

CONFRONTATION™

An introduction to the new skirmish wargame set in the 41st millennium

Ever since Warhammer 40,000 was published players have been asking if a more detailed role playing version was ever going to appear. Well, the idea was there right from the start - and in a sense the 40,000 book provides sufficient information for any innovative and reasonably experienced gamer to develop a system if they wanted to. I thought we'd probably never get round to producing a special role playing version as we'd simply been too busy working on the main WH40,000 game. Then about a year ago Bryan Ansell suggested that we revamp a game he had designed some time ago - originally to simulate World War 2 and contemporary combat but later extended into a futuristic setting.

The idea was appealing as Bryan's game already had a detailed model-based combat system and rules for progressing characters. Taking this system and adapting it into the WH40,000 environment would give us a new game which would combine elements of role playing and skirmish wargaming. At the same time we could take the opportunity to write more about the WH40,000 universe by describing one planet in particular. Finally we decided that because the game would be a cross between WH40,000 and role playing it would be released by Flame Publications who currently publish material for Warhammer Fantasy Roleplay.

THE COMBAT SYSTEM

We didn't have much time as many other projects were pressing - not the least of which was the new Realm of Chaos book *The Lost and the Damned* - a massive tome which would take up months and months! The work was divided up between myself (Rick Priestley) and fellow designer Nigel Stillman. I was to sort out the combat rules and convert details of weapons and equipment from WH40,000 while was to Nigel concentrate on the background, character development and scenario generation. The game's title - *Confrontation* - was established early on, and it was decided that the setting should be a crowded warfare-ridden hive world called *Necromunda*.

The combat system was completed fairly quickly. Like Warhammer Fantasy Roleplay the game uses a percentage system to establish whether weapons hit their target and hits penetrate armour. By adopting the D100 existing WH40,000 weapons could be given far more detailed and different effects. It also gave us a

broader spread of possible ability levels for the characters. This is the main advantage of using a percentage system - it immediately increases the range of dice results from 1-100 rather than the very restrictive 1-6 on a D6. With vast and highly detailed weapon and situation modifier charts *Confrontation* is a very sophisticated game indeed. As we anticipated players would be using only a dozen or so models a side this relative complexity didn't worry us too much.

The benefit of using detailed systems was to make the game very directly realistic. To put this into perspective - if you can do something in real life then a character can do it too because the rules allow for literally any actions on behalf of your characters. The result is a game which will appeal to experienced players as well as those who are prepared to invest a bit of extra effort in the interests of a more detailed and realistic simulation. Of course, this extra detail means you have to think more than in the average game - you must record and conserve your ammunition rather than just blasting away, and you'll find that wounds have an inconveniently incapacitating effect on your heroes' actions.

THE BACKGROUND

The background was evolved by Nigel Stillman working closely with Bryan Ansell - the introductory section is printed in this *White Dwarf* and other material will probably appear in future issues as it is readied for publication. We decided that it would be futile to attempt to provide rules and details to cover the entire Imperium - so it was decided to set the game entirely on one world and to concentrate on developing the cultural background to this world. This would allow us to explore the relationship of individual worlds within the Imperium, and we would have to delve more deeply than ever before into the way that Space Marines, Inquisitors and other Imperial troops operate on specific worlds of the Imperium.

We wanted a world where warfare was endemic - where characters could indulge in mutual conflict without any fear of too many social or legal constrictions. The world we settled on is called *Necromunda*. *Necromunda* has developed into a background not only for *Confrontation* but also for forthcoming WH40,000 novels, short stories, and some tremendous artwork by John Blanche.

NECROMUNDA

IMPERIAL HIVE WORLD

The Imperium of Man stretches across the galaxy from rim to rim, encompassing over a million habitable worlds and untold billions of people. It is the most extensive and populous empire that has ever existed in the history of humanity. It is ruled as it has been for the last ten thousand years by the Divine Champion of Man and Protector of the Human Race, the Emperor of Mankind.

The Emperor is the greatest of all human psykers, his mental energies are godlike and his powers incomprehensible to ordinary humans. It is his mind alone which projects the Astronomican throughout the galaxy, the psychic homing beam which enables spacecraft to navigate through the fabric of warp space. Without the Emperor the Imperium would collapse and human unity would be destroyed, leaving the remaining pockets of civilisation isolated and vulnerable to the infinite enemies of mankind; creatures that seek to destroy or enslave the human race.

The Emperor has long since ceased to live in any normal sense. Ten thousand years ago, following his titanic battle against the rebel Warmaster Horus, Primarch and Arch-Champion of Chaos, his mutilated and barely alive body was installed inside a sophisticated life-support machine known as the Golden Throne.

The Emperor can no longer speak and it is doubtful if he comprehends events which take place in the material universe, as his powerful mind stalks through that nefarious region of pure energy known as the Realm of Chaos, hunting the enemies of mankind. The actual administration of the Imperium is therefore undertaken by a vast bureaucracy known as the Adeptus Terra - or Priesthood of Earth.

WORLDS OF THE IMPERIUM

Even the Adeptus Administratum, the administrative branch of the Adeptus Terra, does not know for certain the exact number of worlds within the Imperium. There are approximately a million, but the treacheries of space-travel, the process of time distortion, and the effects of warp storms which can isolate worlds for centuries, make an accurate count impossible.

In addition, the galaxy is a dangerous and warlike place, where worlds are constantly under threat from alien invaders, internal rebellion, and treachery by governors. Also, new worlds are constantly being added to the Imperium: virgin worlds ripe for colonisation or old human worlds which have been rediscovered after long periods of isolation.

The worlds of the Imperium take many different forms. Some are sparsely populated agricultural worlds whose sole purpose is to provide food for less productive and more highly populated planets. Other worlds are dedicated to specific functions, such as mineral-rich mining planets, barren research stations, military observation planets, and so forth. Most worlds of the Imperium have a reasonably mixed economy and are in most respects self-sufficient. The Adeptus Terra has very little to do with such worlds so long as their governors continue to pay their tithes and impose the Imperial laws which control and contain the emergence of mutant psykers.

HIVE WORLDS

Hive worlds are another extremely important type of world. Hive Worlds are planets which, in all but a few cases, were settled thousands of years ago, often before the time of the Imperium, during the Dark Age of Technology when mankind first spread throughout the galaxy.

A Hive World has a population which far outweighs its own ability to feed or support it, often exceeding a thousand billion people on a planet the size of Earth. Such vast numbers of people exert such pressure upon the environment that few hive worlds can sustain life naturally. Many have no free ground surface left because they are entirely built over, with new buildings constructed on top of old ones, to the extent that the planet is no more than a huge urban conglomeration.

Hive Worlds are tough places: little value is attached to human life and air, light and food are often precious



and rare commodities. Because the populations of Hive Worlds are so large they are almost impossible to control. As a consequence it is generally the case that hive societies are extremely brutal and dangerous. Violence is often institutionalised and accepted, and upholding the law is commonly a matter of exerting personal power and influence. In such a situation a man depends upon his friends and family, those whose livelihoods depend on him and those to whom he can promise support.

Every hive world has its unique environment, history, and circumstances. Confrontation is set upon the hive world of Necromunda. This volume contains copious details about the planet of Necromunda, its hives, and its teeming population. Necromunda is merely one of the hundreds of such worlds scattered throughout the galaxy.

NECROMUNDA

Necromunda was founded 15,000 years ago as a mining and manufacturing colony. The ensuing millennia have not changed its basic purpose very much: Necromunda is still a world of mines, factories, refineries and processing plants. The planet is a vast powerhouse of industry, making thousands and thousands of different items for use throughout nearby planetary systems.

Nothing which can contribute to the planet's output has been left untouched. From the tops of the highest mountains to the depths of the oceans, the wealth of Necromunda has been ripped out. Mountains have been reduced to rubble for the ore they contain; oceans have been turned into little more than chemical sludge ponds. The once fertile plains have disappeared under huge urban developments of great housing and factory blocks, forming new ranges of man-made mountains every bit as tall as the long since flattened natural land

features. These huge towering urban complexes are known as city hives, or simply as hives, and their individual peaks or towers are called city spires or spires. A close group of hives is known as a hive cluster.

Between the hives deserts of industrial ash cover the surface of the planet with a mobile, corrosive skin. Over this desert lies a cloud layer of airborne pollution, so that the great spires of the city hives rise from a drifting mist of tainted vapour like islands out of the sea.

Despite being reduced to such a hellish state, Necromunda is still a valuable world to the Imperium. Although little of Necromunda's original resources remain, the waste-heaps of previous generations have become a new source of riches. Necromunda lives on the accumulated wastes of its past: its people have learned to scavenge, reclaim and recycle everything in order to squeeze a living from their exhausted world.

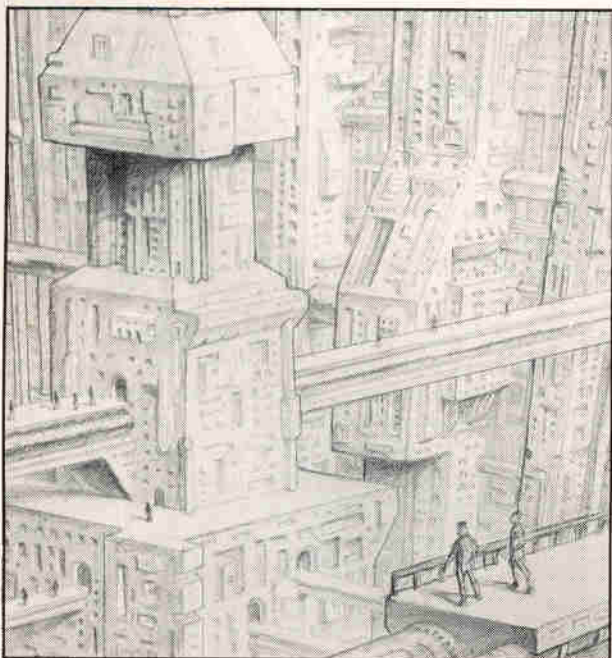
Over the millennia, the population of Necromunda has increased well beyond the planet's capacity to support it. As a consequence it is wholly reliant on synthetic and imported food. Each hive has its recycling plants which convert used organic matter into synthetic food. Real food is imported from offplanet, but is an expensive luxury which only the most wealthy and prestigious Necromundans can afford.

As generation after generation adds to the building and rebuilding of the hives, new layers of habitation are created and the hives continue to grow upwards. These towering hives dominate the wasteland around them like clusters of impossibly gigantic termite hills. Beneath the hives and extending around them under the wasteland itself lies a honeycomb of ancient disused factories and a labyrinth formed from the sewers and service tunnels of an earlier age.

Necromunda's population has never been counted and the chances are that it never will be because the number of people involved is simply too large. There are probably more people on Necromunda than have ever lived in the entire history of Terra up until the end of the twentieth century. An attempted census of Trazior Hive four thousand years ago revealed an estimated population of a billion in the upper habitation levels alone - no further attempt has been made to count Necromunda's population in Trazior or any other of the several thousand hives on the planet.

The society of Necromunda is reasonably typical of larger Hive Worlds. No attempt is made to enforce central administration upon the entire population, indeed such a thing would prove impossible on a world where most people remain unrecorded by any authority. Instead, a kind of feudal system has evolved by which individual people owe loyalty to others, who in their turn owe their loyalty to other increasingly more powerful members of the hierarchy. Among the more stable elements of the population these loyalties are owed on a family basis, and closely related families all support each other under the hegemony of the most powerful member of their family group.

This form of urban feudalism tends to be self regulating. Weaker clans naturally seek the protection of more powerful neighbours whose powerbase then



expands until it reaches the limit whereby its numbers and resources are simply too few to allow it to expand further. Where rival clans meet it is inevitable that their power will be tested in combat; the ability of a clan to exert its power being the only true measure of its influence. The endless feuds between the warrior gangs of these clans are the setting for the game of Confrontation.

LORD HELMAWR

The governor and ruler of all Necromunda is Imperial Commander Lord Helmawr. His ancestors are known to have reigned for the past seven thousand years at least, records of government before that time having long since disappeared. Even the archives of the Adeptus Administrorum, the bureaucracy of the Imperium, are remarkably silent on the history of Necromunda during the early days of the Imperium.

Lord Helmawr occupies the very top of the Necromundan feudal hierarchy. The society he rules over is divided into many factions which continually compete and co-operate with each other, giving rise to endless changes in the feudal hierarchy. Lord Helmawr is completely unconcerned with the activities of lesser powerbrokers. He deals directly with the most powerful factions, offering them support in return for their loyalty. If a major player in the power game proves weak or treacherous it is a simple matter for Helmawr to withdraw his support. The very rumour that he might be about to do this is often enough to

encourage a feudal inferior's enemies to turn against him and destroy him.

The Adeptus Terra leaves Lord Helmawr to govern his domain as he pleases, as it leaves all Imperial Commanders free to administrate their worlds. The Imperial Commander forms a link in the feudal chain which extends throughout the galaxy to the heart of the Adeptus Terra. So long as Helmawr fulfils his feudal obligations to the Imperium his position remains secure.

Helmawr's main obligation to the Imperium is to provide a tithe which takes the form of a percentage of all the goods Necromunda produces. As the entire production capacity of the world is given over to providing manufactured goods for the Imperium the tithe is taken as a straight discount on the revenue earned. So long as Necromunda continues to meet these responsibilities, and so long as its production capacity is sufficiently high, the Imperium remains quite satisfied. Of course, should the Necromundan economy begin to show signs of flagging then Lord Helmawr's position would be very different indeed.

Hive worlds like Necromunda provide the Imperium with another useful resource - namely its people. Necromunda produces generations of tough youths with a strong sense of self-reliance. They are highly valued as recruits for the Imperial Guard and even for some of the Space Marine Chapters. Providing recruits in vast numbers is another of Lord Helmawr's feudal obligations. Recruitment brings officials from the Imperium to Necromunda to inspect and in some cases conduct recruiting drives amongst the fighting gangs. Helmawr himself is obliged to provide troops from his personal guard, usually a whole regiment at a time.

Because the planet supplies so many troops for the Imperial Guard the name of Necromunda is known throughout the galaxy, even by people who know nothing about the planet itself. Over the centuries Necromundan Regiments have fought with distinction in the Imperial Guard and have earned a fearsome reputation on many battlefronts.

Another important obligation is that Lord Helmawr successfully controls the numbers of dangerous psychic mutants. These psykers, or witches, are a mutation which is becoming increasingly common on all worlds in the Imperium. On most worlds they can be dealt with fairly easily, but on a hive world like Necromunda with its vast population the matter is much more difficult.

Psykers are very dangerous indeed - probably more so than even they realise. Although some are able to control their powers and use them for the benefit of society, the majority are unable to control their powers properly with disastrous results. Some become host to daemonic powers from warp space, while others attract psychically sensitive aliens or psychic diseases which can then hop into the minds of ordinary people. If psykers were to go unchecked throughout the Imperium human society would soon collapse. Indeed, this is one of the reasons why the Emperor clings so tenaciously to life, as only he understands the true dangers of possession and psychic destruction.



THE LANDSCAPE

Necromunda is very similar to many other hive worlds of the Imperium. It is a planet devoid of any remnant of its original natural beauty, its surface reduced to a wasteland of windblown ash and accumulated industrial waste. Throughout this wasteland lie the hive cities which give such planets their distinctive character and their collective name of hive worlds.

The hives are grouped into clusters comprising up to a dozen or so individual hives all linked by a network of overground travel tubes and subterranean passages. These clusters are scattered over the cloud-strewn surface of the planet. From the top of any hive it is possible to see the tips of distant hive clusters projecting from the seas of poison mists like far-flung islands.

Hive clusters are connected together by roads across the wastes and transportation tubes supported on pylons and suspended from cables. With its forest of towering hives interconnected in a network of tubes, the landscape resembles a petrified forest entangled in the web of some enormous spider. Indeed, the spider and the spider's web are very powerful symbols to the inhabitants of Necromunda.

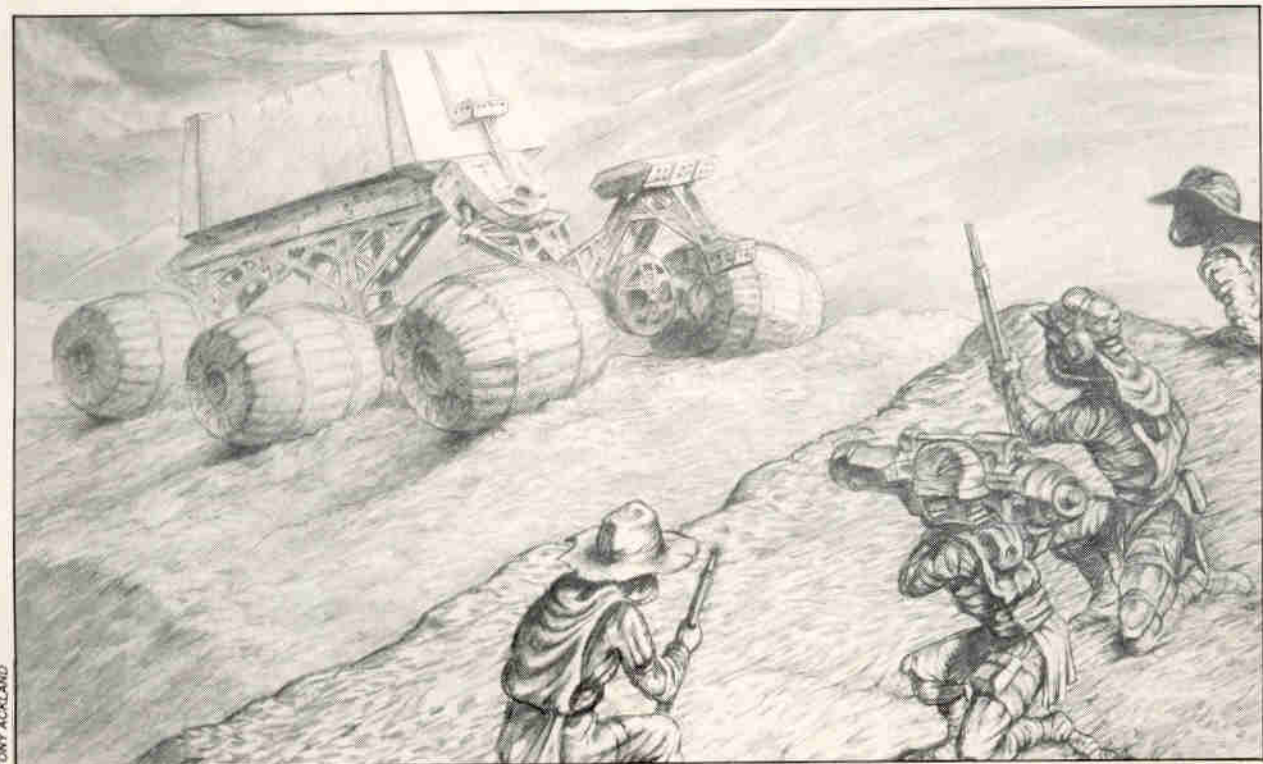
The hives are the result of thousands of years of constant demolition and rebuilding. The original cities of Necromunda lie beneath the hives, many hundreds of yards below the current surface of the planet's ash wastes. Dark, forbidding ruins, often crushed by the weight of the hives above them, these old cities preserve the layered history of Necromunda. It is a

popular tale that the lowest layers of some hives are built from the original transport barges which brought humanity to Necromunda all those millennia ago.

Each hive takes the form of many huge spires which rise from the base of the city. From a distance, a hive resembles a mass of stalagmites rising from the cloud strewn wastes. Each hive covers an approximately circular area some fifty to a hundred miles in diameter. The tops of the spires can rise to a dozen or more miles above the ground surface, piercing the festering clouds that surround the lower levels of the hive. The spires usually merge into each other at their bases, and smaller spires will sometimes grow out and upwards from just above the base, branching like a cactus and forming multiple spires,

The spires are only the top part of the hive, comprising the upper hab zones with factory layers on or above the current ground surface. The older and partially ruined factory and hab layers still exist, although they are buried beneath the ash wastes. Though they are hidden, factories and habs are rarely abandoned until they are utterly derelict or polluted beyond use even by Necromundan standards.

The hive-cities of Necromunda retain the ancient names of the cities and settlements from which they grew. Each spire within a hive is also known by a local name. There are approximately a thousand hive clusters on Necromunda. A few of the most important and some typical examples of the various kinds are described below.



SOME NECROMUNDAN HIVES

The Palatine

The largest and oldest surviving hive on Necromunda is the dynastic home of Lord Helmawr, Imperial Commander of Necromunda, known across the planet as The Palatine. The cluster it belongs to is known as the Palatine Cluster. The central and tallest spire of the Palatine hive forms the palace of the Imperial Commander Lord Helmawr.

The Palatine boasts some of the most grandiose and magnificent architecture on Necromunda, and also has the only shipyard and landing field large enough to take orbital carriers. It is thus the planet's only spaceport, a physical expression of Helmawr's monopoly in offplanet trade. The fortress monastery of the Adeptus Astartes contingent and the headquarters of the Adeptus Arbites on Necromunda are also located in the Palatine Hive.

On the edge of the hive is a special spire set aside for the aliens and abhumans who come to Necromunda from time to time in order to trade. Both Squats and Eldar are among these visitors and they are housed on separate levels of this spire. The Palatine is thus by far the most cosmopolitan of all the hives of Necromunda.

Trazior Hive

Trazior means Three Sisters in the local Necromundan dialect. It is so called because of its has three huge spires which can be seen from a long way off by any traveller coming across the wastes from the south. Trazior is located on the edge of the Great Equatorial Waste and is the southernmost 'frontier' hive of the great Palatine Cluster.

Many important merchant clans are based in this hive and it is the main trading depot for convoys going to or arriving from the southern hive clusters. The nomads who live out in the wastes and raid the convoys are a constant source of annoyance to its inhabitants. The clans and gangs of Trazior are described in detail later.

Trazior was also the scene of one of the most prolonged and vicious gang wars in the recent history of Necromunda.

Acropolis Hive

This is another old and elaborate hive in the Palatine Cluster. It is located at a very important intersection of several great road tunnels and has always been a major centre of trade on Necromunda. The Acropolis hive is home territory for some of the most powerful merchant clans, whose widespread trading network extends across many of the hives of Necromunda. The Acropolis Hive attracts a number of large and sprawling shanties clustered around its base.

The Temenos

This is another hive in the Palatine Cluster. One spire forms the headquarters of the Ecclesiarchy on Necromunda, while another spire forms The Temple of the Emperor Deified. Colleges, libraries and chapels occupy parts of the other spires. A priory of the Adepta Sororita is located in one of the outer spires. This spire is often called the Sisters Tower as a consequence.

The population of Temenos hive are among the most pious and devout followers of the Imperial Cult. Many of the resident clans manufacture ritual items for the priesthood while others work in the scriptorium, translating the wisdom of the priesthood into the many dialects of Necromunda.

The Temple spire is an architectural wonder: its interior is a warren of naves, chapels and crypts, vaulted ceilings and pillared halls. The diffused light is stained by refraction through crystal. Incense and the sound of chanting drift across the chambers. Here and there statues and holograms of the Emperor reside in secluded shrines. From here Confessors and missionaries are sent off to frontier worlds in the nearby systems.

Quinspirus Cluster

The Quinspirus Cluster is situated on the edge of a virtually solidified sludge sea called the Worldslump Ocean. At one time, when the sea was still navigable, the area included vast dockyards. These now remain buried deep within the undercity of the centrally located Quinspirus Hive. This hive has five great spires - hence the name which means five towers in the local dialect and which gives its name to the whole cluster. The cavernous warehouses of the ancient waterfronts have been the scene of many savage gang wars.

The Skull

This derelict hive is the largest of a cluster of three remote ruined hives. It is pierced by great holes and from a distance looks like a great skull lying in the wastes. It is a famous landmark and perhaps even worshipped by the local nomads.

These three gigantic ruins are all that remains of the hives that were captured and occupied for a time by Ork raiders. All contact with the cluster was lost for several years before the rest of Necromunda realised what had happened. In the end a campaign was mounted to clear them. This was the original reason for despatching a Space Marine contingent to Necromunda, which has since become a permanent establishment.

The hives were besieged and destroyed during the campaign. Now the tops have caved in and they lie abandoned and choked with dust. No one knows what fearful things have made their home amid the ruins, and even the nomads and scavvies fear to go near them.

THE ASH WASTES

The hives of Necromunda are separated by the forbidding ash wastes: areas of land covered in an abrasive and highly corrosive ash, the end product of fifteen thousand years of industry. This desert covers every inch of Necromunda's land surface that is not protected within a hive. In densely populated parts of Necromunda, hives may be separated by only fifty or a hundred miles of waste. On other parts of the planet the wastes may stretch for a thousand miles between hives.

In some places the ash is miles deep, forming shifting ranges of dust dunes which can bury roads and transport tubes, and erode the base of a hive when swept along in one of the frequent dust storms. The funnel-shape of the hive spires is designed to strengthen the hive against the worst ravages of the dust, but even so they are often buried to half their height or more by ash. This is stabilised and held in place by the fresh wastes which pour from the drains of the hive factories.

The ash wastes are mostly composed of metal oxides, powered plastics and inorganic chemicals which take millennia to reduce. As with many hive worlds, the wastes are an inhospitable environment. The ash corrodes equipment and poisons organic life, although a surprising variety of creatures do survive. No unpolluted air, food or water can be found in these dead lands, although there are fungi, algae and bacteria which live on the waste itself. These are believed to be responsible for the limited free oxygen content of Necromunda's atmosphere.

The ash wastes are a striking and colourful if somewhat lurid environment. The nomads of the waste and even most hive-dwellers who see them would call them beautiful. The ash occurs in many different, often vivid hues such as sulphur yellow, citric green, cobalt blue, pink, mauve, as well as various shades of grey, and it varies in texture from fine dust to crystalline clinker. The creatures and nomads that live there are equally colourful, the better to blend into their surroundings.

The most dangerous hazard of the wastes is the ash storms. These terrible storms can blow their payload of toxic ash from the equator to the poles. A moderate ash storm will strip an unprotected man to the bone in

seconds, and then reduce his bones to a handful of dust. A serious storm is something that everyone on Necromunda fears. These can be so strong that they have been known to destroy entire hives. Ruined spires are occasionally revealed in the wake of one storm only to be covered over again by shifting waste in the next. In some areas, ash has been blown away to reveal the scarred bedrock of the planet. During Necromunda's calmer season, which coincides with the planet's long extinct summer, liquid pollutants rise to the surface, forming slick-lakes and short-lived blind-rivers. Streams meander across the land, vanishing into sink-holes in the dust only to rise elsewhere. Imperial scholars who have studied dust ecologies believe that there may be currents and tides within the ash surface.

These transient rivers and lakes can dry out, forming a hard pan on the surface of the dust. These dangerous areas conceal deep seas of fine dust beneath them. The nomads who travel the wastes avoid such places, because to fall through the crust of a pan is certain death. Anyone who does so is suffocated and then corroded to nothing by the ash.

In hotter weather, when Necromunda's sun breaks through the planet's cloud cover, noxious vapours rise up and form poisonous mists and fogs. Mists are invariably followed by toxic rain storms, laden with particles of deadly ash dust and other contaminants.

However, despite their perils, the ash wastes of Necromunda conceal treasures. Much remains hidden beneath the surface, ready to be reclaimed and used: derelict spires from lost hives; buried convoys; wrecked stratoplanes, aircraft and spaceships; long-abandoned mine workings; and even, in places, raw materials from the bedrock of the planet. There are a few places where, thanks to some mysterious natural sorting of the wind and ash itself, veins of pure oxides and chemicals have accumulated. Such concentrations, or ash pockets, are worth mining in themselves. They are a rich raw material which can be reprocessed.

THE SLUDGE SEAS

Necromunda never enjoyed large expanses of open water, but now the planet's original seas and rivers are filled with liquid chemical waste. Choked with ash, thick with chemicals and poisoned by heavy metals, Necromunda's sludge seas are all that remains of the ancient oceans. The consistency of the sludge varies from a thin, chemical soup to a viscous polluted mud. Near the equator, the sea's surface has solidified into a crust of sludge, baked hard by the sun. Conventional ships are useless in such conditions, and only flyers or hover vehicles cross the seas. It is even rumoured that some mutants even live in these areas, utterly isolated from the rest of Necromunda.

The sludge seas, however, also support their quota of hives. Some are built on massive piles, driven deep into the sea floor. Other, relatively small hives have been constructed on massive floating islands which are anchored in position. On more than one occasion a floating hive has broken free during an ash storm and sunk or capsized. Survivors of such a disaster are rare.



ANATOMY OF A HIVE

THE SPIRES

From a distance, when the clouds lift from around a hive, its spires look like a cluster of tall, tapering termite mounds. They rise from a broad base of outlying structures to near-vertical towers. Their gigantic scale is such that it almost denies human involvement in their construction and they look as though they might have sprouted up out of the ground by themselves, like some great organic growth. Few human constructions can rival their awesome size. Although no two spires are exactly the same, they all share common characteristics and are constructed in a similar fashion.

A section cut through a spire is not a whole circle. A spire is divided into a series of segments, like wedges of a cheese, which are joined at the centre. Deep gullies or slits in the spire, crossed by communications tubes, separate the segments. These gullies are supposed to admit light and air to the spire, but their size makes this impractical. Every added communications tube also adds its shadow to the darkness of the interior.

The areas close to the core are far removed from the outside world. Their only illumination is provided by glowglobes and massive cables of optic fibre or flexible glass, which run down into the core of the hive from the sunlit pinnacles of the spires. These create weak shafts of light that penetrate the dim catacombs of the hive and light it in the same way as the nave of a Gothic cathedral.

Fresh air enters the inner recesses of the hive via great ducts from the upper layers. It is drawn in through

huge wind intake fans and filtered through dozens of purification plants to remove the fumes accumulated as it passes down the height of the spire. In the deepest parts of the hive and especially in the old factories and undercity layers, the air ducts no longer function. Here fumes and stale air accumulate and personal respirators must be worn at all times.

The many airducts and vents are infested by strange creatures called caryatids. These are small, blue, winged humanoids which exist in great numbers throughout the hives of Necromunda. Many hive-dwellers see them as good luck charms because they often attach themselves to powerful and successful individuals, and in fact seem to be particularly attracted to the soon-to-become-powerful. Conversely, the departure of a 'pet' caryatid is seen as an omen of doom - its former companion is then regarded as a man waiting for death.

THE SHELL

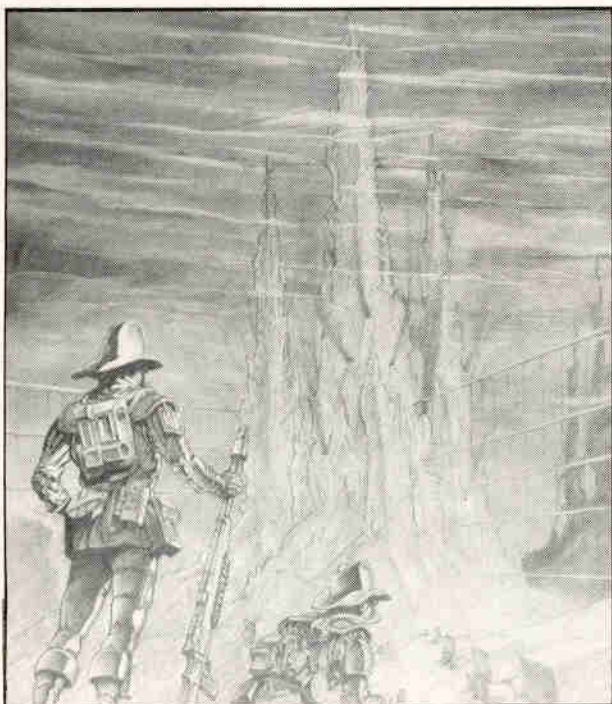
The outer shell of a hive is its skin and defence. Though the cliff-like shell of a spire appears to be quite solid, its surface is pierced with deep vertical and angled shafts. These shafts are small compared to the bulk of the spire, but are important because they admit additional light and air into the core of the hive. They are all protected by a series of massive covers which can be moved into place when required.

The shell is where the majority of the inter-spire travel tunnels and tubes begin and end. Tunnel stations and gateway fortresses, convoy parks and garrison blocks are all located in it, where they can contribute to the regulation and defence of traffic between and within the hives.

The shell is also the first line of a hive's active defences against planetary invasion. Giant defence lasers, each capable of hitting an orbiting target, are mounted at many points. These are used to defend the hive against human or alien spacecraft. However, against the fierce ash storms that sometimes ravage Necromunda, the shell's surface forms its only defence.

Although some people do live within the hive shells, the storms are an excellent reason to find accommodation deeper within the spire. Being able to experience direct sunlight or feel a fresh draft of air from the duct is a status symbol almost as important as having a good diet, but a single ash storm can make such status symbols meaningless.

A heavy storm is quite capable of stripping off the shell's outer layers, including a spire's laser defences, travel facilities and shell-dwellers. Shells must be constantly refurbished by work-gangs, otherwise the next ash storm could easily penetrate the tunnels, shafts and catacombs of the main spire and rip it apart.



HEAT SINKS

At the heart of every spire there is a single vertical shaft known as the heat sink. From the topmost levels of the spire the heat sink reaches far below the lowest levels of the hive, down through the geological crust of the planet itself. A heat sink can be several miles across. It is a vast, hollow, sealed tube made from dense plasteel. Along the length of its thick plasteel walls there are buildings, chambers, shafts and service tunnels.

The sink takes heat from the planet's core and turns it into power for the spire. At intervals throughout the length of the heat sink there are generator stations which convert the raw heat into usable energy. The power is then transmitted to the factories and hab layers around the core. There are no power stations in the lower levels. The heat sink passes through these levels and provides only a constant warmth. This, however, is infinitely preferable to the damp chill of the remainder of the lower hive.

As is the case with all things Necromundan, the power generation systems are controlled by the clans into whose territory they fall. These clans receive a considerable income from all who use their power, so possession of the heat sinks is one of the chief marks of a powerful clan of the inner core. Other clans might control territory between the power stations and the users, and they often extract their own tolls from both factories and power producers to protect the transmission lines. In this way the feudal clans of Necromunda operate as producers, suppliers and consumers in a thriving economy. Only in the upper hab layers of the spires is there a regulated service. There, power is drawn from stations controlled by the government - in effect by the troops belonging to Helmawr's own clan.

Access to the heat sink is usually very difficult. Many levels have no access at all, and on others access ports are sealed and guarded. On some of the older levels, however, many seals are ruined or insecure and access is possible although dangerous.

HAB LAYERS

The upper layers of each spire are called habitation areas or hab layers. Here the bulk of the hive's human inhabitants live in conditions which range from relative luxury to dismal squalor.

Where a family lives in a spire reflects its social standing and importance. The topmost layers of the spire are populated by the elite households of the hive. This hive nobility live in relative comfort enjoying the luxury of natural light, fresh air and real food imported from nearby agricultural worlds. Below lie the twilight levels, inhabited by the rest of the population. Conditions on the twilight hab layers are considerably less pleasant than in the habs above. Natural daylight is dim, fresh air is unknown, and most of the food has been eaten and recycled many times before.



Below the twilight layers is the darkness of the undercity. Here, the only light comes from artificial glowglobes. Everything, even the air, on these levels has been used before and reprocessed several times. On a typical hive world air and water pass through, on average, 287.3 other people before reaching the lips of those who inhabit the undercity. The proteins and minerals in the universal synthdiet is reclaimed from human bodies that no longer have need of it. On Necromunda, everything that can be recycled is recycled, including the people themselves.

THE FACTORY LEVELS

The industrial complexes built into the spires produce all kinds of different items which are traded to other planets in return for the food which Necromunda so desperately needs to feed its teeming millions.

In the hives, the factory levels extend from below the lower habs down to the surface of the ash wastes and beyond. Over the millennia, the waste exuded from the factories has solidified around the base of the hives, effecting the ever-rising layer of ash waste which covers the surface of the planet. As the level of the ash wastes rises, so the lower factories find themselves buried below the ground. So long as it remains possible to pump effluent up to the surface, these factories can still continue to function.

THE PALATINE

CROSS-SECTION OF A HIVE

Fortified Palace complex of Lord Helmawr of Necromunda

Space Marine Fortress Monastery

High security docking area used by Imperial dignitaries, Space Marines, Adeptus Arbites and other important off-worlders

One of the many inter-hive docking areas for airborne craft

Other hives belonging to the Palatine Cluster

A corrosive smog layer covers the whole planet surface

Heavily fortified transport terminal where the tube enters the hive

Shanties grow up round the base - they are soon dispersed the next ash storm

Chemical swamps and rivers of waste effluent surround the hive

Inter-cluster transport tubes link each hive cluster to its neighbour

Smaller tubes link the hives within the Palatine cluster

Ash waste nomads live in the ash deserts and come to the hives to trade

Foul air and excess heat is vented through huge thermal towers

Penthouse levels occupied by the noble families of Necromunda

Planetary defences - heavily armoured turret fortresses housing gigantic defence lasers

Upper hab power generator stations feeding off the central heat-sink core - mostly controlled by tech clans

Thick and heavily armoured outer shell resists the corrosion of acidic ash storms

Upper hab layers occupied by most affluent and powerful clans

The heat-sink runs through the centre of the hive and deep into the planet's molten core - heat is transmitted to generator stations throughout the hive providing power for all life support systems

Main habitation levels occupied by working clans fulfilling most of the hive's manufacturing, supply and service-based industrial functions

Transport tubes connect the spires within each hive

The lower levels of the hive consist of progressively older and less well serviced areas leading to abandoned factories, old hab layers and eventually to the undercity

The undercity stretches far below the hive and consists of a maze of sunken factories, tunnels, and long since abandoned installations. Here the waste products of previous ages provides the raw materials of today

A hive might reach into the sky as far as twelve miles above the surface of Necromunda and occupy an approximately circular ground area thirty miles across. As well as the visible surface part of the hive this is a vast and mostly abandoned underground area up to four miles deep

Aerial View of Hive

A hive cluster

Growth of a spire

30 miles

200 miles

Industrial wastes are pumped out of the lower levels of the hive shell



The new factory levels are a network of waste pipes, gutter-shafts and gas-drains which bleed poisons and noxious wastes away from working areas. These drains stick out of the lower flanks of the hives, flaring off dangerous gas, belching out fumes into the filth-ridden air, or pouring poisonous liquids and solid waste onto the polluted ash below.

Industrial production is controlled by the many clans. Each producer fits into a pattern of feudal obligation - supplying other clans and taking raw materials, components and power from others. Large, powerful clans act as clearing houses for the goods and services provided by their feudal inferiors. This industrial feudalism of Necromunda regulates demand and supply in a thoroughly efficient manner.

Clans will often rise in power and importance, as lesser clans in related industries come together in uneasy alliances. Sometimes conflict of interests, territorial rights and clan rivalry lead to inter-clan feuds. This is one of the main causes of gang warfare on Necromunda.

Workers usually live in or very near the factories where they work, and are as much a resource as the machines they tend. In some cases, workers, especially Techs, are surgically adapted to perform specialist functions. Such physical and mental enhancements are expensive to finance, which makes such workers very valuable.

OLD FACTORIES

As the surface of the wastes rises it becomes increasingly difficult to service the factories on the buried levels. Huge vacuum pumps lift the countless tons of filth up above surface level for venting outside the hive, but even these have their limits. There is a point in each spire below which disposing of the factories' rubbish is impractical. When the cost of disposing of a factory's waste is no longer outweighed by the value of its output, it is closed down and abandoned.

As the lower levels fall below the level of the ash wastes and are abandoned to low-life scum, lower hab layers are converted into new factories, and the upper hab levels are extended upwards. In this way the spires of the hive world are being continually renewed.

The old factory layers are filled with abandoned machinery and hab levels and often reach as far below ground as the spires stretch up above it. The lowest parts of the old factory levels are little more than rubble, having collapsed under the weight of the hive, or been deliberately filled in to make foundations for later building work. The abandoned factories and hab levels are infested by scavvies, gangs who roam the dead layers of the hive scavenging for anything they can use or trade.

THE UNDERCITY

Below the hive's foundations lies a honeycomb of ancient tunnels, ruins, and buildings from Necromunda's long-dead past. These ruins lie at the very bottom of each spire, far below any factories and the ash wastes: they are the undercities, the oldest and deepest parts of Necromunda's hives.

Undercity zones predate the hives by many centuries, even millennia. They are remnants of Necromunda's true cities, built before the planet's natural ecology was destroyed, when there were no encroaching ash wastes. It is quite possible that the remains of the colony barges that first brought mankind to the planet still lie beneath some hives.

The undercities are infested with fugitives, outcasts and mutants who are regarded by the upper hive-dwellers as little better than the animal vermin which are also found there. Life in the undercity is even more violent and difficult than life in the spires above. Many of the most ruthless hive gangs have origins in the undercity. At the bottom of the hive, upward mobility is more than an abstract concept. The strong, the lucky and ruthless can rise to the top, in terms of actual location in the hive as well as in status. It is not unknown for survivors of the undercity to reach high status as officers in the Imperial Army, schooled and tempered by the terrible necessities of survival.

THE FORBIDDEN CITIES

The military tunnels which link the hives of Necromunda run deep beneath the ash wastes, cut into the very bedrock of the planet. This travel network was constructed so military forces could be moved quickly around the planet, enabling them to be concentrated wherever they are needed.

Access to the hive is via great ramp-shafts guarded by gatehouses, but unauthorised persons are able to gain entry through the heat sinks and air-vents. Under the hives, and linked to this underground tunnel network, are cavernous storage depots and bunkers, used for

stockpiles of synthetic food and raw materials in anticipation of war or some other disaster.

The tunnel system and its associated bunkers are very ancient, dating to a time before the hives had grown to the massive size that they are now. As the system is continually being renovated or enlarged, many tunnels and bunkers have been bypassed or disused and sealed up. Over the millennia, these unused tunnels and bunkers have been forgotten and lost.

Since the discovery that these places are the only source of the valuable drug spook, they have been secretly re-colonised and are now known as the 'Forbidden Cities'. If they've heard of them at all, most Necromundans don't believe they're real, thinking their existence to be yet another urban fable.

It is in these ancient bunkers that the decayed synthdiet deposits are found which are used to make the psychic drug spook. It is likely that officials of the Lord of Necromunda discovered the distinctive green deposits while they were supervising work on the tunnel network. Since then, the nobility and the ruling dynasty of Necromunda has always had a hand in the production and trade in spook. Only the nobles, with their ability to call on the services of subordinate clans, techs and para-military forces have the diverse resources needed to process the decayed synthdiet into spook.

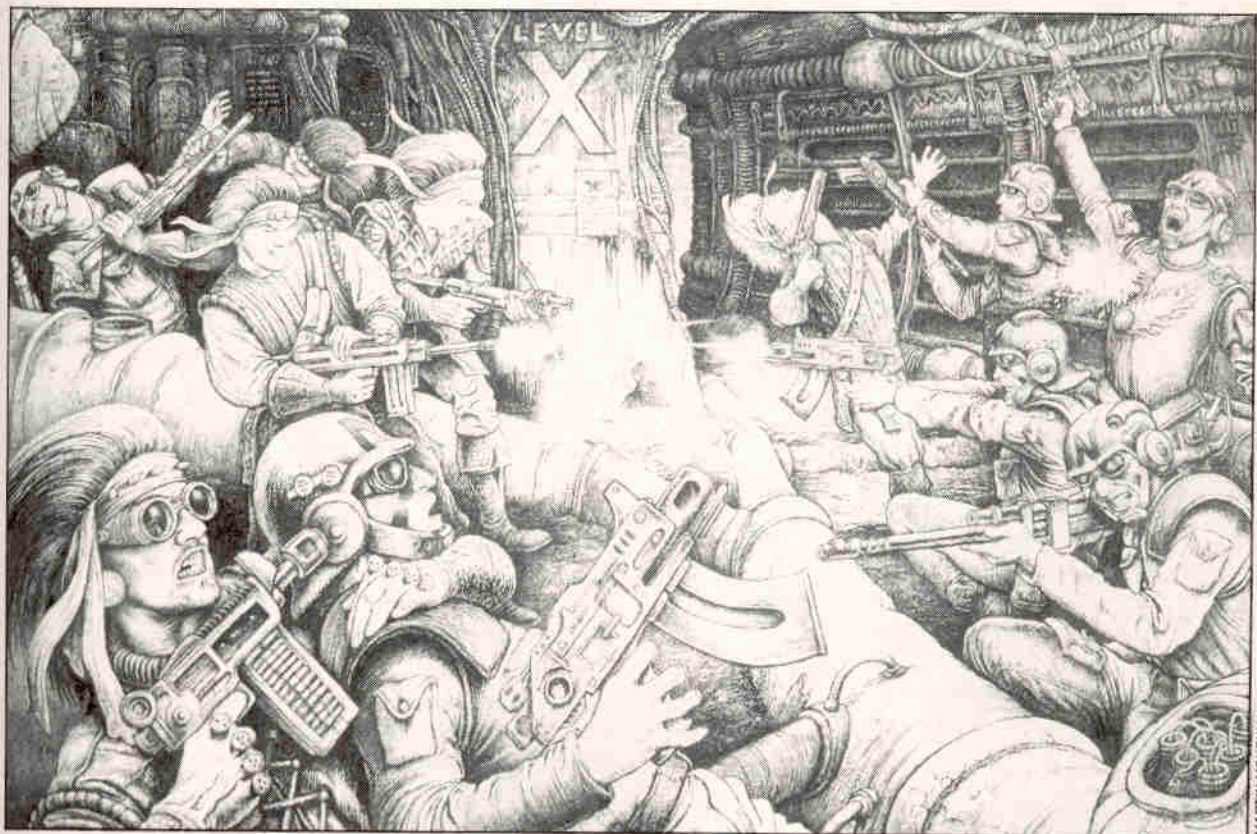
The cavernous vaults of the Forbidden Cities are extended and embellished with the wealth brought in by spook. Pillared halls are cut from the rock, polished stones and mosaics adorn the floors, ceilings and walls. They become palaces of archaic decadent splendour.

The cities' workforce is recruited from the scum of the undercity, supervised and guarded by savage undercity gangs. If they cannot find enough willing workers they will incite undercity gangs to make slave raids into the lower hab layers or offer to buy captives from nomad slavers. Once introduced to the decadent life within the Forbidden City, most slaves are reluctant to ever be free again.

Spook exploitation brings in incredible wealth. This wealth helps to maintain the privileged lifestyle of those noble families secretly involved in its manufacture and trade. These are the so called Lords of the Forbidden Cities. Some are of noble origin, others are adventurers of obscure origin who have connections with the nobility. Frequently they are members of noble households who have gone into exile because they are suspected psykers or wish to escape from political enemies. They simply disappear from the upper spires, setting up court in the hidden bunkers where the spook is processed.

SPOOK

While there are many decaying foodstuffs down in the bunkers, only a certain type degenerates into the spook lode: the vestigial remains of the oldest kind of synthdiet made on Necromunda. The decayed synthdiet deposits are now nothing more than a lurid green powder, having been acted on by mutant fungi for thousands of years. It contained a high proportion of recycled human protein and it is this human essence which is likely to account for its dramatic effects on the human psyche.



The drug spook is taken in liquid form - the ultimate magic potion. When drunk in small amounts, it awakens the imbiber's psychic abilities. When drunk in quantity it opens the channel between a person's physical body and their soul in the warp. If the individual has a strong soul, it will be drawn into his material body; if he has a weak soul, all psychic energy will be instantly sucked out of him and lost in the void. It is for this reason that spook is a very dangerous substance, and its use viciously repressed by the Imperium.

In hive-world society, people are constantly seeking ways to exploit anything they discover. The people who stumbled on the unusual green deposits investigated ways of turning them into wealth, as they would have done with any substance, and in the process discovered spook. Being ignorant of matters of the human soul and the danger inherent in mankind's metamorphosis into a psychic race, spook was seen as just another substance to be recycled and exploited for profit.

There has always been a massive demand for drugs in hive-society, mainly to supplement the diet and ward off sickness. Spook became popular among the nobility who revelled in its exotic effects and it has slowly filtered down throughout hive-society.

The noble households which exploited this resource naturally kept the trade secret and continued to grow rich. The household of the Lord of Necromunda himself was involved in the business and was able to organise off planet trade of spook. This had to be accomplished using smugglers, since the Imperial fleet conduct all legal trade in space.

No-one knows or can predict where the spook deposits are to be found, but whenever one comes to light, the officials of Lord Helmawr's officials who are part of the

spook ring are informed, and mining and processing can begin. Trusted noble households with a close connection to the ruling dynasty will get the concession to exploit the deposit.

Small quantities of spook are also found and traded by scavvies who stumble on eroded deposits during their delvings. This accounts for a small amount of wild spook that is traded in the undercity and shanties. Imperial agents trying to track the spook to its source usually end up following the scavvy spook and thereby miss the main source. Of course, there is nothing to link the nobility or the Lord of Necromunda to the scavvy spook.

The most significant outlet for spook is the secret cults that lurk in many hives. These cultists need a regular supply of this psychic-enhancing substance. The Immortals in particular require vast quantities for their rites and the expansion of this cult is certainly the single greatest factor in the growth of the spook trade. Most of the spook lords who rule the Forbidden Cities are probably already members of this cult.

Spook is easily distributed via the various undercity, scavvy or nomad gangs who ask no questions and only know of the next link in the chain.

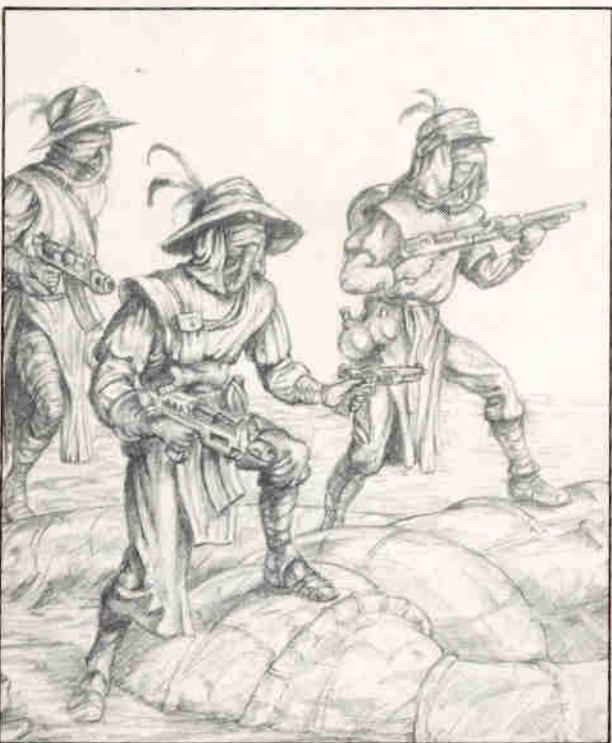
THE SHANTIES

Shanty towns are built outside the hives, clustered at the outer edge of the shells of the spires. They are inhabited by all kinds of hive world scum who cannot cope with life within the hives. The spires, at least, offer a limited protection against the poisoned rains and corrosive ash. The best shelter a shanty dweller can hope for is one or two layers of packing material, or an abandoned vehicle. To make matters worse, much of the factories' toxic effluent pours directly down onto the shanties.

If a shanty remains in existence for any length of time and somehow escapes being swept away by a storm, the inhabitants will excavate caves and cellars into the solidified sludge and compacted dust. These dwellings can be reinforced by sludge baked by the sun into crude bricks. By retreating into these refuges, some shanty dwellers survive the ash storms that sweep away the more flimsy parts of their homes. When the storm abates, they force their way through the wind-blown dust to the surface and attempt to rebuild the shanty out of the wreckage of the old one.

Conditions in the shanties are worse than anything in the hives, yet for most shanty-dwellers even their crude home is preferable to wandering the ash wastes, where they would fall victim to the creatures and nomads if the heat, corrosive dust and freak storms did not get them first.

No-one from the hives bothers shanty-dwellers very much - they have little worth taking. Furthermore, the sprawling settlements are home to vicious gangs of shanty-dwellers, scavvies and nomad bands that have come to the shanty to trade.



GANGS

The number of gangs on Necromunda almost certainly runs into millions, ranging from small gangs which control no more than a section of corridor to the private armies of large and powerful clans which dominate whole spires.

The Imperium does not dictate to the Imperial Commander how the planet should be run - as long as it is loyal to the Emperor, its factories produce what they should and it pays its tithes they do not interfere. The retinue of Lord Helmawr is in effect the largest gang on Necromunda. His status as Lord of Necromunda is hereditary and his household controls all offplanet trade, including the import of real food from nearby agricultural worlds.

General Characteristics of Hive Gangs

The word 'gang' describes many different types of armed bands on Necromunda. Gang is a generic term which includes clan warriors, bands of ash nomads, savage gangs and mutant bands from the undercity, scavvies from the shanties, armed bands of techs, bands of fugitive psykers, unruly brat gangs of the upper hab layers, as well as sanctioned gangs and professional bounty-hunters, guards and retainers such as the Venators and Custodians.

Although gangs may be drawn from large groups such as a hive clan, noble household or nomad tribe, a typical gang will include around a dozen members. This is an ideal strength for skirmishing and raiding in the corridors and tunnels of the hive. Gangs must be able to infiltrate the territory of rival gangs undetected to mount successful raids. In order to set ambushes they will have to hide in the dark recesses and among the pipes and conduits of the road tunnels. Small groups are simply much more effective in this environment than large armed mobs which are far too conspicuous and easy to track down.

Each gang is led by the warrior with experience, skill and considerable powers of leadership. Other warriors are naturally attracted to these strong and inspiring individuals.

Each territory has its own gang drawn up from the toughest youths of the clan. The gang leader and his henchmen, often several years older than most of the warriors and due to settle down as respected clan members will select the best of the youths and let them prove themselves through the gang initiation rite. Most initiations are pretty tough and brutal and in this way the gang recruits the toughest among the youth to be the clan warriors.

The ambition of most young clan members is to run with a gang, similarly most young nomads in the ash wastes are expected to fight for the tribe as warriors. The youth of a hive-clan will tend to group together for protection, and might well become involved in skirmishes in defence of their home territory.

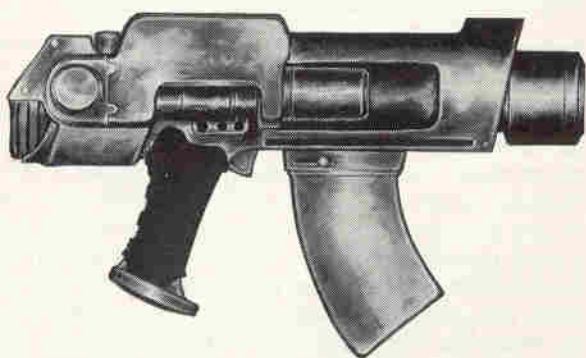
Other types of gangs recruit suitable new members into their ranks in a similar way. Scavvies, Brats, Mutants, Techs and Psykers will naturally only consider their own kind or those sympathetic to them. Undercity gangs will only accept savage masters of the art of survival who can prove their eligibility by combat.

All gangs impose some sort of initiation rite on their recruits, intended to mark gang members for life and weed out those who might be a liability. Recruits must often prove themselves by taking a trophy in their first skirmish with the gang. This usually means cutting off a finger, ear or taking a scalp from a fallen enemy. Attempting to take a trophy from a living enemy is even more admired, but reckless in the extreme. The practice of trophy-taking is generally known among the gangs as 'scragging'.

The habit of taking part of an enemy corpse as a trophy is related to a common Necromundan ritual. Clan members who fail in their duties and obligations atone by cutting off one of their own fingers or, more rarely, one of their ears. This severed piece of flesh is then presented to the clan leader as a token of reborn loyalty and commitment.

This custom is practised by gangs in hives all across Necromunda. It is also common for good fighters to hold up their hands in greeting, palms outwards and fingers spread. By doing this, a fighter shows any potential opponents that he has all his fingers. By extension, he has never been defeated or made a mistake. He is, therefore, a man to be feared.

Gangs trade among themselves for weapons, ammunition and equipment. Anything they cannot obtain by trade they will capture from enemies or raid arms depots. If the gang is hired by Helmawr's officials, a noble household or a powerful clan, they may be rewarded with sophisticated weaponry. Techs can make advanced weapons and wealthy social groups can purchase or obtain them by corrupt means. Many scavvies, undercity warriors and nomads have to make do with crude improvised weaponry until they can capture or loot something better.



CLAN WARRIORS

The most common type of gang on Necromunda are the gangs of young clan warriors.

In the hives every manufacturing process, industry, service and transaction is the concern of one clan or another. The pressures of competition for limited resources - even such basics as good food, air and water - mean that every clan must sometimes resort to armed force to secure its survival.



Every clan, and groups of related families within each clan, have their own territory or concession, often carved out and defended by their own gangs of young clan warriors. In this way, forests have been replaced by a jungle of metal and concrete, and society is ordered along tribal lines.

For many ordinary Necromundans running with a gang comes as part of the life cycle. Young members of the clan are expected to play their part in defending the clan territory and upholding the honour of the clan. Youths in their early teens are initiated into the gang by various rites of passage. From then until their mid twenties they fight for the clan in the same way that young warriors would fight for their tribe in a primitive feral world society.

After several years with the gang, a warrior gains the respect and status of his family and other clan members and gains the right to found his own family and take part in the clan business.

The struggle for supremacy between clans is ceaseless and often violent. Clan gangs fight each other openly; gang leaders are assassinated and kidnapped; or, most



commonly, a clan's resources, its techs, workers and factories, are destroyed in endless raids. Lord Helmawr and the nobles of Necromunda do little to interfere. They simply wait and then do business with the winners.

Neither Helmawr nor his officials concern themselves with inter clan rivalry, as long they fulfil their quota of goods and deliver them on time. Lord Helmawr extracts tolls on all business through offworld shipping and handling charges, recruits the best gangs into the Planetary Defence Force and leaves the hives to manage as best they can. It is an arrangement that suits everyone of consequence.

The co-operation between the clans and Lord Helmawr is an accepted part of life. It operates at many levels, with gangs recruited into the Planetary Defence Force, given semi-official status as Venators and Custodians, or secretly used for Helmawr's hidden dealings.

The gangs are necessary for the government's dirtier tasks, and they are glad to do the work at the right price. The commonest use for hired gangs is to profit the nobility and Helmawr, as ruler, takes the lion's share. He charges high rates for his monopoly on offplanet transport, and he enforces his monopoly by troops and sanctioned gangs. Helmawr maintains his power by a subtle policy of divide and rule over the rival households, clans and gangs of Necromunda.

Social Group - Young clan members aged between early teens and mid twenties. Most of the population of Necromunda belong to a clan and clan warriors form the most common type of gang. Each group of closely related families living in a distinct close-knit territory will have a gang to protect them. A typical clan can include hundreds of such gangs.

Territory - The workshops, factories and associated living areas of the families in the clan are the territory of the local clan gang. Other clans, gangs and strangers will be challenged if they violate the gang territory without permission or payment of tribute.

Ritual - Youths are initiated into the gang by various initiation rites. Some must prove themselves worthy by acts of reckless bravery such as scragging an enemy (cutting off an ear or finger as a trophy), others must endure ritual scarification without flinching. Most gang warriors receive ritual scars or tattoos of some kind. After a time running with the gang, young warriors will have gained enough respect and status to found their own families and take up the clan business.

Armament - Clan warriors can often be quite well armed through trading with other gangs.

Motives - Gangs of young clan warriors protect the clan territory and other members of the clan as they go about their work. These gangs also make it their business to uphold clan honour, which will often lead to long standing feuds between rival clans. Gangs with a good reputation may be hired by other clans, noble households or Lord Helmawr's officials for various tasks. Exceptional clan warriors may be recruited into the Planetary Defence Force, Imperial Guard or even the Adeptus Astartes.

BRAT GANGS

Although the noble households are outside the clan structure of Necromunda, they are not immune to the influence of the pervading tribal culture of the hive world. Like clans, noble households have their own ancient and bitter rivalries which sometimes explode into violence. The root causes are often more to do with honour, traditional enmity, and dynastic disputes than the mainly economic and territorial causes of gang warfare in the lower levels of the hive.

The idle and decadent youth of the nobility emulate the young clan warriors by forming their own Brat gangs, which make it their business to look after the honour of their household. Many young nobles run with the Brats for a time before they succeed to holding office and can then continue to further the interests of their own household by more subtle means.

The Brats are always in the forefront of any new fashion or cult that sweeps through the upper levels of the hive. Young nobles are privileged, wealthy, inquisitive, rebellious and open to wider influences than are available in the lower levels of the hive. Brat gangs sport fantastic, elaborate costumes and hairstyles, and flout the conventions of hive life as openly as possible.

In the upper hive layers Brats run together in packs but they do not limit their predations to their home territories. They frequently drop down the spires into

the lower habs, where their wealth can be used to obtain any drug or weapon. Once in the lower habs, the Brat gangs terrorise the Techs and workers, safe in the knowledge that they can return to the upper habs whenever they want to.

Social Group - Brats are recruited from the unruly, discontented and rebellious youth of the nobility.

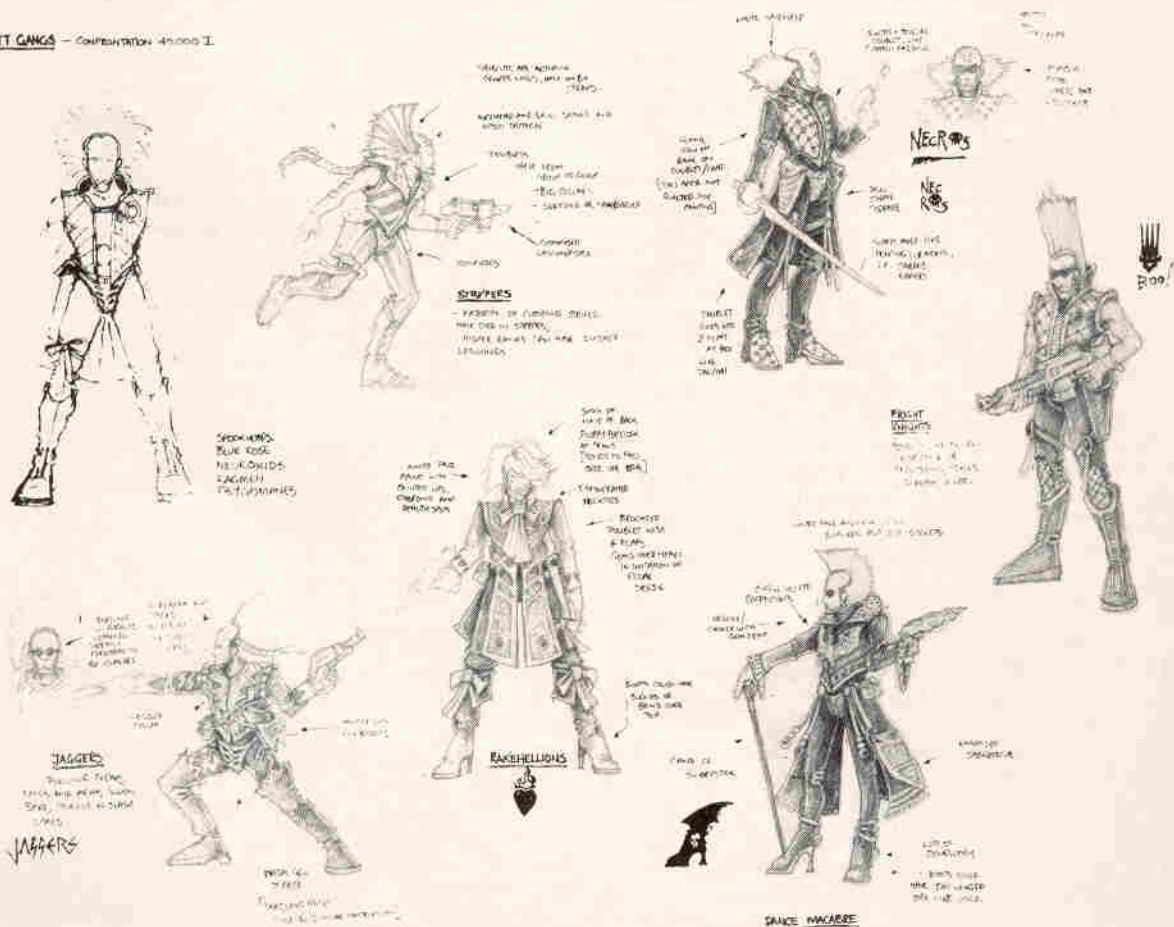
Territory - The estates of the noble households in the Upper Hab layers.

Ritual - Brats go in for bizarre tribal rituals imitating those of other hive gangs. Initiation rites, scars, tattoos, hairstyles and extravagant rather than practical clothing characterise these gangs.

Armament - Brats can be quite well armed due to wealth and access to imports. Exotic weaponry is especially favoured.

Motives - Brat gangs are mainly concerned with upholding the honour of their households. They also assume responsibility for 'protecting' their territory from uncouth lower hive dwellers. Brat gangs like to create a reputation for themselves by raiding other gangs. They also get up to various rebellious, subversive and anarchic activities including involvement with cultists and psykers.

BRAT GANGS - CONCEPT ART BY JAMES I.



SCAVVIES

The shanties and derelict factories of the undercity are homes to the Scavvies, who scrape a living from scavenging materials and trading them with clans who can make a profit from recycling. In the old factories there are rich pickings to be found among the rubbish and abandoned machinery for those who are desperate enough to hunt there.

The Scavvies trade what they find - machines, scrap, raw materials, even spook caches in return for food and weapons. The relationship is uneasy at best, because many Scavvies are diseased.

Scavvies develop sores and scabs on the skin due to delving among dangerous pollutants. This has earned the Scavvies the alternative name Scabbies, and like mutants they are often persecuted as subhuman beasts. Wherever they are found, Scavvies are driven from levels occupied by normal humans.

Many Scavvies make a good living as spookhunters, prospecting for the precious lodes of raw narcotic spook. For the Scavvy gangs this is a valuable substance, worth many times its weight in real food and fresh water. A carefully guarded lode of spook can keep a gang in relative comfort for years, if they manage to avoid becoming addicts in the meantime.

Naturally, much raw spook makes its way to the secret factories of Lord Helmaur. For this reason, if for no other, Scavvies are a necessary part of Necromunda's economy. Without them to find and mine the raw spook, one of Lord Helmaur's principle sources of income would vanish.

Other Scavvy gangs specialise in preying on fugitives and patrols from the upper spires, and those who fall victim to them are lucky if they are slain outright. It is even said that Scavvies eat their prisoners. Such fresh meat supplements their normal diet which includes the verminous creatures of the undercity and the shanties.

Social Group - Scavvy gangs include all kinds of fugitives, outcasts, refugees, members of dispossessed clans and scum shunned even by the undercity gangs. Many shanty-dwellers are hereditary Scavvies.

Territory - Scavvies carve out gang territories in the Shanties, among the old derelict factories and heavily polluted parts of the undercity.

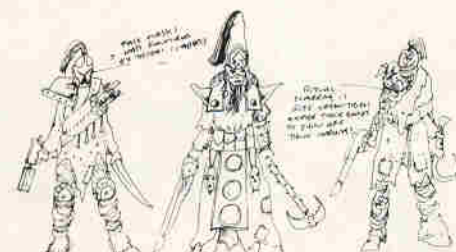
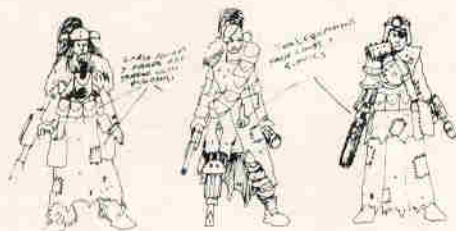
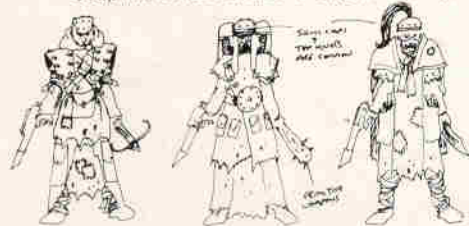
Ritual - Scavvy gang ritual is similar to undercity gangs. Human bones are often used as decoration or primitive armour. Trading with Scavvies is a ritualistic and frequently risky business.

Armament - Scavvies use crude improvised weapons supplemented by captured and traded items. Rare scavenged materials can sometimes be exchanged for quite sophisticated equipment.

Motives - Survival by means of scavenging is the prime motive of most Scavvy gangs. Good scavenging grounds will be fiercely protected. Scavenging, looting and all forms of furtive theft are highly respected talents.

SCAVVIES

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NOMADS

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BANDS
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CARRIERS

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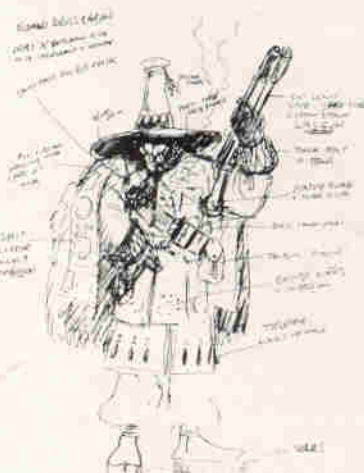
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NOMADS

JOHN BLANCHÉ

Nomad bands wander the ash wastes which lie between the hives. Their skills to survive in the hostile ash wastes mark them as special among the people of Necromunda. They manage, much to the horror of hive dwellers, to live in the open, unprotected by the walls and ceilings of a hive or the armour plate of a convoy carrier. Indeed, few true nomads use vehicles, preferring to carry only as much as they can load onto their own backs. In this way, every nomad is a fighter and a bearer, ready to defend his own part of a caravan.

Nomad gangs ambush convoys from the hives and other nomads when they can. They frequently attack travel tubes and disrupt trade between the hives. The nomad routes cross the planet and bands migrate from one hive cluster to another, following the good weather and trying to stay ahead of the fierce seasonal ash storms. A gang's long wanderings can take it to many hives and their surrounding shanties, and the nomads make a living carrying trade goods between the hives. The goods they carry are small, usually exotic and always costly: rare drugs, special ammunition, strange things found in the ash wastes and secret messages from distant hives. Many gang leaders prefer to use nomad couriers, valuing secrecy above the speed and ease of using road tunnels.

The nomads are seen as dangerous undesirables by hive dwellers. Helmawr's soldiers and merchant gangs attack nomads on sight because of the danger they pose to road tunnels and convoys. Nomads have also been known to raid the hives themselves on occasion, infiltrating deep beyond the spire shells and retreating into the ash wastes before any resistance could be organised. Nomads sometimes get into the undercity via derelict tunnels uncovered in the ash wastes, and any storm that breaches the shell of a hive will give rise to anxiety in expectation of an imminent nomad raid.

Social Group - Nomads form a distinct social group on Necromunda. It's possible that they were the descendants of rural settlers who were long ago reduced to nomadic scavenging existence due to the pollution of their lands. They dislike and despise hive-dwellers, and the feeling is mutual.

Territory - Territory tends to be wherever the nomad band are at the time, although certain caravan routes, ruins, expanses of waste and water holes may be regarded as the territory of a specific band.

Ritual - Nomads have their own ritualistic and tribal society which is distinct from the clans of the hives. Rites of passage, ritual scarification and tattooing, scragging and trophy-taking are all known in various forms. Some nomads make extensive use of body-painting as a means of protecting their skin from the sun and the dust as well as decoration.

Armament - Simple weaponry supplemented by captured and traded items. Sophisticated weapons are a status symbol.

Motives - Nomad gangs are naturally concerned about protecting their territory or trading caravans. Tribal and personal honour are extremely important. Nomads indulge in continual warfare and inter-tribal feuding for amusement and gain. Raids on merchant convoys crossing the wastes are commonplace, but some nomad bands are audacious enough to make slave-raids on shanties and even hives, if they can get in through damaged transport tubes or the ravaged hive shell after an ash storm. Nomads obtain sophisticated goods by trading and prospecting in the ash wastes for valuable raw materials and relics.

UNDERCITY GANGS

These gangs are made up of the many types of scum that inevitably end up in the undercity of each hive. Such gangs are small, tightly knit and very territorial. They fall outside the clan system and are independent, ruthless and resourceful.

Undercity gangs soon learn that to survive they must raid the factory and hab levels above them. If a gang is successful, it may even carve out a territory in the higher levels. By taking over a single factory or part of a hab level, the gang could begin its climb out of the undercity.

The undercities are among the toughest environments on Necromunda and the undercity warriors are often regarded as the best fighters in the hives. Survival of the fittest is the rule and the survivors grow stronger and tougher. Many undercity gangs will only accept competent warriors into their ranks.

A prospective recruit will be expected to prove his worth by scragging an enemy - tearing off an ear, a finger, part of a scalp or some other part of an opponent. The bloody trophies gained are worn as a sign of gang membership: a necklace of dried ears or fingers is sometimes favoured by undercity gangs.

When such marks are combined with distinctive costumes, ritual scarring, insignia and tattoos, gang members present a collective identity to their rivals, friends and enemies.

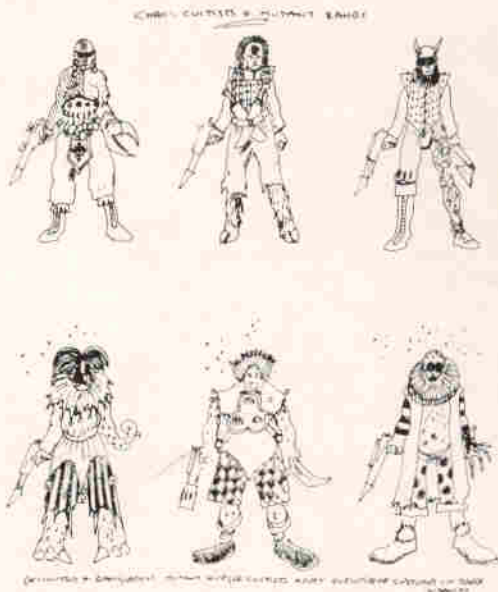
Social Group - Fugitives and outcasts from hive society, often those who have dishonoured their clan, offended their clan leader or simply fell out with their original clan gang. Criminals and rebels wanted by Lord Helmawr or the Imperium frequently turn up causing trouble in the undercity.

Territory - Gang territories are carved out among the dark labyrinthine catacombs of the undercity and the derelict factories.

Ritual - Undercity gangs are perhaps the most ritualistic of all gangs. Initiation rites, scarification, tattooing, and body decoration are taken to extremes. These gangs are the urban equivalent of feral world savages. Leadership disputes are decided with brutal ritual. Scragging of enemies and trophy-taking is common practice.

Armament - Undercity gangs use crude improvised weaponry supplemented with captured and traded items.

Motives - Gangs of undercity scum band together to savagely defend their territory from outsiders and indulge in regular raiding and pillaging of factory levels and even hab levels. Indeed, those clans holding territory adjacent to the undercity are literally defending the 'frontier' of the hive against the barbarians of the undercity. This frontier zone is subject to constant raiding and skirmishing.



MUTANT GANGS

Mutants are feared by everyone on Necromunda, from the highest administrator in Helmawr's court to the lowliest unskilled worker in the process vats. Most hive dwellers do not understand that mutation is an inevitable part of life on a planet as irredeemably polluted as Necromunda. Mutants are branded as evil, corrupted by their own wickedness and greed, and tainted by witchery of the foulest kind.

As a result mutants are persecuted and driven into the undercities. In the depths they fall victim to the undercity gangs and the scavvies. Most mutants do not survive for very long once they have been discovered. Those that manage to run and hide often band together in gangs of their own, usually in the most inaccessible and heavily polluted sections of the undercities.

PSYKER GANGS

On Necromunda, as elsewhere in the Imperium, psykers are persecuted and feared. Their witch-talents and unnatural ways make them dangerous: they are open gateways for darkness and wickedness. Folk tales of psykers confirm the worst: they can cause madness with a touch and summon daemons. In turn, many psykers, tormented beyond endurance, lash out at the persecutors, using their powers to destroy. The legends are merely proven by such actions.

Life is hard for psykers on Necromunda, as it is throughout the Imperium. Some fall prey to daemonic possession. More fall victim to the witch-hunting Venators and bounty-hunting gangs. The remainder may manage to escape detection, or flee to the undercities. Everyone in the undercities has something to hide, so the secretive behaviour of psykers attracts little attention. The 'witches' form their own gangs for mutual protection, always making sure to recruit only their own kind, or true sympathisers. Most psyker-gangs include a few non-psykers, relatives or close friends who have chosen to share the psyker's exile.

By far the most dangerous psyker gangs on Necromunda are the secret covens of the cult known as the Immortals. The background of this sinister cult and the tale of its founder is narrated in detail later on.

Social Group - Fugitive psykers who have fled from persecution and relatives who have accompanied them. Those who seek arcane power by associating with covens and worshipping Chaos may also be found in some psyker gangs.

Territory - Psyker-gangs can be hidden anywhere in the hive, even in the upper hab layers, though most lurk in the undercity.

Ritual - Psyker gangs practice bizarre occult initiation rites. Captives may be taken for sacrifice in cult rituals and a sinister occult aspect pervades all gang activities.

Armament - Psyker gangs use simple weaponry augmented by more sophisticated equipment captured, traded or obtained through influential contacts.

Motives - Psyker gangs are motivated by survival and the protection and continued secrecy of any cult they may practice. Many psykers are obsessed with revenge against their persecutors, while others secretly try to spread their insidious influence throughout the hive.

Once established, mutants interbreed and their offspring, often more mutated than their parents, replenish the gang. Over the course of generations new mutations arise in the gangs, some of which may even be survival traits. The bottom of the hives are unhealthy places, and any mutation which helps its owner to live is naturally passed on to his descendants.

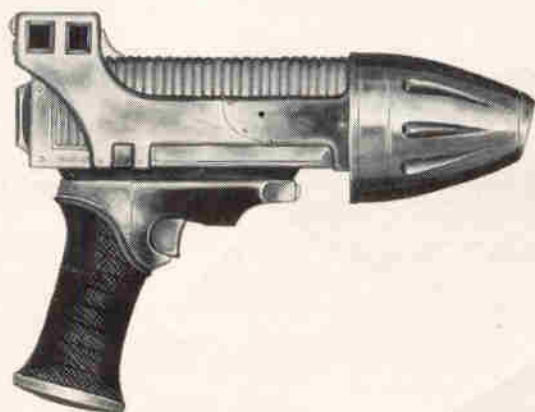
Social Group - Mutant gangs include fugitive mutant outcasts from normal society and their mutated descendants.

Territory - Mutant gangs lurk in the worst parts of the undercity.

Ritual - Ritual is crude and savage. Scarification, scragging and cannibalism have been reported.

Armament - Crude improvised weaponry supplemented by captured items.

Motives - Survival and spiteful revenge against non-mutants.



CREATING A GANG

In Confrontation each player represents a gang led by a charismatic leader. To create your own gang together with its leader you generate the type of gang, its leader, the number of members it has, the personal fighting skills of each member, and their weaponry and other equipment. This section of Confrontation explains how to generate your gang. As you go along you will need to record details of your gang, stash, and other pertinent details. Make sure you have paper and pencil handy to record the information as you generate it.

GANG GENERATION SUMMARY

1. Randomly determine which type of gang you are going to control by rolling on the Gang Determination Chart. Alternatively players may choose to represent Clan gangs, the most common type of gang in the Necromundan hives.
2. Generate the gang leader's prestige and determine the number of additional gang members by cross-referencing this score on the Gang Members Chart.
3. Roll on the Prestige and Status Table to generate prestige points for each additional member of the gang. The same dice roll is also used to determine their status: Raw Recruit, Hardened Gang Fighter or Henchman.
4. Determine the profile of each gang member by rolling for Initiative, Weapon Skill and Ballistic Skill on the Profile Generation Chart. Use the Gang Modifiers Chart to modify each individual profile.
5. Generate weapons and equipment for each member of the gang by rolling on the appropriate Equipment Chart. For each ranged weapon, roll determine how many shots it has remaining in the magazine. Generate the gang's stash by rolling on the Stash Chart.
6. Determine the amount of credits the gang has in their stash by rolling on the Credit Table.
7. Determine whether any of the gang members have any special skills by rolling on the Skill Generation Chart.
8. Establish if characters with high prestige have Caryatids.
9. Organise the gang by exchanging weapons, ammunition and equipment between members and consigning unused equipment to the gang's stash. Make sure that you have recorded all the details generated so far, and especially that you have noted down details of each gang member's armament. Equipment and credits stashed by the gang must be noted separately - stash is not carried into action and so is not available during the game itself.

CHOOSING A GANG

There are two ways of selecting which sort of gang you want. The first is to choose a Clan gang, which is the most common kind of gang. The second is to randomly determine the type of gang using the chart below. This second method introduces some less common but more interesting gangs, but still allows for the possibility of generating a Clan gang. Clan gangs are an accepted part of life on the hive world and can operate overtly. Psyker gangs on the other hand are relatively rare and very secretive.

THE TYPE OF GANG

To randomly generate a gang use the chart below. Roll a D6 - a score of 3 or 4 indicates that you have a clan gang, scores of 1 or 2, or 5 or 6 indicate that you should roll again. Your second D6 roll will either give you a gang type or a third dice roll which will determine your gang. So, an initial roll of 5 indicates that you should roll again, if this roll is 3 you have generated an undercity gang.

GANG DETERMINATION CHART

1st Roll	2nd Roll	3rd Roll	Gang Type
1-2	1-3	1	Psyker Gang
		2	Mutant Gang
		3-6	Scavvy Gang
	4-6		Nomad Gang
3-4			Clan Gang
5-6	1-3		Undercity Gang
			Brat Gang
	4-5	1-3	Tech Gang
		4-6	Venators
	6		

THE SIZE OF THE GANG

Once you have established the type of gang you have you are ready to determine how many fighters it contains. First generate the prestige value of the gang's leader: 6 plus the score of a D6 (6+D6).

Prestige is important because it defines the level of respect and authority the leader commands; the higher a leader's prestige the better leader he is and the more followers he is likely to have. To determine the initial number of followers in the gang roll a D6 and read the score against the leader's prestige on the Gang Members Chart on the opposite page.

For example a leader with 7 prestige points rolling a 6 will start with 5 followers (therefore the total number of fighters in the gang including the leader will be 6).

GANG MEMBERS CHART

D6	Leader's Prestige Value					
	7	8	9	10	11	12
1	3	3	4	4	5	5
2	3	4	4	5	5	6
3	4	4	5	5	6	6
4	4	5	5	6	6	6
5	5	5	6	6	6	7
6	5	6	6	6	7	7

The leader starts off with the number of followers indicated on the chart, which may be less than his prestige points total. Henceforth the prestige value of the leader determines the maximum number of followers he can lead.

For example, a leader with a prestige value of 12 can have up to 12 followers in his gang, a leader with a prestige value of 8 can have up to 8 followers, and so on. A gang may always include fewer members than its leader's prestige value would permit, but it never contains more. Once the gang has fought a battle there will be an opportunity to recruit more followers. The prestige value of the leader may also fall or rise depending upon his success in battle.

GENERATING FOLLOWERS

Now you have determined the number of followers in your gang it is necessary to establish the personal prestige value of each of them. Just like your leader, every gang member has his own prestige value which reflects his combat experience and hence his position within the gang. For each follower roll a D6 to determine his prestige value. Individuals with a low value (1 or 2) are raw recruits, those with an average value (3 or 4) are hardened gang fighters, while those with a high value (5 or 6) are the most experienced fighters of all: henchmen.

PRESTIGE AND STATUS TABLE

D6 Prestige Value	Gang Member
1-2	Raw Recruit
3-4	Hardened Gang Fighter
5-6	Henchman

PROFILES

Each character in the gang will differ from every other. Some will be good hand-to-hand fighters, others will be good marksmen, and some may be good all-round fighters while others are generally inexperienced. A character's fighting prowess is defined by his profile. The profile consists of three characteristics; Initiative, Weapon Skill and Ballistic Skill. Each of these characteristics is expressed by a number - the higher the

number the more accomplished that individual is within the field of expertise

Initiative defines the character's reactions, agility and awareness on the battlefield. Characters with high initiative are quick-witted and have speedy reactions, those with low initiative are slow witted, a bit clumsy or maybe just inexperienced.

Weapon skill defines the character's prowess in hand to hand combat. A character with high weapon skill is an experienced and probably savage hand-to-hand fighter, those with low weapon-skill are inexperienced or lack aggression.

Ballistic skill defines the character's ability to shoot or throw a weapon accurately. Characters with high ballistic skill are skilled marksmen; those with low ballistic skills are relatively poor shots.

GENERATING PROFILES

To generate the profiles of your gang members consult the chart below. As you can see there is a column for the gang's leader, and a corresponding column for Henchmen, Hardened Gang Fighters and Raw Recruits.

Start by generating the gang leader: his initiative equals the score of a D6 plus 8 (D6+8), his weapon skill equals the total score of four D6's multiplied by 10, and his ballistic skill equals the total score of five D6's multiplied by 10. Once you have generated the profile for your leader work through each gang member in turn rolling dice as indicated.

PROFILE GENERATION CHART

GANG FIGHTER	CHARACTERISTIC		
	INITIATIVE	WEAPON SKILL	BALLISTIC SKILL
LEADER	D6+8	4D6x10	5D6x10
HENCHMAN	D6+6	3D6x10	4D6x10
HARDENED GANG FIGHTER	D6+4	2D6x10	3D6x10
RAW RECRUIT	D6+2	D6x10	2D6x10

Example 1. A gang leader's initiative is D6+8 - rolling a 4 his initiative would be 4+8 = 12. His weapon skill is 4D6x10 - rolling a 1, 3, 5 and 5 his WS would be 14x10 = 140. His ballistic skill is 5D6x10 - rolling 2, 2, 4, 5 and 6 his BS would be 19x10=190.

Example 2. A Henchman's initiative is D6+6 - rolling a 5 his initiative would be 5+6 =11. His weapon skill is 3D6x10 - rolling a 2, 3 and 6 his WS would be 11x10 = 110. His ballistic skill is 4D6x10 - rolling a 4, 4, 5 and 6 his BS would be 19x10 = 190.

Example 3. A Raw Recruit's initiative is only D6+2 - rolling a 3 his initiative would be 5. His weapon skill is D6x10 - rolling a 4 his WS would be 4x10=40. His ballistic skill is 2D6x10 - rolling a 2 and 4 his BS would be 6x10=60.

Note that it is perfectly possible to have a Raw Recruit with a characteristic higher than that of a Hardened Gang Fighter, Henchman, or even (in extreme cases) the gang leader himself. This is perfectly acceptable, representing talented young individuals with specific natural abilities and lacking only experience. Obviously the more experienced gang members will tend to have the higher overall characteristic values, even though talented young bucks may, in some cases, be better.

GANG TYPE VARIATIONS

As indicated already there are different types of gang on the hive world, composed of very different kinds of people. Each type of gang tends to consist of individuals with slightly different combinations of talents and abilities. This is naturally reflected in their characteristic values.

For example, the savage Scavvies tend to be good at hand-to-hand fighting, but are often poor shots since they are less likely to use sophisticated ranged weapons and find them difficult to operate as their hands are rather gnarled and covered in sores and scabs. Nomads tend to be very quick-witted due to the hardships of life

in the ash wastes and this is reflected by their higher than average initiative values.

Every type of gang is unique in some way. Clan gangs are good all round with no drastic weaknesses or strengths. To represent the differences between gangs modifiers are applied to the profiles of the gang.

These modifiers are applied to the characteristic scores of the relevant gang type. Note that there are two kinds of modifier indicated on the chart. The first kind is simply an overall penalty or bonus which is applied to the initiative, for example +1, -2, etc. This initiative modifier is simply added to or subtracted from the individual's characteristic value.

A Scavvy Gang leader who generates an initiative of 12 adds +3 to his score making a total value of 15 for example. The second type of modifier applies to WS and BS and is made to each D6 dice rolled. For example, for members of a Tech Gang -1 is subtracted from each D6 dice rolled for WS, so a Henchman rolling 4, 5 and 5 actually scores 3, 4 and 4 making a total of 11 giving a final value of $11 \times 10 = 110$.

An Undercity Gang Henchman, on the other hand, adds +1 to each D6 dice rolled so his score of 4, 5 and 5 becomes 5, 6 and 6 = 17 giving a final score of $17 \times 10 = 170$. These differences reflect the individual

strengths and weaknesses of different types of gang.

While some gangs might appear to be at a disadvantage (such as Brats who suffer a -1 per D6 to WS and BS) bear in mind that they may have other advantages such as wealth or access to exotic weapons and equipment.

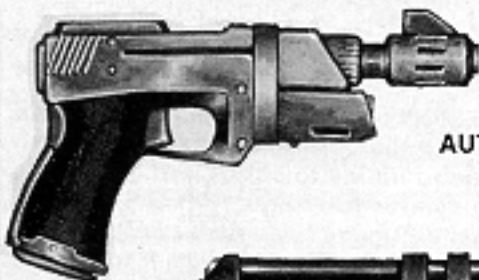
GANG MODIFIERS CHART

Gang Type	I	WS	BS	Comments
Clan Gang	-	-	-	Good all round
Undercity Gang	+1	+1 per D6	-	Quick and savage
Nomad Gang	+3	-	-	Very quick witted
Scavvy Gang	+1	+1 per D6-1 per D6	-	Savage fighters but poor shots
Mutant Gang	Profile may be modified by mutations			Vary from as discussed later
Tech Gang	-2	-1 per D6	-	Cautious and reliant on technology
Psyker Gang				Rely on Psionics
Brat Gang	-1	-1 per D6	-	Rely on exotic weaponry
Venators	+1	-	-	Bounty hunters with specialist equipment

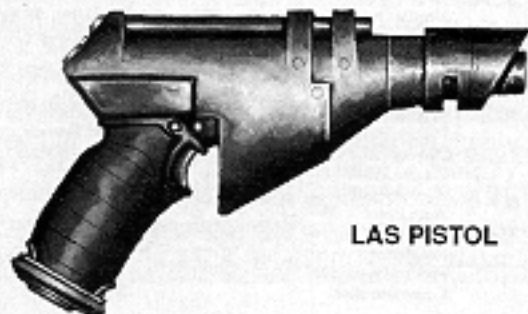
GENERATING EQUIPMENT

Gang fighters are useless without weapons. Most gang fighters start out with stolen or home-made weaponry or with weapons which are relatively common on the hive world. More exotic weapons are costly and often hard to obtain. As well as weapons there are other kinds of equipment which are useful in combat such as armour, communications gear, and combat drugs.

Weapons and other equipment are described in detail in the *Armoury* section - here we are concerned only with determining the type and quantity of equipment which the gang has. The gang's initial equipment is generated randomly, more equipment can be bought by trading or obtained by raiding as explained later.



AUTO PISTOL



LAS PISTOL

Generate the equipment for each gang member in turn, starting with the gang's leader as its most prestigious fighter. First refer to the Leader Equipment Chart. As indicated on the chart 4 dice rolls are allowed - each dice result will generate a piece of equipment. If you roll a duplicate result you have the option to keep it or reverse the dice score to give an alternative. For example, a roll of 57 becomes an optional roll of 75. This reversing of the dice score is only an option for a duplicate result.

Note down each character's equipment as you generate it. Some equipment can be pooled or redistributed throughout the gang as described later, so it is a good idea to use scrap paper to note down the equipment generated at this stage.

Without hesitation, Haro and Rest flung themselves straight at the Scavvy, giving him no time to raise and fire his stub gun. Underneath the filthy wrappings the Scavvy was supple and wiry, strong enough to hold off both the youths. He was more savage than anyone they had ever fought before, attacking with great ferocity.

Even at the odds of two to one, Haro and Rest were having to fight for their lives. Backing under the Scavvy's blows, Rest tripped over a piece of debris and fell to the floor, pulling his opponent down on top of him. The Scavvy redoubled his efforts, slicing at him with a vicious dirty knife, slashing him on the face and shoulders. Haro had avoided being pulled to the floor, and was trying to attack the Scavvy from the rear, only to be smashed aside by a powerful blow.

Face to face with the Scavvy Rest could see the inflamed sores and pustules that covered his skin, smell the foulness of his breath. His blackened teeth had been filed into points, and tufts of coarse hair sprouted from his neck and ears. Rest couldn't hold out much longer. He couldn't attack effectively because he was too busy trying to stop the Scavvy from strangling him. The disgusting face bore down, blotting out everything else, then there was a loud crack, a flash, and the Scavvy's body jerked up and down on top of him.

At the last moment, Haro had managed to retrieve the Scavvy's stub gun and shoot it through the head. He pried the Scavvy's hands away from Rest's throat, and pulled his friend out from under its limp body. Rest's head swam from the shot, and he staunchly the painful flesh wounds the Scavvy had inflicted upon him. He was proud to have received his first real combat scars.

They were still in danger, so it was important to leave quickly. Haro cut off one of the Scavvy's thumbs, taking care to leave the wrappings intact. They took the Scavvy's knife and stub gun for the gang stash, small trophies of their achievement. Their scrag procured, all they had to do now was get safely back to Red Spider territory.

LEADER'S INITIAL EQUIPMENT

The leader is entitled to 4 or 3 rolls from the chart as indicated below. Cross reference the dice score to the type of gang. The type of gang influences the kinds of equipment the leader has.

D100	CLAN	TECH	VENATORS	SCAVVIES, NOMADS PSYKERS, MUTANTS UNDERCITY GANGS
Rolls	4	4	4	3
0-5	Sword	Sub Gun	Las Pistol	Sword
6-10	Handbow	Shotgun	Las Pistol	Sword
11-15	Sub Gun	Shotgun	Las Pistol	Handbow
16-20	Sub Gun	Autogun	Bolt Pistol	Handbow
21-25	Shotgun	Las Pistol	Bolt Pistol	Handbow
26-30	Shotgun	Las Pistol	Lasgun	Sub Gun
31-35	Autogun	Bolt Pistol	Lasgun	Sub Gun
36-40	Autogun	Bolt Pistol	Powersword	Shotgun
41-45	Las Pistol	Lasgun	Powersword	Shotgun
46-50	Las Pistol	Lasgun	Bolt Gun	Autogun
51-55	Bolt Pistol	Powersword	Bolt Gun	Autogun
56-60	Bolt Pistol	Powersword	Hand Flamer	Las Pistol
61-65	Lasgun	Bolt Gun	Plasma Pistol	Las Pistol
66-70	Lasgun	Bolt Gun	Plasma Pistol	Bolt Pistol
71-75	Powersword	Hand flamer	Auto Pistol	Lasgun
76-80	Shotgun	Plasma Pistol	Needle Pistol	Powersword
81-85	Hand Flamer	Auto Pistol	Web Gun	Boltgun
86-90	Plasma Pistol	Chainword	Needle Gun	Hand Flamer
91	Auto Pistol	Respirator	Needle Gun	Plasma Pistol
92	Auto Pistol	Respirator	Needle Gun	Plasma Pistol
93	Auto Pistol	Communicator	Needle Gun	Auto Pistol
94	Auto Pistol	Communicator	Needle Gun	Shield
95	Respirator	Flak Armour	Needle Gun	Shield
96	Shield	Flak Armour	Respirator	Shield
97	Flak body armour	Helmet	Flak body armour	Shield
98	Helmet + communicator and photo visor	Helmet + communicator and photo visor	Helmet + communicator and photo visor	Shield
99	Chainword	Mesh body armour	Chainword	Respirator
100	Mesh body armour	Mesh body armour	Mesh body armour	Flak body armour

HENCHMAN AND HARDENED GANG FIGHTER INITIAL EQUIPMENT

Henchmen and Hardened Gang Fighters are entitled to either 3 or 2 rolls as indicated below. Cross reference the dice score to the type of gang - the type of gang influences the kinds of equipment the character has.

D100	CLAN	TECH	VENATORS	SCAVVIES, NOMADS PSYKERS, MUTANTS UNDERCITY GANGS
Rolls	Henchman 3 Hardened Fighter 2	3	3	Henchman 3 Hardened Fighter 2
0-5	Sword	Sword	Autogun	Sword
6-10	Sword	Handbow	Las Pistol	Sword
11-15	Handbow	Sub Gun	Las Pistol	Sword
16-20	Handbow	Shotgun	Bolt Pistol	Handbow
21-25	Sub Gun	Autogun	Bolt Pistol	Handbow
26-30	Sub Gun	Las Pistol	Lasgun	Handbow
31-35	Shotgun	Las Pistol	Lasgun	Sub Gun
36-40	Shotgun	Bolt Pistol	Powersword	Sub Gun
41-45	Autogun	Bolt Pistol	Needle Pistol	Shotgun
46-50	Autogun	Lasgun	Needle Pistol	Shotgun
51-55	Las Pistol	Lasgun	Web Gun	Autogun
56-60	Las Pistol	Powersword	Web Gun	Autogun
61-65	Bolt Pistol	Powersword	Needle Gun	Las Pistol
66-70	Bolt Pistol	Bolt Gun	Needle Gun	Las Pistol
71-75	Lasgun	Bolt Gun	Needle Gun	Bolt Pistol
76-80	Powersword	Hand Flamer	Bolt Gun	Lasgun
81-85	Bolt Gun	Hand Flamer	Bolt Gun	Powersword
86-90	Hand Flamer	Plasma Pistol	Hand Flamer	Bolt Gun
91	Plasma Pistol	Auto Pistol	Plasma Pistol	Hand Flamer
92	Plasma Pistol	Auto Pistol	Plasma Pistol	Hand Flamer
93	Plasma Pistol	Auto Pistol	Plasma Pistol	Plasma Pistol
94	Plasma Pistol	Auto Pistol	Plasma Pistol	Auto Pistol
95	Plasma Pistol	Auto Pistol	Plasma Pistol	Respirator
96	Auto Pistol	Chainword	Auto Pistol	Shield
97	Auto Pistol	Respirator	Auto Pistol	Shield
98	Respirator	Flak body armour	Respirator	Shield
99	Shield	Flak body armour	Flak body armour	Shield
100	Flak body armour	Communicator	Communicator	Shield

RAW RECRUITS INITIAL EQUIPMENT

Raw Recruits are entitled to either 1 or 2 rolls as indicated below. Cross reference the dice score to the type of gang - the type of gang influences the kinds of equipment the character has.

D100	CLAN	TECH	VENATORS	SCAVVIES, NOMADS PSYKERS, MUTANTS UNDERCITY GANGS
Rolls	1	2	2	1
0-5	Sword	Sword	Sword	Improvised weapon
6-10	Sword	Sword	Sword	Improvised weapon
11-15	Sword	Sword	Handbow	Improvised weapon
16-20	Sword	Handbow	Handbow	Improvised weapon
21-25	Handbow	Handbow	Stub Gun	Improvised weapon
26-30	Handbow	Handbow	Stub Gun	Sword
31-35	Handbow	Stub Gun	Shotgun	Sword
36-40	Handbow	Stub Gun	Shotgun	Handbow
41-45	Stub Gun	Stub Gun	Autogun	Handbow
46-50	Stub Gun	Shotgun	Autogun	Handbow
51-55	Stub gun	Shotgun	Las Pistol	Stub Gun
56-60	Shotgun	Autogun	Las Pistol	Stub Gun
61-65	Shotgun	Autogun	Las Pistol	Shotgun
66-70	Las Pistol	Autogun	Needle Pistol	Shotgun
71-75	Autogun	Las Pistol	Needle Pistol	Autogun
76-80	Las Pistol	Las Pistol	Bolt Pistol	Autogun
81-85	Las Pistol	Las Pistol	Lasgun	Las Pistol
86-90	Bolt Pistol	Bolt Pistol	Web Gun	Bolt Pistol
91	Bolt Pistol	Bolt Pistol	Needle Gun	Lasgun
92	Bolt Pistol	Bolt Pistol	Needle Gun	Lasgun
93	Lasgun	Bolt Pistol	Needle Gun	Lasgun
94	Lasgun	Bolt Pistol	Needle Gun	Shield
95	Lasgun	Lasgun	Needle Gun	Shield
96	Lasgun	Lasgun	Needle Gun	Shield
97	Respirator	Lasgun	Needle Gun	Shield
98	Shield	Lasgun	Needle Gun	Shield
99	Shield	Respirator	Respirator	Shield
100	Shield	Communicator	Communicator	Shield

STASH

All gangs acquire extra equipment, weapons, and ammunition which it could not hope to carry with it all the time. This equipment, called stash, is kept in some safe location known only to the gang leader and his most trusted henchmen.

When new members are recruited they are equipped from the stash, which also forms a reserve of weapons and ammunition which can be used to equip gang members or to trade. When equipment is captured or traded it may be added to the stash. Players keep a record of their gang's stash, preferably on a separate sheet of paper, and can use it as they see fit.

The Stash Chart (see over the page) is used to determine a gang's initial stockpile of stash. Where the chart specifies a type of ammunition the number following is the number of rounds or shots. For example Conventional Ammo (50) is 50 rounds of conventional ammunition, Power Pack (50 points) is a power pack with 50 power points of charge, a Flamer Canister (5) is a canister of flamer ammunition sufficient for 5 shots, and so on. In the case of combat stimulants a roll indicates one dose of one randomly generated type. Ammunition is often harder to come by than weapons, and a gang's stash represents its own secure source of supply. Ammunition may be pooled and shared out among gang members as the player wishes.

CASH

On the hive world wealth is measured in currency units called credits. Among the hive world gangs items are often bartered or exchanged for other items of equivalent value in credits, so credits provide a standard of relative value. A gang's stockpile of credits is kept with the gang's stash in whatever safe location the gang prefers.

The initial wealth of the gang is randomly generated by a D10xD10 roll with suitable modifiers for the gang type. The result indicates the number of credits available to the gang. For example the first roll on the D10 gives a score of 5 and the second roll a score of 7 the initial wealth available to the gang is thus 35 credits.

CREDIT TABLE

	Credits
Clan Gang	D10xD10+25
Undercity Gang	D10xD10
Nomad Gang	D10xD10-50
Scavvy Gang	1D10
Mutant Gang	D10xD10-25
Techno Gang	D10xD10+100
Psyker Gang	D10xD10
Brat Gang	D10xD10+50
Vigilantes	D10xD10+50

STASH CHART

D100	CLAN	TECH	VENATORS	SCAVVIES, NOMADS PSYKERS, MUTANTS UNDERCITY GANGS
Rolls	6	7	7	4
0-5	Conventional Ammo (50)	Conventional Ammo (50)	Conventional Ammo (50)	Conventional Ammo (50)
6-10	Conventional Ammo (50)	Conventional Ammo (50)	Conventional Ammo (50)	Conventional Ammo (50)
11-15	Conventional Ammo (50)	Conventional Ammo (50)	Conventional Ammo (50)	Conventional Ammo (50)
16-20	Conventional Ammo (50)	Conventional Ammo (50)	Conventional Ammo (50)	Conventional Ammo (50)
21-25	Conventional Ammo (50)	Power Pack (50 points)	Power Pack (50 points)	Conventional Ammo (50)
26-30	Conventional Ammo (50)	Power Pack (50 points)	Power Pack (50 points)	Power Pack (50 points)
31-35	Power Pack (50 points)	Power Pack (50 points)	Power Pack (50 points)	Power Pack (50 points)
36-40	Power Pack (50 points)	Power Pack (50 points)	Power Pack (50 points)	Power Pack (50 points)
41-45	Power Pack (50 points)	Power Pack (50 points)	Power Pack (50 points)	Power Pack (50 points)
46-50	Power Pack (50 points)	Power Pack (50 points)	Handbow Ammo (50)	Power Pack (50 points)
51-55	Power Pack (50 points)	Handbow Ammo (50)	Flamer Canister (5)	Power Pack (50 points)
56-60	Power Pack (50 points)	Handbow Ammo (50)	Flamer Canister (5)	Handbow Ammo (50)
61-65	Handbow Ammo (50)	Bolt Ammo (15)	Flamer Canister (5)	Handbow Ammo (50)
66-70	Handbow Ammo (50)	Bolt Ammo (15)	Web Chemical Canister	Handbow Ammo (50)
71-75	Bolt Ammo (15)	Flamer Canister (5)	Web Chemical Canister	Handbow Ammo (50)
76-80	Bolt Ammo (15)	Combat Stimulant	Needle Chemical Canister	Handbow Ammo (50)
81-85	Flamer Canister (5)	D6 Frag Grenades	Needle Chemical Canister	Bolt Ammo (15)
86-90	Combat Stimulant	D6 Frag Grenades	Needle Chemical Canister	Bolt Ammo (15)
91	D6 Frag Grenade	1 Krak Grenade	D6 Frag Grenades	Flamer Canister (5)
92	D6 Frag Grenade	1 Krak Grenade	D6 Frag Grenades	Combat Stimulant
93	D6 Frag Grenade	1 Krak Grenade	D6 Frag Grenades	Combat Stimulant
94	D6 Frag Grenade	D6 Smoke Grenades	D6 Frag Grenades	Combat Stimulant
95	D6 Frag Grenade	D6 Smoke Grenades	D6 Frag Grenades	Combat Stimulant
96	1 Krak Grenade	D6 Smoke Grenades	D6 Frag Grenades	Combat Stimulant
97	1 Krak Grenade	1 Stumm Grenade	D6 Stumm Grenades	D6 Frag Grenades
98	1 Krak Grenade	1 Stumm Grenade	D6 Stumm Grenades	D6 Frag Grenades
99	1 Krak Grenade	1 Stumm Grenade	D6 Stumm Grenades	D6 Frag Grenades
100	Medi-Pack	Medi-Pack	D6 Stumm Grenades	D6 Frag Grenades

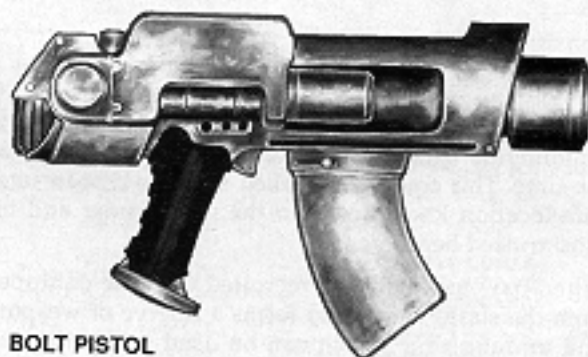
SKILLS

Gang fighters lead tough lives and if they survive long enough, may acquire certain special skills as a result of their experience in gang warfare. For example, a character may earn a reputation as a sniper or a dealer, or he might be considered so cool and daring that he has 'nerves of steel'. The range of skills are fully defined later. For the initial generation of the gang, only the leader and henchmen are considered likely to have already acquired such a skill, although as the gang develops other characters may also acquire skills as the become more experienced.

Roll a D100 on the Skill Generation Chart to determine whether the leader and any henchmen in the gang start off with a skill and if so, what that skill may be. Roll once for the leader on the D100 score column for Leader, then roll for each henchman on the D100 column for henchman.

SKILL GENERATION CHART

D100		SKILL
LEADER	HENCHMAN	
1-20	1-50	No Skill
21-28	51-55	Sixth Sense
29-36	56-60	Nerves of Steel
37-44	61-65	Ambidextrous
45-52	66-70	Sniper
53-60	71-75	Medic
61-68	76-80	Rogue
69-76	81-85	Dealer
77-84	86-90	Fast Draw
85-92	91-95	Lightning Reactions
93-100	96-100	Fighter



BOLT PISTOL

AMBIDEXTROUS

A character who is ambidextrous ignores the shooting penalty for firing with the left hand, and the hand-to-hand combat roll penalty for using a weapon in the left hand. The character is in effect neither right nor left handed, but can use both hands equally well. Although characters who are naturally right or left handed cannot literally become ambidextrous, we assume they gain this ability as a result of experience and practice.

DEALER

The character has good contacts with other gangs or the better traders. If a gang includes a character with dealer skill, it will be easier to get hold of rarer weapons. When rolling to determine whether a weapon or item of equipment is available, the gang may add +10% to its chance of success.

FAST DRAW

The character can draw and fire a pistol with super-human speed and accuracy. This could be the result of intensive combat experience, long practice, or simply an innate ability. The character may draw and fire a pistol as 1 action. He may also draw and fire a pistol when snap firing, in which case the character misses his next turn as normal, but counts his full chance of hitting. A normal snap firing shot is at half the normal chance of hitting (see *Snap Firing*).

FIGHTER

The character is a ruthless, highly efficient hand-to-hand fighter. In hand-to-hand combat double his combat dice roll. This applies in addition to any multiplier for fighting defensively. For example, the character may fight defensively and multiply his dice roll by 4. If the character is wearing power or exo-armour the additional Fighter multiplier is ignored. The weight and encumbrance of the armour cancels out the ability conferred by the skill.

LIGHTNING REACTIONS

The character has naturally fast reactions. If he shares an initiative score with another character, he takes precedence in the turn sequence. If two or more characters have the same initiative and Lightning Reactions dice for precedence as normal. If the character is called upon to make a reaction roll his chance of success is increased from the normal 30% to 60%.

MEDIC

This skill is fairly self explanatory. The character is either a trained medic, has practical experience, or is just unusually gifted. The presence of a medic in the gang means a wounded character is more likely to recover after the encounter. When rolling on the Wound Recovery Chart add +1 to the score. This is additional to any bonus for a Medi-kit. Note that a character can never use his healing powers on himself. If a medic is seriously wounded during a game he cannot use his power to help other wounded characters recover.

NERVES OF STEEL

If a character has Nerves of Steel he may ignore duckback results if he wishes. He never panics if covered by a web.

ROGUE

This character is a natural loner. He doesn't mind joining up with a gang, but he knows he can get by on his own if he needs to. A character with Rogue skill can act independently of a gang group on the tabletop and does not have to belong to a gang group as the other gang members do.

SIXTH SENSE

Sixth Sense isn't really a special power, it just reflects the fact that the character's normal senses and mind are especially sharp. To his comrades his uncanny ability to 'feel' he is being watched seems almost magical. If the character approaches hidden mines, concealed enemy,

or unseen danger of any type there is a 75% chance that he will be aware of the danger.

If a GM is available he will make the roll secretly. Otherwise the player can make the roll at the beginning of his turn, the opposing player must then be honest about any hidden dangers. The Sixth Sense ability detects any hidden danger within 10 metres (5") of the character, and to any enemy model aiming at him from any distance.

SNIPER

The Sniper skill can only be used by characters who have a BS of 150 or more. If a character gains the skill but does not have a BS high enough to use it, the skill is recorded and comes into play when the BS reaches 150.

A character with this skill may use it when firing a single aimed shot. The chance of hitting your target is not increased, but the sniper may add or subtract up to 10 from the hit location table of his victims. A sniper is therefore far more likely to hit a vital spot compared to an ordinary character.

CARYATIDS

Caryatids are small blue, winged, humanoid creatures which inhabit the hives of Necromunda. They are mildly psychic creatures and tend to attach themselves to charismatic individuals and are considered a sign of good fortune. They are also useful since they can psychically penetrate the minds of others and recognise malintent against their adopted human.

Successful gang leaders and even henchmen often have Caryatids in attendance. Any character generated with a prestige rating of 12 or more, or whose prestige reaches 12 as a result of experience gained in play, tests to determine if they have been adopted by a Caryatid. There is a 50% chance that a Caryatid will latch onto the character. Once a character's prestige reaches 12 then every time his prestige goes up 1 level he also tests to see if another Caryatid appears - the chance is once again 50%. This means that a character with a very high prestige level may have several Caryatids in his retinue.



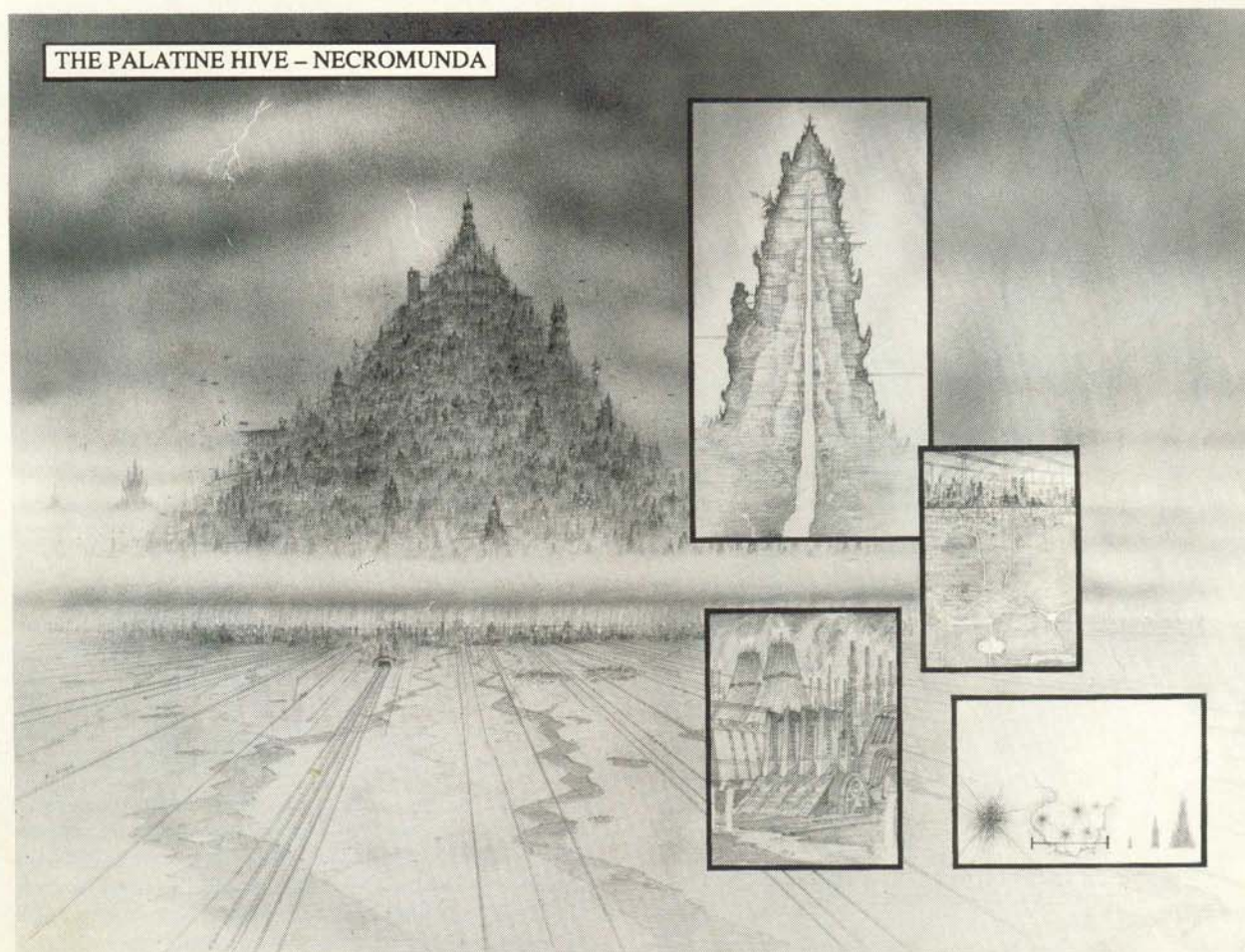
CONFRONTATION

This month we continue with our serialised role-playing skirmish game *Confrontation*. Having discussed the background to the planet *Necromunda*, and having described the process of creating your own *Hive World Gang*, we now reach the tabletop combat game rules. The entire game rules are too long to print all at once in *White Dwarf* – they'd easily fill a whole issue leaving no space for anything else. What follows therefore is the first part of the *Confrontation* game rules; the second part of these rules will be published in the next issue, space permitting.

There are, of course, many aspects to the game rules which have yet to be described in full: the weapons, armour, and various kinds of special devices, for example. As most of these common to both *Confrontation* and *Warhammer 40,000*, we assume that players will have a good idea of what they are.

A Boltgun or Lasgun, for example, will be instantly familiar to any *Warhammer 40,000* player. These game rules do provide stats and other details needed to use these items in the game, but don't include descriptions or the more detailed rules. These are covered in the sections on *Weapons and Equipment* which will be published at some point in the future.

We hope you enjoy playing *Confrontation* at this pivotal point in its development. Although we feel the game is just about ready, we know that until it has been thoroughly played it can't be considered complete. This is why we'd appreciate some feedback. Some players will inevitably discover a need for new rules or interpretations in the course of their games. This is, of course, part and parcel of games development, so we hope you will improvise where necessary and write to us with your suggestions and comments.

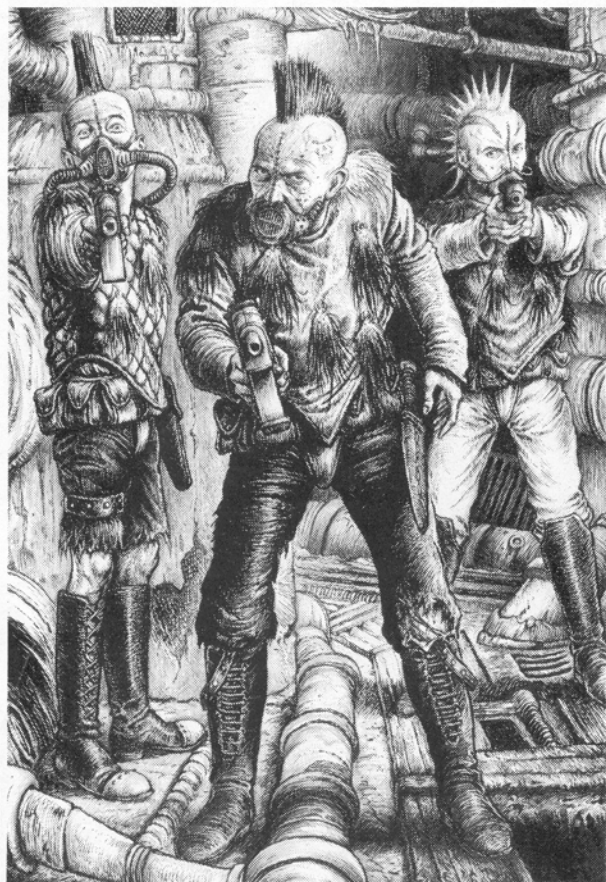


COMBAT

Confrontation is probably unlike any other game you have ever played. In many ways it is very demanding, which is hardly surprising when you consider its vast scope. We have set out to create a world where the player represents a single fighting gang and in particular that gang's leader.

In Confrontation you can do anything you like - but it is entirely up to you whether you survive and prosper or are cut down in your first skirmish. Players used to Warhammer 40,000 will find many things that are familiar including much of the weaponry and other equipment. However Confrontation demands a wholly different style of play if you want to avoid an early grave - or an early trip to the local Necromundan recycling mortuary.

Broadly speaking the game works as follows. You create a gang and gang leader (you) using the rules, and your fellow players create their gangs in the same way. Gangs are presented with various short term objectives or missions by the narrative generation system. Each of these objectives is resolved as a tabletop wargame between the rival gangs. As the gangs fight game after game they become increasingly experienced, which is reflected by increases in the game characteristics of the surviving members.



MARTIN MCKENNA

As gangs gain prowess they also attract more followers and may acquire wealth which they can trade for more and better weapons. There is no point at which one player can be said to have won and indeed this is not really the objective of Confrontation. The idea is simply to survive and to advance your gang in terms of its size, its weapons, and the quality of its members. The bigger and better your gang the better placed you are to take on yet more dangerous opponents in the hives of Necromunda!

The tabletop wargame pitches gang against gang. As even the largest gang will contain relatively few models compared to, say, WH40K armies, Confrontation games will tend to be far smaller affairs than full scale WH40K battles. These smaller games are called *skirmish wargames* because they simulate small skirmishes rather than huge battles. The idea of a skirmish wargame is that it should be as realistic a portrayal of combat as possible, and like real combat it is dangerous! Just as in real life you wouldn't stand up in the open in front of an enemy who was shooting at you, so in Confrontation you must treat situations as if they were real. Players who are used to fighting huge battles 'to the death' will have to come to terms with the notion of limited objectives.

When a Confrontation gang fights it will usually have some specific aim in mind - which might be to rescue someone, capture a specific piece of equipment, plant a bomb in an enemy's base, or one of an infinite number of possibilities. You must remember this objective when you fight, and must work towards it in the game.

Should your position become untenable, such that there is no way you are going to achieve your objective, then you are advised to cut your losses and retreat from the conflict. Remember also that should you lose too many of your gang achieving an objective you will be in a sorry state for your next fight, so don't just throw away the lives of your men in order to win a game. Sometimes it is better to fail in your objective and retire with your gang more or less intact.

Fortunately the hives of Necromunda offer the ideal battleground for small actions and ambushes. A hive contains thousands of miles of cluttered corridors, many thousands of abandoned and debris strewn chambers, and endless connecting tunnels, ventilation passages, service ducts, and light shafts. In fact the hives, although built in the air, are more like underground complexes in many ways, providing plenty of opportunity for close fighting from cover.

Of course, not all the space inside the hives is as claustrophobic as this. There are vast open areas some of which are so large that they lie under their own artificial sky domes. The rules describe various settings for battles, but ultimately it is up to the players to make their own scenery or to draw out room and corridor plans to fight on.

When designing a battlefield it is vitally important to provide lots of cover for the combatants, and you will get better at this as you play more games. Remember that Confrontation is a game of careful tactical positioning, where you can force the enemy from a strong position by concentrating your fire to flush him out, or working your way carefully round his flanks. Obviously this is only possible where there is sufficient protecting cover.

If you play Confrontation in a realistic manner you'll find that your gang sustains few casualties and that even losing sides will suffer few losses. The rules are constructed so that anything you can do in real life you can also do in the game.

Obviously space doesn't permit us to describe and provide rules for every conceivable thing a person might attempt to do, although we have provided specific rules for a great many of the most common actions that may take place during a normal game, such as shooting, moving, changing ammunition clips, shouting orders, and so on. Other actions are described only in broad terms and it is left up to the players to adapt this information as necessary.

This is where Confrontation is more demanding than most games - you must use your own common sense and imagination to decide how long it might really take to perform certain actions, or what your chance of success might be.

Because of this it is recommended that a third player acts as umpire or referee, and adjudicates in situations where the rules provide only general guidelines. In fact two reasonably minded players should be able to cope with most situations without the aid of a referee, but it is always helpful to have someone else to look up rules, control the play sequence, and sometimes to make secret dice rolls.

Confrontation can be as sophisticated as you want to make it. The published rules provide a broad outline or framework for you to expand. The infinite wealth of detail that is Necromunda is for you to invent and adjudicate.

We think Confrontation is the most challenging and exciting game we have ever played - but we acknowledge that its massive scope leaves much up to the players. For this reason we consider it to be a game for dedicated game players - a game for experienced and intelligent people who aren't afraid of throwing the rule book away and making up their own rules when necessary.

GAME EQUIPMENT

All you need to play are the rules in this book, a number of painted model gang fighters, one or more expanding tape measures, pens or pencils and note paper to record game details, and a number of dice as described below. You will also need a table or area of floor on which to play the game and suitable model scenery - although much of this can be improvised using boxes, card corridor sections or pieces of polystyrene to create walls and large buildings.

SCALES

Confrontation is based on a real model to ground scale. This means that all weapon ranges and the speed at which a man can move are based on the notion that the model gang member is a real person shrunk down to about an inch high. This means that 1 inch on the tabletop represents about 2 metres of real distance. In the combat rules distances are given in metres and also in tabletop inches for extra clarity. Although it might initially strike players that this mixture of Imperial and Metric measurement is rather odd, it does serve a useful purpose. *Real* distances are always described in metric measurements while imperial units are used to describe tabletop distances. So, for example, 12 tabletop inches = 24 metres.

DICE

This game uses a mixture of dice from six sided (D6), 12 sided (D12), ten sided (D10), and the percentage dice or D100. The D10 and D12 are rolled like a normal six sided dice, but give results of between 1 and 10 and 1 and 12 respectively.

The D100 is a convenient way of rendering a percentage chance into a dice roll, hence its alternative name of *percentage dice*. The D100 is not one dice but two, each marked 1 to 10 although 10 is usually represented by 0. The dice must be two different colours, one to represent 'tens' and the other 'units'. For example, if we let red be tens and white units, a roll of red 6 white 4 equals a score of 64, a score of red 0 and white 7 equals a score of 07 (seven). A score of red 7 and white 0 equals a score of 70, and a score of red 0 white 0 equals 100.

Using a D100 it is possible to generate a number of anywhere between 01 and 100. When rolling a D100 against a percentage chance, a roll of equal to or less than the required percentage chance equals success. A score of more than the percentage chance equals failure. For example, if the percentage chance of scoring a hit is 54, then a score of 67 is a miss, and a score of 24 is a hit.

Dice are indicated by the letter D and the number of sides, eg D6, D10, D12 and D100. This saves space in the text and allows us to fit dice rolls into the charts. There are instances in the rules where you are required to roll a series of dice, adding or multiplying the scores or making other modifiers to the scores. These are indicated by the conventions shown below.

- | | |
|---------|---|
| 5D10 | Roll five D10s (or one D10 five times) and add the scores. |
| D10x5 | Roll a D10 and multiply the score by 5. |
| D10xD10 | Roll two D10s and multiply the scores together. |
| D6+1 | Roll a D6 and add 1. |
| 2D6+1 | Roll two D6s, add the scores together, then add 1 to the result. |
| 2(D6+1) | The presence of brackets indicates that this part of the calculation must be made in isolation before other multipliers are made. In this case roll a D6 and add 1, then multiply the total by 2. |

CHARACTERS

Each model in the Confrontation game represents an individual character. Certain characters are tougher than others: some are battle-hardened veterans while others are raw recruits who have yet to prove their worth to the gang.

A typical fighting gang will include raw recruits as well as hardened veterans, and will encompass characters with a wide variety of skills and accomplishments. Your gang is unique; you are its leader and its most powerful character. This does not mean you are necessarily the best shot, the best fighter, or even that you have more special skills than anyone else - although the chances are that you will have the best all round abilities. Most of all you have the quality of leadership. You have what it takes to survive, to inspire loyalty and confidence in your followers, and to provide for them in a dangerous and hostile world.

CHARACTERISTICS

Characters vary and can differ from each other very markedly indeed. Some are better at hand-to-hand combat, others excel at shooting, some may even be rather bad at everything. Your gangs are like a family and you should protect their less experienced members until they are strong enough to look after themselves. Players who treat the least experienced gang members like worthless cannon fodder will quickly find their gangs shrinking in size and eventually dwindling away to nothing.

Each character's abilities are defined in terms of three characteristics: initiative, weapon skill and ballistic skill.



Initiative (I) defines a character's reactions, agility and general awareness. For game purposes initiative is expressed in numerical terms. The higher the initiative the sharper the character's instinctive reactions and the greater his ability to make snap decisions. A character with a naturally low initiative, say 3 or 4, will be slow witted, a bit clumsy, perhaps rather easy to distract or confuse. However, a low initiative score may simply reflect the character's inexperience. A character with high initiative, say 18 or more, is quite the opposite: quick witted, agile and decisive - the ideal gang leader in fact.

Weapon Skill (WS) defines a character's ability to fight at close quarters. Although this ability is called weapon skill, in fact it relates to unarmed fighting ability as well as the character's competence with hand-to-hand combat weapons. Like initiative, WS is expressed numerically: the higher the WS the better fighter you are. A character with a low WS, say 30-50, is a relatively poor combatant, perhaps rather weak, lacking in aggression or simply inexperienced. A character with a high WS, say 100 or more, is a tough, hardened and experienced fighter.

Ballistic Skill (BS) defines a character's ability to shoot or throw accurately. This is important, as most combat takes the form of shoot-outs with pistols and heavier firearms. As with initiative and WS, BS is expressed numerically. The higher a character's BS the better shot he is. A character with a BS of 70 or 80 is considered to be a rather poor shot who will probably miss most of the time. A character with a BS of 170 or more is astonishingly accurate - woe betide anyone foolish enough to give him a clear shot!

OTHER SKILLS

There are skills other than weapon skill and ballistic skill which further define specialist knowledge or abilities, for example a character's medical abilities or his ability to fast draw a weapon from its holster. These special skills are not common to all characters, so they are left for the moment and we shall return to them later in the game rules.

PRESTIGE

Every character also has a prestige value which reflects his personal standing in the gang. Characters who have fought well for the gang over many battles will have a high prestige value, while young, unproven newcomers will have a relatively low prestige.

The prestige value of the gang member establishes a pecking order within the gang. The leader has the highest prestige of all!

GROUP COHERENCY

Even the roughest and most ill-disciplined gang has its internal organisation in which characters occupy a pecking-order based on their relative prestige. When it comes to a fight, the gang may divide into groups of two, three or more characters. For example, one group might confront the enemy while another tries to work round to their rear.

Junior members of the gang are most easily kept in line by their more experienced comrades, so each fighting group will usually be led by an experienced gang member or by the gang leader himself. Normally, only the gang leader is allowed to fight alone and not as a member of a larger group. There are exceptions to this rule however, as we shall see later.

GROUPS

Groups are ad hoc divisions of gangs which enable them to best approach a given conflict. Before the tabletop battle each player can split his gang into one or more groups. This division has no long standing value and applies only for that game - in the next game you can adopt an altogether different division if you want.

Each group must contain at least two models. The member of the group with the greatest prestige value is automatically its leader. Should a group's leader be slain or rendered non-combatant, the character with the next highest prestige automatically takes over. Prestige is therefore important, because it indicates the group's willingness to follow and obey its leader. Prestige is discussed in far greater detail in the Gangs section.

Models comprising a group must remain close to each other at all times - this is what makes them a group! If any model from the group finds himself more than 6" away from at least one other group member at the start of his own turn then he must rectify this during his turn as described below:

The character must move to within 6" of another group member. If doing so would involve moving across open ground known to be covered by enemy fire, or if it is impossible to move within 6" of another group member, then one of the following rules applies:

If the character is behind cover he will remain stationary. The model may not move at all unless an enemy model is within 6", in which case the character may move away from the enemy.

If not in cover the character must move to the nearest cover within 6". If no such cover is available the model may either remain stationary this turn or move away from the enemy - he may not move towards the enemy.

CHANGING GROUPS

Players can merge, divide or rearrange groups during the game if they wish, although this often indicates a rather poorly thought out initial plan. Sometimes it may be necessary to change your gang's organisation to meet some specific threat or a sudden disaster - but generally speaking it is best to avoid such drastic changes.

In order to divide a group into two or more smaller groups the group leader must first give the appropriate instructions. He would say something like 'Jaek and Ellwud, you two go to the pipeline. Bruw and Berth you give covering fire from here. Jeem, you and me will take them from the front.'

It will take up time for the group leader to give these instructions.

In the game time is expressed in terms of *actions*. Something which takes only a very short time, such as speaking 5 words, might take just 1 action representing between 1 and 3 seconds of real time. Dividing a group into new groups will take the group leader 2 actions or the equivalent of speaking 5 words. This is actually very fast, but we assume that Necromundan gangs are highly efficient at issuing and obeying instructions of this kind - after all their lives depend upon it!



MARTIN MCKENNA

To merge two or more groups together, or to rearrange existing groups into new groups, all the group leaders must be within 4" of each other at the start of the procedure phase. Each of the group leaders must issue instructions taking at least 2 actions during their own turns. The player may then reorganise the models from the groups as he wishes but note that their tabletop positions do not change, and it may be necessary to move characters into position over their following turns.

A group reduced to a single model may merge with any other group by moving to within 6" of any group member. The process is automatic and does not take any time or impose any restriction on the larger group. This represents the odd straggler finding and joining his friends.

ROGUE CHARACTERS

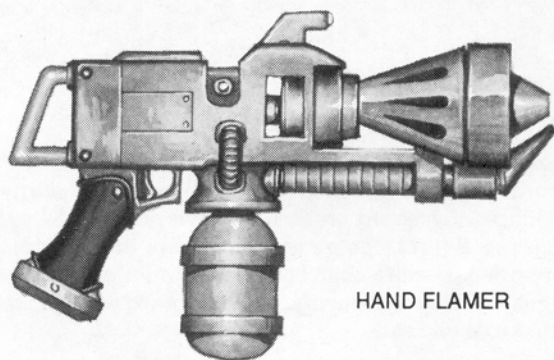
Although we have said that only a gang's leader can operate independently, this is not strictly true. A character with the special Rogue skill may also operate independently, and may also part company from a group he is with at any time he wishes - this is explained more fully in the Gangs section.

GROUP MORALE

Groups are very important because the fighting qualities of the group's members will determine how willing it is to fight and so how likely it is to achieve what you want of it. The leader of the group is an especially important figure because he holds the group together - as long as he keeps his nerve then so will his men, but if he runs away or fails to advance then the whole group becomes effectively useless.



MARK GIBBONS



HAND FLAMER

The group morale rules are designed to stop players treating their characters as if they were unfeeling robots. Your gang members are human after all, and their willingness to fight may be seriously reduced if they sustain casualties. Any group which loses over half its number, either killed or seriously wounded, is considered to be 'shaken' and will not move closer to the enemy. If a shaken group sustains any further casualties, either killed or seriously wounded, a test will be necessary to see if the characters continue to fight. Roll a D6 and add the group leader's prestige.

- 2-8 The group loses its nerve and moves away from the enemy. The group does not stop until it leaves the tabletop. If enemy lie between them and escape they will surrender.
- 9+ If in cover the group may remain where it is but may not advance. Otherwise the group must retreat to cover, or, if impossible, from the tabletop. If enemy lie between them and escape they will surrender.

A shaken group can be rearranged with other groups as described above. However, any newly formed group containing more characters from the shaken group than characters from the non-shaken group is considered to be shaken. Merging groups is not therefore a solution to solving poor morale!

Assuming that the shaken group merges with a group that is at least as large as itself the shaken models are restored to full effectiveness and are no longer considered to be shaken - their courage is greatly bolstered by the presence of friends.

GANG LEADER MORALE

The gang leader model represents the player himself, and is not subject to any of the rules governing morale and organisation. The gang leader cannot be shaken, and can always act without recourse to the coherency or morale rules, regardless of any risk to his personal safety. As the gang leader your life is in your own hands!

GAME SEQUENCE

The combat game is played by means of a series of *game sequences*. Every game sequence is divided into a *procedure phase*, a *turns phase* and a *hand-to-hand combat phase*. These three phases are played in the following order.

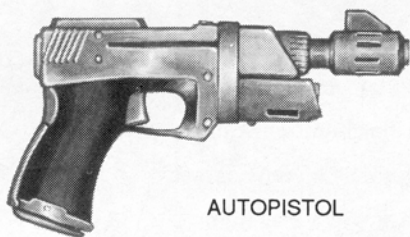
- 1 Procedure phase
- 2 Turns phase
- 3 Hand-to-hand combat phase

THE PROCEDURE PHASE

During the procedure phase one of the players, or the referee if one is available, sees to it that any necessary procedural requirements are attended to. For example, the movement of smoke markers resulting from smoke grenades thrown during the previous game sequence. In the body of the rules we shall mention other instances when a dice roll or test must be made during the procedure phase.

THE TURNS PHASE

The turns phase is called such because in this phase each character takes an individual turn. The turns phase is described in detail in the following section - but to summarise, characters take individual turns one after the other. So, if there are 8 models on the tabletop there will be 8 individual turns, if there are 17 models there will be 17 individual turns, and so on.



AUTOPISTOL



STUB GUN



The character with the highest initiative has the first turn, followed by the character with the next highest, then the next highest, and so on until every character has taken a turn.

To keep track of individual turns within the turns phase one of the players or the referee should count down aloud from the highest initiative downwards. Each model takes its turn when its initiative is called.

The way Initiative governs the turn order, and the way it is affected by cumbersome burdens, wounds, etc are covered in detail in the next section.

During his individual turn a character may perform 4 *actions*. Actions are discussed later in detail. For the moment it is sufficient to know that actions are convenient segments of time - each action representing approximately 2-3 seconds. A character's turn corresponds to approximately 10 seconds of real time. Typical actions include moving, firing weapons, and throwing grenades. The results of a character's actions are worked out immediately.

HAND-TO-HAND COMBAT PHASE

Once every character has taken his individual turn it is the hand-to-hand combat phase. During this phase all models engaged in hand-to-hand combat fight. Models may become engaged in hand-to-hand combat during the turns phase, or may begin the game sequence already engaged, as described in the hand-to-hand combat rules.

THE TURNS PHASE

During the turns phase each character model takes an individual turn, one after the other. This means that if there are 12 models on the tabletop there will be 12 individual turns, if there are 20 models there will be 20 individual turns, and so on.

The character with the highest initiative has the first turn, followed by the character with the next highest, then the next highest, and so on until every character has taken a turn.

To keep track of individual turns within the turns phase one of the players or the referee should count down aloud from the highest initiative downwards. Each model takes its turn when its initiative is called.

If two or more characters have the same initiative value, players will find it most convenient to agree who should go first. In situations where it is obviously important who goes first, players may roll a dice - the highest scoring player may then choose to take the turn before or after his opponent.

INITIATIVE MODIFIERS

The initiative of a character is modified if the character is carrying certain weighty items, if the character is wounded, and under other circumstances as indicated in the rules.

These modifiers will affect the initiative value of the individual characters and therefore affect when models take their turn during the turns phase.

Players will note that even quite small items of equipment can seriously reduce a model's effective initiative value - even reducing it to below zero in many cases. This is quite intentional and emphasises the impracticality of over-equipping gang members when often what is required is speed and agility rather than firepower.

The chart below illustrates some typical penalties, but is not exhaustive by any means. For complete details of weapons and equipment see the Armoury section.

INITIATIVE MODIFIERS TABLE

Situation	Penalty	Situation	Penalty
Knife	0	Each light wound suffered	-4
Sword	0	Each serious wound suffered	-10
Pistol	0	Wearing a helmet	-3
Basic type weapon (eg lasgun)	-3	Wearing a power armour suit	-3
Heavy weapon (eg auto-cannon)	-5	Wearing flak armour	-2
Batch of up to 5 micro grenades	0	Wearing a mesh armour vest	-1
Batch of up to 5 missiles for missile launcher	0	Wearing a plate armour breastplate	-2
Batch of up to 5 standard power packs	0	Wearing a Terminator-armour suit	-2
Batch of up to 50 rounds of bolter, shuriken or conventional ammunition	0	Carrying a shield or powershield	-2
Batch of up to 100 needler shots	0	Carrying a single heavy item	-5
Batch of up to 5 total of flamer, webber or webber solvent canisters	0	<i>This is a loose category which includes any object weighing between 20-50 kilos; a medi-kit for example</i>	
Up to 1 normal grenade	0	Carrying up to 5 small objects	0
For each item carried if more than 1	-1	<i>This is a very broad category which includes objects such as a communicator, respirator, scanner, separate infra or photo goggles, and argeter.</i>	

If the character carries one of the above weapons either in his hand or about his person he suffers the penalty shown.

If the character has more than 1 of these items he suffers an additional penalty of -1 for each item carried. Eg, if he has 2 swords, the penalty is -2; if he has 5 micro-grenades, a pistol and 50 rounds of bolter ammo his penalty is -3

If carrying more than 5 small objects - each extra 1-5 objects carried.

A total of 12 objects therefore imposes a penalty of 2.

All penalties are cumulative, so a character with two light wounds and a serious wound suffers a total initiative penalty of -18. If his original initiative was 14, for example, it is now -4. Players note down the penalties of their individual characters and must make a record of any changes due to injury or whatever.

Note that in the case of a character carrying more than 1 weapon, an additional -1 penalty is applied for each weapon carried - this does include the first weapon. Similarly a -1 penalty is applied for each batch of unloaded ammunition or grenades.

Loaded ammunition is considered to be integral to the weapon. The notable exceptions are a single knife and up to 100 needler shots, either or both of which may be carried in addition to other weapons without additional penalty. So a character with two pistols suffers a penalty of -2 (0 for the first pistol, 0 for the second, and -2 for carrying two weapons). A character armed with a pistol and 3 microgrenades also suffers a penalty of -2. If he were carrying a lasgun (a basic sized weapon) and was wearing a helmet as well, his penalty would be increased to -9 (-3 for the lasgun, -1 for a third weapon, and -3 for a helmet).

Note that it is possible, and indeed quite common, for a character to have a negative initiative. This does not prevent a character from taking his turn as normal, although it does mean he will tend to act last. When the player counting down the turns sequence reaches zero he simply continues down using negative numbers until every character has taken a turn.

DELAYED TURN

A character may choose to forgo his turn when his initiative is called. The character may then take his turn immediately before any other character. As the initiative countdown is called, the delaying player interrupts to take his turn. Once the character with the lowest initiative has taken his turn, any model which has not yet taken a turn has one last final chance to do so before the hand-to-hand combat phase. This represents the fact that a character who is particularly alert may always defer from acting in favour of 'choosing his moment'.

SNAP FIRING

The normal turns phase allows faster and more experienced characters to take precedence over others, but it is possible to shoot a weapon much more quickly than normal by simply not bothering to aim very accurately. This called *snap firing*.

Snap firing is very chancy but sometimes useful. It is not something which players are recommended to do too much. Any character has the option to make a single firing action at any time before his initiative level is called even though it is not yet his turn. The player simply interrupts the normal sequence and declares his character is snap firing. His chance of hitting is halved and the model misses its turn of the current sequence. Remember that a character can only do this *once* before his turn.



Players should note that snap firing can and usually does happen during another model's individual turn. However, a snap firing may not interrupt working out an opponent's firing result once a shot has been fired. This exception is intended to prevent players snap firing as soon as it becomes obvious their character has been badly hit - which would be merely exploiting the rules in an unrealistic manner.

EVADE

If a character is shot at before his own individual turn he can throw himself down to the ground or roll to cover within 1m (1"). This is called an *evade*. The model misses its turn of the current sequence. A model may also evade during his individual turn if another character snap fires at him. Once the model has evaded his turn is ended, and any remaining actions are lost.

A character who evades is still shot at, but all chances of hitting him are halved for the duration of the current turn sequence. Once the model has evaded it cannot evade again that game sequence.

SAME INITIATIVE

If two or more characters have the same initiative, it is most convenient for the players to agree who should move first. This can be done in any of several ways. For example: by deferring to the player who speaks first, both players taking their turn at the same time, or simply by alternating from one game sequence to the next. In situations where the turn order is important, players may roll a dice and the highest score(s) may choose to go before or after their opponent.

ACTIONS

During the Confrontation combat game each model can accomplish in his individual turn what a real person could do in about 10 seconds. A character can actually perform up to 4 separate actions during this period - each action taking approximately 2-3 seconds. Note that a character does not have to perform all 4 or any actions if he does not wish to do so - obviously the character can just do nothing if he prefers.

This broad framework of 1 action equals 2-3 seconds is the backbone of the entire Confrontation combat game. Within this framework you can provide rules for any activities which a real person could do in real life. For example if you know that it takes you about 10 seconds to open a can of baked beans you know that it will take your character the same time - 4 actions, to use our game terms. Of course there are no cans, can-openers or even baked beans on Necromunda, but there are many other everyday items which your characters might wish to use, examine, dismantle, repair, put in their pockets, and so on.

FREE HANDS

Don't forget that Confrontation is supposed to be a very realistic portrayal of combat. A model must therefore be in a position to attempt an activity before he is allowed to do it. For example, a model must have at least one free hand in order to pick up or fire a weapon. Similarly a model must have at least one hand free if he is to open a door. It's no use charging at an enemy-held building with a pistol in each hand and being suprised to find that you can't open the door without dropping one of your weapons!

The following list tells you how long it takes to accomplish the most common activities which players will want to perform during the game. While the list is fairly long it cannot hope to cover every possibility. Where players find that they want to do something not covered by the list then you must decide for yourself how long it will take by comparing it with other activities.

ACTION COST TABLE

1 ACTION: It takes 1 action to accomplish any one of the following:

Walk up to 3m over open ground	Firing six shots - fully-automatic [†]
Run up to 6m over open ground	Firing one shot - single shot non-automatic [†]
Crawl up to 1m over open ground	Throwing a grenade [†]
Drag a human sized load 2m	Switching an energy field defence on or off*
Walk through debris, sludge, or in buildings up to 2m	Operating any hand-held item such as a scanner
Walk or crawl through dense wreckage up to 1m	Drawing or putting away a weapon other than a heavy weapon*
Dive to a prone position within 1m	Taking out a grenade, new magazine, power pack, ammo canister or other hand-held item*
Kneel from a standing position	Ejecting spent magazine, power pack, or ammo canister*
Kneel from a lying position	Picking up a hand-held item from the ground, a table, etc*
Lying from a standing or kneeling position	Speaking up to 5 words of command or instruction*
Standing from a kneeling position	
Resting a weapon	
Aiming a weapon	
Firing two shots - semi-automatic [†]	

2 ACTIONS: It takes 2 actions to accomplish any one of the following:

Lifting or put down a large object up to 50 kilos	Taking up or stowing any heavy weapon
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4 ACTIONS: It takes 4 actions to accomplish any one of the following:

Taking a hand-held item from a dead, wounded or knocked out model	Reloading or fitting a new magazine, power pack or fuel cell to a weapon or piece of equipment.
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* May be combined with a walking action. † May be combined with a walking or running action.



JOHN BLANCHE

COMBINED ACTIONS

A walking action may be combined with one other action marked with an asterisk or a dagger and this is treated as a single action. For example, walking and ejecting a magazine, walking and firing, and walking and drawing a weapon.

A running action may be combined with a firing or throwing action in the same way, but not with actions marked with an asterix.

DIRECTION OF FACING

A model may change its direction of facing once, or pivot on the spot once, as part of any other action. A model which moves may change its direction of movement any number of times during its move, eg zig-zag or move in a curve, and this doesn't affect its ability to then pivot before or after its move. Note however that models are generally considered to move forwards, so a model which turns and moves may not then turn at the end of its movement as part of the same action. A model which wishes to pivot without performing any other action may do so, this is considered to be 1 action.

DROPPING ITEMS

A character may drop any hand-held item at any time. This does not count as an action and immediately frees the hand to take up another item. This is very useful, but don't forget that you've dropped the item: it's not in your pocket or your back-pack but on the floor where you dropped it! If you want to use a dropped item again you'll have to go back and pick it up.

FIRING RESTRICTIONS

It is not possible to fire more than one single shot from a non-automatic weapon, four semi-automatic shots, or twelve fully-automatic shots during any character's individual turn. In the case of automatic weapons this is equivalent to two actions of continuous firing at maximum rate.

USING PSYCHIC POWERS

Using a psychic power takes up 4 actions and may not be combined with any other activity. A model using psychic powers during his individual turn may not therefore attempt any other activity.

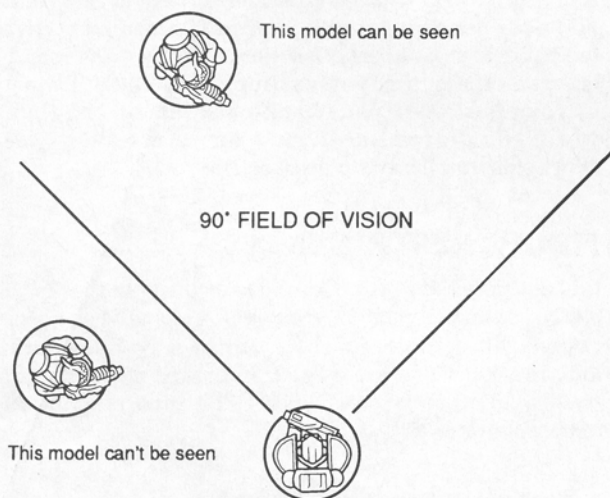
VISIBILITY

This section attempts to clarify what a character can and cannot see on the wargames table. For example, can your character see someone's head sticking round a corner 100 metres away?

Generally speaking, your character can see what a real person could see under the circumstances. In many cases players can get a good idea of what a character can see just by stooping over the table for a 'models-eye view'. However, players should bear in mind that this can be deceptive. After all, real people duck and stoop when they take cover, whereas models obviously cannot. Similarly, players usually know where models are hidden behind cover, even if other models on the tabletop are theoretically unable to see them. In reality the situation would be very different. Just because an enemy is sticking his head or gun barrel over a wall doesn't necessarily mean you'll see him.

SIGHT

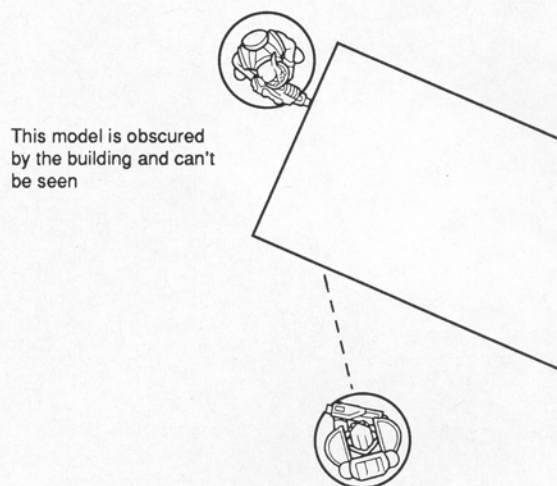
Every model has a field of vision of 90° to its front. The model can see directly forward in this arc, and cannot see anything that is not within this arc. This is important when firing or for reacting to the presence of other models as described later. Generally speaking, a model cannot react to the presence of another model it cannot see - in real life the characters are unaware of each other. Of course, cover and the lie of the land may obscure characters even within this 90° arc.



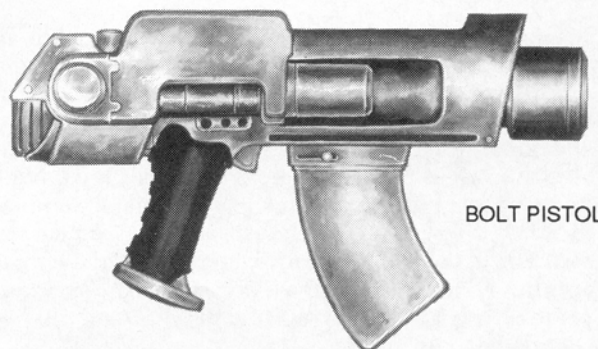
Where it is impossible to tell whether a model is in the observer's field of vision or not - because it lies right on the edge for example - then it is best to roll a dice to determine if he can be seen or not: 1, 2 or 3 he can't; 4, 5 or 6 he can.

COVER

Sometimes cover may partially obscure a target so that only a character's head or some other part of his body is visible. In this case we consider it is impossible to see the target at ranges in excess of those given below. For example, if a character is sticking his head over a wall to look beyond, he cannot be seen by any model more than 30 metres (15") away.



In many cases the chance of being seen is not entirely dependent on the area exposed, but also upon the type of cover. For example, a character sticking his head round a corner is more likely to be seen than a character sticking his head over a pile of rocks; the rocks present a broken outline and a broad zone which must be carefully observed, the corner on the other hand presents an obvious and more restricted area which may be observed more easily.



BOLT PISTOL

COVER TABLE

Activity	Part exposed	Maximum distance at which character can be seen
Observing round corner	Head only	40m (20")
Observing over cover	Head only	30m (15")
Observing from window	Head only	20m (10")
Aiming/preparing to fire from corner	Head, arms, chest	80m (40")
Aiming/preparing to fire standing from cover	Head, arms, chest	60m (30")
Aiming/preparing to fire kneeling from cover	Head, arms	50m (25")
Aiming/preparing to fire standing from window	Head, chest, 1 arm	40m (20")
Aiming/preparing to fire kneeling from window	Head, 1 arm	30m (15")

A character who is behind cover cannot be seen at ranges greater than those indicated on the Cover Table above, even if he is partly exposed. If completely hidden behind cover he cannot be seen at all, of course.

However, as soon as a character fires a weapon he immediately gives his position away to anyone who can draw a line of sight to his position regardless of range or how much of him is exposed.

Similarly, a character gives his position away by shouting, whistling, using a flashlight, or doing anything that in real life would alert an observer to his presence. A careful observer would still be able to tell more-or-less where he was.

A character who gives his position away like this can be fired at because an observer would be aware of his presence even though, strictly speaking, he might not be visible.

If a character moves into cover during his individual turn, then any other character who sees him move into cover will be aware of his presence for the remainder of the current game sequence. Although the observer may no longer be able to see the character, he will be aware of roughly where he is.

This means that a model which moves into cover during his own turn can still be fired at for the rest of the game sequence, even though he cannot literally be seen and has not given his position away. However, the obscured model does benefit from the cover and so it will be much harder to score an effective hit against him than if he were in the open.

A character who begins the game sequence hidden from view cannot be seen, and hence other characters will not be aware of him until he gives his position away by shooting, shouting, exposing himself to view, or whatever.



FIRING

The firing of weapons takes place during each individual character's turn during the turns phase. During its turn a model may fire with any weapon held in the hands, or throw any grenade, knife, or other object. It is possible to shoot with any firearm from one hand, but, other than in the case of pistol weapons, accuracy will be severely reduced.

It is obviously not possible for anyone to fire a weapon that they are not actually holding. Where characters carry several weapons, it is therefore important to note down which weapon(s) are in their hands at all times.

The normal procedure for firing is as follows.

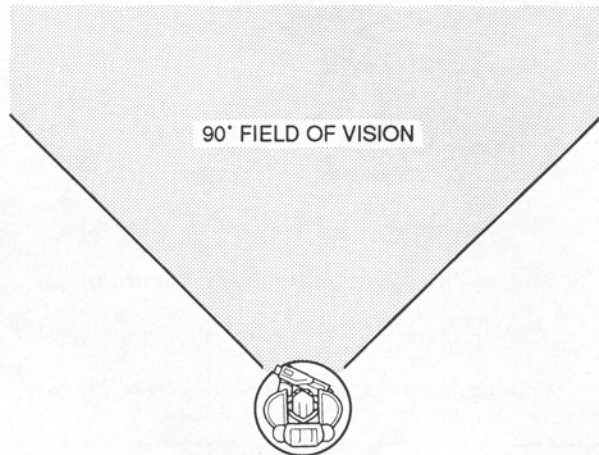
- 1 **Targeting** - determine whether the character can fire at his intended target.
- 2 **Shooting** - determine whether the shot hits its target. In the case of grenades and similar weapons determine where missing shots hit.
- 3 **Hit Location** - determine whereabouts on the target the shot strikes: head, body, arms or legs.
- 4 **Armour Penetration** - determine if armour is penetrated by the shot.
- 5 **Damage** - determine if the target is wounded or killed by the shot.

TARGETING

During his individual turn a character may fire at a target which is within the range of his weapon and which he can see. A target is likely to be an enemy character, but may also be an inanimate object, such as a window or a point of ground - in fact a target can be anything you like!

It is not generally considered possible to see over or through cover, unless that cover lies within 1m of the firer or target, in which case it is assumed the character is leaning over the cover in order to see beyond, and in the process exposing himself to view to some extent. Obviously it is not possible to shoot through one model in order to fire at another beyond it. Sometimes it will be necessary for the players to bend over the table for a 'model's eye view' of what is going on! Remember, models can only see within a 90° arc straight ahead, as shown in the diagram below.

Note that although in reality characters would be moving about, firing, and performing other activities simultaneously, all firing is worked out with the models in the positions they are in during the firing model's individual turn. For example, if a potential target moves out of range during its turn and before his enemy's individual turn, then it cannot be fired at.



The firer can only see, and therefore shoot at targets that lie within a 90° field of vision to his front (the shaded area)

If a target is partially obscured by cover it may still be fired at if at least part of its body is visible (see Visibility rules).

REACTION ROLL

If a target was not visible to the firer at the start of the current game sequence, either because it was obscured from sight or because the firer was facing in the wrong direction, then the firer must make a successful reaction roll before he can fire at it. A character who gives his position away by firing is considered to be visible at the start of the following sequence if he does not move. Even though strictly speaking he cannot be seen, the character has fired and in doing so has blown his cover.

A character's chance of reacting successfully equals 3x his modified initiative characteristic as a %. For example, if the character's modified initiative value is 8 the character has a 3x8=24% chance of reacting. The minimum chance of reacting is 10% (assuming the character is conscious!). No matter how low his initiative drops a character always has a 10% chance of reacting. It is suggested that players make a note of the reaction % for each character on their record sheet. Obviously this may drop if the character is wounded, picks up a heavy object, etc.

COVERING WINDOWS/DOORS, ETC

A character can cover a specific door, window, or other spot by aiming at it and then doing nothing other than sitting tight waiting for his target to appear. This adds 50% to his chance of reaction up to a maximum of 90%. However, his chance of reacting to anything else is halved! Once he moves, fires, or does anything else his advantage is immediately lost and he must start again.

SHOOTING

The procedure for working out the effects of shooting is as follows. A character's ballistic skill gives his basic percentage chance of hitting his chosen target. This basic chance is often greater than 100%, but the final chance to hit is usually reduced to much less than this by numerous modifiers. One such modifier is for range; each weapon has a deduction from the chance to hit for each metre of range to the target. For example, in the case of boltguns the chance of a hit is reduced by -2% for each metre of range. See the range modifiers later in this section for more details.

Other modifiers are applied from the Firing to Hit Modifiers Chart according to circumstances. For example, if the firer is shooting and walking in the same action the penalty is -15%. See the firing to hit modifiers.

The final number is the % chance of the character actually hitting his target.

ROLL TO HIT

Once the firer's percentage chance of hitting has been worked out, the player rolls a D100. If the roll is successful (ie equal to or less than the number required) the shot has hit the target. If a failure then the target has been missed. Misses are generally ignored, except in the case of grenades and weapons with comparable effects discussed later. The following special considerations also apply.

Minimum to Hit. Every shot has at least a 2% chance of hitting its target even if the chance of hitting is a negative number after modifications. Only targets beyond the range of the weapon have no chance of being hit.

Always Miss. A roll of 00 or 100% always indicates a miss. The highest percentage chance of hitting is therefore 99%.

Always Hit. If a character aims and shoots at a prone, unconscious, fully exposed and otherwise immobilised target within 2 metres, it is almost certain he will hit. Unless a 00 (100%) is rolled the target is hit automatically. No to hit modifiers apply. There is no need to roll for location (see later), the shooter may choose where to place his shot.

AUTOMATIC WEAPONS

Any character armed with a semi or fully automatic weapon may fire using the appropriate automatic mode. Semi automatic weapons fire up to 2 shots per action, fully automatic weapons fire up to 6 shots per action. No more than 4 shots of semi automatic, or 12 shots of fully automatic firing are permitted during a character's turn. In both cases this is equivalent to two firing actions at maximum fire rate, although these do not have to be consecutive.

The player rolls to hit for each shot. Penetration and damage results are worked out when the number of hits has been established.



MARTIN MCKENNA

SPREADING FIRE WITH AUTOMATIC WEAPONS

A model using a weapon in semi or fully automatic modes does not have to use the full 2 or 6 shots permitted to hit. Instead he may cease firing after any roll to hit has been made - this does not affect the fact he has spent the action firing even if he has only used 1 out of a potential 6 fully automatic shots. A player might decide to use less than his full 2 or 6 shots in order to conserve ammo or to spread fire over several actions.

For example, if a model carrying a fully automatic weapon fires only 3 shots in his first action, and 3 shots in his second action, he is free to fire a further 6 shots in his remaining two actions. Penetration and damage are not worked out until all shots have been fired.

FOLLOWING FIRE WITH AUTOMATIC WEAPONS

If firing a semi or fully automatic weapon, it is possible to swing the weapon across to a new target while still firing. The new target must be within 5m of the previous one and must be visible to the firer as normal. The decision to switch targets may be made after any roll to hit. For example, player A is firing a fully automatic weapon at target B, the first 2 shots hit, so A decides to shift to target C who is standing beside B. Three of his next 8 shots hit, so he once again decides to switch targets and fires his remaining 2 shots at target D who is standing beside C. Penetration and damage are not worked out until all shots have been fired, so the player's decision to switch targets is based purely on the number of hits not their effect.

THROWING GRENADES, KNIVES, ETC

Grenades and other objects can be thrown at a target up to 30m (15") away. The procedure for throwing grenades is exactly the same as for shooting. If the throw misses it will be necessary to determine where the grenade lands as described later.

USING THE FIRING TO HIT MODIFIER CHART

Most of the modifiers given on the charts will be self explanatory. The following points are worthy of note.

Automatic weapons. These work as follows. If the character's chance of hitting is normally 50%, his chance of hitting with his first semi automatic shot is 45%, his chance of hitting with his second shot is 40%, 35% with his third shot and 30% with his fourth. In the case of fully automatic shots his chance of hitting with his first shot would be 40%, his second is 30%, then 20%, 10% and down to 2% minimums thereafter. Remember, this modifier applies to all successive automatic shots made during the character's turn - if the firer stops shooting for 1 or more actions before he shoots again, then the second batch of firing counts as fresh shots. If the firer switches targets by means of following fire the cumulative modifier will continue to apply even though the target has changed.

To complete an example, take a character with a fully automatic weapon. During his first action he moves, during his second action he fires 6 shots which we assume work out at 55%, 45%, 35%, 25%, 15% and 5% (6 shots in total). In his third action he moves again. In his fourth action he shoots once more and again his chance of hitting is 55%, 45%, 35%, 25%, 15% and 5% (6 shots in total).

Aiming. It is not necessary to spend time aiming, but a character's chances of hitting will be greater if he does. An aiming character must be otherwise able to fire upon his target, but forgoes the opportunity to do so in order to aim. It is possible to carry aiming modifiers over from one game sequence to the next so long as neither aimer nor target moves. The maximum bonus is +20% (four actions aiming). All aiming actions must be consecutive, and the bonus applies only to the first shot of an automatic weapon - thereafter the jolting

mechanism of the weapon cancels out any benefit that would otherwise be gained by aiming. Note that a character can only aim at a target he can actually see - it is not possible to aim at a model which cannot be seen even though the target may have given its position away by shooting, etc.

Resting. A rested weapon is simply a weapon which is supported by resting it in a suitable position - obviously it is largely a matter of common sense and interpretation where this applies. Generally speaking a weapon may be rested on a wall, ledge or any similar convenient surface about 1 metre high. A weapon may also be rested against a vertical wall or other vertical surface such as a post or pipe (or tree - were there any trees on Necromunda). If the firer is lying prone his weapon may be rested on the ground. It takes 1 complete action to rest a weapon. The advantage of resting the weapon is lost as soon as the firer moves.

Firing and moving bonuses are cumulative, so a character firing and moving in the same action will also suffer the penalty for moving and firing during the turn (-35% for shots made in the moving action). Moving encompasses any movement of the model which changes its position, including lying, kneeling or standing actions, or turning the model to face another direction.

Wounds to the arm refer to an arm used to fire or support the gun. In the case of basic and heavy weapons, for example, any arm wound will affect the chance to hit. In the case of pistol weapons any wound to the arm using the weapon will affect the chance to hit.

Shooting left handed assumes the character is right handed. Characters may be left or right handed at the player's choice, in which case make the appropriate modifier when using the secondary hand.

Shooting one-handed. These penalties are applied when shooting weapons with one hand where they normally require two. Note that these modifiers are cumulative with penalties for firing left handed (if firing from the left hand) and firing two weapons (if also firing two weapons).

FIRING TO HIT MODIFIERS TABLE

The following modifiers apply to the to hit roll and affect the firer's chances of scoring a hit.

1st and each successive shot of semi auto	-5	Firer has heavy wound (each)	-40
1st and each successive shot of fully auto	-10	Each light wound to arm and firing:	
Aiming per action	+5	Pistol	-30
Resting weapon	+5	Basic (rifle type)	-15
Firing and moving in same turn	-10	Heavy weapon	-20
Firing and moving in same action	-25	Shooting from left hand	-30
Firing and running in the same action	-50	Shooting basic weapon one-handed	-30
Target is prone	-30	Shooting heavy weapon one-handed	-100
Firer has light wound (each)	-15	Shooting two weapons simultaneously	-15

RANGE MODIFIERS TABLE

Weapon	Deductions per Metre/Inch	Weapon	Deductions per Metre/Inch	Weapon	Deductions per Metre/Inch
Lasgun	-2/-4	Shotgun	-3/-6	Needle pistol	-4/-8
Laspistol	-3/-6	Shuriken pistol	-3/-6	Plasma pistol	-3/-6
Lascannon	-1/-2	Shuriken catapult	-2/-4	Plasma gun	-2/-4
Multilaser	-1/-2	Shuriken cannon	-1/-2	Hvy plasma gun	-1/-2
Boltgun	-2/-4	Grenade launcher	-4/-8	Web gun	-3/-6
Bolt pistol	-3/-6	Missile launcher	-2/-4	Web pistol	-4/-8
Heavy boltgun	-1/-2	Hand flamer	-6/-12	Heavy webber	-2/-4
Stub gun	-3/-6	Flamer	-3/-6	Beamer	-1/-2
Heavy stubber	-3/-6	Hand bow	-4/-8	D-cannon	-1/-2
Autopistol	-4/-8	Melta gun	-3/-6	Thrown Objects	-3/-6
Autogun	-2/-4	Multimelta	-2/-4	(including grenades and knives)	
Autocannon	-1/-2	Needle gun	-1/-2		

RANGE MODIFIERS

For every metre of range between the firer and target deduct the amount shown from the chance of hitting. For example, a lasgun at 17m is -34% from the chance of hitting. For ease of use we have kept these penalties in whole numbers so it should be fairly easy to work out the modifiers in your head. When measuring ranges they should also be rounded up to the nearest whole metre. However, it is always handy to have a pocket calculator ready to work out any tricky modifiers.

FIRING TWO WEAPONS

It is possible to fire a weapon from each hand, irrespective of how heavy the weapon is. The resulting barrage of fire-power will be impressive, but the chances of hitting anything are much reduced (minus 15% for pistol weapons, minus 45% for basic weapons, -115% for heavy weapons; and minus a further -30% for shots from the left hand). If a different target is engaged with each weapon the chance to hit with each is halved, to a minimum of 1%.

HAND-TO-HAND COMBAT

Once models are committed to hand-to-hand combat they are not normally allowed to fire weapons other than as part of the hand-to-hand fighting. This is worked out during the hand-to-hand combat phase.

FIRING INTO HAND-TO-HAND COMBAT

It is not normally advisable to fire into hand-to-hand combat, as it is very likely you will hit the wrong target. Of course, this may not concern the player who may be quite willing to risk the lives of his characters in order to get a shot at the enemy. Such players will find their gang leader will tend to run out of followers fairly quickly, but none-the-less there is nothing to stop the player trying it. Roll to hit as normal, but randomise which of the participants in hand-to-hand combat is hit, with an equal chance of hitting each.

STRAY SHOTS

Characters who consistently fire their weapons in the general direction of their friends are asking for trouble! The chance of a stray shot hitting a model near the line of fire, although small, is bound to catch you out eventually. It is quite easy for a shot to miss its original target and strike another model close to the line of fire.

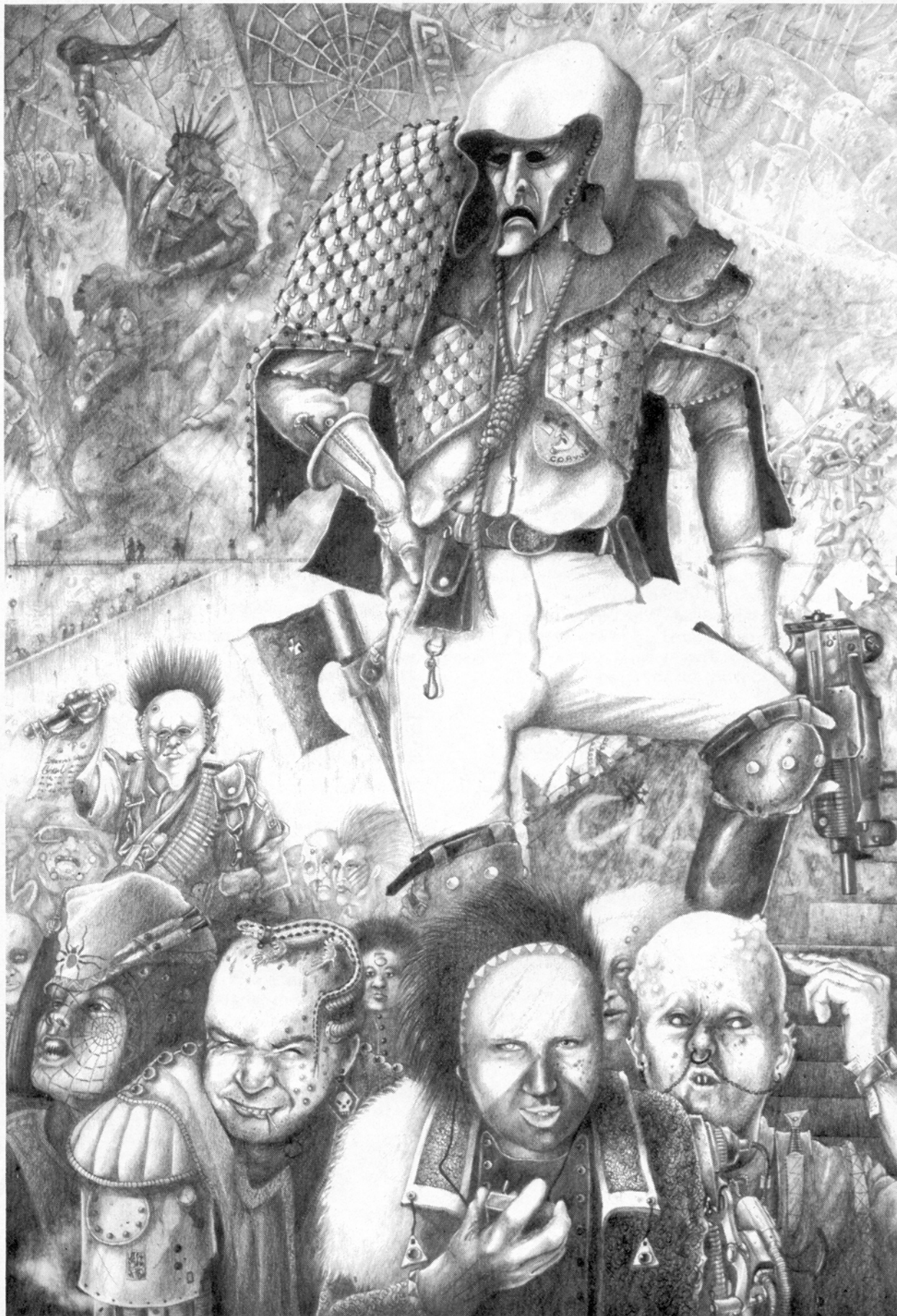
When firing, the player draws a line of sight from the firer through the target. This is done automatically when you measure the range using a retractable tape measure, the tape indicating the line of sight and hence the shot's path. The line of sight extends from the firer, through the target, and beyond to the maximum range of the weapon, the table edge, or a solid obstruction.

Any model, friend or foe, within 2m of the line of sight may be caught by the shot. This applies equally to models in front of the target and those behind. Stray shots are resolved when the usual roll is made to hit the target. Any score which misses and which is a double, indicates that a model in the line of sight has been caught by a stray shot. If there are several models in the line of sight the individual caught by the stray shot can be determined randomly.

Note that because scores of 00 always miss the original target - a score of 00 always indicates a stray shot. Obviously not all shots will be liable to the stray shot rule, as not all shots will present the opportunity for the shot to hit another model. A firer cannot be hit by his own stray shot!

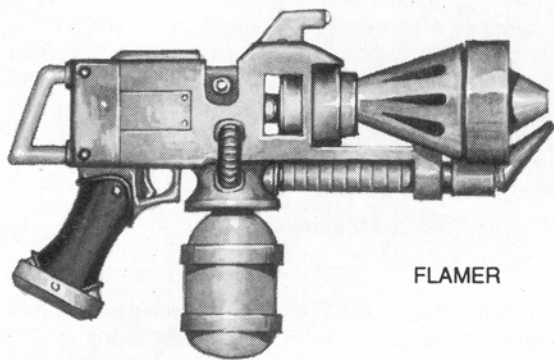


AUTOPISTOL



CONFRONTATION[®]

In this issue we present the second and final part of the basic combat rules for our role-playing skirmish game Confrontation (the first part was printed in the last issue, White Dwarf 137). With the completion of the rules for tabletop fighting you are ready to pit your rival gangs against each other.



FLAMER

Of course there are many aspects to the game we haven't yet been able to publish, including full descriptions of the weapons and numerous special pieces of equipment. This information can wait until we have space to print it!

Meanwhile players who wish to explore the game more thoroughly can improvise new rules where necessary - we realise that Confrontation is quite a complex and demanding game and we expect that interested players will be prepared to cope with a certain amount of invention!

Confrontation is set on Necromunda, one of the most infamous of all the Hive Worlds in the Imperium. The game provides a detailed background based on Necromunda, but involving other aspects of the Warhammer 40,000 game in some manner.

For example, Space Marines maintain a token presence, whilst Necromunda's many strange religio-military cults provide plenty of scope for the interest of the Inquisition and Adeptus Arbites.

Necromunda is also one of the primary recruiting worlds for the Imperial Guard, Necromunda breeds tough fighters who are naturally recruited into Helmawr's personal army from where they are taken into the Imperial Guard. It is even rumoured that Orks live underneath one of the old abandoned Hives in the Ash Waste, the survivors of a spaceship crash some years ago.

Players can explore all of these possibilities by making up their own Confrontation rules using the Warhammer 40,000 rules to provide basic details. Remember both games are set in the Imperium - they share a common background which enables you to switch from one game system to another to fight battles of various sizes.

A further application of the Confrontation game is to take the action beyond Necromunda and into the rest of the galaxy. Of course, this will require the players to do a lot of the leg-work providing additional background material to cover new planets, organisations, creatures, and so on. It is extremely unlikely that we'll ever get around to producing Confrontation rules for everything (the Imperium is simply too vast!) but there's nothing to stop you using the rules to enact skirmishes between your favourite combatants.

Ultimately, Confrontation provides a solid core of game material from which you can build a fully detailed role-playing skirmish game in any part of the Imperium.



MARTIN MCKENNA

HAND-TO-HAND COMBAT

Hand-to-hand combat is the term we use to describe close quarter fighting where two or more opponents are within physical striking distance of each other. When fighting an opponent who is so near, characters will be able to strike with swords or similar close combat weapons, but they will also be able to use pistols and even larger firearms.

However, in the rough and tumble of hand-to-hand fighting, the chance of drawing a bead on your target is quite small, and a firearm may even prove to be a disadvantage.

Where models using firearms manage to land a successful blow, it is assumed they have fired a single shot at point blank range. Calculate hit location, penetration and damage in the same way as from a normal shot. A model with no obvious weapon in its hands must use its fists.

INITIATING COMBAT

When any model moves to within 1m ($\frac{1}{2}$ ") of an enemy model, either may initiate hand-to-hand combat. The player should declare that he is entering hand-to-hand combat, and the models are then said to be engaged in hand-to-hand or simply engaged.

As soon as models are engaged in hand-to-hand combat they become 'pinned' and may not move, fire weapons or do anything else for the remainder of the game sequence.

If a model is engaged in hand-to-hand combat before its turn of the current game sequence then tough luck! The character has lost the opportunity to act before his attacker pounces upon him. However, note that an attacked character may, assuming he has not already taken his turn, snap fire at his enemy as he approaches. This does not affect the model's subsequent ability to fight at close quarters.

HAND-TO-HAND COMBAT

All hand-to-hand combat is worked out at the end of the game sequence in what is called the hand-to-hand combat phase or simply the combat phase. The actual fighting may be thought of as occurring simultaneously to the shooting and moving, bullets and las-shots whizzing round the ears of the combatants as they struggle.

There is no reason why hand-to-hand combat shouldn't be worked out as soon as two or more models become engaged, other than that other models might subsequently join in and confuse the result. It is convenient therefore to work out the results of all hand-to-hand fighting together during the hand-to-hand combat phase.

RESOLVING THE COMBAT

Consider each combat individually. Normally two models will be engaged, although it is possible that three or more may be engaged together. These 'multiple combats' are slightly more complex, so they are dealt with later. For now we shall consider only those combats involving one model on each side.

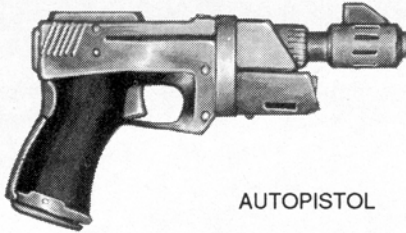
Each combatant rolls a D100 and the following multipliers are applied. This roll is intended to reflect the greater hand-to-hand combat ability conferred by powered armoured suits and such like. A combat roll modifier is also applied to characters who wish to defend in hand-to-hand combat as described below. For example, a basic dice roll of 56 is doubled to 112 if wearing powered armour, and increased to 448 if wearing Terminator armour.

Wearing power armour	x2
Wearing Terminator armour	x4
Defending	x2

Each player rolls a D100 for the character and adds the character's WS. Each player then adds to his total any relevant modifiers shown on the chart below. The resulting total is the combat score. The model with the highest combat score is the winner, his opponent is the loser. The winner may now strike a single blow against his enemy, using whatever weapon he has at hand. The winner does not have to strike a blow if he doesn't wish to do so.

COMBAT MODIFIERS

Each engaged opponent above one	-50
Using a weapon in each hand	-30
Using a weapon left handed	-30
Each light wound	-20
Each serious wound	-60
Fighting from higher level than opponent	+20
Running into combat that turn	+20
Attacking opponent from behind	+50
Following-up after winning last combat	+40
Prone, lying down or otherwise floored	-100
Weapon is a pistol	+20
Weapon is a basic weapon	-20
Weapon is a heavy weapon	-50
Weapon is a sword	+100
Weapon is a power glove	+60
Weapon is a knife	+70
Weapon is bare fists or improvised weapon	-10



AUTOPISTOL

STRIKING A BLOW

The combatant who wins the combat engagement may strike a single blow. His percentage chance of hitting equals his unmodified weapon skill. If armed with a pistol or other firearm, a successful blow indicates that the loser has been hit at point blank range with a single shot. If the winner fails to land a blow he causes no damage, but may still push his enemy back or to the ground as described below.

If a successful blow is struck, determine the hit location exactly as for a shooting hit. Work out the penetration of armour and any resulting damage in exactly the same way (see Hit Location).

PUSH-BACKS

If a character loses in hand-to-hand combat he is overpowered by his enemy, and may be pushed aside or even thrown on the ground. The winning player rolls a D6 and consults the chart below. The result indicates the distance the loser is pushed backwards away from his enemy, as well as the percentage chance of the loser being pushed to the ground.

D6	Push back	Thrown to ground
1	2m (1")	5%
2	2m (1")	10%
3	3m (1½")	15%
4	3m (1½")	20%
5	4m (2")	30%
6*	5m (2½")	40%

Knock out. If the score indicates that the loser is pushed back 5m, and if the character is also thrown down onto the ground, a further D6 should be rolled. If the score is a 6 the loser has been knocked unconscious and will not recover until the game is over.

Push backs from powered armour. If a character is pushed-back by an enemy wearing powered or Terminator armour, all push back distances and the chance of being thrown to the ground are doubled.

Push backs from a power glove. If a character suffers a blow from a power glove, whether the weapon penetrates his armour or not, and is pushed-back as a result, his opponent is assumed to have a power-grip on the body area struck. As he is pushed away this part of him is torn away, irrespective of any armour worn. This usually kills outright, although a lucky character may survive the loss of a limb (chance of survival is 10% for an arm or leg torn off, 25% for a hand). In any case, the character is rendered unconscious until the battle is over.

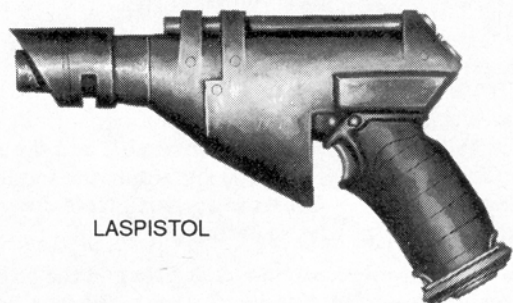
Push-backs into objects. If a model is pushed-back into an impassable obstacle, such as a wall, he is rendered unconscious for the remainder of the game on the D6 score of a 6. Otherwise the model is simply halted by the obstacle. If a model is pushed-back over rough terrain, hedges, or any comparable feature, his chance of being thrown to the ground is doubled. If a model is pushed back into another character, both must roll to see if they are thrown to the ground with the same basic percentage chance as that of the model which is pushed-back; the model being pushed-back is halted by the clash. If a model is pushed-back into or against a moving vehicle he will take damage as if struck by the vehicle.

FOLLOW-UPS

The winner may immediately follow-up the pushed-back loser if the player wishes. The model is moved whatever distance is required to bring the two models back into an engaged position. The winner does not have to follow-up a beaten opponent if the player does not wish to do so, in which case the models will be further than 1m (½") apart and consequently no longer engaged in combat.

CONTINUED COMBAT

If two models begin the game sequence within 1m (½") either may elect to continue the engagement. The player must declare that the engagement is to continue in the procedure phase before models start to take their individual turns, otherwise it is assumed that models are free to move away as their turn is called. If the engagement is to continue, combatants remain pinned in position and do nothing until the hand-to-hand combat phase.



LASPISTOL



STUB GUN

BREAKING FROM COMBAT

It may well be that a character wishes to escape from a hand-to-hand combat he is losing, but is unable to get out of the engagement because his enemy has elected to continue fighting. The loser is allowed to simply turn tail and run off - although this is risky as his enemy may well succeed in striking him as he flees.

To break from combat, the loser takes his turn during the normal turn phase. The breaking model may only make moving actions, turning his back and running from his opponent as fast as he can. His opponent may strike one blow against him automatically, as if he had just won the combat.

If a character's opponent breaks in hand-to-hand combat then the character is prevented from taking a turn during that game sequence. Should the character be subsequently shot at during the remainder of the game sequence, then the hand-to-hand combat is still considered to be in progress, and the shot has an equal chance of hitting the character who has broken. This is because the break does not necessarily happen in an instant: the fleeing character may spend several seconds ducking and weaving, looking for a chance to make his dash.

DEFENDING

A character who is engaged in hand-to-hand combat may decide not to attempt to strike his opponent, contenting himself with merely defending his own person. In this case, he may then double his D100 dice throw. If he wins the combat, he may not strike a blow but may still push his opponent back as normal. However, he may not follow up a pushed-back opponent.

Note that characters moving into (and thereby initiating) combat that game sequence may not defend during that hand-to-hand combat phase.

MULTIPLE COMBATS

Where the combat involves several models from each side, all characters involved in the combat add the score of a D100 to their combat skill and apply the modifiers to establish their combat score as usual. Note down the result on a scrap of paper next to each model.

Now work through each model at a time in the order of their highest initiative value, in the same way as the normal turn sequence countdown. When the character's initiative is called, he may strike a single blow against an engaged enemy with a lower combat score. Roll to strike a blow and make all subsequent rolls as normal.

The model with the lowest combat score will, of course, be unable to strike a blow as the model/s he is engaged against will all have a higher combat result.

If a model has a lower combat score than all of the models he is engaged against, then the model is pushed-back. The model is pushed-back directly away from the enemy with the highest combat result.

If a model finds that all of his opponents have been pushed-back he may follow-up after any of them.

If neither of the two conditions above apply, push-backs and follow-ups are ignored and the model remains in place.

USING TWO WEAPONS

An individual may fight in hand-to-hand combat using a weapon in each hand. If the model wins the combat he may strike a single blow with each weapon, but the chance of striking a blow is halved with each.

FLOORED CHARACTERS

Once beaten to the ground, a character may only rise if his opponent did not win and follow-up during the combat phase of the previous game sequence. The character may automatically rise in the turn following that in which he was knocked down as long as he wins the combat or if his opponent fails to follow-up.

Note however that a floored character may be unable to rise because of wounds suffered. If the character is still engaged in hand-to-hand combat when he rises, he must defend during that combat phase.

WEAPON BREAKAGE

If the combat scores of both antagonists are equal, then they have parried each other's blows and the result is a draw. Each player rolls a D6, and any model equipped with a power weapon adds a further D6 to his score.

If one combatant's score is double or more that of his opponent, the enemy's weapon has been broken and is useless.

If a model has no weapon, it is assumed he has successfully dodged his opponent's blows and there is no further effect.

UNCONSCIOUS OPPONENT

If an opponent is unconscious, prone, or otherwise unable to defend himself, the attacker hits automatically. In addition, there is no need to roll for location of the blow, as the attacker may choose where he hits. Roll for penetration and damage as normal (see Hit Location).

BITES AND ANIMAL ATTACKS

Animals bite or claw their combat opponents as their normal attack, and so do not suffer a penalty for using 'improvised weapons'. Damage may be resolved on any appropriate damage chart, depending on the size of the animal.

This is left to the players to resolve. Humans may also bite and gouge, but always count as using improvised weapons and damage is resolved on Damage Chart 1. Biting and gouging are really assumed to take place as normal improvised fighting.

HIT LOCATION

In Confrontation combat every part of the character's body is considered as a different location and a hit on one area of the body will have very different effects to a hit on another. For example, a hit to the leg might stop someone walking but will probably not kill them. On the other hand a head hit is most likely to kill a character or at least knock him out.

Once it has been established that the firer has hit his target, determine where the shot has struck by rolling a D100 and consulting the chart below.

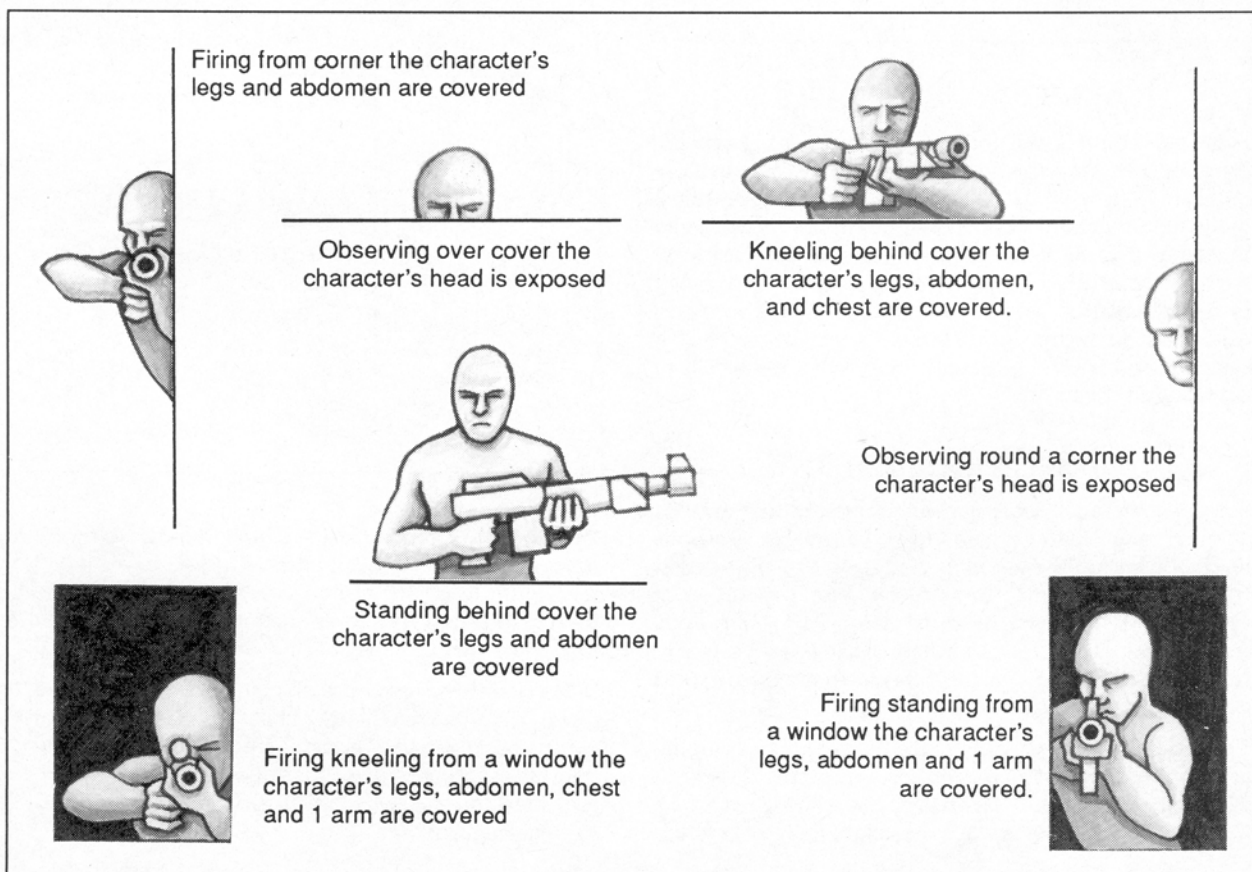
Dice Throw	Hit Location	
01-10	Head	
11-20	Arm	Right Arm
21-30		Left Arm
31-50	Body	Chest
51-70		Abdomen
71-85	Leg	Right Leg
86-00		Left Leg

If the location is protected by armour a separate roll must be made to penetrate the armour before the damage can be worked out. If the location is unarmoured, go straight to the damage effect chart for that location.

If the location indicated is protected by some form of cover, such as a wall, undergrowth, or part of a vehicle, then the shot has hit the cover rather than the character. This is why cover is so important in combat. If you can conceal most of yourself behind a solid wall then you are much more likely to survive.

If a shot hits cover the firer must make a separate roll to see if the shot penetrates the cover or not. If the cover is penetrated, then work out the result of the hit as normal, except add +10 to the damage effect dice score to take into account the loss of velocity or power of the shot (see Damage).

Generally speaking it will be easy to imagine whether cover conceals part of the target's body. Common sense will also dictate whether parts of the body are exposed or not. Ultimately this is left to the players to decide. However, to help clarify the possibilities players might like to consult the diagrams below.



PENETRATION

A target wearing some form of protection, either a physical defence such as power armour or an energy field defence such as refractor armour, is referred to as *armoured*. Once an armoured target is hit it will be necessary to penetrate the armour before damage can be caused. If a target is protected by a wall, vegetation or other cover, this must also be penetrated before going on to penetrate armour, and damage the target.

The basic percentage chance of penetrating each sort of armour is given below. No attempt has been made to describe the various types of armour or provide special rules at this point. For a complete description of armour and weapons see the Armoury section.

BASIC PENETRATION TABLE

Armour	% chance of Penetrating Armour	Type of Armour
Ch Chainmail	60%	Primitive
F Flak	50%	Physical
M Mesh	30%	Physical
Pl Plate	30%	Primitive
RF Refractor field	30%	Energy
S Shield/buckler	30%	Primitive
Ca Carapace	25%	Physical
CF Conversion field	20%	Energy
DF Displacer field	20%	Energy
P Power armour	20%	Physical
T Terminator	15%	Physical
PS Powershield	20%	Energy
hc Hard Cover	20%	Cover
sc Soft Cover	50%	Cover

ARMOUR MODIFIERS

Some sorts of weapon are better at penetrating specific types of armour, whereas some armours are virtually immune from some kinds of weapon. To represent this, there are a number of additional modifiers according to the armour type of the target. These are given in the Armour Modifiers Table. Armour types are divided into three kinds: primitive, physical and energy as discussed in more detail later. Cover is the fourth category and is used to determine a weapon's ability to cut through cover.

RANGE MODIFIERS

Some weapons are more capable of penetrating armour at short range than at long range. Lasers, for example, tend to lose energy over long distances, and the same is true of weapons which fire a conventional round, such as bullets, flechetts or armour piercing (AP) shells. Bolts from a bolt gun, on the other hand, take a few metres to reach their maximum velocity but maintain that velocity over most of their range.

The Range Modifiers Table gives the modifier applying at different ranges for individual weapons. Players of Warhammer 40,000 should note that ranges in Confrontation do not always correlate directly to those

in WH40K. This is because the way in which hit and effect are represented are slightly different in the two games. As with the armour types we have not attempted to describe the various weapons at this point and players are directed to the Armoury section for further details.

MIN/MAX PENETRATION

If the chance of penetrating armour or cover is 100% or more, then the armour/cover is automatically penetrated. If the chance of penetrating armour or cover falls below 1% roll the dice anyway, as there is assumed to be a minimum 1% chance to penetrate regardless of the weapon, range, and armour type.

DUCKBACK

If a shot fails to penetrate a character's armour or cover, no damage is caused and the character is unhurt. However, a character saved by his armour or cover may be forced to *duckback* - the sudden shock of a bullet flying off his armour makes the character flinch away.

If a character is hit but the shot fails to penetrate his armour or cover then the duckback rule applies. If the character is hit and suffers damage then the duckback rule does not apply even where some shots penetrate and others don't.

A character hit by a shot which fails to penetrate his armour or cover makes a duckback test as follows. If hit by several shots only one test is necessary. For each hit add the increment indicated on the chart below. As you can see, the increment varies depending on the armour type hit and the type of weapon. In some cases a character may be hit in several locations and so may add different increments - eg power armour and cover.

DUCKBACK TABLE

ARMOUR	HIT BY WEAPON TYPE			
	Missile	Bolter	Grenade	Other
Dreadnought armour	+10%	+5%	+5%	+5%
Terminator armour	+25%	+15%	+10%	+10%
Power armour	+25%	+20%	+15%	+15%
Other armour/fields	+30%	+25%	+25%	+20%
Cover	+35%	+25%	+25%	+25%

Add up the increments to reach a total. Eg 1 laser hit on a power armoured arm and two hits to cover = 65%, 1 missile hit to power armour and 2 to cover = 95%. The total is the percentage chance of the character being forced to duckback. Use a D100 to make the test.

If he is behind cover a character who is forced to duckback will immediately kneel or lie down so that he can neither see nor be seen if possible. The character may do nothing during his following individual turn and may not snap fire until his following individual turn has been missed.

If he is not behind cover a character will make an immediate action to run to cover and hide exactly as described above. If there is no cover within a single run action (normally 6m or 3") the character will dive prone. In both cases the character loses his next individual turn except that a character who has dived to the floor may continue to crawl towards cover.

A character engaged in hand-to-hand combat who becomes subject to a duckback result may only fight defensively. A gang's leader, representing as he does the player himself, is not subject to the duckback rules. You can bravely hold your head up in the face of mortal danger, leap in front of bullets, and ignore the laser shots and bolt shells as they bounce off your armour.

ARMOUR MODIFIERS TABLE

WEAPON	Primitive	Physical	Energy	Cover
LASERS				
Laspistol	+10	+10	-10	-20
Lasgun	+15	+15	-5	-10
Lascannon	+100	+100	+75	+50
Multilaser	+30	+30	+10	+0
BOLT WEAPONS				
Bolt Pistol	+30	+30	+0	+30
Boltgun	+30	+30	+0	+30
Heavy Bolter	+30	+30	+0	+30
CONVENTIONAL				
Stub gun	+0	+0	+0	+0
Heavy Stubber	+25	+25	+0	+25
Autopistol	+0	+0	+0	+0
Autogun	+10	+10	+0	+10
Autocannon	+100	+100	+25	+100
Shotgun	+0	+0	+0	+0
Alternative Shotgun ammo:				
Flechet	+0	-5	+0	-5
Dum-dum	+0	-10	+0	+0
Explosive	+20	+10	-10	-10
AP	+50	+25	+0	+10
SHURIKEN				
Shuriken pistol	+75	+50	+0	+10
Shuriken catapult	+75	+50	+0	+10
Shuriken cannon	+100	+75	+10	+50
OTHER				
Hand Flamer	+0	+0	+20	+10
Flamer	+10	+10	+50	+20
Hand Bow	-10	-20	-20	-20
Melta-gun	+50	+50	-20	+50
Multimelta	+75	+75	+10	+75
Needle Pistol	-5	-10	+0	-30
Needler	+0	-5	+0	-20
Plasma Pistol	+25	+25	-10	+25
Plasma Gun	+25	+25	-10	+25
Heavy Plasma Gun	+30	+30	-10	+50
CLOSE COMBAT				
Chainsword	+0	-10	-10	-10
Sword	-10	-20	-10	-20
Knife	-20	-30	-10	-20
Powersword	+10	+10	-10	+10
Poweraxe	+20	+20	-10	+20
Powerglove	+75	+75	-10	+75
GRENADES				
Krak	+50	+25	+50	+25
Frag	+10	+0	+50	+10
Haywire	+0	+0	+90	+0
Melta-bomb	+70	+35	+50	+35
Plasma	+20	+20	+50	+35
MISSILES				
Krak Missile	+50	+25	+50	+25
Frag	+10	+0	+50	+10
Haywire	+0	+0	+90	+0
Melta-missile	+70	+35	+50	+35
Plasma	+20	+20	+50	+35

RANGE MODIFIERS TABLE

WEAPON	RANGE (IN METRES/INCHES)					Max range of weapon
	+0-5m (0-2½")	5-10m (2½-5")	10-20m (5-10")	20-50m (10-25")	50m+ (25"+)	
LASERS						
Laspistol	+10	+0	-10	-20	-40	160m (80")
Lasgun	+10	+0	-5	-15	-20	480m (240")
Lascannon	+50	+25	+15	+0	-10	5000m (2500")
Multilaser	+40	+0	-5	-15	-20	1200m (600")
BOLT WEAPONS						
Bolt Pistol	-5	+0	+0	+0	+0	800m (400")
Boltgun	-5	+0	+0	+0	+0	800m (400")
Heavy Bolter	-5	+0	+0	+0	+0	800m (400")
CONVENTIONAL						
Stub gun	+5	+0	-15	-30	-45	60m (30")
Heavy Stubber	+10	+5	+0	-10	-20	800m (400")
Autopistol	+5	+0	-20	-35	-50	160m (80")
Autogun	+5	+0	-5	-10	-20	1000m (500")
Autocannon	+40	+20	+10	+0	-10	3000m (1500")
Shotgun	+0	-5	-20	-40	-60	200m (100")
Other ammo for shot gun:						
Flechet	-5	-5	-15	-30	-60	200m (100")
Dum-dum	-10	-10	-15	-20	-25	200m (100")
Explosive	+5	+5	+5	+5	+5	200m (100")
AP	+15	+10	+10	+10	+10	200m (100")
SHURIKEN						
Shuriken pistol	+10	+0	-15	-30	-45	120m (60")
Shuriken catapult	+10	+0	-5	-10	-20	480m (240")
Shuriken cannon	+20	+0	+0	-5	-10	1200m (600")
MISSILE LAUNCHER						
Krak Missile	+40	+40	+30	+30	+20	2400m (1200")
Frag	+30	+30	+20	+20	+10	2400m (1200")
Haywire	+30	+30	+20	+20	+10	2400m (1200")
Melta-missile	+40	+40	+30	+30	+20	2400m (1200")
Plasma	+100	+100	+100	+100	+100	2400m (1200")
GRENADE THROWN						
Krak Grenade	+20	+20	+20	+20*	—	30m (15")
Frag	+10	+10	+10	+10*	—	30m (15")
Haywire	+10	+10	+10	+10*	—	30m (15")
Melta-bomb	+20	+20	+20	+20*	—	30m (15")
Plasma	+100	+100	+100	+100*	—	30m (15")
*Note that maximum range is 30m (15")						
GRENADE LAUNCHER						
Krak Grenade	+20	+20	+20	+20	+20	1200m (600")
Frag	+10	+10	+10	+10	+10	1200m (600")
Haywire	+10	+10	+10	+10	+10	1200m (600")
Melta-bomb	+20	+20	+20	+20	+20	1200m (600")
Plasma	+100	+100	+100	+100	+100	1200m (600")
OTHER						
Hand Flamer	+10	-10	-50	—	—	20m (10")
Flamer	+10	+0	-25	-50	—	50m (25")
Hand Bow	+0	-5	-20	-40	-60	60m (30")
Melta-gun	+40	+15	-5	-75	—	50m (25")
Multimelta	+50	+25	+0	-25	-75	480m (240")
Needle pistol	+0	-10	-20	-40	-90	160m (80")
Needler	+0	-5	-10	-15	-20	480m (240")
Plasma Pistol	+0	+25	+10	-25	-90	180m (90")
Plasma gun	+0	+25	+10	-25	-90	480m (240")
Heavy Plasma gun	+0	+30	+20	-10	-50	2000m (1000")



JOHN BLANCHE

DAMAGE

Once a character has been hit and his armour penetrated, assuming he is wearing any, then he will suffer damage of some kind. As Confrontation combat is very realistic any character who suffers damage will tend to be pretty much out of the game unless he is very lucky indeed.

To determine the result of a hit first find the chart appropriate for the weapon. Bolt guns are found on Chart 3, for example. The higher the chart number then the greater is the chance of the weapon killing or seriously injuring its target.

Having found the chart, roll a D100 and cross reference the score with the body area hit. If the target lies behind penetrated cover, +10 is added to the dice roll thereby decreasing the chance of suffering a killing or serious wound. This represents the partial protection offered by cover.

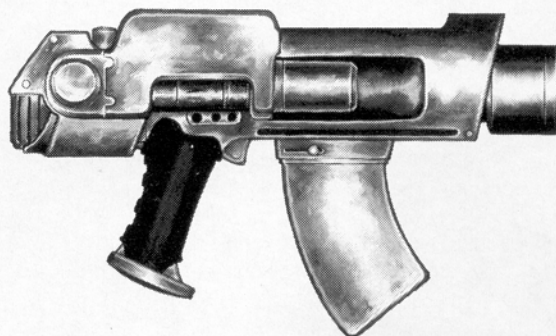
Note that the results of wounds will often apply for the remainder of the encounter. It is possible to recover from wounds over time, but this may take days, weeks or even months, and so has no bearing on the current game.

DEAD

The character is dead and the model is removed from play. Where possible the character should be replaced by a special fallen model to indicate the position of the corpse.

SERIOUS

Serious wounds have a debilitating effect for the remainder of the game. They represent major flesh wounds, broken bones, first degree burns and damage of a generally serious nature. When a character receives a serious wound the model is knocked down unconscious and may do nothing. There is a 25% chance that the character will remain unconscious for the rest of the game. If already suffering one or more serious wounds add an extra 25% for each serious wound already sustained.



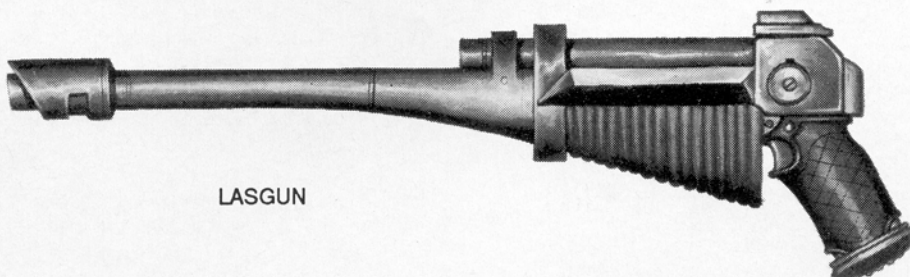
BOLT PISTOL

Otherwise an unconscious model remains unconscious until the player rolls a D6 during the procedure phase of a following game sequence. The character also loses -10 from his initiative, -40% from his firing to hit chance and -60% from his hand-to-hand combat score. These penalties apply for the rest of the game and are cumulative with other wound penalties.

Legs and arms. Upon recovering consciousness any limbs bearing serious wounds are useless for the remainder of the game. A character with a serious leg wound may hobble forward at up to half walking speed only (1m/½" per action). If both legs are seriously wounded the character is reduced to dragging himself along at crawling rate.

Chest and abdomen. Upon recovering consciousness the character is unable to perform any running action. The character is unable to take up heavy items of equipment, and if carrying a heavy item of equipment is reduced to a crawl.

Head. Upon recovering consciousness the character doubles the time taken to perform any action - so activities which normally take up 1 action now taken up 2, those which normally take up 2 will take up 4, and so on.



LASGUN

LIGHT

Light wounds have a temporary debilitating effect in most cases, causing a moment's distraction or concern rather than permanent injury. A light wound is essentially a lucky scrape typically involving a flesh wound, bruising, superficial cuts, or minor burns. Such wounds aren't as destructive or traumatising as a serious wound and may be 'shrugged off' for a while.

Any character receiving a light wound may perform only 1 action in his following individual turn and may only fight defensively in the following hand-to-hand combat phase. These are not permanent effects but apply only for the following turn/combat phase. In addition the character loses -4 from his initiative, -15% from his firing to hit chance and -20% from his hand-to-hand combat score. These modifiers apply for the rest of the game and are cumulative with other penalties.

Arm. Any character receiving a light wound to an arm will drop anything carried by that arm. A basic weapon or a piece of equipment carried in two arms will be dropped on the D6 roll of a 4, 5 or 6 if one arm is hit. Heavy items (20-50 kilos) and heavy weapons are dropped automatically.

Leg. Any character receiving a light wound to the leg will be brought to the ground 50% of the time. If the character is wounded in only one leg his speed is reduced to two thirds normal - ie walk 2m (1") and run 4m (2") per action. If both the character's legs are wounded he is reduced to half move rate in the same way as a serious wound.

BLIND

A blinded character may move at half rate in a random direction - this can be determined in any suitable way the players wish. The character may fire weapons in a random direction - again the players should determine this to their satisfaction. If engaged in hand-to-hand combat the character must fight defensively, but does not double his combat score as he normally would when fighting in this way. Lost sight may sometimes be recovered, but not until the encounter is over.

DISABLED

The disabled result applies to hits sustained to the abdomen only and **not** hits on the chest. Gut wounds rarely kill outright, even when quite serious, but are extremely painful and can make it almost impossible to move. In addition, of course, the victim is aware that his chances of survival are low and this will make him panic.

Comparable chest results are assumed to represent broken bones or loss of muscle tissue rather than major damage to internal organs (which is generally fatal).

Work out damage caused by the serious wound as described above. When the character recovers consciousness he is unwilling or unable to fight. If in a position of relative safety he will remain still. If in danger he may crawl at up to a half rate. He will only fire to defend himself, halving his normal chance of hitting.

CHART 1

Hand bow, Sword, Knife, Fists or improvised hand-to-hand combat weapons, Frag grenades and Frag missiles.

D100	Head	Body	Limb
01-10	Dead	Dead	Serious
11-20	Dead	Dead	Serious
21-30	Serious	Serious	Light
31-40	Serious	Serious	Light
41-50	Serious	Serious	Light
51-60	Serious	Serious	Light
61-70	Serious	Light	Light
71-80	Serious	Light	Light
81-90	Light	Light	Light
91-00	Light	Light	Light

CHART 2

Laspistol, Stubgun, Autopistol, Autogun, Shotgun, AP ammo, Flamer, Handflamer.

D100	Head	Body	Limb
01-10	Dead	Dead	Serious
11-20	Dead	Dead	Serious
21-30	Dead	Dead	Serious
31-40	Dead	Serious	Serious
41-50	Serious & Blind	Serious	Serious
51-60	Serious	Serious	Light
61-70	Serious	Serious	Light
71-80	Serious	Light	Light
81-90	Serious	Light	Light
91-00	Light	Light	Light

CHART 3

Lasgun, Bolt pistol, Boltgun, Heavy Bolter, Heavy Stub, Shuriken pistol, Shuriken catapult, Explosive ammo, Dum-dum ammo. Chainsword.

D100	Head	Body	Limb
01-10	Dead	Dead	Dead
11-20	Dead	Dead	Serious
21-30	Dead	Dead	Serious
31-40	Dead	Dead	Serious
41-50	Dead	Serious & Disabled	Serious
51-60	Serious & Blind	Serious	Serious
61-70	Serious	Serious	Serious
71-80	Serious	Serious	Light
81-90	Serious	Light	Light
91-00	Serious	Light	Light

CHART 4

Multilaser, Autocannon, Shuriken cannon, Plasma pistol, Plasma gun, Melta gun, Flechet ammo. Plasma grenades/missiles, Power sword, Power axe.

D100	Head	Body	Limb
01-10	Dead	Dead	Dead
11-20	Dead	Dead	Dead
21-30	Dead	Dead	Dead
31-40	Dead	Dead	Dead
41-50	Dead	Dead	Serious
51-60	Dead	Serious & Disabled	Serious
61-70	Serious & Blind	Serious	Serious
71-80	Serious*	Serious	Serious
81-90	Serious*	Light	Light
91-00	Serious	Light	Light

* and Blind if hit with a plasma weapon

CHART 5

Multimelta, Heavy Plasma Gun, Conversion Beamer, Crack grenades, Power Glove.

D100	Head	Body	Limb
01-10	Dead	Dead	Dead
11-20	Dead	Dead	Dead
21-30	Dead	Dead	Dead
31-40	Dead	Dead	Dead
41-50	Dead	Dead	Dead
51-60	Dead	Dead	Dead
61-70	Dead	Dead	Serious
71-80	Dead	Serious & Disabled	Serious
61-70	Serious & Blind	Serious & Disabled	Serious
91-00	Serious	Serious	Serious

CHART 6

Lascannon. Melta grenades, Melta missiles.

D100	Head	Body	Limb
01-10	Dead	Dead	Dead
11-20	Dead	Dead	Dead
21-30	Dead	Dead	Dead
31-40	Dead	Dead	Dead
41-50	Dead	Dead	Dead
51-60	Dead	Dead	Dead
61-70	Dead	Dead	Dead
71-80	Dead	Dead	Dead
81-90	Dead	Dead	Serious
91-00	Dead	Dead	Serious

SURVIVAL OF THE FITTEST

After any Confrontation combat game it is quite likely that members of a player's gang will have sustained wounds. Some of these wounds may have temporarily prevented a combatant from continuing to fight, but have no long term effects after that particular game. Other, more serious wounds, may have long term effects which will affect the development of the gang and need to be resolved before the next game. Because the object of the Confrontation game is to create and steer your gang over a number of games it is of considerable importance what happens to casualties.

RESCUING THE WOUNDED

During the Confrontation game wounded combatants may be scattered across the battle zone and unable to move. If they are to have a chance of surviving to fight another day they must be rescued. This is only possible if their side wins the game and remains in possession of the battle zone after the fighting is over, or if their comrades drag them to safety during the game.

Wounded characters who are abandoned in the battle zone will be at the mercy of the winning side and prey to all manner of hive world vermin drawn from their holes at the prospect of carrion.

LIGHT WOUNDS

The effects of light wounds are temporary and last only for the duration of the game in which they were sustained. The initial shock and discomfort of a light wound will impair an individual's fighting ability for the rest of the battle, but after the battle he can be expected to recover, benefitting from rest and the attention of his comrades. After the game in which light wounds were received, and before the next game, a lightly wounded character will:

1. Recover full movement ability.
2. Recover full initiative level.
3. Recover full weapon skill.
4. Recover full ballistic skill.
5. Be embellished with scars appropriate to his wounds.

Scars can be painted on the figure to endow him with a frightening and awesome appearance. They are a source of pride to many gang fighters and a character with prominently displayed scars on the face can add 1 prestige point to his prestige value. If the character has received a light head wound he will gain a prominent and prestigious facial scar on a D6 score of 5 or 6.

SERIOUS WOUNDS

A serious wound will initially have a drastic effect on a character due to shock and disablement, and he will often be rendered incapable of taking further action.

Serious wounds also have long term effects. A seriously wounded character may eventually succumb to his wounds, completely recover or make only a partial recovery which will leave his fighting ability permanently impaired. If a partial recovery is made, the character may regain fighting ability which was lost in the initial shock of the wound.

To determine the long term effects of serious wounds, roll a D6 for each part of the body which has been wounded, regardless of how many wounds have been taken on that part, and consult the Wound Recovery Chart. If more than one part of the body has been wounded, the effects on the character as a whole are cumulative. For example: a character rolls 5 for his serious arm wound (-10 WS and -10 BS) and 3 for his serious body wound (-3 I and -30 WS). The cumulative effect will be -1 I, -40 WS and -10 BS.

MEDICAL ATTENTION

If a seriously wounded individual receives medical aid quickly this can greatly reduce the long term effects of the wound. If a seriously wounded character is reached by a comrade carrying a medi-pack within D6 game sequences of sustaining the wound (roll when the wound is suffered), the character may add 3 to the D6 roll when testing for the long term effects of a serious wound. The modifier is added for each wound treated.

If a character does not receive rapid medical treatment on the battlefield, but the gang is in possession of a medi-pack, the character may be assumed to benefit from medical treatment after the battle (providing the wounded character was not abandoned on the tabletop if his gang was defeated). Late medical treatment will have the effect of adding 1 to the D6 roll per wound when testing for long term effects of serious wounds.

BIONICS

Badly maimed characters may be able to regain some of their fighting ability by the implantation of bionic parts. These are very rare and expensive on Necromunda and the skill required to make the implant is even rarer. Of course there are some gangs and stratas of society that can get bionic parts more easily than others.

Bionics may be acquired by the gang through trade (see the traded equipment charts), subject to availability and cost. They cannot be implanted unless one of the gang members learns how to perform the necessary operation (implant skill) or until the gang locates someone with the skill who is willing to perform the operation for a fee. This will usually be done by corrupt members of the technocratic classes in the upper hab layers, or people who have found their way into the undercity. A Technogang is always assumed to have the skill to implant bionics among its members.

WOUND RECOVERY CHART

LEG WOUND

1	-5 Initiative. Leg is useless. Cannot run. ½ walking speed.
2	-4 Initiative.
3	-3 Initiative.
4	-2 Initiative.
5	-1 Initiative.
6	Full recovery.

ARM WOUND

1	Arm is useless. Unable to carry heavy equipment.
2	-50 Weapon Skill, -50 Ballistic Skill.
3	-30 Weapon Skill, -30 Ballistic Skill.
4	-20 Weapon Skill, -20 Ballistic Skill.
5	-10 Weapon Skill, -10 Ballistic Skill.
6	Full recovery.

HEAD WOUND

1	No recovery. Character dies of wound.
2	-4 Initiative and Erratic Behaviour (see below).
3	-3 Initiative.
4	-2 Initiative.
5	-1 Initiative.
6	Full recovery.

BODY (CHEST/ABDOMEN) WOUND

1	No recovery. Character dies of wound.
2	-4 Initiative. -40 Weapon Skill. Cannot run and is unable to carry heavy equipment
3	-3 Initiative. -30 Weapon Skill.
4	-2 Initiative. -20 Weapon Skill.
5	-1 Initiative. -10 Weapon Skill.
6	Full recovery.

BLINDED

1	No recovery. Binded in both eyes.
2	-5 Initiative. -50 Weapon Skill. -50 Ballistic Skill. Recover vision in one eye. Arc of visibility reduced to 30°
3	-3 Initiative. -30 Weapon Skill. -30 Ballistic Skill. Recover vision. Arc of visibility reduced to 60°
4	-2 Initiative. -20 Weapon Skill. -20 Ballistic Skill. Recover vision.
5	-1 Initiative. -10 Weapon Skill. -10 Ballistic Skill. Recover vision.
6	Full recovery.

As with light wounds, all serious wounds leave scars on the appropriate part of the body. If the character survives a serious head wound he will gain a prominent and prestigious facial scar on a D6 score of 5 or 6.

BS/WS penalties applied to arm wounds only affect weapons used in that arm.

In cases of characters with leg or arm wounds or blinded characters, a roll of 1 or 2 means that the disablement is serious enough to justify considering bionics.

If a bionic part is subsequently obtained for the character then roll again on the chart using a D6 and adding 3 to the score in order to determine the character's modified fighting ability with the aid of bionics.

Erratic Behaviour. On the roll of a 2, 3, 4, or 5 a serious head wound leaves the character with impaired reactions and judgement. This is represented by reduced initiative. On a score of 2, the character's head wounds result in erratic behaviour. Roll a D6 to determine the type of behaviour.

D6	Result	Description
1	Reckless	The character becomes recklessly if not manically brave. He stubbornly refuses to wear armour or helmet and ignores the morale and duckback rules.
2	Fear	The character becomes irrationally fearful. He will not move into hand-to-hand combat and if engaged in hand-to-hand combat will only fight defensively and will not strike blows himself.
3	Confusion	The character is subject to moments of confusion. If a double is rolled on any dice, by any player at any time during the game, the character will spend his following individual turn inactive and doing nothing regardless of any danger he may be in. The character may do nothing until he has spent this turn inactive. He may not snap fire for example, but he is not affected by morale or duckback rules during this time.
4	Hatred	The character becomes irrationally and indiscriminately hateful. He will never take live captives, even if this is the objective of the gang as a whole. He will go out of his way to slay wounded enemies within 12 metres of himself and priority must be given to moving the character into contact with these regardless of any danger or of the opportunity to do something more sensible.
5	Heroism	The character becomes insanely combat happy and heroic. He refuses to use any weapons except hand-to-hand combat weapons and will always move into hand-to-hand combat if he has the opportunity to do so.
6	Struck Dumb	The character is struck dumb - he is quite unable to talk and can communicate only with simple prearranged signs. He also loses any psychic powers he may have had. A communicator would be useless to him.

CONFRONTATION[®]

TRADING EQUIPMENT

Gang fighters are useless without some sort of weapon. Most gang fighters start out with stolen or home-made weaponry or with weapons which are relatively common. More exotic weapons are costly and often hard to obtain. As well as weapons there are other kinds of equipment which will be useful in combat such as armour, communications gear and combat drugs. Weapons and other equipment are described in detail in the Armoury section of Confrontation – here we're concerned only with determining the type and quantity of equipment which belongs to your gang. The gang's initial equipment is generated randomly as already described. Further equipment can be bought by bartering the gang's existing stash or buying with credits.

TRADED EQUIPMENT

Many of the clans of Necromunda represent extensive trading empires whose influence may extend throughout a hive and even beyond. Necromunda actually manufactures equipment for the Imperium, but most of the output leaves the planet, destined for the regiments of the Imperial Guard and other forces. A small quantity of weapons is used to equip the Planetary Defence Force and Helmawr's other troops. Clans actively involved in the arms trade have little difficulty re-directing weapons into the hands of their own gangs. Those clans not engaged in the armaments trade can only obtain equipment by trading, by capturing existing stocks, or by manufacturing their own 'unofficial' supplies. Generally, the gangs of affluent upper-hive dwellers are better armed and equipped than gangs from lower levels, while those from the lowest levels of all are likely to have the least and the simplest equipment.

It is usually easier to obtain weapons than to find the ammunition for them, and this factor imposes a practical limit on the firepower of any Necromundan gang. For example, power packs for laser weapons are manufactured under the tightest security and their circulation to Helmawr's forces is very closely monitored. In order to control this process further, power packs have a deliberately engineered life-span, deteriorating over time and therefore making it impossible for potential enemies to stockpile supplies. Bolt ammunition is especially difficult to manufacture and so is naturally fairly rare. Conventional ammunition for autoguns is much easier to make and is made illegally by many clans. However, ammunition from an unknown source must be regarded with suspicion because some manufacturers will put booby-trapped ammo onto the market in order to discourage Undercity Gangs and other low-hive dwellers from using the more potent weapons.

The main agents for trade are the gangs themselves. Different gangs find it easier or more difficult to obtain commodities or credits to trade with other gangs. For example, the Scavvy Gangs live in the ancient abandoned factories and exist by scavenging from the rubbish piles of the past – inevitably they turn up the occasional treasure which they can trade for weapons and food. Some technical items can only be made or properly maintained by techs, and naturally Tech Gangs tend to accumulate these items so that they can trade them for basic supplies or for exotica from the lowest levels.

HOW TO TRADE BETWEEN GANGS

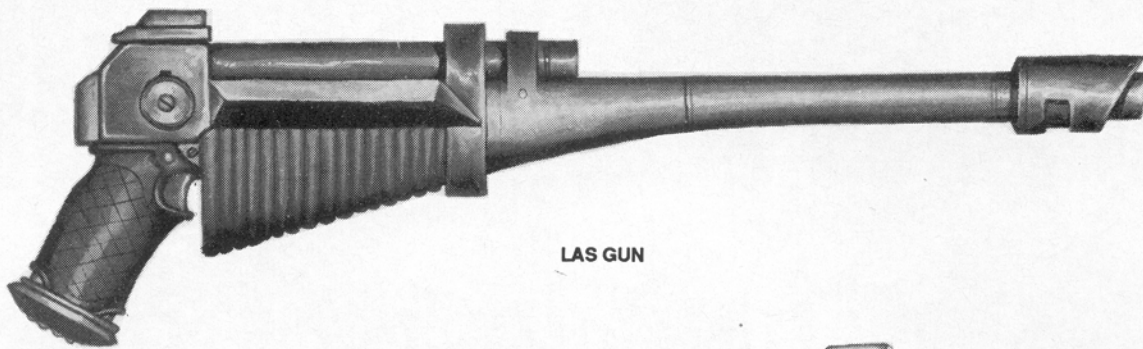
If players wish, they can swap equipment between their gangs, either at their usual value as indicated on the Trading Charts or at any mutually acceptable trade rate. It is ironic that gangs may find their own traded weapons turned against them in subsequent encounters, but such is the nature of things in the hive world. There is no restriction on trading of this kind, and players may trade with other players during any convenient time between encounters. This does not prevent the gang also trading with other sources as described below.



AUTO PISTOL



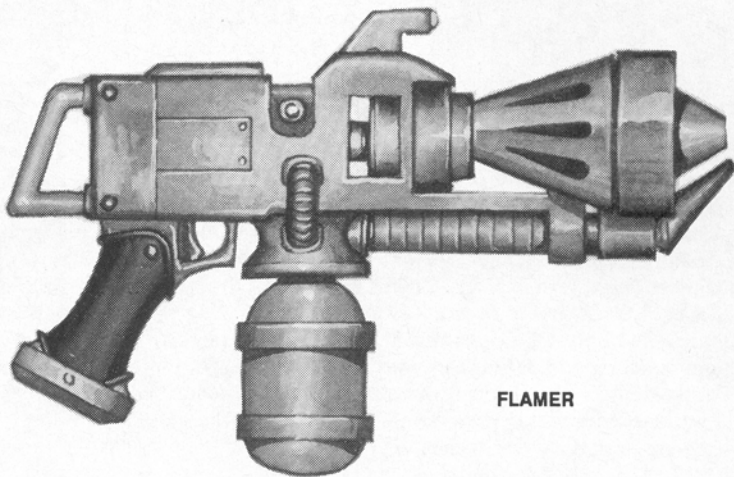
STUB GUN



LAS GUN



PLASMA PISTOL



FLAMER

Although local gangs sometimes trade with each other for their mutual benefit, it is unlikely that they already possess a sufficiently large pool of equipment between them. It is therefore necessary to obtain new equipment from other sources. These other sources are represented by the Trading Contacts Chart given below. This chart shows the cost in credits of various types of equipment. When you roll on this chart, you're representing the gang leader himself, getting in touch with his contacts, arranging secret meetings and dealing with other gangs.

A gang may attempt to trade once when it is first generated. Thereafter, the gang may trade once after playing a tabletop encounter. This means that gangs are quite severely limited in the amount of trading they can do, so it is vital that players consider their strategy carefully. However, players may also trade between themselves at any time between encounters, so equipment and weapons already in circulation can be passed around fairly freely.

TRADING CONTACTS

If you wish to trade, first roll on the Trading Contacts Chart shown below. Choose which of the 9 separate Trading Charts you wish to use. Each chart represents a 'contact' who specialises in a different kind of commodity, for example a dealer from another gang, an agent from a manufacturing Clan, a corrupt Planetary Defence Force Officer or an independent smuggler. It is recommended that you study the charts before deciding on one. Roll a D6 and cross references the result on the Trading Contacts Chart to find out how many further rolls you can make on your chosen Trading Chart. In the case of chart 9 (drugs) it is possible to obtain a result of 0 rolls, in which case nothing is available for trade at this time.

TRADING CONTACTS CHART

Trading Chart	D6 Dice Roll					
	1	2	3	4	5	6
Chart 1: Hand-to-Hand Weapons	1	1	1	2	3	3
Chart 2: Guns	1	2	3	3	4	4
Chart 3: Heavy Weapons	1	1	1	1	2	3
Chart 4: Ammunition	1	2	3	3	4	5
Chart 5: Grenades	1	1	2	2	3	3
Chart 6: Missiles	1	1	2	2	3	3
Chart 7: Armour	1	1	1	2	3	3
Chart 8: Equipment	1	1	2	3	3	4
Chart 9: Drugs	0	1	1	1	1	2

THE TRADING CHARTS

The Trading Contacts Chart indicates the number of items available for trade at this time in terms of the number of dice rolls on your chosen Trading Chart. Refer to the chart and roll a percentage dice (D100) the number of times indicated to determine which items are available for trade. Remember to note the result after each roll as you make it. Once the trade items have been determined, the player may choose to buy any or all of the items by expending credits or exchanging items of at least equivalent value from the gang's stash. You don't have to buy any of the items offered for sale if you don't want to do so.

In most cases a dice roll indicates a single item, but some results indicate that a batch of several items is available. Typically this might be D6, D6x10 etc. In these cases the value shown is the cost per item and you may choose to buy none, some or all of the batch depending on what you feel you can afford. Ammunition is usually traded in this way.

Weapons acquired by trade are empty – they have no ammunition. Ammunition is likely to be as difficult to obtain as the weapon itself and tends to be expended quickly. A newly-generated gang must ensure that it has a good stock of ammunition, and it is recommended that gangs use their initial trading opportunity to obtain ammunition. If a gang is forced to trade for ammunition after its first game, it will lose its chance of buying other weapons.

TRADING MODIFIERS

Different types of gang have varying access to sources of equipment, reflecting their differing social roles and associations. Techs, for example, are adept at finding or even manufacturing unusual equipment. Similarly, Brats have little difficulty finding the weaponry they want. By contrast Mutants, Scavvies and Nomads have less opportunities to trade and are more rarely able to find sources of sophisticated equipment. Many gangs are reluctant to trade with Mutants at all and regard them as unclean. Psyker gangs survive by being very secretive, which makes trading with other gangs difficult and risky. The majority of gangs have reasonable access to a wide variety of equipment.

To reflect these differences modifiers are applied to the player's D100 trading roll as shown on the chart below.

Gang Type	Trading Chart								
	1	2	3	4	5	6	7	8	9
Tech Gang	+5%	+10%	+5%	+10%	-	+10%	-	+15%	+5%
Brat Gang	-	+5%	-	-	-	+5%	-	+5%	+10%
Clan Gang	-	-	-	-	-	-	-	-	-
Undercity Gang	-	-	-5%	-	-	-	-	-	-
Nomad Gang	-	-	-5%	-	-	-	-	-5%	-
Scavvy Gang	-	-5%	-10%	-	-	-	-5%	-5%	-
Mutant Gang	-	-10%	-10%	-	-	-	-10%	-10%	-
Psyker Gang	-	-10%	-10%	-	-	-	-	-	-

Techs belong to families where mechanical and electronic expertise is passed from generation to generation: making, maintaining and repairing sophisticated devices comes as second nature to them. They can make and use several unique devices, and they are far more likely than other gangs to have combi-weapons – multiple-barrelled weapons combining the effects of several different weapons. Since they have the expertise to build these weapons from basic or even scrapped components, a Tech Gang may always choose to give up one random roll on any Trading Chart in favour of building a combi-weapon.

Because Scavvies are constantly searching through the debris in the old factory levels they sometimes uncover hoards of weapons, ammunition or grenades secreted there in years past. To represent this, if a Scavvy player rolls an even double on any of the Trading Charts he may choose to disregard the result, and instead generate a hoard. A hoard consists of:

D6 items from chart 4 – Ammunition

D6 items from chart 5 – Grenades

1 item from chart 8 – Equipment

Plus there is a chance of there being additional items as shown below:

25% chance of D6 items from chart 2 – Guns

25% chance of 1 item from chart 3 – Heavy Weapons

10% chance of D6 items from chart 6 – Missiles

25% chance of 1 item from chart 7 – Armour

5% chance of 1 item from chart 9 – Drugs

Unfortunately not everything the Scavvies find as they search through the debris of the factory levels is useful or safe – there is the ever-present danger of finding unstable ammunition, not to mention the risks of disturbing deadly mutant creatures or of releasing poisonous chemicals.

Therefore, on the roll of an odd double on any Trading Chart the Scavvies have found something dangerous rather than the item indicated. Not only does the gang not receive the item from the Trading Chart but on a D6 roll of 6 a randomly-determined gang member is injured or hurt. Roll a D100 to determine the extent of his injuries:

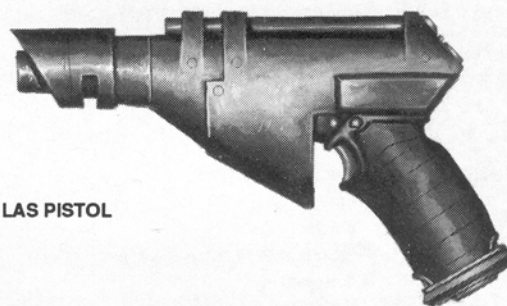
01-25% **Minor flesh wound** caused by exploding ammunition or volatile vapour. The individual misses the next gang fight while he recovers from the injury.

26-50% **Mild poisoning** caused by escaping gases, fluids or chemical dust. The individual misses the following gang fight automatically. He may only rejoin the gang once he has rolled a 4, 5 or 6 on a D6 prior to a following fight.

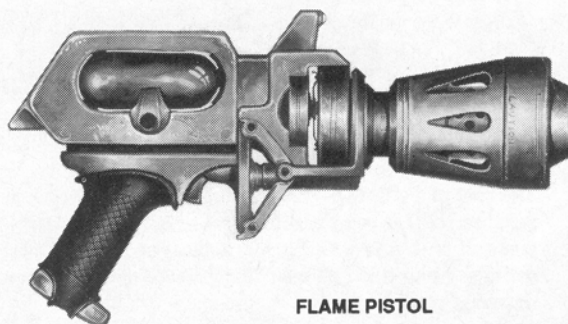
51-75% **Maimed** by exploding ammunition, collapsing floor sections, toppling buttresses, or dangerous mutant creatures. The character misses the next gang fight but may rejoin the gang thereafter with a -D6 reduction in his initiative.

76-90% **Seriously injured.** The individual is seriously hurt as a result of a bad fall or a tunnel collapse. Although dragged free he misses the next gang fight and may only rejoin the gang once he has rolled a 6 on a D6 prior to a following fight. Thereafter the character suffers a -D6 reduction in his initiative.

91-00% **Killed.** The individual is killed outright. Accidents of this kind are all too common in the dangerous old factories where Scavvies can be crushed by structural collapse, blown apart by exploding chemicals, poisoned by an unexpected release of gas or dust, killed by mutant creatures, burned or suffocated by sudden tunnel fires, or boiled alive by heat sink bursts.



LAS PISTOL



FLAME PISTOL

TRADING CHARTS

CHART 1: HAND-TO-HAND WEAPONS

D100	Weapon	Cost
01-05	Knife	2
06-20	Muzzle-Blade	2
21-40	Sword	5
41-55	Chainsword	25
56-70	Power Axe	50
71-80	Power Sword	50
81-00	Power Glove	150
101+	Choose 1 of the items above	

CHART 2: GUNS

D100	Gun	Cost
01	Handbow	5
02	Stub Gun	5
03-04	Shotgun	15
05-15	Laspistol	10
16-20	Autopistol	10
21-25	Autogun	15
26-35	Bolt Pistol	15
36-45	Boltgun	20
46-50	Flamer	20
51-55	Hand Flamer	20
56-65	Lasgun	15
66-68	Melta Gun	50
69-71	Needle Gun	15
72-74	Needle Pistol	10
75-76	Plasma Gun	50
77-80	Plasma Pistol	40
81-85	Shuriken Catapult	100
86-90	Shuriken Pistol	50
91-92	Web Gun	20
93	Graviton Gun	20
94-00	Combi-Weapon – see below	
101+	Choose 1 of the items above.	

Combi-Weapons are customised weapons which combine parts of several other weapons. These have between 2 and 6 barrels which may fire different kinds of shot. When a combi-weapon is purchased, roll to determine the number and type of barrels.

Roll D6 to determine number of barrels:

1-3	2 barrels
4-5	3 barrels
6	D6 barrels

Roll D100 per barrel to determine type:

1-15	Lasgun
16-30	Boltgun
31-45	Heavy Stub
46-50	Autogun
51-55	Autopistol
56-60	Shotgun
61-70	Shuriken Catapult
71-75	Flamer
76-80	Melta Gun
81-85	Plasma Gun
86-95	Grenade Launcher
96+	Choose 1 of the barrel types above.

The cost of a combi-weapon is equivalent to the cost of each barrel if it were a separate weapon. So a combi-weapon with a lasgun barrel, a shotgun barrel and a melta gun barrel would cost 80 credits or the equivalent in traded goods.

CHART 3: HEAVY WEAPONS

D100	Heavy Weapon	Cost
01-05	Heavy Stub	100
06-15	Grenade Launcher	150
16-30	Heavy Bolter	150
31-45	Autocannon	350
46-50	Beamer	500
51-53	Distortion Cannon	400
54-55	Heavy Plasma Gun	750
56-60	Heavy Web Gun	200
61-75	Missile Launcher	300
76-80	Multi-Laser	400
81-85	Multi-Melta	500
86-90	Shuriken Cannon	500
91-00	Lascannon	900
101+	Choose 1 of the items above.	

CHART 4: AMMUNITION

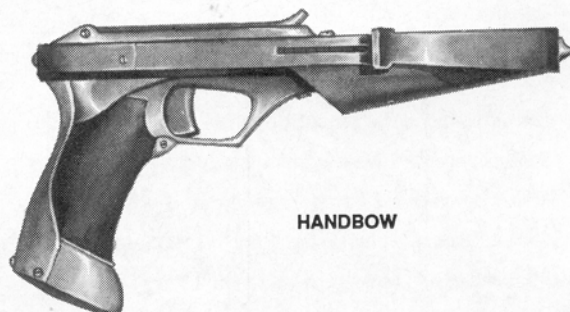
D100	Ammunition	Number Offered	Cost
01-05	Handbow arrows	D6x50 arrows	1 per 10 arrows
06-25	Boltgun ammo	D10x15 bolts	1 per bolt
26-40	Conventional ammo	D10x50 rounds	1 per 5 rounds
41-45	Armour-piercing ammo	D6x10 rounds	1 per 2 rounds
46-48	Flechette ammo	D6x10 rounds	1 per 2 rounds
49-52	Explosive ammo	D6x10 rounds	1 per 2 rounds
53-56	Flamer canister	D10 canisters	10 per canister
57-60	Needler chemical canister	D10 canisters	10 per canister
61-80	Power pack	D10 power packs	10 per pack
81-95	Shuriken disc ammo	D10x5 discs	1 per disc
96-00	Web chemical canister	D10 canisters	10 per canister
101+	Choose 1 of the items above		

Needler chemical ammunition can be identified by the colour coding on the canister pack. Although different manufacturers make use different coding, and some defunct types may use obsolete markings, it is fairly easy to tell what kind of chemical the canister contains. If offered chemical canisters, roll a D6 to determine which types there are:

D6 Number of Types of Chemical Canister

1	Neurotoxin
2	Sedative
3	Intoxicant
4-5	2 types are offered – roll a D6:
1-2	Neurotoxin and Sedative
3-4	Neurotoxin and Intoxicant
5-6	Sedative and Intoxicant
6	3 types are offered

If more than one type is on offer there will be equal quantities of each – dice randomly to establish the type of any oddments.



HANDBOW

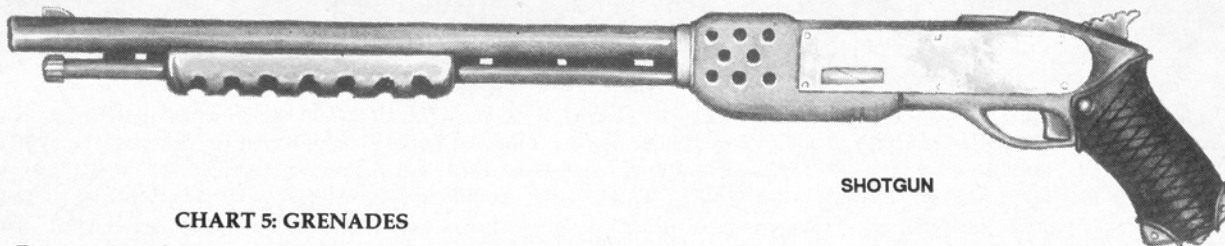


CHART 5: GRENADES

D100	Grenade	Number Offered	Cost per Item
1-5	Anti-Plant	1	10 per grenade
6-10	Blind	D6	2 per grenade
11-15	Choke Gas	D6	1 per grenade
16-20	Krak	D6	3 per grenade
21-25	Frag	D6	2 per grenade
26-30	Hallucinogen Gas	1	5 per grenade
31-35	Haywire	1	10 per grenade
36-40	Knock-Out Gas	D6	1 per grenade
41-45	Melta-Bomb	1	2 per grenade
46-50	Photon	D6	2 per grenade
51-55	Plasma	1	3 per grenade
56-60	Rad	D6	5 per grenade
61-65	Scare Gas	D6	2 per grenade
66-70	Smoke	D6	1 per grenade
71-75	Stasis	1	50 per grenade
76-80	Stumm Gas	D6	1 per grenade
81-85	Tanglefoot	D6	2 per grenade
86-90	Toxin Gas	D6	2 per grenade
91-92	Virus	1	30 per grenade
93-97	Vortex	1	100 per grenade
98+	Choose 1 of the types above		

The chart includes only grenade types in circulation on Necromunda – it does not include psyk-out grenades which are very rare and issued primarily by Inquisitors. The only way for a hive world gang to get one would normally be when an Inquisitor is slain or captured. Consequently they are not included on the charts. Other grenades may be expensive because they are rare rather than because of their particular effect. For example, Anti-Plant grenades are tremendously rare and of limited use on Necromunda – if you want one you must have some very unusual purpose in mind and you're going to have to pay far more than the grenade is really worth.

CHART 6: MISSILES

D100	Missile	Batch	Cost per Item
1-5	Anti-Plant	1	20 per missile
6-10	Blind	D6	4 per missile
11-15	Choke Gas	D6	2 per missile
16-20	Super Krak	D6	10 per missile
21-25	Frag	D6	4 per missile
26-30	Hallucinogen Gas	1	10 per missile
31-35	Haywire	1	20 per missile
36-40	Knock-Out Gas	D6	2 per missile
41-45	Melta-Bomb	1	4 per missile
46-50	Photon	D6	4 per missile
51-55	Plasma	1	6 per missile
56-60	Rad	D6	10 per missile
61-65	Scare Gas	D6	4 per missile
66-70	Smoke	D6	1 per missile
71-75	Stasis	1	100 per missile
76-80	Stumm Gas	D6	2 per missile
81-85	Tanglefoot	D6	4 per missile
86-90	Toxin Gas	D6	4 per missile
91-92	Virus	1	60 per missile
93-97	Vortex	1	250 per missile
98+	Choose 1 of the items above		

SHOTGUN

CHART 7: ARMOUR

D100	Armour part	Cost
01-10	Helmet (basic metal or synthetic type)	5
11-15	Helmet with photo flash visor and communicator	20
16-20	Carapace body armour	50
21-40	Flak body armour	30
41-45	Mesh coif (Balaclava helmet shape)	30
46-55	Mesh body armour	40
56-60	Plate body armour (primitive type)	10
61-70	Choose any one item (01-60) above	
71-73	Power Armour helmet	100
74-75	Power Armour back and chest piece	100
76-77	Power Armour arm sections	100
78-79	Power Armour leg sections	100
80-81	Power Armour suit including harness	600
82-85	Power Shield	50
86	Complete Terminator Suit including harness	1200
87-90	Power Harness for Power Armour	100
90+	Choose one of the items above (01-90)	

Power armour is useless in itself – it can only be worn effectively in conjunction with a harness which carries the power lines and power pack which enables the suit to function. A single arm or leg set, helmet, or chest piece could be used without the rest of the suit so long as the wearer has a harness.

CHART 8: EQUIPMENT

D100	Item	Cost
01-05	Bionic Arm (choose left or right)	300
06-10	Bionic Eye	100
11-15	Bionic Leg (choose left or right)	300
16-20	Bionic Implanter	300
26-30	Cameleoline Blanket or Cloak	10
31-35	Communicator	5
36-38	Conversion Field Device	50
39-40	Displacer Field Device	50
41-45	D6 Fuses (Proximity)	1 each
46-50	D6 Fuses (Time)	1 each
51-55	Grav-Chute	20
56-60	Infra Visor	10
61-65	Medi-Pack	50
66-70	Photo Flash Visor	5
71-75	Power Pack (may be used as ammo)	10
76-78	Rad Counter	30
79-80	Refractor Field	30
81-85	Respirator	5
86-87	Scanner	15
88-90	Suspensor	10
91-95	Targeter	50
96-00	Web solvent (canister)	10

CHART 9: DRUGS

D100	Drug Type	Doses Offered	Cost per Dose
0-50	Blitz	1	20
51-70	Doze	1	5
71-90	Stimm	1	50
91-00	Spook	1	50

CONFRONTATION®

WEAPONS

This section describes the most commonly encountered weapons of the forty-first millennium. Although the weapons listed are by no means readily available on Necromunda, many are far more common than Lord Helmawr would like!

The descriptions given are typical examples of the type of weapon concerned. In reality, many weapons may well have been modified – either superficially or fundamentally, or to any degree in between. The underworld of Necromunda shelters all kinds of outcasts with a variety of skills and technical abilities, and many are quite capable of modifying, rebuilding or designing weapons using commonly available materials.

FIREARMS

On the *Initiative Modifiers* and the *Firing to Hit Modifiers Table*, firearms are classed as one of three types: pistols, basic weapons and heavy weapons. Pistols are carried and fired using one hand. Basic weapons are rifle-sized and although they may be fired one-handed, they require two hands to be fired accurately. Heavy weapons are the largest man-portable weapons available (many are shoulder mounted). They can be fired one-handed, but only with a greatly reduced chance of hitting the intended target (-100%). This practice is definitely not recommended!

Pistols include: Auto pistols, Bolt pistols, Hand flamers, Handbows, Laspistols, Needle pistols, Plasma pistols, Shuriken pistols, Stub guns, and Webbers.

Basic weapons include: Autoguns, Bolt guns, Flamers, Graviton guns, Lasguns, Needle guns, Plasma guns, Shotgun, and Shuriken catapults.

Heavy weapons include: Autocannons, Conversion beamers, D-Cannon, Grenade launchers, Heavy bolters, Heavy plasma guns, Heavy stub guns, Heavy webbers, Lascannon, Missile launchers, Multi-lasers, and Shuriken cannon.

The descriptions which follow are listed in alphabetical order. In addition to physical descriptions of the firearms, each entry includes full details of special rules, ammunition type, range modifiers, and so on. The

summary opposite may be useful, however, for comparing the performances of the various weapons.

AMMUNITION

All firearms utilise ammunition in some form or other. This is often harder to get hold of than the gun itself and may be just as expensive. Fortunately, many weapons or types of weapon use the same ammunition. For example, bolt ammunition may be loaded into bolt pistols, bolt guns or even heavy bolters. Similarly a standard power pack will fit any of the weapons listed.

Power packs are rather like batteries and can be slotted into a weapon in the same way as a magazine of bullets. A small illuminated counter displays the amount of power remaining, on a scale from 1 to 50. On a lasgun, for example, this number is the same as the number of shots which can be fired before the power pack must be replaced or recharged. Some weapons, however, (such as conversion beamers) use more power units with each shot. Details of how to recharge used or partially used power packs can be found in the equipment section.

Some weapons, such as bolters, slug throwers and shuriken weapons, require special ammunition unique to that weapon type - ie, bolts, conventional ammo, or shuriken. In most cases these come in magazines, and a character must eject the old magazine (1 action) before replacing it with the new one (4 actions - 5 if the new magazine has to be removed from a belt or pouch). Single shells, bolts or the equivalent can also be carried and either loaded directly in the weapon or used to refill a magazine (1 action per shell, bolt etc). A magazine cannot be refilled unless it is first taken out of the weapon.

Some weapons can be fitted with more than one magazine at once. The heavy bolt gun can carry 2 magazines, for example. The grenade launcher magazine is quadripartate - it has four separate compartments which can each be loaded with different grenades. Weapons fitted with multiple magazines may fire ammunition from any magazine/compartment. To switch from one magazine to another, or from one compartment to another in the case of the grenade launcher, the character must change the magazine selector switch on the weapon. This takes 1 action.

WEAPON SUMMARY

WEAPON	AMMO	SHOTS	TYPE	FIRE MODES	DAM. CHART	MAX RANGE
Autopistol	Conventional	20/Magazine	Pistol	A	2	80"
Autogun	Conventional	50/Magazine	Basic	A	2	500"
Autocannon	Conventional	50/Magazine (3)	Heavy	A	4	1500"
Bolt Pistol	Bolt	15/Magazine	Pistol	S, SA	3	400"
Bolt Gun	Bolt	15/Magazine	Basic	S, SA	3	400"
Heavy Bolter	Bolt	15/Magazine (2)	Heavy	SA, A	3	400"
Conversion Beamer	Power Pack	1 shot/pack	Heavy	S	Varies w. range	40"
D-Cannon	Power Pack (10)	1 shot/10 packs	Heavy	S		500"
Hand Flamer	Flame Chem	1 shot/canister	Pistol	S	2	10"
Flamer	Flame Chem	5 shots/canister	Basic	S	2	25"
Graviton Gun	Power Pack	1 shot/pack	Basic	S		80"
Grenade Launcher	Grenade	40 grenades/magazine	Heavy	S, SA	Varies	600"
Hand Bow	Arrow	1 shot	Pistol	S	1	30"
Las Pistol	Power Pack	50 shots/pack	Pistol	S, SA	2	80"
Lasgun	Power Pack	50 shots/pack	Basic	S, SA	3	240"
Lascannon	Power Pack (10)	1 shot/pack	Heavy	S	6	2500"
Multi-laser	Power Pack (10)	5 shots/pack	Heavy	SA, A	4	600"
Melta-gun	Power Pack	10 shots/pack	Basic	S	4	25"
Multi-melta	Power Pack (10)	5 shots/pack	Heavy	S	5	240"
Missile Launcher	Missiles (5)	1 shot/missile	Heavy	S	Varies	1200"
Needle Pistol	Power Pack + chemical		50 shots	Pistol	S	80"
Needle Gun	Power Pack + chemical		50 shots	Basic	S	240"
Plasma Pistol	Power Pack	5 shots/pack	Pistol	SA	4	90"
Plasma Gun	Power Pack	5 shots/pack	Basic	SA	4	240"
Heavy Plasma	Power Pack (10)	1 shot/pack	Heavy	S, SA	5	1000"
Shot Gun	Conventional	20/Magazine	Basic	S	2	100"
Stub Gun	Conventional	20/Magazine	Pistol	S	2	30"
Heavy Stub	Conventional	50/Magazine	Heavy	A	3	400"
Shuriken Pistol	Shuriken	10/Magazine	Pistol	S, SA, A	3	60"
Shuriken Catapult	Shuriken	20/Magazine	Basic	S, SA, A	3	240"
Shuriken Cannon	Shuriken	50/Magazine	Heavy	S, SA, A	4	600"
Web Gun	Web Canister	5 shots/canister	Pistol	S	0/6	10"
Heavy Webber	Web Canister (10)	1 shot/canister	Heavy	S	0/6	240"

NOTES

S: Single shot

SA: Semi-automatic

A: Auto

Numbers in brackets (#) indicate the number of magazines, power packs or missiles that may be loaded at once. This is only given for weapons designed to accept more than 1 mag/pack/missile.

BOLTERS

BOLT PISTOL

Type: Pistol

Shots & ammo: 15 bolts/magazine (+1)

Fire modes: single shot or semi-automatic (-5 x shot number to hit)

To hit modifier: -6/inch

Penetration modifiers:

Range: 0-2.5": -5%, 2.5"+: 0

Armour: Primitive: +30, Physical: +30, Energy: 0, Cover: +30

Damage Chart: 3

BOLT GUN

Type: Basic (-3 Initiative)

Shots & ammo: 15 bolts/magazine (+1)

Fire modes: single shot or semi-automatic (-5 x shot number to hit)

To hit modifier: -4/inch

Penetration modifiers:

Range: 0-2.5": -5%, 2.5"+: 0

Armour: Primitive: +30, Physical: +30, Energy: 0, Cover: +30

Damage Chart: 3

HEAVY BOLTER

Type: Heavy (-5 Initiative)

Shots & ammo: 2 magazines with 15 bolts each (+1)

Fire modes: semi- or fully automatic (-5 or -10 x shot number to hit)

To hit modifier: -2/inch

Penetration modifiers:

Range: 0-2.5": -5%, 2.5"+: 0

Armour: Primitive: +30, Physical: +30, Energy: 0, Cover: +30

Damage Chart: 3

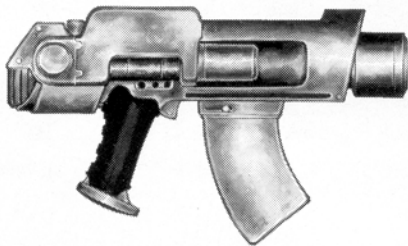
The term Bolters includes bolt pistols, bolt guns, and heavy bolters. All these weapons fire small, self-propelled missiles known as bolts. Bolts are relatively large (two or three times the size of a rifle bullet), and a magazine therefore holds relatively few. This is outweighed, however, by the astonishing armour-penetrating power of the bolt's adamantium tip, complemented by an explosive charge contained within the bolt's core. This charge is mass-reactive, and so will not explode until the bolt has penetrated some way inside its target. When fired, a bolt accelerates rapidly for the first 5 metres of flight, holding a constant velocity almost as far as its maximum range. As a consequence, it is very good at penetrating armour even at long ranges.

All bolters fire the same bolt ammo in a standard magazine containing 15 shots. In addition, a single shot can be loaded directly into the breech, so a fully loaded bolter may have 16 rather than 15 shots.

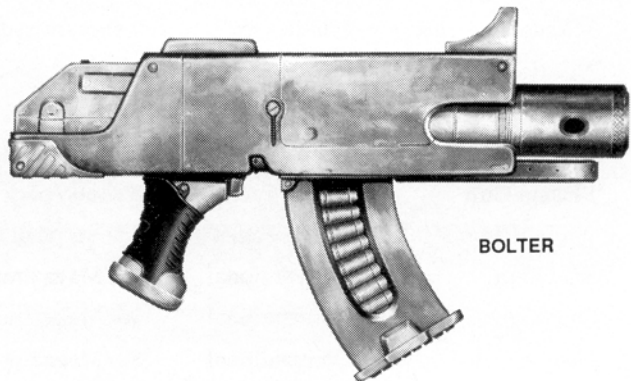
Bolt pistols are large and cumbersome pistol weapons with a characteristic big-bore barrel. They are the preferred side-arm of most serious fighters and would be far more common were it not for the cost and scarcity of ammunition.

Bolt guns are standard issue to Space Marines and to many elite troops.

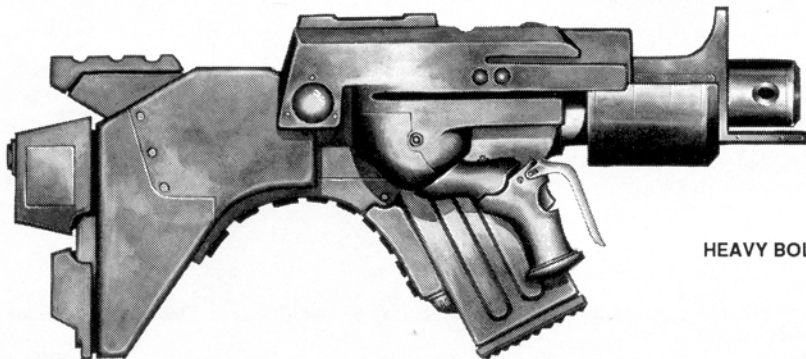
Heavy bolt guns are uprated versions of the bolt gun. They are heavy weapons but highly respected for their accuracy and increased ammunition capacity. A heavy bolter may be loaded with either one or two magazines, each containing 15 bolts. It is possible to remove and replace one magazine at a time, a useful feature in combat.



BOLT PISTOL



BOLTER



HEAVY BOLTER

COMBI-WEAPONS

Type: Heavy (Initiative modifier = sum of constituent weapons)

Shots & ammo: As per constituent barrels

Fire modes: Individual barrel or all together (semi- and fully automatic weapons always fire complete bursts)

To hit modifier: -5 per barrel when firing separately; -10 per barrel when all fired together

Penetration modifiers: As per constituent barrels

Damage Chart: As per constituent barrels

Combi-weapons combine several ordinary weapons into a single gun with a separate barrel for each constituent weapon. Any one barrel may be fired independently, or all barrels can be fired together in one action. This sort of lethal broadside is spectacular to say the least, although relatively inaccurate. A character can switch barrels when required, or can set the weapon to fire all barrels. It takes only 1 action to switch barrels in this way.

Combi-weapons tend to be bulky and rather impractical. Clan warriors tend to distrust them, because of their tendencies to jam and reputation for unreliability. They are, however, the favourite weapon of many techs who will spend endless hours modifying and customizing them, adjusting the multiplicity of settings which are an integral part of these weapons, and so on. As you might expect, for many techs, the combi-weapon is the ultimate weapon.

The initiative penalty of a combi-weapon is equivalent to all the constituent weapons added together. However, a combi-weapon is only one weapon, so there is no additional penalty for carrying more than 1 weapon.

Players using combi-weapons must record the ammunition expenditure of each barrel separately. Each constituent weapon needs its own magazine or power pack as appropriate.

Combi-weapons are badly balanced, cumbersome and inaccurate. When firing a single barrel the chance of hitting is reduced by 5x the number of barrels in the weapon. For example, if a combi-weapon combines a lasgun, a grenade launcher, an auto-pistol and a flamer, there is a penalty of -20% to hit when firing any single barrel. If all weapons are fired at once, the chance of hitting is reduced by 10x the number of barrels. The recoil and hail of discharge makes the gun very difficult to hold still. When firing all 4 barrels of the combi-weapon above, the chance to hit with each shot from each barrel would be reduced by -40%.

In the case of combi-weapons incorporating semi or fully automatic weapons, one pull of the trigger will always fire a complete automatic burst with each barrel. It is not possible for the firer to cease firing at a chosen point, as it is with normal automatic weapons. This is because the whole weapon is fired on a single trigger, and also because the resulting hail of fire tends to obscure what is happening in front of the gun.

For example, Ash Storm, henchman to Skraggar – leader of the Skullcrop Tech Gang of the Akritas clan – is armed with a 3-barrelled combi-weapon, comprising a bolt gun, a stub gun, and a grenade launcher. He has

BS 180. During an encounter with the Scarfaces, Ash lets rip with his combi-weapon set to fire all barrels at once. There are several targets within his arc of fire, all conveniently 12 inches away. The bolter fires 6 shots of automatic fire. His chances to hit are modified as follows: -30 for 3 barrels fired together, -48 for the range and -10 for each shot of fully automatic fire, giving 92%, 82%, 72%, 62%, 52%, and 42%. The stub gun fires a single shot, modified by -30 for the number of barrels in the weapon, and -72 for the range, giving a chance to hit of 78%. Finally, the grenade launcher fires 2 grenades modified by -30 as before, -96 for range, and -5 for each shot of semi-automatic fire, giving 49%, and 44%.

A roll of 00 is always a miss, as normal, but in the case of a combi-weapon, this result also indicates that the weapon has jammed. Combi-weapons are prone to jamming due to their rather unlikely construction. Once jammed, none of the barrels can be used. If a character spends an entire turn unjamming his weapon (no other actions allowed), there is a 50% chance of success – roll a D6: the weapon is unjammed on a roll of 4, 5 or 6. A result of 1 means the weapon is permanently damaged and cannot be repaired. Jammed weapons which are not permanently damaged can be unjammed automatically after the game encounter is over.

Note that Tech Gangs acquire a Combi-weapon in exchange for any one random roll on any Trading Chart. See the notes to *Chart 2* for full details.

CONVERSION BEAM PROJECTOR

Type: Heavy weapon (-5 Initiative)

Shots & ammo: 1/power pack

To hit modifier: -2/inch

Damage Chart: see below

Conversion beam projectors are commonly known as 'beamers'. They project a beam of radiation which can energise solid matter, causing the first solid object in its path to fragment in a burst of explosive energy. Conversion beamers can only be used when they are absolutely stationary. Any attempt to use them while moving would cause beam interference resulting in the weapon itself exploding. In fact, beamers have built-in safety mechanisms which automatically shut down the beam generation cell while they are moved.

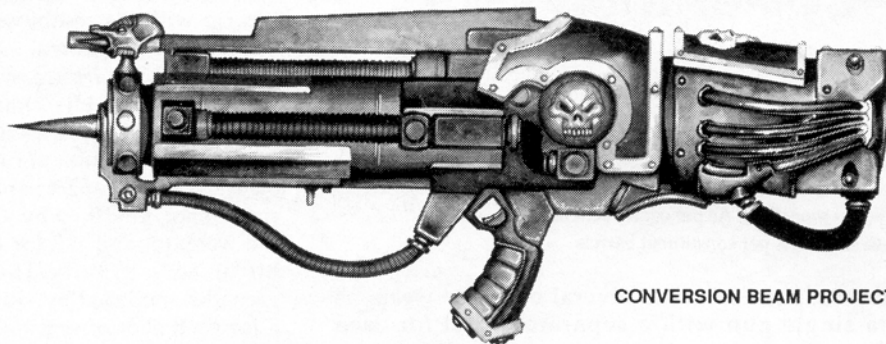
The potency of the weapon varies according to the range. Unlike most weapons, however, it becomes more powerful at longer ranges. At the same time, the beam gradually diverges as the range increases. The beam is 10% as wide as the target range. At 20" range, the beam is 2" wide, at 40" range the beam is 4" wide, and so on.

To fire a beamer, trace a line of sight to the intended target. Roll to hit as normal. If the score indicates the target is hit, the beam is on target. Draw a line of sight to the target with tape and check that the diverging beam does not hit some other object or character in between the firer and target. The beam automatically

CONFRONTATION WEAPONS

hits the first thing in its path. Once the beam has struck something its energy is dispersed and the beam cuts out.

If the score indicates a miss, the player should place a ruler behind the target, and at 90° to the line of sight. Now roll a D10 and count this many inches to the right of the target. Roll a second D10 and count this many inches to the left of the target. This indicates the new target point lying along the straight edge and either side of the original target. Trace the path of the beam as before from the firer to the new target point. The first object in the beam is automatically hit. It is possible for the beam to go off target and yet still hit the original target if the beam is wide enough. It is not possible, however, for a beamer to miss its target and fail to explode altogether. If it fails to hit anything at the target range, simply extend the line of fire until it hits something or until maximum range (80m/40") is reached.

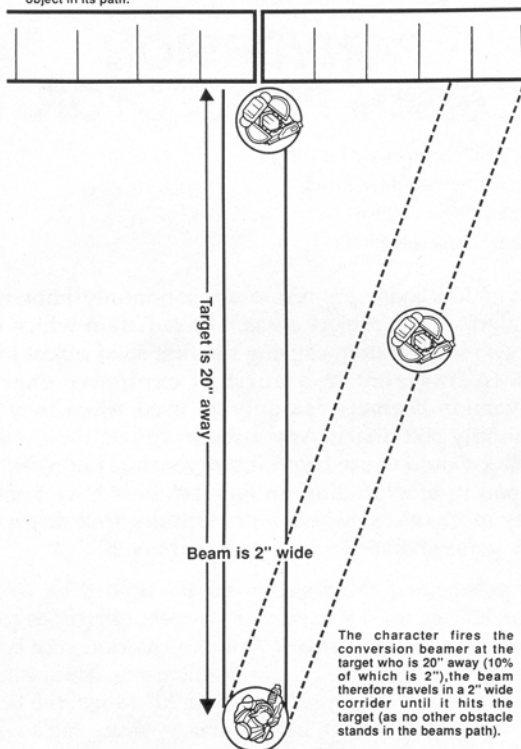


CONVERSION BEAM PROJECTOR

Range	Damage Chart	Range	Damage Chart
0-10m	1	30-40m	4
10-20m	2	40-50m	5
20-30m	3	50m+	6

Beamers are powered from a standard power pack. A single shot uses up 50 power points, so a fully charged power pack gives enough energy for 1 shot only. The weapon will automatically eject used power packs once they are spent.

If the to hit roll is a miss place a ruler behind the target at 90° from the line of sight. Roll two D10 to find where the shot ends up. For example a roll of 3 indicates that the shot deviates 3" to the left. The next roll is an 8 indicating that the shot deviates 8" back to the right. The beam therefore ends up 5" to the right of the target, and travels in a straight line in the new direction until it hits the first object in its path.



No armour provides protection from a hit by a conversion beam so there is no need to check for penetration, simply proceed straight to damage calculation. The damage caused varies with range. The chart opposite shows the appropriate damage chart to use according to range.

DISTORTION CANNON

Type: Heavy (-5 Initiative)

Shots & ammo: 1 shot/10 power packs

Fire modes: single shot

To hit modifier: -2/inch

The distortion (or 'D') cannon is an unusual and lethal weapon developed by the Eldar from warp space technology and is sometimes called a 'warper' as a result. The weapon works by shifting its target out of the material universe and into warp space. It is a large, heavy and cumbersome weapon, ideally suited to attacks on buildings and other large constructions.

D-cannons are heavy weapons. They are powered from standard power packs, but use up 500 power points every time a shot is fired, and so require 10 power packs. Each power pack must be loaded into the D-cannon individually. Used power packs are automatically ejected.

When fired, the weapon emits a low droning noise which builds in pitch and intensity to a high-pitched shriek before spewing a beam of impenetrable blackness towards its target - a momentary rift between real space and the warp.

When firing the D-cannon, nominate the target point and roll to hit as normal. If the target point is hit, position a 2" radius circular template with its centre over the target point to represent the warp area. Any models whose bases are wholly within the area are temporarily transported into warp space for a few moments before their corpses rematerialise. Warped characters are always killed immediately; even if they are not torn apart, the shock to the system is too great

for anyone to survive. Many warped casualties are horribly mangled by the warping process, which can churn their biological structure, clothes and equipment into an unrecognisable protoplasmic blob. Terrain features in the warp area are similarly affected, and should be regarded as destroyed. Building walls hit by a D-cannon are breached and destroyed, while vehicles which are even partially hit are damaged beyond repair.

Models whose bases lie only partially within the warp area may either be warped and destroyed, or caught by the secondary effect of spatial movement, moving them several metres from their current position. Roll a D6 for each model.

D6	Result
1	Warped and killed
2-4	Moved D6" in a randomly determined direction
5-6	Moved 2D6" in a randomly determined direction
Any model moved into the same area as a vehicle, another character, or any solid object is destroyed instantly. Any character moved into by a displaced model is killed, and any vehicle is damaged beyond repair.	

If a model is displaced 2D6" and the result is a double, the model is displaced vertically as well as horizontally. Roll a D6 to determine whether the displacement is up or down.

D6	Result
1-3	Into the air
4-6	Below ground

Models displaced into the air immediately fall to the ground, taking an automatic randomly located hit on Damage Chart 5. Any model immediately below the falling character also takes an automatic hit on Damage Chart 5, but any hit to the legs is considered to strike the head.

Models displaced below ground are killed automatically. The resulting collision of matter causes an explosion resulting in a crater 1" in radius. Any scenic features above are destroyed, and any model within the crater area takes an automatic randomly located hit on Damage Chart 5.

If a D-cannon misses its target point, the shot automatically deviates by D6" in a random direction. The template is repositioned and casualties worked out as described above.

FLAMERS

HAND FLAMER

Type: Pistol

Shots & ammo: 1 shot flame chemical canister

Fire modes: single-shot

To hit modifier: -12/inch

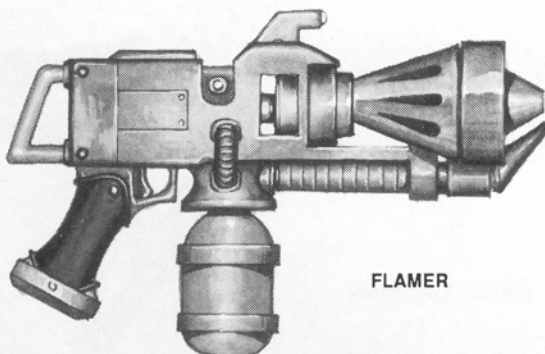
Penetration modifiers:

Range: 0-2.5": +10%, 2.5-5": -10%, 5"+: -50%

Armour: Primitive and Physical: +0, Energy: +20, Cover: +10

Damage Chart: 2

Flamers can be either pistols or basic weapons. They are compact, highly efficient flame-throwers projecting a self-igniting chemical which adheres to the target and continues to burn until extinguished. The canister of chemical is fitted into an armoured jacket to protect it from stray hits, but even so it is a volatile and highly dangerous material.



FLAMER

FLAMER

Type: Basic (-3 Initiative)

Shots & ammo: 5 shots/flame chemical canister

Fire modes: single-shot

To hit modifier: -6/inch

Penetration modifiers:

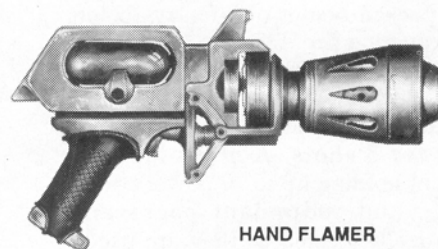
Range: 0-2.5": +10%, 2.5-5": +0, 5-10": -25%, 10-25": -50%

Armour: Primitive: +10, Physical: +10, Energy: +50, Cover: +20

Damage Chart: 2

Flamers are basic weapons requiring two hands to use. The flame chemical is contained within a canister, providing enough chemical for 5 shots.

Hand flamers have a shorter range than their bigger cousin. They have a built-in fuel supply good for only one shot, and must be refuelled from a standard flame canister, taking 1 action.



HAND FLAMER



MARTIN MCKENNA

Lascannons are large, cumbersome, but extremely powerful weapons ideally suited to taking out vehicles and buildings. A single shot uses 50 power points, so a standard power pack provides enough energy for only 1 shot. A laser cannon is capable of holding up to 10 power packs at once, and redundant packs are automatically ejected as they are used. Fresh power packs may be loaded in as used ones are ejected (4 actions).

Lasguns are standard issue to the Imperial guard. They are cheap, mass-produced weapons noted for their reliability. A standard power pack contains sufficient energy for 50 shots.

Las pistols are compact, highly efficient and very versatile weapons. A standard power pack contains sufficient energy for 50 shots.

Multi-lasers pack a combination laser chamber capable of firing very rapidly. Multi-lasers are very good at taking out closely packed bodies of infantry, or for giving covering fire. Like the lascannon, a multi-laser is a heavy, cumbersome weapon. Each shot uses 10 power points, so a power pack provides sufficient energy for 5 shots. A multi-laser is capable of holding up to 10 power packs at once, and redundant packs are automatically ejected as they are used. Fresh power packs may be loaded in as used ones are ejected (4 actions).

LAUNCHERS

GRENADE LAUNCHER

Type: Heavy (-5 Initiative)

Shots & ammo: 40 grenades/magazine

Fire modes: single-shot or semi-automatic (-5 x shot number to hit)

To hit modifier: -8/inch

Penetration modifiers: varies with type of grenade

Damage Chart: varies

MISSILE LAUNCHER

Type: Heavy (-5 Initiative)

Shots & ammo: 5 missiles

Fire modes: single-shot

To hit modifier: -4/inch

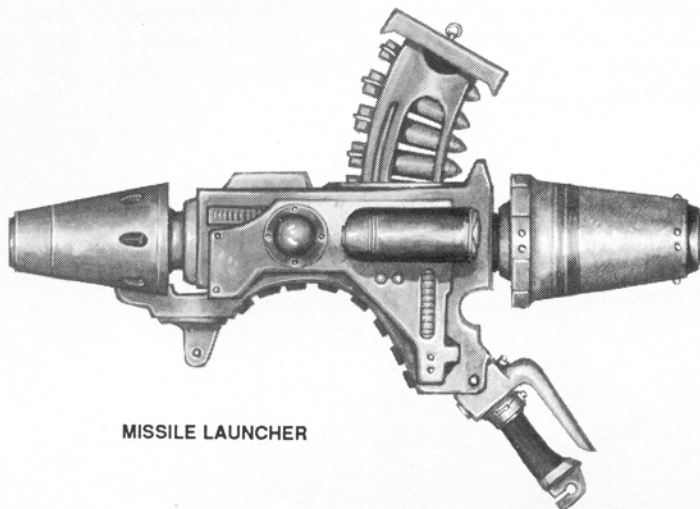
Penetration modifiers: varies with type of missile

Damage Chart: varies

There are two basic types of launcher: the missile launcher and the grenade launcher. Special rules for both types are given in the section on Grenades and Missiles. In addition, any basic weapon (a bolter for example) may be fitted with an auxiliary grenade launcher as described below.

Grenade launchers are heavy weapons. They are designed to fire micro-grenades, and will not accept the larger normal grenade types used for melta-bombs, psyk-out, and vortex grenades. Grenade launchers utilise a magazine divided into 4 separate compartments. Each compartment holds 10 grenades, and normally these will be of the same type. The shooter can switch from one compartment to another, taking 1 action to make the change. A single grenade may also be loaded directly into the weapon's breech, taking 1 action.

Auxiliary grenade launchers are designed to fit onto a basic weapon, giving the firer the option of shooting grenades. These launchers are comparatively light, and so do not modify the user's initiative beyond the normal modifier applied to the basic weapon itself. It takes 1 action to switch between the basic weapon and the launcher. The auxiliary launcher fires the same sort of grenades as a normal launcher, but is fed from a



MISSILE LAUNCHER

single magazine holding 5 grenades. These are usually of the same type, but can be different. If different types are loaded, the loading order must be noted down; the grenades may only be fired in this order. Grenades may not be individually breech loaded into auxiliary launchers, as is the case with normal grenade launchers.

When firing grenades, use the penetration modifiers appropriate for grenade launchers and the specific grenade type.

Unlike combi-weapons, auxiliary launchers provide extra fire-power without compromising the accuracy or weight of the basic weapon. The firing modifiers applied to combi-weapons do not apply.

Missile launchers are usually shoulder-mounted heavy weapons. They are designed to fire small, self-propelled missiles carried in a missile magazine which may be loaded with up to 5 missiles at once. If several missile types are loaded, the player must right down the loading order. The missiles are only available for firing in this order. Use penetration modifiers appropriate to the missile type.

MELTAS

MELTA GUN

Type: Basic (-3 Initiative)

Shots & ammo: 10 shots/power pack

Fire modes: single-shot

To hit modifier: -6/inch

Penetration modifiers:

Range: 0-2.5": +40%, 2.5-5": +15%, 5-10": -5%, 10-25": -75%

Armour: Primitive: +50, Physical: +50, Energy: -20, Cover: +50

Damage chart: 4

MULTI MELTA

Type: Heavy (-5 Initiative)

Shots & ammo: 5 shots/power pack (holds 10)

Fire modes: single-shot

To hit modifier: -4/inch

Penetration modifiers:

Range: 0-22.5": +50%, 2.5-5": +25%, 5-10": +0, 10-25": -25%, 25"+: -75%

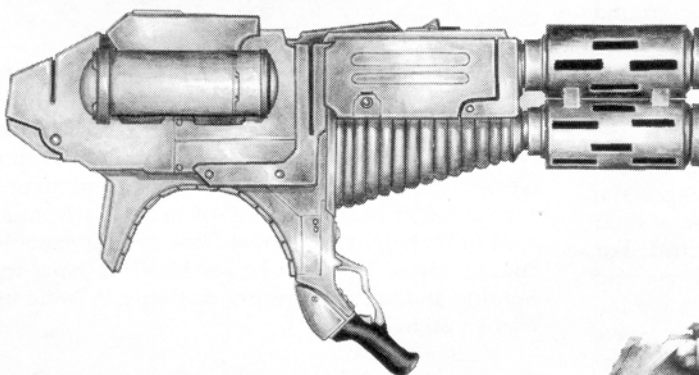
Armour: Primitive: +75, Physical: +75, Energy: +10, Cover: +75

Damage Chart: 5

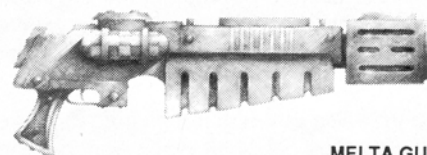
Melta guns fire a blast of concentrated thermal energy, created by sub-atomic agitation of the air, literally melting their target. Although short ranged, these weapons are very deadly. Many individuals regard the melta gun as the safe alternative to the plasma weapon, as its effects are similar and it is far less dangerous to its user. The weapons are basically silent when fired, apart from a very distinctive hiss which becomes a roaring blast as the moisture content of the air and the target is vapourised explosively.

The basic version of this weapon - known variously as the Melter, Cooker, or Vape gun - is designed to be fired with two hands and powered by a single power pack containing sufficient energy for 10 shots, each shot expending 5 power points.

Multi-meltas - or thermal cannon - are military weapons designed for melting away large, densely packed formations. The possibilities for crowd and riot control have not gone unnoticed on Necromunda, where support for factory revolts is often seen to melt away very quickly indeed. A single shot expends 10 power points, so a power pack contains enough energy for 5 shots. A multi-melta is capable of holding up to 10 power packs at once, and redundant packs are automatically ejected as they are used. Fresh power packs may be loaded in as used ones are ejected.



MULTI MELTA



MELTA GUN

A flamer hit which penetrates its target will cause damage immediately, and will continue to cause damage at the beginning of each successive turn sequence until it is extinguished. The victim may do nothing other than attempt to beat out the flames, which he will successfully do on the D6 roll of a 6 made during his turn. While rolling around beating out the flames, the model will move at walking pace in a random direction. Any friendly models within half an inch may help the victim during their own turn, providing they end their turn within half an inch of the afflicted model and do nothing else during the turn other than move. Each helper will extinguish the flames on the D6 roll of a 5 or 6, but will catch fire himself on the roll of a 1 and will then take damage as if hit by a flamer.

A single flame canister contains enough chemical for 5 shots.

GRAVITON GUN

Type: Basic (-3 Initiative)
Shots & ammo: 1 shot/power pack
Fire modes: single-shot
To hit modifier: -2/inch
Damage Chart: See below

The graviton gun was originally developed as a tool for use in low gravity environments and for demolition. It uses the same basic gravitic reaction principle used to propel such vehicles as the Imperial Land Raider. When fired, it emits a bass, rumbling noise which builds in a steady crescendo as the weight-distorting rays affect the air pressure in front of the weapon causing the air molecules themselves to vibrate.

Any target hit by a graviton gun becomes very, very heavy! The effects last for a few hours – certainly throughout the duration of a normal game. If necessary roll a D6 to establish the number of hours of effect.

An individual hit by a graviton gun falls to the ground and is unable to move or do anything, not even speak! Individuals falling from a height must roll a dice and add +1 for every metre fallen. If the score is 6 or more, roll on Damage Chart 4.

Aerial targets hit by a graviton gun will fall out of the sky and crash, destroying them totally. Moving aerial targets will crash in a position as far in front of their current position as they are from the ground. For example, a model 10m in the air will dive down and land in a position 10m in front of its position when hit. Any character directly hit by a falling target may take a reaction roll to get out of the way. If this is failed the character is killed.

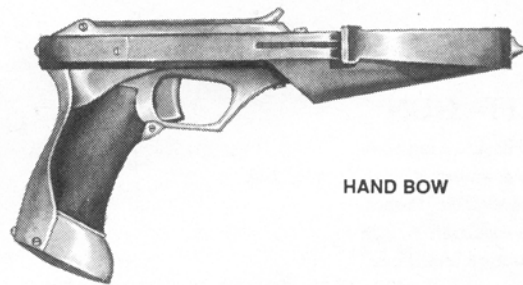
A vehicle hit by a graviton gun will not be able to move again until the effect wears off. If hit when moving, the vehicle will skid to face in a random direction. If moving faster than 10m (5") per turn when hit, the vehicle will skid as above, and then move a further 1m for every full 10m of speed before coming to a halt.

HANDBOW

Type: Pistol
Shots & ammo: 1 arrow
Fire modes: single-shot
To hit modifier: -8/inch
Penetration modifiers:
Range: 0-2.5": +0, 2.5-5": -5%, 5-10": -20%, 10-25": -40%, 25"+: -60%
Armour: Primitive: -10, Physical: -20, Energy: -20, Cover: -20
Damage Chart: 1

The handbow is a pistol-sized crossbow made from composite plastics and plasteel. Drawn by automatic servos, it is a powerful weapon indeed, considering its simple construction. Its chief advantage is that ammunition can be made from all sorts of commonly available materials, including scrap metal fragments, plasteel splinters, and even bone, all of which are in abundant supply in the hives of Necromunda.

The handbow fires a single shot and must be reloaded before it can fire again. Reloading and retensioning takes a single action.



HAND BOW

KNIFE

To hit modifier: -6/inch (when thrown)
Penetration modifiers:
Range: 0-2.5": -10%, 2.5-5": -20%, 5-10": -40%
Armour: Primitive: -20, Physical: -30, Energy: -10, Cover: -20
Damage Chart: 1

Even in the 41st millennium, with its proliferation of ultra high tech weaponry, no warrior worthy of the name would venture out without a trusty blade (or two). Knives are probably the commonest weapons on Necromunda and come in all shapes and sizes. They can be made from a variety of materials from simple steel to high-density adamantium with monomolecular cutting edges. They can be used both in hand-to-hand fighting and, as a last resort, to throw. A knife may be thrown up to 20m (10").



MARINE SCOUT KNIFE

LASER WEAPONS

LASCANNON

Type: Heavy (-5 Initiative)

Shots & ammo: 1 shot/power pack (holds 10)

Fire modes: single-shot

To hit modifier: -2/inch

Penetration modifiers:

Range: 0-2.5": +50%, 2.5-5": +25%, 5-10": +15%, 10-25": +0, 25"+: -10%

Armour: Primitive: +100, Physical: +100, Energy: +75, Cover: +50

Damage Chart: 6

LASGUN

Type: Basic (-3 Initiative)

Shots & ammo: 50 shots/power pack

Fire modes: single-shot or semi-automatic (-5 x shot number to hit)

To hit modifier: -4/inch

Penetration modifiers:

Range: 0-2.5": +10%, 2.5-5": +0, 5-10": -5%, 10-25": -15%, 25"+: -20%

Armour: Primitive: +15, Physical: +15, Energy: -5, Cover: -10

Damage Chart: 3

LASPISTOL

Type: Pistol

Shots & ammo: 50 shots/power pack

Fire modes: single-shot or semi-automatic (-5 x shot number to hit)

To hit modifier: -6/inch

Penetration modifiers:

Range: 0-2.5": +10%, 2.5-5": +0, 5-10": -10%, 10-25": -20%, 25"+: -40%

Armour: Primitive: +10, Physical: +10, Energy: -10, Cover: -20

Damage Chart: 2

MULTI-LASER

Type: Heavy (-5 Initiative)

Shots & ammo: 5 shots/power pack (holds 10)

Fire modes: semi- or fully-automatic (-5 or -10 x shot number to hit)

To hit modifier: -2/inch

Penetration modifiers:

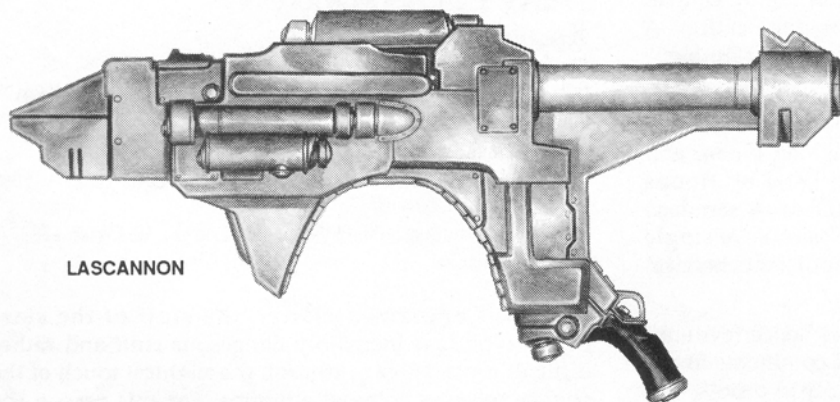
Range: 0-2.5": +40%, 2.5-5": +0, 5-10": -5%, 10-25": -15%, 25"+: -20%

Armour: Primitive: +30, Physical: +30, Energy: +10, Cover: +0

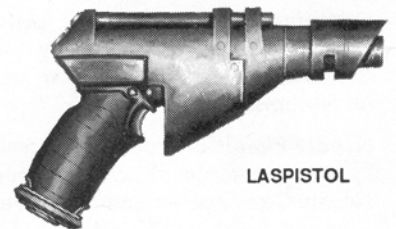
Damage Chart: 4

Laser weapons fire concentrated 'bullets' of energy. As a shot strikes solid matter its energy is released, causing an explosive reaction at its surface. Because of this, lasers are superficially damaging rather than penetrating weapons, although a laser hit to exposed flesh is often more dangerous than a hit from a projectile weapon. The most notable feature of the laser

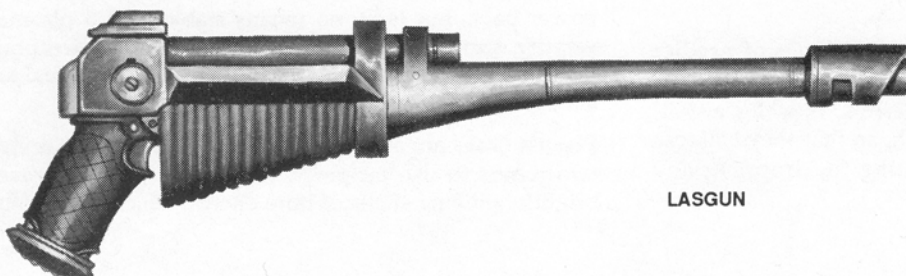
is its inability to pierce thick armour. Laser shots can also be weakened by intervening cover, as even thick leaf cover can release the shot's energy, considerably reducing its effect. The main advantage of the laser is that it is cheap to produce and easy to maintain, but more importantly, lasers are powered by rechargeable power packs.



LASCANNON



LASPISTOL



LASGUN

NEEDLERS

NEEDLE GUN

Type: Basic (-3 Initiative)

Shots & ammo: 50 shots/power pack + chemical canister

Fire modes: single-shot

To hit modifier: -2/inch

Penetration modifiers:

Range: 0-2.5": +0, 2.5-5": -5%, 5-10": -10%, 10-25": -15%, 25"+: -20%

Armour: Primitive: +0, Physical: -5, Energy: +0, Cover: -20

NEEDLE PISTOL

Type: Pistol

Shots & ammo: 50 shots/power pack + chemical canister

Fire modes: single-shot

To hit modifier: -8/inch

Penetration modifiers:

Range: 0-2.5": +0, 2.5-5": -10%, 5-10": -20%, 10-25": -40%, 25"+: -90%

Armour: Primitive: -5, Physical: -10, Energy: +0, Cover: -30

Needlers do not actually fire needles, but a sliver of chemical crystal which looks, to the naked eye, much like a tiny splinter of glass. Needle weapons carry a reservoir of liquid chemical in a pressurised capsule containing sufficient chemical for 50 shots. Propulsion is provided by vapour pressure activated by a tiny laser, itself powered by a power pack providing enough energy for 50 shots (a single shot expending 1 power point).

Needlers are silent weapons whose chemical needles are so fine they are not felt even when they hit exposed flesh. The chemicals are so fast-acting that only a few seconds elapse between the target being hit and suffering the effects. The chemicals used vary from deadly neuro-toxins to sedatives and intoxicants. Needlers are favoured by assassins, but not by combat troops because of their poor armour penetration. A needle can even be stopped by a thin layer of clothing.

Needle Guns are the rifle-sized, more accurate versions of the weapon. They are not popular amongst hive gangs (who on the whole prefer something louder and more obviously powerful) but it is used by troops recruiting for the factories or armed forces. A standard power pack provides energy for 50 shots. A single chemical canister may be fitted, with sufficient chemical for 50 shots.

Needle Pistols are easy to conceal and hence favoured by many assassins. The same general comments about Needle Guns' use and ammunition apply to pistols.

Needler Chemicals

There are three commonly available types of needler chemicals: neuro-toxins, sedatives, and intoxicants.

Neuro-toxins kill instantly. Victims' muscles are all relaxed on the point of the death, so that they collapse in a manner resembling a fainting fit, dropping any hand-held items as they fall.

Sedatives are indistinguishable from neuro-toxins in their effect, except that the victim falls into a deep coma lasting at least until the end of the game.

Intoxicants do not render a character clinically unconscious, but they have a comparable effect! The victim falls to the ground, his eyes glassy and vacant, his mouth fixed in an idiotic smile of bovine contentment. The model remains in this state until at least the end of the game.

PLASMA WEAPONS

PLASMA GUN

Type: Basic (-3 Initiative)

Shots & ammo: 5 shots/power pack

Fire modes: semi-automatic (-5 x shot number to hit)

To hit modifier: -4/inch

Penetration modifiers:

Range: 0-2.5": +0, 2.5-5": +25%, 5-10": +10%, 10-25": -25%, 25"+: -90%

Armour: Primitive: +25, Physical: +25, Energy: -10, Cover: +25

Damage Chart: 4

PLASMA PISTOL

Type: Pistol

Shots & ammo: 5 shots/power pack

Fire modes: semi-automatic (-5 x shot number to hit)

To hit modifier: -6/inch

Penetration modifiers:

Range: 0-2.5": +0, 2.5-5": +25%, 5-10": +10%, 10-25": -25%, 25"+: -90%

Armour: Primitive: +25, Physical: +25, Energy: -10, Cover: +25

Damage Chart: 4

HEAVY PLASMA GUN

Type: Heavy (-5 Initiative)

Shots & ammo: 1 shot/power pack (holds 10)

Fire modes: single shot or semi-automatic (-5 x shot number to hit)

To hit modifier: -2/inch

Penetration modifiers:

Range: 0-2.5": +0, 2.5-5": +30%, 5-10": +20%, 10-25": -10%, 25"+: -50%

Armour: Primitive: +30, Physical: +30, Energy: -10, Cover: +50

Damage chart: 5

Plasma is energized matter, the stuff of the stars themselves. It is incredibly dangerous stuff and rather difficult for the firer to control; the slightest touch of the trigger releases colossal energies. For this reason the weapon is designed to fire only in the semi-automatic mode. The plasma energizer is powered by a standard power pack, but is by no means stable, and a plasma weapon struck or knocked out of a hand by a weapon hit will explode inflicting damage on its carrier equal to a hit from the weapon at point blank range.

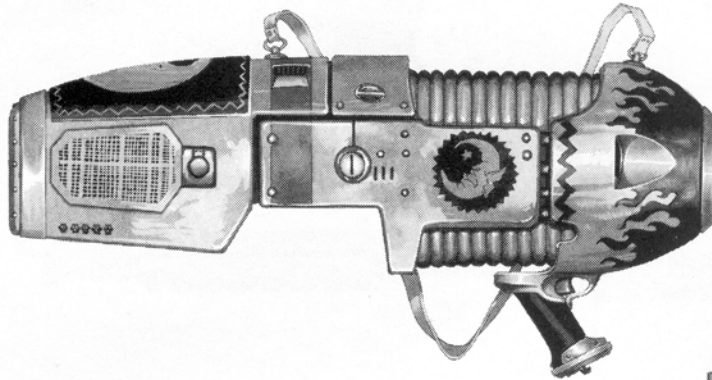
Plasma Guns are about the size of a bolt gun, requiring two hands to use properly. When fired, they release brightly glowing shells of pure energy which react with

the target to create miniature spheres of boiling nuclear energy. They are powered from a standard power pack. Each shot expends 10 power points, so a pack is good for 5 shots.

Plasma Pistols are smaller, handier versions of the weapon, but shorter ranged and less accurate. As with the larger version, each shot expends 10 power points, and thus its power pack contains sufficient charge for 5 shots.

Heavy Plasma Guns are the largest of this type of weapon and are correspondingly devastating. A single shot expends 50 power points, so a power pack provides sufficient energy for only a single shot. Up to 10 power packs can be loaded at once. Used power packs are ejected automatically. Fresh power packs may be reloaded as used ones are ejected.

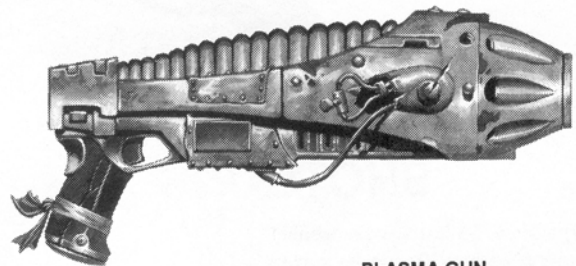
The heavy weapon is the only plasma gun able to fire in single shot mode.



ORK HEAVY PLASMA GUN
BELONGING TO THE BAD MOON CLAN



PLASMA PISTOL



PLASMA GUN

SHURIKEN WEAPONS

SHURIKEN CANNON

Type: Heavy (-5 Initiative)

Shots & ammo: 50 shots/magazine

Fire modes: single shot, semi-, or fully-automatic (-5 or -10 x shot number to hit)

To hit modifier: -2/inch

Penetration modifiers:

Range: 0-2.5": +20%, 2.5-5": +0, 5-10": +0, 10-25": -5%, 25"+: -10%

Armour: Primitive: +100, Physical: +75, Energy: +10, Cover: +50

Damage Chart: 4

SHURIKEN CATAPULT

Type: Basic (-3 Initiative)

Shots & ammo: 20 shots/magazine

Fire modes: single shot, semi-, or fully-automatic (-5 or -10 x shot number to hit)

To hit modifier: -4/inch

Penetration modifiers:

Range: 0-2.5": +10%, 2.5-5": +0, 5-10": -5%, 10-25": -10%, 25"+: -20%

Armour: Primitive: +75, Physical: +50, Energy: +0, Cover: +10

Damage Chart: 3

SHURIKEN PISTOL

Type: Pistol

Shots & ammo: 10 shots/magazine

Fire modes: single shot, semi-, or fully-automatic (-5 or -10 x shot number to hit)

To hit modifier: -6/inch

Penetration modifiers:

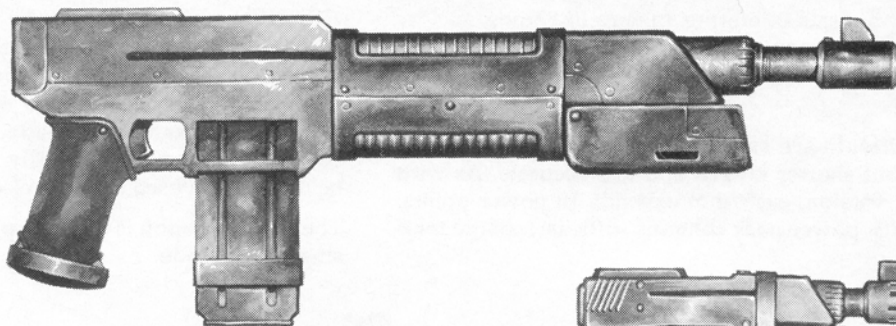
Range: 0-2.5": +10%, 2.5-5": +0, 5-10": -15%, 10-25": -30%, 25"+: -45%

Armour: Primitive: +75, Physical: +50, Energy: +0, Cover: +10

Damage Chart: 3

Shuriken weapons shoot a hail of very thin, razor sharp discs or stars by means of a gravitic reaction projector. The mechanism is very sophisticated compared to the simple laser or bolt gun, and is consequently more expensive to manufacture and maintain. Shuriken ammunition is also difficult to manufacture, as only the most advanced processes are capable of producing the monomolecular edge which enables the spinning disc to cut through armour. As a consequence of these disadvantages, shuriken weapons are manufactured in very small numbers in the Imperium, and most

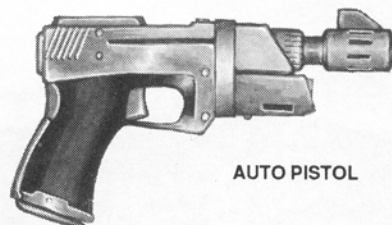
AUTO GUN



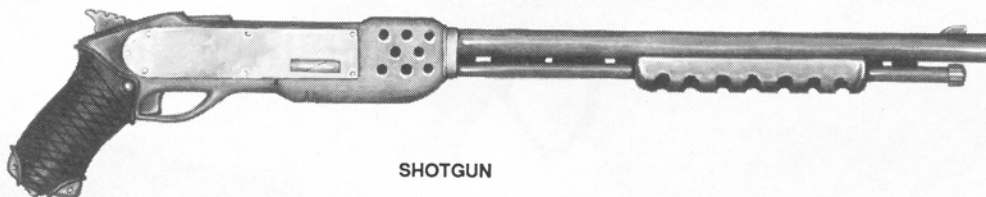
STUB PISTOL



AUTO PISTOL



SHOTGUN



SHOTGUNS

Type: Basic (-3 Initiative modifier)

Shots & ammo: 20 rounds/magazine (+1)

Fire modes: single shot

To hit modifier: -6%/inch

Penetration modifiers (see Range Modifiers Table for details of special ammo):

Range: 0-2.5": 0, 2.5-5": -5%, 5-10": -20%, 10-25": -40%, 25"+: -60%

Armour: Primitive, Physical, Energy, and Cover: +0

Damage Chart: 2 or by ammo type

Combat shotguns are potent weapons with threatening over-bored barrels. A size-adjusting collar mechanism in the breech enables them to fire ammunition of any calibre and type. They are extremely versatile, and can fire any of the special as well as standard conventional ammunition types. A shotgun magazine carries 20 shots, but the weapon can also be loaded with a single shot straight into the breech. This is a useful feature, as it allows a specific ammunition type to be selected for a particular shot.

STUBBERS

STUB GUNS

Type: Pistol

Shots & ammo: 20 rounds/magazine

Fire modes: single shot

To hit modifier: -6%/inch

Penetration modifiers:

Range: 0-2.5": +5%, 2.5-5": +0, 5-10": -15%, 10-25": -30%, 25"+: -45%

Armour: Primitive, Physical, Energy, and Cover: +0

Damage Chart: 2 or by ammo type

Stub guns are one of the easiest weapons to manufacture. A stub gun is a small, compact pistol, with a magazine carrying up to 20 shots. They fire only ordinary (and dumddum) bullets. Stub guns cannot fire any of the other special ammo types such as explosive or flechette.

HEAVY STUB GUNS

Type: Heavy (-5 Initiative)

Shots & ammo: 500 rounds/magazine

Fire modes: automatic (-10 x shot number to hit)

To hit modifier: -6%/inch

Penetration modifiers:

Range: 0-2.5": +10%, 2.5-5": +5%, 5-10": +0, 10-25": -10%, 25"+: -20%

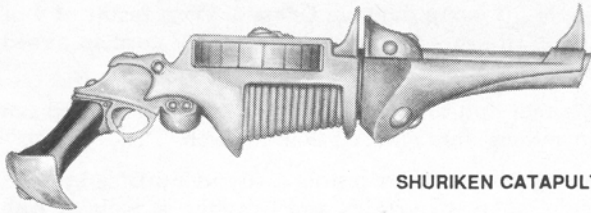
Armour: Primitive: +25, Physical: +25, Energy: +0, Cover: +25

Damage Chart: 3

The heavy stub gun is a much larger version of the stub gun. It is a heavy, automatic weapon which, like its smaller cousin, can only use ordinary (or dumddum) ammo. The weapon is fed by a 50-shot magazine.



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SHURIKEN CATAPULT

weapons of this kind are in fact of alien origin. Indeed, the best examples of this weapon are undoubtedly manufactured by the Eldar; human copies being regarded as imperfect imitations at best.

Shuriken Cannon are the largest and heaviest version of this type of weapon. Their magazine carries 50 shots and can be part loaded – 1 disc may be inserted into the magazine per action.

Shuriken Catapults are the standard version of this weapon, requiring two arms to use. The weapon's magazine holds 20 shots, and can be part loaded like the cannon.

Shuriken Pistols are only slightly less accurate than the larger catapult, but hold only 10 shots in their magazines. They can be part loaded in the same way as the larger weapons.

SLUG THROWERS

The tag 'slug throwers' has been applied to a range of weapons which all fire a solid shot, comparable to a twentieth century rifle. These bullets are generally made from metal, plastic or ceramite. Unlike twentieth century bullets, they have no case – the solid propellant is integral to the bullet itself. As well as ordinary ammunition, special flechette, dum dum, explosive and armour-piercing (AP) rounds are available. Except where specially noted, magazines and ammunition which will fit one weapon will fit any of the others too.

Flechette rounds are designed to fragment and spin in flight, producing a low velocity anti-personnel weapon. Damage is resolved on Damage Chart 4.

Dum dum rounds have flat tips which spread the point of impact and thus inflict lacerating wounds. It is easy to convert ordinary ammo to dum dum ammo by filing the end of a conventional round, and this is quite a common practice. For this reason, dum dum ammo is not included as a item for purchase, but a player may decide to file down as many conventional rounds as he wishes prior to taking his gang into combat, creating dum dum bullets as they are required. Damage is resolved on Damage Chart 3.

Explosive rounds are designed to explode on impact. Although less effective than bolt ammunition, this ammo type is still very dangerous against armoured and unarmoured targets alike. Damage is resolved on Damage Chart 3.

Armour-piercing shells, or AP, have adamantium tips designed to penetrate through armour. Damage is resolved on Damage Chart 2.

AUTO WEAPONS

AUTOCANNON

Type: Heavy (Initiative modifier -5)

Shots & ammo: 3 magazines with 50 rounds each

Fire modes: automatic (-10 x shot number to hit)

To hit modifier: -2%/inch

Penetration modifiers:

Range: 0-2.5": +40%, 2.5-5": +20%, 5-10": +10%, 10-25": +0, 25"+: -10%

Armour: Primitive: +100, Physical: +100, Energy: +25, Cover: +100

Damage Chart: 4 or by ammo type

The autocannon is an automatic, self-loading cannon firing a high-velocity hail of solid shells. It can be loaded with up to three magazines of 50 shots each. Only one magazine may be fired from during the turn, but it is possible to switch from one magazine to another (taking 1 action). Each magazine may be loaded with different ammo types, and magazines may be removed while others are left in place.

AUTO GUNS

Type: Basic (Initiative modifier -3)

Shots & ammo: 50 rounds/magazine

Fire modes: automatic (-10 x shot number to hit)

To hit modifier: -4%/inch

Penetration modifiers:

Range: 0-2.5": +5%, 2.5-5": +0, 5-10": -5%, 10-25": -10%, 25"+: -20%

Armour: Primitive: +10, Physical: +10, Energy: +0, Cover: +10

Damage Chart: 2 or by ammo type

Autoguns are comparable to 20th century automatic rifles in both appearance and operation. They are popular weapons, and widely regarded as a good alternative to a bolt gun. They can fire special ammo types, but only from pre-loaded magazines in the same way as auto pistols. The magazine carries 50 shots.

AUTO PISTOLS

Type: Pistol

Damage Chart: 2 or by ammo type

Shots & ammo: 20 rounds/magazine

Fire modes: automatic (-10 x shot number to hit)

To hit modifier: -8%/inch

Penetration modifiers:

Range: 0-2.5": +5%, 2.5-5": +0, 5-10": -20%, 10-25": -35%, 25"+: -50%

Armour: Primitive, Physical, Energy, and Cover: +0

The auto-pistol is a light-weight but bulky automatic pistol. It fires a rapid burst of bullets from its 20 shot magazine. Auto-pistols can fire special ammo types, but these must be pre-loaded into magazines. It is not possible to load a single shot directly into the breech as it is with a shotgun, for example.

WEBBERS

WEB GUN

Type: Pistol

Shots & ammo: 5 shots/canister

Fire modes: single shot

To hit modifier: -8/inch

Damage Chart: none or 6 (see below)

HEAVY WEBBER

Type: Heavy (-5 Initiative)

Shots & ammo: 1 shots/canister (holds 10)

Fire modes: single shot

To hit modifier: -4/inch

Damage Chart: none or 6 (see below)

Webbers are not designed to kill, but to enmesh their target in a web-like chemical net. Web chemical is contained in a canister fitted to the weapon, and sprayed over the target when the gun is fired. As the chemical reacts with the air, thousands of sticky strands momentarily expand before tightening and hardening, trapping the target.

Webbers are normally useless against buildings or vehicles, but can be used, however, to "weld" shut a door, window or similar-sized opening. A web can also be used to cover control panels, vehicle controls or any comparable surface, making it impossible to use. As a general guide, a web can cover an area up to 2mx2m.

Roll to hit the target in the normal way. If the target is hit, ignore any armour or cover, and check immediately

to see if the target panics. Roll a D6 – on a result of 3 or less, the target panics and the tightening web causes a single hit using damage Chart 6. On a result of 4 or more, the target keeps sufficiently cool to avoid struggling and suffers no harm.

Whether hurt or not, the target is immobilised, and can do nothing until released from the web.

Web guns are bulky pistols easily identifiable by their wide, splayed nozzles and canister of web. A web canister provides sufficient chemical for 5 shots.

Heavy webbers are different from the smaller web gun in that they project a far greater volume of web, forming a circular net 4 metres (2") in radius. The firer nominates a point as his target and fires as normal. If the shot hits, place an appropriate template with its centre over the target point. If the shot misses, it automatically deviates, move the target point D6" in a random direction. Whether the shot is on target or not, all models whose bases are wholly or partially within the area are 'webbed'. If the web falls over tall stones, masonry, steel girders or anything taller than a human target, it will constrict around the obstacle and cannot harm the characters underneath (although they may find themselves 'encaged').

Heavy webbers are heavy weapons designed for capturing large numbers of victims at once. They are very useful when it comes to crowd control. A heavy webber is capable of holding up to 10 chemical canisters at once, each providing sufficient chemical for one shot. Redundant canisters are ejected automatically, and fresh ones may be loaded in as used ones are ejected.



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WEAPON SUMMARY

WEAPON	AMMO	SHOTS	TYPE	FIRE MODES	DAM. CHART	MAX RANGE
Autopistol	Conventional	20/Magazine	Pistol	A	2	80"
Autogun	Conventional	50/Magazine	Basic	A	2	500"
Autocannon	Conventional	50/Magazine (3)	Heavy	A	4	1500"
Bolt Pistol	Bolt	15/Magazine	Pistol	S, SA	3	400"
Bolt Gun	Bolt	15/Magazine	Basic	S, SA	3	400"
Heavy Bolter	Bolt	15/Magazine (2)	Heavy	SA, A	3	400"
Conversion Beamer	Power Pack	1 shot/pack	Heavy	S	Varies w. range	40"
D-Cannon	Power Pack (10)	1 shot/10 packs	Heavy	S		500"
Hand Flamer	Flame Chem	1 shot/canister	Pistol	S	2	10"
Flamer	Flame Chem	5 shots/canister	Basic	S	2	25"
Graviton Gun	Power Pack	1 shot/pack	Basic	S		80"
Grenade Launcher	Grenade	40 grenades/magazine	Heavy	S, SA	Varies	600"
Hand Bow	Arrow	1 shot	Pistol	S	1	30"
Las Pistol	Power Pack	50 shots/pack	Pistol	S, SA	2	80"
Lasgun	Power Pack	50 shots/pack	Basic	S, SA	3	240"
Lascannon	Power Pack (10)	1 shot/pack	Heavy	S	6	2500"
Multi-laser	Power Pack (10)	5 shots/pack	Heavy	SA, A	4	600"
Melta-gun	Power Pack	10 shots/pack	Basic	S	4	25"
Multi-melta	Power Pack (10)	5 shots/pack	Heavy	S	5	240"
Missile Launcher	Missiles (5)	1 shot/missile	Heavy	S	Varies	1200"
Needle Pistol	Power Pack + chemical		50 shots	Pistol	S	80"
Needle Gun	Power Pack + chemical		50 shots	Basic	S	240"
Plasma Pistol	Power Pack	5 shots/pack	Pistol	SA	4	90"
Plasma Gun	Power Pack	5 shots/pack	Basic	SA	4	240"
Heavy Plasma	Power Pack (10)	1 shot/pack	Heavy	S, SA	5	1000"
Shot Gun	Conventional	20/Magazine	Basic	S	2	100"
Stub Gun	Conventional	20/Magazine	Pistol	S	2	30"
Heavy Stub	Conventional	50/Magazine	Heavy	A	3	400"
Shuriken Pistol	Shuriken	10/Magazine	Pistol	S, SA, A	3	60"
Shuriken Catapult	Shuriken	20/Magazine	Basic	S, SA, A	3	240"
Shuriken Cannon	Shuriken	50/Magazine	Heavy	S, SA, A	4	600"
Web Gun	Web Canister	5 shots/canister	Pistol	S	0/6	10"
Heavy Webber	Web Canister (10)	1 shot/canister	Heavy	S	0/6	240"

NOTES

S: Single shot SA: Semi-automatic A: Auto

Numbers in brackets (#) indicate the number of magazines, power packs or missiles that may be loaded at once. This is only given for weapons designed to accept more than 1 mag./pack/missile.

CHART 3

Lasgun, Bolt pistol, Boltgun, Heavy Bolter, Heavy Stub, Shuriken pistol, Shuriken catapult, Explosive ammo, Dum-dum ammo, Chainsword.

D100	Head	Body	Limb
01-10	Dead	Dead	Dead
11-20	Dead	Dead	Serious
21-30	Dead	Dead	Serious
31-40	Dead	Dead	Serious
41-50	Dead	Serious & Disabled	Serious
51-60	Serious & Blind	Serious	Serious
61-70	Serious	Serious	Serious
71-80	Serious	Serious	Light
81-90	Serious	Light	Light
91-00	Serious	Light	Light

CHART 4

Multilaser, Autocannon, Shuriken cannon, Plasma pistol, Plasma gun, Melta gun, Flechet ammo, Plasma grenades/missiles, Power sword, Power axe.

D100	Head	Body	Limb
01-10	Dead	Dead	Dead
11-20	Dead	Dead	Dead
21-30	Dead	Dead	Dead
31-40	Dead	Dead	Dead
41-50	Dead	Dead	Serious
51-60	Dead	Serious & Disabled	Serious
61-70	Serious & Blind	Serious	Serious
71-80	Serious*	Serious	Serious
81-90	Serious*	Light	Light
91-00	Serious	Light	Light

* and Blind if hit with a plasma weapon

CHART 5

Multimelta, Heavy Plasma Gun, Conversion Beamer, Crack grenades, Power Glove.

D100	Head	Body	Limb
01-10	Dead	Dead	Dead
11-20	Dead	Dead	Dead
21-30	Dead	Dead	Dead
31-40	Dead	Dead	Dead
41-50	Dead	Dead	Dead
51-60	Dead	Dead	Dead
61-70	Dead	Dead	Serious
71-80	Dead	Serious & Disabled	Serious
81-90	Serious & Blind	Serious & Disabled	Serious
91-00	Serious	Serious	Serious

CHART 6

Lascannon, Melta grenades, Melta missiles.

D100	Head	Body	Limb
01-10	Dead	Dead	Dead
11-20	Dead	Dead	Dead
21-30	Dead	Dead	Dead
31-40	Dead	Dead	Dead
41-50	Dead	Dead	Dead
51-60	Dead	Dead	Dead
61-70	Dead	Dead	Dead
71-80	Dead	Dead	Dead
81-90	Dead	Dead	Serious
91-00	Dead	Dead	Serious