

# Breakin' the Law

Necromunda Scenarios for the criminally minded.

By Richard Cowen

*I'M RICHARD and I'm from Darwen in Lancashire. I've been playing GW games for many years now and Necromunda has remained one of my firm favourites. Although there are more than a dozen scenarios in Necromunda - in Outlanders, White Dwarf and the Journal I couldn't resist putting down a few of my own ideas. The result of this has been the following scenarios in this article for which I banged together some special rules to accompany them. Looking at the Ratskin Renegades I decided that along with the medium tech weaponry they would still use bows, spears and the like, so I worked out the rules for these and more.*

*I am currently working on rules for Red Corsair Chaos Space Marine Pirates and human militia regiments for Sylvanian armies. I've already got a partially painted 2000pt Red Corsair army and a work in progress 3000pt Sylvanian army in the works. I hope to submit these rules when they're finished.*

*Finally I must apologise for the delay involved in the various stages of submitting these rules as I've just been through my A-levels and am also trying to get a story published in Infernal.*

*Enjoy...*



## Scenario 1 The Armoury

Two gangs out exploring the wastes have discovered a small arms cache probably belonging to a long dead gang or maybe even a Guilder. There's probably enough weapons here to re-equip the entire gang or at least make a few creds down at the Trading post. Remember, if you don't get the arms your opponent will.

### CHOOSING THE ARMOURY

Any gang may play *The Armoury* if they are given a choice of scenario

### TERRAIN

Each player takes it in turn to place a piece of terrain. It is suggested that the board is about 4' wide or slightly smaller so the gangs can start off a reasonable distance apart. A large central building should be placed, this is the armoury.

Optional: Because this is a very old part of the Underhive, the players may choose to use the special rules for Crumbling buildings.

### GANGS

Each player rolls a D6. The player with the highest score sets up his gang within 8" of a table edge chosen by his

opponent. The other player then sets up his gang within 8" of the opposite edge.

### STARTING THE GAME

Both players roll a D6. The highest scoring player takes the first turn.

### SPECIAL RULES

At the start of the game, one player should roll 1D6. This is the number of crates of weapons inside armoury. The armoury walls are all but impenetrable, but the door can be damaged. It has Toughness 6 and can take up to 4 Wounds before being blown off. Once the door has been blown off, any models can enter the armoury and remove the crates of weapons. These are represented by Loot counters.

**Explosives:** For each Wound caused in excess of the number needed to remove the door roll 1D6. On any 6's, the armoury explodes destroying all of the equipment stored inside and inflicting 1D6 Strength 4 hits on all models within 6". In addition, anyone caught in the blast is lifted and thrown 1D6" away from the centre of the blast where they will suffer an extra hit with a Strength equal to half the distance the model is thrown. If the armoury explodes the game ends in a draw.

**Crates:** While carrying a crate, a model can only move at half speed unless he is sharing a crate with another model. The fighter suffers a -1 Weapon Skill and -1 Initiative penalty while carrying a crate. To claim the crate it must be taken off the board by the models carrying it. They will then return, on the next turn at the same point on the edge of the board. If a model carrying a crate goes down or out of action, the crate is dropped.

**Equipment:** After the game, each player may take a random piece of equipment from the price chart in the Sourcebook for every crate they captured. These are added to the roster for free. Unfortunately they are very old and you must roll for every piece of equipment. On a result of a 1, the item is worn out and must be discarded.

Every second crate that a gang has in its possession will contain weapons from the new weapons section at the end of this article.

## ENDING THE GAME

The game automatically ends when one side *Bottles Out* or voluntarily retreats. The Bottling gang loses and the other side wins.

## EXPERIENCE

Fighters who take part in this scenario earn experience as follows:

**+D6 Survives.** If the fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

**+1/2 Per Crate.** If a fighter takes a crate off the

board single handed then he receives 2 points. If two take a crate then they receive one each.

**+5 Per Wounding hit.** A fighter earns 5 points for each wounding hit he inflicts during the fight, either on an opposing fighter or on the Armoury door. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Although it is impossible to score several wounds with a hit from some weapons, only 5 points are earned when this happens.

**+10 Winning leader.** The Gang Leader of the winning side earns an extra 10 experience points. Neither leader earns this bonus if the game ends in a draw.

before he gets there. Luckily for the Guilder the gang hired to escort him arrive to scupper the plans of the Outlaws. Surprised, the Outlaws grab as many hostages as they can.

## CHOOSING THE STICK UP

If a result on the Outlaw scenario Chart shows a choice of scenario, either gang may choose the Stick Up. Note that this is an Outlaw scenario, so any rolls on the Outlaw table should be modified immediately. Only one gang may be Outlaws and they must be the attackers.

## TERRAIN

Starting with the attacker, the players take it in turn to set up pieces of terrain.

## GANGS

The Defender has 2D6 members of his gang present,

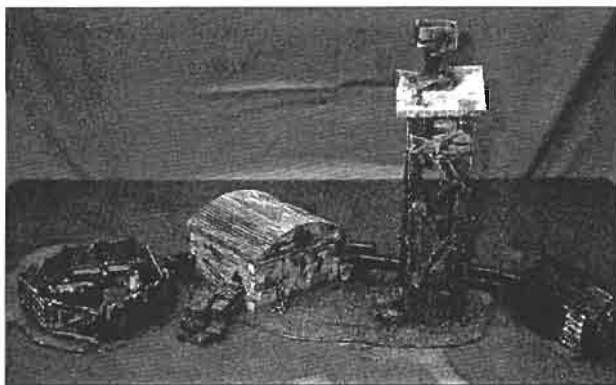


The local Cult of Nurgle pose in the ruins of the Underhive

## Scenario 2 The Stick Up

An Outlaw gang has heard through the grapevine that a Guilder is bringing his credits up to deposit in the Guild Bank at the nearby settlement. The Outlaws are laying in wait intending to ambush him

the rest having been placed on the look out for any Watchmen. They are set up within 8" of the rough centre of the board, with 2D6 hostages, one of which is the Guilder (see below). Each outlaw must be set up, if possible, in base-to-base contact with a hostage. Any surplus hostages or outlaws



Wastes pig farm - excellent as an Outlaw hideout...

must be set up within 2" of anyone else.

The entire attacker's gang set up no closer than 12" of an outlaw or hostage.

### STARTING THE GAME

The defenders go first.

### SPECIAL RULES

**The Hostages:** If an outlaw moves into contact with a hostage, he may use him as a human shield, giving him an unmodified 3+ save from the front 90 degrees. If the save is failed, the outlaw is hit as normal but if the model passes his save, the hostage is hit instead. Hostages are not affected by flesh wounds but a down and out result will mean that the hostage is dead. (Special: a fighter with the *Marksman* skill may shoot past the hostage without any risk of hitting him.)

An outlaw holding a hostage may move up to 2" per turn. An unaccompanied hostage

will run 2D6 in a random direction. Only outlaws may deliberately fire upon the hostages.

### ENDING THE GAME

The stick up scenario continues until one side falls a *Bottle Test* and loses the game.

### EXPERIENCE

Fighters who take part in this scenario earn experience as below:

- +D6 **Survives:** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded or go out of action receive experience for taking part.
- +5 **Per wounding hit:** A fighter earns 5 points for each wounding hit that he inflicts.
- +10 **Successful stick up:** if the outlaws win, their leader earns 10 points.

### PAYMENT

If they win, the attacking gang gets paid 2D6x10 creds, less 25 creds if the Guilder is killed and less 5 creds for every other hostage killed. If they lose they get nothing as they allowed the outlaws to steal the Guilder's money. If the outlaws win, they get 4D6x10 creds of loot taken from the Guilder's belt pouch. If they lose they get nothing and the attack is a complete failure.

### WRATH OF THE GUILDERS

If the Guilder is wounded then the outlaw gang adds 100% to its guild price as punishment. If the Guilder is killed they are in deep trouble! The gang is outlawed forever with no chance of repaying their guild price and just to continue an interesting theme they could always be the subject of a 'You are Surrounded' scenario to get back the loot before they spend it.

### Scenario 3

#### You are Surrounded

The outlaws have been making a nuisance of themselves lately and the Guilders through their spy network have managed to find their hideout. A sweep of the area has been ordered but at the last minute the outlaws have been tipped off and are prepared. It is going to be a hard fight.

### CHOOSING YOU ARE SURROUNDED

If there is one gang of Outlaws involved in a game and either side is allowed to choose, they may play this scenario. An Adeptus Arbiters squad (if anyone in your campaign is playing them!)

### HOSTAGE

Along with the Guilder himself, there will be a number of other hostages taken which comprise of his bodyguards and slaves.

M	WS	BS	S	T	W	I	A	Ld
2D6	2	0	3	3	1	3	-	-

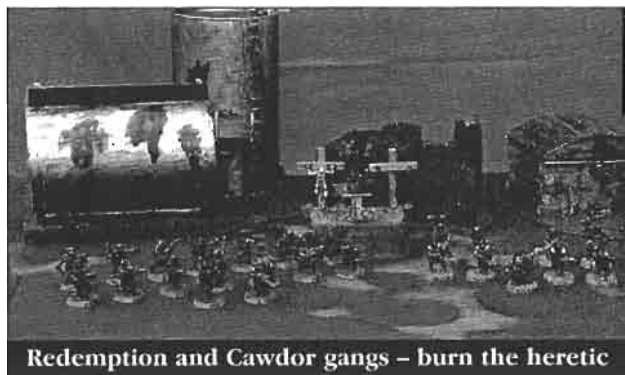
are especially suited as the attackers.

### GANGS

The defender sets up 2D6 fighters within 8" of the centre of the board. He may set up D3 men up in *Overwatch* and D6 in *Hiding*. This represents the gang being prepared. The attackers set up within 4" of the edge of the board. They must set up a quarter of their men on each board edge. They may also be accompanied by 1D3 Bounty Hunters who will leave them after the fight.

### TERRAIN

Starting with the attacker, the players take it in turn to set up pieces of terrain. The use of special terrain, Ash Wastes and Sludge Pools is allowed (see later for the rules).



Redemption and Cawdor gangs – burn the heretic

### STARTING THE GAME

The defenders have the first turn.

### ESCAPING

The Outlaw defenders realise they have no chance of survival if they remain where they are and so must attempt to escape via any board edge. After the game the Outlaws must roll 1D6. A result of 4+ means that the gang must roll

a new piece of territory after they abandon their present headquarters. On a 3 or less they remain where they are after the Guilders decide they have scared them enough.

### ENDING THE GAME

The game ends when either the Outlaw gang is out of action or escaped or when the attackers have *Bottled Out*. The defenders are protecting their home and so do not need to take *Bottle Rolls*.

### EXPERIENCE

Fighters who take part in this scenario earn experience as below:

- +D6 **Survives:** If the fighter survives the fight even if he is wounded or put out of action he earns D6 experience points.

- +5 **Per wounding hit:** A fighter earns 5 points for each wounding hit he inflicts.

- +5 **Escapes:** An outlaw who leaves the board earns 5 experience points.

- +10 **Successful assault:** If the attackers win, the leader earns 10 experience points.

### PAYMENT

If the attackers take out at least half of the Outlaws they are paid D6x10 creds, in addition to any bounties collected and normal income.

Outlaws collect income as normal.

## Scenario 4

### Jailbreak

An Outlaw has been unlucky enough to get captured by the authorities and is due to be executed in just a few days. Previous rescue attempts have failed so this time the entire gang has opted to try to break him out of the Guilder prison. Unfortunately, the Outlaws have not managed to tell their comrade about this and he has already decided to make his own escape attempt. By sheer coincidence this all occurs at the same time.

### CHOOSING THE JAILBREAK

If an Outlaw is captured and a rescue mission fails, then the Outlaw may choose to play this game instead of rolling on the scenario table as usual. The opposing gang must be the gang that captured the outlaw.

### TERRAIN

The defenders place a building in the centre if the set up. This is the jailhouse and should have walls all around and preferably only one entrance. It is also a good idea for it to look secure and fortified. The attacker and defender then take it in turns to place the rest of the scenery.

The use of special terrain, Mines and crumbling buildings (all but the jailhouse) is allowed (see later for the rules).



Koenig's Wildsnake house and Inn

### GANGS

The defender places the captive in the jailhouse and places a random gang member within 6" or at the door, as the guard. The other gang members are positioned anywhere on the board although they may not be placed within 8" of the edge. All of his fighters are sentries. The attacker chooses 2D6 members of his gang and sets them up within 4" of a randomly chosen table edge.

### STARTING THE GAME

The captive is just about to attack his guard with a homemade knife when his gang arrives to rescue him. The attackers take the first turn.



Upstairs...

### SPECIAL RULES

**The Captive:** The captive has no weapons but has fashioned a knife from a sliver of plasteel. His objective is to escape from the jailhouse. To do this he must either ambush his guard and take him out of action in one turn or await his gang's arrival.

**Attacking the Guard:** To attack the guard the captive must charge him. If the guard is still acting as a sentry he will be at half his normal WS. If attacking from the rear, the captive stabs the guard in the back inflicting an automatic hit with. The combat is resolved as above and may cause a disturbance alerting the other sentries. From that point on he must try to leave the board along the attacker's edge.

**Waiting for Rescue:** The captive can always just sit tight and wait for his comrades although this carries the risk of them being beaten off and him being executed. If this is the course of action chosen, the captive may only leave the jailhouse after his guard has been taken out of action.

Note that the captive can decide to wait before

attacking his guard, although the guard may be facing him when he does so meaning that he loses his surprise attack.

**Sentries:** Until the alarm is sounded sentries move D6-3 per turn. Roll separately for each sentry to determine how far he moves. If the distance is negative then the attacker may move the sentry model. After moving each sentry, roll the Scatter dice and turn the sentry in the appropriate direction. The captive's guard will not move until the alarm is raised although he will change direction and look for the attackers.

**Sounding the Alarm:** Until the alarm is sounded sentries move as detailed above. In addition their WS is halved and they may not shoot. After the alarm is sounded sentries may move freely. The alarm can be sounded in a number of ways.

**Spotting:** Roll 3D6 at the end of the defender's turn. Sentries can try to spot any attackers or escaped captives within distance so long as they could normally be seen. This distance is further than normal because the defenders are on guard after the last attempt. Enemies in the open



and downstairs...

or within a distance equal to the sentry's Initiative in inches will be spotted on a D6 roll of 2 or more. Enemies in partial cover will be spotted on a D6 roll of a 4. Enemies in cover or *Hiding* will be spotted on a D6 roll of a 6. If a sentry spots an enemy then he sounds the alarm. Enemies are also spotted if they move within sight of a sentry during their own turn. The sentry's spotting range is the same as in his turn and the dice rolls are the same. A sentry can only give the alarm if he survives the attacker's turn. If he is taken out of action then he cannot sound the alarm.

**Shooting:** If an attacker shoots a weapon roll 2D6 and add the weapon's Strength to the score. If the result is more than 10 then the alarm is sounded. However, this rule does not apply to silent weapons such as needle guns.

**Fighting:** A sentry who is attacked, either by the captive or one of his comrades, will sound the alarm if he survives the turn. Remember that a sentry's WS is halved until the alarm is sounded. If the attacker shoots a pistol or uses a chainsword then you must roll as described above to see whether the noise sounds the alarm also. In addition, the noise of fighting may sound the alarm even if the sentry does not survive to do so himself, the attacker rolls a D6. If the score is more than the number of attackers in the fight then the scuffle is finished silently and goes unnoticed. Otherwise, the alarm is sounded. For example: if three attackers mug and take out a sentry then you must roll 4+ for this to go unnoticed.

## ENDING THE GAME

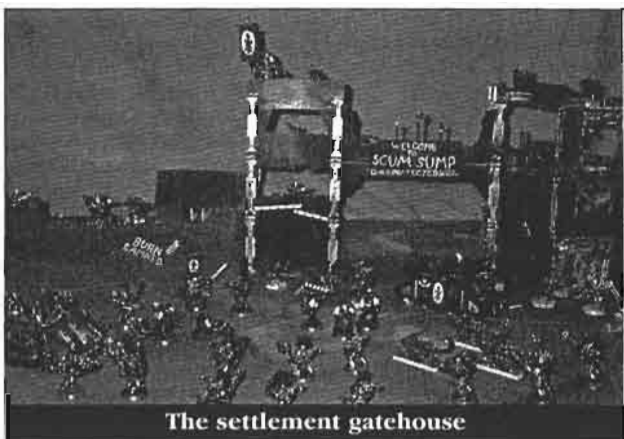
The game ends and the

attackers win the captive and all surviving attackers leave the board by the edge on which they originally set up. The game also ends if all the attackers are down or taken out-of-action or if the attacker *Bottles Out*. The attackers are determined to rescue their comrade and so only start

the defender wins, the leader earns 10 experience points.

## SPECIAL

If the defender keeps the captive alive he will hand him over to the authorities and gain the normal bounty.



The settlement gatchouse

taking *Bottle Tests* when they have suffered 50% casualties. The defender is protecting a large bounty and so will never *Bottle Out*, either voluntarily or not.

## EXPERIENCE

Fighters who take part in the scenario earn experience as noted below:

- +D6 Survives: If the fighter survives the fight even if he is wounded or put out-of-action he earns D6 experience points.
- +5 Per wounding hit: A fighter earns 5 points for each wounding hit he inflicts.
- +5 Escapes: If the captive defeats his guard in hand-to-hand combat then he may earn an extra 5 exp.
- +10 Successful Defence: If

## Special Rules

Here follows some special rules that I have devised for use in these scenarios.

### TERRAJN

**Crumbling Buildings:** The Underhive is one sprawling mass of ruined buildings and domes built somewhat haphazardly upon each other. The older the building and the deeper into the Underhive it is the less stable the structure will be and the more likely that it will collapse and maybe start off one of the dreaded Hive-quakes that Underhivers live in fear of. Fighters always run the risk of buildings collapsing around them especially when they are being repeatedly blasted by heavy weapons fire.

Small arms fire is unlikely to damage a building's structural integrity sufficiently to make it

collapse but any buildings hit by Blast weapons or explosive waste (this obviously includes any instance that gangers are targeted when in the cover of buildings) take damage as normal.

**Building Stats:**

Large Buildings (two or more storeys) 8 T & 10 Wnds.

Small Buildings and walkways 8 T & 6 Wnds.

When a building is reduced to 0 wounds then roll on the table below:

**STRUCTURAL DAMAGE TABLE**

**D6 Result**

1. **Damage.** The building is shaken but still standing. Next time you roll on this table +1 to the result.
- 2-4 **Oops!** The building sways violently. Every model on the building must pass an Initiative test to avoid being pinned and those within 1" of the edge must roll to avoid falling.
- 4-5 **Big Oops!** The structure is in serious danger of collapse with masonry falling and windows shattering. Each model inside the structure takes a S3 hit and anyone within 1" of the edge must test to avoid falling. At the start of each turn roll on this table and apply the result.
6. **Timberrrr!** With a massive rumble and crash, the building collapses. All models suffer a S4 hit for each ceiling above them and then falls to the ground under the normal rules. Remove the building and replace with a crater. All models inside are pinned.

**Explosive Waste:** The factories of Hive City often dump their garbage straight down into the Underhive with no regard for the millions of long-suffering citizens that dwell there. Often the waste comprises of some very dangerous industrial chemicals that become highly unstable and corrosive.

**Special Rules:** Before the game, roll 1D6. This is the number of piles and drums of waste that there are scattered around the battlefield. Each player takes it in turn to place a counter (you can make these from bits of sprues, crates, barrels etc.). These counters are considered as difficult ground for movement purposes.

If anyone attempts to move over or fire within 2" of any of these counters it will explode on a 4+ on a D6, adding +1 to the roll if the weapon is of S5 or higher. This may also happen if a shot is aimed at the pile or a scattering shot hits it.

When it explodes, 1D6 S 4 hits are caused on all models within 6" of the counter. The explosion will also knock the model 1D6" in the direction of the blast. The counter is removed after it has exploded.

**Flammable Materials:** Even worse than Explosive Waste are the barrels of highly flammable chemicals that are the by-products of the factories of Hive City.

Use the same rules as with Explosive Waste, but the effects of an explosion are different. A model caught in a 6" radius blast is not thrown through the air but suffers 1D6 STRENGTH 4 hits and is set on fire on a 4+. A burning model is affected just as if hit by a flamer weapon.

**Mines:** Many times in the past, Orks have invaded Necromunda killing millions. A few times they have even reached Hive Primus before being beaten back. There is still reputedly a few scattered tribes of them down in Hive Bottom, trapped after the rest of their army was destroyed. During the war, many minefields were laid throughout the Underhive in a desperate attempt to stem the Ork tide. Centuries after the war ended many of these mines still exist and many more have been added by the Guilders and Watch to protect their interests.

Make up some mine counters with 'Dud' or 'Mine' written on them. In a game that requires mines the defender has D6+3 of these counters chosen at random and may place them face-down anywhere on the battlefield before deployment. Whenever a model moves within 3" of a counter turn it over. If it is a dud there is no effect, if it is a mine then roll 1D6, +1 if the model is running or charging or +2 if the model is moving at more than 10". On 5+ the model has detonated a mine. He suffers a S6 hit with a -2 save modifier that inflicts 1D6 wounds and pins him there. There is also a chance that he will fall off the edge if he is within 1". Flying models (Ripperjacks etc.) will never set of mines unless they land.

**Sludge Pools:** With the constant flow of chemical waste seeping down through the layers of the Hive, holes in the ground are often filled up with toxic sludge. In most cases, what the pools contain has no direct link with the game (unless it is a Sludge Jelly). If a ganger enters a Sludge Pool for any reason

(falls or willingly enters), something unfortunate could happen. Roll on the table below:

### SLUDGE POOL TABLE

#### D6 Result

- Highly Corrosive.** The fighter is badly burned by the acidic chemicals and automatically goes out-of-action. From now on he causes *Fear*, due to the Horrific Scars.
- Oxidising.** The fighter is unharmed, although any metal equipment (swords, firearms, bio-scanners, carapace armour etc) is destroyed on a 4+.
- Corrosive.** The fighter suffers 1D3 automatic Wounds from acid burns. He is not pinned.
- Lightly Corrosive.** The fighter does not suffer any wounds but does take a Flesh Wound. He is not pinned.
- Harmless.** The fighter sustains no damage at all.
- Treasure Trove.** Not only is the liquid harmless, the fighter also finds a piece of Archeotech at the bottom of the pool! Give the model a Loot Counter. This counter is worth D6x10 credits and the fighter gains 1D6 experience points for his find. Anyone else falling into the pool will not find anything.

A fighter wishing to swim through or out of a sludge pool does so at half speed, suffering the same damage each turn that he is in the pool. Any further fighters

entering the pool suffer the same affects as the first.

**Ash Wastes:** Much of the ground surfaces in the Underhive are coated with layers of ash. Some are merely a few centimetres deep, but a few are meters deep and swallow people like quicksand. If a fighter for any reason, enters an area of Ash Waste, roll 1D6 on the table right:  
Any further fighter entering the Ash Waste suffers the same effects as the first.

### NEW WEAPONS

#### Shoulder Strap

Any ganger: 5 credits

This consists simply of a length of chain or wire, upon which basic or special weapon can strapped over the shoulder. This means that these weapons will not encumber the user in hand-to-hand combat, allowing them to use an extra pistol or close combat weapon.

#### Incendiary Bombs

Any gangs: 20 credits

Raw phosphorus is just one of the many pollutants found in sealed containers in the Underhive. Wily gang fighters often fill clay balls with the substance, making a highly effective incendiary grenade. Scavvies sometimes use bottles of oil with burning rags poked in the top to clear out buildings for looting and Redemptionists often cleanse heretics with a good petrol bomb.

#### Flintlock Pistol

Any *Ratskins* or *Scummers*: 6 credits

The flintlock pistol is a very primitive pistol consisting of a long barrel fitted to a wooden grip. It works on the same principle as the musket, but is

### ASH WASTES TABLE

#### D6 Result

- Quicksand.** The fighter is immediately swallowed up by the soft ash. Roll another D6.
  - The fighter is lost.
  - The fighter finds himself in an air pocket. He misses the rest of the battle but is dug out by his comrades after the battle.
- Neck Deep.** The fighter is trapped in the dust and cannot escape until the end of the battle. Count him as out for bottle reasons, but he may still be fired at by opponents that can see him.
- Deep.** This area of Ash Waste counts as very difficult ground.
- Shallow.** The area of Ash Waste counts as difficult ground.
- Very SHALLOW.** The area of Ash Waste counts as open ground.
- Lost Property.** The fighter is delighted to discover a piece of equipment in the ash. Choose a random piece of equipment from the price chart. This is what your fighter has found. Add it to your gang roster for free. The model gains 1D6 experience points for his lucky find.

shorter ranged and easier to handle. Because it takes so long to reload, the user must remain stationary while he fires. Flintlocks are popular weapons amongst traditionally minded Scummers and hard-up Ratskins, but they usually act



## Breakin' the Law

as a back up weapon to other unreliable weapons such as bolt pistols or hand flamers.

**Close combat:** because of its bulky form and the time needed to reload, the flintlock pistol may not be used in close combat.

### Muzzle Blade

*Any gang:* 5 credits

The muzzle blade or bayonet can be anything from a shard of plasteel tied to the end of a musket through combat knives welded to gun barrels to purpose made bayonets.

They can turn a previously unwieldy weapon into a makeshift spear.

An autogun, lasgun, musket, needle rifle or shotgun fitted with a muzzle blade may use the gun in close combat as though it were a spear, although it may not be thrown.

### Hunting Bow

*Any Ratskins:* 10 credits

Ratskins are a primitive people. Although you often find them brandishing weapons such as grenades and lasguns, these are mainly looted, stolen or bought off renegade Guilders. They often start out with simpler weapons. Scavvies also resort

INCENDIARY BOMB							
Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
User S+2		-	-	4	1	-2	Auto

FLINTLOCK PISTOL							
Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
0-8	9-16	-	-1	3	1	-1	6+

HUNTING BOW							
Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
0-8	9-18	-	-1	4	1	+1	6+

SPEAR							
Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
	Close Combat			As User	1	0	-
	2xStrength			3	1	-1	Auto

to primitive weapons when they cannot afford weapons such as shotguns and autoguns.

Ratskin hunters can stalk a giant spider for hours, but it spoils the surprise if he misses with an autogun or musket, the spiders would be away before another shot could be fired. With a silent weapon such as the handbow or hunting bow, they can fire again and again without the

spider realising it is under attack. This surprisingly, also works with some humans.

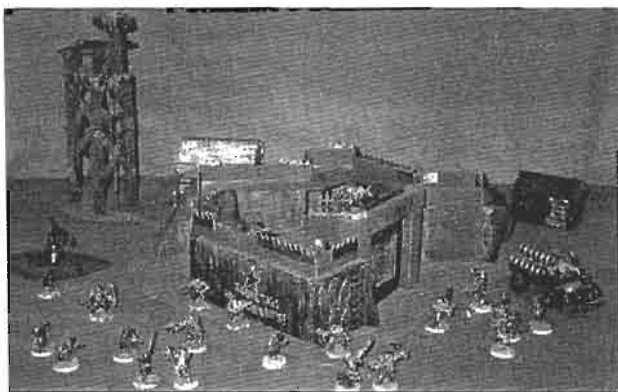
**Armour:** While the heavy arrow of a hunting bow can pierce flesh easily it lacks the momentum to punch through, thick, rigid armour. Any target with an armour saving throw has its armour save increased by +1 when hit by a hunting bow arrow.

### Spears

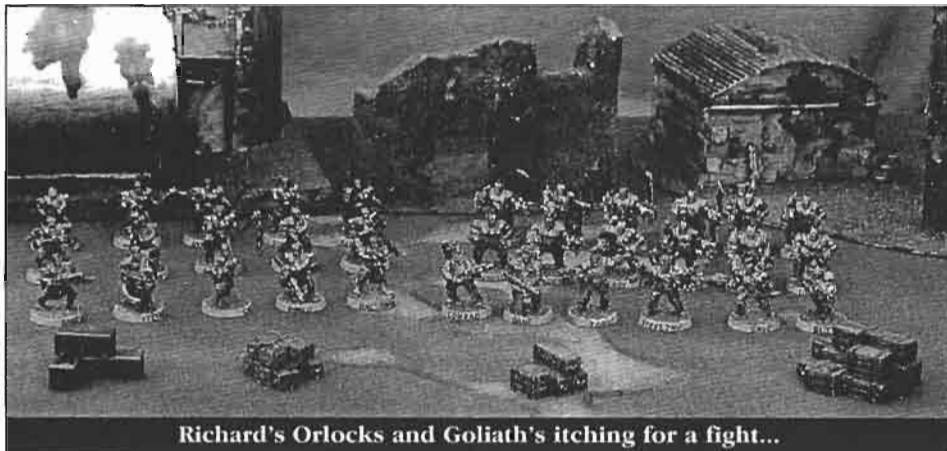
*Any Ratskins:* 10 credits  
*Any Scavvies:* 6 credits

Both Ratskin and Scavvy hunters use spears for hunting Underhive animals and they usually find their way onto a battlefield as well. There are purpose built spears of plasteel or other metals, but some fighters use sharpened chunks of slag or plasteel on fungusbark hafts. By far the simplest has to be a knife tied on the end of a length of thin piping.

The advantages of the spear are a longer reach and, as a last resort it can be thrown.



Gorka models can easily be used for settlements



Richard's Orlocks and Goliath's itching for a fight...

**Close combat:** because of their length, a fighter using a spear suffers no penalty for attacking a higher up enemy. He may also add +1 to his WS when in close combat. If the opposing fighter is using a spear then neither weapon gives any bonuses

**Throwing:** A spear may be thrown if need be, but if you do it is lost until the end of the battle. It may be thrown the same range as a grenade, but at a -1 to hit as spears are unwieldy.

### Shields

*Any Ratskin:* 5 credits

Although useless against most ranged hits, the Ratskins make use of shields, usually fashioned from pieces of sheet steel or fungusbark, in tribal warfare where hand-to-hand combat is inevitable.

**Parry:** the shield gives an armour save of 6+, or improves any present armour save by +1. However, the shield must be held in one hand, so no second weapon may be used.

### NEW RULES

**Picking up an injured fighter:** If a fighter moves into base-to-base contact with a downed fighter from his side, he may pick the fighter up and sling him over his shoulder to get him out of the danger zone. The two models move as one and any hits in close combat or shooting are divided randomly between them. The carrying model may not run and suffers -1 Weapon Skill and Initiative, and may only fire pistols or throw grenades. In close combat he must use one less hand than normal.



## ARCHIVING SERVICE

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