS

DARK EMISSARY

Slip Away: This ganger can retreat from the battle at the end of any player turn, even if he is engaged in melee or down. Unless he was taken Out of Action he does not have to roll on the Serious Injury chart.

Waste Not, Want Not: You gain a free Summoning Kit every time one of your gangers gets permanently killed (by rolling 'Oh, He Dead' on the serious injury table, for example).

[Leader Ability] Blood Pact: This ganger can create a Summoning Circle once per battle for free without requiring or expending a Summoning Kit.

Bonus Skill Types: Ferocity, Survival

FALSE PROPHET

Rabble Rouser: This ganger *hates* all enemy models. All friendly gangers who start their turn within 6" of him also *hate* all enemy models until the start of their next turn.

Sacrificial Lamb: Whenever this ganger is hit by a ranged attack, you may have any friendly ganger within 2" be hit instead. This ability cannot be used if the attack hit both models (like a flamer).

[Leader Ability] Charisma: No other ganger will try to usurp control this ganger's control of the gang. If this ganger is eligible to attempt to usurp control from another leader, he automatically succeeds.

Bonus Skill Types: Ferocity, Social

CHOSEN OF KHORNE

First to the Fray: If this ganger is on foot and does not have any bionik legs or leg augmentations he can charge 2" further than normal (this bonus is added after doubling his base Move)

Martial Pride: This ganger always counts his base Weapon Skill value as being identical to that of his opponent when making melee attacks.

[Leader Ability] Kill! Maim! Burn!: This ganger is subject to *frenzy* and so is every friendly ganger who starts the turn within 6" of him. The frenzy can be resisted with a Leadership test as normal.

Bonus Skill Types: Combat, Ferocity

CHOSEN OF NURGLE

Enhanced Physiology: This ganger is immune to the special effects of Poisoned weapons and all other poisons and toxins, such as the Glass Plague Virus.

Unnerving Aura: All enemy models within 6" of this ganger suffer a -1 Leadership penalty for all tests. Multiple instances of this ability are cumulative.

[Leader Ability] Apathetic: As long as this ganger is not down or out of action you do not have to make bottle rolls no matter how many other models are down or out of action.

Bonus Skill Types: Muscle, Survival

CHOSEN OF SLAANESH

Dulled Senses: This ganger is immune to all special psychology rules (fear, terror, stupidity, frenzy and hatred) and never has to take break tests.

Instructor: This ganger can grant a +1 bonus to the Movement, Weapon Skill or Ballistic Skill score of one friendly ganger within 6" at the start of his turn. This bonus lasts until the end of the player turn.

[Leader Ability] True Corruption: Captured enemy gangers must their Leadership test to avoid falling to Chaos on 3D6 instead of 2D6.

Bonus Skill Types: Agility, Social

CHOSEN OF TZEENTCH

Lucky Break: You may re-roll any injury roll made for this ganger. As always, the second roll stands even if it is worse.

Psychic Powers: This ganger has one or more psychic powers. Please see the Psychic Powers section of this document for details.

[Leader Ability] Just as Planned: After each battle, you may swap the Serious Injury table results of any two gangers who were taken Out of Action.

Bonus Skill Types: Social, Survival

THE TAINT OF CHAOS

Affiliating a ganger with chaos

When you start a new gang you can declare some or all of your new gangers to be followers of Chaos.

When you are hiring new gangers for an established gang, you can only hire followers of Chaos if the ganger who is looking for recruits is a follower of Chaos himself.

A ganger who is a follower of Chaos can choose one patron god to dedicate himself to, or he can follow Chaos undivided (or Chaos undecided, as some call it). A follower of Chaos undivided can choose a patron at any time, but once the choice is made it cannot be reversed.

Penalties of taint

Followers of chaos suffer various penalties in their dealings with honest citizens:

- 1 modifier to all rarity rolls when looking for items, except when shopping in the Chaos Armoury
- 1 modifier on the status table and the outcome table at Da Polis Station if captured by the authorities
- 1 modifier on the outcome table at a rogue mechanicus and renegade haemonculus

Spreading the taint

In a mixed gang, followers of Chaos will attempt to convert and corrupt untainted gangers. This is done in every post-battle sequence right after advancement but before attempts to usurp control are made. It does not affect other post-battle activities and it doesn't matter whether the participants were out of action.

Roll 2D6. If the total result is less than the number of Chaos followers in the gang, one random untainted ganger must pass a Leadership test or be corrupted and turn to Chaos. If the 2D6 result is double 1s, one random ganger automatically falls to Chaos with no Leadership test possible to resist.

The loyalties of a gang's leader can greatly influence the rest of the gangers. If the gang leader is a follower of Chaos himself, one additional random member must pass a Leadership test or be converted, regardless of the 2D6 result. If the gang leader is not a follower of Chaos, 3D6 must be rolled instead of 2D6 to see if any ganger can be corrupted, and triple 1s are required to corrupt a ganger without a Leadership test.

Taint and captives

The taint of Chaos can also spread between different gangs when gangers are captured.

If a Chaos follower is captured by a gang that does not include any Chaos followers, one random ganger must pass a Leadership test or fall to Chaos. This happens unless the Chaos ganger is immediately ransomed back to his gang.

If an uncorrupted ganger is captured by a gang that includes any Chaos followers, he must pass a Leadership test or fall to Chaos. This happens in any case – the Chaos worshippers take the time to corrupt him no matter what.

Note that a ganger who falls to Chaos does not switch sides. He remains with his original gang, where he attempts to spread the taint to his comrades.

Once a ganger falls to Chaos there is no way back.

MUTATIONS AND GIFTS

The galaxy of Warhammer 40.000 is ripe with mutation. Some can be attributed to cosmic radiation, pollution, or genetic adaptation to strange environments, but by far the most mutation is caused by the fell influence of Chaos. The dark powers dispense mutations as rewards, as punishment, and sometimes just for the fun of it. While an infinite variety of mutation is possible in theory, each Chaos God has a few personal favourites, which is lucky for us because it gives us a reasonable amount of different mutations to work with. The following pages describe some of these mutations and how fighters can acquire them.

FOLLOWERS OF CHAOS:

When any ganger who is a follower of Chaos rolls double 1s or double 6s on the advancement table he receives a Chaos Gift instead of a new skill. There is no choice in the matter; you cannot turn down a present from the gods!

If the ganger has a patron god, he rolls on his god's Gift table. Otherwise he rolls on the Random Mutation table below. Be warned, there are a few stinkers in there – the dark gods like to play jokes on indecisive worshippers.

In the unlikely event that a follower of one of the gods already has all the Gifts of his patron, he is instead allowed to choose any mutation from the Body, Head, Limb or Metabolic mutation table (worshippers that are so heavily favoured are allowed to give their god some hints on which alteration they would like next!)

MUTANTS:

Every mutant starts with one random mutation generated using the table below. Every time a mutant gains a new skill due to advancement, he can voluntarily elect to receive a new random mutation instead. Mutants who are also followers of Chaos must also obey the rules for followers, above. If they roll double 1s or double 6s on the advancement table, those rules take priority, so they receive a Gift of their patron god (if any) instead of having to roll on the table below.

D6 | RANDOM MUTATION TABLE

- 1 **Cosmetic Difference.** This mutation has no noticeable effect, but it still counts as a mutation in regards to effects that depend on the number of mutations a fighter has.
- 2 **Body Mutation.** Roll on the Body Mutation table on the next page.
- 3 **Head Mutation.** Roll on the Head Mutation table on the next page.
- 4 **Limb Mutation.** Roll on the Limb Mutation table on the next page.
- 5 **Metabolic Mutation.** Roll on the Metabolic Mutation table on the next page.
- 6 **Chaos Gift!** The fighter is gifted (or cursed) with a powerful ability by one of the gods of Chaos. If the fighter is a follower of Chaos and has a patron god, roll on his patron god's Gift table on [page 180](#). If the fighter does not have a patron god, roll another D6:
 - 1: Roll on a Gift table of your opponent's choice
 - 2: Roll on the Gifts of Khorne table
 - 3: Roll on the Gifts of Slaanesh table
 - 4: Roll on the Gifts of Nurgle table
 - 5: Roll on the Gifts of Tzeentch table
 - 6: Roll on a Gift table of your own choice

Body Distorting Mutations

The following mutations affect the shape of the body so much that no armour, apart from Chaos Armour and Daemon Armour, can be worn by a fighter with one or more of these mutations: Beastly Legs, Additional Arm, Hunchback, Bone Spikes, Growth Spasm, Leathery Wings, Bloated Gut, Fiery Form, Feathery Wings.

LIMB MUTATIONS

1 Atrophy: Randomly determine one of the mutant's arms or legs to be affected. The limb suffers the same effects as from a wound on the serious injury table and can be treated in the same way.

2 Crushing Claw: One of the mutant's arms turns into a mighty claw. It counts as a melee weapon that hits at twice the mutant's strength and has a -2 armour save modifier, but cannot be used to hold any items.

3 Beastly Legs: The mutant's legs lengthen and gain a resemblance to those of a beast. His Movement stat increases by +1 and he can roll two dice and take the highest when making horizontal jumps.

4 Scorpion Tail: The mutant grows a poison-tipped tail which grants him an extra Attack and counts as a melee weapon that hits at his base strength and has a -1 armour save modifier and the Poisoned property.

5 Prehensile Tail: The mutant gains a long tail that functions exactly like an extra arm except that it cannot be used to hold or fire ranged weapons.

6 Additional Arm: The mutant grows an extra arm. It functions exactly as described in the Haemonculus section of the post-battle sequence.

HEAD MUTATIONS

1 Memory Loss: The mutant loses part of his higher brain functions. Roll once on the Memory Loss table on [page 245](#).

2 Additional Eye: The mutant gains another eye. This provides no immediate benefit, but the mutant does not suffer any BS penalties for losing an eye as long as he has at least two good eyes remaining.

3 Long Fangs: The mutant gains an extra Attack. The fangs count as a melee weapon that hits at the mutant's normal strength and has a -2 armour save modifier.

4 Additional Head: The mutant gains a whole second head! If he suffers a Head Wound, botched surgery or similar, randomly determine which head is affected.

The mutant can re-roll Leadership tests to resist *frenzy* or *stupidity* unless both heads are affected.

He also benefits from having two additional eyes as described above.

5 Gruesome Visage: The mutant's appearance is exceptionally disturbing. He causes *terror*.

6 Massive Intellect: The mutant immediately gains an additional career of your choice along with all the associated career abilities and bonus skill groups.

BODY MUTATIONS

1 Hunchback: The unfortunate mutant develops a pronounced hunch which interferes with his combat abilities. He suffers -1 WS and -1 BS. The hunch can be removed by treating the body at a Dok's Serjery, Rogue Mechanicus or Retired Haemonculus.

2 Bone Spikes: The mutant's body becomes covered in sharp spikes. He cannot wear armour, but he gains an extra Attack and becomes immune to backstrikes. The spikes do not interfere with other skin mutations.

3 Asbestos Skin: The mutant becomes impervious to fire. He does not get pinned when hit by a flaming weapon. He cannot catch fire and all flaming weapons halve their strength (rounding up) when rolling to wound him.

4 Scaly Hide: The mutant's skin hardens into strong scales that provide him with a 6+ armour save. This is improved to 5+ against blast and template weapons in the same way as flak armour. Scaly Hide can be combined with other armour as normal.

5 Chameleoline Skin: The mutant's skin can change colour to conceal him in any environment. All ranged attacks targeting him suffer an additional -1 penalty for cover, even if he is out in the open.

6 Growth Spasm: The mutant's bones and muscles grow rapidly, considerably bulking out his form. He gains +1 Strength and +1 Toughness but -1 Initiative due to his greatly increased mass (these modifiers do not count towards the maximum characteristic values on the model's profile).

METABOLIC MUTATIONS

1 Albino: The mutant loses all skin pigmentation. Strong light makes him uncomfortable, so he suffers a -1 penalty to Leadership and Initiative at all times except if standing in an area of twilight. Albinism can be removed by treating the body at a Dok's Serjery, Rogue Mechanicus or Retired Haemonculus.

2 Acid Blood: The mutant's blood becomes highly caustic. Every time the mutant is wounded in melee, his opponent must pass an Initiative test or suffer a Strength 3 hit himself from the blood he just spilled.

3 Toxic Breath: The mutant can make a breath attack instead of firing a weapon. The attack uses the small flamer template and hits with Strength 3 and has the Poisoned special property.

4 Poison Glands: The mutant can excrete poison and apply it to his own claws, teeth, or any non-powered, non-chained bladed weapon he uses. All eligible weapons he uses gain the Poisoned special property.

5 Regeneration: You may roll a D6 for this mutant in his recovery phase (before making his normal injury roll, if necessary). On a roll of 6 he can immediately remove a flesh wound or regain a lost Wound or recover if he was 'down'.

6 Illusion of Normality: The mutant becomes able to conceal all visual evidence of his deviance, appearing as a normal human in all respects when not using his powers. He ignores all penalties for being a mutant when not in battle, for example when shopping or if he is captured by the authorities.

GIFTS OF KHORNE

1 Berserk Rage: The ganger becomes permanently affected by a more powerful version of *frenzy*. Instead of gaining a single bonus attack he gains a number of bonus attacks equal to his base Attack characteristic. No Leadership test is possible to suppress the effects.

2 Power From Pain: Whenever this ganger takes an opponent out of action in melee he immediately regains all lost wounds and recovers from all flesh wounds suffered during the course of the battle.

3 Mighty Horns: When this ganger charges, the target of his charge must pass an Initiative test or suffer a hit from the ganger's horns. The hit is resolved at S4 with a -1 armour save modifier.

4 Howl of Rage: The ganger can let loose a mighty cry that makes his enemies flee in a blind panic. He can use this ability during his shooting phase instead of firing a weapon and only if not engaged in melee. All enemy models within 6" that are not immune to *fear* or *terror* must take a break test immediately.

5 Psionic Resistance: The ganger receives a 4+ special save against all enemy psychic powers that affect him directly. This save can be taken against any type of direct effect, not just against wounds.

6 Leathery Wings: The ganger has wings and can fly at his base land speed, ignoring any bonus or penalty due to leg injuries, bioniks or augmentations. Due to the bulk of the wings he cannot drive vehicles except for bikes.

GIFTS OF SLAANESH

1 Pain Is Pleasure: This ganger ignores the WS and BS penalties caused by any flesh wounds he suffers.

2 Whip Tongue: The ganger gains a tongue that can extend to ridiculous lengths and secretes a paralyzing toxin. If the ganger inflicts any hits on his opponent in melee then that model also receives a poison token.

3 Soporific Musk: The ganger excretes a pheromone that dulls his opponents' reactions. If he wants, he can move out of melee combat during his movement phase as if his enemies were not even there.

4 Transfixing Gaze: Any enemy model engaged in melee with this ganger must take a Leadership test in each melee phase before attacks are resolved. If the test is failed the model's WS is reduced to 1 until the end of that phase.

5 Tentacle Arm: One of the ganger's arms (chosen at random) turns into a slimy tentacle. It can no longer be used to fire a gun (although it can still be used to support a weapon if it is fired with the other arm and it can be used to wield melee weapons normally). In melee the tentacle can wrap around an opponent's arm or weapon, reducing his Attacks by 1 (down to a minimum of 1).

6 Unnatural Allure: The ganger can beckon an enemy fighter, luring him to approach. You may nominate an enemy model that has line of sight to this ganger at the start of the enemy turn. Unless that model passes a Leadership test it must charge this ganger.

GIFTS OF NURGLE

1 Infectious: The model is a carrier of Nurgle's Rot or similar disease. At the start of each melee phase roll a D6 for each model engaged in melee with this ganger. On a roll of 6 that model receives a Poison token.

2 Cloud of Flies: This ganger is surrounded by a cloud of flies that give him cover. He counts as having soft cover while out in the open. If he is actually in cover then the shooting penalty for cover is increased by 1.

3 Horrible Stench: All other models within 3" of this ganger, except for worshippers of Nurgle, have their WS and BS reduced by -1 while in the area of effect.

4 Aura of Decay: All enemy models within 6" of this ganger take all armour saves with an additional -1 modifier due to the entropic effects of his aura.

5 Noxious Touch: This ganger excretes a poison that can be used to coat all of his weapons. The ganger's melee attacks gain the Poisonous special property.

6 Bloating Gut: This ganger has a grotesquely bloated, puss-seeping stomach that absorbs all but the most gruesome injuries. The ganger treats all results of 'down' on the injury table as 'flesh wound' instead.

GIFTS OF TZEENTCH

1 Bird Beak: The ganger's jaws are distorted into a sharp, pointy beak. He gains +1 Attack.

2 Precognition: This ganger receives a 6+ special save against every wound he suffers from any source.

3 Cyclopean Eye: The ganger's eyes merge into one large, centrally placed eye. He loses -1 BS due to the lack of depth perception, but he gains the ability to re-roll failed Psychic tests.

4 Warp Gaze: The ganger can see the souls of his enemies through the Warp. He ignores all penalties to shooting attacks and intruder spotting distance due to cover and/or low light.

5 Fiery Form: The ganger is wreathed in an aura of flame. Every time he hits or is hit by an opponent in melee combat roll a D6. On a roll of 6 the enemy model catches fire.

6 Feathery Wings: The ganger has wings and can fly at his base land speed, ignoring any bonus or penalty due to leg injuries, bioniks or augmentations. Due to the bulk of the wings he cannot drive vehicles except for bikes.

CHAOS PSYCHIC POWERS

Followers of Chaos that have the Psyker career (or the Chosen of Tzeentch career) have access to the Chaos Minor Powers table in addition to the Common Minor Powers table and the Minor Powers table for their species (if any).

Followers of Nurgle, Slaanesh and Tzeentch may also pick the major power table of their god as their chosen psychic discipline when they gain major powers.

D6 CHAOS MINOR POWERS

1 Darkvision

[used at start of psyker's turn]

If this power is successful, the psyker or another friendly model within 12" of him may ignore all penalties caused by low light until the end of the current turn.

2 Fell Wind

[used in psyker's shooting phase]

This power can be used instead of shooting with a weapon. If the power is successful, the psyker can make a shooting attack using the medium flame template. Any living model hit must pass a Toughness test or gain a Poisoned token.

3 Bloodletting

[used at start of psyker's turn]

If this power is successful, all ranged and melee attacks made by the psyker this turn gain the Bleeding special property.

4 Intoxication

[used in either player's melee phase]

Nominate a living enemy model within 12" of the psyker. If the power is successful, that model suffers -1 WS until the end of the melee phase.

5 Misfortune

[used in psyker's shooting phase]

This power can be used instead of shooting with a weapon. If the power is successful, the closest enemy model in line of sight of the psyker must take a Breakdown test (see [page74](#)) for any one piece of equipment of your choice.

6 Dark Ritual

[used at start of psyker's turn]

If this power is successful, the psyker can draw a Summoning Circle (see [page 185](#)) this turn for free, with no need for a Summoning Kit. But if the Psychic test for this power fails, the psyker automatically becomes possessed by a Daemon (see [page 164](#))!

NURGLE POWERS

NURGLE POWERS TABLE

D6 Result

- 1 The Bloating** [used at the start of either player's turn]
Nominate any fighter, friend or enemy, within 18" of the psyker. If the power is successful, the fighter gains a +1 bonus to Toughness and his armour save improves by 1 point, but his Movement decreases by -1. The effects last until the start of the target's next turn.
- 2 Nurgle's Dance** [used is the psyker's shooting phase]
This power can be used instead of shooting with a weapon. Nominate an enemy model within 12" of the psyker. If the power is successful the target must take a Leadership test. If it fails, you may move the target up to its normal speed in any direction you wish, even right off edges.
- 3 Stream of Corruption** [used is the psyker's shooting phase]
This power can be used instead of shooting with a weapon. If the power is successful, the psyker can make a shooting attack using the medium flame template. Any model hit must pass a Toughness test or suffer one wound with no armour saves allowed.
- 4 Pit of Slime** [used at the start of the psyker's turn]
If this power is successful, place a 5" blast marker anywhere completely within 18" of the psyker and not overlapping any model's base. The marker counts as a toxic pool (see [page 16](#)) and lasts until the start of the psyker's next turn.
- 5 Rancid Visitation** [used is the psyker's shooting phase]
Nominate any enemy model within 12". If the power is successful, the target must pass a Toughness test or suffer a wound with no armour saves allowed. If this wound causes the target to go down or out of action, a Break test is required for all friendly models within 4" of it instead of the usual 2" because the power's effects are extraordinarily gruesome.
- 6 Form of True Despair** [used at the start of the psyker's turn]
If this power is successful the psyker immediately gains all the abilities from the Gifts of Nurgle table on [page 180](#). The effects last until the end of the battle, but the psyker must pass a Toughness test at the start of each of his turns or go out of action due to the stress on his body.

SLAANESH POWERS

SLAANESH POWERS TABLE

D6 Result

- 1 Siren's Call** [used at the start of the opponent's turn]
If this power is successful, every enemy fighter must take a Leadership test before he moves. If he fails, he has to move towards the psyker (he must end his move closer to the psyker than he began, but other than that the opponent is free to move the fighter as he wishes).
- 2 Lash of Treason** [used is the psyker's shooting phase]
This power can be used instead of shooting with a weapon. Nominate an enemy model within 18" of the psyker. If the power is successful, the target must take a Leadership test. If it fails, you may force the target to make a shooting attack at any model in its line of sight with any of the ranged weapons it carries, or to make one attack with a melee weapon targeting a model within 0.5" of it. This melee attack automatically hits.
- 3 Titillating Delusions** [used at the start of the opponent's turn]
If this power is successful pick a point on the table. Every enemy fighter must take a Leadership test before he moves. If he fails, he has to move towards that point (he must end his move closer to the point than he began, but other than that the opponent is free to move the fighter as he wishes).
- 4 Ecstatic Seizures** [used at the start of the opponent's turn]
This power can be used instead of shooting with a weapon. If the power is successful place a 5" blast marker anywhere completely within 12" of the psyker. Any enemy fighter completely under the marker is affected by *stupidity* until the start of his next turn (the effects can be ignored with a successful Leadership test, as normal).
- 5 Phantasmagoria** [used is the psyker's shooting phase]
This power can be used instead of shooting with a weapon. Nominate an enemy model within 18" of the psyker. If the power is successful the target must take a Leadership test. If it fails, it is affected exactly as if it was hit by a Hallucinogen grenade and failed its Toughness test. Roll on the Hallucinations table on [page 109](#).
- 6 Form of True Excess** [used at the start of the psyker's turn]
If this power is successful the psyker immediately gains all the abilities from the Gifts of Slaanesh table on [page 180](#). The effects last until the end of the battle, but the psyker must pass a Toughness test at the start of each of his turns or go out of action due to the stress on his body.

TZEENTCH POWERS

NURGLE POWERS TABLE

D6 Result

- 1 Twisting Path** [used at the start of the opponent's turn]
Nominate an enemy fighter within 18" of the psyker. If this power is successful the target must pass a Leadership test or be affected by *apathy, frenzy* or *stupidity* (your choice) until the start of its next turn. No further Leadership test is possible to resist the effects.
- 2 Warp Time** [used at the start of the psyker's turn]
If this power is successful, the psyker has two movement phases and two shooting phases this turn. He can do anything allowed in the movement phase twice and anything allowed in the shooting phase twice, except that he cannot cast this power again in the same turn.
- 3 Boon of Mutation** [used at the start of the psyker's turn]
Nominate a fighter, friend or foe, within 18" of the psyker. If the power is successful the target gains one random ability from a table of your choice: either the Gifts of Tzeentch, Body Mutations, Limb Mutations, Head Mutations or Metabolism Mutations table. The effects last until the end of the battle.
- 4 Bolt of Change** [used is the psyker's shooting phase]
This power can be used instead of shooting with a weapon. If the power is successful, the psyker can make a shooting attack using his Ballistic Skill. The attack has a range of 18". If a fighter gets hit he must pass a Toughness test or suffer a wound with no armour save allowed and take a second Toughness test. If this test is also failed the target gains a random mutation (roll on the Random Mutation Table on page 179). The mutation is permanent! If a vehicle is struck with this power simply resolve the hit at Strength 6 with no special effects.
- 5 Flickering Fire** [used is the psyker's shooting phase]
If this power is successful place a 4" ring template anywhere completely within 8" of the psyker and not overlapping any model's base. Any model that moves into contact with the template automatically catches fire. Shooting attacks that pass through the template suffer a -1 to hit penalty. The template lasts until the start of the psyker's next turn.
- 6 Form of True Hope** [used at the start of the psyker's turn]
If this power is successful the psyker immediately gains all the abilities from the Gifts of Tzeentch table on [page 180](#). The effects last until the end of the battle, but the psyker must pass a Toughness test at the start of each of his turns or go out of action due to the stress on his body.

DAEMONS OF CHAOS

DAEMONIC ESSENCE

Daemons are not creatures of flesh and blood but Warp-spawned nightmares temporarily given form and shape in a temporary body. Their utterly alien mindset and metabolism enable them to ignore a number of conditions and effects that could halt a mortal creature. All Daemons therefore ignore flesh wounds and poison entirely, cannot be pinned by enemy shooting and have a 5+ special save against all wounds except those directly caused by psychic powers. Because of their unnatural and disturbing forms, all Daemons also cause *terror*.

SUMMONING DAEMONS

Daemons cannot be bought or hired in the same way as other fighters. They are incorporeal spirits of the Warp and must be summoned into reality by mortals in dark and forbidden rituals. What is more, the summoning can only be performed during battle, as the heightened emotions and stress of the warriors help to lure in the foul creatures.

To summon a Daemon, a ganger first needs to draw a summoning circle. This requires a number of costly and rare reagents, such as specially prepared candles and incense, silver dust, the blood of innocents, and other similarly exotic materials. Luckily, the enterprising merchants of Nu Ork can provide all the necessary materials as a handy Summoning Kit available from the Chaos Armoury. Each kit holds enough reagents to draw a single Summoning Circle. Unlike most items, Summoning Kits do not replenish automatically and must always be bought anew.

Drawing a Summoning Circle is a special action that lasts for a ganger's entire turn. A ganger may not move, shoot or fight in melee while he is drawing the Circle. The process is interrupted if the ganger becomes broken, pinned, down, engaged in melee or otherwise distracted or incapacitated. In this case the Summoning Kit is not used up. If the ganger is not interrupted until the end of his turn, place a 4" blast marker in base contact with him so that it does not overlap with any models, walls or other obstacles. This is the Summoning Circle.

Once a Summoning Circle is placed, you may immediately deploy one Daemonic Herald or D3 Daemonic Beasts onto the marker. The Daemons are deployed at the end of their turn, so they cannot act immediately. This gives the enemy an opportunity to disrupt the summoning or dispatch the Daemons as they materialize, when they are momentarily immobilized and vulnerable. The Daemons may act normally starting with their next turn.

Until a Daemon moves outside its Summoning Circle it cannot be charged or otherwise engaged in melee, but it can be shot normally and does not benefit from any form of saving throw as it is not fully materialized yet at this point. It is relatively easy to dispatch a Daemon before it becomes fully corporeal.

Another way to disrupt the summoning is by breaking up the Summoning Circle. This can have dire consequences for both the fighter disrupting the Circle and the summoner. A fighter can disrupt a Summoning Circle simply by moving into contact with it. Slightly ruffling up the intricate patterns of silver dust on the floor with one's foot is all it takes. Roll on the Summoning Disruption table once for every fighter who moves into contact with the Circle.

If the summoning is not stopped, the Circle is removed at the start of the Daemons' next turn and they can act normally as part of the gang that summoned them from that point on.

SUMMONING DISRUPTION TABLE

D6	Result
1	Oh, shi-! It is too late, the Daemons are already fully manifested. The Circle is removed and all the Daemons inside immediately charge the fighter who disrupted the Circle.
2-3	Clumsy Kick. The ganger fails to disrupt the Summoning Circle. Nothing happens.
4-5	Fade Away. The Circle is broken before the Daemons fully materialize. Remove the Circle and the Daemons.
6	Rampage! The Daemons break free of the summoner's will. The Circle is removed and all the Daemons inside immediately charge the fighter who summoned them. From then on they behave as aggressive roaming creatures.

DAEMONIC BEASTS

Daemonic Beasts are feral beings that can only exist in realspace for short amounts of time and so they care only about causing the maximum possible amount of carnage and slaughter in the shortest amount of time. They can be summoned as described on the previous page but they always fade away immediately after the battle is over.

Once summoned, Daemonic Beasts follow all the rules for Hunting Beasts (see [page 151](#)) and the ganger who summoned them is treated as their Handler for all intents and purposes.

BEAST OF NURGLE

1
2
3
4
5

	M	WS	BS	S	T	W	I	A	Ld
Beast	4	3	0	4	5	2	2	1	7

Cloud of Flies: A Beast of Nurgle is surrounded by a cloud of flies that gives it cover. It counts as having soft cover while out in the open. If it is actually in cover then the shooting penalty for cover is increased by 1.

Plague Carrier: If a Beast of Nurgle is engaged in melee combat roll a D6 before resolving attacks. On a roll of 6 all of its opponents become Poisoned.

FIEND OF SLAANESH

1
2
3
4
5

	M	WS	BS	S	T	W	I	A	Ld
Fiend	6	4	0	4	4	2	5	1	7

Soporific Musk: Fiends excrete a pheromone that dulls their opponents' reactions. Fields can voluntarily move out of melee combat during their movement phase as if their enemies were not even there.

Whip Tongue: Fiends have a tongue that can extend to ridiculous lengths and secretes a paralyzing toxin. If they inflict any hits on an opponent in melee then that model also receives a poison token.

FLESH HOUND OF KHORNE

1
2
3
4
5

	M	WS	BS	S	T	W	I	A	Ld
Flesh Hound	5	4	0	4	4	2	4	1	9

Power From Pain: A Flesh Hound that takes an enemy fighter out of action in melee immediately recovers all flesh wounds suffered during the course of the battle.

Psionic Resistance: A Flesh Hound of Khorne receives a 4+ special save against all enemy psychic powers that affect it directly. This save can be taken against any type of direct effect, not just against wounds.

SCREAMER OF TZEENTCH

1
2
3
4
5

	M	WS	BS	S	T	W	I	A	Ld
Screamer	6	3	0	4	4	2	3	1	7

Fly-By Attack: Screammers can make rake and sideswipe attacks in the same way as vehicles. Resolve hits from these attacks using the Screammers' base Strength of 4.

Soaring: Screammers of Tzeentch follow the rules for flying models ([page 12](#)). They can fly at their normal movement speed. Unlike most other models, Screammers may not opt to 'walk' instead of flying.

DAEMONIC HERALDS

While almost all Daemons are at least as intelligent as a man, most of them are not mentally flexible enough to involve themselves in the politics and economics of the material realm. As always, a few bright exceptions exist, and they are detailed on the following pages. These Daemons are summoned in the normal way, but if they are not taken out of action during their first battle they stay with your gang and are from then treated in exactly the same way as normal gangers. They can participate in post-battle activities, count towards the size of your gang when you are selling loot, gain experience, can be equipped with weapons and wargear, and so on.

While Heralds gain experience and advance at the same rate as other gangers, each type of Herald has its own advancement table – Daemons are never as flexible (in mind or body) as normal men and so their advancement is somewhat more predictable, their aptitudes depending more on their patron god than their worldly experience.

If a Daemonic Herald is ever taken out of action during a battle, it is danger of phasing out of reality. If you roll anything other than a Full Recovery on the serious injury table for the Herald, it dissolves and retreats back into the warp to nurse its injuries. Any equipment it carried is returned to the gang's stockpile. It can be re-summoned in any subsequent battle (requiring a new Summoning Kit, of course). Since a Daemon forms a new body every time it is summoned, all its injuries are removed (this also means that a Daemon can never be treated by a Dok or Haemonculus) but it keeps all its experience and advancements.

PINK HORROR

- 1
- 2
- 3
- 4
- 5

	M	WS	BS	S	T	W	I	A	Ld
Pink Horror	4	3	3	3	3	1	3	1	7

Flaming Aura: Roll a D6 every time a Pink Horror hits an opponent in melee and every time an opponent hits the Pink Horror in melee. On a roll of 6 the opponent catches fire.

Pink Horror Advancement: Pink Horrors use the table below instead of the usual Advancement table.

D6	Advancement
1	+1 Ballistic Skill
2	+1 Initiative
3	+1 Leadership
4	Random Shooting Skill
5	Random Social Skill
6	Random Stealth Skill

DAEMONETTE

- 1
- 2
- 3
- 4
- 5

	M	WS	BS	S	T	W	I	A	Ld
Daemonette	6	5	2	3	3	1	5	1	7

Rending Claws: A Daemonette's hands are a pair of melee weapons with a -3 armour save modifier. She can also morph her hands into more human-like forms to use weapons and equipment.

Daemonette Advancement: Daemonettes use the table below instead of the usual Advancement table.

D6	Advancement
1	+1 Weapon Skill
2	+1 Initiative
3	+1 Movement
4	Random Combat Skill
5	Random Agility Skill
6	Random Social Skill

BLOODLETTER

- 1
- 2
- 3
- 4
- 5

	M	WS	BS	S	T	W	I	A	Ld
Pink Horror	4	5	0	4	3	1	3	1	9

Power From Pain: A Bloodletter that takes an enemy fighter out of action in melee immediately recovers all flesh wounds suffered during the course of the battle.

Bloodletter Advancement: Bloodletters use the table below instead of the usual Advancement table.

D6	Advancement
1	+1 Weapon Skill
2	+1 Strength
3	+1 Attack
4	Random Combat Skill
5	Random Muscle Skill
6	Random Ferocity Skill

PLAGUEBEARER

- 1
- 2
- 3
- 4
- 5

	M	WS	BS	S	T	W	I	A	Ld
Daemonette	4	3	1	4	4	1	1	1	7

Plague Carrier: If the Plaguebearer is engaged in melee combat roll a D6 before resolving attacks. On a roll of 6 all of its opponents become Poisoned.

Plaguebearer Advancement: Plaguebearers use the table below instead of the usual Advancement table.

D6	Advancement
1	+1 Weapon Skill
2	+1 Toughness
3	+1 Wound
4	Random Combat Skill
5	Random Survival Skill
6	Random Stealth Skill

CHAOS FURY

- 1
- 2
- 3
- 4
- 5

	M	WS	BS	S	T	W	I	A	Ld
Pink Horror	4	3	0	4	3	1	4	1	5

Winged: Chaos Furies follow the rules for flying models (see page XX). They can fly at their normal movement speed.

Chaos Fury Advancement: Chaos Furies use the table below instead of the usual Advancement table.

D6	Advancement
1	+1 Weapon Skill
2	+1 Leadership
3	+1 Movement
4	Random Agility Skill
5	Random Combat Skill
6	Random Ferocity Skill

LESSER EVIL

- 1
- 2
- 3
- 4
- 5

	M	WS	BS	S	T	W	I	A	Ld
Lesser Evil	3	2	2	2	2	1	3	1	5

Small Target: Lesser Evils make difficult targets for shooting. They are classed as Small Targets and so any shooting targeting them has a -1 to hit penalty.

Lesser Evils Advancement: Lesser Evils use the table below instead of the usual Advancement table.

D6	Advancement
1	+1 Weapon Skill
2	+1 Ballistic Skill
3	+1 Initiative
4	Random Agility Skill
5	Random Survival Skill
6	Random Stealth Skill

NU ORK CAMPAIGNS

It is a vast and ancient city that drifts among the stars and provides refuge to many alien species. The city is controlled by the Orks, a violent and barbaric species that exists only to fight. Whenever Nu Ork drifts into the vicinity of an inhabited planet the Orks assemble their armies and stage a grand invasion, as much for the thrill of battle as for the slaves, spoils and tribute they return with.

Orks care little for bureaucracy and management, so apart from coordinating such assaults, the Ork leaders tend to meddle very little in the day-to-day life of their citizens. For the most part, they leave the city to run itself, and as a consequence most of Nu Ork is more akin to a gigantic, lawless slum than a civilized city. This makes it attractive to people of other species who want to escape persecution or oppression, and many humans, Eldar and Tau flee to Nu Ork to escape from the prejudices of their people.

Nu Ork is a lawless place and so people tend to band together for safety and mutual support. These range from small farming communities that grow fungi and squiggly beasts to large guilds of artisans and craftsmen who trade their wares in downtown Nu Ork. But the most interesting to us are the roving gangs looking to make a name for themselves by seeking fortune and fame in the abandoned outskirts of the city where few dare to tread. The void shield that protects the city from the cold vacuum of deep space is weaker here, and explorers risk exposure to meteor strikes, solar radiation or momentary decompression. Dangerous beasts and violent outlaws also prowl these parts in search of food and victims, but still the gangs come.

Start spreadin' da noise,
I'm leavin' today
I wanna be a part of it
Nu Ork, Nu Ork

These vagabond boyz,
they are longing to stray
Right through da
very heart of it
Nu Ork, Nu Ork

I wanna wake up
in dat city dat doesn't sleep
And find I'm nob of da hill,
boss of da heap

My little waaagh blooz,
they are zoggin' away
I'm gonna make
a brand nu start of it
in old Nu Ork

If I can make it dere,
I'll make it anywhere
It's up to you
Nu Ork, Nu Ork

Nu Ork, Nu Ork



RUNNING A CAMPAIGN

What Is a Campaign

A campaign is, in essence, a series of battles in which surviving fighters are carried over from one battle to the next, accumulating experience, equipment and injuries. Ideally, a campaign should have as many participants as you can muster! Each player creates his own gang of fighters (and possibly vehicles) and matches them against other players' gangs. The process of creating a gang is described starting on [page 49](#).

Narrative Focus

Of course, every player's goal is to crush all his opponents and prove that his gangers are the kings of the heap! But Nu Ork campaigns offer something more than just a tactical exercise. The battles that your gangers fight, as well as events that occur in between battles, can string together a sort of narrative. If you only care to look, you can interpret the campaign as a story, a tale of your gang and the hardships they face on their path to glory. Some players see a new bit of story in every die roll, coming up with their own explanations of why random events have gone a certain way. Some even create personalities for their fighters (or infer personality from patterns observed during games; for example, a ganger who often has to take an Ammo roll on his first shot of the game and usually fails can be seen as someone who tends to forget to reload his gun before battle) and might even make tactical choices for their fighters accordingly (for example, giving *fear*-causing enemies a wide berth with a ganger who is known to be a scairdy-cat, eventhough his Leadership isn't actually any worse than his comrades'). Watching the story unfold is at least half the fun, so don't get too caught up in the dice rolling! Just remember that bad dice can happen to good people, and don't get too attached to your gangers.

The Arbitrator

While not strictly required, it is recommended that players appoint an Arbitrator. Usually this will be the person who suggested staging a campaign in the first place. The Arbitrator's job is to coordinate the campaign; he keeps track of everybody's progress, makes sure that every player gets enough games in, and is an impartial judge for resolving any disputes that come up. To insure that he remains impartial, the Arbitrator should not have a gang of his own; he sacrifices his own chance to play in order to make the campaign more enjoyable for everybody else. Some Arbitrators also tweak scenarios or other aspects of the campaign to benefit the underdogs and give them more of a fighting chance.

Certain scenarios include civilian models, wandering beasts or other creatures not belonging to either player. If the Arbitrator is present at the game, he can control those models and command them as he sees fit instead of using their normal behaviour rules.

House Rules

Gangs of Nu Ork is intended to be fun. If players think that they can have more fun by changing something in the rules, or adding additional material, they should by all means do so. This is called "house ruling" (because these changes only apply in a certain house, or venue of play). We suggest that any house rules should be agreed to by everyone before a campaign begins – if the rules change midway, they are likely to benefit some gangs and hinder others, and players could feel that they're being unjustly punished for the choices they've made when creating their gang.

Tracking Progress

During the campaign, your gangers will advance, gain new abilities and earn teef to buy better weapons, vehicles and other equipment. But not all gangs will progress at the same rate. Skilled players will gain more experience and earn more teef during play, and luck with dice in the post-battle sequence can also greatly affect your gang. Left unchecked, these differences could become greater and greater as strong gangs continually overpower those that are less able or less fortunate. To prevent this, players must keep close tabs on the power level of their gang by calculating their gang rating before every battle. The weaker gang can gain several benefits, most importantly accelerated experience gain, and sometimes the ability to choose some aspects of the scenario being played.

Calculating the gang rating is fairly simple but can entail a fair bit of bookkeeping. It is recommended that players use the gang rating tables provided on our website.

Your gang rating is the combined value of all your fighters, vehicles and equipment that take part in the battle.

A ganger's value is his original hiring cost (not counting any cross-species surcharge) **plus** the base cost of all his equipment (not counting any random surcharge for rare items) **plus** 5 points per advancement gained since being hired **plus** 5 points per beneficial bionic, bionik or augmentation **minus** 5 points per serious injury or detrimental bionic, bionik or augmentation.

Psykers with at least one major power also add their Leadership value squared ($Ld \times Ld$) to their value.

Fighters who do not take part in the battle (due to Old Battle Wounds, scenario restrictions or anything else) do not count towards gang rating for that battle, nor does any equipment left behind in the gang's stockpile.

Experience Awards

At the end of each battle, gangers gain experience points to represent their, well, experience! As they accumulate experience points, gangers earn advancements as described on [page 213](#).

Apply the following experience point awards to all gangers who participated in the battle, including those who got taken out of action.

- +1 experience point for surviving the battle
- +1 experience point for the winning leader
- +1 experience point for putting an enemy fighter out of action
- +1 experience point for each immobilizing or crippling hit on an enemy vehicle

Most scenarios also include awards for completing scenario objectives, such as claiming loot tokens, activating control panels, and the like. These awards are listed in specific scenarios where they apply.

Disbanding a gang

It might happen that due to a string of bad luck or excessively poor leadership a gang falls so far behind its rivals that playing it becomes a chore for its owner and crushing it every battle is merely a formality for his opponents. The point of the game is to have fun, and if a gang is no longer fun to play the owner can disband it and start over with a brand new gang. This can be done after any battle. The player merely announces that his gang is no more and creates a new gang from scratch following the rules on [page 49](#). Nothing of the previous gang carries over.

If a group finds that this rule is being abused, for example if a player restarts his gang every time his rating drops below the starting value, we suggest implementing a cumulative penalty of 50 teef to the starting value of each successive gang (so a player would only have 950 teef to create his second gang, 900 for his third, and so on).

ENDING A CAMPAIGN

During the course of a campaign it almost inevitably turns out that some players are more skilled, more lucky, or (to the great annoyance of everyone else) both, and their gangs become so powerful that other players simply can't compete anymore, even with all the underdog bonuses. Nobody enjoys being completely trounced every game, and most decent folk don't enjoy repeatedly crushing a much weaker opponent without breaking a sweat, either. Once a gang goes out of control like this, players become increasingly reluctant to turn up on game night. To prevent Nu Ork campaigns from dying a slow death in this manner, a special endgame scenario is provided to give players closure and determine a clear winner. It is recommended to end the campaign as soon as one gang reaches a rating of 3000 or more. Players can also agree ahead of time to end the campaign by a certain date, for example to avoid scheduling issues during the holidays, which can also spell the death of a campaign. Once the predetermined threshold is reached, the campaign enters "endgame mode".

Around this time, Nu Ork drops out of the Warp near an inhabited planet ripe for plundering. The Ork warlords invite the most prominent gangs of each city district to join in the raid, allowing them to prove themselves in real combat. The gang with the highest rating in the current campaign receives one such invitation and hurries off to the vast hangar bays of the drifting City-ship to board one of the many raiding vessels docked there. But their old rivals have no intention of letting them go. Each of the other gangs stages an ambush along the road, each hoping to be the last one standing and make it to the hangar bays in time to claim a place on the raiding ships. Every gang has a reason to want to get onboard, either to participate in the raid, as the warlords intended, or to commandeer the ship for their own purposes, whatever they may be.

When the campaign enters "endgame mode" normal battles can no longer be played. Instead, players will use a special scenario to determine the final winner. All the gangs are arranged in order from the highest gang rating to the lowest. The strongest gang must fight the second strongest gang in the Final Fight scenario, described below. The winning gang goes on to fight the third strongest gang, and the winner of that fight goes on to fight the next strongest gang, and so on in a chain all the way down to the weakest gang. The winner of the last battle is the overall winner of the campaign! The entire string of battles happens in just one day, so the post-battle sequence is adjusted appropriately. The serious injury and vehicle damage rolls are resolved as normal, as is advancement, but there is no exploration, no going downtown, no shopping, no hiring new gangers! Captured gangers are left behind as there is no time to rescue them, so treat all Captured results as casualties.

FINAL FIGHT SCENARIO

Vehicles

This scenario can be played with or without vehicles.

Deployment

The stronger gang is automatically the defenders and must be deployed first. They can be placed in a 12" wide corridor running from one chosen table edge to the middle of the board. The attacker deploys all his models at least 6" away from the corridor as per the Ambush deployment diagram given on [page 196](#). All attackers must deploy hidden in cover and/or completely out of line of sight of the defenders.

Victory Conditions

The game lasts until the attackers bottle out, in which case the defenders win. If the defending gang is wiped out, the attackers win. The winning gang goes on to fight in the next battle as the defender.

Bottle Roll

The attacker takes bottle rolls as normal. The defender does not have to take bottle rolls at all.

Experience

There are no special experience awards.

SCENARIO SPECIAL RULES

Booby Traps

These can be placed by gangers with the Hunter career. You get D3 booby traps per Hunter. Some scenarios also let a player place booby traps (in addition to any he gets from his Hunters). Place booby trap markers after deployment zones are chosen but before models are deployed. Markers can be placed anywhere at least 6" from the opponent's deployment zone.

Each marker represents the general area where a booby trap might be located. When an enemy model passes within 6" of a marker roll a D6 to see if he triggers the trap. The score needed is equal to how close the model gets to the marker at the nearest point during his movement (for example if he passes within 5" you need a 5+, if he passes within 3" you need a 3+, etc). The score needed can't get better than 2+ even if the model walks right over the marker, as there is always a chance of a trap being faulty.

If the trap is triggered the model suffers a S3 hit that does not cause pinning and the trap marker is removed. If the roll fails nothing happens and the trap remains in place ready for the next victim.

Control Panel

These are scenario elements that need to be activated in order to achieve some sort of effect. An unengaged ganger may attempt to activate a control panel as a special action in his own shooting phase instead of shooting. Roll a D6 and on a roll of 4+ the control panel is activated. Gangers with access to Techno skills succeed on a 3+ instead. What happens when a control panel is activated is described in individual scenarios.

Destructible Objective

These are scenario elements that must be destroyed to complete scenario objectives. A destructible objective can be attacked in a similar manner as a vehicle. It has an armour value that needs to be penetrated to cause damage by shooting attacks. It can also be attacked in melee, in which case an attacker automatically causes one point of damage in each melee phase if he is not engaged with any enemy models. Most destructible objectives need to be damaged more than once to be completely destroyed – this will be noted in specific scenarios.

Demolitions

This is a special property of some weapons, usually powerful grenades. A ganger armed with such a weapon can destroy a destructible objective or terrain element outright in a single melee phase. The ability has no effect at range.

Loot Tokens

Loot tokens are objectives which gangers can pick up and carry. They can be represented by markers roughly ¾" across. A ganger can pick up a loot token if he ends his movement in contact with one. Each ganger can only carry one token at a time and cannot run while carrying one, but is otherwise not impaired and can shoot and fight in melee normally. A loot token can be voluntarily dropped at any time and must be dropped if the ganger carrying it fails a Break test. Loot token can also be placed in vehicles.

When a gang bottles out, each member that is carrying a token must pass a Leadership test or drop it. The gang keeps all tokens that were not dropped. Tokens on mobile vehicles are claimed automatically – there is no danger of them falling out during retreat. The winners claim all the tokens they carry plus all unclaimed tokens, including those dropped by the retreating enemies and those in immobile or crippled vehicles.

Each ganger who successfully recovers a loot token (i.e. anyone who is carrying one at the end of the game and does not drop it if he bottles out) earns one point of experience.

Low Light

For the most part, the outskirts of Nu Ork are lit only by the far-off glow of the advertising signs of the commercial districts and the occasional ancient street light that has somehow survived many millennia of casual vandalism. The residents of Nu Ork are accustomed to these poor lighting conditions, but sometimes gang fights take place in areas that are even more dimly lit than usual. In this case the low light rules are used. Usually if this rule is used it applies to the entire battlefield, but sometimes it is possible to have smaller, discrete zones of low light on an otherwise normally lit table, for example as an effect of the Deep Shadow psychic power. Players can also agree to count the insides of a building with boarded-up windows and other places where light levels would logically be lower as an area of low light.

A fighter in an area of low light can easily conceal himself simply by staying in the shadows and standing very still. He can hide (as per the rules on [page 11](#)) even if standing out in the open. Also, all shooting attacks targeting him suffer a -1 penalty to hit (this is cumulative with all other penalties, such as the penalty for cover or range) as long as the distance between him and the attacker is at least 12”.

Reserves

Some scenarios specify that one or both players must leave some of their fighters off table “in Reserve”, usually when a gang is caught by surprise and some members are not ready to fight or are away for whatever reason (spending their earnings from the last battle, probably). These fighters can eventually make their way to the battlefield, hopefully in time to make a difference. When a player is allowed to start bringing in Reserves (this is noted in individual scenarios) he can make one attempt at the start of each of his turns. He must declare how many fighters he wishes to bring on that turn, then rolls a D6. If he rolls equal or over that number, he can bring on that many models. They can be deployed anywhere on his table edge and can act normally from that point on. If the die roll is under the desired number, then no models arrive this turn – they are stuck in traffic or whatever.

Sentries

Some scenarios involve an attacking gang trying to sneak past an unwary defender to reach their objective. The defending gang is not ready to fight and only has a few Sentries looking out for trouble while their friends are resting, cleaning their weapons, out shopping or cavorting, or whatever. In these scenarios all of the defender’s fighters who start on the table as Sentries and behave as described below.

Until the alarm is sounded, Sentries cannot shoot nor do anything else other than move as described here. During the defender’s movement phase, both players roll off to see who can move each Sentry. Each player rolls a D6 and the one who scores higher can move the Sentry up to a number of inches equal to the difference in scores. For example, if the attacker rolls a 5 and the defender rolls a 3, the attacker can move the Sentry 2”. Sentries will not move in a suicidal manner, like jumping off high ledges or into toxic pools. After moving each Sentry, roll a Scatter die and turn him to face the direction indicated (on a HIT, he remains facing his direction of movement).

A Sentry will sound the alarm if he spots an enemy model and survives until the end of the turn (this gives the attacker a chance to pounce on the Sentry and silence him!) Sentries have a chance to spot enemy models at the end of every turn. A Sentry automatically spots models within his Initiative distance in inches. Spotting enemies from further away requires a special check. This is resolved exactly as a shooting ‘to hit’ roll except that Initiative is used instead of Ballistic Skill. Line of sight is required and all the usual ‘to hit’ modifiers apply, such as penalties for cover and low light. Additionally, there is a -1 penalty to the roll for every full 6” of distance between the two models. Unlike with shooting, hidden enemies can still be spotted, but there is an additional -1 modifier to the roll.

A Sentry will obviously sound the alarm if he is shot at or charged, but he must survive until the end of the turn to do so. Even if he does not, the sound of fighting or gunfire can alert other defenders. At the end of each turn roll a D6 for each attacker who fired a non-silenced weapon or who participated in melee that turn. If any dice score a 6 (for melee) or 4+ (for gunfire, including pistols used in melee) the alarm sounds automatically. Once that happens, the Sentry rules cease to apply and the defenders can fight normally from then on.

WANDERING CREATURES

Some scenarios include “neutral” models that take part in the fight but do not belong to either player. These act following the simple instructions presented below. If the campaign Arbitrator or other neutral party is present, they should be called upon to move the creatures and roll the dice for their attacks. Otherwise, by convention, each player takes control of the creatures during his opponent’s turn. In case a situation arises that is not covered by the instructions below, players should keep with the spirit of the rules and agree on how the creature is most likely to behave.

Wandering creatures act in both players’ turns. They move in each movement phase after all gang models have finished moving. If armed, they shoot in each shooting phase after all gang members have finished shooting.

Wandering creatures are immune to all effects of morale and psychology.

AGGRESSIVE CREATURES

- always charge the closest gang model if within range, otherwise advance directly towards the model at their normal movement rate
- if armed, always shoot at the closest gang model

PROTECTIVE CREATURES

- have an objective they must protect (this is defined in individual scenarios)
- charge the gang model closest to their objective if in charge range, otherwise advance towards the objective
- if armed, shoot at the gang model that is closest to their objective and in weapon range

NEUTRAL CREATURES

- always advance D6” in a direction determined by the Scatter die (on a HIT, the creature stays in place)
- do not attack other models

PANICKED CREATURES

- always advance D6” directly away from the closest gang model (from either side)
- if armed, always shoot at the closest gang model

STALKING CREATURES

- always charge the closest gang model if within range, otherwise advance towards the nearest cover at their normal movement rate and attempt to hide

KILLBOT

1
2
3
4
5

	M	WS	BS	S	T	W	I	A	Ld
Killbot	5	2	2	3	4	1	3	1	8

Floating: Killbots move by hovering as described in the Movement section of the battle rules (see [page 11](#)).

Metal Plating: Killbots have a 5+ armour save.

Weaponry: Killbots are armed with melee weapon with a -1 armour save modifier and a basic ranged weapon with the profile below:

Short range	Long range	To hit short	To hit long	Strength	Damage	Save mod	Ammo roll
0-8	8-16	+1	-	4	1	-	4+

RAT-SQUIG

1
2
3
4
5

	M	WS	BS	S	T	W	I	A	Ld
Rat-squig	5	3	0	3	3	1	3	1	4

Mushy Hide: Rat-squigs have a 6+ armour save.

Pack Hunter: A rat-squig receives +1 WS for each other rat-squig in melee with the same opponent.

Small Target: Rat-squigs are small and fast and make difficult targets for shooting. They are classed as Small Targets and so any shooting targeting them has a -1 to hit penalty.

SETTING UP THE BOARD

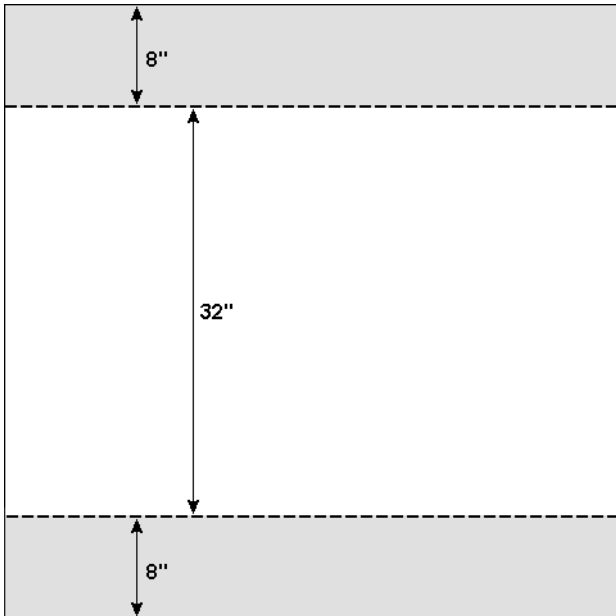
Setting up terrain

Terrain should be set up in a mutually agreeable manner. If this cannot be achieved, one or both players should go play something more cutthroat instead, maybe Warmachine. We recommend using as many tall buildings and connecting catwalks as possible. If vehicles are being used, leave enough room on the ground level to maneuver, otherwise the board should be as congested as your terrain collection allows.

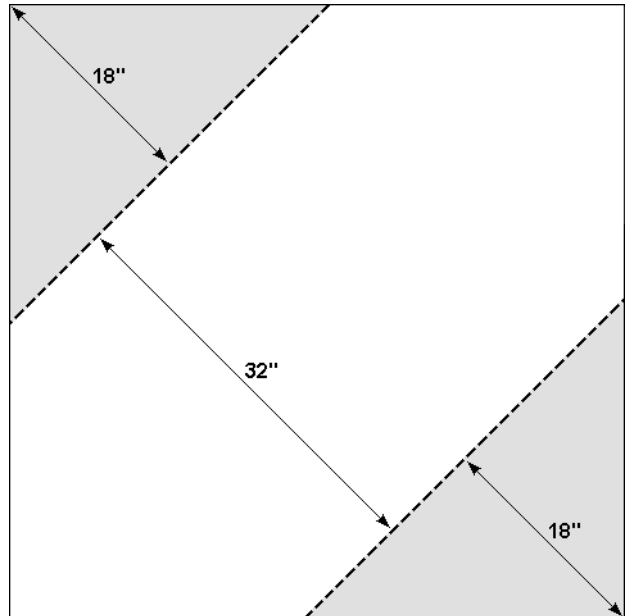
Deployment zones

Most scenarios allow players to choose either Corner or Edge deployment. These are the two basic, symmetrical deployment options. A few scenarios require more specialized deployment zones, and this will be noted in their descriptions. To save space on the scenario pages, all the possible deployment zones are shown here.

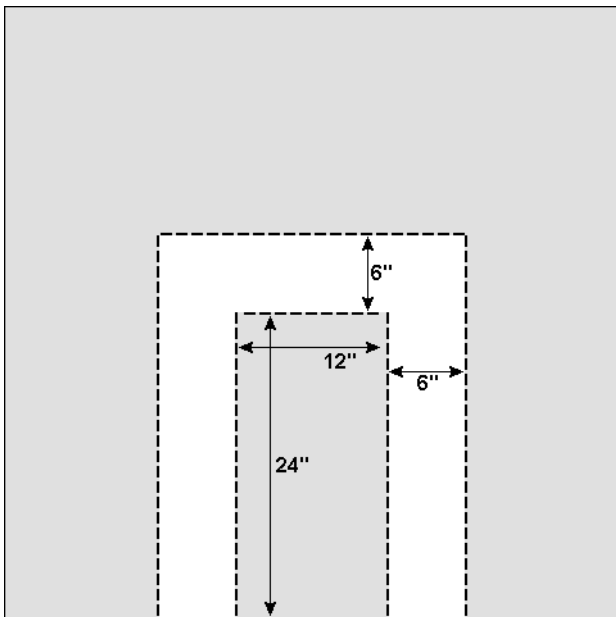
These illustrations assume a 4x4' table. If your table has different dimensions, the size of the deployment zones should be adjusted to maintain the listed distance between opposing gangs' deployment zones, if possible.



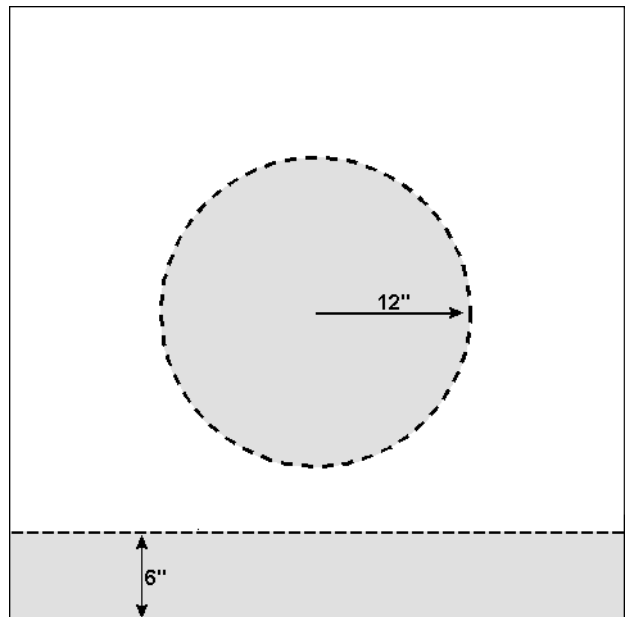
Edge Deployment



Corner Deployment



Ambush Deployment



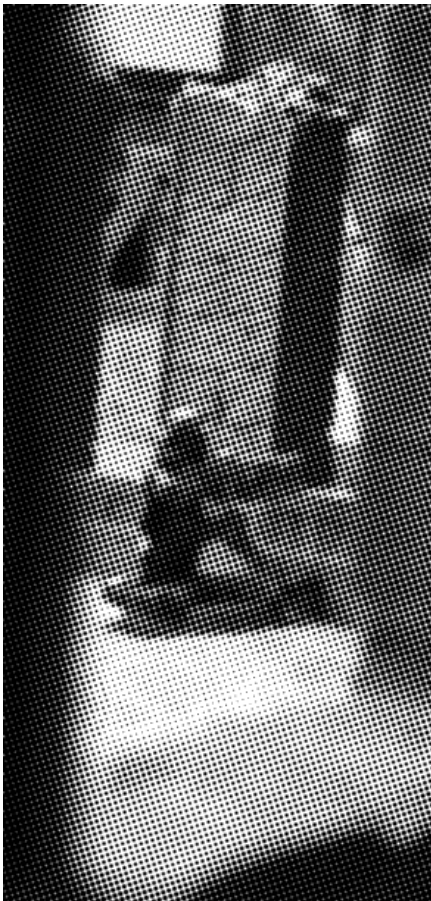
Base Deployment

CHOOSING A SCENARIO

Gangs will rarely fight just for the heck of it. Battles usually happen when they come into conflict over some resource, be it scrap, teef, territory, renown, or information.

To determine the scenario for your battle, roll 2D6 on the scenario table. If one player's gang rating is less than half his opponent's rating, then the player with the lower rating may choose any scenario he wishes, instead.

2D6	Scenario	Page #
2	Pest Control	207
3	Ambush Avenue	205
4	Civil Unrest	203
5	All Your Base	201
6	All Pumped Up	199
7	Scavenging Run	198
8	The Skinner Cage	200
9	Grudge Match	202
10	Cops and Robbers	204
11	Catch the Squigeon	206
12	Rescue The Princess	208



Special deployment abilities

Some fighters have special abilities that allow them to deploy outside their side's normal deployment zone. These abilities can always be used regardless of the normal deployment rules unless the scenario very explicitly states otherwise.

SCAVENGING RUN

Two gangs searching for scrap in the same area happen to bump into each other. Neither gang would like to give up this bountiful turf to the other, but they are not ready to fight to the death over some scrap, so if one gang can quickly gain an advantage, the other is likely to just grab some loot and leg it home.

Vehicles

This scenario can be played with or without vehicles.

Deployment

Both players roll a D6 and the one who scores highest chooses which player will take first turn. The one who will go first then chooses any table edge or corner for his deployment zone and deploys all his models. The other player deploys on the opposite edge or corner.

Scenario Special Rules

Loot Tokens: This scenario uses loot tokens. The basic rules governing loot tokens are described on [page 193](#). 4+D3 loot tokens should be placed on the table before deployment zones are chosen. Players should alternate placing tokens one at a time. Tokens can be placed on the ground or any level surface no more than 6" above ground level. After placing the tokens, scatter each one D6" in a random direction determined with the Scatter die (on a roll of HIT the token remains in place).

Victory Conditions

The game lasts until one gang bottles out or all its members are down or out of action. The other gang automatically wins.

Bottle Roll

Bottle rolls are taken as normal. Remember that a fighter who is carrying a loot token when his side bottles out must pass a Leadership test or drop the token.

Experience

- any ganger carrying a loot token at the end of the game earns 1 point of experience

Scenario Variants

It is recommended that beginning gangs play the basic scenario as described above. If both gangs have a gang rating of 1500 or more then one of the variants below is used instead. Roll a D3 to see which variant is used.

Variant 1: Pot Luck

In this variant scenario loot tokens have a random value and can be worth up to 3 loot each. But scavengers beware, some tokens might be booby trapped! The first time a loot token is picked up, roll a Sustained Fire die. The result indicates how much loot the token is worth. For example, a gang that brings home a token worth 3 loot earns 3 loot instead of just 1. Each token is still only worth 1 experience point to the ganger carrying it, however. If you roll a JAM on the Sustained Fire die than the loot was trapped! The ganger who picked it up must pass an Initiative test or suffer a Strength 4 hit. The token is removed and is not worth any loot or experience points.

Variant 2: Scrapyard Scrap

In this variant scenario the gangs are sifting through some recently discarded junk that might still be in working order. The first time a loot token is picked up, roll on the Minor Swag table on [page 224](#). The token is not worth any loot but the gang that recovers the token gains the item rolled on the table. The token is still worth 1 point of experience. Note that the item cannot be used during the game as it needs to be inspected, cleaned up, etc.

Variant 3: Barrels of Fun

In this variant scenario explosive barrels are used instead of loot tokens. Use the rules for fuel drums on [page 16](#). They can be carried just like loot tokens, except that they remain on the table next to the ganger and can be shot. Unexploded barrels are worth 1 loot and 1 experience point each at the end of the battle.

ALL PUMPED UP

This battle revolves around a control panel or lever that can direct the flow of water, petrol or other vital resource. Gangs sometimes seize the controls for just long enough to pump a little of the much-needed resource into their own territory before the authorities notice. Today, two gangs have decided to give it a go at the same time...

Vehicles

This scenario can be played with or without vehicles.

Deployment

Both players roll a D6 and the one who scores highest chooses which player will take first turn. The one who will go first then chooses any table edge or corner for his deployment zone and deploys all his models. The other player deploys on the opposite edge or corner.

Scenario Special Rules

The Pump: The main feature of this scenario is a small pump that can divert the flow of a certain resource. It is treated like a Control Panel (see [page 193](#)) and must be placed in the dead centre of the table before any models are deployed. After deployment, the pump is moved D3" in a random direction as determined by the Scatter die. If a HIT is rolled, the pump stays in place. Every time a ganger activates the pump his gang earns 1 loot. The gang keeps this loot even if it loses.

Victory Conditions

The game lasts until one gang bottles out or all its members are down or out of action. The other gang automatically wins.

Bottle Roll

Bottle rolls are taken as normal.

Experience

- every ganger earns one point of experience the first time he activates the pump; subsequent activations by the same ganger are not worth any experience

Scenario Variants

It is recommended that beginning gangs play the basic scenario as described above. If both gangs have a gang rating of 1500 or more then one of the variants below is used instead. Roll a D3 to see which variant is used.

Variant 1: Security Measures

In this variant scenario the gangs must contend with Nu Ork's automated security systems as well as each other. Every time an attempt is made to activate the pump, a killbot is deployed to defend the control panel. The killbot is placed 6D6" away from the pump in a random direction determined by the Scatter die (re-roll if you get a HIT). It acts like a protective creature (see [page 195](#)) that must defend the pump.

Variant 2: Pumping Peril

In this variant scenario the pump is not entirely safe to operate. It may be old and prone to malfunction or maybe it was booby trapped by the government or another gang. If a 1 is rolled when any fighter attempts to activate the pump, it explodes violently. Every model within D6" suffers a Strength 4 hit and models a further D6" away suffer a Strength 3 hit. After the hits are resolved both gangs automatically bottle out as there is nothing left to fight over. Both sides count as having lost, so neither leader gains any experience points for winning. The gangs still keep any loot they already pumped before the explosion.

Variant 3: Double Action

In this variant scenario two pumps are placed instead of one. Place one pump D6" away from the centre of the table in a random direction determined by the Scatter die (re-roll if you get a HIT) then place the other the same distance away in the opposite direction. Both pumps must be activated simultaneously to have any effect. If one gang manages to successfully activate both pumps in the same turn, that gang earns D3 loot. Activating only a single pump has no effect and is not worth any experience.

THE SKINNER CAGE

Nu Ork bars are always full of rumours about hidden treasure and prospecting gangs remain ever hopeful that the latest gossip about ancient treasure troves, old gangs' hidden stashes and government stockpiles prove to be true. Today, your gang is following up on some information wrangled from the local drunks that could be legitimate. Of course, someone else had the same idea...

Vehicles

This scenario can be played with or without vehicles.

Deployment

Both players roll a D6 and the one who scores highest chooses which player will take first turn. The one who will go first then chooses any table edge or corner for his deployment zone and deploys all his models. The other player deploys on the opposite edge or corner.

Scenario Special Rules

The Lever: The main feature of this scenario is a lever. It works like a Control Panel (see [page 193](#)) and must be placed in the dead centre of the table before any models are deployed. After deployment, the lever is moved D6" in a random direction as determined by the Scatter die (re-roll if you get a HIT). Place a 1" marker the same distance away from the centre in the exact opposite direction. This is the drop zone. Every time a ganger activates the lever, a loot token appears on the drop zone. If an unengaged ganger is standing in the drop zone he can automatically catch the loot token.

Victory Conditions

The game lasts until one gang bottles out or all its members are down or out of action. The other gang automatically wins.

Bottle Roll

Bottle rolls are taken as normal. Remember that a fighter who is carrying a loot token when his side bottles out must pass a Leadership test or drop the token.

Experience

- every ganger earns one point of experience the first time he activates the pump; subsequent activations by the same ganger are not worth any experience
- any ganger carrying a loot token at the end of the game earns 1 point of experience

Scenario Variants

It is recommended that beginning gangs play the basic scenario as described above. If both gangs have a gang rating of 1500 or more then one of the variants below is used instead. Roll a D3 to see which variant is used.

Variant 1: Piles of Pillage

In this variant scenario the loot stash is especially plentiful, but it also contains some dangerous items. Every time the lever is activated roll a Sustained Fire die and place that many loot tokens in the drop zone. However, if a JAM is rolled then an explosive device is deposited instead. Centre a 5" blast marker on the drop zone. Every model underneath must pass an Initiative test or suffer a Strength 3 hit.

Variant 2: Wild Drops

In this variant scenario the loot is deposited through a wildly whipping hose, so it is impossible to predict exactly where the loot will fall. Every time the lever is activated, roll a Scatter die and move the drop zone marker D6" in the indicated direction (if you roll a HIT the drop zone stays in place) before placing a loot token on it.

Variant 3: Triangle Tangle

In this variant scenario three drop zones are used instead of one, and you never know where loot will appear. The lever is placed in the centre of the board and is not moved. Roll a Scatter die and place the first drop zone 2D6" away from the lever in the indicated direction (re-roll if you get a HIT) then place the other two drop zones the same distance away from the lever at 120-degree angles so the three drop zones form a triangle (see illustration). When the lever is activated roll a D3 to determine which of the drop zones the loot token appears in.



ALL YOUR BASE

Sometimes, a particularly embittered gang will decide to confront their rivals outside the usual combat zones. It is considered somewhat unsporting to assault unprepared gangers in the comfort of their own homes and hideouts and trash their belongings, but sometimes you just feel like ruining somebody's day, you know what I mean?

Vehicles

This scenario is always played without vehicles. Both gangs leave their vehicles at home even if vehicles are being used in the campaign.

Terrain

In this scenario, there should be a fairly large building (6-12" to a side) placed in the centre of the board to represent the defender's base.

Deployment

If one player's gang rating is at least 500 less than the other's, he chooses who will be the attacker and who the defender. Otherwise both players roll a D6 and the one who scores highest may choose.

The defender must deploy first and must place fighters within 12" of the centre of the board. The defender can only deploy up to 2D3 models at the start of the battle. All his other fighters are held in Reserve. The attacker then deploys up to 3+D3 of his own fighters anywhere on the table at least 12" from the centre and at least 6" away from any defending fighters. His other models are not used at all – this sort of mission favours small warbands that can get in and out quickly.

Scenario Special Rules

Reserves: In this scenario, the defender might have some fighters in reserve (see [page 194](#)). He can start bringing them in on his second turn.

Home Turf: The defender may place D3 booby traps (see [page 193](#)).

The Whatsits: The Whatsits are Destructible Objectives (see [page 193](#)) with an Armour Value of 8. Each one must be damaged 3 times in order to be destroyed. The defender places three Whatsits anywhere on the table at least 6" apart after setting up his models.

Victory Conditions

The game lasts until one gang bottles out or all its members are down or out of action. The other gang automatically wins.

The attacker also wins immediately if he destroys all the Whatsits.

Bottle Roll

The attacker takes bottle rolls as normal. The defender only starts taking bottle rolls once he loses over 50% of his fighters, and cannot bottle out before then.

Experience

- any ganger who destroys a Whatsit earns 1 point of experience

Scenario Variants

It is recommended that beginning gangs play the basic scenario as described above. If both gangs have a gang rating of 1500 or more then one of the variants below is used instead. Roll a D3 to see which variant is used.

Variant 1: Oi, Dat's My Loot!

In this variant scenario the attackers are trying to make off with the defender's stash! In this case the Whatsits are not used. Instead, the defender must place all the loot tokens from his gang's stash on the table. Yes, he will lose them unless he can fight off the attackers! The tokens can be placed anywhere but must be at least 4" apart. If he does not have any loot tokens, the defender gets to place a single loot token for free, representing some recently acquired scrap. The basic rules governing loot tokens are described on [page 193](#).

Variant 2: Base Desires

In this variant scenario the attackers are playing for keeps! In this case the Whatsits are not used. Instead, the attacker must take out all the defending models in order to win. The defenders do not take bottle rolls at all and will fight to the last! The attacker wins if there are no defending models on the table at the end of any turn.

Variant 3: Passing Through

In this variant scenario the attackers plan on waltzing right past the enemy base as a show of strength. In this case the Whatsits are not used. The attacker must choose one table edge and deploy all his models within 8" of it. He automatically wins if one of his gangers reaches the opposite table edge. That ganger earns 1 point of experience.

GRUDGE MATCH

It is sadly inevitable that gangs eventually develop bitter rivalries and grudges over their many battles for riches and glory in the harsh outskirts of Nu Ork. Every so often, a gang will challenge another for no other reason than to blow off some steam.

Vehicles

This scenario can be played with or without vehicles.

Deployment

Both players roll a D6 and the one who scores highest chooses which player will take first turn. The one who will go first then chooses any table edge or corner for his deployment zone and deploys all his models. The other player deploys on the opposite edge or corner.

Scenario Special Rules

Animosity: In this scenario, unlike most others, fighters are actually trying to hurt their opponents as much as possible. When making serious injury rolls after this battle, re-roll all results of 'Full Recovery'. The second result stands even if it is 'Full Recovery' again.

Victory Conditions

The game lasts until one gang bottles out or all its members are down or out of action. The other gang automatically wins.

Bottle Roll

Bottle rolls are taken as normal.

Experience

No special experience rewards are given.

Scenario Variants

It is recommended that beginning gangs play the basic scenario as described above. If both gangs have a gang rating of 1500 or more then one of the variants below is used instead. Roll a D3 to see which variant is used.

Variant 1: Show Me Your Honour

In this variant scenario the leaders of the two gangs fight a duel of honour over some real or perceived slight. The leaders must move towards each other whenever possible. Other fighters are on strict orders not to interfere. Nobody else is allowed to charge, shoot or use psychic powers on the enemy gang leader. The leaders themselves suffer no such restriction and are free to attack anyone who gets in their way. Models engaged in melee by the leaders will fight back normally. In this variant, a gang does not have to take bottle rolls as long as its leader is not down or out of action. If one of the leaders takes his counterpart out of action he gains an additional point of experience and his gang automatically wins. The other gang immediately bottles out.

Variant 2: Get That Dirty Zogger

In this variant scenario one of the players is the attacker and the other is the defender. The player with the lower gang rating chooses which is which. The defender chooses deployment zones but the attacker has first turn. For whatever reason, the attacking gangers have it in for a member of the opposite gang and are trying to hunt him down. After deployment, randomly determine one ganger from the other gang. All the fighters in the attacking gang *hate* that ganger. If they take him out of action, the attackers immediately win, the defenders bottle out and the targeted ganger is automatically captured by the attackers. Do not roll on the serious injury table for him.

Variant 3: Saving Face

In this variant scenario the gangs are determined to humiliate each other, especially in the eyes of merchants and craftsmen who supply them with weapons and equipment. The Animosity rule is not used in this variant as the fighters are careful to knock out their opponents as gently as possible to increase their humiliation. The winning gang earns 5D6 teef to represent discounts offered to them by merchants impressed with their abilities. The losing gang cannot send any members Downtown after this battle as they are too embarrassed to show their faces.

CIVIL UNREST

Some sort of commotion has been detected in the outskirts of Nu Ork. The government, being what it is, is too lazy to go check it out, but they are offering a small reward to any gang that can be bothered to sort it out. Whether it is an actual rebellion, a worker strike or simply a rowdy birthday party matters little – just restore the peace!

Vehicles

This scenario can be played with or without vehicles.

Deployment

Both players roll a D6 and the one who scores highest chooses which player will take first turn. The one who will go first then chooses any table edge or corner for his deployment zone and deploys all his models. The other player deploys on the opposite edge or corner.

Scenario Special Rules

Put Them Down: Before deployment, players alternate placing 3+2D6 civilians anywhere on the table at least 12" from any board edge and at least 4" away from another civilian.

Civilians may be shot and charged by any ganger as if they were enemy fighters, but gangers are not required to shoot at a civilian even if it is the closest target and are free to shoot at enemy gangers instead since the civilians do not pose any real threat.

Civilians have the same profile as human Recruits. They behave like panicked creatures (see [page 195](#))

Victory Conditions

The game lasts until one gang bottles out or all its members are down or out of action. The other gang automatically wins.

The winning gang receives a bounty of D6 teef per civilian that is down or out of action at the end of the battle. It does not matter which side put the civilian down – the winner can and will claim all the credit!

Bottle Roll

Bottle rolls are taken as normal.

Experience

No special experience rewards are given.

Scenario Variants

It is recommended that beginning gangs play the basic scenario as described above. If both gangs have a gang rating of 1500 or more then one of the variants below is used instead. Roll a D3 to see which variant is used.

Variant 1: Gretchin Uprising

In this variant scenario the gangs must put down a grot rebellion! In this case, the civilians are replaced with 2D6 gretchin rebels. They have the same profiles as Gretchin Regulars and are each armed with a pair of grot blastas. Gretchin rebels also behave like panicked creatures.

Variant 2: The Mutants Are Revolting

In this variant scenario the gangs must purge some mutant scum before their taint spreads into the city. In this case, the civilians are replaced with 3+2D3 mutants. They have the same profiles as Mutant Regulars and are each armed with a hand weapon and blunderbuss. Additionally, roll once on each mutation table on [page 179](#). For the sake of simplicity all the mutants are identical and have all four mutations rolled. Mutants behave like aggressive creatures (see [page 195](#)). Taking a mutant out of action is worth 1 experience point, just as if he were an enemy ganger.

Variant 3: Cousin Zog's Birthday

In this variant scenario the civilians are only having a loud birthday party. What's more, the birthday boy is a friend of one of the gangs! Randomly determine which player is a friend of the civilians. He must protect them from the other gang. The civilians will not run away from that player's models and if that player wins, he earns D6 teef for each civilian left standing, instead of each civilian down or out of action as normal.

Scenario loosley based on 'Civil Unrest' by Jason Abbott & Andy Hall, originally published in Necromunda Magazine #2.

COPS AND ROBBERS

In this scenario, one gang has been hired by a wealthy merchant or even the city authorities to protect a shipment of valuable cargo from the many thieving scoundrels who will undoubtedly attempt to make off with the goods. Obviously, the other gang are the thieving scoundrels attempting to make off with the goods.

Vehicles

This scenario is always played without vehicles. Both gangs leave their vehicles at home even if vehicles are being used in the campaign.

Deployment

If one player's gang rating is at least 500 less than the other's, he chooses who will be the attacker and who the defender. Otherwise both players roll a D6 and the one who scores highest may choose.

The defender deploys all his fighters first. They can be placed anywhere on the table at least 10" away from any table edge. The attacker then chooses one table edge and deploys all his models within 6" of that edge.

Scenario Special Rules

Crates: Before any models are deployed, the defender places 4+D3 crates anywhere on the table at least 6" apart and no more than 4" above ground level.

Defenders will not tamper with the crates in any way but attackers can open them as a special action in their shooting phase. When a crate is opened roll a D6 on the table below to determine what was inside:

D6	Contents
1	Booby Trap! Resolve a grenade blast centered on the ganger who opened the crate. That ganger is hit automatically while anyone else touched by the marker can take an Initiative test to avoid being affected. Roll another D6 to determine which type of grenade to use: 1: Krak 2-4: Frag 5: Choke Gas 6: Flash Bang
2	Empty... This crate was just a diversion.
3-5	Loot! The crate contains one loot token. It can immediately be picked up by the ganger who opened the crate.
6	Jackpot! The crate contains one random item from the Major Swag table on page 224 . The item must be recovered in the same way as a loot token. Note that the item cannot be used during the game as it needs to be inspected, cleaned up, etc.

Victory Conditions

The game lasts until one gang bottles out or all its members are down or out of action. The other gang automatically wins.

The attackers can also win by opening all the crates. If this happens, the defenders immediately bottle out as they no longer have anything to protect.

Bottle Roll

Bottle rolls are taken as normal. Remember that a fighter who is carrying a loot token when his side bottles out must pass a Leadership test or drop the token.

Reward

If the defender wins he earns D6 teef for each crate left unopened on the table and for each attacker taken out of action.

If the attackers bottle out the defenders can pocket any loot tokens or swag from opened crates, claiming that the attackers made off with the goods. Defenders will not mess with unopened crates, however.

Experience

- any ganger carrying a loot token or major swag at the end of the game earns 1 point of experience

Scenario Variant

It is recommended that beginning gangs play the basic scenario as described above. If both gangs have a gang rating of 1500 or more then roll a D6 and on a roll of 4+ the variant below is used instead.

Variant 1: Do Not Taunt Contents

In this variant, crates can contain cryogenically frozen creatures.

When opening a crate, on a roll of 1 instead of a booby trap the crate contains D3 hostile rat-squigs (following the rules on [page 195](#)) that all immediately charge the model who opened the crate.

On a roll of 6, the crate contains a fresh Recruit ganger of any species and career of the attacker's choice. He does not take part in the fight but will join the winning gang as a full member once the battle is over.

Scenario loosley based on 'The Heist' by Gav Thorpe and James Ball, originally published in Battles in the Underhive.

AMBUSH AVENUE

Scavenging for scrap in the outskirts of the city is hard work and every once in a while a gang will decide that it is easier to hide by one of the main roads leading back Downtown and relieve other gangs of their hard-earned gains. Sometimes ambushers are purely opportunistic and jump the first group that comes by, other times they are after something or someone specific and wait patiently for their quarry.

Vehicles

The attacker never uses vehicles in this scenario. The defender may use his vehicles if he wishes.

Deployment

If one player's gang rating is at least 500 less than the other's, he chooses who will be the attacker and who the defender. Otherwise both players roll a D6 and the one who scores highest may choose.

The defender deploys all his fighters first. They can be placed in a 12" wide corridor running from one chosen table edge to the middle of the board. The attacker deploys his fighters at least 6" away from the corridor (see [page 196](#) for a diagram). All attackers must deploy hidden in cover and/or completely out of line of sight of the defenders.

Scenario Special Rules

Trappers: The attacker may place D3 booby traps (see [page 193](#)).

Victory Conditions

The game lasts until one gang bottles out or all its members are down or out of action. The other gang automatically wins.

The defender can also win by moving at least one of his gangers off the table edge opposite his own. The game ends as soon as this happens and the attacker bottles out immediately.

Bottle Roll

Bottle rolls are taken as normal.

Experience

- if a defending ganger reaches the opposite table edge he earns 1 point of experience

Scenario Variants

It is recommended that beginning gangs play the basic scenario as described above. If both gangs have a gang rating of 1500 or more then one of the variants below is used instead. Roll a D3 to see which variant is used.

Variant 1: Turning the Tables

In this variant scenario the defending has anticipated the ambush and set up a counter-ambush of their own! The defender deploys half of his fighters (rounding up) as normal. The attacker then deploys all his models as normal. Finally, the defender deploys his remaining fighters as if they had the Infiltration skill (see [page 216](#)). Reaching a table edge does not end the game in this case – this is a pure slaughter fest and lasts until one side bottles out!

Variant 2: Escort Service

In this variant scenario the defending gang is being paid to escort an important and wealth patron while the other gang is attempting to kidnap him. The defender has one additional fighter in this scenario. He has the profile of a Regular of any species of the defender's choice and is armed with a pistol or basic weapon from the appropriate Armoury. The defender only wins if that model moves off the opposite table edge or if the attacker bottles out.

Variant 3: Convoy Run

In this variant scenario the defending gang is transporting some recently acquired scrap back to their hideout. In this case, the defender starts with D3 loot tokens in his possession. They can be carried by any of his gangers or transported on vehicles. The victory conditions remain the same, but of course any fighter carrying a loot token when the game ends earns 1 extra point of experience.

CATCH THE SQUIGEON

Rumour has it that a messenger squigeon carrying important and valuable documents is passing through the area, and a couple of enterprising gangs have set up an ambush to intercept the unsuspecting creature.

Vehicles

This scenario can be played with or without vehicles.

Deployment

Both players roll a D6 and the one who scores highest chooses which player will take first turn. The one who will go first then chooses any table edge or corner for his deployment zone and deploys all his models. The other player deploys on the opposite edge or corner.

Scenario Special Rules

The Squigeon: The squigeon is a wandering creature that is placed in the centre of the table at the start of the battle. It has no characteristics profile since it can never be attacked – it is far too valuable to damage! The squigeon moves in a random direction determined by the Scatter die at the end of each movement phase and follows the rules for flying models on [page 12](#). At first it moves 1D6" every time, but it can soon pick up speed as it senses its pursuers. Every time a HIT is rolled on the Scatter die, the squigeon's movement speed increases by another D6, then the Scatter die is re-rolled.

To catch the squigeon, a ganger must charge and reach base contact with it, then pass a characteristic test on his Weapon Skill (no attacks are made!) If the test is successful, the squigeon is caught and the game ends. Otherwise, the squigeon is free to move on in the next

movement phase – it does not get locked in melee like other models.

Victory Conditions

The game lasts until one gang bottles out or all its members are down or out of action. The other gang automatically wins and gets the squigeon.

If any ganger catches the squigeon then his side wins and the other gang immediately bottles out.

If the squigeon leaves the table, the game immediately ends and both sides count as losing.

Bottle Roll

Bottle rolls are taken as normal.

Reward

The winning gang earns D3 loot selling the intercepted documents to the highest bidder.

Experience

- a ganger earns 1 experience point for catching the squigeon

Scenario Variants

It is recommended that beginning gangs play the basic scenario as described above. If both gangs have a gang rating of 1500 or more then one of the variants below is used instead. Roll a D3 to see which variant is used.

Variant 1: Squigeon Swarm

In this variant scenario decoys are deployed alongside the real squigeon and the gangers must race against time to find the right one before it leaves the table. Instead of a single squigeon 1+D3 squigeons are deployed. They are all placed in the centre of the table together but move individually from then on. When a squigeon is caught or leaves the table roll a D6 and on a roll of 6 that is the genuine squigeon. If it is a decoy, remove it. If it comes to that, the last squigeon remaining is automatically the real one.

Variant 2: Perilous Pursuit

In this variant scenario the squigeon is defended by killbots that have been sent out to escort it to its destination. After all other models have been set up, the players take turns deploying a total of 2+D3 killbots. The killbots can be placed anywhere at least 6" away from any other model (including the squigeon and other killbots). Killbots behave like hostile wandering creatures except that they will always move directly towards the squigeon and will always shoot the gang model that is closest to the squigeon.

Variant 3: Saving Private Squigeon

In this variant scenario one gang must defend the squigeon while the other tries to hunt it down! The player with the lower gang rating chooses whether to be the attacker or defender. The attacker's victory conditions remain unchanged. The defender does not win by catching the squigeon, instead he wins if the squigeon leaves the table.

PEST CONTROL

Given Nu Ork's poor border control, it is surprising that the insidious Tyranids find their way into Nu Ork as rarely as they do. When it happens, however, completely cleansing the huge city can be more than a little problematic and even years after the infestation has supposedly been purged, explorers in the more outlying regions can find themselves hunted by one of the remaining infiltrators.

Vehicles

This scenario is always played without vehicles. Both gangs leave their vehicles at home even if vehicles are being used in the campaign.

Deployment

Both players roll a D6 and the one who scores highest chooses which player will take first turn. The one who will go first then chooses any table edge or corner for his deployment zone and deploys all his models. The other player deploys on the opposite edge or corner.

Scenario Special Rules

Low light: The entire battlefield is an area of low light.

The Lictor: At the start of the game place 6 markers, numbered 1-6, on the board face-down. These markers represent bogeys detected by lifestain sensors, motion trackers or similar devices, or even good old eyes and ears! Only one of them is the actual Lictor, the other signals are caused by various stray animals, renegade gretchin, drunken hobos and similar riff-raff. Roll a D6 to determine which marker is actually the Lictor.

All the markers move at the end of each movement phase. Each marker moves D6" in a random direction determined by the Scatter die. If a HIT is rolled the current player picks the direction. The marker will not move into liquids but all other terrain is clear terrain to a Lictor.

A marker is turned face up if it comes into range at which hidden models are detected (normally within a number of inches equal to a ganger's Initiative, but devices such as an Auspex can boost this distance).

If the marker turns out to be a false signal, remove it. If it turns out to be the Lictor, replace it with the Lictor model and remove all remaining markers.

When the Lictor is revealed it will immediately charge the closest model (from either gang) if it is within its charge range of 12". Otherwise it will walk up to 6" into a position that will provide cover from the closest model and allow the Lictor to charge next turn. It will also become Hidden if able.

From this point on the Lictor behaves like a Stalking wandering creature, except that it moves at the start of each movement phase instead of the end (this gives it a chance to leap on gangers before they run away!)

Victory Conditions

The game lasts until one gang bottles out or all its members are down or out of action. The other gang automatically wins. Killing the Lictor does not end the game – there is still the matter of claiming its corpse!

Bottle Roll

Bottle rolls are taken as normal. If the Lictor is still alive when one gang bottles out, the other gang can choose to retreat as well (though it still counts as having won) or to continue hunting the Lictor. In this case, the other player takes full control of the Lictor and can use it to the best of his ability to wreak havoc on the remaining gang. As long as the Lictor is alive, the remaining gang is obliged to make bottle rolls if it has taken enough casualties, even though the other gang is long gone. The remaining gang still wins even if it bottles out.

Experience

- any ganger who becomes engaged in melee with the Lictor immediately gains 1 experience point
- if a ganger takes the Lictor out of action (in melee or at range) he gains D3 experience points

LICTOR

	M	WS	BS	S	T	W	I	A	Ld
Lictor	6	6	0	6	4	3	6	3	9

Manhunter: The Lictor causes *terror*. It is immune to fear and terror itself (as well as all other Morale and Psychology effects).

Super-Chameleoline: Shooting attacks targeting the Lictor from more than 6" away suffer a -2 penalty to hit due to its chameleoline skin. This stacks with cover and other penalties.

Rending Claws: The Lictor's melee attacks have a -3 armour save modifier and the Unblockable property.

Flesh Hooks: The Lictor treats all terrain except liquids as clear terrain and can climb on any solid surface.

Fade Away: If the Lictor is Hidden and there are no models from either side within 12" of it at the end of any turn, the Lictor is replaced again by 6 markers.

Epic Drops: When the Lictor is killed replace it with D3 loot tokens to represent the valuable organs and other trophies that can fetch a high price Downtown.

RESCUE THE PRINCESS

In this scenario, one of the gangs is attempting to rescue a member or ally who has been captured by their rivals. The would-be saviours must sneak or force past the guards to free their friend, then fight their way back out.

Note: As described on [page 212](#), a player who has had a ganger captured by another player's gang may force his opponent to play this scenario. The scenario can also be played using a generic prisoner model (representing an ally of the attacking gang) if the scenario is randomly rolled on the scenario table.

Vehicles

This scenario is always played without vehicles. Both gangs leave their vehicles at home even if vehicles are being used in the campaign.

Deployment

If one player is attempting to rescue a ganger who has been captured by the enemy then he is automatically the attacker. Otherwise both players roll a D6 and the one who scores higher chooses whether to be the attacker or the defender.

The defender must deploy first and can place fighters anywhere on the board as long as they are at least 12" from any table edge and at least 6" apart. He can only deploy up to 3+D6 models at the start of the battle. All his other fighters are held in Reserve. The attacker then chooses one table edge and deploys his fighters within 8" of that edge.

Scenario Special Rules

Sentries: This scenario uses sentries (see [page 194](#)).

Reserves: In this scenario, the defender might have some fighters in reserve (see [page 194](#)). He may not attempt to bring reserves to the table until the alarm has been sounded.

The Prisoner: After both gangs have been deployed, the defender places his captive anywhere within 6" of the centre of the board. The defender is not allowed to attack or otherwise harm the prisoner in any way until he has been freed.

If the attacker is attempting to rescue a ganger who has been captured by the enemy, then that model is used for the prisoner. In any other case a Recruit of any species of the attacker's choice is used. The model represents a friend or ally of the attacking gang.

Any ganger from the attacking gang who moves into base contact with the prisoner may release him as a special action in his shooting phase. The prisoner can act normally from then on and is under the control of the attacking player. Note that the prisoner is unarmed at the start of the battle, but his rescuer can lend him one or more of his own weapons for the duration of the battle.

Victory Conditions

The game lasts until one gang bottles out or all its members are down or out of action. The other gang automatically wins.

The attacker can also win automatically by moving the prisoner off his own table edge.

Bottle Roll

The attacker takes bottle rolls as normal. The defender only starts taking bottle rolls once he loses over 50% of his fighters, and cannot bottle out before then.

Rewards

If the prisoner is a member of the attacking gang, he simply rejoins the gang the moment he is released. If he is released, he is free to return to his gang even if the attackers lose, as long as he is not taken out of action. If the the prisoner is taken out of action and the attackers lose, he is automatically re-captured and his captives are free to do anything they want with him (the attacker cannot make a second rescue attempt).

If the prisoner is not a gang member, he rewards his rescuers with 5D6 teef and a random item from the Minor Swag table on [page 224](#) if the attackers win. If the defenders win, they sell the captive into slavery and sell his belongings, earning a total of 4D6 teef.

Experience

- the attacking ganger who releases the prisoner earns one point of experience
- if the attackers win without sounding the alarm, then all gangers from the attacking gang earn one additional point of experience
- if the attackers bottle out before even releasing the prisoner, the leader of the defending gang earns an additional point of experience

POST-BATTLE SEQUENCE

After the battle is over the players need to determine what has become of their fighters who got taken out of action, the consequences of winning or losing the scenario, and how the gang will spend the time before their next battle.

Both players must work their way through the following sequence in exactly the order given below. You do not have to work through the entire sequence at once, as you may wish to consider further purchases, but any dice rolls required must be observed by both players or a neutral third party. It is convenient to complete everything up to Step 6 straight after the game. You can complete the shopping section later by yourself unless there are any dice rolls required (for seeking out rare items or determining random costs, for example) and complete the rest right before the next game in the presence of another player.

1. Determine the extent of damage to any vehicles that were crippled during the battle. Vehicles that were immobilized might also be damaged, as explained on the next page.
2. Determine the extent of injuries for each ganger that was out of action at the end of the game. Gangers who are down at the end of the game might also get permanently injured as explained on [page 211](#).
3. Allocate Experience points for your gangers and make any Advance rolls. See the Experience section and Scenarios for details about earning Experience points.
4. Resolve any attempts of gang members trying to *usurp control* of the gang as per [page 217](#).
5. Decide how each ganger that did not have to roll on the Serious Injury chart will spend his time until the next battle. Resolve each activity in full before moving on to the next. The options are as follows:
 - a. Explore Nu Ork. This is resolved for all exploring gangers simultaneously as described on [page 218](#).
 - b. Go Downtown. This is resolved for one ganger at a time in any order you wish. Each ganger who goes downtown can visit one armoury, shop, service or landmark.
6. Update your total gang rating and you are ready to fight again.

Each ganger that was not taken out of action during the game may either explore the city or go downtown.

Exploring Nu Ork - The ganger wanders around the less frequented sections of the city in search of unclaimed scrap, ancient tek and the odd lost toof. This is one of the main ways of gathering income and new equipment and is crucial for expanding your gang. Everyone who does not have other pressing business should go exploring!

Going Downtown - The ganger chances a visit at one of the many fine businesses comprising Nu Ork's well-developed service and retail industry. He can try to hire new fighters, buy equipment, get medical assistance, or try his luck at one of the garages, workshops or temples in downtown Nu Ork.

Injured gangers seeking medical attention

As a general rule gangers who were taken out of action cannot participate in post-battle activities. The sole exception is that they are allowed to visit a Dok's Serjery or a Retired Haemonculus, but they must be escorted there by a healthy friend (i.e. a ganger who was not taken out of action). The escorting ganger gives up his own chance to participate in post-battle activities in order to drag his wounded ally to the doctor's.

VEHICLE PERMANENT DAMAGE

Just as a ganger can be seriously injured in a fight, a gang's vehicles can take permanent damage from enemy fire. Gangs try to keep their transport in the best working order they can, salvaging parts from wrecked (or merely unattended) vehicles found in the city and buying replacement parts from the Mek workshops. However, some damage cannot be glossed over using a planishing hammer or a coat of paint and will have more lasting effects.

Any vehicle that is crippled has to roll on the Vehicle Permanent Damage table. Any vehicle that was immobilised during the game may become crippled and have to roll on the table, especially if it is abandoned by a gang that bottles out. A vehicle that has no crew or driver at the end of the battle also counts as being immobilised.

Roll a D6 for each immobilised vehicle at the end of the game. On a roll of a 1 the vehicle counts as crippled and you must roll on the Vehicle Permanent Damage table, on a roll of a 2+ your gang successfully rescues the vehicle before it is either stripped by an opposing gang or falls prey to the prowling bands of renegade grots, meaning it will be repaired in time for the next game. If the gang owning the vehicle bottled out, their chances of recovering the vehicle in time are lessened. In this case a D6 roll of 1-3 will mean the vehicle is crippled and takes permanent damage; a roll of 4-6 means that it is rescued and repaired.

Vehicle Permanent Damage table

2D6	Result
2	Destroyed: The vehicle is completely wrecked, the damage it has sustained leaves it beyond repair. You sell off the salvagable parts for 2D6x5 teef.
3	Wrecked: The vehicle has been badly mangled, but it is still repairable. Roll again twice on this table. Re-roll any 'Destroyed', 'While we were at it...' or 'Fully Fixed' results.
4	Armour Weakened: The armour plates that protect the vehicle's vital components and crew are twisted, buckled, have holes blown in them or are completely missing. The vehicle's Armour values are reduced by -1 on all locations.
5	Lasting Defect: The vehicle develops a recurring fault which, despite efforts of repair, means it is sometimes out of action. Roll a D6 before each battle. On a result of a 1 the problem is playing up and the vehicle cannot be used for this game. Each additional Lasting Defect result increases the chance of the problem playing up by 1 point, for example a vehicle with two lasting defects is unable to participate on a roll of 1-2 and so on.
6-8	Fully Fixed: It looks a lot worse than it is, a knock about with a mallet, a few rivets and a coat of paint means the vehicle sustains no long suffering effects.
9	Annoying Squeak: Some minor problem such as a knocking sound every time the vehicle accelerates, a rattley gearbox or a squeaky seat has developed and sends the driver mad! The driver suffers -1 to Leadership for tests to turn or swerve due to the disraction. Multiple squeaks are cumulative.
10	Boneshaker: The suspension systems are ditched and the vehicle bounces around wildly as it travels. If the vehicle moved, all models on board suffer a -1 to hit modifier if they shoot from the vehicle this turn. Multiple results are cumulative as the suspension gets wonkier and wonkier!
11	Captured: The vehicle is towed away by the opposing gang. Captured vehicles can be exchanged, ransomed or stripped for parts if both gangs hold captured vehicles then they must be exchanged on a one for one basis, starting with vehicles of the highest value. Any remaining vehicles can be bought back by their own gang if the player is willing to pay the captor's asking price. There is no guideline for ransom prices, it is for the players to decide between themselves. Finally, vehicles that have not been exchanged or bought back can be stripped for parts. Any fixed weapons can be added to the capturing mob's stash and the vehicle's components are sold for 3D6 x 10 creds. The gang who have lost their vehicle can opt to play a rescue mission to reclaim their valued transport before it is reduced to its component parts.
12	While we were at it...: The gang's efforts to patch up the vehicle after the last battle seem to have solved another long-standing fault. One randomly determined permanent damage suffered by the vehicle during its illustrious lifetime is fixed and has no further effect!

GANGER SERIOUS INJURIES

You must roll once on the Serious Injuries table for each ganger that was out of action at the end of the battle. Gangers who are down at the end of the battle might still succumb to their injuries before help arrives. Make a Toughness test for each ganger who is down at the end of the battle. Any ganger who fails counts as being out of action and must also roll in the Serious Injuries chart.

Serious Injuries table	
2D6	Result
2	Oh, He Dead...: The ganger has been killed in action and his body abandoned to the renegade grot gangs that prowl the city at night. All the weapons and equipment he carried are lost.
3	Multiple Injuries: The ganger is not dead but has suffered multiple serious injuries. Roll again on this table twice; re-roll any results of 2, 6, 8, 10 or 12 until you roll something else.
4	Limb injury: The ganger has a broken or crushed arm or leg. Roll another D6: 1-3 Leg Wound: The ganger has a smashed leg (randomly determine which one.) He recovers but can no longer move quickly. His Movement characteristic is reduced by -1". If both legs get smashed, the penalty is cumulative, but additional leg wounds to the same leg are ignored. 4-6 Arm Wound: The ganger has smashed one arm (randomly determine which one.) Although he recovers, his strength is reduced by -1 when using that arm (when using hand-to-hand weapons based on user's strength, for example; also applies to two-handed weapons.) Each arm can only be wounded once, so ignore additional wounds on the same arm.
5	Head Wound: The ganger has suffered a serious blow to the head. Roll another D6: 1 Blinded in left eye*: The character's BS is reduced by -1. Multiples are ignored. 2 Blinded in right eye*: The character's BS is reduced by -1. Multiples are ignored. 3-4 Partially Deafened: The character's Leadership is reduced by -1. Multiples stack. 5-6 Brain Damage: The ganger becomes unhinged. At the start of each game roll a D6. On a 1-2, he is affected by <i>stupidity</i> ; on a 3-4, he is fine for that battle; on a 5-6, he is affected by <i>frenzy</i> .
6	Full Recovery: The ganger has been merely knocked unconscious or suffered a light wound from which he makes a full recovery. He must still get plenty of rest and cannot participate in post-battle activities.
7	Complications. The injuries aren't healing smoothly. Roll another D6: 1-3 Old Battle Wound: The ganger recovers but the old wound sometimes affects his health. Roll a D6 before each game. On the roll of a 1 the wound is playing up and the ganger is unable to take part in the forthcoming battle. Each additional old wound increases the chance of the wounds playing up by 1 point, for example a ganger with two old battle wounds is unable to participate on a roll of 1-2 and so on. 4-5 Nasty Flesh Wound: The ganger must skip the next battle but will make a full recovery in time to participate in the next post-battle sequence as normal.
8	Full Recovery: The ganger has been merely knocked unconscious or suffered a light wound from which he makes a full recovery. He must still get plenty of rest and cannot participate in post-battle activities.
9	Blast to the Face: The ganger had something explode in his face. Roll another D6: 1-4 Shell Shock: The ganger survives but becomes nervous and jumpy. -1 Initiative. Multiples stack. 5-6 Cool Scars: As a testament to his bravery, they add +1 to the ganger's Leadership score.
10	Captured: The ganger has been taken prisoner by one faction or another. Roll another D6: 1-3: Captured by the enemy gang you just fought 4-5: Arrested by Nu Ork authorities (hah!) 6: Captured by a random group of ruffians
11	Chest Wound: The ganger has been badly wounded in the chest. He recovers but is weakened by the injury and his Toughness characteristic is reduced by -1. Ignore additional chest wounds.
12	Survives Against the Odds: The ganger regains consciousness alone in the darkness, given up for dead by his companions and overlooked by his enemies. Despite his injuries he makes his way back home, fighting off or evading rival gangs, renegade grots and other horrors. He recovers fully and earns D3 Experience points for his uncanny survival.

See next page for details about captured models.

*a ganger blinded in both eyes cannot take part in battles nor explore Nu Ork until he is fitted with at least one bionic eye.

! Regardless of result, a ganger who had to roll on the Serious Injuries table can do nothing else in this post-battle phase as he recuperates. He may not explore, go shopping or go downtown. !

TREATING SERIOUS INJURIES

Serious injuries are permanent unless treated by a Dok or Haemonculus. A successful surgery at either one will cure all injuries on the affected body part and remove any penalties caused by the injury. Of course, the ganger is probably just going to get hurt again next game...

CAPTURED BY THE ENEMY

The fighter regains consciousness to find himself held captive by the opposing gang. Captives may be exchanged, ransomed back or sold into slavery. If both gangs hold captives then they must be exchanged on a one-for-one basis, starting with models of the highest value. Any remaining captives must be ransomed back to their own gang if the player is willing to pay the captor's asking price. There is no fixed value for ransom - it is a matter for the players to decide among themselves. Finally, gangers who are neither exchanged or ransomed may be sold off as slaves earning the captor D6x5 teef apiece. Captives who are exchanged or ransomed retain all of their weapons and equipment; if captives are sold as slaves their weaponry and equipment is kept by the captors. A player may make one attempt to rescue his ganger before he is sold off. See the Rescue scenario on page XXX.

ARRESTED BY THE AUTHORITIES

It is quite unbelievable that gretchin deputies could bring anyone to justice, but somehow they have managed to drag your bleeding and unconscious ganger to the local "polis" station where he is to be held for questioning. And by that they mean that he will be sentenced to work in the archeotek mines unless someone goes to the station and presents a compelling argument for letting the prisoner go... One of your gangers must visit 'Da Polis Station' during this post-battle phase or else the arrested ganger disappears forever along with all his possessions.

CAPTURED BY RUFFIANS

The fighter regains consciousness to find himself held captive by an unknown group (not one of the player gangs in the campaign.) Roll a D6 to determine the exact nature of the enemy group, which will also determine your ganger's fate.

D6	Result
1	Genestealer Cult! Yeah... this is bad. The captured ganger is either brainwashed and joins the cult or if he proves too headstrong he is simply fed to the purestrains. Either way, he is gone forever along with all his possessions.
2	Renegade Grots! If the captured ganger is a gretchin, he is released with no harm. If he is an Ork, he is killed outright and is removed from your roster along with all his equipment. A ganger of any other species will be stripped of all possessions and released somewhere amongst the ruins, naked and disoriented. The ganger must miss your next battle while he finds his way back to the gang's hideout.
3	Elves in Black! If the captured ganger is an Eldar or any type, he will be forced to leave the city. He is removed from your roster along with all his possessions. A ganger of any other species will be released with his memory of the encounter scrubbed from his mind, but if he carried any items from the Eldar armoury they will be confiscated by his captors.
4	Kroot Karnivores! If the ganger has at least one characteristic (apart from Leadership) at 6 or greater, the Kroot will devour him in order to absorb his superior genes. Otherwise, he will be released with all possessions intact.
5	Chaos Cultists! If the captured ganger is a Chaos Space Marine or has any Cultist career he is released with no harm. Otherwise, the cult will attempt to convert him. He must take a Leadership test. If he fails, he is converted and his career is changed to Cultist (he does not lose his existing skills.) If he succeeds at the Leadership test, he tricks the cultists into trusting him but does not really convert. In either case he is free to return to his gang to further spread the taint of Chaos.
6	Mad Dok Orkenstein! Your ganger is drugged and taken to the laboratory of the infamous mad scientist of Nu Ork! Roll a D6 for each body part: head, torso, left arm, right arm, left leg, right leg. On a 4+ the Mad Dok replaces that body part with a random Ork bionik! Roll on the appropriate bionik table from the 'Visiting a Dok' section of the rules. After the serjery, the ganger is released along with all his possessions but permanently and irreversibly suffers -1 Leadership from the horrific ordeal.

EXPERIENCE AND ADVANCEMENT

As gangers take part in battles, those who survive become more experienced, and improve their battle skills. This is represented in campaigns by Experience points. Gangers earn Experience points when they take part in a battle. Once a ganger has enough points he gains an advance. This takes the form of an increased characteristic or a new skill. Those who survive long enough may progress to become great heroes with an impressive profile and many skills that they have picked up during their long and glorious fighting career.

STARTING EXPERIENCE

When gangers are recruited, some of them already have some experience. Unless noted otherwise, newly hired Recruits have zero experience, Regulars have 8 experience and Veterans have 20 experience points. **No extra advances are gained for this experience.** It simply represents the experience that the fighters have accumulated before being hired by you and their advances are already incorporated into their improved characteristic profile.

Earning experience

The Experience points fighters earn depend on the scenario. Different scenarios have different objectives and consequently warriors can earn experience in slightly different ways. The Scenarios section includes details of how many Experience points are earned for each scenario.

Extra Experience points are always added to a fighter's total after the game is over, though it is a good idea to keep a record of the opponents your warrior puts out of action during the battle, as this often affects the experience they gain.

If you look through the scenarios you will notice that warriors always earn +1 Experience point for surviving a battle. They earn this even if they are injured – so long as they live to fight again!

Experience advances

As warriors earn more Experience points they are entitled to make Advancement rolls. The gang roster sheet shows how much experience a ganger must accumulate before making a further roll. When the accumulated experience reaches a box that has thick borders, the ganger may make a 2D6 roll on the Advancement table.

Advancement Table

2D6	Result
2-5	New Skill (random) Select one of the Skill groups that the ganger has access to and roll a D6 on the appropriate chart to determine the skill the ganger gains. If you roll a skill that the ganger already has, you may choose any other skill from the same group instead.
6	Characteristic Increase. Roll again: 1-3 = +1 Strength; 4-6 = +1 Attack
7	Characteristic Increase. Choose either +1 WS or +1 BS
8	Characteristic Increase. Roll again: 1-3 = +1 Initiative; 4-6 = +1 Leadership
9	Characteristic Increase. Roll again: 1-3 = +1 Wound; 4-6 = +1 Toughness
10-12	New Skill (chosen) Select one of the Skill groups that the ganger has access to and pick any skill of your choice from that group.

Underdog Bonus

When a gang fights against an enemy gang with a higher rating, all its warriors earn extra Experience points as shown on the table below. The higher the opposing gang's rating the more points the underdogs earn. They can obviously learn fast if they manage to survive against a superior enemy!

Difference in Rating	0 - 50	51 - 125	126 - 225	226 - 350	351 - 500	501 +
Experience Bonus (underdog wins)	none	+1	+2	+3	+4	+5
Experience Bonus (underdog loses)	none	none	+1	+2	+3	+4

SKILL CHARTS

AGILITY SKILLS

- 1 Catfall:** This ganger can land softly even if falling from a great height. Halve the vertical distance when calculating the strength of any hits which result from jumping or falling from terrain (but not vehicles!) Round fractions down. If the ganger is not wounded by the fall, he is also not pinned.
- 2 Dodge:** This ganger receives a 6+ special save against hits from shooting or melee attacks. The save is taken separately and in addition to any saves for armour.
- 3 Withdraw:** At the start of any melee combat phase this ganger may attempt to disengage from combat by taking an Initiative test. If he succeeds, he may immediately jump back 2" leaving all hand-to-hand opponents behind. If he fails he must remain and continue to fight as normal.
- 4 Leap Aside:** This ganger is good at getting out of the way of explosions and blasts. When he is partially hit by a blast or template weapon or effect (including volatile terrain effects) he can re-roll the Initiative test to avoid getting hit.
- 5 Bail Out:** A fighter with this skill can land gracefully when falling off a vehicle. He can take an Initiative test every time he is required to roll on the Falling Off chart. If he succeeds, he takes no damage and is not pinned.
- 6 Sprint:** This ganger may triple his movement rate when running or charging, rather than doubling it as normal. This skill does not apply if the fighter is currently suffering from any leg wounds.

COMMAND SKILLS

- 1 Iron Will:** This ganger refuses to retreat regardless of the odds. You may re-roll a failed Bottle roll as long as he is not down or out of action.
- 2 Motivator:** Friendly models may test to escape from pinning while within 6" of this ganger instead of only 2"
- 3 Loud Voice:** If this ganger is the gang's Leader, friendly models may use his Leadership while within 12" of him. Otherwise, they may use his Leadership while within 6" of him just as if he was the gang's leader.
- 4 Negotiator:** You may roll a D6 for each ganger captured by an enemy gang or by random ruffians or any type. On a roll of 4+ the ganger is returned with all of his possessions for a small ransom of D3x10 teef.
- 5 Cosmopolite:** As long as this ganger is in your gang, you may hire gangers of any species without any cross-species surcharge.
- 6 Black Market:** This ganger gets a +1 bonus to all rarity rolls he makes when shopping for rare equipment, vehicle upgrades or beasts.

Note: Command skills are only available to the Leader of each gang. If the position of Leader changes hands, the new Leader gains access to Command skills. Former Leaders can still use their existing Command skills but may not gain new ones.

COMBAT SKILLS

- 1 Whirling Fighter:** A fighter with this skill can easily fend off multiple enemies at once. Close combat opponents do not receive any bonus for outnumbering him in melee.
- 2 Disarm:** This ganger may use this skill against one melee opponent per melee phase. Roll a D6. On a roll of 4+ the enemy automatically loses one weapon of your choice for the rest of the battle. It can be recovered by its owner afterwards. A model is always assumed to have a knife, even if he has been disarmed of all his other weapons.
- 3 Feint:** The model may trade any parries it is allowed to use for extra Attack dice at one die per parry. Declare that you are doing this before any dice are rolled. The model may choose to feint or parry each time it attacks (eg, you could parry one time and feint the next).
- 4 Parry:** This ganger may parry once in melee combat even if he does not have a weapon suitable for parrying. This stacks with parries granted by weapons, so a fighter with this skill and two swords could parry three times!
- 5 Opportunist:** If this ganger is involved in a melee and the result is a draw, he hits his opponent twice instead of once. This skill does not apply if the fighter is using a weapon with the 'Loses Draws' property.
- 6 Sidestep:** This ganger has an uncanny ability to step aside and dodge blows in personal combat. He has a 5+ special save against each hit in melee combat.

DRIVING SKILLS

- 1 Shadow:** The warrior is especially skilled in following other vehicles. The driver may re-roll any Leadership tests he has to take whilst tailing an enemy vehicle.
- 2 Rough Rider:** A driver with this skill may re-roll any and all rolls on the Difficult Terrain table.
- 3 Getaway Driver:** The driver is well practised in losing following vehicles. The tailing driver must pass a Leadership test at the start of your turn; failure means they cannot chase your skilled driver.
- 4 Stunt Driver:** The driver has had lots of experience with out of control vehicles. If the vehicle spins for any reason the Scatter dice may be re-rolled if you wish. If the vehicle swerves then you may choose which way the driver turns.
- 5 Emergency Stop:** The driver can attempt to stop the vehicle at any moment, even before or during compulsory movement resulting from rolls on the Out of Control table or damage effect tables, by taking a Leadership test. If he passes the vehicle comes to an immediate halt, but each fighter on board must pass a Strength check to stay on the vehicle. If they fail they are thrown D6" in the direction of travel and take a hit for falling off. If the test fails the vehicle continues uninterrupted. An emergency stop can be attempted only once each turn.
- 6 Skid Turns:** A driver with this skill may make 90-degree turns instead of 45-degree turns, but must take a Leadership test for each turn greater than 45 degrees. If he fails, he monetarily loses control. Instead of making a turn roll once on the Out of Control table instead. After resolving the effects the vehicle may continue moving as normal.

FEROCITY SKILLS

- 1 Berserk Charge:** A fighter with this skill may roll an additional Attack die when he charges. However, a fighter making a berserk charge cannot parry that turn. Using this skill is optional.
- 2 Impetuous:** A fighter has this skill may increase the range of his follow-up move after defeating his enemies in melee combat from 2" to 4".
- 3 Intimidate:** A ganger with this skill has such a reputation as a vicious fighter that his foes quail at the mere sight of him. He causes *fear* in all enemy models.
- 4 Feel No Pain:** A ganger with this skill ignores the WS/BS penalties of the flesh wounds he suffers. However, he still goes out of action if he amasses so many flesh wounds that his WS/BS would both be reduced to zero or less if he did not have this skill.
- 5 Nerves of Steel:** A model with this skill may attempt an Initiative test to escape from pinning even if there are no friendly models within 2". If there actually are any friendly models nearby, he may re-roll a failed test. Fighters that are immune to pinning may re-roll this skill.
- 6 True Grit:** When rolling on the Injury chart for a fighter with this skill treat a roll of 1 or 2 as a flesh wound. Treat results of 3-5 as down and 6 as out of action as normal. When using special injury charts (for poisoned weapons, for example) expand the lowest result band by one point in the same way as above.

RIDING SKILLS

- 1 Gallop:** While mounted, this model can run at triple the mount's Movement value instead of just double.
- 2 Cavalry Charge:** While a fighter with this skill is mounted, both he and his riding beast gain an additional +1 WS when charging.
- 3 Expert Dismount:** A fighter with this skill always dismounts safely with no need for an Initiative test.
- 4 Ride-by Attack:** While mounted, this fighter can make rakes and sideswipes when moving past enemy models. Use the mount's Strength when resolving these hits.
- 5 Living Shield:** A fighter with this skill can expertly maneuver his mount to shield himself from blasts and gouts of flame. As long as he is mounted, blast and template weapons only hit the beast, never the rider.
- 6 Special Bond:** Normally a mount runs off the battlefield if its rider falls off. A fighter with this skill has a special bond with his mount. If he falls off or otherwise leaves the saddle and the mount is not down or out of action, then instead of running off the mount will find a safe spot nearby and wait for its master's signal. The fighter can signal his mount at the end of his movement phase if he is not in melee. The mount gallops in from its hiding place and the fighter re-mounts immediately. Replace his foot model with the cavalry version. The fighter can even jump from a vehicle onto his mount – just place the model anywhere within 1" to the sides or rear of the vehicle.

MUSCLE SKILLS

- 1 Brutal Charge:** The model adds +2 to its WS in the turn when it charges instead of only +1.
- 2 Heavy Lifter:** The model is allowed to move and shoot with weapons that would normally restrict the model to either moving or shooting (including heavy weapons). However, doing so imposes an additional -1 to hit penalty.
- 3 Crushing Blow:** A model with Crushing Blow skill has a +1 Strength characteristic bonus in melee combat. As a fighter's own Strength is used as the basis for calculating the strengths of many hand-to-hand weapons the bonus will apply to those weapons.
- 4 Powerful Swing:** If the model inflicts 2 or more hits in melee combat then he may choose to exchange all hits for a single hit with a further strength bonus. The bonus equals +1 for each extra hit scored beyond the first, so you could exchange 2 S4 hits for a single S5 hit, or 3 S4 hits for a single S6 hit, and so on.
- 5 Hurl Opponent:** If you win a round of combat, instead of hitting your opponent you can throw him D3" + 1" per hit in the direction of your choice. The thrown model takes a single hit equal to half the distance thrown. If it hits another model, then both models take a hit equal to half the distance rolled. Note that the best way to use this skill is to throw opposing models off vehicles or tall buildings!
- 6 Thick Skull:** If a model with this skill is hit in melee combat reduce the strength of each hit suffered by 1 point.

SHOOTING SKILLS

- 1 Crack Shot:** This ganger can re-roll the Injury roll when determining injuries he has inflicted by shooting. You must accept the result of the second roll even if it is worse.
- 2 Dakka Dakka:** This ganger is really deadly with auto fire weapons. You can re-roll 1 Sustained Fire die whenever the warrior shoots; the second roll must be used even if it's worse than the first.
- 3 Gunfighter:** The model can aim and fire a pistol from each hand. This enables him to take two shots in the shooting phase if he carries two pistols. If he carries a basic, special or heavy weapon he always requires one hand to hold this and so cannot use two pistols at once.
- 4 Hip Shooting:** The model is allowed to shoot even if it ran in the same turn. However, if it does so it suffers an additional -1 to hit modifier and cannot count any bonuses from sights. Note that it is impossible to run and shoot with a heavy weapon, even with the Hip Shooting skill.
- 5 Marksman:** A model with the Marksman skill may ignore the normal restriction which obliges fighters to shoot at the nearest target. Instead, he can shoot at any target he can see. In addition, a model with the Marksman skill can pick which location of a vehicle he is shooting at.
- 6 Rapid Fire:** If the model does not move in its movement phase it can shoot twice in the shooting phase. This skill only works with one specified kind of pistol or basic weapon which you must choose when the skill is earned. Note this down on your roster – eg, *Rapid Fire/Bolt pistol*.

SOCIAL SKILLS

- 1 Handsome Face:** Any enemy fighter wishing to shoot or charge this ganger must pass a Leadership test or be unable to do so. Fighters who fail the test may choose a different target to shoot or charge instead.
- 2 Bribe:** During his movement phase, if he is not engaged, this ganger can attempt to bribe an enemy fighter within 6" to retreat from the battle. You must first pay D6 teef to your opponent. The affected fighter must then pass a Leadership test or flee exactly as if he had failed a break test.
- 3 Incite Rage:** At the start of each enemy turn if this ganger is not engaged, you may nominate one enemy fighter who must charge this ganger if he is able to reach him.
- 4 Aura of Confidence:** As long as this ganger is not down, pinned or broken, all other friendly gangers within 6" of him get a +1 bonus to their Leadership when taking break tests.
- 5 Haggle:** When this ganger is shopping for rare equipment, vehicle upgrades or beasts, reduce the random surcharge added to the cost of each item he buys by 1D6. When this ganger visits a Mek's Workshop, Dok's Serjery, Retired Haemonculus or Rogue Mechanicus, the total cost of the procedure is likewise reduced by 1D6.
- 6 Friend Downtown:** This ganger is friends with someone in the service industry. Choose one of the following: Mek's Workshop, Dok's Serjery, Retired Haemonculus or Rogue Mechanicus. When he visits the chosen specialist there is a +1 bonus to the roll on the Outcome table. A ganger may gain multiple instances of this skill, each time choosing a different friend.

STEALTH SKILLS

- 1 Ambush:** This ganger can go into overwatch and hide in the same turn (normally a fighter cannot do anything else on the turn he goes into overwatch).
- 2 Dive for Cover:** This ganger can run and hide in the same turn (normally a ganger who runs cannot hide that turn).
- 3 Surprise Assault:** A fighter with this skill can bolt from cover too fast for his enemies to react. If he starts his turn hidden and then runs or charges he cannot be fired at by enemy models on overwatch in that movement phase.
- 4 Evade Fire:** The ganger ducks and weaves as he moves, making him exceptionally hard to hit. Any enemy model shooting at the ganger from short range suffers a -2 to hit penalty, while any enemy model shooting at long range suffers a -1 penalty. The penalty only applies if the ganger is completely in the open and does not benefit from cover.
- 5 Infiltration:** A model with this skill is always placed on the battlefield after the opposing gang has deployed and can be placed anywhere on the table as long as it is completely out of sight of the opposing gang. If both sides have models that can infiltrate roll a D6 each, lowest roll sets up first.
- 6 Sneak Up:** The Initiative of all enemy models is halved when determining whether they spot this ganger while he is hidden. In scenarios where the opposing gang has Sentries, their total spotting distance is halved when determining whether they spot this ganger.

SURVIVAL SKILLS

- 1 Pickpocket:** Every time a fighter with this skill hits an enemy ganger (not a beast, servitor, familiar, drone or similar) in melee, add 1 toof to your gang's stash. If the opponent goes down or out and there are no other enemy models engaging the fighter, he can loot the body for another D6 teef instead of making a follow-up move.
- 2 Self-Sufficient:** This ganger can find his own food and ammo. Do not count him towards the size of your gang when selling Loot.
- 3 Play Dead:** A fighter with this skill can put up a convincing act of being out for the count. When he is pinned or down he may not be charged or targeted by ranged attacks or enemy psychic powers.
- 4 Escape Artist:** A fighter with this skill is never captured after a battle. If you roll any 'Captured' result on the Serious Injuries table for this fighter he escapes unharmed together with all his equipment (treat the result as if you had rolled a Full Recovery).
- 5 Fast Crawler:** A fighter with this skill can crawl up to his normal Movement distance while he is pinned or down. Fighters without this skill may only crawl at half his normal rate when pinned or down.
- 6 Tough It Out:** A fighter with this skill can participate in post-battle activities (exploration, going downtown or going shopping) even if he was taken out of action during the battle.

TECHNO SKILLS

- 1 Armourer:** The armourer checks all the weapons being used by the gang before the battle starts. Any model in the gang may add +1 to any and all Ammo rolls and to rolls to determine if a Volatile weapon explodes. A roll of 1 is always a failure regardless of the score needed.
- 2 Jury-Rig:** The warrior has some skills at field repairs. If he doesn't shoot or fight in melee that turn, the warrior can repair a damaged location on a vehicle he is in contact with at the end of the melee phase on a D6 roll of 6+. Subsequent gains of this skill allow you to add +1 to the roll (for example, two results means it is fixed on a 5+ and so on), up to a maximum of 4+. Results which say a vehicle is crippled cannot be repaired during a battle.
- 3 Inventor:** If this fighter was not taken out of action you can roll a D6 after the game and on a 6+ he has invented something! Randomly select a rare item from his species' armoury. Whatever is selected is the item that has been invented. Add it to your roster for free.
- 4 Inspector:** A fighter with this skill can spot a defective weapon or vehicle from a mile away. If any of your gangers gets a boded job at a Mek's Workshop roll a D6 and on a 4+ the inspector has spotted the fault in time and taken the item back to the Mek to be fixed. Ignore the botched job.
- 5 Mechanic:** This ganger allows you to re-roll any result on the Permanent Damage table apart from 'Captured' for one vehicle after each battle.
- 6 Weaponsmith:** This ganger may re-roll all failed Ammo rolls and rolls to see if a Volatile weapon explodes.

USURPING CONTROL

Some gangers can get too big for their shoes and attempt to take over the gang by defeating the current leader.

WHO IS ELIGIBLE

Only certain types of gangers will ever attempt to usurp control. These are Orks, Dark Eldar, Space Marines and followers of Chaos regardless of species. Other gangers are perfectly content with following their rightful leader.

Only gangers who were not taken out of action in the battle can attempt to usurp control, and only a single one can make the attempt after each game – the other pretenders observe his attempt and bide their time. If several gangers are eligible to usurp control, the one with the most experience points will be the one to actually make the attempt. In case of a tie in experience, randomly choose one pretender by rolling a die.

THE CHALLENGE

Once you determine who will try to usurp control of the gang, you must decide whether the current leader will try to defend his position or give it up without a fight. If you choose the latter, then leadership of the gang is simply transferred to the usurper. The former leader's base Leadership is reduced by -1 for his cowardly concession but he is otherwise unharmed and continues on as a regular member of the gang.

If you do not want the current leader to lose his position then he will have to fight off the challenger in combat.

THE FIGHT

If the current leader accepts the pretender's challenge roll a D6 to determine the style of combat that the usurper chooses. His preferences depend on his species, so each has a slightly different table:

D6 Ork	D6 Dark Eldar	D6 Space Marine	D6 Chaos follower
1 A knife in the dark	1-3 A knife in the dark	1 A knife in the dark	1-2 A knife in the dark
2 High noon shootout	4 High noon shootout	2-3 High noon shootout	3 High noon shootout
3-5 Drunken fistfight	5 Drunken fistfight	4 Drunken fistfight	4 Drunken fistfight
6 Mortal combat	6 Mortal combat	5-6 Mortal combat	5-6 Mortal combat

A knife in the dark

The gangers start in base contact with neither one counting as charging. They are armed with a single knife each. The challenger has +1 Weapon Skill and +1 Attack in the first round to account for his element of surprise. The first fighter to go down loses.

High noon shootout

The gangers start 12" apart, both armed with all their weapons but no armour. They both take their first shot simultaneously. If neither one goes down, they alternate shots starting with the one who has higher initiative. The first fighter to go down loses.

Drunken fistfight

The gangers start in base contact with neither one counting as charging. They have no weapons and both have their WS reduced by -D3 (roll separately) due to their intoxication. The first fighter to go down loses.

Mortal combat

The gangers start in base contact and the challenger counts as charging. They both have all their weapons and equipment. The first fighter to go down loses and is automatically taken out of action by the winner.

The winner of the challenge assumes (or resumes) leadership of the gang and gains +1 experience point for his victory. There are no hard feelings about fighting over leadership, so the loser is allowed to remain in the gang with no penalty. If both fighters went down or out of action at the same time, the current leader stays in power.

Any fighter who goes out of action during a challenge must roll on the serious injury chart and cannot participate in further post-battle activities, just as if he were taken out of action during the battle. A fighter who merely went down recovers immediately and can continue the post-battle sequence normally.

EXPLORING THE CITY

Exploration is the primary method of earning income for your gang, which is crucial if you want to afford new fighters and equipment. Gangers who were not taken out of action can be sent exploring after the battle. They prowl the abandoned outskirts of the city for loot and other resources. If you are very lucky, they might even stumble upon ancient and powerful Archeotek items! To make an exploration roll, roll a D6 for each ganger that you send exploring, plus any bonus dice from skills or other special abilities. Add one extra D6 if you won the last battle. All the dice are rolled together. If you roll more than six dice, you must choose six dice to keep as your result and discard the rest. Any re-rolls you might have can be taken before you pick which dice to keep. Total the remaining dice and consult the chart above to see how much Loot you have found. Add this Loot to your gang's stash. If you roll a multiple of at least three of a kind, one of your gangers has stumbled upon a special discovery! Consult the table below to see what the discovery is, then look it up on the following two pages and follow the instructions given there. Only one special discovery can be made at a time. If you get two different multiples, only count the highest one.

Dice Total	Loot Found
1-5	1
6-11	2
12-17	3
18-24	4
25-30	5
31-35	6
36 or more	7

THREE OF A KIND	FOUR OF A KIND
111 Dead Guy	1111 Brothel
222 Drunkard	2222 Dumps
333 Hobo's Shack	3333 Crashed Truck
444 Awesome Graffiti	4444 Squig Herd
555 Junk Pile	5555 Chained Beast
666 Spunky Youth	6666 Old Mek Shop
FIVE OF A KIND	SIX OF A KIND
11111 Wise Old Weirdboy	111111 Lone Grot Renegade
22222 Webway Portal	222222 Delicious Mushrooms
33333 Idol of Gork (or possibly Mork)	333333 Person in Distress
44444 Unattended Buggy	444444 Control Room
55555 Power Generator	555555 Slaughtered Gang
66666 Sewer Access	666666 Archeotek Motherload

Selling Loot

You can sell loot immediately after resolving your exploration roll. This does not require a ganger to give up any other activity as it is assumed that the explorers can drop off loot at a pawn shop on their way home. You do not have to sell all your loot immediately after the battle – you may want to hoard it and sell it later, as selling loot in smaller quantities will increase demand and raise the price. Unfortunately, the demands of running a gang often mean that you will have to sell most of your loot as soon as you find it. The gang must spend a large portion of its income on basic necessities such as food, drink, repair of weapons, and new ammunition, as well as celebrating! The number indicated on the chart below is your profit in teef earned after deducting all the gang's maintenance costs, depending on the amount of loot you sell and the number of models in your gang.

The profit is added to your gang's stash. Note that ALL the models in your gang count towards selling loot, including vehicles, beasts and support models such as Servo-skulls and Tau drones. All of them have some sort of upkeep costs, be it food, replacement parts, fuel or maintenance.

Amount of Loot sold	Number of models in your gang								
	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24	25+
1	45	40	35	30	30	25	20	15	10
2	60	55	50	45	40	35	30	20	15
3	75	70	65	60	55	50	40	30	25
4	90	80	70	65	60	55	50	40	30
5	110	100	90	80	70	65	60	45	40
6	120	110	100	90	80	75	70	60	50
7	145	130	120	110	100	90	80	70	60
8+	155	140	130	120	110	100	90	80	70

(111) Dead Guy

Just another rapidly cooling body, not a rare sight in a city where law enforcement is conducted by Orks (who like to delegate it to highly incompetent gretchin serfs.)
You loot the corpse for 2D6 teef and leave it to rot.

(222) Drunkard

A lone Ork Yoof passed out from too much squig juice. He won't even know what hit 'im, hurr hurr.
You knock D6 teef from the drunk's jaw and nick his weapon. Roll a D6 to see what you get:
1: Slugga, 2: Six-Shoota, 3: Shoota,
4: Hand Kannon, 5: Blunderbuss, 6: Snazzgun.

(333) Hobo's Shack

This is a makeshift dwelling that probably belongs to an unemployed grot or down on his luck panzee. Well, you might a well go through his stuff while he's out.
You find D3 random items generated by rolling on the Minor Swag table on [page 224](#).

(444) Awesome Graffiti

You spot a dirty caricature or witty anti-establishment slogan that lifts your gang's spirits.
All your gangers have +1 Leadership (up to a maximum of 10) for the duration of your next battle.

(555) Junk Pile

A pile of discarded scrap. Looks like there are still some useful gubbinz left!
You find an additional D3 Loot but you must pick one of the exploring gangers to go dig it out. Roll a D6. On a 1, the chosen ganger gets a nasty infection from the filthy rat-squigs scurrying amongst the scrap and has to miss your next game.

(666) Spunky Youth

An ambitious youngster follows your explorers back to the base, hoping to join up.
A randomly generated Recruit wishes to join your gang. Roll on the table below twice to find out his species and career. You can then decide to hire him at no cost or send him packing.

D6	Species	Career
1	Grot	Hipster
2	Ork	Scavenger
3	Human	Bruiser
4	Tau	Scout
5	Squat	Explorer
6	Kroot	Hunter

(1111) Brothel

Wot's dis doin' 'ere, anyway? Orks don't even have dem dangly bitz! Dis is an outrage, an outrage you hear!
You write an incensed letter to the local newspaper. It makes all the other gangs so embarrassed to be seen on the same street with you that all enemy gangers have -1 Leadership in your next game.

(2222) Da Dumps

A hole in the ground filled with Ork poop. Exciting!
You can nominate one exploring ganger to dive right in and see if there's anything useful at the bottom. The ganger must pass a Leadership test, otherwise he refuses to go swimming in Ork dung. If he passes, he finds a random Archeotek item (see [page 221](#)).

(3333) Crashed Truck

Whoa, an abandoned vehicle! A real fixer-upper!
You found a badly mangled vehicle. Roll a D6 three times to find out exactly what it is, re-rolling impossible combinations:

D6	Armour	Motive	Mode	Type
1-2	Bike	Wheeled		One-man
3-4	Light	Tracked		Two-man
5	Medium	Walker		Small Transport
6	Heavy	Skimmer		Large Transport

You can sell it for scrap, earning 4D6 teef, OR you can pay 4D6 teef to restore the vehicle to full working order and add it to your roster.

(4444) Squig Herd

Uh-oh. The squigs are stampeding!
You can try to catch some, just don't get trampled! You may nominate one of the exploring gangers and roll a D6. On a 1-2, he gets run over by the herd and must roll on the permanent injury table. On a 3+ he is fine and catches D3 squighounds or hopping squigs (your choice) that you can add to your gang roster.

(5555) Chained Beast

Would you look at that, someone left a perfectly good beast unattended. Now where are my wire-cutters...
You may "liberate" the beast and add it to your roster. Just remember that you can only use it in a game if you have the appropriate Handler! Roll a D6 to see what you find:

1: Giant Squig, 2: Ogryn, 3: Krootox, 4: Wraithguard, 5: Chaos Spawn, 6: Grotesque.

(6666) Old Mek Shop

An abandoned mek workshop! And some of the gubbinz haven't even been stolen yet!
You find 2D6 teef worth of scrap and one random item from the Major Swag table on [page 224](#).

(11111) Wise Old Weirdboy

More old than wise, to be honest. A wise one certainly wouldn't be adding to your firepower.

If you have any Psykers in your gang, the Weirdboy can instruct them how to better channel the power of the Waaagh! Each of your Psykers learns a random minor power from the Ork minor powers table, even if he's not an Ork!

(22222) Webway Portal

For most gangers, it's just a swirly fing in the air. For panzees, it's a supply corridor or even a way out of this horrible place!

If none of your exploring gangers are Eldar, nothing special happens. If any of your exploring gangers are Eldar, you can send one of them through the portal to get help. Roll a D6 to see what happens:

1: Either gets lost in the webway or decides not to return. Remove the ganger from your roster.

2-4: Brings back a Harlequin willing to join your gang for the duration of the next battle only.

5-6: Brings back D3x50 teef worth of items of your choice from the Eldar armoury. No rarity rolls are needed as he gets them right at the source.

(33333) Idol of Gork (or possibly Mork)

Waaagh! energy permeates this place and compels anyone nearby into a good scrap.

Randomly select two of your exploring gangers. They must fight in hand-to-hand combat until one of them goes out of action. The Ork gods bless both fighters with +1 WS, +1 S and +1 T for the duration of the next game, but the loser must roll on the Serious Injury table (no pulling punches when the gods are watching!)

(44444) Unattended Buggy

Some people are so careless these days. The only law in Nu Ork is: finders keepers!

You found a vehicle in perfect condition. Just D6 teef for a new paintjob and it's yours to keep! Use the Crashed Truck table on the previous page to roll up a random vehicle.

(55555) Power Generator

Best to keep this to ourselves.

You keep the location of the generator hidden and set up a lucrative battery charging operation. Starting with the next battle, you earn 3D6 teef after each game.

(66666) Sewer Access

Rusty bars have crumbled away to reveal one of the few access points to the city's sewer system.

You may send one of your exploring gangers through the sewers and into the base of the rival gang you just fought against, where he steals any one non-vehicle item of your choice from that gang's roster.

(111111) Lone Grot Renegade

You get the jump on one of the infamous renegade gretchin as he is wandering around with no backup!

You can turn in the hard-boiled criminal for a bounty of 5D6 teef or make him join your gang (counting as a Veteran Gretchin with your choice of career and any two common weapons from any armoury).

(222222) Delicious Mushrooms

A large patch of edible mushrooms! Feeding your gang here can save you a pretty penny in the long run, and the fungus juice can even be used for buggy fuel!

From now on consider your gang as half its actual size when working out how much you earn from selling Loot.

(333333) Person In Distress

A well-dressed downtowner is being pushed around by some low-rank hoodlums. You chase them off, hoping for a generous reward.

The grateful downtowner invites you to visit his shop. Roll a D6 to determine who he is:

1-2: Mek, 3-4: Dok, 5: Haemonculus, 6: Mechanicus.

The next time any of your gangers visits the appropriate workshop, roll a D6. On a 1, the ungrateful sod gave you a fake address. Your ganger can still find a regular workshop of the same type, but there is no bonus. On a 2+, the address is real. For that visit, and for one visit per post-battle phase from now on, the service at that workshop is free of charge.

(444444) Control Room

An ancient facility overseeing some important function of the city. Oooh, what does this button do?

After you've had a few laughs playing with the life support and artificial gravity systems in rival gangs' territories, the city authorities take over your find, paying you a finder's fee of 2D6x10 teef.

(555555) Slaughtered Gang

An entire gang massacred in the streets is a grisly sight even in Nu Ork. Well, there's no sense in letting all their stuff go to waste...

You find D3 random items from the Major Swag table on [page 224](#), plus 5D6 teef from liquidating the deceased gang's lesser assets.

(666666) Archeotek Motherload

A freakin' huge pile of archeotek well concealed in an abandoned cellar.

You keep the location of the find hidden and only take one item at a time so as not to arouse suspicion. Starting with the next battle, you automatically get one random archeotek item after each game.

ARCHEOTEK

Archeotek items are ancient and powerful devices left behind by civilizations that inhabited Nu Ork in the distant past. Man-made artifacts from the so-called Dark Age of Technology are the most common, but relics of other civilizations can also be found, for example technology left behind by the ancient Eldar at the peak of their power and even artifacts dating back to the war between the Old Ones and the Necrontyr. Archeotek items are everything but standardized, so their profiles are generated randomly. When you find an item of Archeotek, first make a roll on the table to the right to determine what kind of item it is. If you roll a weapon, proceed to the appropriate table below or on the next page and follow the instructions there to generate a random weapon profile. If you roll a Wargear item turn to [page 223](#).

ARCHEOTEK ITEM (roll a D6)

- 1: Hand-to-hand weapon
- 2: Pistol
- 3: Basic weapon
- 3: Special weapon
- 4: Heavy weapon
- 5: Wargear item

ARCHEOTEK HAND-TO-HAND WEAPON

Roll once on each of the three charts below and apply the profile changes or special abilities to the weapon. All results are cumulative. New weapon special abilities are described on the next page. The base value of the weapon is 5 + the total sum rolled on the three dice.

1: Loses Draws 2: Wins Draws 3: Set Defense 4: Force Shield 5: Increase save modifier by -1 6: Fixed Strength 4	1: Two-handed 2: Parry 3: Unblockable 4: Phasing 5: Increase save modifier by -1 6: Increase strength by +1	1: Poisoned 2: Neural Shock 3: Skin Flayer 4: Increase Damage to D3 5: Increase save modifier by -1 6: Increase strength by +1
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Range	To Hit Modifier	Strength	Damage	Save Modifier	Special
Melee only	-	as user	1	-	-

ARCHEOTEK PISTOL

Roll once on each of the three charts below and apply the profile changes or special abilities to the weapon. All results are cumulative. New weapon special abilities are described on the next page. The base value of the weapon is 10 + the total sum rolled on the three dice.

1: Soul Seeking 2: Add +1 to hit at short range 3: Improve ammo roll to 4+ 4: Increase both ranges by +4" 5: Increase save modifier by -1 6: Increase strength by +1	1: Penetrator 2: One Sustained Fire Die 3: Phasing 4: Increase both ranges by +4" 5: Increase save modifier by -1 6: Increase strength by +1	1: Poisoned 2: Flaming (catch fire on 5+) 3: Skin Flayer 4: Increase Damage to D3 5: Increase save modifier by -1 6: Increase strength by +1
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Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-12	+1	-	3	1	-	6+	Close combat

ARCHEOTEK BASIC WEAPON

Roll once on each of the three charts below and apply the profile changes or special abilities to the weapon. All results are cumulative. New weapon special abilities are described on the next page.

The base value of the weapon is 10 + the total sum rolled on the three dice.

1: Soul Seeking 2: Add +1 to hit at short range 3: Improve ammo roll to 4+ 4: Increase both ranges by +4" 5: Increase save modifier by -1 6: Increase strength by +1	1: Penetrator 2: One Sustained Fire Die 3: Phasing 4: Increase both ranges by +4" 5: Increase save modifier by -1 6: Increase strength by +1	1: Poisoned 2: Flaming (catch fire on 5+) 3: Skin Flayer 4: Increase Damage to D3 5: Increase save modifier by -1 6: Increase strength by +1
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Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	+1	-	3	1	-	6+	-

ARCHEOTEK SPECIAL WEAPON

Roll once on each of the three charts below and apply the profile changes or special abilities to the weapon. All results are cumulative. New weapon special abilities are described on the next page.

The base value of the weapon is 20 + the total sum rolled on the three dice.

1: Soul Seeking 2: Add +1 to hit at short range 3: Improve ammo roll to 4+ 4: Increase both ranges by +4" 5: Increase save modifier by -1 6: Increase strength by +1	1: 3" Blast 2: One Sustained Fire Die 3: Penetrator 4: Increase both ranges by +4" 5: Increase save modifier by -1 6: Increase strength by +1	1: Poisoned 2: Flaming (catch fire on 4+) 3: Remove -1 to hit at long range 4: Increase Damage to D3 5: Increase save modifier by -1 6: Increase strength by +1
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Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	-	-1	4	1	-1	6+	-

ARCHEOTEK HEAVY WEAPON

Roll once on each of the three charts below and apply the profile changes or special abilities to the weapon. All results are cumulative. New weapon special abilities are described on the next page.

The base value of the weapon is 40 + the total sum rolled on the three dice.

1: Soul Seeking 2: Add +1 to hit at short range 3: Improve ammo roll to 4+ 4: Increase both ranges by +8" 5: Increase save modifier by -1 6: Increase strength by +1	1: 4" Blast 2: One Sustained Fire Die 3: Penetrator 4: Two Sustained Fire Dice 5: Increase save modifier by -1 6: Increase strength by +1	1: Poisoned 2: Flaming (catch fire on 4+) 3: Remove -1 to hit at short range 4: Increase Damage to D6 5: Increase save modifier by -1 6: Increase strength by +1
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Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-20	20-40	-1	-	5	D3	-2	6+	-

ARCHEOTEK WARGEAR

Random items of archeotek wargear are generated using the random swag tables on the next page. The main advantage of archeotek wargear is that it often combines several different functions in one compact item. To generate an archeotek item, roll once on the Epic Swag table, once on the Major Swag table and once on the Minor Swag table. The archeotek counts all ALL the three items you rolled. Its size and shape is similar to the largest swag item rolled and it incorporates the functions of the other two items by way of advanced technology.

No matter which Armouries the items rolled originally appear in, the combined item counts only as archeotek, so all users regardless of species suffer the non-proficiency penalty until they learn how to handle the item. Armour that is part of an archeotek item can only be worn by the species whose armoury the original item appears on.

Players are encouraged to come up with sensible explanations as to why and how an archeotek item functions the way it does, and to create appropriate conversions for the items if they wish to use them in battle.

The basic cost of an archeotek wargear item is the cost of the most expensive component plus half the cost of the other two components.

Example 1: A player rolls up a Kustom Mega Blasta, a Power Fist and Aspect Armour when generating archeotek. He figures that his discovery is a suit of battle armour left over from the ancient Eldar Empire. The armour also incorporates long-forgotten weapons that happen to have the same profile as a Mega Blasta and Power Fist.

Example 2: A player rolls up a Lascannon, Flip Belt and Pirate Hat. Quite a combination. Obviously the device is a large beam weapon, whose gravitic stabilizer is powerful enough to double as a flip belt, and oddly enough the weapon also incorporates a chemical injector that boosts the user's confidence.

ARCHEOTEK WEAPON ABILITIES

Phasing: If you roll a 6 to wound with this weapon then there is no armour save allowed against the wound.

Neural Shock: This weapon always wounds living models on a roll of 4+ regardless of toughness.

Force Shield: The wielder of this weapon improves his armour save by 1 point against melee attacks.

Skin Flayer: If a hit from this weapon fails to wound by exactly one point (rolling a 3 when needing a 4+, for example) the target must make an armour save anyway. If it fails, the target suffers an automatic flesh wound.

Soul Seeking: This weapon ignores all negative modifiers to hit due to cover (including camouflage, stealth suits...)

Penetrator: If you hit the original target the shot continues on through the target in a straight line up to the maximum range of the weapon. Any model on that line must pass an Initiative check to dodge or be hit by the weapon as well.

RANDOM SWAG

The following tables are used to generate random items that your gangers sometimes find (or invent!) on their adventures. When you are instructed to generate a Minor, Major or Epic swag item, roll two D6. The first result determines which sub-table to use, the second result determines the specific item found or invented.

MINOR SWAG

1	D6	Item Found
	1	Aimin' Gubbinz
	2	Gitfinda
	3	'Eavy Armour
	4	Skorcha Stikkbombz
	5	Buzzsaw Catapult
	6	Zzap Pistol

2	D6	Item Found
	1	Tripod
	2	Grav Chute
	3	Digital Weapons
	4	Refractor Field
	5	Servo-Skull
	6	Servo-Arm

3	D6	Item Found
	1	Range Finder
	2	Plasma Grenades
	3	Mandiblasters
	4	Lasblaster
	5	Banshee Mask
	6	Flip Belt

4	D6	Item Found
	1	Venom Blade
	2	Splinter Pistol
	3	Kabalite Armour
	4	Splinter Rifle
	5	Scissorhand
	6	Shardnet

5	D6	Item Found
	1	Pulse Pistol
	2	Burst Pistol
	3	Blacksun Filter
	4	Bladed Staff
	5	Machette
	6	Dart Pistol

6	D6	Item Found
	1	Gatling Pistol
	2	Beard Armour
	3	Metal Detector
	4	Staff of Office
	5	Voidblade
	6	Archeotek!

MAJOR SWAG

1	D6	Item Found
	1	Stikkbomb Chucka
	2	Rokk Guitar
	3	Snazzgun
	4	Pulsa Beam Kannon
	5	Power Klaw
	6	Rokkit Pack

2	D6	Item Found
	1	Power Sword
	2	Power Fist
	3	Storm Bolter
	4	Grenade launcher
	5	Plasma Gun
	6	Meltagun

3	D6	Item Found
	1	Eldar Power Sword
	2	Eldar Long Rifle
	3	Aspect Armour
	4	Exarch Armour
	5	Psychic Harmonizer
	6	Warp Jump Generator

4	D6	Item Found
	1	Shard Carbine
	2	Haywire Grenades
	3	Stinger Pistol
	4	Terror Gas Grenade
	5	Agoniser
	6	Haywire Blaster

5	D6	Item Found
	1	Markerlight
	2	Instructional Videos
	3	EMP Grenades
	4	Photon Grenades
	5	Harpoon Gun
	6	Web Grenades

6	D6	Item Found
	1	Las-cutter
	2	Instant Minefield
	3	Power Hammer
	4	Gauss Blaster
	5	Particle Beamer
	6	Archeotek!

EPIC SWAG

1	D6	Item Found
	1	Rokkit Launcha
	2	Deffgun
	3	Mega Armour
	4	Kustom Force Field
	5	Kustom Mega Blasta
	6	Archeotek!

2	D6	Item Found
	1	Power Armour
	2	Multilaser
	3	Autocannon
	4	Plasma Cannon
	5	Lascannon
	6	Archeotek!

3	D6	Item Found
	1	Eldar Wing Pack
	2	Shuriken Cannon
	3	Death Spinner
	4	Reaper Launcher
	5	Bright Lance
	6	Archeotek!

4	D6	Item Found
	1	Splinter Cannon
	2	Stinger Rifle
	3	Hellion Skyboard
	4	Shadow Field
	5	Liquifier Gun
	6	Archeotek!

5	D6	Item Found
	1	Burst Cannon
	2	Plasma Rifle
	3	XV-15 Stealth Suit
	4	Web Gun
	5	Kroot Cannon
	6	Archeotek!

6	D6	Item Found
	1	Conversion Beamer
	2	Organ Gun
	3	Gauss Cannon
	4	Particle Shredder
	5	Tesla Cannon
	6	Archeotek!

GOING DOWNTOWN

Downtown Nu Ork is the liveliest and most civilized area of the city, located dead in its centre, surrounding the tall command towers where orky warlords decide where Nu Ork will sail and which planet it will invade and loot next. The city centre is absolutely bustling with activity, with all sorts of creatures and artifacts for sale and with many services being offered. All for a price, of course. It would be impossible to list all the workshops, stores, services and offices that one might want to visit in downtown Nu Ork, so this section only covers the ones most commonly frequented by the gangs that prowl the outskirts of the city (i.e. the ones you play!)

Each ganger going downtown can pick **one** location to visit. This can be one of the Armouries, the Menagerie, the Employment Agency, the Motorpool, or one of the workshops, temples or other locations listed in this section.

SHOPPING AT THE ARMOURIES

A ganger who visits one of the Armouries can purchase new items for your gang from the many merchants whose shops and stalls line the streets of downtown Nu Ork. In addition to the common items available to you during gang creation a ganger shopping in the post-battle phase also has a chance to obtain one or more rare items.

When shopping for an existing gang during the post-battle sequence, each ganger who goes shopping may only buy items from his own species' Armoury. An Ork can't be sent shopping from the Eldar armoury, for example (he'd never live it down if one of his mates spotted him there!) The only exception to this is your gang leader. If you send him shopping (well, technically he sends himself) he can go to any one Armoury of your choice. He commands enough respect to not be ridiculed (openly) for buying foreign equipment. However, he must pay a 1D6 teef surcharge for each item he buys from a foreign Armoury as vendors are reluctant to hand over their lovingly crafted items to ignorant aliens who will probably break them.

Note that carrying capacity limits for gangers do not apply when shopping. A ganger can bring any amount of new purchases back to the gang's hideout (assume that the vendors have helper grots that help carry the swag). This means that you only need to send one ganger to obtain all the new provisions you need from a single Armoury.

BUYING COMMON ITEMS

A ganger can buy any common items from the Armoury he is shopping from freely for their listed cost in teef.

BUYING RARE ITEMS

Rare items are hard to find (hence the name) and might not always be available. Each rare item has a Rarity value. If you want to buy that item, you must roll to see if the ganger shopping in that Armoury can procure the desired item. Roll 2D6 and if you equal or beat the Rarity value of an item, you may buy one. If you want a different item or another identical item, you must roll again. A ganger can keep looking for rare items until he fails a roll – he wastes all his remaining time unsuccessfully trying to track down the desired item.

Rare items also have a random surcharge (one or more D6) that is added to their fixed cost when buying the item. You determine this surcharge before committing to buy the item. It represents the extra 'persuasion' needed to make the seller part with his rare wares and is not part of the item's value. When calculating an item's base value (when determining your gang rating or when selling an item, for example) the surcharge is ignored and only the fixed cost is used.

ORK ARMOURY

COMMON ITEMS

HAND-TO-HAND	COST
Knife (generic)	free
Big Choppa	15
Chain / Flail (generic)	10
Choppa	10
Heavy Chain / Heavy Flail (generic)	10
Ironfist	15
Riot Shield (generic)	25
Spear	5
'Uge Choppa	25
PISTOLS	
Six Shoota	10
Slugga	10
BASIC WEAPONS	
Blowpipe	5
Blunderbuss	20
Crossbow	5
Grot Blasta	1
Hand Kannon	20
Shoota	15
SPECIAL WEAPONS	
Skorcha	50
Snazzgun	60
Stikkbomb Chukka	70
HEAVY WEAPONS	
Big Shoota	120
Grotzooka	120
Rokkit Launcha	140
GRENADES AND SPECIAL AMMO	
Frag Stikkbombz (generic)	25
Krak Stikkbombz (generic)	40
Frag Rokkit (each)	10
Krak Rokkit (each)	15
ARMOUR	
Flakka armour	15
'Eavy armour	50
GUNSIGHTS	
Aimin' Gubbinz	10
Targeta	15
WARGEAR	
Boarding Hooks	20
Clip Harness (generic)	10
Hair Squig	5
Mender Squig	70
Plethora of Dakka	½ gun's value
Respirator (generic)	20
Steel-toe Boots	15

RARE ITEMS

HAND-TO-HAND	Rarity	COST
Chain-choppa	7	10+2D6
Big Chain-choppa	7	15+2D6
'Uge Chain-choppa	8	20+3D6
Grabba Stikk	7	15+3D6
Grot Prod	7	20+4D6
Power Klaw	9	80+4D6
PISTOLS		
Bolas Gun	8	20+4D6
Mini Skorcha	6	15+2D6
Rokkit Pistol	8	20+3D6
Zzap Pistol	8	40+3D6
SPECIAL WEAPONS		
Buzzsaw Catapult	8	50+4D6
Traktor Beam	8	30+3D6
HEAVY WEAPONS		
Deffgun	8	120+4D6
Kustom Mega Blasta	9	150+6D6
Pulsa Beam Kannon	8	90+4D6
Splatta Gun	8	140+6D6
GRENADES AND SPECIAL AMMO		
Buzzer Stikkbombz	8	40+5D6
Flash Bang Stikkbombz	6	35+4D6
Skorcha Stikkbombz	8	30+4D6
Smoke Stikkbombz (generic)	6	20+3D6
Stink Gas Stikkbombz	7	30+3D6
ARMOUR		
Blue Tattoos	8	40+3D6
Mega Armour	10	200+6D6
GUNSIGHTS		
Gitfinda	8	35+3D6
Sniper Squig	8	30+2D6
WARGEAR		
Bosspole	8	50+5D6
Copper Wires	8	20+2D6
Fungus Juice	8	40+3D6
Grapnel (generic)	7	30+4D6
Growler Squig	8	10+2D6
Gold Teef	8	20+4D6
Infra-Red Goggles (generic)	8	30+3D6
Iron Gob	9	20+2D6
Kustom Force Field	11	200+6D6
Lookout Squig	9	25+3D6
Lucky Charm	8	20+2D6
Mek's Tools	10	40+6D6
Photo Visor (generic)	7	25+2D6
Pirate Hat	10	10+4D6
Rokk Guitar	8	80+4D6
Rokkit Pack	9	70+3D6

HUMAN ARMOURY

COMMON ITEMS

HAND-TO-HAND WEAPONS	COST
Knife (generic)	free
Chain	10
Chainsword	25
Great Weapon	15
Hand Weapon	10
Riot Shield	25
Sword	15
PISTOLS	
Autopistol	15
Bolt Pistol	25
Hand Flamer	20
Laspistol	15
Stub Gun	10
BASIC WEAPONS	
Autogun	20
Boltgun	35
Hunting Rifle	25
Lasgun	30
Shotgun	20
SPECIAL WEAPONS	
Flamer	40
Grenade Launcher	80
Storm Bolter	80
HEAVY WEAPONS	
Autocannon	260
Heavy Bolter	180
Heavy Stubber	120
Missile Launcher	185
Mortar	120
GRENADES AND MISSILES	
Frag Grenades (generic)	25
Krak Grenades (generic)	40
Frag Missile (each)	10
Krak Missile (each)	15
ARMOUR	
Carapace Armour	60
Combat Vest	10
Flak armour	15
GUNSIGHTS	
Motion Sensor	30
Telescopic Sight	30
WARGEAR	
Chem Inhaler	30
Clip Harness (generic)	10
Medi-pack	60
Respirator (generic)	20
Water Flask	10
Tripod (generic)	30
Photo Visor (generic)	40

RARE ITEMS

HAND-TO-HAND WEAPONS	Rarity	COST
Power Axe	7	35+3D6
Power Fist	8	85+3D6
Power Maul	8	35+3D6
Power Sword	7	40+3D6
PISTOLS		
Plasma Pistol	7	25+3D6
SPECIAL WEAPONS		
Meltagun	8	90+4D6
Plasma Gun	9	60+3D6
HEAVY WEAPONS		
Lascannon	9	280+6D6
Multilaser	8	240+6D6
Multimelta	10	200+5D6
Plasma Cannon	11	220+6D6
GRENADES		
Choke Gas Grenade	8	15+3D6
Empyrean Brain Mines	9	40+3D6
Flash Bang Grenade (generic)	7	20+3D6
Psyk-Out Grenades	9	30+3D6
Rad Grenades	8	40+4D6
Smoke Bomb (generic)	6	10+3D6
Stasis Grenades	10	40+5D6
ARMOUR		
Power Armour	11	150+6D6
GUNSIGHTS		
Laser Sight	6	40+3D6
Mono Sight	8	40+3D6
WARGEAR		
Auspex	8	50+3D6
Bio-Booster	8	50+4D6
Blessed Ammo	9	½ gun
Commissar Hat	9	30+4D6
Digital Weapons	9	30+3D6
Grav Chute	9	40+4D6
Grapnel (generic)	7	30+4D6
Infra-Red Goggles (generic)	8	30+3D6
Psychic Hood	9	40+4D6
Purity Seals	9	30+4D6
Psyoculum	9	30+3D6
Refractor Field	9	30+6D6
Sacred Relic	10	40+3D6
Servo-Arm	10	40+5D6
Signum	9	40+4D6
Vox Caster	8	30+3D6
Water Flask	6	10+2D6
Psyber-Eagle	10	40+4D6
Cherubim	9	20+3D6
Servo-Skull	9	30+4D6
Combat Servitor	8	30+3D6

CRAFTWORLD ELДАР ARMOURY

COMMON ITEMS

HAND-TO-HAND	COST
Knife (generic)	free
Eldar Chainsword	30
Eldar Sword (generic)	20
PISTOLS	
Shuriken Pistol	25
BASIC WEAPONS	
Lasblaster	40
Shuriken Catapult	35
SPECIAL WEAPONS	
Eldar Flamer	45
Fusion Gun	45
Sunrifle	60
HEAVY WEAPONS	
Scatter Laser	190
Shuriken Cannon	160
GRENADES	
Plasma Grenade	40
Haywire Grenade	45
ARMOUR	
Aspect Armour	80
Mesh Armour	35
GUNSIGHTS	
Range Finder	30
Telescopic Sight	30
Wraithscope	45
WARGEAR	
Clip Harness (generic)	10
Flip Belt	35
Psychic Harmonizer	80
Respirator (generic)	20

RARE ITEMS

HAND-TO-HAND	Rarity	COST
Diresword	8	60+5D6
Eldar Power Sword (generic)	7	45+4D6
Executioner	8	45+5D6
Witchblade	8	60+4D6
PISTOLS		
Fusion Pistol	7	40+3D6
Triskele	10	50+4D6
BASIC WEAPONS		
Dire Catapult	6	50+2D6
Eldar Long Rifle	7	60+3D6
SPECIAL WEAPONS		
Death Spinner	11	200+8D6
Dragon's Breath Flamer	9	60+4D6
Firepike	9	60+3D6
HEAVY WEAPONS		
Bright Lance	9	260+8D6
Reaper Launcher	10	250+9D6
Wraithcannon	12	300+9D6
GRENADES		
Hallucinogen Gas Grenade	9	30+3D6
ARMOUR		
Exarch Armour	8	100+8D6
Holo-suit	10	50+4D6
Rune Armour	9	120+8D6
GUNSIGHTS		
Crystal Targeting Matrix	9	50+4D6
WARGEAR		
Banshee Mask	10	30+4D6
Eldar Wing Pack	10	120+4D6
Ghosthelm	9	20+4D6
Grapnel (generic)	7	30+4D6
Infra-Red Goggles (generic)	8	30+3D6
Mandiblasters	8	30+4D6
Photo Visor (generic)	7	25+2D6
Runes of Warding	9	60+6D6
Shimmershield	10	40+6D6
Spirit Stones	10	30+2D6
Warp Jump Generator	11	90+4D6
Wraith Flute	10	40+5D6

Tech Aptitude: A Dark Eldar ganger only requires 3 battles instead of the usual 5 to learn how to use any item from the Craftworld Eldar armoury without penalty, and vice versa.

DARK ELДАР ARMOURY

COMMON ITEMS

HAND-TO-HAND	COST
Knife (generic)	free
Eldar Sword (generic)	20
Hydra Gauntlets (Pair)	15
Impaler	20
Venom Blade	25
PISTOLS	
Splinter Pistol	25
BASIC WEAPONS	
Shard Carbine	45
Splinter Rifle	35
SPECIAL WEAPONS	
Blaster	70
Shredder	100
HEAVY WEAPONS	
Splinter Cannon	170
GRENADES	
Haywire Grenade	45
Plasma Grenade	40
ARMOUR	
Kabalite Armour	25
Wych Suit	10
WARGEAR	
Armour Blades	10
Clip Harness (generic)	10
Flip Belt	35
Psychic Harmonizer	80
Respirator (generic)	20
Torture Implements	100

RARE ITEMS

HAND-TO-HAND	Rarity	COST
Agoniser	8	60+4D6
Eldar Power Sword (generic)	7	45+4D6
Klaive	9	50+4D6
Razorflail	8	60+5D6
Scissorhand	8	30+2D6
Shardnet	9	30+3D6
PISTOLS		
Blast Pistol	8	35+3D6
Stinger Pistol	9	40+3D6
BASIC WEAPONS		
Stinger Rifle	10	80+5D6
SPECIAL WEAPONS		
Haywire Blaster	9	50+4D6
Liquifier Gun	10	80+3D6
HEAVY WEAPONS		
Dark Lance	9	260+8D6
GRENADES		
Terror Gas Grenade	9	50+3D6
ARMOUR		
Ghostplate Armour	8	75+6D6
Holo-suit	10	50+4D6
Incubi Warsuit	8	100+8D6
SPECIAL TOXINS		
Glass Plague Virus	12	50+6D6
Psibane Poison	10	40+6D6
WARGEAR		
Clone Field	9	50+6D6
Combat Drugs	8	70+6D6
Grapnel (generic)	7	30+4D6
Hellion Skyboard	9	100+4D6
Infra-Red Goggles (generic)	8	30+3D6
Photo Visor (generic)	7	25+2D6
Shadow Field	10	100+8D6

Tech Aptitude: A Craftworld Eldar ganger only requires 3 battles instead of the usual 5 to learn how to use any item from the Dark Eldar armoury without penalty, and vice versa.

TAU ARMOURY

COMMON ITEMS

HAND-TO-HAND	COST
Buckler	10
Knife (generic)	free
PISTOLS	
Burst Pistol	25
Pulse Pistol	25
Tau Hand Flamer	30
BASIC WEAPONS	
Pulse Carbine	40
Pulse Rifle	35
SPECIAL WEAPONS	
Tau Flamer	45
HEAVY WEAPONS	
Burst Cannon	140
Plasma Rifle	180
ARMOUR	
Tau Scout Armour	35
Tau Combat Armour	75
WARGEAR	
Auto-surgeon	100
Blacksun Filter	30
Clip Harness (generic)	10
Emergency Sushi	30
Failsafe Detonator	50
Propaganda Posters	50
Respirator (generic)	20

RARE ITEMS

	Rarity	COST
PISTOLS		
Rail Pistol	8	40+3D6
BASIC WEAPONS		
Rail Rifle		60+3D6
SPECIAL WEAPONS		
Neutron Blaster		80+5D6
Fusion Blaster		70+5D6
HEAVY WEAPONS		
Airbursting Fragmentation Projector		80+4D6
GRENADES		
Photon Grenade	8	30+3D6
EMP Grenade	9	40+3D6
Smoke Bomb (generic)	6	10+3D6
ARMOUR		
Iridium Carapace	8	90+5D6
XV-15 Stealth Suit	8	100+6D6
GUNSIGHTS		
Markerlight	7	40+4D6
Multi-tracker	8	30+4D6
Target Lock	8	30+3D6
WARGEAR		
Bonding Knife	9	40+6D6
Drone Controller*	8	30+2D6
Friendship Helmet	10	50+4D6
Freshly Ground Ethereal	10	50+6D6
Instructional Videos	7	50+3D6
Shield Generator	9	35+5D6
Tau Jet Pack	9	100+4D6
T.U.N.A.		20+2D6
DRONES		
Fire Drone	7*	30+3D6
Gun Drone	7*	30+2D6
Marker Drone	8*	30+3D6
Relay Drone	8*	30+3D6
Sniper Drone	8*	50+4D6
Shield Drone	8*	50+4D6

* **Looking for Drones:** When a ganger buys a new Drone Controller he may also purchase up to two drones of any type without having to make rarity tests for them. Buying drones at a later time requires a rarity test, as normal.

KROOT ARMOURY

COMMON ITEMS

HAND-TO-HAND	COST
Knife (generic)	free
Bladed Staff	30
Machette	30
Telescopic Hook	15
PISTOLS	
Dart Pistol	25
Kroot Pistol	30
BASIC WEAPONS	
Kroot Combat Rifle	50
Kroot Hunting Rifle	35
SPECIAL WEAPONS	
Harpoon Gun	45
GRENADES	
Bag of Caltrops	20
Frag Grenades (generic)	25
ARMOUR	
Hardened Leathers	15
Light Carapace	35
WARGEAR	
Camo Paint	30
Emergency Meat	40

RARE ITEMS

PISTOLS	Rarity	COST
Web Pistol	9	50+5D6
SPECIAL WEAPONS		
Web Gun	10	90+6D6
HEAVY WEAPONS		
Kroot Cannon	8	240+6D6
GRENADES		
Flash Bang Grenade (generic)	8	20+3D6
Sleep Gas Grenade	9	30+3D6
Smoke Bomb (generic)	7	10+3D6
Web Grenade	9	40+4D6
WARGEAR		
Casting Bones	9	30+2D6
Hunter Totem	8	30+3D6
Mystic Warpaint	8	20+4D6
Surefoot Charm	8	25+2D6

SQUAT ARMOURY

COMMON ITEMS

HAND-TO-HAND	COST
Combat Pick	20
PISTOLS	
Gatling Pistol	20
SPECIAL WEAPONS	
Heat Gun	80
ARMOUR	
Ancestral Plate	80
WARGEAR	
Beard Armour	15
Elevator Shoes	15
Helmet Lamp	10

RARE ITEMS

HAND-TO-HAND	Rarity	COST
Las-cutter	8	50+3D6
Power Hammer	9	70+4D6
Rock Drill	8	80+6D6
HEAVY WEAPONS		
Conversion Beamer	9	140+5D6
Organ Gun	8	180+6D6
GRENADES		
Instant Minefield	8	40+2D6
Melta Bombs	9	60+3D6
ARMOUR		
Squat Exo-armour	8	150+7D6
WARGEAR		
Conversion Field Generator	9	70+5D6
Displacer Field Generator	8	40+3D6
Metal Detector	7	20+2D6
Power Field Generator	7	50+4D6
Special Brew	7	30+2D6
Viking Helmet	7	20+2D6

NECRON ARMOURY

COMMON ITEMS

HAND-TO-HAND WEAPONS	COST
Hyperphase Sword	50
Staff of Office	10
Voidblade	25
Warscythe	70
PISTOLS	
Particle Caster	45
BASIC WEAPONS	
Gauss Flayer	40
Synaptic Disintegrator	50
Tesla Carbine	40
SPECIAL WEAPONS	
Particle Beamer	70
HEAVY WEAPONS	
Gauss Cannon	120
Particle Shredder	140
Tesla Cannon	160
WARGEAR	
Chronometron	40
Seismic Crucible	30
Shadowloom	60
Solar Pulse	40

RARE ITEMS

HAND-TO-HAND WEAPONS	Rarity	COST
Dispersion Shield	7	30+2D6
Rod of Covenant	7	60+4D6
PISTOLS		
Gauntlet of Fire	7	35+2D6
BASIC WEAPONS		
Gauss Blaster	7	40+3D6
Staff of Light	7	40+3D6
SPECIAL WEAPONS		
Transdimensional Beamer	9	80+6D6
WARGEAR		
Gloom Prism	8	40+3D6
Nightmare Shroud	8	30+3D6
Phase Shifter	9	40+3D6
Phylactery	8	20+3D6
Resurrection Orb	9	60+3D6
Veil of Darkness	9	60+3D6

CHAOS ARMOURY

COMMON ITEMS

HAND-TO-HAND WEAPONS	COST
Axe of Khorne	30
Plague Sword	25
SPECIAL WEAPONS	
Sonic Blaster	45
ARMOUR	
Chaos Armour	100
WARGEAR	
Chaos Icon	50
Inferno Bolts	25
Nurgling in a Jar	40
Pile of Skulls	20
Raptor Mask	60
Spiky Bits	40

RARE ITEMS

HAND-TO-HAND WEAPONS	Rarity	COST
Daemon Weapon	9	50+4D6
SPECIAL WEAPONS		
Kai Gun	8	60+3D6
GRENADES		
Blight Grenades	7	40+3D6
Inferno Grenade	9	30+2D6
Musk Grenade	6	20+2D6
Rage Gas Grenade	8	40+3D6
ARMOUR		
Daemon Armour	9	100+4D6
WARGEAR		
Banner of Rage	8	70+5D6
Blasted Standard	9	40+3D6
Chains of Binding	8	20+3D6
Collar of Khorne	8	40+3D6
Elixir of Essence	10	100+5D6
Plague Banner	7	40+4D6
Rapturous Standard	8	35+3D6
Summoning Kit	6	40+3D6

MENAGERIE

This is the place where gangers can buy all the various creatures detailed in the 'Warbeasts and Mounts' section of the rules. Only gangers who have access to Riding skills may shop at the Menagerie, because they are the only ones familiar enough with the animals to tell which ones are healthy and properly trained, and breeders would probably also be reluctant to sell their precious babies to someone who does not look like he can handle them.

Beasts are separated into Common and Rare beasts, just like Armoury items. A ganger can buy common beasts freely but if he wishes to buy a rare beast he must pass a Rarity check. As soon as a ganger fails a rarity roll, his beast-shopping is over until after the next battle.

Unlike rare items, each successful rarity roll allows you to buy any number of beasts of the same kind, as breeders and trainers tend to work on a whole litter or pack of animals simultaneously. The random surcharge only applies to the first beast bought. If you choose to buy additional beasts of the same kind you only have to pay their fixed base cost.

Note that while it is possible for any ganger with access to the Riding skill type to buy any type of beast and bring it to the gang's hideout, only gangers of specific species and careers can command some types of beast on the battlefield, as detailed in the 'Warbeasts and Mounts' section. If you do not have the appropriate ganger to use a certain beast, the beast must be kept under lock in the gang's hideout and cannot be used in battles until you hire a ganger capable of training it.

COMMON HUNTING BEASTS

Squighound	40
Warhound	50
Kroothound	50

RARE HUNTING BEASTS

Cyber-Mastiff	8	55+4D6
Felid	7	35+4D6
Khymera	7	55+3D6

COMMON RIDING BEASTS

Boar	55
Giant Spider	50
Hopping Squig	45
Warhorse	40

RARE RIDING BEASTS

Cyboar	8	65+4D6
Knarloc	8	60+4D6
Raptor	7	60+4D6
Thunderwolf	8	55+3D6

COMMON BATTLE BEASTS

Giant Squig	120
Krootox	150
Ogryn	140

RARE BATTLE BEASTS

Chaos Spawn	9	100+4D6
Grotesque	8	140+6D6
Wraithguard	10	200+5D6

EMPLOYMENT AGENCY

The Employment Agency is a grandiose name for what is actually little more than a large tavern where people hang out to find new employers or new employees. Those wishing to get hired mostly hang around the bar and wait for prospecting employers to offer them a drink – they say getting drunk on squig brew with someone is the best way of getting to know them short of engaging in a fistfight (although there is no shortage of those at the Employment Agency, either).

If you want to hire new gang members you must send one of your existing gangers to the Employment Agency.

GANGER RARITY

The ganger must make a rarity check for every new fighter you want to recruit into your gang. The check is taken in the same way as for Rare items, by rolling equal or under the fighter's Rarity value on 2D6. A ganger's rarity depends on his species and ability level. If the rarity roll is successful you may hire the new fighter and then look for another if you wish. If you fail the roll then your ganger wastes all his time in a fruitless search and cannot hire any additional fighters in this post-battle sequence.

	Recruit Rarity	Regular Rarity	Veteran Rarity
Ork	3	4	6
Gretchin	3	4	6
Human	3	4	6
Squat	3	4	6
Craftworld Eldar	4	5	7
Dark Eldar	4	5	7
Tau	3	4	6
Kroot	3	4	6
Mutant	4	5	6
Ratling	4	5	6
Necron	5	6	7
Space Marine	5	6	7
Chaos Space Marine	5	6	7

Most gangers may only seek out new members of their own species. The only ganger who can hire new fighters of a different species than his own is the gang leader, but the same cross-species surcharge applies as when creating a new gang. There are a few exceptions: Orks may hire Gretchin, Humans may hire Mutants, Ratlings and Squats and anyone can hire Kroot. The cost of hiring a new ganger is the same as when you are creating a new gang and you may pick any career for your ganger except Leader careers.

A newly hired gang member cannot participate in the current post-battle sequence, so you may not hire someone and immediately have him help with shopping, for example. New gangers can bring some of their own equipment. This can be up to five common items of your choice that the ganger can use without a non-proficiency penalty. Of course these items must be paid for separately.

THE MOTORPOOL

BUYING VEHICLES WHEN CREATING A GANG

You can buy any vehicle(s) you can afford when creating a new gang, providing you have the Technicians required. Each Technician allows you to include any number of vehicles with a combined transport capacity of 6 models or less. Several Technicians can all pool their “allowance” in order to maintain a larger vehicle. For example, having two Technicians allows you to have vehicles with a combined total of 12 transport spaces, for example one Large Transport (which has a transport capacity of 10) plus two single-seat vehicles or one two-seater. Use the chart below to determine to cost of a vehicle based on its Type, Size and Motive Mode.

BUYING VEHICLES FOR AN EXISTING GANG

If you want to add a new vehicle to your gang you must send a Technician or your Leader to the Motorpool in the post-battle phase. Of course this is only possible if the ganger did not go out of action during the last game. One ganger can buy any number of vehicles (the dealers have helper grots that can deliver them to the gang’s base) but of course you have to observe the limit on the maximum number of vehicles in your gang based on how many Technicians you have.

Vehicle Size

		One-man	Two-man	Small Transport	Large Transport			
Bike	Wheeled	45	Wheeled	55	N/A			
	Tracked	60	Tracked	70				
	Walker	60	Walker	70				
	Skimmer	90	Skimmer	100				
Light	Wheeled	60	Wheeled	70	Wheeled	120	Wheeled	170
	Tracked	70	Tracked	80	Tracked	130	Tracked	170
	Walker	70	Walker	80	Walker	130	Walker	170
	Skimmer	100	Skimmer	110	Skimmer	150	Skimmer	200
Medium	Wheeled	100	Wheeled	115	Wheeled	160	Wheeled	230
	Tracked	150	Tracked	160	Tracked	200	Tracked	250
	Walker	150	Walker	160	Walker	200	Walker	250
	Skimmer	170	Skimmer	180	Skimmer	220	Skimmer	280
Heavy	Wheeled	180	Wheeled	200	Wheeled	230	Wheeled	300
	Tracked	190	Tracked	210	Tracked	240	Tracked	280
	Walker	190	Walker	210	Walker	240	Walker	300
	Skimmer	210	Skimmer	230	Skimmer	270	Skimmer	350

All details on how the different vehicle types, sized and motive modes affect its performance can be found in the vehicle section of the rules, starting on [page 33](#).

LOSING TECHNICIANS

If you end up with insufficient Technicians to maintain all your vehicles for any reason (if they die or get turned into Grotesques, for example), you cannot buy any additional vehicles. The vehicles you already own can still be used, but all vehicles you field must take a Breakdown test (see [page 74](#)) at the start of each battle immediately after deployment. A vehicle that fails its test becomes crippled.

BUYING UPGRADES

Like vehicles, upgrades can be bought by a Technician or gang leader at the Motorpool in the post-battle phase. When you are creating a new gang, you can only buy common upgrades. Rare upgrades, like other rare items, can only be bought during the post-battle phase and require the ganger to pass a rarity check. If a ganger fails a rarity check he cannot look for any other upgrades in that post-battle phase.

COMMON VEHICLE UPGRADES

Airbags	15
Armoured Cabin	25
Boarding Plank	20
Dozer Blade	30
Fuzzy Dice	20
Rear-view Mirror	20
Reinforced Ram	50
Roll Cage	40
Scythes	25
Searchlight	30
Sidecar	10
Thrusters (bike or light vehicle)	20
Thrusters (medium or heavy vehicle)	50
Tow Hook & Trailer	80
Weapon Mount	20

RARE VEHICLE UPGRADES

Aethersail (Dark Eldar only)	8	20+2D6
Disruption Pod (Tau only)	8	25+3D6
Electrified Hull	8	40+3D6
Grabbin' Klaw	8	50+4D6
Holofield (Craftworld Eldar only)	9	80+5D6
Jump Jets	7	30+3D6
Living Metal (Necrons only)	9	50+5D6
Machine Spirit	9	60+5D6
Mine Layer	9	90+6D6
Night Shield (Dark Eldar only)	9	70+5D6
Oil Slick	7	40+4D6
Quantum Shielding (Necrons only)	9	30+3D6
Smoke Screen	7	30+3D6
Wrecking Ball	6	40+3D6

INSTALLING UPGRADES

Upgrades can be installed by your own Technicians as described on [page 145](#). Alternatively, you can have them installed by the Meks at the Motorpool for a small additional fee, either at the time of purchase or during a later post-battle phase. Installing an upgrade costs 10% of its base cost (discounting the random surcharge in the case of rare upgrades) plus 2D6 teef. For example, installing an Electrified Hull, which has a base cost of 40 teef, will set you back 4+2D6 teef. There is no chance of failure here, as the Meks are quite experienced with blinging out all sorts of vehicles, but those upgrades marked as specific to one species cannot be installed at the Motorpool, instead they must be installed by your gang's Technicians.

MEK'S WORKSHOP

Your ganger can take a single weapon to a Mek for kustomizin' or two weapons for kombnin' or you can take a vehicle for fixin' permanent damage or installing an upgrade. Select the weapon(s) or vehicle to be taken to the Mek and then roll a D6 on the table to the right to see how the Mek copes with the task.

Note that you can take any weapon or vehicle to a Mek, even those not in the Ork armoury. Mekboys relish the chance to tinker with unknown technology and they're not *too* bad at it – but there is a -1 penalty to the roll on the outcome table when working on non-Orky gear.

OUTCOME TABLE

D6	Result
1	We Adda Bitta Trubble. The job has been well and truly bodged. See the Bodged Job section. The Mek still demands 2D6 teef as payment, however.
2	While We Wuz at It... The Mek has found some "essential" repair which he has completed without bothering to inform you. He demands 2D6 teef for his work, but there is no noticeable effect on your equipment.
3	Can't Get Da Parts. Whatever his excuse, the Mek has done nothing with your job. You get your equipment back unchanged.
4+	Job's a Good 'Un. Hurrrah! The Mek has somehow succeeded at his task. He presents you with a bill for 10+2D6 teef for his work. Refer to the appropriate Job's a Good 'Un section, below.

Bodged Job

The Mekboy has bodged the job completely. It's a mess, held together with spit and string. However, the Mekboy is far too proud to admit his mistake (no matter how hard you punch him). For now all you need to know is that the vehicle or weapon is bodged. You don't get to find out the extent of the damage until you actually use the vehicle/weapon in a game.

In the next game in which the vehicle/weapon is used roll on the relevant Bodge table either immediately before you first move the vehicle or just before shooting the weapon. You never get to find out what horror has been committed until you actually shoot the weapon or attempt to drive the vehicle in combat. Once you have fielded the vehicle or weapon in a game the bodge is automatically sorted out by the Mek, leaving only an incurable rattle as an ever-present reminder that the vehicle or weapon was ever bodged.

BODGED WEAPON TABLE

D6	Result
1	Just Don't Ask. Click... click... click... nothing happens. Not a squig sausage.
2	Bits Left Out. The weapon shoots once as normal then falls to bits in your warrior's hand.
3	Sights Bodged. Both ranges are reduced by half.
4	Aim Bodged. You must subtract -1 from all dice rolls to hit.
5	Rapid Fire Mechanism Bodged. If the weapon could auto fire, it cannot do so anymore! If it can't auto fire anyway then it will automatically blast all its ammo in one burst... so you must make an Ammo roll each time you shoot.
6	Ammo Feed Bodged. Any Ammo rolls taken are automatically failed.

BODGED VEHICLE TABLE

D6	Result
1	Thrusters Bodged. The vehicle suffers a -1 penalty on all Thrust rolls.
2	Controls Bodged. Each time you attempt to turn the vehicle during basic movement you must take a Leadership test. If you fail the vehicle travels onwards D6" and then stops. Turning under thrusters is not affected.
3	Engine Bodged. The vehicle's maximum speed is reduced by one category. If already slow, its movement is reduced to 2".
4	Gears Bodged. Roll a D6 every turn before the vehicle moves. On the roll of 1 the gear box drops out immobilising your vehicle for the rest of the game.
5	Fuel Injector Bodged. If you fail a Thrust test on a roll of 1 then the fuel lines have blocked and your thrusters are useless for the rest of the battle.
6	Brakes Bodged. Unless the vehicle is immobilised it must move the maximum distance at its maximum speed each turn. You can choose whether or not you want to use thrusters as normal. Reversing is right out... don't even think about it.

Job's a Good 'Un – Kustomizin' Weapons

There are three kustom jobs available for ranged weapons. They can be made *Shootier* (+1 Strength), *Longer Barrel* (+D6"), or *More Dakka* (Auto Fire). This enables a successful Gang Leader to equip himself and his followers with superior weaponry as befits his improved status.

Each of the three kustom jobs can be applied to a particular weapon only once without sacrificing overall performance. The bonuses from multiples of the same kustom job stack, but every time after the first that the same kustom job is applied to a weapon, its performance in another area is reduced. Roll on the *Kompromisin' Performance* table to the right.

If you roll a result that is the exact opposite of the kustom job you are currently applying, ignore the result – you got lucky this time and there is no tradeoff in performance!

Shootier – ignore Lightweight
Longer Barrel – ignore Sawn Off
More Dakka – ignore Slowed Fire

KOMPROMISIN' PERFORMANCE TABLE

D6 Result

- 1 Ammo Guzzler.** The Ammo roll for the weapon is reduced to 'auto'. If an Ammo test is required then the gun is automatically rendered useless for the rest of the game. If you should roll this result twice then re-roll a different effect.
- 2 Difficult to Aim.** The ganger can't move and shoot this weapon in the same turn. If this result is rolled again, treat it as Bad Recoil instead.
- 3 Bad Recoil.** All shots with the weapon are at a penalty of -1 to hit. Multiple results are cumulative.
- 4 Lightweight.** The Strength of the weapon is reduced by -1. Multiple results are cumulative.
- 5 Sawn Off.** The weapon's long range is reduced by D6" to a maximum of 24". So, if the range is 36" it will be reduced to 24" automatically. This doesn't affect the short range of the weapon. Such penalties are cumulative.
- 6 Slowed Fire.** If the weapon auto fired then it loses 1 Sustained Fire Die. If it fired with 1 Sustained Fire Die it now fires only a single shot. If it fired single shots it gains Slow Reload. If duplicate results reduce the rate of fire even more, then the weapon becomes utterly useless and is discarded.

SHOOTIER

The Mekboy modifies the weapon, improving the design of its barrel, fitting it with superior ammunition or tweaking it in some obscure manner. No Mekboy will reveal his secrets so there's no point in trying to get any more details from him. A Shootier weapon gains +1 Strength. Make a note together with the character's other details on your Gang Roster sheet.

LONGER BARREL

The Mekboy has improved the design of the weapon, boosting the velocity of its projectile, lightening the ammunition, or using his secret knowledge to improve its range in some way. It is not wise to ask the Mekboy exactly what he has done. He either won't tell you and grimaces in annoyance at your impudence for asking, mumbles something vague about the "essential vigour of the grutzfunkit", or he'll wink knowingly and proclaim, "Tricks of da trade, Guv".

A Longer Barrel weapon gains +D3" to its short range and twice that distance to its long range. Make a note of it together with the character's other details. Note that you only roll the bonus range once when the job is finished and this establishes the weapon's new short and long range.

MORE DAKKA

The weapon shoots faster, unleashing a hail of shots upon the enemy where previously it shot once. The Mekboy modifies the weapon, improving the design of its magazine, fitting it with rapid ejectors or adapting it in some clever fashion. Don't ask how – just be grateful it's turned out all right. A More Dakka weapon does not shoot once but instead uses a Sustained Fire Die. If the weapon already uses a Sustained Fire Die then it now uses one more.

Job's a Good 'Un – Kombinin' Weapons

If there is anything that dakka-obsessed Orks love more than firing a gun it is firing two guns. To facilitate this, Mekboys often bolt two or more guns together, explaining to their customers: "Yo zog I heard you like to shoot so I put some dakka on your dakka so you can shoot while you shoot!"

A kombinin' job involves literally bolting, gluing, welding or duct taping two guns together and rebuilding the trigger mechanism so that the wielder can choose to fire one gun or the other or even both at the same time!

Weapon Combination	Combined Weapon Type
Pistol + Pistol	Pistol
Basic + Basic	Basic Weapon
Basic + Special	Special Weapon
Special + Special	Special Weapon
Basic + Heavy	Heavy Weapon
Special + Heavy	Heavy Weapon

You need to provide the Mek with both weapons that are to be combined. After the guns are joined together they count as a single weapon for the purposes of carrying capacity. Depending on the combination of weapons the type might also change, as stated in the table. Combinations not given in the table are not possible (i.e. you can only combine a pistol with another pistol.)

KOMBI-WEAPON PROFILE

A kombi-weapon has the standard profiles of both its component weapons, but the ammo roll of each profile is increased by one point (for example, a lasgun normally has a 2+ ammo roll but this is changed to 3+ if the lasgun becomes part of a kombi-weapon). A weapon that normally has a 6+ ammo roll now automatically fails its ammo rolls. This is because kombi-weapons typically use a smaller magazine or battery for each component in order to keep the weight and bulk down, and they are more prone to jamming because of the modifications to the trigger mechanisms.

USING A KOMBI-WEAPON

A ganger carrying a kombi-weapon can fire any one of its component weapons normally or he can fire both. If he fire both, they must be fired at the same target and all rolls to hit suffer an additional -1 penalty because of the increased recoil.

A kombi-weapon pistol does not count as two weapons in melee by itself, a fighter still needs another weapon to claim the +1 Attack bonus for two weapons. When a fighter inflicts a hit with his pistol in melee you can choose which profile to use to resolve the hit.

KUSTOMIZIN' KOMBI-WEAPONS

The most unhinged flash gitz are not satisfied with a mere kombi-weapon. They take it back to the Mek again and again, slowly kustomizing each part further until the weapon is an almost unrecognizable mess of barrels, magazines, targeters, cables and batteries. These mighty but temperamental weapons are then referred to as "kustom kombi-weapons" and are feared by their targets and users alike.

A ganger can take a kombi-weapon to a Mek to be kustomized as any other weapon, but the kustom job bonuses and kompromized performance penalties are tracked for each component individually, which can be quite a challenge in bookkeeping. Only one component can be kustomized during each visit at the Mek.

Job's a Good 'Un – Vehicles

There are three kustom jobs available for vehicles. They can be made *Faster* (+D3 Thrust), *Smarter* (+1 Ld bonus on turns), or *Heavier* (+1 Armour). This enables a successful Gang Leader to equip himself and his followers with superior vehicles as befits his improved status.

Each of the three kustom jobs can be applied to a particular vehicle only once without sacrificing overall performance. The bonuses from multiples of the same kustom job stack, but every time after the first that the same kustom job is applied to a vehicle, its performance in another area is reduced. Roll on the *Kompromisin' Performance* table to the right.

If you roll a result that is the exact opposite of the kustom job you are currently applying, ignore the result – you got lucky this time and there is no tradeoff in performance!

Faster – ignore Smaller Thrusters
Smarter – ignore Dodgy Steering
Heavier – ignore Stripped Armour

KOMPROMISIN' PERFORMANCE TABLE

D6	Result
1	Weaker Engine. Maximum speed is reduced by D3". Roll now to see how much it is reduced by. If speed is reduced to 0 then the vehicle's main engines have been removed altogether and all moves must be made using thrusters.
2	Wonky Suspension. The vehicle rocks violently as it moves. All ranged attacks made by models on the vehicle suffer a -1 penalty to hit.
3	Weakened Chassis. The vehicle suffers +1 extra damage in all rams, collisions, rakes and side swipes.
4	Smaller Thrusters. The vehicle's maximum thrust speed is reduced by D3". Roll now to see how much it is reduced by. If reduced to 0 then the thrusters have been removed altogether to improve the vehicle's handlin'.
5	Dodgy Steering. Steering is affected making the vehicle even harder to turn. The vehicle's driver gets a -1 to Leadership when trying to swerve or turn.
6	Stripped Armour. The Mekboy has stripped away armour to make the vehicle lighter. All armour values are reduced by -1.

FASTER

The Mekboy modifies the vehicle's engines, improving the design of its fuel intakes, fitting it with superior fuel injectors or tweaking it in some unfathomable manner. All Mekboys have their secret methods which they keep to themselves – don't ask what he's done or you might live to regret it!

A vehicle that goes faster gains D3" when it uses thrusters. Roll a D3 immediately to establish how much faster the vehicle goes: 1", 2" or 3" further. The vehicle's maximum thrust speed is increased by this bonus amount. Note that you only roll once when the job's finished and this establishes the vehicle's new maximum thrust speed.

SMARTER

The Mekboy modifies the vehicle's suspension (or gives it some!), adds lighter wheels, tunes the chassis, or fits a decent set of tyres (nice wide ones, probably). Making a vehicle handle is one of the most closely guarded and arcane of all Mekboy tricks.

A Smarter vehicle is easier to turn, especially at 'the edge' where it matters. When a Leadership test is required to turn the vehicle (or swerves to avoid a ram, collision, etc) you can now add +1 to the driver's Leadership value.

HEAVIER

The Mekboy replaces the vehicle's armoured panels with thicker or stronger armoured plates. This isn't a difficult job, but the heavier a vehicle is the slower it gets and the more unpredictable its handling becomes. A vehicle which is 'Eavier gains +1 to its armour value on all locations.

Fixin' Permanent Damage and Installing Upgrades

Instead of opting for a kustom job, a Job's a Good 'Un result also allows you to remove a single permanent damage result from the vehicle or to install a single vehicle upgrade (which must be purchased separately and brought to the Mek's along with the vehicle) but note that some upgrades cannot be fitted at a Mek's Workshop – this is stated in individual upgrade descriptions.

Fixing damage or installing an upgrade does NOT require a roll on the Kompromisin' performance table.

DOK'S SERJERY

A ganger with a permanent injury can go see a Dok to have it fixed. It does not matter how old the injury is. In fact, it is more likely that the ganger will wait for a few battles as it may take some time for the rest of the crew to 'persuade' him to go. Going to the Dok is fraught with uncertainty – will the Dok remember which bit to fix? Will he get distracted and leave the job half finished? Will he decide it's time to try that new brain transplant technique he's thought up? The one positive side to all this is that Doks often have lots of snazzy bionik bitz which will, hopefully, enhance a ganger's prowess no end. Desirable as bioniks might be, only those who are already injured will risk having them fitted.

OUTCOME TABLE	
D6	Result
1	Dis is a New Technique. Roll on the Eksperiment Table. Despite the fact the job has been well and truly messed up, the Dok demands 2D6 teef for his work.
2	Da Patient is Restin'... The Dok has performed serjery but the patient is still recovering. Treat the result as a Job's a Good 'Un (including the Dok's fee!) but the ganger must miss your gang's next battle as he recuperates.
3	Which Wun Was It? The Dok has forgotten which procedure he was supposed to perform and has done something else. The one you wanted definitely won't be the one carried out, so roll a D3 to randomly determine which of the other three types of serjery was performed instead, then roll on the appropriate Job's a Good 'Un table. The Dok still takes 4D6 teef as payment.
4+	Job's a Good 'Un. Hurrrah! Against all odds, the Dok has successfully completed the serjery. He presents you with a bill for 4D6 teef for his work. Refer to the appropriate Job's a Good 'Un section, below.

When an injured fighter goes see a Dok he can ask for **one** of the following procedures listed below. Select the desired serjery and then roll a D6 on the Outcome table above to see how the Dok copes with the task.

- 1. Kustom Arm Replacement.** For warriors with arm wounds.
- 2. Kustom Leg Replacement.** For warriors with leg wounds.
- 3. Rebuilt Kranium.** For warriors with head wounds or who are blinded in one eye.
- 4. Dok's Surprise!** For warriors with chest wounds or old battle wounds.

Dis Is a New Technique

The Dok has tried a new, eksperimental technique. It's a complete failure but the Dok insists the patient is fine, and just a little groggy. For now all you need to know is that the warrior has been eksperimented on and the promised bioniks either haven't been fitted or don't work. You don't get to find out the extent of the damage until you actually use the warrior in a game. In the next game in which the warrior is used roll a D6 at the start of your first turn and refer to the Eksperiment table. You never get to find out what dubious practices the Dok's been up to until you use the warrior in combat.

EKSPERIMENT TABLE	
D6	Result
1-2	Not Enough Nailz. The new bionik bit looks fine but once in combat it whirls around madly, explodes or simply falls off. The warrior goes out of action immediately, but do not roll on the Serious injury table for him – you already know what's wrong with him!
3	Duuuuh... The anaesthetic (ie, being smacked on the head with a rather large mallet) has turned the warrior into a drooling idiot. He is subject to <i>stupidity</i> .
4	Grrrr... The Dok's overenthusiastic brain serjery has made the ganger unnaturally aggressive. He is subject to <i>frenzy</i> .
5-6	Sumfink's Missin'. The Doc has removed some organs that the patient "never needed anyways". Unfortunately, the patient <i>does</i> need them and suffers -1 Toughness for the rest of the battle.

Once you have finished the game can you take the unfortunate warrior back to the Dok. The Dok will perform the serjery originally asked for for free. Roll on the appropriate Job's a Good 'Un table. While he is at it, the Dok will sort out any effects the warrior suffered from the 'Dis is a New Technique' result. The 'eksperiments' are cured and do not affect the warrior any more.

Job's a Good 'Un – Kustom Arm or Leg Replacement

Choose whether the left or right limb gets replaced. A kustom arm or leg replacement cures all wounds previously suffered by the warrior to that limb. In addition, each bionik incorporates some useful mechanism. To find out what the Dok has fitted to your warrior roll a D6 and consult the Bionik Arms or Bionik Legs table.

Note that results 5 and 6 on the Bionik Legs table replace both legs – oops! The Dok cuts off the other one too to make room for the upgrade, even if it was perfectly healthy.

Any later injuries to a kustomised arm or leg affect the warrior as normal (the gubbinz get damaged.) The warrior can visit the Dok again to try and get him to fix the bioniks, but you have to chance the entire random procedure again. If the Dok successfully treats the kustomized limb again, roll a D6:

On a 1-3 he has fixed the ganger's original bionik part, removing the new injury.

On a 4-6 he has replaced the bionik entirely. The injury is removed but you have to roll on the Kustom Arm or Leg table again to see what the warrior gets kustomized with this time.

If a Monowheel, Tracks or Wheels get replaced and you roll a new result that only replaces one leg, you get two of the same bioniks, one for each leg. It is a sad day when you get your monowheel replaced by two peg legs...

Note on item use

Some of the kustom arms cannot be used to hold items; what this means is that hand-to-hand and pistol weapons cannot be used with that arm at all, which also precludes any two-handed weapons from being used by the ganger. Other ranged weapons may be used eventhough they are typically fired two-handed; it is assumed the ganger pulls the rigger with his good arm and only uses the bionik to prop up the barrel. If a ganger has two bioniks that cannot hold items, he cannot use any weapons (or other items) at all and cannot drive vehicles.

Job's a Good 'Un – Rebuilt Kranium

Every Doc in the business will tell you that his favourite serjery is brain serjery, the very pinnacle of the Doc's craft. Their patients will tell you the exact opposite, as Docs like to have a good dig around a patient's skull before fixing him! In some cases, the Docs have been known to lose tools inside their patients' heads!

To find out what the Doc has rebuilt the warrior's kranium with, roll a D6 and consult the Rebuilt Kranium table. A rebuilt kranium will fix all head injuries previously suffered by the ganger except 'Cool Scars' (see Bionik eye for an exception). Any later injuries affect the fighter as usual until he comes in for another serjery. Note that if you get a different rebuilt kranium it does not replace the old one as with arm and leg bioniks – different ones stack.

Job's a Good 'Un – Dok's Surprise!

When a Doc decides to perform some eksperimental serjery it is rather like a lucky dip, you just don't know quite what you will get. To find out what the Dok has fitted to your warrior roll a D6 and consult the Dok's Surprise table.

A Dok's Surprise cures all chest wounds and old battle wounds previously suffered by the warrior. Any further injuries affect the warrior as normal until he comes in for another serjery. Note that if you get a different Doks surprise result it does not replace the old one as with arm and leg bioniks – different ones stack.

D6 SQUIG BRAIN TABLE

- | | |
|------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1-2 | Herd Squig. Herd squigs are used by to round up stray grots. They are ferocious creatures but cannot think for themselves and always act on orders. A warrior with a Herd squig for a brain is subject to <i>stupidity</i> . |
| 3-4 | Face-eater Squig. Face-eater squigs are just plain nasty. They like to hang around on their own and attack anything that bothers them. They are hard to befriend, but are very loyal and will defend their masters to the end. A warrior with a Face-eater squig for a brain <i>hates</i> all enemy fighters. |
| 5-6 | Buzzer Squig. Buzzer squigs are the most angry and hungry of all squigs. They fly around in swarms and eat anything that gets in their way. A warrior with a Buzzer squig for a brain is subject to <i>frenzy</i> . |

Bionik Arms

1 - Hook Arm. The ganger has woken up to find his forearm replaced by a hook. It is a budget solution, but at least he can duct tape a weapon to it. The ganger suffers -1 to WS and BS when using a weapon in the hook hand. Pistols cannot be used in the hook hand at all since there is no way to pull the trigger.

2 - Telescopic Arm. A telescopic arm is simply an extendible arm! It is especially useful in close combat as it can extend and hit the enemy before he even gets close. Any one-handed hand-to-hand weapon held in the telescopic arm gains the Wins Draws special property. The ganger also gains +1 Initiative when attempting to board vehicles. The arm retains full functionality as it incorporates the user's original hand or even a fully articulated robotic hand.

3 - Grapple Arm. The ganger's arm has been fitted with a spring-operated grappling hook catapult. This works exactly like the Grapnel from the Human armoury. Nothing may be held in a grapple arm.

4 - Rocket Fist. This baby incorporates a fully articulated armoured hand that can manipulate items normally, but in an emergency it can also be fired as a one-shot rocket-propelled projectile with the same profile as a Krak Rokkit. The fist can only be fired once per game and afterwards the arm cannot be used to hold items until the end of the game. The fist is automatically recovered or replaced after each battle.

5 - Kutta Arm. The Dok has replaced the warrior's arm with a brutal-looking melee attachment. Nothing else may be held in a kutta arm. Roll another D6 to determine which weapon the arm is sporting:

- 1: Choppa
- 2: Heavy Chain / Flail
- 3: Chain-Choppa
- 4: Big Choppa
- 5: Big Chain-Choppa
- 6: Power Klaw

Note that any weapon fitted to a Kutta arm loses the two-handed property, so the ganger can use another weapon alongside.

6 - Gun Arm. The ganger's arm has been replaced with a ranged weapon. The trigger is attached to the warrior's nerve ends which means the ganger can shoot it just by twitching his arm! Nothing else may be held in the gun arm. The gun can be kustomized at a Mek shop like any other ranged weapon. Roll another D6 to see which weapon the arm is sporting:

- 1: Crossbow (boo!)
- 2: Shoota
- 3: Blunderbuss
- 4: Hand Kannon (heh)
- 5: Snazzgun
- 6: Skorcha

Bionik Legs

1 - Peg Leg. This is the simplest and crudest leg replacement and usually only happens when the Doc is extremely low on supplies. The unfortunate warrior's Movement is reduced by -1" (any Leg wound is still healed, so the penalty effectively stays the same unless you got a healthy leg replaced).

2 - De-Lux Kicking Leg. The Doc has replaced the warrior's leg with a de-lux kicking leg. The leg has a small motor in the knee allowing the warrior to give a super powerful kick in close combat. A mobster with a de-lux kicking leg gains an extra Attack die in melee.

3 - Telescopic Leg. Telescopic legs are a marvel of Orky cunnin'. The legs can be extended or retracted to allow a warrior to move faster and see over tall obstacles. The effect is like having all the advantages of long legs, stilts and a ladder all at once. A warrior with a telescopic leg may add D3" onto his run and charge moves (D6" if he has two). Note that this extra movement is added after the warrior's basic Movement is doubled, not before.

4 - Rokkit Leg. This leg functions as normal except that it has a small booster rocket incorporated into the frame. It functions exactly like an Ork Rokkit Pack (see the Ork Armoury) except that it automatically runs out of fuel after one turn.

5 - Gyro-Stabilised Monowheel. This is a single wheel that replaces both legs and is attached to a powerful engine. At first it is very difficult to steer, but as the Docs always say, "Kontrollin da monowheel is just like ridin' a bike – ya never forget". True to this adage, no warrior has forgotten how to ride their monowheel – mainly because he is serjically attached to it!

A warrior with a gyro-stabilised mono-wheel adds +2 to his Movement value but may not move over rough terrain or climb.

6 - Tracks or Wheels (your choice). Docs often replace both legs with a large set of tracks or wheels because the parts are readily available.

A fighter with this leg replacement follows all the movement rules for vehicles of that motive mode. His top speed is fast with wheels or combat speed with tracks. He cannot run but adds +1D6" to his move when charging. He has no thrusters. The warrior is still considered a foot model for all other purposes, including ramming, shooting and taking damage. The warrior may not board enemy vehicles or climb up walls or ladders. No other model may be transported on a warrior with tracks or wheels! If the warrior suffers a new leg wound then his maximum speed is reduced by -1" per wound.

Note on proficiency: The non-proficiency penalty applies to the weapon part of any Kutta Arm or Gun Arm bionik for non-Ork ganners, so it will take the model 5 games to learn how to operate the weapon properly. Bioniks that do not incorporate weapons do not have any non-proficiency penalties.

Rebuilt Kranium

1 - Squig Brain Transplant. Oh dear, the Doc has eksperimented by swapping the warrior's brain with a squig! The squig-brained warrior will behave a little differently but his fellows will assume that this is just a side effect of the Doc's serjery (technically true!) Due to having a squig instead of a brain the ganger immediately loses D3 points from his WS, BS, I and Ld (roll seperately for each characteristic; no characteristic can be reduced to less than 1 as a result of a squig brain) and loses all his current skills and experience. He may continue to fight, gain new experience and skills, and suffer damage as usual after his profile has been changed (the squigs are quite smart and learn as they go along). Roll a D6 and consult the Squig Brain table two pages back to see which squig has been put into the warrior's head.

2 - Doc's Tools. The Doc seems to do a good job of patching the warrior together and everything seems fine. Some time later though he realises he has lost one of his tools... The patient does not know anything about this but he will feel a twinge of pain every now and then if the tool gets lodged in some sensitive part of the brain. A fighter with a lost tool in his head has no advantages on the battlefield, but the serjery has still cured his head wounds.

3 - Steel horns. The warrior is now the proud owner of a pair of huge steel horns bolted onto his forehead. He may use them in a special bull-like charge. When the warrior charges he receives an extra Attack die for his horns.

4 - Steel skull. Steel plates have been nailed to the warrior's skull to cover up all the holes. The steel skull makes the warrior look much tougher. A warrior with a steel skull gains +1 to his Leadership for the respect he gains from the rest of the gang.

5 - Bionik eye. The Doc has replaced the warrior's eye with a special bionik version with a cross hair visor and a range finder. The warrior gains +1 to hit when shooting with any weapon. A warrior with a bionik eye is not cured of any head wound he previously suffered. Roll a D6 to see which eye is replaced: 1-3 the left, 4-6 the right. If the Doc replaces a blinded eye then the warrior is no longer affected with the injury. Any later injuries affect the warrior as normal (a bionik eye is as easily damaged as a real one).

6 - Iron mask. The warrior's head has been completely replaced with a savage-looking cast iron mask in the image of Gork or Mork! The warrior is a fearsome sight and causes *fear* in battle, but loses any Cool Scars and can never gain them again.

Dok's Surprise

1 - Eksperimentation. The Doc tried out an eksperimental technique on the warrior, but half way through the operation he got bored and decided to try something different... The end result of the operation is that the patient's chest wounds and old battle wounds are healed, but he gains no bionik bitz and must roll on the Eksperiment table.

2 - Iron Lung. The warrior's lungs have been patched up with heavy iron plates. The fighter suffers no ill effects, except that he finds it rather hard to breathe sometimes. A warrior with iron lungs suffers -2" to his maximum move when he runs or charges. On the upside, he gets a +1 bonus to his Toughness when testing against the effects of gas.

3 - Kustom Rokkit Boosta. The warrior has had a huge rokket thruster fitted to his back. The boosta functions exactly like an Ork Rokkit Pack (see the Ork Armoury) except that it is surgically grafted onto the fighter, so he cannot discard it if it malfunctions.

4 - Fungus Bref Lungs. The warrior has been fitted with a fungus fermentation vat to aid his digestion. Unfortunately the device produces a lot of gas so the Doc has fitted a storage compartment, which allows the warrior to let out a cloud of noxious gas at will. Any living enemy model fighting the warrior in close combat suffers a modifier of -1 to their Weapon Skill. The smell puts them off!

5 - Squig Juice Implant. The Doc has fitted a refillable cylinder of squig juice, complete with external tap and valve, into the warrior's body and connected it to his blood supply. He can simply turn on the tap and allow a steady flow of performance-boosting, but dangerous squig juice directly into his bloodstream. At the start of the warrior's turn you may declare that he is using the implant. If he does, roll a D6 and on a roll of 1, his body is overloaded and he immediately goes down. On a roll of 2+ the fighter endures and his basic Movement and Strength are increased by +1 until the start of his next turn.

6 - Cybork Body. The Doc thinks that the patient has too many injuries to fix and rebuilds the warrior's entire body with bionik parts. All those fungus fuel pistons give the warrior tremendous strength and all the extra metal plates nailed to his body make him harder to hurt in battle.

All the metal plates nailed to the warrior's body give him an armour save of 2+ that cannot be modified in any way. However, if the save is failed it means that some vital mechanism has been struck and the fighter goes out of action immediately.

ROGUE MECHANICUS

The Adeptus Mechanicus of Mars is the most ancient of human organizations, pre-dating even the Imperium itself. The order is supposedly dedicated to preserving human knowledge, but over the long millennia, its commendable ideals have been perverted by superstition and dogma. Those who lapse even momentarily in their adherence to the established protocols are branded tech-heretics and exiled, or worse. Some of these most despicable outcasts make their way to Nu Ork, where all skilled engineers are welcome and can earn a comfortable living.

A Rogue Mechanicus can perform three tasks for visiting gangers:

- change your gangers' careers via mind-scrubbing and neural reprogramming
- heal wounds or replace existing Dok bioniks or Haemonculi augmentations with standard-issue imperial bionics
- add bionic parts and weapons to beasts

Mindscrubbing

Mindscrubbing is the only way in which a ganger can change his career. It is a very dangerous procedure that largely relies on the technology used in the creation of lobotomized servitors. Regardless, some gang leaders eagerly send underlings to have their brains scrambled in order to better fit in with the leader's latest battle plan. Roll on the outcome table on the right. If the patient is anything other than human, Space Marine, Ratling or Squat, there is a -1 modifier to the roll.

If the procedure is successful, you can replace the patient's current career with any normal career of your choice. Erasing and overwriting part of a patient's brain is never without side effects, so roll once on the Memory Loss table and apply the result to the patient. Note that you may not give a ganger a leader-only career via mindscrubbing.

OUTCOME TABLE

D6	Result
1	Ratted Out. The miserable little rat has turned your ganger in for illegal street fighting. The patient must miss the next game and then counts as having been captured by the authorities. He can be sprung by visiting Da Polis Station as normal.
2	Mental Trauma. The patient's brain rejects the treatment. Roll once on the Memory Loss table below. The Mechanicus still charges you 10+2D6 teef for his wasted time and effort.
3+	Procedure Successful. The Rogue Mechanicus has successfully completed the mindscrubbing procedure. He presents you with a bill for 20+2D6 teef for his work. See below for results.

MEMORY LOSS TABLE

D6	Result
1	Mental Breakdown. Roll an additional D3 times on this table.
2	Ability Loss. The patient's base WS is reduced by -1 point.
3	Ability Loss. The patient's base BS is reduced by -1 point.
4	Ability Loss. The patient's base I is reduced by -1 point.
5	Ability Loss. The patient's base Ld is reduced by -1 point.
6	Skill Loss. The patient loses one randomly determined skill. Ignore this result if the patient has no skills.

Remember that base characteristics cannot be reduced to 0 or less. Results that would do so are ignored.

Treating Injuries

To many gangers, medical treatment at a Mechanicus is a much more appealing prospect than the ministrations of Doks or Haemonculi. Their bionics might not have the additional utility that a kustom bionik or organic graft can offer, but they are extremely reliable and robust. More importantly, the Mechanicus are far less fickle than the Haemonculi and Doks, and tend to actually do what the patient asks. Few of them can completely shake off the xenophobia ingrained onto them in their formative years in the Imperium.

Roll once on the Outcome table for every patient seeking treatment from the Rogue Mechanicus. If the patient is anything other than a human, Space Marine, Ratling or Squat, there is a -1 modifier to the roll.

OUTCOME TABLE	
D6	Result
1	Ratted Out. The miserable little rat has turned your ganger in for illegal street fighting. The patient must miss the next game and then counts as having been captured by the authorities. He can be sprung by visiting Da Polis Station as normal.
2	Bionic Rejection. The Mechanicus performs the operation but the patient's body is rejecting the bionic parts. The patient must miss his next game while he is treated with additional immunosuppressants. Roll again on this table after the game.
3+	Procedure Successful. The Rogue Mechanicus has successfully completed the surgery. He presents you with a bill for 30+2D6 teef for his work. See below for results.

If the procedure is successful the affected body part is healed of all injuries and all previous bionics, bioniks and augmentations are lost. The limb (or limbs, in the case of removing a bionic that replaced both legs) is replaced with a sophisticated bionic that fully mimics the functions of the original body part. Additionally, the bionic parts are much harder to damage than soft flesh or even the ramshackle bioniks of Ork Doks. The patient receives a special 4+ save against all further permanent injuries on that body part (if you roll an injury to a bionic body part when making rolls on the serious injury table, take a saving throw; if successful, the injury is ignored and treated as a Full Recovery instead).

Upgrading Beasts

The Adeptus Mechanicus see raw flesh as primitive, so they take every opportunity to “improve” wild animals by bolting on powered jaws, adrenaline injectors and similar devices. Many gang leaders take advantage of this hobby and order their Handlers to take the gang’s battle beasts to the Mechanicus to be augmented. A beast that you wish to upgrade must be brought to the Rogue Mechanicus by its handler. While the handler can only do this if he was not taken out of action during the last game, the beast suffers no such restriction.

The procedure costs 20+4D6 teef and adds 20 teef to the base value of the beast, except if a weapon is fitted – in this case the full value of the weapon itself (as listed in the Human Armoury) is added to the value of the beast, although you do not actually pay the cost of the weapon.

If the handler who brought the beast in is anything other than human, Space Marine, Ratling or Squat, there is a -1 modifier to the roll.

If the procedure is successful, roll once on the table appropriate for the beast's type.

A beast can have one of each upgrade. If you roll a duplicate, re-roll. If you roll a weapon upgrade again you can instead opt to replace the existing weapon with a random new weapon instead of re-rolling the result.

OUTCOME TABLE	
D6	Result
1	Blackmail. The treacherous rat is threatening to report you for owning a beast without a license. You must pay him a bribe of 20+2D6 teef or else he calls the authorities, which confiscate and euthanize your beast.
2	Bionic Rejection. The Mechanicus performs the operation but the beast's body is rejecting the bionic parts. The beast must miss your next game while it is treated with additional immunosuppressants. Roll again on this table after the game.
3+	Procedure Successful. The Rogue Mechanicus has successfully completed the surgery. He presents you with a bill for 30+2D6 teef for his work. Roll once on the upgrade table appropriate for your beast. The tables are on the following two pages.

Riding Beast Bionics

1 – Powered Jaws. The beast is fitted with a melee weapon attached to its jaws, front limbs or whatever body part it uses to attack. Its melee attacks are now resolved at +1 Strength and with an additional -1 armour save modifier.

2 – Adrenaline Pack. The beast is fitted with a drug dispenser that can give it a boost in speed. The beast gains an additional +2” of movement when it runs or charges.

3 – Ammo Bags. The beast is fitted with bags that can be filled with backup ammunition for the gang. The rider and any other friendly ganger in base contact with the riding beast gains a +1 bonus on all ammo rolls. There is no benefit for weapons that fail ammo rolls automatically.

4 – Armour Plating. The beast is covered with thick armour plates that greatly increase its survivability at the cost of speed. It gains a 5+ armour save or its existing save improves by 2 points, but its base Movement characteristic is reduced by -1.

5 – Armoured Saddle. The beast’s saddle is fitted with an armoured harness designed to protect the rider. The armour save of the rider is increased by 1 point while mounted (or he receives a 6+ armour save if he does not otherwise have any armour save at all).

6 – Refractor Field. The beast is fitted with a simple force field generator that protects it and its rider. The mount and the rider both receive a 6+ special save against ranged attacks.

Hunting Beast Bionics

1 – Self-Destruct. The beast is fitted with a remotely activated explosive device that can be activated by the beast's handler at any time as long as he is not down or out of action. When the self-destruct is activated place a 5" blast marker centred on the beast. Every model fully under the marker is hit and those partially covered can take an Initiative test to avoid the hit, as normal. Resolve the hits at Strength 5 and with a -2 armour save modifier. The unfortunate beast is (obviously) automatically killed and removed from your roster.

2 – Powered Jaws. The beast is fitted with a melee weapon attached to its jaws, front limbs or whatever body part it uses to attack. Its melee attacks are now resolved at +1 Strength and with an additional -1 armour save modifier.

3 – Adrenaline Pack. The beast is fitted with a drug dispenser that can give it a boost in speed. The beast gains an additional +2" of movement when it runs or charges.

4 – Sensor Array. The beast is fitted with additional sensors that augment its natural senses and are wired directly into its brain. Its base Initiative is increased by +1 point and additionally it counts as being equipped with an Auspex (see the human armoury section).

5 – Armour Plating. The beast is covered with thick armour plates that greatly increase its survivability at the cost of speed. It gains a 5+ armour save or its existing save improves by 2 points, but its base Movement characteristic is reduced by -1.

6 – Weapon Harness. The beast is fitted with a small harness that allows it to carry a ranged weapon on its back and fire it using a neural impulse trigger. If the beast's BS is less than 2 is it now increased to BS 2. The weapon automatically fails any ammo roll it is required to make since the beast cannot reload or clear an ammo jam. Roll a D6 to determine which weapon the beast is actually fitted with:

- 1: Shotgun (scattershot)
- 2: Shotgun (solid slugs)
- 3: Autogun
- 4: Lasgun
- 5: Flamer
- 6: Meltagun

Battle Beast Bionics

1 – Adrenaline Pack. The beast is fitted with a drug dispenser that can give it a boost in speed. The beast gains an additional +2" of movement when it runs or charges.

2 – Armour Plating. The beast is covered with thick armour plates that greatly increase its survivability at the cost of speed. It gains a 5+ armour save or its existing save improves by 2 points, but its base Movement characteristic is reduced by -1.

3 – Melee Attachment. The beast is fitted with a hand-to-hand weapon, most likely replacing one of its own forelimbs. Roll a D6 to determine which weapon the beast is actually fitted with:

- 1: Hand Weapon
- 2: Flail
- 3: Chainsword
- 4: Power Sword
- 5: Power Axe
- 6: Power Fist

4 – Gun Attachment. The beast is fitted with a ranged weapon, most likely replacing one of its forelimbs. If the beast's BS is less than 2 is it now increased to BS 2. The weapon automatically fails any ammo roll it is required to make since the beast cannot reload or clear an ammo jam. Roll a D6 to determine which weapon the beast is actually fitted with:

- 1: Shotgun (scattershot)
- 2: Shotgun (solid slugs)
- 3: Autogun
- 4: Lasgun
- 5: Flamer
- 6: Meltagun

5 – Auto-Surgeon. The beast is fitted with a device that automatically applies medical treatment if the beast goes out of action. You may re-roll the dice when determining whether the beast is killed or if it recovers after the game.

6 – Intelligence Boost. The beast receives a superior brain transplant or advanced programming. It can now fend for itself and no longer requires a handler. It no longer suffers from stupidity and from now on it gains experience like a ganger, but when it gains an advance you can only choose +1 WS, +1 BS or a roll on the Ferocity or Muscle skills table. The maximum WS and BS score a battle beast can have is 5.

RETIRED HAEMONCULUS

The sinister Haemonculi of the Dark Eldar are one part surgeon, one part biologist, and eight parts mad scientist. Quite mad.

OUTCOME TABLE	
D6	Result
1	Just Couldn't Resist. The Haemonculus's sinister urges got the better of him and he lets loose on the unfortunate patient. Roll on the Torture Table.
2	There Might Be... Side Effects. The Haemonculus has performed surgery but the cocktail of drugs and alien hormones has left him a bit vacuous. Treat the result as 'Procedure Successful' but roll a D6: on a 1-3 the patient becomes subject to <i>stupidity</i> and on a roll of 4-6 he becomes subject to <i>frenzy</i> . The effects last for your next D3 battles, after which the patient regains his senses.
3+	Procedure Successful. The Haemonculus has successfully completed the surgery. He presents you with a bill for 20+2D6 teef for his work. Refer to the appropriate Procedure Successful section, below.

When an injured fighter goes to see a Haemonculus he can ask for **one** of the following procedures listed below. Select the desired procedure and then roll a D6 on the Outcome table above to see how the Retired Haemonculus handles your request.

- 1. Arm Augmentation.** For warriors with arm wounds.
- 2. Leg Augmentation.** For warriors with leg wounds.
- 3. Head Augmentation.** For warriors with head wounds or who are blinded in one eye.
- 4. Body Augmentation.** For warriors with chest wounds or old battle wounds.
- 5. Glass Plague Virus Treatment.** For warriors who have been turned to glass.

Just Couldn't Resist

The unfortunate patient fell victim to the Haemonculus's dark desires. Roll on the torture table to find out just how horrible his experience was.

Regardless of result, the patient refuses to ever visit a Haemonculus again.

'Duuuuh...' and 'Grrrr...' results can be treated at a Dok's Serjery or Rogue Mechanicus and count as a Head Wound for the purposes of treatment. The other two results are... irreversible.

TORTURE TABLE	
D6	Result
1	Outright Murder. The patient was tortured and killed, probably to rejuvenate the Haemonculus's tainted soul. Embarrassed, the Haemonculus gives you D6 gift vouchers for free treatment, redeemable by any of your other gangers. He also returns to you all items carried by the victim.
2-3	Duuuuh... The victim was tortured for hours, and the unbearable pain has caused his mind to disconnect and retreat into a dark little corner. He is now subject to <i>stupidity</i> .
4-5	Grrrr... The Haemonculus's attentions have made the patient snap and turn unnaturally aggressive. He is subject to <i>frenzy</i> .
6	Created a Monster! The patient was given the Haemonculus's 'full treatment' – he got turned into a hulking Grotesque! His equipment is returned to you but the patient is removed from your roster and replaced by a Grotesque.

Procedure Successful – Arm, Leg, Head of Body Augmentation

To find out what the Haemonculus has fitted to your warrior roll a D6 and consult the appropriate Augmentation table on the following two pages. In the case of an arm or leg augmentation, you can choose whether the left or right limb gets replaced. Any augmentation cures all wounds previously suffered by the warrior to that body part. In addition, each augmentation has an additional useful function.

Note that results 5 and 6 on the Leg Augmentation table replace both legs – oops! The Haemonculus cuts off the other one too to make room for the upgrade, even if it was perfectly healthy.

Note on item use

Some of the augmented arms cannot be used to hold items; what this means is that hand-to-hand and pistol weapons cannot be used with that arm at all, which also precludes any two-handed weapons from being used by the ganger. Other ranged weapons may be used even though they are typically fired two-handed; it is assumed the ganger pulls the trigger with his good arm and only uses the graft to prop up the barrel. If a ganger has two grafts that cannot hold items, he cannot use any weapons (or other items) at all and cannot drive vehicles.

Any later injuries to an augmented body part affect the warrior as normal (the graft gets damaged.) The warrior can visit the Haemonculus again to try and get him to fix the graft, but unfortunately there is no guarantee that the Haemonculus will fix the existing graft – he is just as likely to try something new.

If you're okay with a new augmentation, just roll again on the table and replace the old augmentation with the new one. If you would rather have the existing augmentation fixed, the patient must pass a Leadership test to convince the Haemonculus to repair his augmentation. If the test fails, the Haemonculus decided to try something new after all and you must roll on the appropriate augmentations table. Of course, you might still get lucky and roll the same thing! Such is the fickle nature of the Haemonculi...

Note that in the case when Spider Legs or a Hover Unit gets replaced and you roll a new result that normally only replaces one leg, the other leg must also be replaced. If you roll Restoration for the first leg, it also applies to the second leg. If you roll one of the other three results, then make another roll of D3+1 on the Leg Augmentation table to see what happens with the other leg (Haemonculi aren't that keen on bodily symmetry and will be all too happy to stick their patient with two different grafts!)

Glass Plague Virus Treatment

A successful procedure simply turns the crystallized victim back to normal. He does not receive any experience for surviving the battle – because he technically didn't! If you roll 'Just Couldn't Resist' on the outcome table then the patient is still successfully treated first, then tortured (the other way around just wouldn't work...)

Arm Augmentation

1 - Restoration. Even Haemonculi run out of ideas sometimes. The fighter's arm is restored to its natural structure and function. Even arms that have been previously replaced by grafts or bionics are regrown in full, such is the amazing skill of the Dark Eldar masters of medicine. All effects of wounds, bioniks and augmentations are removed from the limb.

2 - Hypermusculature. The Haemonculus injects various alien hormones into the limb that make it swell to enormous proportions – or perhaps he simply hacks it off and replaces it with a spare Ogryn arm he had lying around! The arm is restored to full working order. In addition the warrior has a +1 strength bonus when using that arm (this affects weapons based on user's strength held in that arm, including two-handed weapons, and any Strength checks that allow either or both arms to be used).

3 - Rending Claws. The patient's hand is replaced by a set of wickedly sharp talons that can cut through steel – perhaps they are even live grafts from a captured Genestealer. The claws are a melee weapon with strength 5 and a -4 armour save modifier. A clawed arm cannot be used to hold items.

4 - Bio-Flail. The ganger's arm has been replaced with an organic or prosthetic flail, whip or cat-o-nine-tails. This is a melee weapon with strength as user +1, no armour modifier, and the Unblockable and Wins Draws properties. A bio-flail arm cannot be used to hold items.

5 - Squig Graft. Let it not be said that the Eldar never learn any new tricks. The squig graft arm is a recent development in augmentation technology, a wonderful blend of Orky and Eldar science. In other words, the patient's hand is hacked off and replaced with a surgically attached small but extremely ferocious squig. This counts as a melee weapon with strength 4 and a -1 save modifier and grants the patient +1 Attack. A squig graft arm cannot be used to hold items.

6 - Liquifier Gun. The patient's arm has been replaced with a prosthetic ranged weapon. Haemonculi often have spare liquifier guns lying around the lab from half-finished Wracks. See the Eldar Items section for the weapon's profile. A liquifier gun arm cannot be used to hold items.

Leg Augmentation

1 - Restoration. Even Haemonculi run out of ideas sometimes. The fighter's leg is restored to its natural structure and function. Even legs that have been previously replaced by grafts or bionics are regrown in full, such is the amazing skill of the Dark Eldar masters of medicine. All effects of wounds, bioniks and augmentations are removed from the limb.

2 - Squat Leg. The patient is given a comically short leg, or even a squat leg transplant, probably as a joke. He now walks with a rather amusing limp and can only run with great effort. His running and charging speed is reduced by 2" (for example, a fighter with Movement 4 and a Squat leg can only run or charge 6" instead of 8".) If a patient somehow ends up with two squat legs, his basic Movement becomes 3, but there is no special penalty for running or charging. If the patient is actually a squat, then treat this result as 'Restoration' instead.

3 - Leaping Leg. The patient's leg is elongated or replaced with a grafted leg from a jumping creature, such as a Hormagaunt. The patient can jump 1" farther than normal (see the Additional Terrain Rules section for rules on jumping). If a fighter has two leaping legs he can jump a total of 3" farther than normal.

4 – Clawed Leg. The patient's foot is replaced with that of a Genestealer, Raptor, or a similar clawed creature. The leg can be used if the patient is involved in a melee combat that ends in a draw. The opponent must pass an Initiative test or take a hit from the claws. The hit is resolved at strength equal to the wearer's and with a -2 armour save modifier. The clawed leg can't be used against an opponent with a 'Wins Draws' weapon or if the patient has a 'Lose Draws' weapon.

5 – Spider Legs. This is perhaps the most radical of all leg grafts. It replaces both legs with several pairs of chitinous legs much like a spider's. The patient can now move over any terrain unhindered and can climb any solid terrain feature including smooth walls. Because of his nightmarish appearance he also causes *fear* in his opponents.

6 – Hover Unit. The patient has both his legs replaced with an advanced anti-gravity system. He can now float as described in the Movement section of the battle rules.

Head Augmentation

1 - Restoration. Even Haemonculi run out of ideas sometimes. The fighter's head is restored to its natural structure and function. All effects of wounds, bioniks and augmentations are removed from the patient's head and eyes.

2 - Poison Glands. The warrior's head is restored to full working order. In addition, he now has poison glands that open into his mouth. By licking his melee weapons he coat them with the poison. He can apply the Poisoned property to any bladed, non-powered hand-to-hand weapon he uses. This must be declared during deployment.

3 – Telescopic Neck. The patient is now able to extend his neck at will. This gives him a +1 Initiative bonus for the purposes of detecting hidden enemies and widens his field of vision to 180 degrees.

4 – Blindsight. The patient's head is restored to full working order, however the Haemonculi removes both of the patient's eyes and replaces them with a series of telekinetic sensors and electroreceptors that allow the fighter to "feel" his surroundings without optical input. The patient is now able to detect any hidden enemy within 12" automatically and ignores clouds, darkness and low light conditions when determining line of sight. Roll a D6 and on a 4+ the Haemonculus also fits the patient with a featureless faceplate that causes *fear* in his opponents.

5 – Berserker Chip. The patient's head is restored to full working order. In addition he is fitted with a cerebral implant that can drive him into a mindless rage. He can activate the chip at the start of any of his turns to gain *frenzy* and +1 Strength for the rest of the battle. Once the chip has been activated the fighter cannot shot and you cannot attempt to gain full control over him again until the end of the battle.

6 – Unlocked Potential. The patient's head is restored to full working order. In addition, the surgery reveals some latent psychic potential. The patient learns a random minor psychic power from his species table or the common table. He follows all the rules for Psykers in regards to using the power, but his career does not change and he cannot learn new powers through advancement like a Psyker does. This psychic power is not lost if the patient later gets a different head augmentation, bionic or rebuilt kranium. In fact, further results of Unlocked Potential are cumulative.

Body Augmentation

1 - Restoration. Even Haemonculi run out of ideas sometimes. The fighter's body is restored to its natural structure and function. All effects of wounds, bioniks and augmentations are removed from the body, except for additional arms (see below).

2 – Gnarly Skin. The patient's skin is treated with an assortment of hormones that turn it into a hardened shell. The fighter now has a natural armour save of 6+ that can be combined with other armour. If you roll Gnarly Skin several times in a row, the save improves by 1 point every time. However, if you get any other Body Augmentation, bionic or Dok's Surprise, Gnarly Skin is replaced by the new upgrade as normal.

3 – Chameleoline Skin. The patient receives a full-body skin graft from a creature that can alter its skin colour and pattern, such as a Lictor or octopus. All shooting attacks targeting him suffer an additional -1 penalty for cover, even if he is out in the open. If you roll Chameleoline Skin several times in a row, the penalty increases by 1 point every time. However, if you get any other Body Augmentation, bionic or Dok's Surprise, Chameleoline Skin is replaced by the new upgrade as normal.

4 - Scourge Wings. The Haemonculus grafts a pair of organic wings onto the patient's back. The lucky fighter can now fly as described in the Movement section of the battle rules. When flying, he can move 5" or run/charge 10". Because of the wings' bulk, the fighter cannot drive any vehicle other than a bike.

5 – Additional Arm. The patient has been blessed by one of the most coveted grafts of all – a third arm! The additional arm is fully functional and treated exactly like the fighter's original arms. It can be used to carry items, wield an additional melee weapon for +1 attack, etc. It has the same chance of being affected by Arm Wounds and other randomized effects as either of the fighter's original arms. It can be operated on by a Dok or Haemunculus, etc. The arm is permanent and is not removed if the patient later gets a different body augmentation, bionic or Dok's surprise. In fact, multiple additional arms stack (do try to keep it as symmetrical as possible!)

6 - Created a Monster! The patient was given the Haemonculus's 'full treatment' – he got turned into a hulking Grotesque! His equipment is returned to you but the patient is removed from your roster and replaced by a Grotesque.

PUBLIC BATHS

Gangers suffering from long-lasting injuries, aching old wounds or even psychological trauma can visit the Nu Ork public baths for some much needed rest and relaxation. The various pools, saunas and massage parlors (not to mention the "massage" parlors) offer their visitors a myriad of options for relieving physical and mental fatigue. For maximum enjoyment, the public baths employ a variety of young and pretty servants of all the major species inhabiting Nu Ork.

A ganger visiting the baths can select one of the treatments listed below. Pay the cost and roll on the appropriate table to see how effective the treatment is.

Acupuncture

The ganger subjects himself to the somewhat risky but potentially very therapeutic business of having hundreds of needles stuck into his body by a "highly skilled" Gretchin attendant. This treatment costs 2D6 teef. Roll on the table below.

D6	Treatment Effect
1	Ye-ouch! The bungling Grot hits a nerve. The ganger is wracked with pain and must miss his next game to recuperate.
2-4	Skilled Touch. The procedure is reasonably successful. The duration of any current effect forcing the ganger to be subject to <i>apathy</i> , <i>frenzy</i> or <i>stupidity</i> for a certain number of battles is reduced by 1 battle.
5+	Masterful Touch. The ganger got treated by a real pro. All current effects forcing the ganger to be subject to <i>apathy</i> , <i>frenzy</i> or <i>stupidity</i> for a certain number of battles are removed entirely and any Brain Damage the ganger is suffering from is suppressed for D3 battles.

Hot Springs

Soaking in Nu Ork's famous hot springs (better not ask what they are famous *for*) can relieve old aches, making gangers feel like new, if only for a few days. This treatment costs D6 teef. Roll on the table below.

D6	Treatment Effect
1	Too Hot. The ganger falls asleep in the hot spring water and his body overheats badly. He has to miss the next game to recover.
2	Luke Warm. The water is not hot enough to have any real healing effects. In fact, your ganger is lucky not to have caught a cold! The treatment has no effect.
3+	Just Right. The ganger soaks in the hot water for hours, his aches melting away. He ignores the effects of Old Battle Wounds for the next D3 battles.

Massage

The ganger is attended to by a skilled masseuse. The masseuse's deft hands dance over his muscles, greatly relieving physical pain and stress. This treatment costs 2D6 teef. Roll on the table below.

D6	Treatment Effect
1-2	Watch It! The masseuse does far more harm than good, hitting recent bruises and opening half-healed wounds. The ganger has to skip the next game to recuperate.
3+	Mmm... The ganger feels his pain drain away under the masseuse's skilled hands. If he was supposed to miss one or more battles due to <u>medical reasons</u> , he does not have to do so.

"Massage"

The ganger is "attended to" by a skilled "masseuse". The "treatment" greatly boosts his self-esteem and confidence. This "treatment" costs 4D6 teef. Roll on the table below.

D6	Treatment Effect
1	Can't Happen To Me. The ganger somehow catches an exotic disease and must miss a battle to get tested and treated.
2-4	Okay. The ganger's Leadership is increased by D3 (up to a maximum of 10) for the next battle.
5+	Amazing. As above, but the bonus lasts for the next 1+D3 battles. The ganger's amazing prowess earns him animosity from his rivals, however, so all enemy gangers of the same species <i>hate</i> him for the same duration.

CHAOS TEMPLE

Followers of Chaos can visit the Chaos Temple, a dark and sinister palace built well away from downtown Nu Ork and its law enforcement agencies. Here, they can let loose amongst the piles of screaming skulls, noxious slime, nubile slave girls and aspiring trall wizards. Paying respects to one of the dark gods can grant some benefit to the ganger for the battles ahead, but woe unto him who accidentally angers his patron. Any Chaos follower can visit any of the four shrines below, but there is a -1 penalty on the prayer effect table for any shrine except that of the ganger's patron god (followers of Chaos Undecided really get the short end of the stick here!)

Shrine of Khorne

The ganger brings an offering of skulls to the shrine and promises to add his own to the pile when his time is up.

D6	Prayer Effect
1	Damnation! The gods are displeased with the ganger's conduct and turn him into a mewling Chaos Spawn. All of his equipment is lost.
2-4	Minor Blessing. Khorne grants the supplicant a small boon in the form of a +1 bonus to his WS and BS for the duration of his next battle.
5+	Skulls for the Skull Throne! Khorne is pleased and grants the ganger the WS and BS bonus as above, plus any three skills of your choice from the Combat and/or Ferocity skill table for the duration of his next battle.

Gangers who have taken an enemy out of action in melee in their last battle have a +1 bonus to the roll.

Shrine of Nurgle

The ganger bring an offering of bodily fluids to the shrine and promises to abandon all his hopes and dreams.

D6	Prayer Effect
1	Damnation! The gods are displeased with the ganger's conduct and turn him into a mewling Chaos Spawn. All of his equipment is lost.
2-4	Minor Blessing. Nurgle grants the supplicant a small boon in the form of a +1 bonus to his Toughness for the duration of his next battle.
5+	Papa Nurgle Loves Me! Nurgle is pleased and grants the ganger the Toughness bonus as above, plus any three skills from the Ferocity and/or Survival skill table for the duration of his next battle.

Gangers who have poisoned an enemy in their last battle have a +1 bonus to the roll.

Shrine of Slaanesh

The ganger offers his own body to the shrine maidens and promises never to hold back and to always take and do whatever he wants.

D6	Prayer Effect
1	Damnation! The gods are displeased with the ganger's conduct and turn him into a mewling Chaos Spawn. All of his equipment is lost.
2-4	Minor Blessing. Slaanesh grants the ganger a small boon in the form of a +2 bonus to his Initiative for the duration of his next battle.
5+	I Don't Know The Meaning of Excess! Slaanesh is pleased and grants the ganger the Initiative bonus as above, plus any three skills from the Agility and/or Social skill table for the duration of his next battle.

Gangers who have charged a *fear* or *terror* causing enemy in their last battle have a +1 bonus to the roll.

Shrine of Tzeentch

The ganger describes all his convoluted plans at the shrine and promises never to give up hope, to always keep striving for a better future.

D6	Prayer Effect
1	Damnation! The gods are displeased with the ganger's conduct and turn him into a mewling Chaos Spawn. All of his equipment is lost.
2-4	Minor Blessing. Tzeentch grants the ganger a small boon in the form of a +1 bonus to his Leadership for the duration of his next battle.
5+	Keep The Change! Tzeentch is pleased and grants the ganger the Leadership bonus as above, plus any three skills from the Social and/or Stealth skill table for the duration of his next battle.

Gangers who have used a psychic power in their last battle have a +1 bonus to the roll.

IDOL OF GORK (OR POSSIBLY MORK)

Gork and Mork are the gods of the Orks. One of them is cunningly brutal, the other is brutally cunning, but Orky theologians, as few as they are, can never agree which is which. This has caused many a religious war in the past, so modern Orks are careful never to publically commit to either viewpoint. Idols, shrines, gargants and all other religious icons are deliberately designed to be ambiguous and able to represent either Gork or Mork, depending on the preference of the viewers.

Orks (and a few Gretchin with an inflated opinion of themselves) gather at idols of Gork (or possibly Mork) to show off their 'ardness, stompyness and general orkyness in the hopes of catching the gods' eye and earning a small boon for the battles ahead. This is done by challenging one of the champions of the shrine to single combat. An Ork or Gretchin ganger who visits the idol must pick one of the champions listed below to be his opponent. Weapons other than knives are not allowed, for this is a test of personal skill and luck, not wealth. Your opponent or the Arbitrator (if present) should make the necessary dice rolls for the champion. The fighters start in base contact with neither side counting as charging, and combat is fought until one fighter goes down or out of action. If the challenging ganger wins, he receives a small bonus depending on the champion he defeated. If he loses, he must roll on the serious injury chart – there's no pulling punches under the gaze of the gods!

GROT STREET SWEEPER

	M	WS	BS	S	T	W	I	A	Ld
Sweeper	4	3	3	2	3	1	2	1	6

Skills: Dodge

Equipment: 2 Knives

Reward: 5+ special save against the first unsaved wound the ganger suffers in the next battle

ORK JUNIOR PRIEST

	M	WS	BS	S	T	W	I	A	Ld
Junior Priest	4	4	3	3	4	1	2	1	7

Skills: Sidestep, True Grit

Equipment: 2 Knives, Steel-toe Boots

Reward: +1 Strength or Toughness for the duration of the next battle

MOUTH OF GORK

	M	WS	BS	S	T	W	I	A	Ld
Ork Avatar	5	6	4	6	6	3	4	3	9

Skills: Sidestep, Thick Skull, True Grit

Equipment: 2 Knives, 'Eavy Armour, Steel-toe Boots

Reward: All skills from the Muscle skill table for the duration of the next battle

ORK SHRINE MAIDEN

	M	WS	BS	S	T	W	I	A	Ld
Ork Maiden	4	4	3	3	4	1	2	1	7

Skills: Sidestep, True Grit

Equipment: 2 Knives, Steel-toe Boots

Reward: +1 Attack in the first round of melee fought by the ganger in the next battle

ORK HIGH PRIEST

	M	WS	BS	S	T	W	I	A	Ld
High Priest	4	4	3	4	4	2	3	1	8

Skills: Sidestep, True Grit

Equipment: 2 Knives, Steel-toe Boots

Reward: +1 Strength and Toughness for the duration of the next battle

MOUTH OF MORK

	M	WS	BS	S	T	W	I	A	Ld
Ork Avatar	5	6	4	6	6	3	4	3	9

Skills: Disarm, Sidestep, True Grit

Equipment: 2 Knives, Blue Tattoos, Steel-toe Boots

Reward: All skills from the Stealth skill table for the duration of the next battle

DA POLIS STASHUN

If one or more of your gangers have been captured by the Nu Ork authorities then they will be held at da Polis Stashun until you send someone to bail them out. Regardless of the number of captives you only need to send one ganger to bail them all out. Resolve the following sequence for one captive at a time in any order you want.

DA STASHUN RECEPSHUNIST

To find out what has befallen your captive ganger you must first deal with the gretchin receptionist at the stashun. In order for him to even take notice you must first pay him a bribe of 1D6 teef. The receptionist then checks the stashun database for the status of your ganger. Roll a D6 on the Status table to the right.

RELEASED ON BAIL

A ganger that is released on bail should take care not to get arrested again. Note down that the ganger is out on bail. The next time he gets captured by the authorities you have to roll two D6 and pick the lowest result when rolling on the Status table. This only applies once. Regardless of outcome the bail is over (unless of course you roll 'In Custody' again). Don't expect to get the bail money back, however – it has long since been pocketed by one of the gretchin deputies.

DA TRIAL

If the case has reached this point your ganger is in real trouble, but hope is not yet lost. The ganger who came to da stashun can attempt to bribe one or more judges during recess. There are three judges present at the hearing. It costs 2D6 teef to bribe each of them. If you decide to bribe more than one judge you should roll for each one separately. For each bribed judge apply a +1 bonus to the roll on the Outcome table.

If you roll double 1 for the bribe amount of any judge then your ganger has had the misfortune of coming across one of the few honest judges in the city. He is arrested and tried along with the original captive. Only roll once on the outcome table for the both of them. The Nu Ork legal system is nothing if not efficient!

STATUS TABLE

D6	Result
1	Already In Court. The captive is already being tried in what passes for a court in Nu Ork! Refer to da Trial section, below.
2	Under Arrest. The captive is under arrest and awaiting trial, but greasing a few palms could still get him out of it. You may pay a bribe of 2D6x5 teef to have him released. Otherwise count this result as 'Already In Court' instead. However, if you roll double 1 for the bribe then your ganger has unfortunately come across one of the few honest kops on da force and is arrested himself! He is tried along with the original captive and now there is nobody to bail them out! Roll once on the outcome table in the Trial section for the both of them – the courts are nothing if not efficient, so why bother with two trials if one will suffice?
3	Held For Questioning. The Nu Ork kops are still interrogating the captive. His fate is still up in the air. The captive remains in custody and must miss your next game. You can attempt to get him released again in the next post-battle phase.
4	In Custody. The captive is a suspect in a polis investigashun but they are willing to release him on bail. This costs 2D6x5 teef. If you are unable to pay the bail note down the amount. The captive remains in custody and will keep missing games until you send a ganger to da stashun again to pay the bail.
5+	Free To Go. Da kops could find nothing to pin on the captive, and not for lack of trying. He is released along with all his gear.

OUTCOME TABLE

D6	Result
1	Death Sentence. Your ganger has been found guilty of a major crime like conspiring against the government, aiding renegade gretchin, or something similarly heinous. He is executed and all his equipment is confiscated or destroyed.
2	Scrap Mines. Your ganger has been sentenced to work in the scrap mines. He must miss the next D6 games and is then released without any of his equipment.
3	Public Service. Your ganger has been found guilty of a minor crime. He can work off his sentence doing public service, like repainting faded graffiti, working in an old boyz' home or hunting rat-squigs and other vermin. He must miss the next D6 games and is then released along with all his equipment.
4	Probation. The judges couldn't pin anything really nasty on your ganger so he was let off with a warning. However, if he is ever tried again there will be a -1 modifier to the Outcome roll.
5+	Released. Through some odd stroke of luck your ganger has been cleared of all charges (yawn!) and released along with all his equipment. The court does charge you D6 teef in fees.

VEHICLE DAMAGE

MULTIPLE HITS

Some attacks, such as Rams, may inflict multiple points of damage. If this is the case resolve damage one point at a time, rolling for location, armour penetration (if applicable) and effect for each point of damage separately.

MOVEMENT EFFECTS FROM DAMAGE

Roll

When a vehicle rolls it may do so a number of times before coming to rest, be it the right way up or not. Roll a D6:

1-2: The vehicle rolls once and lands the right side up, it takes 1 point of damage as if from a Crash.

2-4: The vehicle lands on its roof and takes 1 point of damage as if from a Crash. The vehicle is immobilised for the rest of the game.

5-6: The vehicle rolls over completely. It travels D6 inches in its current direction, spins, then rolls again on this table. It continues to roll as long as you keep rolling 5-6. The vehicle takes 1 point of damage as if from a Crash, but this is only applied after the vehicle has finished rolling.

Spin

When a vehicle spins roll the Scatter dice to find out which way it is facing after the spin. Remember, if the vehicle ends up facing in the same direction after a spin then the driver has performed a spectacular 360-degree spin which will earn him much respect from his fellow mobsters!

Swerve

When a vehicle swerves it is turned 45 degrees. Roll a D6: on a 1-3 the vehicle turns left and on a 4-6 it turns right.

HIT LOCATION TABLE

Roll on the first table to determine the location of the hit as appropriate for the motive type of vehicle. Note that bikes use their own column regardless of their motive type.

D6	Bike	Wheeled	Tracked	Walker	Skimmer
1	DRIVER	DRIVER	DRIVER	DRIVER	DRIVER
2	CREW*	CREW*	CREW*	CREW*	CREW*
3	FIXED WEAPON	FIXED WEAPON	FIXED WEAPON	FIXED WEAPON	FIXED WEAPON
4	BIKE CHASSIS	WHEEL	TRACKS	LEGS	LIFT SYSTEM
5	BIKE CHASSIS	HULL	HULL	HULL	HULL
6	BIKE CHASSIS	ENGINE	ENGINE	POWER PLANT	PROPULSION

Look up the result on the vehicle damage tables given on the next three pages. Each hit location has its own armour value, which also depends on the size of the vehicle (bike, light, medium or heavy). The attacker rolls one D6 and adds his weapons's strength. If the result is equal or higher than the armour on the location hit, resolve damage as instructed. This will usually require additional dice rolls. Note that damage from rams, rakes, sideswipes, collisions and crashes automatically penetrates armour.

*A vehicle's crew includes all the warriors on board except the driver. This means it does include any gunner, passengers and even enemy warriors fighting in boarding actions.

REPAIRING VEHICLE DAMAGE

Unless the vehicle is crippled, all damage to it and any weapons and/or upgrades mounted on it will be repaired by the gang's technicians before the next battle for no cost in teef. If the vehicle is crippled then you have to roll on the Permanent Damage table after the battle, see the Sourcebook for more details.

DRIVER HIT

Armour: Bike 6, Light 7, Medium 8, Heavy 9

The driver compartment has been hit! Roll a D6 to determine the affect:

1: The driver is unharmed, the blast rocks him but he maintains control.

2: The driver is violently jolted in his seat by the ram or blast. He must take a Leadership test. If failed the vehicle swerves. On a 12 (double six) result he is thrown clear out of the vehicle, place the driver D3" away from the vehicle in a random direction. He takes a hit for falling out of the vehicle.

3: The driver is caught by shrapnel and takes a S3 hit.

4-6: The driver is directly hit by the weapon. Resolve the hit using the weapon's strength, armour modifier, etc. In the case of a Ram, Crash or Collision he suffers a plain S3 hit instead.

If this hit causes the driver to become down, out of action or pinned the vehicle will go out of control as described in the movement section.

WHEEL HIT

Armour: Light 7, Medium 8, Heavy 9

One of the vehicle's wheels has been hit. Roll a D6 to determine the affect:

1-2: Puncture. The vehicle's speed is reduced by 1" at slow speed, 2" at combat speed and 4" at fast speed.

3: Tyre burnt. The vehicle can only move at slow speed. If that is its maximum speed anyway, re-roll.

4: Wheel buckled. The vehicle swerves.

5: Wheel damaged. The vehicle swerves, then moves D6" straight ahead and then spins.

6: Wheel blown off (you're grinding metal!) The wheel is blasted clear off its mounting, causing the vehicle to swerve, then move D6" in a straight line and then roll. All models on board are thrown D6" in a random direction from where the vehicle stops and take a hit for falling off a vehicle. The vehicle is immobilized.

CREW HIT

Armour: Bike 6, Light 7, Medium 8, Heavy 9

A randomly determined passenger other than the driver is hit. Roll a D6 to determine the effect:

1-3: Shrapnel. Roll a D6. If you roll over the number of crew on board nobody is hit. If you roll equal to or under the number if crew then a random crew member suffers a S3 hit.

4: As above, but the crewman hit is also thrown D3" away from the vehicle in a random direction. He also takes a hit for falling out of the vehicle.

5-6: Ricochet. Roll a D6. If you roll over the number of crew on board nobody is hit. If you roll equal to or under the number if crew then a random crew member is directly hit by the weapon. Resolve the hit using the weapon's strength, armour modifier, etc. In the case of a Ram, Crash or Collision he suffers a plain S3 hit instead.

If the vehicle has no crew, then the DRIVER is hit in the case of bikes and the HULL is hit in the case of any other vehicle.

TRACKS HIT

Armour: Light 8, Medium 9, Heavy 10

The vehicle's caterpillars or connected mechanisms are hit. Roll a D6 to determine the effect:

1-2: Ricochet. The attack rebounds harmlessly off the sturdy metal track plates.

3: Minor track damage. The vehicle's speed is reduced by 1" at slow speed, 2" at combat speed and 4" at fast speed.

4: Track jolted. The vehicle swerves.

5: Track links destroyed. Some of the links on one of the tracks are destroyed causing the vehicle to constantly steer in one direction. From now on turns may only be made to the side that the track was damaged (i.e. nearest the attack).

6: Track destroyed. One of the tracks is cracked open and flies off causing the vehicle to swerve, then move D6" in a straight line and then roll. All models on board are thrown D6" in a random direction from where the vehicle stops and take a hit for falling off a vehicle. The vehicle is immobilized.

FIXED WEAPON HIT

Armour: Bike 8, Light 8, Medium 8, Heavy 9

The vehicle's fixed weapon has been hit! Roll a D6 to determine the affect:

- 1:** Ammo feed damaged. The weapon must make an ammo roll after each shot.
- 2:** Weapon barrel dented. The weapon now fires with an additional -1 to hit penalty at all ranges.
- 3:** Ammo feed loose. The weapon cannot be fired next turn while somebody reconnects the feed.
- 4:** Weapon mounting damaged. The weapon may now only be fired with an additional -2 to hit.
- 5:** The weapon is hit and badly damaged; it may not be used for the rest of the game.
- 6:** Magazine explodes! The gunner suffers a S4 hit and the weapon may not be used for the rest of the game.

In the case of one-man vehicles, all results affecting the gunner affect the driver instead.

If the vehicle has no fixed weapon then CREW are hit instead.

ENGINE HIT

Armour: Light 9, Medium 10, Heavy 11

The vehicle's engine or associated machinery has been hit! Roll a D6 to determine the affect:

- 1:** Fuel injector damaged. The vehicle must travel its full maximum move each turn.
- 2:** Engine damaged. Reduce the vehicles maximum speed by one category. Slow vehicles are unaffected.
- 3:** Thrusters busted. The vehicle can't use thrusters for the rest of the battle. If it has no thrusters, re-roll.
- 4:** Drive shaft broken. The vehicle is immobilised.
- 5:** Fuel pipe wrecked. The vehicle spins and is immobilised. Roll a D6 at the start of each subsequent turn, on a roll of 6 the fuel tank explodes, as below.
- 6:** The vehicle's fuel explodes! All models on board are thrown D6" in a random direction from the vehicle and take a hit for falling off a vehicle. The vehicle is then crippled and immobilised.

HULL HIT

Armour: Light 8, Medium 9, Heavy 10

The main body of the vehicle is hit. Roll a D6 to determine the effect:

- 1-2:** Minor structural damage. The vehicle is intact, the damage being only superficial. However, if your vehicle is carrying any extra equipment you must roll a D6 for each piece of equipment and on a 1-3 that item is broken and cannot be used for the rest of the battle.
- 3:** Structure weakened. The vehicle's armour is reduced by -1 on all locations.
- 4:** Suspension damaged. The vehicle swerves and its maximum speed is reduced to slow from now on.
- 5:** Chassis twisted. The vehicle swerves, lurches D6" forward and spins. All models on board must pass an Initiative test or be thrown D3" in a random direction away from the vehicle and take a hit for falling off.
- 6:** Chassis snapped. (You've broken the rear axle!) The vehicle swerves, lurches D6" forward and rolls. All models on board are thrown D6" in a random direction from where the vehicle stops and take a hit for falling off a vehicle. The vehicle is then crippled and immobilised.

BIKE CHASSIS HIT

Armour: Bike 9

The main body of the bike has been hit! Roll a D6 to determine the affect:

- 1:** Throttle jammed open, next turn the bike must move its full distance.
- 2:** Gears jammed. The bike's maximum speed is reduced by one category.
- 3:** Front forks twisted, the bike swerves and from now on every time you wish to make a turn roll a D6 and on a 1-3 the bike swerves instead.
- 4:** Gear train damaged. The bike is immobilised.
- 5:** Engine damaged, the bike spins and is immobilised. All models on board are pinned.
- 6:** Fuel tank explodes! All models on board are thrown D6" in a random direction from the bike and take a hit for falling off a vehicle. The bike is then crippled and immobilised.

LEGS HIT

Armour: Light 8, Medium 9, Heavy 10

The walker's legs, hydraulics or gyros have been hit! Roll a D6 to determine the affect:

- 1:** The shot passes harmlessly between the legs. Hah! In the case of a Ram, Crash or Collision, re-roll this.
- 2:** Knee servos damaged. The vehicle's speed is reduced by 1" at slow speed, 2" at combat speed and 4" at fast speed.
- 3:** Hydraulic fluid leakage. On a D6 roll of a 1 at the start of each furn the vehicle may not move this turn.
- 4:** Seromotor destroyed. One of the walker's setromotors is broken causing the walker to move with a pronounced limp. The vehicle's maximum speed is reduced by one category.
- 5:** Actuators damaged. The vehicle swerves, lurches D6" forward and swerves again. From now on, every time you wish to make a turn roll a D6 and on a 1-3 the walker swerves instead.
- 6:** One of the legs is twisted and the walker crashes to the ground. It is crippled and immobilised. Models on board are pinned but otherwise unhamed.

LIFT SYSTEM HIT

Armour: Light 7, Medium 8, Heavy 9

The system holding the skimmer airborne is hit! Roll a D6 to determine the effect:

- 1-2:** The shot actually passes harmlessly underneath the skimmer. Hah! In the case of a Ram, Crash or Collision, re-roll this.
- 3:** Wobble. The skimmer swerves.
- 4:** Directional sensors confused. The vehicle spins.
- 5:** Momentary lift failure. The skimmer scrapes along the ground for a nerve-wrecking moment and then lifts off again. It suffers a further D3 points of damage to random locations as if from a Crash.
- 6:** Total lift failure! The skimmer plunges nose-first into the dirt, immediately going into a roll. All models on board are thrown D6" in a random direction from where the vehicle stops and take a hit for falling off a vehicle. The vehicle is crippled and immobilized.

POWER PLANT HIT

Armour: Light 9, Medium 10, Heavy 11

The walker's power plant has been hit. Roll a D6 to determine the effect:

- 1:** Control gate destroyed. The walker must travel its full maximum move each turn.
- 2:** Power regulator damaged. On a D6 roll of a 1 at the start of each movement phase the vehicle moves as if out of control for that turn only.
- 3:** Flux capacitor damaged. The walker freezes up repeatedly. Roll a D6 each turn before moving, you may only move if you roll a 4+
- 4:** Power conduit ruined. The vehicle is immobilised.
- 5:** Reactor cracked. Hazardouc chemical substances spill out of the power plant. Every turn all models on board must roll a D6. On a 1 they take a S3 hit.
- 6:** The power plant detonates! All models on board are thrown D6" in a random direction from the vehicle and take a hit for falling off a vehicle. The vehicle is then crippled and immobilised.

PROPULSION HIT

Armour: Light 9, Medium 10, Heavy 11

The main forward drive of the skimmer is hit. Roll a D6 to determine the effect:

- 1:** Fuel injector damaged. The vehicle must travel its full maximum move each turn.
- 2:** Thrusters busted. The vehicle can't use thrusters for the rest of the battle. If it has no thrusters, re-roll.
- 3:** Fuel line leak. The vehicle's maximum speed is reduced by one category.
- 4:** Asynchronous thrust damage. The vehicle swerves and moves D6" fowards before spinning.
- 5:** Control surfaces twisted. The skimmer swerves and from now on every time you wish to make a turn roll a D6 and on a 1-3 the skimmer swerves instead.
- 6:** Detonation! The skimmer's fual tank explodes, causing the vehicle to swerve, then move D6" in a straight line and then roll. All models on board are thrown D6" in a random direction from where the vehicle stops and take a hit for falling off a vehicle. The vehicle is crippled and immobilized.

Movement	Hiding	Terrain	Falling	Volatile
Shooting	Modifiers	Wounding	Injury	Pinning
On Fire	Blasts	Templates	Melee	Modifiers
Weapons	Morale	Bottle	Terror	Frenzy
Vehicles	Movement	Terrain	Thrusters	Embarking
Ramming	Collisions	Shooting At	Boarding	Damage
New Gang	Profiles	Careers	Leaders	Equipment
Generic	Ork	Human	Craftworld	Dark Eldar
Tau	Kroot	Squat	Chaos	Upgrades
Beasts	Psykers	Chaos	Taint	Powers
Gang Rating	Scenario Rules	Creatures	Deployment	Scenarios
Serious Injury	Advancement	Usurp Control	Exploration	Archeotek
Downtown	Ork	Human	Craftworld	Dark Eldar
Tau	Kroot & Squat	Chaos	Menagerie	Employment
Motorpool	Mek	Dok	Mechanicus	Haemonculus
Baths	Temple	Idol	Polis	Damage