

UNDERHIVE GANG KILL TEAMS

The Underhive is a dangerous place where people gather together into gangs so they can explore, travel and fight together. Those who join a gang are called gangers.

UNDERHIVE GANG SPECIAL RULES

The following special rules apply to all of the members of an Underhive Gang kill team.

Second rate gear: All fighters in an Underhive Gang kill team suffer a -1 penalty to ammo roll results.

USING UNDERHIVE GANG KILL TEAMS

An Underhive Gang kill team follows all of the normal rules, with the following exceptions:

- An Underhive Gang kill team consists of 3-15 models.

- In any missions that allow Ork Boyz kill teams to field additional models (such as the Raid or Hit and Run), add 2 to the random number of models that take part in the mission for an Underhive Gang kill team.

- Whenever an Underhive Gang kill team gains points to spend on resupply for completing a mission, expending a promethium cache, winning a mission with a Hidden Cache subplot or as a bonus for the Scavenger skill they gain D6x10 points for every 50 points that a kill team would normally gain instead.

- Points gained by an Underhive Gang kill team are not lost if unspent at the end of a Recruit or Rearm action, instead they are retained and may be spent during any subsequent Recruit or Rearm action.

GANG LEADER

	Kill Team Leader									Cost to recruit: 120 points
	M	WS	BS	S	T	W	I	A	Ld	
Gang Leader	4"	4	4	3	3	1	4	1	8	

Every gang needs a leader – the biggest, toughest and brightest fighter of the bunch. He keeps the gang in line and decides where to fight, when to recruit new fighters, and how to spend the gang's hard-earned stash.

Wargear: The gang leader has a combat blade and may be armed with weapons chosen from the Hand-To-Hand Weapons, Pistols, Basic Weapons, Special Weapons, Grenades, Miscellaneous Equipment, Armour and Ammunition lists.

GANGER

	Trooper									Cost to recruit: 50 points
	M	WS	BS	S	T	W	I	A	Ld	
Ganger	4"	3	3	3	3	1	4	1	7	

Gangers usually form the bulk of every gang. They are dependable and experienced fighters.

Wargear: All gangers have a combat blade and may be armed with weapons chosen from the Hand-To-Hand Weapons, Pistols, Basic Weapons, Grenades, Miscellaneous Equipment, Armour and Ammunition lists.

JUVE

	New Recruit									Cost to recruit: 30 points
	M	WS	BS	S	T	W	I	A	Ld	
Juve	4"	2	2	3	3	1	2	1	6	

Juves are inexperienced youngsters eager to join a gang and become fighters. They are poor fighters and unreliable, but with time they will improve and become valuable gangers.

Wargear: All juves have a combat blade and may be armed with weapons chosen from the Hand-To-Hand Weapons, Pistols, Grenades, Miscellaneous Equipment and Ammunition lists.

HEAVY

	Specialist									Cost to recruit: 60 points
	M	WS	BS	S	T	W	I	A	Ld	
Heavy	4"	3	3	3	3	1	3	1	7	

Heavies are heavily built or physically fit individuals well suited to lugging around heavy weaponry. They are also technically competent. This is a good thing because their weaponry requires constant repair and maintenance if it is to function properly.

Wargear: All heavies have a combat blade and may be armed with weapons chosen from the Hand-To-Hand Weapons, Pistols, Basic Weapons, Special Weapons, Heavy Weapons, Grenades, Miscellaneous Equipment, Armour and Ammunition lists.

UNDERHIVE GANG WEAPON AND EQUIPMENT LISTS

Ammunition

Dum-dum stub gun rounds.....	5 points
Man-stopper shotgun shells	15 points
Hotshot laser power pack	15 points
Toxic rounds*	20 points

* Can be purchased for needle pistols and sniper rifles only

Armour

Flak armour	5 points
Mesh armour	10 points
Carapace armour	20 points

Grenades

Photon flash flares*	20 points
Frag grenades.....	25 points
Melta bomb*	30 points
Krak grenades	40 points

* Gang leader or Heavy only

Miscellaneous

Clip harness	10 points
Photo-visor	15 points
Silencer*	20 points
Red-dot sight**	20 points
Telescopic sight***	20 points
Grapnel	50 points
Grav chute.....	60 points
Weapon reload	Half cost of weapon in points

* Can be purchased for stub guns and autopistols only

** Cannot be fitted to flamer, hand flamer or grenade launcher

*** Cannot be fitted to flamer, hand flamer, grenade launcher, meltagun or shotgun

Hand-to-Hand Weapons

Combat blade.....	5 points
Chain or flail	10 points
Assault blade (sword).....	15 points
Bludgeon	15 points
Massive axe/sword/club.....	15 points
Chainsword	25 points
Power sword*	50 points
Power axe*	50 points
Power maul*	50 points
Power fist*	85 points

* Gang leader or Heavy only

Pistols

Stub gun	10 points
Autopistol.....	15 points
Laspistol	15 points
Bolt pistol.....	20 points
Hand flamer.....	30 points
Needle pistol*	30 points
Plasma pistol.....	50 points
Web pistol*	75 points

* Gang leader only

Basic Weapons

Autogun	20 points
Shotgun	20 points
Lasgun	25 points
Boltgun	35 points

Special Weapons

Flamer.....	40 points
Plasmagun	80 points
Meltagun	95 points
Sniper rifle.....	80 points
Grenade launcher:	
... with frag grenades	85 points
... with krak grenades	100 points
... with both.....	125 points

Heavy Weapons

Heavy stubber	120 points
Autocannon.....	150 points
Heavy bolter	180 points
Lascannon.....	250 points
Plasma cannon	285 points
Missile launcher:	
... with frag missiles	175 points
... with krak	190 points
... with both	225 points

WEAPONS AND EQUIPMENT

HAND-TO-HAND WEAPONS

BLUDGEON

Simple primitive weapons are often used by juves, impoverished fighters and the hordes of mutant creatures that plague the Underhive.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-

Concussive: A fighter who goes down as a result of an Injury roll made for this weapon is automatically taken out of action, even if the wielder is fighting other opponents.

MASSIVE AXE, SWORD OR CLUB

A few unhinged individuals prefer to fight with a massive sword, club, metal bar, axe, hammer or some other large and unlikely implement.

Range	Strength	Damage	Save Mod.
Close Combat	As user +2	1	-

Two-handed: It requires two hands to swing a massive weapon, so it can never be used together with another weapon.

Draws: If the combat ends in a draw then the wielder's Initiative is halved when working out which fighter wins.

CHAIN OR FLAIL

A length of chain or a chain fastened to a metal bar is a dangerous and unpredictable weapon.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-

Flailing Attack: Enemy fighters cannot parry against a fighter that is attacking with a flail.

PISTOLS

AUTOPISTOL

The autopistol is a rapid-firing automatic pistol that is both easy to manufacture and simple to use, and are amongst the most commonly employed weapons in the Underhive.

- Range -		- To Hit -		Save	Ammo
Short	Long	Short	Long	Str. Dam. Mod.	Roll
0-8"	8-16"	+2	-	3 1	- 4+

HAND FLAMER

The compact nature of a hand flamer severely limits its effective range, yet it is all but impossible to miss with at point-blank range.

- Range -		- To Hit -		Save	Ammo
Short	Long	Short	Long	Str. Dam. Mod.	Roll
0-2"	2-4"	+3	+2	3 1	- 5+

Ammo roll: The hand flamer is required to take an Ammo roll each and every time it fires or is used in hand-to-hand combat.

NEEDLE PISTOL

The needle pistol or needler is a complex laser-powered weapon. Its tight laser beam carries a tiny toxic needle or dart which pierces the target's flesh to send its deadly poisons into their body. The laser carrier beam will dissolve or blow away armour or clothing and burrow into exposed flesh enabling the darts to penetrate more deeply.

- Range -		- To Hit -		Save	Ammo
Short	Long	Short	Long	Str. Dam. Mod.	Roll
0-8"	8-16"	+2	-	3 1	-1 6+

Silent: This weapon emits no noise, so doesn't need to test to see if the alarm is raised when used during missions such as The Raid.

WEB PISTOL

Web pistols are popular amongst the many cults and gangs of the Imperium, for they are easily concealed and can be used to entrap prized victims. The tough, sticky strands it hurls at its targets constrict on contact with air, throttling or suffocating those trapped in their cloying embrace.

- Range -		- To Hit -		Save	Ammo
Short	Long	Short	Long	Str. Dam. Mod.	Roll
0-4"	4-8"	-	-1	* *	* 7+

Webbed: If this weapon hits its target, the victim is automatically webbed – no rolls are made for wounds or injuries and no saving roll is allowed for armour. A webbed target can attempt to struggle free at the start of each of their turns. To do so, roll a D6 and add the model's Strength; if the total is 8 or more, the victim frees itself and may act normally that turn. If the total is less than 8 then the victim remains trapped and immediately suffers 1 wound (though armour saves may be taken as normal against this wound). Webbed fighters may not move under any circumstances, and may not shoot; if they are engaged in hand-to-hand combat, they can only ever roll one Attack dice and always count as encumbered.

STUB GUN

The stub gun, stubber or slugger is a primitive type of hand gun which fires solid bullets – usually one at a time. It is recognizable as a revolver or small automatic of the kind used since the twentieth century.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8"	8-16"	-	-1	3	1	-	4+

BASIC WEAPONS

AUTOGUN

The autogun is a rapid firing automatic weapon. Auto weapons are easy to manufacture and simple to use, and are amongst the most commonly employed weapons in the Underhive.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12"	12-24"	+1	-	3	1	-	4+

HEAVY WEAPONS

AUTOCANNON

The autocannon is a heavy automatic weapon- a larger and more powerful version of the autogun. It is a rapid firing high-velocity weapon capable of spitting out a hail of deadly shells.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-20"	20-40"	-	-	7	D3	-3	4+

Sustained Fire: 1 dice.

HEAVY STUBBER

This heavy and old-fashioned weapon is affectionately known as the 'big stubber'. It rattles off a hail of heavy bullets sufficient to stop a man in his tracks.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-20"	20-40"	-	-	4	1	-1	4+

Sustained Fire: 2 dice.

LASCANNON

The lascannon or laser cannon is the most powerful of the laser technology weapons available in the Underhive. It is a military weapon, made in the factories of the hive city for the armed forces of the Imperium.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-24"	24-48"	-	-	9	D6	-6	5+

PLASMA CANNON

The plasma cannon, or sun gun as it is known, fires energy shells of bright glowing plasma- matter in a superheated energised state.

Firing on low energy:

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-20"	20-40"	-	-	7	D3	-2	7+

Firing on maximum power:

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-20"	20-72"	-	-	10	D6	-6	7+

Blast: A plasma cannon creates an explosive burst over an area, and hence uses the small blast template.

Energy Levels: You can choose to shoot the plasma cannon on a low energy setting or maximum power. The profiles for each setting are different. A plasma cannon fired on maximum power is unreliable and may explode.

GRENADES

PHOTON FLASH FLARE

Also known as the flash bomb, Photon grenade or simply as a flare, this device explodes with a burst of intense light, blinding or stunning those nearby.

Large Blast: A photon flash flare emits a blinding flash over a wide area, and hence uses the large blast template.

Blinded: Enemy fighters that are hit by a photon flash flare suffer a -1 penalty to their WS and BS characteristics (to a minimum of 1) until the end of their next turn.

SPECIALISED EQUIPMENT

BLINDSNAKE POUCH

The Underhive natives milk venom from the albino blindsnake, mix the toxin with certain secret fungi, and place the resultant paste into a small leather pouch which is worn around the neck. The spirit of the blindsnake is said to watch out for bad spirits and to guide its owner in the darkness.

A fighter with a blindsnake pouch has a 4+ invulnerable save against shooting attacks.

GRAPNEL

The grapnel consists of a magnetic grapnel attached to a long wire which is fired from a small launcher.

A fighter can fire a grapnel in the shooting phase instead of shooting with a weapon. Choose the spot you wish to aim for, counting it as a small target, and roll to hit as for weapons fire. If you miss the target roll for scatter as for blast weapons. The magnetic grapnel sticks to the point indicated and this can be marked with a suitable counter. In its following Movement phase the fighter may winch itself to the position of the marker, and this counts as the model's move for that turn.

The grapnel may also be fired as a weapon with the following profile.

- Range -		- To Hit -		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-8"	8-16"	+2	+1	2	1	-	8+

GRAV CHUTE

The grav chute is a passive gravitic repeller which reduces the downward pull of gravity to a fraction of its normal strength. It enables the wearer to float from a great height and land softly, even from a fall of several hundred feet.

A fighter with a grav chute never suffers falling damage.

SILENCER

A silencer significantly reduces the noise and flash produced by a projectile weapon.

A silencer can be fitted to an autopistol or stub gun. A weapon equipped with a silencer emits no noise so when fired doesn't test to sound the alarm during missions such as The Raid.

ARMOUR

MESH ARMOUR

Mesh armour is a fabric-like material made from tiny cells of bonded thermoplas. The resultant mesh is light but very strong and can be fashioned into garments or used as a protective lining. Mesh absorbs physical blows or heat energy by becoming momentarily solid, effectively absorbing the energy of an attack to switch from one morpnic state to another. Repeated hits to the same area will tend to erode this effect and reduce the protective value of the mesh.

Armour Save: A fighter wearing mesh armour receives a 5+ armour save.

AMMUNITION

DUM-DUM STUB GUN ROUNDS

A stub gun can be loaded with dum-dum bullets. A supply of these hand-made bullets costs extra, but they are more powerful than standard ammunition.

A stub gun with dum-dum rounds receives +1 strength. However on a failed ammo roll the weapon automatically explodes.

MAN-STOPPER SHOTGUN SHELLS

This is a particularly heavy solid cartridge with a massive propellant charge. It is more powerful than a normal solid shot and more accurate at range. However, it is more expensive than an ordinary solid shot

A shotgun with man-stopper shells may choose to fire with the following profile in addition to other ammunition types.

- Range -		- To Hit -		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-4"	4-18"	-	-	4	1	-2	5+

UNDERHIVE GANG SPECIAL OPERATIVES

SCUM

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

Underhive Scum, or Scummers, prefer the carefree, wandering life of a mercenary to that of a ganger. They travel from town to town, making few friends or commitments, earning whatever easy money is around before moving on.

Wargear: A scum has a combat blade and two bolt pistols. He may also do any of the following:

- Exchange both bolt pistols for a plasma pistol and autopistol or laspistol.
- Exchange one bolt pistol for a hand flamer.

Checked past: Generate 6 advances for an Underhive Scum when you muster your kill team. Skills may be generated from the Agility, Shooting and Ferocity skill tables.

BOUNTY HUNTER

	M	WS	BS	S	T	W	I	A	Ld
Bounty hunter	4"	4	4	3	3	2	4	1	8

Bounty Hunters are amongst the toughest and most dangerous of all Underhivers. They survive in perilous conditions, living out in the wastes, pursuing outlaws and mutants through the ruins.

Wargear: All bounty hunters have a combat blade, bolt pistol with red dot sight, boltgun, chainsword, shotgun, man-stopper shotgun shells, photo-visior and mesh armour.

Highly skilled: Generate 3 advances for bounty hunter when you muster your kill team. Skills may be generated from the Agility, Shooting, Ferocity and Guerilla skill tables.

Capture: If an enemy fighter is taken out of action in hand-to-hand combat with a bounty hunter do not roll on the serious injury table for that fighter at the end of the game. Instead that fighter is automatically captured.

Claim bounty: Roll a d6 for every fighter captured by a kill team that contained a bounty hunter. On a roll of 6 the Bounty Hunter recognizes the fighter as a high value target. If that fighter is not rescued the player who captured the fighter receives 150 points to spend in their next Recruit or Rarm action instead of 2D6x10.

NATIVE SCOUT

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

The Underhive natives are the indigenous inhabitants of the Underhive. They know its ancient tunnels and labyrinthine passages far better than the Underhivers themselves.

Wargear: All native scouts have a combat blade, bludgeon, shotgun and blindsnake pouch. The native scout may choose to exchange his shotgun for an autogun or lasgun.

Expert scout: Generate 3 advances for native scout when you muster your kill team. Skills may be generated from the Agility, Combat or Stealth skill tables.

Guide: If a kill team contains a native scout that kill team can add or subtract 1 from the result to determine the mission type. If both kill teams contain a native scout the effect is canceled out.

Explore: If a kill team that contains a native scout wins a mission roll a D6 on a roll of 6 that kill team gains an additional promethium cache.

SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, Skitarii Rangers are skilled at both ranged and close combat, while Orks are ferocious and physically imposing.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and

specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills. When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

Skill types available								
SUB-FACTION	ROLE	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Stealth
Fanatics	Trooper	✓	✓		✓			
	Specialist		✓	✓		✓	✓	
	Leader	✓	✓	✓	✓	✓	✓	
Acrobats	Trooper	✓			✓			✓
	Specialist			✓	✓	✓	✓	
	Leader	✓	✓	✓	✓		✓	✓
Infiltrators	Trooper				✓		✓	✓
	Specialist			✓		✓	✓	✓
	Leader	✓	✓	✓	✓		✓	✓

Skill types available								
SUB-FACTION	ROLE	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Stealth
Brutes	Trooper	✓	✓			✓		
	Specialist	✓		✓		✓	✓	
	Leader	✓	✓	✓		✓	✓	✓
Expert Fighters	Trooper	✓	✓				✓	
	Specialist	✓		✓		✓	✓	
	Leader	✓	✓	✓	✓		✓	✓
Tech-Adepts	Trooper	✓		✓			✓	
	Specialist	✓		✓		✓	✓	
	Leader	✓	✓	✓	✓		✓	✓

