

UNDERWORLD ELEMENTS

Version 2.0

- **Initial Resources:**

You have 1000 Throne Geld to spend on recruiting and arming your war band. You must have a minimum of 3 models.

- **Hired Guns:**

Underworld Element war bands may recruit up to 4 other Hired Guns.

- **Starting Experience & Skills:**

All fighters start with the following experience point totals. All nonConstruct Underworld members gain experience as normal. Underworld Elements gain the Underdog Bonus as normal.

Unit Type	NEC eq	XP
Leader	Leader	60+D6
Heavies	Heavy	60+D6
Gangers	Ganger	20+D6
Juves	Juve	D3

- **Territory & Income:**

Underworld Element war bands select territories and collect income exactly as described in the Necromunda rulebook. They receive the Giant Killer Bonus as listed.

Subversion Rating: 5
Investigation Rating: 5



• Special Rules:

All Underworld Element war bands may select Commlinks/Microbeads at +5 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

Underworld Connections: Underworld Element war bands get a 20% discount on the hire fee of Hired Guns. Do not take into account this cost's reduction to calculate the Rating Increase (Hiring Fee*5). Underworld Element war bands have access to all types & species of Hired Guns. Underworld Element war bands add +1 to the result of the Number of Rare Items they can get to a maximum of 3 during the trading sequence.

Additionally, Underworld Element war bands **must** select one of the following specialties upon creation. This specialty may not be changed or removed once selected. Please note that some specialties may have adverse effects when facing certain opposing war bands.

• **Smugglers:** *The war band is part of a smuggling ring which specializes in illegal, heretical, or Xenos weapons, equipment, and substances.*

The war band increases its Subversion Rating by +1. In addition to their normal equipment, Gangers, Heavies, and Leaders may select nonExotic Xenos weaponry and any drugs upon creation. One nonJuve model may be selected from a Xenos species. During the creation of the war band, one nonJuve and non leader model may take the Killer Reputation skill, increase the recruitment's cost of the selected fighter by 10 TG.

• **Pit Fighting Suppliers:** *The war band works to provide slaves, beasts, and equipment for the underground pit fights of its home world.*

In addition to their normal equipment, Juves may select Bionics, Implant Weaponry, and drugs at any time. The war band may also include up to 3 Beasts or Constructs at normal cost. During the creation of the war band, one nonJuve and nonleader model may take the Combat Master skill, increase the recruitment's cost of the selected fighter by 10 TG.

• **Mercenaries:** *The war band hires out its services to the highest bidder upon nearly any battlefield.*

The war band may select any nonExotic, nonImplant weaponry from the Expanded Armory. All Juves start with +1 BS or +1 WS. Mercenaries Juves costs + 10TG upon recruitment. During the creation of the war band, one nonJuve and nonleader model may take the Weaponsmith skill; increase the recruitment's cost of the selected fighter by 10 TG.

• **Bounty Hunters:** *The war band is a wellknown Bounty Hunter group.*

The war band increases its Investigation Rating by +1. The Bounty Hunter War Band may never hire or get a Bounty Hunter Hired Gun. Only Bounty hunters war band fighters possess the ability to capture enemy fighters, it does not extend to their Hired Guns. Constructs & Daemons cannot be captured. Bounty Hunters War Band may select "Web" weapons, and may have up to 1 "Web" weapon per 5 fighters within the war band. (Ex: A bounty Hunter war band has 11 Members, thus it has the right to own 2 Web weapons)...

... They are three ways to get captured a fighter:

- a) A roll on the Serious Injuries chart,
- b) A captured result in a HtH combat,
- c) A 'webbed' fighter at the end of a game that the bounty hunters won.

If a fighter from the Bounty Hunters war band takes out of action an enemy in a HtH fight, roll D6.

On a 14 nothing special happens. Follow the standard rules.

On a 56 the enemy fighter is considered tied up. Place a loot counter on the table where he was taken out of action to represent the captured fighter. Any fighter from the Bounty Hunters may carry the loot. Follow the standard loot rules. If at the end of the game, the loot counter is carried by a Bounty Hunter fighter, and then the enemy model is considered captured. In all other cases, follow standard rules for the enemy fighter taken out of action.

At the end of a game,

1. If both war bands hold captives then they must be exchanged on a one for one basis with their gear, starting with models of the highest value.
2. If there is no exchange, you can start negotiations, and thus ransom the captured fighters. There is no fixed value for ransoms, it's up to the players to negotiate deals on captives, their gear and how they are paid – either with TG, equipment, etc. If the players do not reach an agreement, the enemy war band must decide to attempt a rescue mission or not.

If yes, the captured fighter is held in the bounty hunter cells until the rescue mission is done.

If not, roll D6.

1.2. = The captured fighter is sold to Slavers.

The bounty hunters sell the captured fighter into slavery. The bounty Hunters add to their stash: (D6*5) Throne Gelds as well as the equipment. Remove the Captured fighter from the enemy roster.

3.4.5.6 = The Captured fighter is an Outlaw, and he is delivered to the Local Law Enforcement.

The bounty hunters bring the captured fighter in front of the law. The bounty Hunters add to their stash: (Total Xp of the captured fighter +D6*5) Throne Gelds.

NB: Captured fighters from Arbites/Expurgators as well as Puritan war bands are always sold to Slavers.

To find out what happens to a fighter who is turned over to the Local Law Enforcement roll a D6.

1. Sold into Slavery: The fighter disappears forever.
2. Fined: The fine value is set to his value in TG including the value of his weapons and equipment. His equipment is confiscated. His War band may free the fighter by paying his value in TG including the value of his weapons and equipment. All of his weapons and any equipment that is not physically part of him (bionics/lobo chip etc) are confiscated by the Enforcers/Arbites.
3. Fined: His value in TG including the value of his weapons and equipment. His War band may free the fighter together with his weapons and equipment by paying his fine.
4. Fined: D6x10 TG. His War band may free the fighter by paying his fine as above.
5. Fined or Sentenced: The War band may choose to free the fighter for D6x5 TG or let him serve his sentence in the pit, in which case he misses the next game.
6. Insufficient Evidence: Released immediately.

Fines must be paid out of the War band's stash before the War band's next game. If a player is unable or unwilling to pay the fine the fighter is sold to the slavers and never seen again. Only in the case of a 'Fined or Sentenced' result does the War band have the choice of paying or missing a game.

Recruitment

1 Leader									Base +100 TG
M	WS	BS	S	T	W	I	A	Ld	
-	+2	+2	-	-	-	+1	-	+2	

- **Species:** : Human, Abhuman Squat, Abhuman Untouchable, or Wyrd
- **Weapons:** The leader may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** The leader may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** The leader always counts as having a friend within 2. Additionally, friendly models within 6 of the leader may use its Leadership when taking any Leadership test.

0-3 Heavies*									Base +40 TG
M	WS	BS	S	T	W	I	A	Ld	
-	+1	+1	-	-	-	-	-	+1	

- **Species:** : any non-Astartes Human or Abhuman, Wyrd, Mutant
- **Weapons:** Heavies may select weapons from the HtH, Pistols, Basic, Special, Heavy, and Grenades list.
- **Equipment:** Heavies may select any equipment from the Armor, Gunsights, and Equipment lists.



2+ Gangers									Base +30 TG
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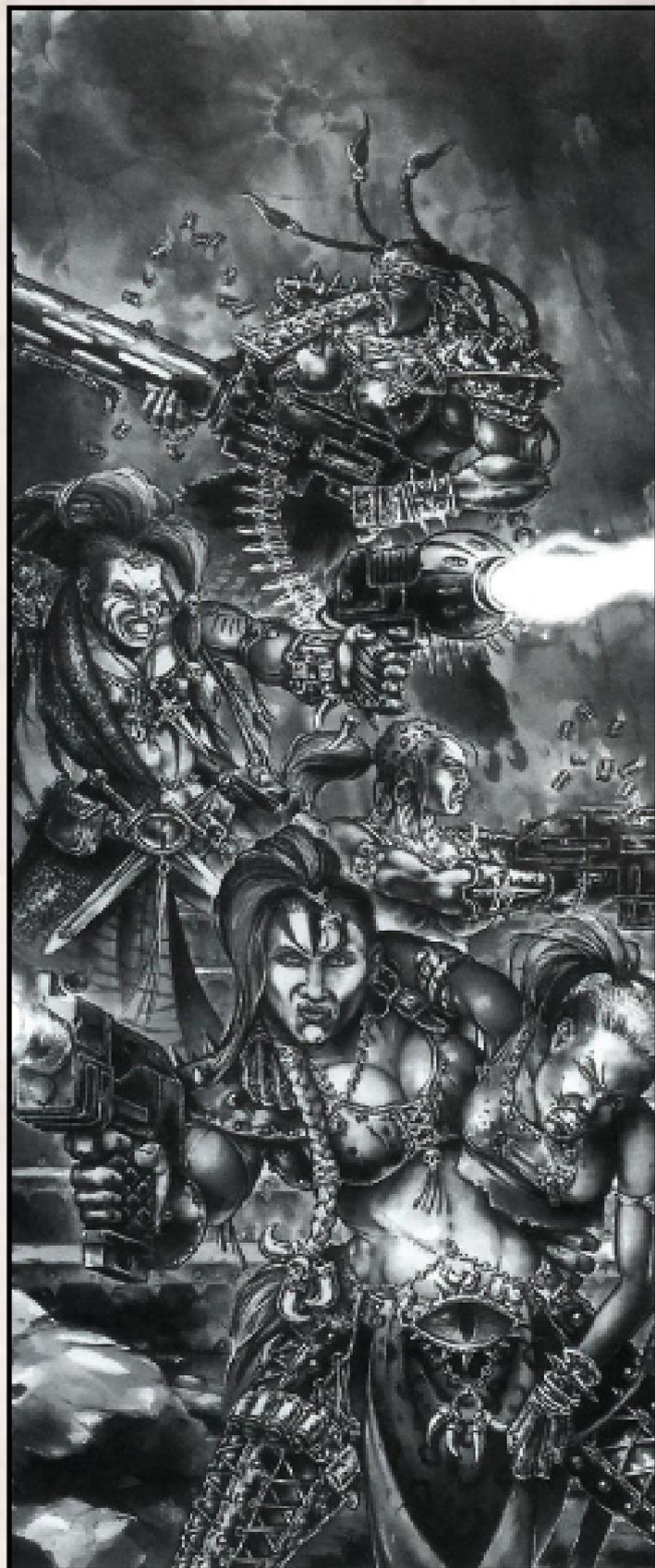
M	WS	BS	S	T	W	I	A	Ld
-	+1	+1	-	-	-	-	-	+1

- **Species:** any non-Astartes Human or Abhuman, Wyrd, Mutant
- **Weapons:** Gangers may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Gangers may select any equipment from the Equipment lists.
- **Special:** An Underworld Element war band must be made up of 50% Gangers. If the war band roster ever falls below this amount, the war band may recruit no other non-Ganger models until it reaches 50%.

0+ Juves									Base +5 TG
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M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	-	-	-	-	-

- **Species:** any non-Astartes Human or Abhuman (except Ogryns), Wyrd, Mutant
- **Weapons:** Juves may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** None.



Weapons & Equipment Lists

All costs are included within the armory

•Hand-to-Hand

Knife

Stiletto, Dirk

Throwing Knife

Sword

Club, Maul, Bludgeon

Chain, Flail

Massive Weapon

Chainsword

Chain-Axe

•Pistols

Autopistol

Stubber

Hand Cannon

Bolt Pistol

Laspistol

Hellpistol

Hand Flamer

Plasma Pistol

•Basic

Scatter Gun

Autogun

Lasgun

Las Carbine

Hellgun

Bolt Carbine

Bolter

Shotgun (Solid/Scatter)

Hunting Rifle

•Special

Flamer

Melta-Gun

Grenade Launcher

Plasma Gun

Long Las

Storm Bolter

•Heavy

Autocannon

Heavy Stubber

Heavy Bolter

Heavy Plasma Gun

Lascannon

Missile Launcher

RPG Launcher

Multi-Laser

•Grenade & Ammo

Frag Grenades

Krak Grenades

Photon Flash Grenades

Fire Bomb

Tox Bomb

Frag Missile

Krak Missile

Dum-Dums

Man-Stoppers

Overcharge Cell

•Armor

Light Armor

Flak Armor

Flak Armor (Enclosed)

Medium Armor

Medium Armor (Enclosed)

Heavy Armor

Heavy Armor (Enclosed)

•Gun-Sights

Red-Dot Laser

Telescopic Sight

Mono-Sight

IR Sight

•Equipment

Charm

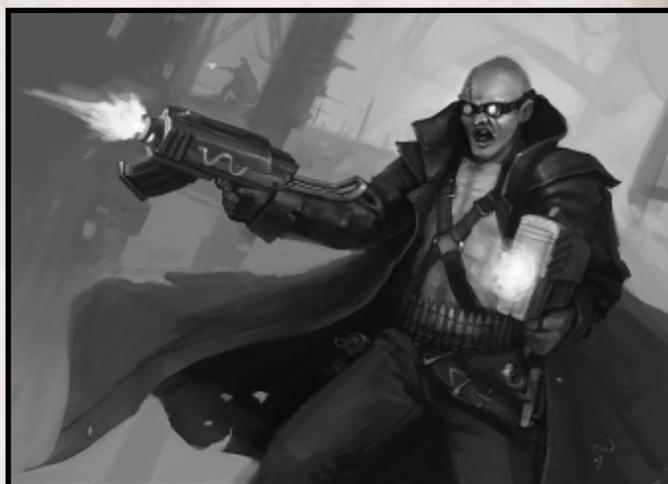
Clip Harness

Liquid Courage (One Use)

Photo-Contacts/Visor

Respirator

1. Not available to Recruits
2. Only available to Assassins
3. Only available to Tech-Adepts
4. Only available to Acolytes/Interrogator
5. Only available to Interrogators
6. Only available to non-Recruit psykers



	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Leader	X	X	X	X	X	X	X
Gangers	X	X	X	X	X	X	-
Heavies	-	X	X	X	X	-	X
Juves	X	X	-	-	X	X	-