

DEVIANT SCUM

Deviant scum is a catch-all term for the misguided, crazed and heretical madmen that dwell in the Underhive. Deviant scum are drawn to the Underhive like a magnet and build hidden strongholds and secret temples amidst the wastes and ruins. Freed from the intrusive surveillance of Imperial Inquisitors and the Adeptus Arbites, deviant scum can pursue their insane schemes to bring about anarchy/armageddon/the downfall of the current world order/the destruction of everyone else in the Underhive as appropriate. Naturally this makes them rather unpopular with gangs and the forces of authority, both of whom fight frequent battles against deviant scum and undertake periodic purges around settlements to prevent them getting out of hand.

Weapons. Deviant scum are armed with a vast plethora of weaponry and the best rule of thumb to follow is to arm them with whatever is depicted on the models you are using. This makes it easy for both you and the players to see what's going on. About one in every ten deviant scum will be armed with a special or heavy weapon of some kind.

Generally the weapons carried by deviant scum will be low-tech - stubbers, auto weapons and the like - but there might be a good case for deviants armed with a stolen consignment of bolters, for example. Deviant scum make Ammo rolls like anybody else unless noted otherwise.

BROOD BROTHERS

Rating: 60

Brood Brothers are humans who have been implanted by Genestealers and who are acting as hosts for their Hybrid offspring. The Brood Brothers' mind and willpower have been completely extinguished by the Genestealers' brood intelligence, making them fanatically dedicated to the aliens' cause.

Brood Brothers can come from almost any walk of life - clerks, factory workers, teachers, law enforcers, hive gangers and the like. At first the Genestealers will implant as many victims as they can, but as time goes by and the Cult grows, they will become increasingly selective about their victims and concentrate on dominant members of the host species. To this end the Cult infiltrates the local authorities and planetary defence forces wherever possible. This reduces the likelihood of the Cult being discovered, and when the Cult finally reveals itself and attempts to seize power, it will have access to military wargear and a body of trained warriors to exert its control.

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

SPECIAL RULES

Psychology. Brood Brothers are fanatical disciples of the Cult and are subject to the psychology rules for *hated* given in the Rules. Brood Brothers suffer hatred against the enemy regardless of its race or type; their zealous devotion to the Brood and their brethren in the Cult knows no bounds.

SCAVVIES

Rating: 25

Scavvies are the very dregs of the Underhive community, indeed many are so deformed that they are barely recognisable as human beings any more. Scavvies live out in the wastes, scratching out a miserable existence amongst the most poisonous and radioactive areas. Their clothes are made up of any filth-ridden scraps that they manage to cobble together and their skin is covered with many blisters and sores oozing pus.

Out in the wastes the Scavvies have a hard existence, food is often scarce and a Scavvy will jump at the chance of gorging himself on anyone or anything that is stupid enough to wander around on their own. Although Scavvies tend to travel around in large groups that are normally made up of several inbred families, it is not unusual for other gang members to stumble upon small groups of foraging Scavvies.

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

SPECIAL RULES

Ammo Rolls: Scavvy weapons are very unreliable, due to general mistreatment and a lack of ammunition. Because of this a Scavvy will have to make an Ammo roll on a natural to hit roll of 1 or 6.



MUTANTS

Rating: 35-55

There are many mutants living out in the wastes. Most are hideously deformed Scavvies who have slowly changed because of constant exposure to toxic waste and radiation, others are natural mutations that have come about due to the harsh living conditions. Most mutations are simply inconvenient, like webbed fingers or strangely coloured skin, but some are useful and can make mutants a terrifying opponent.

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

SPECIAL RULES

Ammo Rolls. Mutant weapons are very unreliable, due to general mistreatment and a lack of ammunition. Because of this a mutant will have to make an Ammo roll on a natural to hit roll of 1 or 6.

Mutations. A mutant will have a single mutation chosen from the list below. If a mutant is being used you must have an appropriate miniature to represent it on the table.

- Claw** The mutant gains +1 Strength in hand-to-hand combat.
- Extra Arm** The mutant may use up to three pistols and/or hand-to-hand combat weapons in hand-to-hand combat (+2 attacking dice), or hold a basic weapon with one hand and still use 2 close combat weapons with the others (+1 attack dice).
- Spikes** A mutant with spikes gains an armour save of 5+, but may not wear any other form of armour.
- Tentacle** The mutant may re-roll Initiative tests for falling and in hand-to-hand combat may grapple his opponent to reduce his number of attacks by 1, to a minimum of 1.
- Two Heads** Increases model's vision and fire arc to 180°, and allows them to fire two pistol weapons in the same shooting phase.

Eyestalks The mutant gains a 180° fire and vision arc and can squeeze behind cover better. Count an extra -1 to hit modifier when the mutant is behind cover or partial cover.

Wings The mutant can fly up to his normal Movement characteristic in a turn, or double that if he charges or runs (flaps). The mutant must land at the end of his move. Flying upwards costs 2" per 1" up, flying down only cost 1/2" per 1" down.

CULTISTS

Rating: 50-60

The daemons of the warp are constantly seeking ways to extend their power into the physical universe, whether by possessing Wyrds or by more subtle means. To gain pawns in the physical universe they lure greedy and gullible individuals into making dangerous pacts with them in exchange for promises of forbidden secrets and unlimited power. These daemon worshippers often hold clandestine meetings in the Underhive, and establish hidden temples there away from the prying eyes of the authorities, for the worship of dark forces is the most heinous of crimes in the Imperium of mankind. Covens of worshippers may even summon daemons from the warp through bloody sacrifices and arcane rites. Such insane practices can lead to whole worlds becoming infested with daemons if the Cultists succeed in establishing a permanent portal from the realms of the warp into real space.

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

SPECIAL RULES

Daemon-gift. Cultists may be blessed with powers by their daemonic patrons. Either choose a mutation for them from the list above or roll a Wyrd minor power for any Cultists so blessed.

BEASTMEN

Rating: 80

Beastmen are a weird form of stable mutant strain like the Scalies, featuring strong characteristics of, well, beasts. Beastmen are always strongly associated with daemon worship and the spread of evil. Most often such creatures come up from the depths of the Abyss or the shores of the Sump but whispered tales also tell of Cultists transformed into Beastmen by their daemonic masters, or first-born children being hideously cursed by the dark gods and mutated into Beastmen.

Redemptionists and House Cawdor gangs regularly scour the Underhive for deviant scum whose appearance is as blasphemous as the Beastmen. Cultists revere Beastmen and keep them safe from the fanatics who would burn them alive. Cultists consider a Beastman to be a gift from the dark gods and believe them to be a sign of their coming power.

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

SPECIAL RULES

Mutants. Beastmen are often mutated and if you have an appropriate model for one you can select a mutation from the list given above.

ALIENS

Mankind is not alone in the galaxy. Between the million worlds of the human Imperium whole systems lie under alien control. The Imperium has no friends among the stars, it treats all aliens with hostility and suspicion. Nonetheless some aliens find their way onto Necromunda for their own reasons: seeking lost artefacts, spying out defences, escaping pursuers, buying information and so on.

ELDAR SCOUTS

Rating: 250

The Eldar are an ancient race who live upon vast spacecraft called Craftworlds which are doomed to wander the galaxy forever. The Eldar are the most technologically advanced race in the galaxy and long ago they discovered a network of stable wormholes or tunnels which criss-cross the galaxy through the warp. The Eldar call this network of access points and tunnels the Webway, and it allows them to move rapidly from one point in space to another many light years away. Although the Webway is limited compared to the infinite destinations of the warp, it has entrances and exits at certain places which cannot be moved. The Eldar are always on the lookout for lost or hidden Webway gates, so that they can expand the number of worlds they can reach.

One of the many important tasks and missions that Eldar Scouts carry out is to search for hidden or lost Webway gates, and as such Eldar Scouts are very important to an Eldar Craftworld. Not only do Eldar Scouts infiltrate enemy lines and raid enemy positions, but they also investigate alien worlds, recover lost artefacts such as spirit stones, and keep an eye on important events on planets across the galaxy which might affect the Eldar race. Eldar Scouts could be upon Necromunda for any of these reasons and only the Scouts themselves will know what their mission is.

Eldar Scouts are masters of infiltration and sniper work. They meld into the background thanks to their cameleoline cloaks which hide them from all but the most observant of enemies. They are armed with the deadly needle sniper rifle which they fire with unnerving accuracy.

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	1	4	1	8

SPECIAL RULES

Eldar Scout Skills. Marksman, Ambush, Infiltration.

Weapons. Eldar Scouts are armed with a needle sniper rifle (see the Rules for a full description). Eldar usually carry finely made laspistols as secondary weapons.

Armour. Eldar Scouts always wear mesh armour.

Wargear. Eldar Scouts wear concealing cameleoline capes which mimic the colours and textures of their surroundings. Because of these anyone shooting at an Eldar Scout has an additional -1 penalty to hit.



ORKS

Rating: 95

Orks are big, green and tough! Legends about Orks invariably revolve around how they can keep fighting with a bolter round through their head and a gut full of shrapnel. This is because they are a bio-engineered warrior race which was so successful that they eventually enslaved their creators and spread unchecked throughout the galaxy. Orks are undoubtedly the most widespread aliens in comparison with humans, though Ork space is split into hundreds of tiny empires which are ruled by rival Warlords and bosses.

Orks love to fight more than anything else, and spend most of their time fighting each other. However, once in a while a powerful Ork leader will start a Waaagh! – a surge of Ork invasions and conquests like a cross between a religious crusade and a gold rush. During a Waaagh! the anarchic hordes of Orks are unified into a terrifying war machine which even the Imperium can only hope to stop after a long and bloody war. In times past the fury of the Waaagh! has beaten against the armoured hives of Necromunda and it's possible that some Orks may still be lurking in the Underhive, or there may be bands of Ork pirates pursuing some nefarious deal with outlaw crime lords.

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

SPECIAL RULES

Not Pinned. Because of their tough nature Orks are never pinned.

Armour. Orks always wear flak armour.

Weapons. Orks are usually armed with bolt pistols, axes and Frag grenades.

GRETCHIN

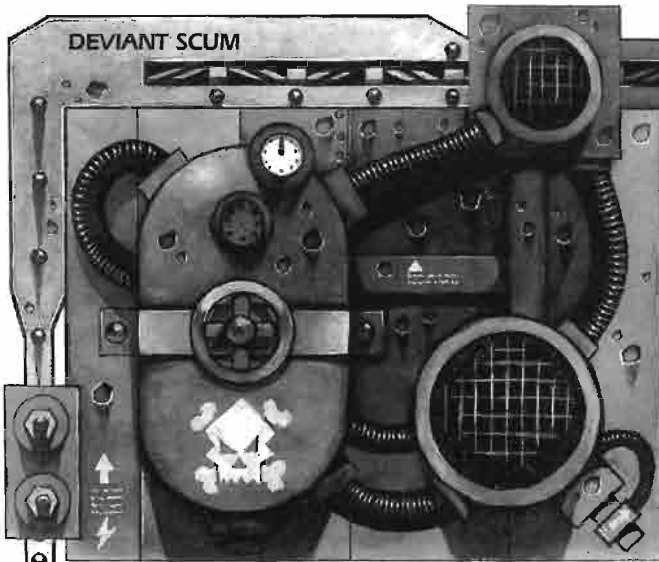
Rating: 40

Gretchin are not as strong and tough as their larger cousins, the Orks, but they are of the same race and share the same love of fighting. In normal Ork society Gretchin serve as a slave caste that performs all the boring, humdrum tasks the Orks can't be bothered with. Gretchin follow the larger Orks to war in an attempt to emulate their big brothers' deeds and earn some glory for themselves. On Necromunda Gretchin accompany the Orks on raids against gangs to get themselves food and equipment.

M	WS	BS	S	T	W	I	A	Ld
4	2	3	3	4	1	2	1	5

SPECIAL RULES

Weapons. Gretchin are usually armed with autoguns.



GENESTEALERS

Rating: 280

Genestealers are exceptionally dangerous alien creatures that are sometimes found on derelict space hulks, drifting through the interstellar void. Genestealers are intelligent and very cunning but they do not make use of tools or weapons of any sort. Instead they are able to implant their genetic material into a victim of a different "host" species (like humans). Once infected, a victim can be controlled by the psychic brood intelligence of the Genestealers, becoming completely dedicated to their cause and worshipping them-like gods.

The implanted germ cell grows inside its host until it is ready to emerge. The Genestealer's genetic attributes are passed on in part to the offspring, creating monstrous hybrids whose own spawn will either be purestrain Genestealers or more human-seeming Hybrids. Genestealers themselves are almost bestial in appearance with a crouching stance, two powerful legs and four arms terminating in claws which are strong enough to tear through steel. They are preternaturally quick and deadly in hand-to-hand combat.

The Genestealers' slaves help to conceal and transport them to planets where they can implant more victims. The spread of Genestealer influence is slow and insidious as they are careful to avoid the attention of the authorities until they have gained enough power to try to take over a planet. Genestealer cults have been uncovered and mercilessly crushed several times on Necromunda by Imperial Inquisitors, but the Underhive remains an area which is impossible to cleanse thoroughly.

M	WS	BS	S	T	W	I	A	Ld
6	7	0	6	4	1	7	4	10

SPECIAL RULES

Psychology. Genestealers are immune to all psychology. They never test for fear, terror, or any of the psychological factors described in the Rules. Note, however, that Genestealers are still affected by Leadership tests like other fighters.

Pinning. Genestealers are never pinned by shooting hits because of their incredible reflexes and alien determination.

Chitinous Armour. Genestealers have thick chitinous hides which can absorb considerable damage. This gives a Genestealer an armour saving throw of 5 or 6 on a D6.

Fear. Genestealers are frightening alien creatures that cause fighters to test for *fear* as described in the advanced rules of the Rules.

GENESTEALER MAGUS

Rating: 190

The Genestealer Magus is a special mutation that develops within a 'Stealer brood after several generations. The Magus is almost human in appearance, although invariably bald and heavily boned. He is also highly intelligent, and because Genestealers instinctively seek out and infect latent psychically gifted individuals, he invariably has potent psychic powers. The Magus acts as the figurehead of a Genestealer cult, apparently leading the organisation while he in fact receives his instructions from the Genestealers' brood intelligence.

The Magus directs the brood's operations, sending Hybrids out to raid human habitations and dispatching Genestealers to implant their seed in more victims. He may well send some of the brood's more human members to infiltrate the planet's government or its defence forces, eroding its ability to fight and paving the way for the expansion of the brood.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	4	3	1	5	1	8

SPECIAL RULES

Wyrd Powers. The Magus has one Wyrd primary power and three Wyrd minor powers.

GENESTEALER HYBRIDS

Rating: 80-90

When a Genestealer implants its seed into a human, or any other creature, the resultant germ cell incubates within its host until it is ready to emerge. The hybrid child does not consume its parent, but as it develops it absorbs part of its host's brain. The parent becomes a slave of the infant it has spawned, and will go to any lengths to protect and nurture the monstrous thing. In this way the Genestealers infect human society with their monstrous brood. The Hybrids flock together and interbreed, producing more Hybrids and Genestealers.

Hybrids look like a cross between Genestealers and their parent humans, with between two and four arms, and combining attributes of both races to a varying degree. Some Hybrids are nearly entirely human in appearance, tending only to baldness and heavy bone structure. Others are almost pure Genestealers. Whilst Genestealers lack any kind of creative intelligence, Hybrids combine human intelligence with alien cunning, and are able to use weapons and interact secretly with humans. Hybrids may even exhibit Wyrd powers if they were spawned from a psychic host and the Genestealers will actively seek such hosts in order to strengthen their brood.

Hybrid Neophyte

M	WS	BS	S	T	W	I	A	Ld
4	4	2	4	3	1	5	1	8

Hybrid Acolyte

M	WS	BS	S	T	W	I	A	Ld
4	3	3	4	3	1	5	1	8

SPECIAL RULES

Psyker. Roll a D6 for each Hybrid Acolyte: on a roll of 6 the Acolyte has one Wyrd primary power and one Wyrd minor power. On a roll of 5 the Acolyte has just one minor power, and on a roll of 1-4 the Acolyte has no Wyrd powers.

CHAOS SPACE MARINES

Rating: 300

Millennia ago, the legends tell of a time when the Imperium was riven by civil war. Brother turned against brother in the bloodiest conflict mankind has ever known and even the Emperor's own warriors, the mighty Space Marines, betrayed him and followed their Warmaster to besiege the Imperial palace on Earth. The traitors were led astray by daemons from the warp, seduced with dreams of power and pride which drew them ever further along the path of damnation.

The pure and righteous followers of the Emperor defeated the Traitor Legions, but only at great cost to the Emperor himself. The defeated renegades fled to the Eye of Terror, a place where daemons walk and rule over enslaved mortal souls. The energies of the warp make time flow strangely in the Eye, and Chaos Space Marines live to this day, filled with bile and hatred against the Emperor and the Imperium they once helped to forge. Chaos Space

Marine warships frequently slip past the Imperial blockade around the Eye of Terror to terrorise the space lanes, ravage worlds and wreak their vengeance upon mankind.

Hulking, heavily armoured Chaos Space Marines have been encountered in the Underhive in the past. It is thought that Cultists secretly seek their help in overthrowing the dynasty of Helmawr. The Cultists know that they could never resist the Imperial Space Marines that would be sent to destroy them if they seized power, but with the deadly Chaos Space Marines as their allies they might be able to withstand the Emperor's wrath.

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

SPECIAL RULES

Weapons. Chaos Space Marines usually carry boltguns, bolt pistols and Frag grenades. Their weapons are well looked after and as such automatically pass Ammo rolls.

Armour. Chaos Space Marines wear power armour which confers a 3+ saving throw. Power armour is neurally linked to its wearer so it does not penalise his Initiative like carapace armour.

Skills. Rapid Fire - Bolt Weapons, True Grit.

Never Pinned. Chaos Space Marines are never pinned.

CHAOS CREATURES

Chaos creatures are beings from the warp, daemons and foul apparitions that can exist in real space for a limited period of time. Such entities can only enter real space by possessing the soul of a vulnerable Wyrd or through the arcane summonings of Cultists, but once they have breached the divide they can harm the fabric of reality and make it easier for others to follow. The terrible dangers such entities pose to the whole planet make it imperative for the authorities to hunt them down as quickly as possible, and even gangs may be deployed in the search.

Daemons come in all sorts of shapes and sizes but they are primarily aligned to one of the four great powers that exist in the warp, the dark gods of Chaos who seek the downfall of reality. The daemons of each of these powers are summarised below. First, however, there are some special rules which apply to all Chaos creatures because of their unique nature.

CHAOS SPECIAL RULES

Daemonic Aura. All daemons are surrounded by an aura of warp energy which sustains them in the material universe and fortifies them against physical harm. The aura works by giving the daemon a saving throw of 4 or more on a D6 against any shooting or close combat hit, damage from falling, etc. The 4+ saving throw is not modified by weapon or Strength saving throw modifiers – a roll of 4, 5 or 6 always saves. Because the daemonic aura is formed from warp energy it offers no protection at all against attacks using Wyrd powers.

Never Pinned. Daemons are never pinned by shooting attacks – did you really think they would be?

Injury. Daemons ignore flesh wounds, but 'down' and 'out of action' results affect them normally, representing a serious disruption of their manifested form. Daemons make recovery rolls

at the end of their turn like any other model. Note that the rules for possessed Wyrds are different from these but they represent a very powerful daemon taking control of a Wyrd's body, not an entity manifesting itself from warp energy.

Fear. Daemons are obviously very dangerous, powerful supernatural creatures which will cause any mortal fighters to test for *fear* as described in the Rules.

KHORNATE DAEMONS

Khorne is the power in the warp associated with bloodshed, anger and violence. Khornate daemons are murderously violent and aggressive, with skins the colour of blood, twisting horns and sharp fangs. Khornate cultists summon daemons to slaughter their foes in bloody massacres, terrorising their enemies into obedience.

Flesh Hound

M	WS	BS	S	T	W	I	A	Ld	Rating
10	5	0	5	4	2	6	1	10	350

Bloodletter

M	WS	BS	S	T	W	I	A	Ld	Rating
4	5	5	4	3	1	6	2	10	300

SPECIAL RULES

Flesh Hound. Every Flesh Hound wears a collar of Khorne said to be forged from the heat of Khorne's rage. The power of the collar is to suck the energy of the warp from around it, fortifying the daemon and also protecting it from the psychic attacks of other

foes. As a result no Wyrd or Ratskin Shaman power will affect a Flesh Hound.

Bloodletter. Bloodletters are armed with a deadly sword called a Hellblade. A Hellblade drips constantly with blood and glows with the heinous energies of Chaos. A Hellblade allows the Bloodletter a parry and causes not 1 wound on its victim but D3.

SLAANESHI DAEMONS

Slaanesh is the prince of pain and pleasure whose mortal followers are drawn to him by vice and lust. Slaaneshi daemons are seemingly delicate and yet deadly apparitions which can lure in the weak and lull the senses of even the strongest. Slaaneshi cultists wield power through corruption and blackmail, but their daemonic patrons are always on hand to eliminate those who cannot be seduced.

Daemonette

M	WS	BS	S	T	W	I	A	Ld	Rating
4	6	5	4	3	1	6	3	10	270

Fiend

M	WS	BS	S	T	W	I	A	Ld	Rating
6	3	0	3	3	1	3	3	8	190

Daemonette. Daemonettes exhibit the power to manipulate warp energy in subtle ways. Roll a power for each Daemonette on the Wyrd Minor Power Table. If the Daemonette rolls a primary power it will always be a Telepath power.

Fiend. The Fiend exudes a sweet odour which overwhelms the mind of their opponent with waves of soporific pleasure. Any foe in hand-to-hand combat with a Fiend counts any fumble rolls at double value – ie, any attack dice which score a 1 add not +1 but +2 to the enemy's combat score. At the same time, any critical hits caused by the Fiend's enemy are ignored.

TZEENTCHIAN DAEMONS

Tzeentch is the Chaos god worshipped by those who scheme for power and change. Tzeentch is a master of manipulating warp energy and secret patron to many of the most powerful Wyrd. Tzeentchian daemons are fickle and anarchic, crackling with warp energy and impulsiveness.

Pink Horror

M	WS	BS	S	T	W	I	A	Ld	Rating
4	5	5	4	3	1	6	2	10	320

Blue Horror

M	WS	BS	S	T	W	I	A	Ld	Rating
4	3	3	3	3	1	7	1	10	-

Flamer

M	WS	BS	S	T	W	I	A	Ld	Rating
9	3	5	5	4	2	4	2	10	440

SPECIAL RULES

Horrors. Horrors can manipulate warp energy with a snap of their fingers. Roll a power for each Horror on the Wyrd Minor Power Table. If the Horror rolls a primary power it can be of any kind. Also, when a Pink Horror goes down or out of action it divides into two Blue Horrors immediately. Remove the Pink Horror model and replace it with two Blue Horrors. These fight on in the place of the Pink Horror until they go out of action and are removed. Note that neither the Pink nor the Blue Horrors receive the normal daemon saving throw on behalf of their aura.

Flamers. Flamers move by bounding – they can move over any obstacles or intervening models without penalty. Flamers can leap up a single level on a building but they don't need to use a ladder because they jump. Each level they leap up like this takes up the 3" of movement as per normal. Flamers can shoot flame in the shooting phase. The flame has a range of 6" and any target struck sustains D6 Strength 3 hits. Flamers also use their flames to engulf and destroy enemy in hand-to-hand combat. To represent this, each wounding hit from a flamer causes not 1 wound but D3 wounds.

NURGLE DAEMONS

Nurgle is the lord of pestilence and decay. His mortal servants are foul, disease-ridden wretches who pray for release from their torment. Nurgle daemons are grotesque monstrosities covered with weeping lesions, bright swellings and dripping sores. The threat posed by the servants of Nurgle to the densely packed population of a hive is almost too terrible to contemplate.

Plaguebearer

M	WS	BS	S	T	W	I	A	Ld	Rating
4	5	5	4	3	1	6	2	10	270

Beast

M	WS	BS	S	T	W	I	A	Ld	Rating
3	3	0	3	5	3	3	D6	6	320

SPECIAL RULES

Plaguebearer. Plaguebearers wield swords that drip with virulent, diseased slime. Any model that suffers a wound from the Plaguebearer's sword will be taken out of action on a D6 roll of 4 or more regardless of the number of wounds it has remaining. The Plaguebearer is surrounded by a black cloud of flies that feed upon his putrid skin. When the Plaguebearer is fighting these vile creatures fly into the eyes and mouths of their enemies, clogging their ears and crawling up their nostrils. Any enemy fighting a Plaguebearer must deduct -1 from his hand-to-hand combat score due to the distraction of the Plaguebearer's flies.

Beast of Nurgle. The Beast of Nurgle has D6 attacks in hand-to-hand combat from its slimy tentacles. This is determined every combat round. The slime automatically penetrates any armour that the victim has, so no armour saving throw is permitted for models wounded by the Beast. As the Beast of Nurgle moves it leaves a noisome (and poisonous) slime trail behind it. This makes it impossible for a large number of foes to attack the Beast without becoming caught up in the slime trail. To represent this factor, multiple attackers do not receive the usual bonuses when attacking the Beast: they do not receive the +1 attack dice for each attacker after the first, nor the +1 close combat modifier for each attacker after the first.