

# RATSKIN RENEGADES

By Jake Thornton

Ratskins are normally a shy, peaceful people who are inclined to avoid the noisy, raucous downhivers and their settlements. They need nothing from the settlers and stay hidden in small communities far from the hivers and their guns. If hivers start working near the Ratskins' settlements they will pack their gear and quietly slip away deeper into the wastes. Ratskins find the hivers strange and bewildering and would rather not have anything to do with them.

Sadly, the Ratskins' peaceable ways make them vulnerable to exploitation by unscrupulous Guilders or gangs. Outlaws may run riot and murder a whole Ratskin settlement, leaving a few embittered survivors thirsting for vengeance on all hivers. These fierce Ratskins turn their backs on their own people and become renegades, hunting and killing the hivers wherever they can to cleanse the Underhive of intruders.

Other Ratskins go to the hivers' settlements out of curiosity or to look for work as trappers or guides and become corrupted by contact with the hivers. The Ratskins themselves dispossess these individuals and call them Badskins. Badskins spend all their money drinking and gambling until they finally get in trouble with the

Watchmen and are driven out of the settlement for good. There can be no return home for Ratskins tainted by their contact with 'civilisation' so they drift from place to place until they can join a renegade band and be with their own people again.

## OUTLANDERS

Ratskins may use Hired Guns (who will fight for them) as normal, and will both take captives and try to rescue their own as other gangs. Other than that, Ratskins need some special rules of their own to cover the fact that they just aren't like 'normal' gangs such as Orlocks or Delaques.

## TERRITORY

Ratskins start with one piece of territory generated on the Ratskin Territory table. This is the Renegades' camp in the wastes and normally they cannot hold more than a single piece of territory at a time. The Ratskins can decide to move their camp after any game, crossing the old territory off their roster at the end of the post battle sequence and generating a new camp on the Ratskin Territory table below immediately. Similarly, if they lose their territory to another gang they simply generate a new one.

### RATSKINS TERRITORY TABLE

D36	Territory	Income	Notes
11-15	Wastes	0	
16	Collapsed Dome	0	One model may try to scavenge in the area, and will earn 2D6 credits. On a roll of 2 the area collapses completely and must be crossed off the roster. In addition, make an Initiative test for the model working the area; if they fail the test they are killed.
21-25	Wastes	0	
26	Fungus Grotto	0	The gang can eat fungus to avoid the effects of starvation. However, on a D6 roll of 1 a randomly selected gang fighter dies from eating a poisonous piece of fungus.
31-36	Rad Zone	0/2D6	Valuable mineral resources can be found in a Rad Zone, it's just that it is highly dangerous to work them. If you wish you may have a ganger work a Rad Zone, in which case it will generate 2D6 income. However, if you roll a double, the ganger working the area is hideously scarred from radiation poisoning and causes <i>fear</i> from now on. No income is collected.
41-46	Sludge Sea	0	If you wish you may send a gang fighter diving in the Sludge Sea to see if he can drag up any valuable artefacts that have sunk to the bottom. Roll a D6. <ul style="list-style-type: none"> <li>1 The model dies, either eaten by some horrible mutated monster, or killed off by swimming into a highly toxic area of sludge.</li> <li>2-4 The model finds nothing of value but survives.</li> <li>5 The model discovers something worth 10 credits.</li> <li>6 The model discovers something worth D6x10 credits.</li> </ul>
51-55	Sump Spillage	5	Makes ground fertile enough to farm (just!) earning the gang 5 credits worth of edible food.
56	Power Cable Tap	Special	Roll a D6. On a roll of 1-5 it provides 5 credits worth of energy. On a roll of 6 it provides D6x5 credits worth of energy.
61-63	Ruins	10	
64-65	Clean Water Hole	10	
66	Slag Heap	15	

### Captured Territories

Any additional territory captured from other gangs is looted and destroyed by the Renegades as soon as it is captured. This looting removes the territory from the campaign as the Ratskins rampage through it, stripping it of anything of value and destroying the rest. If the Ratskins loot a territory they gain double its basic value. In the case of a territory with a variable income they gain double the maximum. For example, looting a holestead or drinking hole would yield 120 credits.

### Archeotech Sites

Archeotech sites are sacred to Ratskins and they will always try to drive Underhivers away from them if they can. If a gang owning any Archeotech sites loses a territory to the Ratskins it will automatically lose one of its Archeotech sites without recourse to a random dice roll. Any Archeotech sites which are captured by the Ratskins must be left unmolested and will not generate any income. Instead they will be hidden and guarded by the Ratskins to prevent greedy Underhivers disturbing them. The only way in which Ratskins can hold more than one territory is by capturing Archeotech sites, but they can hold any number of such sites in addition to their camp, using traps, sentries and hidden tunnels to keep them safe and move between them rapidly. Ratskins derive no direct benefit from possessing Archeotech sites, but these special places do give them the favour of the hive spirits. This favour aids Ratskin Shamans that join the gang, full rules for which will be in a future issue of Fanatic.

### SO MANY MOUTHS TO FEED

Ratskins need to eat, just like everyone else, and will need to find 3 credits per warrior per battle to keep everyone supplied. Work out what's needed between battles when you do all of the other bookkeeping. Hired Guns and special characters don't need to be given supplies as it's assumed that their pay is more than enough to keep them in rat burgers.

The credits to pay for these supplies come from one of two sources: income or foraging. Any spare cash goes in the gang's stash as usual.

### Income

Ratskins collect income from their one piece of territory, like any other gang. However, this income is not cross referenced with the size of the gang on the income table – it's simply the amount they earn.

### Foraging

Anyone who wasn't seriously injured in the previous battle can go foraging. This includes Chiefs, Totem Warriors, Ratskins and Braves, though they can't perform any special tasks, such as visiting an Outlaw trading post or working the gang's territory, if they forage. Each forager collects D6+1 credits' worth of stuff from the wastes. Hired Guns and special characters never forage: that's not what they're paid for.

### TRADING

Ratskin Renegades roll on the Outlaw Trading chart. See the section at the end of this article.

### BOUNTY

Ratskin Renegades are considered extremely troublesome by the Guilders and so they have a bounty on their heads. If an Orlock, Goliath, Escher, Van Saar, Delaque or Cawdor gang captures or kills a Ratskin they may claim this bounty. The bounty on a dead Ratskin is equal to his current cost in credits (including equipment). A captured Ratskin may be ransomed

back or traded, as with any other prisoner, or may be turned over to the Guilders for a bounty. The bounty on a live Ratskin is equal to his cost (without equipment) + D6x5 credits. You must decide whether or not to turn him over before you roll to see what the bounty is.

Ratskins may trade or ransom any foes they capture as normal. However, Ratskins may not claim bounty on anyone – they'd be shot on sight if they tried to!

### Scenarios

Ratskins can add or subtract up to 2 from the dice roll when rolling for scenario. If the opposing gang has a Ratskin Scout in their employ this modifier is reduced to plus or minus 1 instead. If the Renegades can choose which scenario to play they can pick whichever they like.

### RESILIENT

Ratskins are remarkably resilient to injury and have the best survival instincts humanly possible. They are less likely to get lost or captured than ordinary Underhivers and, if hurt, are better at hiding from danger. To represent their resilience to injury a Ratskin who goes out of action may re-roll a result on the Serious Injuries table if he doesn't like the first roll. However, if he chooses to re-roll he must accept the second result.

### NATIVE

Ratskins are completely at home with the environment of the hive bottom; they are born and bred in conditions unimaginably harsh for outsiders. In fact, they are so in tune with the hive that they use it as a weapon in their fights. They open sluice gates to flood areas with slime, block vents or open others to send toxic fumes or smogs across their enemies' paths; they can even cause minor hivequakes by undermining supporting pylons.

**Important:** Any battle involving a Ratskin gang **must** use the Treacherous Conditions rules.

So in tune are the Ratskins with the ways of the hive that they feel it as a living entity in its own right, and are trained from birth to survive its sometimes murderous moods. Because they are so at home in the Underhive, Ratskins are completely immune to the effects generated on the Treacherous Conditions table (see Fanatic Magazine 4). Ratskins can track their opponents unerringly in fog or darkness with their sharp hearing, they can always find their way through or around bottomless slime and bubbling tox pits, they don't get attacked by wild creatures and automatically dodge acid falls and hivequake debris and so on.



### RECRUITING THE GANG

A Ratskin gang is recruited in the same way as a normal gang. You have 1,000 Guildler credits to spend on recruiting and arming your gang within the following guidelines.

**Minimum of 3 fighters:** A gang must have at least 3 models

**Chief:** Your gang must include one Chief; no more, no less.

**Totem Warriors:** Your gang can include up to four Totem Warriors, but no more.

**Ratskins:** Your gang can include any number of Ratskins.

**Ratskin Braves:** Your gang can include any number of Ratskin Braves.



## 1 RATSKIN CHIEF

**Cost to recruit:** 120 credits

A Ratskin Chief is not born to the position but is elected by his elders and his peers. A Chief is always a skilled warrior who is an expert in the ways of the Underhive and a natural leader of men. Some Renegade Chiefs are driven by a passionate hatred of the hivers who desecrate their homeland; others feel sympathy for the deluded settlers and will even help them on occasion though they ultimately want them to leave. The Chief's words are always listened to with respect by the Ratskins, and even once he has become a Renegade, braves and warriors will seek him out to gain the honour of fighting in his warband.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

**Weapons:** A Ratskin Chief may be given equipment chosen from the Close Combat, Ranged and Special Weapons, plus the Grenades and Shotgun Shells sections of the special Ratskin lists.

**Equipment:** A Ratskin may be equipped with a Blindsnake pouch for 20 credits.

### Special Rules

**Leadership.** A Ratskin Chief commands respect from his followers and they are heartened by his presence. This means that any Ratskins within 6" of the Chief may use his Leadership value when they take Leadership tests. A Ratskin Chief can always attempt to recover from being pinned even if he has no Ratskins within 2" of him.

## 0-4 TOTEM WARRIORS

**Cost to recruit:** 85 credits

Totem Warriors seek to purify themselves in the eyes of the hive spirits so that they may join with their ancestors after the death of their bodies. To this end they spend much of their time in prayer trances, fasting or undertaking insanely dangerous treks across the uncharted and labyrinthine wastes of the Underhive. They are revered by the normal Ratskins and Badskins alike as wandering holy men of sorts. They are also utterly fearless, trusting entirely to the protection of the spirits of the hive.

M	WS	BS	S	T	W	I	A	Ld
4	4	2	3	4	1	4	1	7

**Weapons:** A Totem Warrior may be given equipment chosen from the Close Combat and Spirit Weapons sections of the special Ratskin lists.

**Equipment:** A Totem Warrior may be equipped with a Blindsnake pouch for 20 credits.

### Special Rules

**Pure of Spirit.** Through fasting, trances and ritual suffering this warrior has attained a purity of spirit that attracts the guardianship of one or more of the ever-present spirits of the hive. Only warriors who are Pure of Spirit may use the Ratskins' special spirit weapons.

In addition, a warrior who is Pure of Spirit may never use any kind of shooting weapon (including pistols in hand-to-hand combat). When a foe is slain his departing spirit can be absorbed by the Ratskin, but only if he is very close by. Beating foes at a distance gains less honour and means that the Ratskin cannot absorb their spirits. If an enemy's spirit is allowed to escape in this way, the Ratskins believe that it will be reborn and seek revenge. A spirit that is absorbed adds its power to the Ratskin and will not be reborn as a new foe.

**Fearless.** Totem Warriors have an unshakeable belief in their protective spirits and fear nothing. They automatically pass any Fear or Terror tests they would be required to take. In addition, they automatically pass any Leadership tests to keep their nerve. They will, however, accompany the rest of the gang if it bottles out.

## ANY NUMBER OF RATSKINS

**Cost to recruit:** 60 credits

Ratskins are fully-fledged fighters and hunters from the Ratskin tribes. Many of those who follow a Renegade Chief are bitter, dispossessed men who have lost friends and family to raiding Outlaws or avaricious hivers stealing their territory. Others have become brutalised by working in hiver settlements and suffering the ignorant contempt of the downhivers for their race and culture.

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

**Weapons:** A Ratskin may be given equipment chosen from the Close Combat, Ranged and Special Weapons sections of the special Ratskin lists.

**Equipment:** A Ratskin may be equipped with a Blindsnake pouch for 20 credits.

## ANY NUMBER OF RATSKIN BRAVES

**Cost to recruit:** 35 credits

Ratskin Braves are young warriors who follow the Chief into the wastes looking for excitement and glory. Ratskin settlements always have a few Braves dissatisfied with the quiet, peaceful ways of their elders and they will quickly rally to join a successful Chief who fights the hivers. Braves are inexperienced fighters but they are already experts at surviving in the harsh environment of the Underhive. The Braves' determination to prove themselves makes them fierce and bloodthirsty warriors, greatly feared by hivers and settlers alike.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

**Weapons:** Braves may be given any amount of equipment chosen from the Close Combat and Ranged Weapons sections of the special Ratskin lists.

### RATSKINS WEAPON LIST

Ranged Weapons		Cost
Autopistol		15
Blunderbuss/scatter gun		8
Handbow		5
Musket		6
Stub gun		10
Special Weapons		
Shotgun (with solid shot and scatter shells)		20
Autogun		20
Lasgun		25
Close Combat Weapons		
Clubs, mauls and bludgeons	free/10*	
Chains and flails	5	
Massive axe, sword or club	10	
Knife	free	
Sword	15	
Coup stick	15	

\* The first club/maul etc a Ratskin has is free, if the Ratskin is equipped with an extra club it will cost 10 credits.

Spirit Weapons		
Spirit Totem		45
Spirit Staff		55

Grenades & Shotgun Shells		
Frag grenades		30
Man Stopper shell		5
Hot Shot shell		5
Bolt shell		15
Dum-dum bullets for stub gun		15



### COUP STICK

A coup stick often appears to be a simple stick, usually decorated with trinkets in a similar fashion to the Spirit Totems. It requires one hand to use, and must be equipped in close combat to gain its special rule, below.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
Close Combat Only		-	0			-	-

#### Special Rules

**Great Glory.** The coup stick isn't a weapon, as such – it adds no additional attack and causes no damage, though it will take up one of the Ratskin's hands. However, using one is the mark of a brave and noble warrior among the Ratskins, and so they are frequently carried into battle instead of more dangerous items.

If a warrior with a coup stick takes an opponent out of action in close combat then he may 'count coup' with his coup stick. Roll a D6 and gain that many Experience Points for the warrior in addition to any points awarded by the scenario for wounding enemy models.

### SPIRIT TOTEM

A Spirit Totem looks like a club, mace, axe or other one-handed close combat weapon that has been decorated with all manner of trinkets and fetishes to attract the spirits of the hive to the wielder. It is suffused with the powers of the hive spirits and can cause enormous amounts of damage in the hands of a pure-hearted warrior.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
Close Combat Only				5	1	-3	-

#### Special Rules

**Spirit Weapon.** This weapon can sense the true spirit of the wielder, and it will only aid the pure of heart. If a warrior with the Pure of Spirit special rule uses this weapon then it will have its full stats, described above. If a warrior without this special rule uses this weapon, treat it as a normal club.



### SPIRIT STAFF

This is basically a larger and even more ornate version of the Spirit Totem described above. It requires two hands to use in close combat.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
Close Combat Only				6	D3	-4	-

#### Special Rules

**Spirit Weapon.** This weapon can sense the true spirit of the wielder, and it will only aid the pure of heart. If a warrior with the Pure of Spirit special rule uses this weapon then it will have its full stats, described above. If a warrior without this special rule uses this weapon, treat it as a massive club.

### BLUNDERBUSS/SCATTER GUN

A blunderbuss or scatter gun is a simple weapon made out of one or more short tubular barrels (sometimes with flaring muzzles) strapped onto a crude stock of some description. An explosive charge is loaded into each barrel before metal fragments, stones and other pieces of shrapnel are packed down on top. When the weapon is fired it belches out this mass of shards, hopefully in the general vicinity of the target.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-6	6-9	+3	-1	3	1	-	6+



## HANDBOW

A handbow is a compact crossbow or speargun made using scavenged springs or twisted gut to supply its strength. Ratskins particularly favour handbows because they are silent and fire ammunition that can be collected and reused.

The handbow fires a short, heavy arrow that is best turned out of iron or steel and barbed so it is hard to remove from the target's flesh. The handbow can be fired one-handed, but is too cumbersome to use like a pistol in close combat. A handbow can't be reloaded on the move.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-16	-	-1	4	1	Special	4+

### Special Rules

**Move or Fire.** A handbow takes both time and attention to use and so cannot be reloaded or fired on the move. A warrior with a handbow can move or fire, but not both in the same turn.

**Low penetration.** While the heavy arrow of a handbow can pierce flesh easily, it lacks the momentum to punch through thick, rigid armour. Any target with an Armour Save of 4+ or better has its Armour Save increased to 2+ when hit by a handbow arrow.

### MAXIMUM VALUE INCREASE TABLE

	M	W	S	B	S	T	W	I	A	Ld
Maximum Value	4	6	6	4	4	3	6	3	9	

## MUSKET

Muskets are primitive weapons which comprise a long, narrow barrel strapped to a stock. A small amount of explosive packed into the barrel fires a solid slug or ball of metal. Muskets are easy to construct and maintain, though they are inaccurate at long range in comparison to more modern weapons. Muskets are very common among young Ratskins, but they are generally keen to acquire a better weapon from elsewhere.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12	12-24	-	-1	3	1	-1	6+

### Special Rules

**Move or Fire.** The loading process for a musket is time-consuming so the firer must remain stationary to fire. A warrior with a musket can move or fire, but not both in the same turn.

## RATSKIN EXPERIENCE SYSTEM

Type of Fighter	Initial Experience Points
Brave	0
Ratskin	20+1D6
Totem Warrior	60+1D6
Chief	60+1D6

## RATSKIN SKILL TABLES

	SKILL TYPES AVAILABLE					
	Agility	Combat	Ferocity	Muscle	Shooting	Stealth
Braves	3	-	-	-	-	3
Ratskins	3	3	-	-	-	3
Totem Warriors	3	3	3	-	-	3
Chief	3	3	3	3	3	3

### IMPORTANT NOTE

Ratskins may never learn Techno skills





## EXPERIENCE ADVANCE TABLE

Experience Points	Title	Notes
0-5	Brave	Starting level for Braves
6-10	Brave	
11-20	Brave	
21-30	Ratskin	Starting level for Ratskins
31-40	Ratskin	
41-50	Ratskin	
51-60	Ratskin	
61-80	Ratskin Warriors	Starting level for Chiefs & Totem Warriors
81-100	Ratskin Warriors	
101-120	Ratskin Warriors	
121-140	Ratskin Warriors	
141-160	Ratskin Warriors	
161-180	Ratskin Warriors	
181-200	Ratskin Warriors	
201-240	Spirit Warrior	
241-280	Spirit Warrior	
281-320	Spirit Warrior	
321-360	Spirit Warrior	
361-400	Spirit Warrior	
401+	Great Warrior	A Ratskin that reaches this level may not advance any further.

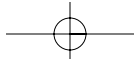
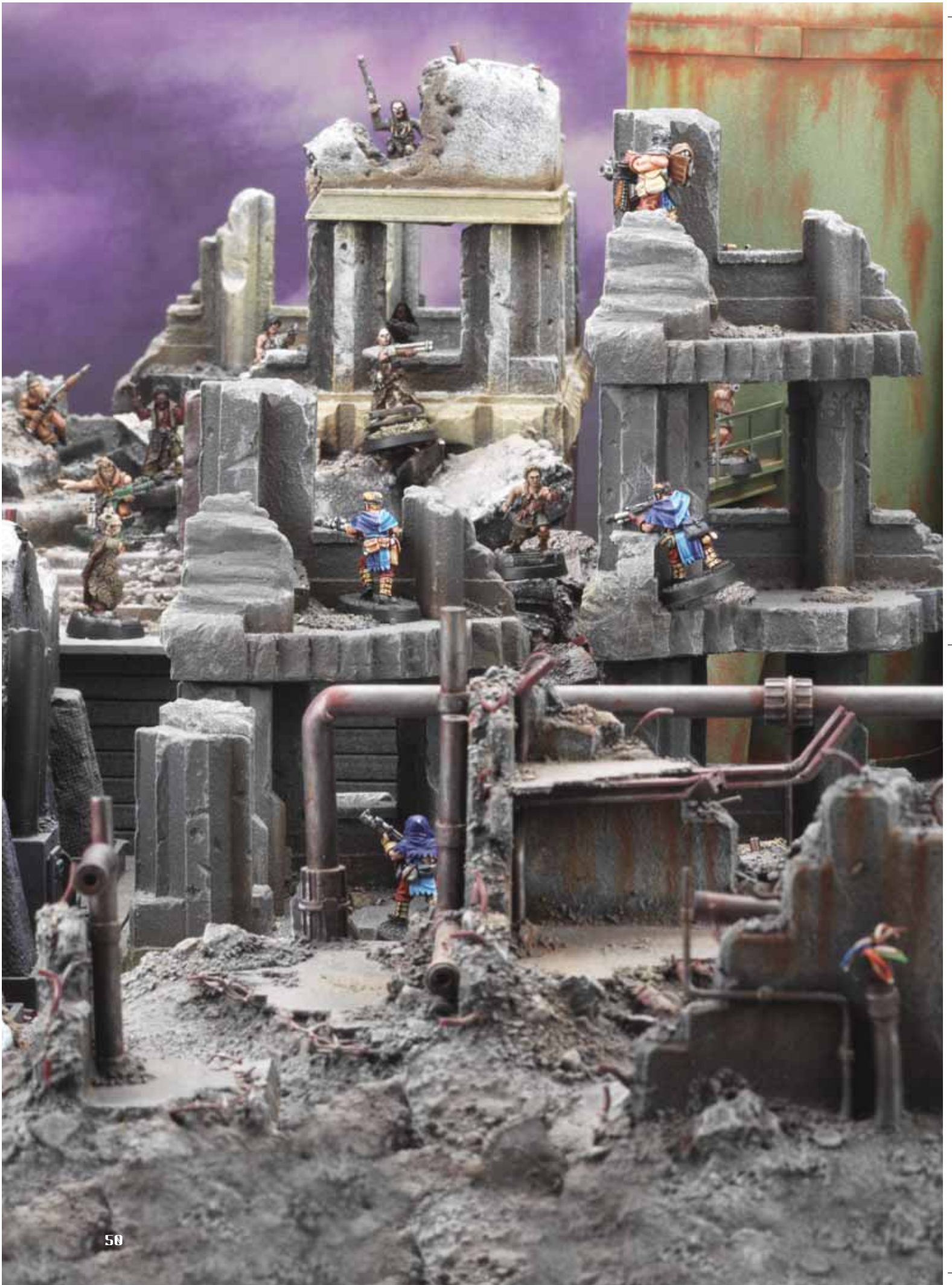
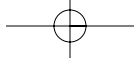
### ADVANCE ROLLS

Make any Advance rolls that are due immediately after the battle so that both players can witness the result. Roll 2D6 and consult the Advance Roll table below.

2D6	Result
2	<b>New Skill.</b> Choose any of the Skill tables (except Techno) and randomly generate a skill from it.
3-4	<b>New Skill.</b> Select one of the standard Skill tables for your ganger and randomly generate a skill from it.
5	<b>Characteristic Increase.</b> Roll again: 1-3 = +1 Strength; 4-6 = +1 Attacks.
6	<b>Characteristic Increase.</b> Roll again: 1-3 = +1 WS; 4-6 = +1 BS.
7	<b>Characteristic Increase.</b> Roll again: 1-3 = +1 Initiative; 4-6 = +1 Leadership.
8	<b>Characteristic Increase.</b> Roll again: 1-3 = +1 WS; 4-6 = +1 BS.
9	<b>Characteristic Increase.</b> Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness.
10-11	<b>New Skill.</b> Select one of the standard Skill tables for your ganger and randomly generate a skill from it.
12	<b>New Skill.</b> Choose any of the Skill tables (except Techno) and randomly generate a skill from it.











*It was fitting, thought Two-Shadows, that the zealotry of these fools should lead them to their deaths. After all, those that followed the false gods and shunned the Hive Spirits were courting an everlasting death for their spirits anyway. Why not help them on their way?*

*He peered over the low wall once more at the as yet unaware Cawdor gangers spread out below. They were chanting their uncouth slogans again – they were almost as bad as the redemptionists. On either side of them ratskins crept into position for an ambush, silent out of habit rather than necessity.*

*Shakar slid down behind the wall beside Two-Shadows, interrupting his thoughts. “We are ready”, he whispered, indicating the large rusted green tanks behind them.*

*“Good”, replied Two-Shadows. “Let them come in a little further, then we open the sluices...”*



# THE OUTLAW TRADING POST

Outlaw trading posts are scattered unevenly throughout the Badzones. The most famous is Heretics Hole, which is so well established that even the Guilders use it illicitly, though they're the ones who had it declared Outlaw in first place. Other infamous Outlaw trading posts include Blood Spill, Hellhole, Sump Town, Black Crack and Widow's Pipe, many of which are actually settlements ruled by Outlaw bosses. Small, heavily armed caravans of illegal traders ply the desolate areas between the Outlaw posts to supply booze and guns to Scavvies and Ratskins.

Some outlander trading post are run by those that have fled the rule of the law up hive, others are staffed by mutants. All are non-Guilders, and as such have been declared Outlaw. Despite this, or perhaps because of it, they are very cosmopolitan places. Spies lurk everywhere in these settlements and sporadic expeditions are undertaken to eradicate Outlaw holes situated too close to bona-fide settlements. The inhabitants are normally long gone by the time the authorities arrive but surprise attacks have resulted in some bloody conflicts. Heretics Hole has been destroyed (and rebuilt) many times over and the Blood Spill massacre is still remembered as a day of infamy.

## SPENDING CASH WHEN YOU'RE IN THE WASTES

After every game a gang can collect income from its territory and by foraging. Cash can be spent on recruiting new fighters and on new equipment for the gang. When you are in the Wastes, spending cash must be done at the Outlaw trading post – there are no legal trading posts.

## NEW RECRUITS

The Outlaw trading posts are full of young punks and old soaks so new fighters are recruited in the same way as normal. Refer to the appropriate Recruiting a Gang section of the Necromunda rulebook. New recruits may be armed with any of the weapons described in the Gang Recruitment list, but cannot be given other equipment until they have fought at least one battle.

Gangs can recruit whatever type of fighter the player wishes, but the usual restrictions apply regarding the number of leaders, heavies, Totem Warriors and so on.

## RECRUITING HIRED GUNS

Players may hire mercenary fighters for the gang if they wish. Refer to the Hired Guns sections of Necromunda for details. Hired Guns are criminals, outcasts and wanderers who are willing to sell their expert skills to anyone prepared to pay. Obviously, Bounty Hunters won't hire out to Outlaws of any type.

## WEAPONS

If players want to buy new weapons or other equipment for existing gang fighters then refer to the trading charts below. The charts list all the weapons and equipment available at an Outlaw trading post, though many items are not always available and vary in price.

## TRADING

Common items can normally be found quite readily among the noisy stalls and bazaars of an Outlaw trading post. Players can usually purchase as many of these items as they want. The price for common items is fixed, so players always pay the same price for them.

Rare items are hard or even impossible to find. Only occasionally do such items turn up for sale and the price asked is often way above their true value. Players must be prepared to snap up useful items as they are offered, especially the really hard-to-get weapons and equipment.

To represent the scarcity of rare items each player makes a dice roll at the start of his trading session to determine what goods are offered to him. To determine how many rare items are offered roll a D3 (ie, a D6 counting 1-2 as 1, 3-4 as 2 and 5-6 as 3). This is the number of items offered to the gang leader as he scours the trade post and visits his contacts there.

Roll a D66 for each item and consult the Outlaw Trade chart to discover what is on offer. The player may buy any of the items offered, but only one of each item unless the same result is rolled more than once.

Note that each player rolls separately for his trading and one player cannot buy goods offered to another.



## GANGERS AND TRADING

If a player wishes he can use extra gangers to search around the trade post and make enquiries about further rare items which might be for sale. A ganger who does this cannot collect income from the gang's territory that turn or forage. Searching out rare items is an alternative to collecting income.

For each ganger employed in this fashion you may add a further +1 randomly generated rare items to the list of those offered for sale.



## OUTLAW TRADE CHART

The following chart is used to determine what rare trade items are offered for sale to the gang leader. D3 items are offered automatically and a further +1 for each ganger sent to search them out. The prices of rare items are given on the main trade charts.

D66 Roll	Item
<b>11</b>	Special: Gamble and Lose
<b>12-13</b>	Special: Robbed
<b>14-15</b>	Special: Cheated
<b>16</b>	Special: Gamble and Win
<b>21</b>	Power Weapon. Roll a D6: 1 – Power axe 2-3 – Power maul 4-6 – Power sword
<b>22</b>	Gas Grenades. Roll a D6: 1-2 – Choke 3-4 – Scare 5-6 – Hallucinogen
<b>23</b>	Grenades. Roll a D6: 1 – Melta bomb 2-3 – Photon flash flare 4 – Plasma grenade 5-6 – Smoke bomb
<b>24</b>	Gun Sight. Roll a D6: 1-2 – Red-dot laser sight 3 – Mono sight 4 – Telescopic sight 5-6 – Infra-red sight
<b>25</b>	Armour. Roll a D6: 1-4 – Flak 5 – Carapace 6 – Mesh
<b>26</b>	Bionics. Choose one of: Bionic arm, bionic eye, bionic leg.
<b>31</b>	Archeotech
<b>32</b>	Bio-scanner
<b>33</b>	Blade Venom
<b>34</b>	Blindsnake Pouch
<b>35</b>	Bottle of Wild Snake
<b>36</b>	Infra-goggles
<b>41</b>	Icrotic Slime
<b>42</b>	Kalma Fixer
<b>43</b>	Rad Counter
<b>44</b>	Ratskin Map
<b>45</b>	Screamers
<b>46</b>	Silencer
<b>51</b>	‘Slaught Fixer
<b>52</b>	Spook
<b>53</b>	Spur Fixer
<b>54</b>	Stinger Mould Patch
<b>55</b>	Stummers
<b>56</b>	Weapon Reload
<b>61-62</b>	Special: Rumour
<b>63-64</b>	Special: Tip-off
<b>65-66</b>	Special: Inside Information





## SPECIAL RESULTS

Special results represent chance encounters and events which take place during your time in the Outlaw hole. Each of these events is a one-off, so if you roll the same result twice in the same trading session re-roll the dice.

**Gamble and Lose.** You have to gamble at an Outlaw trading post, though it's not a law (because there aren't any). However most of the business is conducted around the gambling tables and it's considered a character flaw not to gamble – it implies you're not prepared to take risks, and that makes you an easy roll. You lose 2D6 credits and come away a little wiser.

**Robbed.** You reach for your creds and find them gone, some scrag has stolen them from right under your nose. You look around but there are dozens of likely candidates at hand. Roll a D6. On a 6 you spot the culprit flinch from your gaze and grab him before he legs it. You get your money back and give him a lesson in manners. On a 1-5 you draw a blank and have to count the cost of losing 3D6 credits (nobody's fool enough to keep all their creds in one place).

**Cheated.** You trade for a bargain piece that seems sound at first but is in fact flawed, damaged, badly-made or counterfeit and basically useless. Lose 3D6+10 credits and look a bit closer next time.

**Gamble and Win.** You gamble away a pile of credits but then luck smiles on you and you win it back with some interest. Gain an extra 2D6 credits.

**Rumour.** You hear a rumour about what's going on in the Wastes, which gangs are going where and what they're looking for. You may modify your next dice roll on the Scenario table by +1 or -1; the modifier is applied after the dice have been rolled.

**Tip Off.** An old contact gives you some good information which alerts you to an opportunity for making some creds. The next time you roll on the Scenario table you may re-roll the dice if you wish.

**Inside Information.** An insider informant offers to sell you vital information for 10 credits. If you pay the man his credits the next time you play a game you may choose the scenario instead of rolling on the Scenario table.



## PRICE CHART

The chart below indicates the cost of items available for sale at the Outlaw trading post. The cost of rare items is included on this chart, but such items cannot be bought unless they are offered for sale as already described. In some cases the cost of an item is variable, it includes a base cost plus a variable extra amount, for example 40+3D6 credits. In these instances the extra variable cost is the additional rarity value of the item – the premium which must be paid to own it.

## HAND-TO-HAND WEAPONS

Item	Cost	Availability
Sword	10	Common
Chainsword	25	Common
Club, maul or bludgeon	10	Common
Chain or flail	10	Common
Knife (Nb 1 knife is free)	5	Common
Massive axe, sword or club	15	Common
Power axe	35+4D6	Rare
Power maul	35+4D6	Rare
Power sword	40+4D6	Rare

## PISTOLS

Item	Cost	Availability
Autopistol	15	Common
Bolt pistol	20	Common
Hand flamer	20	Common
Laspistol	15	Common
Needle pistol	100+5D6	Rare
Plasma pistol	25	Common
Stub gun	10	Common
Web pistol	120+5D6	Rare

## BASIC WEAPONS

Item	Cost	Availability
Autogun	20	Common
Boltgun	35	Common
Lasgun	25	Common
Shotgun (solid shot + scatter shells)	20	Common





**SPECIAL WEAPONS**

Item	Cost	Availability
Flamer	40	Common
Grenade launcher (grenades extra)	130	Common
Meltagun	95	Common
Needle rifle	230+5D6	Rare
Plasma gun	70	Common

**HEAVY WEAPONS**

Item	Cost	Availability
Autocannon	300	Common
Heavy stubber	120	Common
Heavy bolter	180	Common
Heavy plasma gun	285	Common
Lascannon	400	Common
Missile launcher (missiles extra)	185	Common

**GRENADES**

Item	Cost	Availability
Choke gas grenades	15+3D6	Rare
Frag grenades	30	Common
Hallucinogen gas grenades	40+5D6	Rare
Krak grenades	50	Common
Melta bomb	40+4D6	Rare
Photon flash flare	20+3D6	Rare
Plasma grenade	30+4D6	Rare
Scare gas grenades	20+3D6	Rare
Smoke bomb	10+4D6	Rare

**MISSILES**

Item	Cost	Availability
Frag missiles	35	Common
Krak missiles	115	Common

**SPECIAL AMMO**

Item	Cost	Availability
Man-Stopper shotgun shell	5	Common
Hot Shot shotgun shell	5	Common
Bolt shotgun shell	15	Common
Dum dum bullets for stub gun	5	Common

**GUNSIGHTS**

Item	Cost	Availability
Red-dot laser sight	40+4D6	Rare
Mono sight	40+4D6	Rare
Telescopic sight	40+4D6	Rare
Infra-red sight	30+4D6	Rare

**ARMOUR**

Item	Cost	Availability
Flak	10+3D6	Rare

Carapace	70+4D6	Rare
Mesh	25+4D6	Rare

**BIONICS**

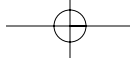
Item	Cost	Availability
Arm	80+4D6	Rare
Eye	50+4D6	Rare
Hand	50+4D6	Rare
Leg	80+4D6	Rare

**MISCELLANEOUS**

Item	Cost	Availability
Archeotech	D6x10	Rare
Bio-scanner	50+3D6	Rare
Blade venom (per dose)	10+1D6	Rare
Blindsnake pouch	30+2D6	Rare
Bottle of Wild Snake	10+1D6	Rare
Clip harness	10	Common
Filter plugs	10	Common
Infra-goggles	30+3D6	Rare
Icrotic slime	50+3D6	Rare
Kalma (per dose)	5+1D6	Rare*
Photo-contacts	15	Common
Photo-visor	10	Common
Rad counter	10+3D6	Rare
Ratskin map	D3x10	Rare
Respirator	10	Common
Screamers (one encounter)	10+3D6	Rare
Silencer	10+2D6	Rare
'Slaughter (per dose)	5+2D6	Rare*
Spook (per dose)	10+3D6	Rare
Spur (per dose)	5+3D6	Rare*
Stinger mould patch (each)	15+2D6	Rare
Stummers (one encounter)	10+3D6	Rare
Weapon reload	Half Weapon Cost	Rare

\* Becomes common once a fixer has been found.





# NEW EQUIPMENT

## ARCHEOTECH

All sorts of ancient technology turns up in the Underhive, from corroded junk dredged out of pollutant pools to shining artefacts unearthed in forgotten treasure domes dating back to the first colonisation. By law, all archeotech must be sold to the Guilders as soon as it's discovered, but odd pieces do find their way to Outlaw trade posts to be sold illegally.

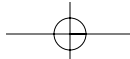
The problem with buying archeotech is that all the well understood or recognisable artefacts are snapped up long before they reach the open market. The remainder is impossible to understand without a lot of examination and experimentation. Often archeotech like this will be a sealed casket or an enigmatic chrome sphere, a mysterious black box or a wafer of shifting crystal. Most people don't dare to mess around with these things so they are sold comparatively cheaply, but you don't know whether you're getting a fine example of lost technologies or an interesting paperweight.

## Special Rules

If you decide to buy a piece of archeotech you must give it to a member of your gang so that he can try to puzzle out its secrets. Roll a D6 to find out what happens. You may not transfer the artefact to another fighter once it has been examined – only the person who examined it knows how to make it work.



D6	Result	
1	<b>Dangerous</b>	The operator accidentally triggers the device as he's messing about with it. He suffers D6 S2 hits and the archeotech is reduced to a pile of worthless molten slag.
2	<b>Viewer</b>	The operator can use the device to view different places, shifting his perspective to almost any point even if it's beyond closed doors and solid walls. If the operator doesn't move, shoot or fight in close combat in a turn he can spot any hidden fighter on the tabletop. If the model is on sentry duty roll a D6 for him each turn: on a roll of 6 he automatically sounds the alarm as he spots the enemy sneaking around. Creative players may well find other uses for this device.
3	<b>Cutting Beam</b>	The device can be used to focus a cutting beam of great power on a stationary object. Unfortunately it's useless as a weapon because both the target and the operator have to be perfectly still for the beam to focus, but it makes a good can opener. Against doors, walls, objectives etc, the device will cause a S6 hit on the first turn of use, increasing to S7 on the second turn, S8 on the third and so on up to S10. The operator can do nothing else while operating the cutting beam.
4	<b>Lifter</b>	The device is a sophisticated form of suspensor which can negate or lessen gravity for its bearer, allowing him to float up or down for a limited period. The operator is allowed to move up or down pieces of terrain even if there is no ladder for him to climb up. In addition, he will never suffer damage from falling so he can simply step off a walkway and drop down without harm. The movement is quite slow however, so the movement up or down does count against the model's total movement for the turn.
5	<b>Holo Projector</b>	The device functions as a basic holo projector and can be used to make the fighter appear a short distance away from where he really is. This gives the fighter a saving throw of 4, 5 or 6 on a D6 against any hits from shooting, which is not affected by weapon Saving throw modifiers. As soon as the Saving throw is failed the projector stops working for the rest of the game. Also note that the holo projector is useless against close combat attacks and weapons with a template or Blast marker.
6	<b>Weapon</b>	<p>The device is a powerful and compact weapon. It is only pistol-sized but is as effective as a much larger piece of ordinance. Roll a D6 to find out what it is:</p> <p>1-2 – Boltgun, 3 - Flamer, 4 - Meltagun, 5 - Plasma gun, 6 - Grenade launcher with frag grenades</p> <p>The weapon has the standard profile for a weapon of its type but is small enough to use one-handed so it can be used in close combat as well. However, in close combat only one hit can be scored with the archeotech weapon as it has a slightly delayed recharge time. Because the weapon is compact and self maintaining it can be used by anyone, not just heavies or leaders.</p>





## BLADE VENOM

Many of the mutant fungi strains found at the hive bottom are deadly poisonous, such as Widowmaker, Scarlet Feng and Grey Lattice. Some, like the notorious Black Death, have even developed coatings which are lethal to the touch, and can kill creatures that brush against them. The Black Death grows over the victims of its deadly toxins, supplying itself with a ready source of nutrition and a lure for other organisms hunting for carrion.

Blade venom is brewed from a variety of natural poisons to produce a viscous purple substance which will kill a man in seconds. Ratskins are experts in the use of blade venom, but they normally will only use it to kill large and dangerous mutants or other beasts which are almost immune to normal weapons. Other Outlaws are rather less moralistic and will cheerfully coat swords and knives with venom if they think it will give them an edge in combat. The only problem is that a clumsy fighter with a poisoned weapon is as great a danger to himself as anyone else.

### SPECIAL RULES

Doses of blade venom are kept in the gang's stash and distributed before the start of a game to fighters who will use them. A dose of blade venom will envenom one weapon for one game, after which the venom loses its potency. Blade venom can only be usefully applied to normal swords and knives, not for example, to chainswords or massive swords. Blade venom has two effects:

- 1 Any hits inflicted with the weapon cause D3 wounds instead of 1.
- 2 The model using the envenomed weapon suffers a S1 hit for every 1 (fumble) it rolls on its Attack dice.

## BOTTLE OF WILD SNAKE

Wild Snake is a rare and potent liquor brewed out in the Badzones where it commands a price to match. If they can find some, it's not uncommon for an Outlaw gang to get tanked up on Wild Snake before a fight – "Snake Courage" as it's called.

### Special Rules

If you send any gangers to look for rare items for trade and you roll a bottle of Wild Snake then you have to buy it, the gangers just can't resist good (or bad) liquor. Fortunately a cunning leader can still use the Wild Snake to instil a bit of "Snake Courage" into their gang by giving it to them to drink before a game. The bottle of Wild Snake is used up and the whole gang's Leadership is increased by +1, up to a maximum of 9. Sadly their inebriation also reduces their Initiative characteristic by -2 as well. Once the game is over the gang's characteristics are returned to normal with accompanying blistering headaches.

## ICROTIC SLIME

Icrotic slime is a rare and dangerous Underhive organism – a living transparent blob about the size of a man's fist. A mature slime seeks out a living creature and positions itself on top of the creature's head where it is slowly

absorbed through the flesh into the host's brain. As slimes aren't very fast or agile they rely on catching their victims asleep. Whilst they invade their host they protect themselves by releasing psycho-chemical stimulants which seriously affect the host's mind and body. So euphoric is the effect, and so great the sense of power, that the victim makes no attempt to remove the slime.

Once inside the host's brain the slime encysts and reproduces in the manner of common amoebic parasites. As the amoeba divides it becomes millions of tiny babies, which break out from their shells and begin to consume the host's brain from which they derive vital psychic as well as physical nutrition. Soon the host turns into a gibbering wreck as his brain is consumed from within. Within a couple of hours the pressure of the feeding, growing baby slimes is so great that the victim's skull cracks open and millions of tiny icrotic slimes slither out. These are only a millimetre or so across, but they grow quickly by enveloping and digesting increasingly large creatures.

So great is the physical and mental enhancement and general sense of euphoria induced by icrotic slime that some people use it as a drug. They avoid death either by ensuring there is somebody ready to scrape off the slime at the last minute, or by use of anti-parasite drugs that kill the icrotic slime before it has a chance to encyst. Once encysted the tough outer shell makes the slime immune to all but physical removal involving major surgery.

The risks of using icrotic slime are considerable, even using drugs. The efficacy and potency of antidotes vary tremendously, especially in the dangerous, sleazy environments where these are often used. Amongst the wealthy decadent elite who indulge in this practice the risks are less because they can afford good quality antidotes, but even so success is not certain. There are even strains of icrotic slime that have become immune to the anti-parasite drugs.

### Special Rules

**Effect.** Icrotic slime has a potent effect on the user: the chemicals it releases make him stronger, more agile, improve his reflexes and nullify the effects of shock and trauma so that he can fight on and survive terrible wounds. It is thought these effects are produced in the host to ensure it survives long enough for the slime to reproduce successfully.

At the start of the game roll a D6 on the table below for each of the user's characteristics except Wounds and Leadership.

### D6 Roll Result

- |     |  |
|-----|--|
| 6   | Increase the characteristic by +3 points for the duration of the game. |
| 4-5 | Increase the characteristic by +2 points for the duration of the game. |
| 2-3 | Increase the characteristic by +1 point for the duration of the game.  |
| 1   | The characteristic is unaffected.                                      |

The model's Wounds and Leadership characteristics are both doubled up, to a maximum of 10 each. In addition, the character is so deranged by the slime that he is not pinned by shooting attacks.

**Duration.** Ictrotic slime has an effect for the whole game, after which it must be removed or the recipient will die. The slime is destroyed by removal so it may only be used once.

**Side effects.** Roll 2D6 at the end of the game. If the roll is a 2 the icrotic slime encysted before the fighter's comrades could remove it and he dies screaming in agony. On a 3-11 the slime is successfully removed. On a 12 the slime is removed plus the fighter gained some benefit from his slime time and has all of his serious injuries removed (including the good ones like scars). If he had no injuries the fighter gets a free roll on the Advance Table instead.

## KALMA

The 'Kalma' result on the Outlaw Trade chart indicates you have contacted an individual who can supply you with Kalma whenever you trade from now on. This means that even though Kalma is listed as a rare item on the price chart you treat it as 'common' once you have rolled it on the Trade chart.

Kalma is the hive name for a general group of euphoric sedatives which lower the state of consciousness and induce a state of well being. Such drugs are often ground up and used in small quantities in food. A tablet of Kalma renders the individual docile and compliant. A Kalmed character can be led about and will remain passive while unattended. Kalma is sometimes used to sedate captives and hostages so that they can be led away quickly and easily from the battle zone.

### Special Rules

**Effect.** The only time Kalma is likely to be used in a game is if the *Rescue* scenario is being played. In this case the defender can choose to feed Kalma to the prisoners, in which case they are treated in the same way as a 'down' model throughout the scenario (ie, they are placed face down and can only move 2" per turn), though they don't make Recovery rolls.

**Duration.** Roll 2D6 in each Recovery phase and add the model's Toughness characteristic to the result. If the total is greater than 12 the model recovers from its stupor and may act normally; if the total is 12 or less the model is still affected and grinning beatifically.

**Side effects.** There are no long-term side effects to Kalma.

## RAD COUNTER

A rad counter is a piece of technology often found in the form of an amulet or bracelet. It warns of dangerous emissions of radiation which would normally be invisible and undetectable with a change of colour or a loud clicking noise. A fighter equipped with a rad counter can move around the Underhive in greater safety and explore

its more heavily contaminated areas by using the rad counter to warn him of the radioactive hot spots.

### Special Rules

A fighter equipped with a rad counter can roll 2D6 instead of 1D6 when foraging in the wastes. If a ganger with a rad counter is used to work a Rad Zone territory he can re-roll the dice for the amount of income he collects and will only suffer radiation poisoning on a roll of double 1.

## 'SLAUGHT

Like Kalma, the 'Slaughter' result on the Outlaw Trade chart indicates you have contacted an individual who can usually supply you with 'Slaughter whenever you trade from now on. Roll a D6 in each trading session: on a 2-6 'Slaughter is available and on a 1 it isn't.

'Slaughter is officially known as Onslaught and it is a crude combat drug made from a dangerous combination of mutant rat glands and a number of synthetic adrenalin compounds. 'Slaughter enhances an individual's fighting abilities: increasing alertness and speed, apparently slowing down the world by increasing a person's mental awareness. If it weren't for its unfortunate side effects it would be an ideal combat drug.

### Special Rules

**Effect.** A model may take a dose of 'Slaughter before the start of a game. 'Slaughter increases the user's Initiative and Weapon Skill by D3 points each; Ballistic Skill isn't affected. When the effects wear off, fighting abilities return to normal.

**Duration.** Roll 2D6 in each Recovery phase and add the model's Toughness characteristic to the result. If the total is 12 or less the model is still affected by the dose. If the total is greater than 12 the dose wears off, the model collapses in a heap, counting as being pinned, and is no longer under the influence of 'Slaughter. Only a single dose of 'Slaughter may be taken in a game or the cumulative effects would kill the user.

**Side effects.** There are dangers associated with long-term use of 'Slaughter. Each time the 2D6 roll is made for duration there is a chance that the model will become addicted. On a roll of 3-12 the drug has no long-term effects (though it may have worn off as noted above), but on a roll of 2 the model has become dependent upon it. A dependent character no longer derives any benefit from the drug but must continue taking it in the future or he will suffer detrimental effects.

If denied access to the drug a dependent character loses -D3 points from his Initiative and from his Weapon Skill until he receives his next dose. If either characteristic is reduced to 0 the model cannot fight. Long-term users of 'Slaughter are called 'Slaughters. As 'Slaughters get older they become 'Slaughtered, and gradually lose mental coherency if the drug is denied them. These drooling, jerky-limbed madmen roam the Underhive, no longer able to tell friend from foe or man from monster.



## SPOOK

Spook is extracted from certain decayed synthidiet deposits or 'raw Spook'. The decayed synthidiet was dumped many thousands of years ago and stashes are sometimes discovered in the Underhive or ash wastes by Scavvies and Ratskins. The original synthidiet was probably recycled from the bodies of dead hivers in times of food shortages and so may act as a medium for carrying race-memories locked in chemical form or DNA.

Over the millennia the decaying synthidiet was acted upon by the mutant fungi spores that made up an important component of it, turning the stuff into a potent and dangerous powdery green scum. This is drunk in a frothing liquid form by those foolish enough to use it. A tiny glass phial contains a standard dose.

Spook enhances any latent psychic awareness in the human mind. Most Spook-induced Wyrds will be devoid of any inherent mental strength (otherwise latent Wyrd powers would have developed and manifested themselves naturally). They are psychically vulnerable and consequently prone to daemonic attack in all its forms, as indeed are many Wyrds.

### Note:

Full rules for Wyrds will be in a future issue. Until then, re-roll the result or keep it in your gang stash for later.



## SPUR

Like 'Slaughter and Kalma, the 'Spur' result on the Outlaw Trade chart indicates you have contacted an individual who can occasionally supply you with Spur whenever you trade from now on. Roll a D6 in each Trading session: on a 4-6 Spur is available and on a 1-3 it isn't.

The name Spur is given to a number of similar stimulants. Spur has some unusual side effects which discourage most individuals from using it. Taking Spur involves extra risks because not all Spur is the same, and so the potency of any side effect cannot be judged accurately. All types stimulate the nervous system, improving the senses, muscle reaction and speed of thought. However an old, adulterated or badly made batch may be ineffective.

### Author

*Jake is working on the Necromunda Living Rulebook which will be published when the all new Necromunda site goes live (by the time you read this!).*

### Further Information

*The next gang to get the makeover treatment will be the Scavvies. Look out for them early next year.*

### Website

[www.Necromunda.com](http://www.Necromunda.com)



## Special Rules

**Effect.** A model may take a dose of Spur before the start of a game. Roll a D6 on the table below to determine its effects.

### D6 Roll

- |     |  |
|-----|--|
| 6   | Increases the character's Initiative and Weapon Skill by +D6 points each, Ballistic Skill and Movement by +D3 points each. As a result of the character's hyperactive nervous condition, he goes down for one whole turn as soon as the drug wears off, after which he recovers automatically. |
| 4-5 | Increases Movement and Initiative by +3 points, but sensitises the character's nervous system so that a sudden physical shock may render him unconscious. To represent this the model's Toughness is reduced by -1 point as long as the Spur lasts.  |
| 2-3 | Increases Movement and Initiative by +D3 points.   |
| 1   | Ineffective – the batch is old or bad.   |

**Duration.** Roll 2D6 in each Recovery phase and add the model's Toughness characteristic to the result. If the total is 12 or less the model is still affected by the dose. If the total is greater than 12 the dose wears off and the model is no longer under the drug's influence. Only a single dose of Spur may be taken in a game or the cumulative effects would kill the user.

**Side effects.** There are no long-term side effects to Spur.

## STINGER MOULD

Stinger mould is a rare and precious fungi that grows in isolated patches out in the Badzones. Stinger mould can only be found in areas where radioactive waste mixes with organic sewage at a certain temperature. The mould blooms in a matter of hours, swells and then explodes to scatter its dangerous poison spores (the stingers it takes its name from) into the air currents. The mould then shrivels and dies.

If the mould is harvested before it matures its spores can be rendered into a curative paste or compress which vastly stimulates the body's own healing process. The recuperative effects of Stinger mould are renowned amongst surgeons and doctors, and it is heavily harvested in some areas for use in the hive, the Spire and even offworld.

## Special Rules

A Stinger mould patch can be used to either:

- 1 Cure an existing serious injury on a fighter.
- 2 Re-roll a result on the Serious Injury table apart from 'Dead', 'Captured' or 'Multiple Injury' results.

The Stinger mould is good for one use only.