



New Rules - Special Characters

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I want to use Kal Jerico and Mad Donna, but how? How does my Van Saar find them in the Underhive? With the release of Underhive the rules for finding Special Characters from the old Outlanders have been left out, so here they are with some new flair...

'Oh yeah? Well I seen Bull Gorg shoot someone point blank when they was begging for 'is life, I did!'

'Yeah, right old man, and I'm an enforcer captain. Bull Gorg has no arms. They have all been replaced with those super powered chainswords,' remarked Slim as he finished cleaning glasses behind the Slippery Wild S bar.

A young punk in a trench coat slid up to the bar and ordered a glass of the establishment's best imitation wildsnake and paid with more than enough for the drink.

'Here's your snake and change kid.'

'Keep it.' The kid said. 'Tell Jerico the Kalavasis Corpse Hunters are looking for the edge in a grudge with the East Side Manhaters.' The kid finished his glass and slid back out the door.

Slim waited a few minutes then went over to the man sitting in the dark corner of the bar. 'Hey Jer' he started to say.

'I know Slim, I was watching.' Said Kal. 'Come on Scabs, we got a job to do tonight. Let's go have some fun.'

Special Characters are different from Hired Guns because their skills and characteristics are pre-set. This gives you an opportunity to buy individuals into your gang who have known capabilities. This means you can either improve one of the gang's specialties, like close combat or long range shooting, or alternatively make up for their particular shortcomings.

Like Hired Guns, Special Characters do not count as part of the gang for purposes of collecting income or anything else. Special Characters are equipped as listed in the profiles and may not use any other equipment. Special Characters do not gain experience and will not gain any additional advances, no matter what. However, Special Characters do benefit from a

gang's special items during games like Tunnels, Vents, Workshops, etc.

FINDING SPECIAL CHARACTERS:

During any post game sequence a gang's leader may attempt to seek out a Special Character to help their gang. The gang leader does this while trading at the trading post and therefore must be able to go to the trading post this post game sequence. No matter the status of the gang, lawful or outlaw, it is assumed that Special Characters will frequent a multitude of dives and reputable places.

The gang leader must spend 2D6 credits on drinks, rumors, bribes, and any other means necessary to find the Special Character. If the number rolled is a double (same number on each die) then the Special Character proves impossible to find this post game sequence. On any other result the Special Character hears something that peaks their interest and will approach the gang leader. The Special Character will then demand a down payment before they will fight alongside the gang for the first time and then will demand another payment after each game they fight in, including the first.

PAYMENT

Special Characters require special payment. This will vary from Special Character to Special Character. You will need to check the individual Special Character's entry for their individual payment listing. Most will demand a random number of credits. This amount must be paid before the character will fight for the gang and after each game he or she participates in after the first. If a gang is unable to pay the amount demanded the Special Character will not fight in the next game, but will still be available in the future. Some Special Characters will also have special demands, which need to be met, and they will be listed separately.

MENTORS

Some Special Characters can sometimes help a gang for free if they are going up against a particularly tough opponent. For one reason or another the Special Character has been taking an interest in the gang's progress and every now and then he or she will lend a hand without asking for payment in return. Gangs do not have to find a Mentor first, the Mentor will know when he or she is needed and will find them.

If you have a painted model for a Special Character then you are allowed to roll at the start of the scenario to see whether or not the mentor will provide you with free help in the battle. You may only roll once per scenario to see if any Special Characters will help your gang out, not once for each painted Special Character you have in your collection. However; Special Characters will not help anybody in this way; each Special Character has a list of gang types he or she has an affinity for and may be willing to help – if you are not on the list he or she will not help you even just for the money. In addition, a Special Character will only help a gang out if they are seriously in trouble and likely to get their heads handed to them during the coming battle. In game turns this means that they will only help gangs that are at least 500-point underdogs for a scenario.

Refer to the table below to find the D6 roll required to gain free assistance from the Mentoring Special Character. Note that you must be the underdog to even attempt to get a Mentor to help you out. If you fail to roll the required number or greater then the Special Character does not help your gang out; however, you can still elect to pay him or her in the normal way). If you roll equal to or greater than the required number then the Special Character will help you in this scenario for free.

<i>Difference in Gang Rating</i>	<i>D6 ROLL</i>
0-499	Will not help!!!
500-749	6+
750-999	5+
1,000 or more	4+

THE ARCH ZEALOT OF THE REDEMPTION

STATUS: NEW RULES

The Arch Zealot is one of the most famous and feared Redemptionist Priests in the Underhive. He is a mystic, prophet, and prominent leader in the Redemptionist cause, living a solitary,

hermit-like existence. He constantly drifts from settlement to settlement preaching to Redemptionists and whipping them into a state of intolerant fury, which most invariably ends at the very least in a lynching, and more often than not, in wholesale slaughter and genocide.

The Arch Zealot's views are considered to be rather – um – extreme, even by his fellow priests. Some even venture to say he should be banished from the Redemption altogether. The Arch Zealot denounces all which voice such opinions as weak-willed traitors, and as such, his following amongst the common masses of Redemptionists is that those who argue with him either quickly recant or are lynched by angry mobs whipped into a blood frenzy by one of the Arch Zealot's rabble-rousing speeches.

M	WS	BS	S	T	W	I	A	Ld	Save
4	4	4	4	5	2	4	1	9	5+

WEAPONS: The Arch Zealot is armed with a flamer, stub gun, and a massive sword.

ARMOUR: The Arch Zealot wears Mesh Armour under his robes.

SKILLS: The Arch Zealot has the following skills: Jump Back (Agility), Nerves of Steel (Ferocity), and Parry (Combat)

EQUIPMENT: The Arch Zealot has the following equipment: Fuel Canister (see special rules below).

PSYCHOLOGY: The Arch Zealot is immune to all psychology tests except for 'hatred,' as the Arch Zealot hates everybody.

ALLEGIANCE: The Arch Zealot will only work for House Cawdor gangs or Redemptionist Crusades.

RATING: The Arch Zealot increases the gang rating of the gang hiring him by +325.

PAYMENT: Once the Arch Zealot is found his hiring fee is D6x10.

BOUNTY: There is a bounty on the head of the Arch Zealot in the amount of 325 credits.

SPECIAL RULES: The Arch Zealot has the following special rules:

Fuel Canister: The Arch Zealot's flamer is extremely well maintained and benefits from a huge canister of fuel on his back. Therefore, the flamer will never run out of ammunition and will never malfunction.

Rabble-Rouser: Any gang that includes the Arch Zealot will have been worked into a foaming blood lust before the battle by one of his famous speeches. The fighter's will never give up and will not stop fighting unless the Arch Zealot tells them to. This means that the gang will never have to make any bottle check rolls and can only voluntarily bottle out.

BONNIE ANNERSON

STATUS: NEW RULES

Bonnie Annerson was born in the now-forgotten settlement known as Sin-Sin Alley. She was a surprisingly beautiful child - (surprisingly because her parents were hard-working but slightly mutated spore miners). All was peaceful and the settlement was thriving . . . Then the Spyrers came. A hunting party of six up-hivers came searching for trophies and they tore through the settlement like a buzzsaw through raw meat (gruesome isn't it?). Bonnie watched in horror as a pair of Malcadons dropped from the rafters and eviscerated her parents. The only survivor, she was brought back to the Spyrers hideout to serve as bait. Webbed up by her head, the sadistic up-hivers waited for a worthy target. It was then that a Bounty Hunter drifter known only as "the Squint" strolled into the Spyrers camp and calmly picked them off one by one. He managed to free the little girl from the steely threads that bound her, but her face was permanently disfigured. As Bonnie had no parents or settlement to return to, the Bounty Hunter raised the girl himself, teaching the vengeful youth his trade. Since her mentor has passed on, Bonnie has matured into a driven woman who prowls the Underhive behind a mask of vengeance. Righting wrongs, punishing the lawless, and dispatching any Spyrer that dares cross her path, Bonnie uses her income and contacts with the Guilders to equip herself with awesome war gear to carry on her quest. One day, Bonnie hopes to use her deadly talents and her amassed fortune to cross the Wall and punish the uphivers that set her on this lonesome path. Bonnie is a steely-hearted avenger, bent on punishing the guilty and earning credits to wage her war on Spyrers.

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

WEAPONS: Bonnie Annerson is armed with a one-in-a-million boltgun and a one-in-a-million lasgun with hotshot power pack.

ARMOUR: Bonnie Annerson does not wear any armour.

SKILLS: Bonnie Annerson has the following skills: Fast Shot (Shooting), Parry (Combat), and Killer Reputation (Ferocity).

EQUIPMENT: Bonnie Annerson is equipped with filter plugs and photo contacts.

PSYCHOLOGY: Bonnie Annerson hates all Spyrers. All rules for hatred apply.

ALLEGIANCE: Bonnie Annerson will work for any law-abiding gang that will pay her fee. She may not be hired by Scavvies, Ratskins, Redemptionists, Spyrers, or any Outlaws.

RATING: Once hired into the gang, Bonnie Annerson adds +275 credits to the gang rating.

PAYMENT: Bonnie's services may be hired for a modest D6 x 10 credits. If the opposing gang is Spyrers she will lower her fee to D6 x 5 credits, so long as any Spyrers (including hunting rigs) are turned over to her instead of the guilders so she can "ask 'em a few questions!" Although desperate for credits, Bonnie will still offer her services as a Mentor. Especially if this entails taking down a gang of the hated Spyrers. If the opposing gang is Spyrers then the underdog may modify the Mentor roll by +1.

BOUNTY: There is no bounty on Bonnie Annerson because she is a sanctioned bounty hunter herself.

SPECIAL RULES: The following special rules apply to Bonnie Annerson:

Bounty Hunter: Bonnie Annerson is a fully sanctioned Bounty Hunter. She follows all rules for Bounty Hunters in the ORB.

Electoo Body Suit: Bonnie strides into battle clad in a skintight, iridescent body suit. This body suit is made of an interwoven mesh of crystal-stack polymers, also known as electroos. Before the shooting starts, Bonnie can trigger the electroos to radiate stored energy as a glittering halo of light. Along with dazzling opponents into slack-jawed inaction, the suit also makes all enemy shots at Bonnie incur a further minus one (-1) penalty due to the constant shimmering. As a side effect to this benefit, the constant glowing and sparkling of her Electoo Body Suit means Bonnie cannot hide.

Trigger Happy: This ability allows Bonnie to fire up to two basic weapons at the same time. As each weapon normally requires both hands, each shot suffers a minus one penalty. Note this skill can be combined with Fast Shot, for a total of four shots per turn (yikes!).

Rigorous Interrogation: In the event that Bonnie captures a Juve she will not turn them in like any other captives, but instead she will rigorously interrogate them. Any Juve that is captured by Bonnie automatically survives the ordeal and will gain an additional +D6 Experience points. This represents the battle knowledge and wisdom that can be gleaned from Bonnie as she tries to interrogate Juves and instill in them a burning hatred for all Spyrers. After the experience is rolled an additional D6 is rolled. On a result of '4+' the Juve also gains Hatred: Spyrers.

Spyrer Seeking Ammo: These specially modified bolt shells incorporate a tiny robotic brain, which "locks on" to signals given off by Spyrer hunting rigs. When Bonnie fires her boltgun at Spyrers you may ignore any cover modifiers. (Note: line of sight is still necessary to the target; Bonnie won't fire at hidden targets or targets that she otherwise cannot see).

BRAKAR – THE AVENGER, HE THAT RAINS DEATH

STATUS: NEW RULES

Where Brakar came from and how he ended up near to death in an isolated, forgotten tunnel in the Underhive is anybody's guess. If he had not been found by the members of a ratskin renegade gang he certainly would have died from his extensive wounds, but instead, they nursed him back to health. Although Brakar can speak and expertly operate the heavy stubber at his side, he cannot remember anything from his family.

M	WS	BS	S	T	W	I	A	Ld	Save
4	4	6	4	4	2	3	1	8	-

WEAPONS: Brakar is armed with the following items: Heavy Stubber, Bolt Pistol, and Knife.

ARMOUR: Brakar does not need armour.

SKILLS: Brakar has the following skills: Ambush (Stealth), Armourer (Techno), Dive (Agility), Infiltration (Stealth), Rapid Fire (Techno – Bolt Pistol), and Weaponsmith (Techno).

EQUIPMENT: none

PSYCHOLOGY: none

ALLEGIANCE: Brakar will only work with Ratskin gangs.

RATING: Brakar will increase the gang rating by 330 points.

PAYMENT: Brakar does not work for money. He will only help a gang as a mentor.

BOUNTY: There is a bounty of 330 credits on Brakar's head.

SPECIAL RULES: The following special rules apply to Brakar:

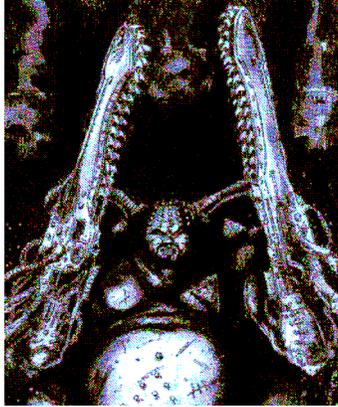
The Avenger: As noted above, Brakar does not work for money and can only be included in a Ratskin gang as a mentor. In addition, Brakar will not help Ratskin Renegades if they are fighting against other Ratskin gangs.

BULL GORG

STATUS: EXPERIMENTAL RULES

Bull Gorg was a famous pit fighter who led the greatest slave revolt the Underhive has ever seen. At the head of an army of ex-slaves he managed to capture the entire settlement of Dead End Pass and charged tolls on the traders and other traffic that passed through the town. Bull Gorg also outlawed slavery in his settlement and freed the prisoners in any slave train that happened to pass through. This angered the Guilders that ran the slave trains and they were eventually forced to send an army of mercenaries and cutthroats to attack the town. A traitor opened the settlement's gates and the guilder's 'army' sacked Dead End Pass. They stained the streets red with blood. Bull Gorg was captured and executed as a common criminal, his head stuck upon a spike and displayed as a warning against any that might challenge the Guilders' power.

Or was it really Bull Gorg? And yet...Rumors persist that Bull Gorg's execution was staged by the Guilders, and that Bull Gorg himself escaped and angrily stalks the Underhive to this day. Such stories are told only in whispers, for those that repeat them too loudly quickly draw the attention of the Guilders and either disappear or suffer a fatal accident. Still, the stories continue and now, most Underhivers believe that Bull Gorg is not only still alive, but will again one day return to Dead End Pass at the head of another army to take back what he once stole.



M	WS	BS	S	T	W	I	A	Ld	Save
4	7	3	4	4	3	6	3	9	5+

WEAPONS: Bull Gorg is armed with two turbo chainswords.

ARMOUR: Bull Gorg is protected by a refractor field. This refractor field provides an unmodified saving throw of 5 or 6 on a D6.

SKILLS: Bull Gorg has the following skills: Body Slam (Muscle), Combat Master (Combat), Iron Jaw (Muscle), and Killer Reputation (Ferocity).

EQUIPMENT: Bull Gorg is armed with a pair of specially built turbo chainswords. These are treated exactly like chainswords but have a strength of 5 and a save modifier of -2.

PSYCHOLOGY: Bull Gorg hates all Guilders and anybody working for them.

ALLEGIANCE: Bull Gorg will fight for any gang except Enforcers, Redemptionists, and Spyrers but only as long as they are not working for the Merchant Guilders at the time (i.e. he will not fight for a gang defending in a Caravan Scenario).

RATING: Bull Gorg will increase the gang rating by +375 points.

PAYMENT: Bull Gorg requires a payment of D6x15 credits unless the gang he is fighting for is attacking in the Caravan Scenario and then he will fight for free.

BOUNTY: There is no bounty on Bull Gorg because after all, the Guilders think they killed him already.

SPECIAL RULES: The following special rules apply to Bull Gorg:

Freedom Fighter: Bull Gorg hates slavery. If the gang that he is fighting for takes any prisoners then he will not allow them to be sold into slavery. Any captured fighters that are

neither rescued nor exchanged will be exiled to another hive and will not be able to rejoin their gang, but as they were not sold into slavery their captors do not gain any credits for them either. They are never heard from again and strike out on their own with only their equipment to keep them company.

Pit Slave Hero: Pit slaves regard Bull Gorg as a hero and the man that will eventually lead them to freedom. They will not attack him in any way and he, in return, will not attack them either. This does not stop Bull Gorg and opposing pit slaves from attacking other members of the other gang, but rather they will just not harm each other. In addition, any pit slaves on the same side as Bull Gorg can use his Leadership characteristic when they take any Leadership tests as long as he is not down or out-of-action.

DARK HEALER

STATUS: HOUSE RULES

'For the mere price of 50 credits I will heal your friend.'

'Nah, he is fine old man,' the Cawdor Juve said as he helped his fallen comrade along the alley.

'Suit yourself little boy. I will heal him for free if you simply grant me a small favor instead?'

The Juve thought it over. Although he was no redemptionist and he still believed in the Emperor, his buddy was not in good shape. He could be dead sooner than later, maybe even before they could get back to the hideout.

'Fine old man, but make it quick.'

The old man approached and used some salves and oils and chanted a little. The ganger coughed a few times, screamed, and then passed out. The Juve looked on astonished by what he had seen, but the gang was alive and his arm and chest were no longer mangled where he was shot by a heavy stubber, repeatedly.

'That was amazing old man,' exclaimed the Juve. 'So, what is this favor I owe you?'

'Nothing too much. Just your soul!' The old man calmly said as he chanted in a tongue the Juve could not understand.

The Juve tried to pull his hand flamer or knife but his reactions seemed to be slowing down. He thought he smelt burnt flesh or something as his mind started to fog over. He slumped to the ground as a smile came across the face of the Dark Healer. With a few more chants there was no trace of the Juve in the alley. The ganger came too and the Dark Healer helped him back

to the hideout where he had business with the Cawdor leader. Someone had to pay the 50 credits, didn't they?

Many a Necromunda Underhive dweller has heard those words, but what do they really mean? How can this medicine man truly do what he does? The answer is simple. Dark Magics. The Dark Healer is an infamous legend on Necromunda. He wanders the lower levels looking for victims. No one quite knows what or who he is, but only that he can heal your injuries for the right price. The Dark Healer is a devout follower of the chaos. He is also a wyrd and follows all rules for wyrds.

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

WEAPONS: The Dark Healer is armed with a sword and laspistol.

ARMOUR: The Dark Healer wears mesh armour.

SKILLS: The Dark Healer has no skills.

EQUIPMENT: The Dark Healer is equipped with a Bio Booster and Skull Chip.

PSYCHOLOGY: The Dark Healer is a minor daemon. He is immune to fear and terror and causes fear in all fighters, except Juves, who he will cause terror in.

ALLEGIANCE: The Dark Healer can be found by any gang using the Special Character Rules.

RATING: The Dark Healer will increase a gang's gang rating by +500 points.

PAYMENT: The Dark Healer requires a payment of D6x10 credits or the sacrifice of a fighter after the game. If a gang leader chooses the sacrifice option then they may alternatively hand over a captive after any rescue missions and bartering. If a captive is selected then the Dark Healer will fight for the gang again for free in defense of the Rescue Mission to protect his sacrifice and must be placed as one of the starting sentries. He is placed within 2" of the captive and only rolls random direction for facing, as he will not leave his prize alone. If the captive is freed and no captives are turned over then a random fighter from your gang (excluding heavies and the leader) mysteriously disappears and is crossed off the gang roster after placing all their equipment and weapons in the gang's stash.

BOUNTY: There is no bounty on the Dark Healer, but if he is captured or killed

immediately roll the serious injury. If the result is capture or killed only his weapons and equipment are found. The capturing/killing gang immediately places the weapons and equipment in their stash to use later. All other injury results yield an empty cloak. Either way, the Dark Healer is removed from the game.

SPECIAL RULES: The Dark Healer has the following Special Rules:

Wyrd: The Dark Healer is a powerful wyrd. He follows all the rules for perils of the warp in the Wyrd rules. The Dark Healer has the following wyrd powers: Displacement, Healing Hands, Invisibility, Mind Control, Nullify Power, Sense Presence, Spontaneous Combustion, Stop Bleeding, and Throw Voice.

Psychic Fiend: The Dark Healer is a minor daemon and chaos sorcerer. If the Dark Healer remains stationary he may use up to D3+1 powers per turn instead of the standard one. Declare you are doing this at the start of your turn. No power may be used more than once per turn unless specified (i.e. is always on).

DEACON MALAKEV

STATUS: NEW RULES

The only way to use Deacon Malakev is to hire Klovis the Redeemer. Malakev is Klovis the Redeemer's scribe, personal manservant, and chronicler, recording his great deeds and noble teachings. He's also a cringing, toadying little wretch with no redeeming qualities of any sort.



M	WS	BS	S	T	W	I	A	Ld	Save
4	2	2	2	3	1	3	1	6	5+

WEAPONS: Deacon Malakev is armed with a stub gun and a knife.

ARMOUR: Deacon Malakev holds the Liber Excruciatius. The save is an unmodified 5+. See below for more rules.

SKILLS: Deacon Malakev does not have any skills.

EQUIPMENT: Deacon Malakev does not have any equipment.

PSYCHOLOGY: Deacon Malavek follows all the standards rules for psychology.

ALLEGIANCE: See Klovis the Redeemer.

RATING: See Klovis the Redeemer.

PAYMENT: See Klovis the Redeemer.

BOUNTY: See Klovis the Redeemer.

SPECIAL RULES: The following special rules apply to Deacon Malakev:

Klovis Manservant: Malakev must always stay within 6" of Klovis the Redeemer. If, for any reason he is not, he will become subject to the rules for fear for an enemy fighter. Any fighter that currently causes fear will cause terror instead.

Liber Excruciatius: Malakev carries on his back the Liber Excruciatius, the book of tortures used to purge and cleanse the unclean. The holy tome has a thickly bound cover and its pages are imbued with the spirit of the Emperor. The sacred volume grants an unmodified save of 5+ against any wounding hit. This save is always attempted, even if a weapon's armour save modifier would normally negate such protection.

DRAK THE HUNTER

STATUS: HOUSE RULES

'Guilder Shamus must be off his game today, we was able to loot that caravan pretty good. I'll bet he hasn't even caught on to us always hitting his caravan on the streets of Barter Town, eh Jim.'

'Nah, probably not, but I think we needs to start doing it differently, you know. He wont be this dumb forever.' The pair of Goliaths slinked off into some dive bar to tell their tales and get something to drink.

Drak adjusted his Bio-Scanner and fiddled with his talisman. It glowed a faint green when he did this and he felt better. He had no idea why, but it was the only thing from his childhood off world that he could remember. He checked his rifle and settled in the trash heaps to wait. It could be a while before those two came out, but Guilder Shamis has allowed him leeway to get

this job done and patience was something Drak had a lot of these days.

Drak settled in and ran his bio-scanner on power save mode, looking for the two goliaths. He still had them, or at least knew they hadn't bolted out the back door. His keen senses told him to move, so he used the shadows and his camo-cloak to get a better position on the side entrance to the local dive bar, even shadier than normal for this part of the Underhive.

Drak waited the better part of the night, occasionally switching vantage points, always keeping his good eye for trouble. After all, Drak was a hunter and they were his prey. In the middle of the late night the two stumbled out the door and down a back alley. They were followed, although they were too clueless to know it. Drak took aim and only had to fire two quick shots to claim his prize money.

The first shot him Jim square in the back. The shot burnt right through some of the goliath's chains and bore straight through. The second shot landed square in the center of the bald, tattooed scalp, near the base of the neck of the second Goliath. The only noise that was heard was the racked the two bodies made hitting the ground and ending up in a refuse pile. Now all Drak had to do was get them back to Guilder Shamis.

'Two clean kills. You amaze me still to this day. Even with this headshot I can still place both heads on display. Well done. Here is your fee and I did find that information. About three months ago a woman matching your description was sold to a low-end merchant out near the shantytown called 'Outspire.' I have directions and the merchant's name. Just please remember to look me up when you get back. I like the work you do.' Calmly mused Guilder Shamis.

'Thank you Guilder. I will look you up when I am through here next. Until then, may the Emperor shine on your endeavors.' Drak took the map and data chip and set out for Outspire. There was no need to waste any time, he had a new target, a merchant who may have his mother...

Drak the Hunter was born off world. No one has been able to confirm it, but he may indeed be half elder. His mother was supposedly from a planet that was besieged by the Eldar in their mysterious fight against their craftworkld enemies. His father is rumored to be an Eldar scout, ranger or something like a pathfinder that was presumed dead but was found in the torture

chambers of a corrupt rogue imperial dignitary. The local militia freed the elder scout and Drak's mother nursed him back to health before he disappeared one night, never to be seen again. Drak's mother can only vaguely recall the events and only had a small talisman that the Eldar called a Glyph of Protection to remember him by. Many months later Drak was born and his mother gave the talisman to Drak and smuggled them to a new place to start a new life. That place was Necromunda.

Drak always had keen senses and extreme dexterity. At a young age he entered the imperial guard and was trained as a sniper and scout. He had a natural talent for tracking and shooting and to this day holds many Necromunda Defense Force training or combat records with a rifle. He has done multiple tours off world and earned his right to come home to Necromunda, but when he did, he found that his mother had been kidnapped and dragged down into the Underhive. Since that day he has been selling his services as a bounty hunter, sharpshooter, and general mercenary so that he can find his mother, if she is still alive that is. He will not stop until he finds out either way.



M	WS	BS	S	T	W	I	A	Ld	Save
4	3	7	3	4	2	5	2	8	5+

WEAPONS: Drak the Hunter is armed with a Bolt Pistol, Knife, Plasma Grenades, Power Sword, and a special Sniper Rifle (see rules below).

ARMOUR: Drak the Hunter wears Mesh Armour.

SKILLS: Drak the Hunter has the following skills: Crackshot, Dive, Dodge, Escape Artist,

Evade, Fast Shot, Hip Shooting, Infiltration, Marksman, and Weaponsmith.

EQUIPMENT: Drak the Hunter is equipped with a Bio-Scanner, Bionic Eye, and a Camo Cloak (see rules below).

PSYCHOLOGY: Drak the Hunter does not have any special psychology rules.

ALLEGIANCE: Drak the Hunter will work for any gang that can find him using the special character rules except Spryers. Enforcers may use him with Arbitrator approval.

RATING: Drak the Hunter will increase the gang's gang rating by +400.

PAYMENT: Once found Drak the Hunter requires payment of D6x10 credits or will mentor for a lawful gang.

BOUNTY: Drak the Hunter is a sanctioned Bounty Hunter so there is no bounty on him.

SPECIAL RULES: The following Special Rules apply to Drak the Hunter:

Independent: Drak the Hunter may test to escape pinning on his own.

Bounty Hunter: Drak the Hunter is a Bounty Hunter by Trade and has the special abilities of Capture and Claim Bounty. In addition, because of his skill with his sniper rifle he can also claim bounties on fighters that he shoots that go out-of-action as a result of a sniper rifle shot from him, but only if the target is on the losing side of the battle or their gang fails a bottle check.

Infiltration: Drak the Hunter is an expert infiltrator and will always be set up using the rules for infiltration, no matter what the scenario says about using infiltration.

Camo Cloak: Drak the Hunter uses a special cloak called a Camo Cloak. This is a variation on the Eldar Chameleon Cloaks and confers a -1 to all shots taken at Drak the Hunter at long range. This modifier stacks with all other cover modifiers.

Marksman: Drak the Hunter can use his marksman skill with his Sniper Rifle.

Sniper Rifle: Drak the Hunter is armed with a unique Sniper Rifle that he has modified himself. The Sniper Rifle is silenced and has the following statistics:

Short	Long	ST	Save	Dam	Type	Ammo
12/-1	36/-	5	-2	D3	Basic	3+

Wait for it: Drak the Hunter is a skilled marksman and is not afraid to wait for his shot. If Drak the Hunter spends more than 1 round in over-watch he may add +1 to the injury result of his next shot that he takes in the over-watch fire arc.

Injury and Death: If Drak the Hunter is taken 'out-of-action' no serious injury rolls are made. Drak the Hunter is resilient due to his off-world heritage and will survive. Besides, such is the life of a Necromunda Special Character on a quest to save his mother under the protection of and ancient Eldar Glyph of Protection.

The Hunt: If your arbitrator allows it, Drak the Hunter can be used to play a Gang Fight against any gang that wants to fight against him only. A Standard Gang Fight is played with the following modifications: The gang sets up all of its fighters first. No vents, tunnels or infiltrators may be used. Drak the Hunter then sets up in hiding, on overwatch, and using the rules for infiltration. Drak wins by forcing the gang to bottle out.

GUILDER ASSASSIN LOTHAR HEX

STATUS: HOUSE RULES

The Guilder Assassin Hired Gun first appeared in Gang War Issue 3 in an article titled 'Loose Cannons' by Lachlan Abraham. He was a little over powered as a hired gun, but works better as a Special Character. I hope you like the modernization.

'You sure you want to piss off Guilder Shamus?' Jed asked, hesitatingly only now at the last second.

'Sure, what is that Eldar-lover gonna do to me?' Trem Snickered

Jed and Trem proceeded to ransack Guilder Shamus's tent. They stole whatever they thought was valuable and destroyed everything else when they set fire to the tent to cover their tracks. Guilder Shamus returned to find his set-up looted and pillaged. He was furious. This would normally be a job for his bounty hunter teams but he might need to send a message. He picked-up his personal comm and punched in the proper code. Dit dit dat dit...it was a short time before the static cleared.

'Guilder Shamus, I see you require my services again?' said a digitally altered voice.

'Yes Gavin, I have your sum of money and proper travel documents. I will follow your typical protocols.'

'Very well, tell me the targets now and I will be in transit within the hour.'

A few hours later, in a small slum of a bar called the Trickled Fungus, Trem and Jed are sitting at a table in a corner with a stranger from out of the dome.

'Trem, this here traveler wants to buy this here special power sword from our stash, you think we should sell it?'

'How much he offering Jed?'

'He ain't Jed, I thinks the proper amounts would be 50 credits.'

'Sold' the old man answered and he picked up the sword, tucked it out of sight and got up to leave. We slowly walked out and tossed a quick look behind him and added 'I hope I see you two lads around again, you do good business.'

As he crossed the threshold Trem and Jed decided it was time for them to be scarce as well. Leaving quickly they strolled off towards their hideout. 'Trem, I got a bad feeling about this, you hear something?'

'Man, you just had too much wildsnake.' Jed said as a gunshot rang out in the musky hive air. A single bullet came from behind Jed and hit Trem in the center of his skull, dropping him like yesterday's news. 'Sumpscum' shouted Jed as he raced to cover. He got two steps from the alley entrance when a shadowy form stepped from the alley.

'Jed Nerfheader, you have been charged in the Guilder's court for theft, arson, and basic stupidity. I am Lothar Hex and I will be exacting Guilder Justice on you! You may run if you so choose.'

Jed just stood there, dumb founded at what he was hearing from this dark, cloaked fighter with two bolt pistols in his hands. Who was he? Just some stupid man that was going to get waxed. Jed went for his plasma pistol. Lothar Hex moved so quickly Jed felt he was having an out of body experience. Lothar Hex stepped to the side, leapt over his head, landed with the grace of a cat and with little effort blazed away with his bolt pistols. Jed's last thoughts as his body convulsed was, 'Hey, no sounds of the shots?'

Lothar quickly policed his brass and looked around to see if he would need to clean up any loose ends before leaving. Like normal, there were none. He smiled to himself, dropped a small card with a joker on it, and used his trusted magna-hook to repel to a higher gantry,

then a still, then through a dark and unknown region of the hive to wait the order to hunt again.

Lothar Hex, the Widowmaker, is the Underhive's most feared assassin. Nobody has seen his face, and one rumor that never seems to go away is that he is not human. The only mark of his passing through an area is dead bodies, and the mnemonic cards that mark them as his. Winking and cackling they serve as a warning not to cross Balthazar Van Zep.

He was once a Lothar Hex, employed only by the Guilders and used to assassinate anyone who threatened their rule. Nobody knows how he met Balthazar Van Zep or what their connection is, but when Balthazar became an enemy of the Guilders, the Widowmaker 'quit' their service. He is the only Guilder Assassin Hex to have ever done so and survived. Now he hires out his expensive services to any gang willing to pay. Yet, only so long as it doesn't interfere with Balthazar's interests, and beware, the price is not always just in credits.



M	WS	BS	S	T	W	I	A	Ld	Save
4	5	5	3	3	2	5	2	8	6+

WEAPONS: Lothar Hex is armed with a pair of master crafted bolt pistols (see below), a master crafted boltgun (see below), and too many knives to count.

ARMOUR: Armour would just weigh down Lothar Hex, so he does not use any.

SKILLS: Lothar Hex has the following skills: Dodge (Agility), Escape Artist (Stealth), Gunfighter (Shooting), Infiltration (Stealth), Marksman (Shooting), and Side Step (Combat).

EQUIPMENT: Lothar Hex has a Mnemonic Mask, Magno-Hook, Bio-Booster, Skull Chip, Photo Visor, and Respirator.

PSYCHOLOGY: Lothar Hex is immune to fear and terror. In addition, Lothar Hex is a true loner. He always works alone and does not care if those around him die. He does not even care for his own safety. Lothar Hex does not need to take leadership tests and is assumed to pass them all anyway.

ALLEGIANCE: Lothar Hex will work for any house or legal gang. He will not work for outlaws as they always encroach on Balthazar's territory.

RATING: Lothar Hex will increase the gang rating by +350 points.

PAYMENT: Lothar Hex does not work for free. To hire Lothar Hex you must first pay him 1D6x20 credits.

BOUNTY: There is no bounty on Lothar Hex because no Guilder will admit he exists.

SPECIAL RULES: The following special rules apply to the Lothar Hex:

Deadly Arts: Lothar Hex is trained in the deadly arts. Any opponent that is taken out-of-action by Lothar Hex must first roll a D6. On a result of '1' the fighter is automatically killed by a signature move of Lothar Hex. On a result of '2-3' the serious injury result is automatically 'Multiple Injuries.' Medic, resilience, or other effects cannot change these two results; after all, he was fighting Lothar Hex. On a result of '4-6' the injury is a standard injury and all normal injury rules apply.

Fight for your life: Anytime that a fighter survives a hand-to-hand combat or is seriously injured and survives, then they will gain an additional D6 experience due to the reputation of Lothar Hex always killing his marks.

Vengeance: If your gang is reported to the watchmen when you are employing Lothar Hex then you will incur a '-3' modifier. The Guilders are never happy when their own resources are used by others.

Mnemonic Mask: This is an ancient device and is definitely a piece of archeotech. This device makes Lothar Hex cause fear.

Magno-Hook: This device is a special design of Lothar Hex's. It allows him to move quickly through the hive at his will. He may use this item to move to any level of the hive he wants. In game terms, it allows Lothar Hex to move up and down terrain at base movement costs as long as there is something for the hook to attach to.

Master Crafted Bolt Pistols: These matched bolt pistols were a reward for a hard kill of a visiting Imperial dignitary. They are equivalent to bolt pistols but have an ammunition check of '4+' instead of the standard '6+' and are silenced.

Master Crafted Boltgun: This special boltgun was a reward for taking out an entire Spyrer team that was plaguing a Guilder's area and had taken too many profits. Lothar Hex was rumored to have been so cocky that he simply told the Guilder, sure, give me a boltgun and a box of ammo and the job will be done in 48 hours. And it was. This master crafted boltgun is specially modified to be used in one hand, but may not be used with Gunfighter or in hand-to-hand combat (however it doesn't stop you from using these skills like a normal basic weapon would). In addition, the magazine is larger so the ammunition check is '4+' instead of '6+'.

JUDGE MALKAVOY

STATUS: HOUSE RULES

Location: Necromunda Hive Oblivion Sector...

'Flight Officer Stephens, put the transport down over by that statue.'

'But there are deviants in the area with heavy weapons, sir?'

'That is fine Officer. I can fly this thunderhawk myself if you wish to be a cadet again?'

'No sir, touching down in 30 seconds...'

The rear ramp to the Thunderhawk lowered and Judge Malkavoy stepped onto the ground with the crunch of permacrete under his newly polished regulation boots. He surveyed the area for his target, a low life scum named Tafga. She was formerly of House Escher and was now wanted for the treachery of a raid on the Enforcer Precinct. This was a new hive after all, called Hive Oblivion or something like that, so why not show them who the law was by setting an example here and now?

'By the decree of Lord Helmawr I, Judge Malkavoy, claim the head of Miss Tafga!!! Any who wish to defend this scum and prevent me from issuing the decree of the ruling house shall be deemed by official decree to be in conspiracy and to be aiding one such Miss Tafga and shall also partake in her punishment.'

'Let's see if they listen to us boys' Judge Malkavoy said into his communicator to his loyal troops, two battle hardened cyber-mastiffs, Bravo and Charlie.

'Judge Malkavoy. Sgt. Targus here. We are in position at the exits with our forces, you are free to commence your operation, we are in position as ordered.'

Indeed you do you spineless ash urchin the judge thought to himself. 'Roger that Sgt., commencing now. See you at the LZ Sgt.'

Judge Malkavoy raised his voice one more time. 'Fine, this is how it shall be then...A pox on House Escher. I am the law and you shall subject yourselves to my decree!' The judge issued vox commands to Bravo, Charlie, the waiting Enforcers and un-slung his own weapon, his trusty Executioner Shotgun. He adjusted the breastplate of his carapace armor, unfastened his bolt pistol, and primed his grenades for use. Lastly, he pulled on both of his authentic leathery gloves, one at a time... 'Ollie ollie oxen free, Judge Malkovoy comes for thee...'

Shots rang out everywhere and Judge Malkavoy sprang into action. He charged straight into the hail of gunfire...

In the Underhives of Necromunda there is one force whose word is law. They are the Necromunda Enforcers. It is their unenviable task to impose the rule of Lord Helmawr on the citizens and outlaws that inhabit the lower reaches of the Hives. The Enforcers are hated and feared by the bulk of inhabitants of the Underhive: they are hated for being implacable and authoritarian imposers of Lord Helmawr's often unfair legislation, and feared for the ruthless efficiency with which they impose the laws in the Underhive.



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

WEAPONS: Judge Malkavoy is armed with a Bolt Pistol, Choke Grenades, Executioner Shotgun (see rules (below), Frag Grenades, Knife, and Photon Flash Flares.

ARMOUR: Judge Malkavoy wears standard enforcer carapace armour.

SKILLS: Judge Malkavoy has the following skills: Crackshot, Iron Jaw, Rapid Fire (Executioner Shotgun), Weaponsmith, and True Grit.

EQUIPMENT: Judge Malkavoy is equipped with Bravo (see below), Charlie (see below), Bio Booster, Blue Light, Photo Visor, Respirator, and Skull Chip.

PSYCHOLOGY: Judge Malkavoy is the epitome of Enforcer Arrogance. He is fearless and is assumed to pass any and all leadership tests his is required to make.

ALLEGIANCE: Judge Malkavoy is an Enforcer Judge and can only be used by Enforcer Precincts and any other lawful variants on Enforcers.

RATING: Judge Malkavoy will add +500 points to the gang's gang rating.

PAYMENT: Judge Malkavoy can only be used as a Mentor.

BOUNTY: Are you daft sumpscum? I am the law!

SPECIAL RULES: The following special rules apply to Judge Malkavoy:

Independent: Judge Malkavoy is a skilled leader and as such he can test to escape pinning even when no other fighters are within 2" of him.

Executioner Shotgun: Judge Malkavoy has a special shotgun that was created just for him. It has the statistics listed below. Judge Malkavoy carries all types of shotgun shells. When he fires a single round and not sustained fire then the ammo check is 2+. If the Judge decides to use sustained fire (cannot be used with rapid fire) then a single type of shotgun shell is used and he will need to spend 1 turn recharging the Execution Shotgun. In addition, when fired using sustained fire the ammo check is 4+.

Short	Long	S/Save/Dam	SF	Ammo
4/+2	18/-1	By shell	2	2+/4+

Leader: Judge Malkavoy is a Judge. This is one of the highest field agent ranks that an enforcer can attain. This means that any model

can use his leadership when they are within 6" of him. In addition Judge Malkavoy will always inspire the entire precinct to his command and all Enforcers from the local precinct, no matter their status, will fight along side him each game.

Tactics: Judge Malkavoy is an experienced tactician. He has gained this ability throughout his years of battling on the side of the law. To represent this the enforcer player may re-roll his die result to determine side during deployment (if used) and also may re-roll his result to determine who goes first. In scenarios where the opponent rolls to see if they go first you may force him to re-roll that die result.

Reinforcements: Judge Malkavoy likes to wage psychological warfare on his opponents. To represent this he will only take D3 Enforcers from the local precinct and set-up as normal with them. The rest of the enforcers are split into two groups of at least 3 models or more. In each of the Enforcers turns after the first roll a D6 for each group. If a '4+' is rolled they are ready to deploy. They have positioned themselves using tunnels or vents. Once a group is ready the Judge may order them to deploy using the rules for tunnels, vents, or both at the end of his turn. If a group is not deployed in the turn that they are ready then the Judge has simply opted to have them wait and they can be deployed at the end of any of the Judge's turns per vents, tunnels, or both. This special deployment can be used in any scenario regardless of the scenario rules for using vents and tunnels.

Bravo and Charlie: Bravo and Charlie are Judge Malkavoy's two trusted cyber mastiffs. They have the profile below and follow all rules for cyber-Mastiffs with the exception that their armour is improved and their communications packages are improved. They do not need to stay within 18" of Judge Malkavoy and their armour save is an unmodified save.

M	WS	BS	S	T	W	I	A	Ld	Save
6	5	-	5	4	2	4	3	-	4+

Serious Injury: Judge Malkavoy is battle hardened and legendary but he can be killed or captured just like any other Enforcer. If he is taken 'out-of-action' then roll a D6 during the post battle sequence. On a result of '2-6' it was just superficial and he will get his uniform cleaned (he has fully recovered). On a result of '1' roll a further D6. On a further result of '1' he has been killed. On a further result of '2-3' he has been captured and the precinct will

immediately mobilize to mount a standard rescue mission if the capturing gang does not give him up. On a further result of '4-6' he will not be able to participate in the next battle since he is off getting medical attention and attending to the proper paperwork from the last mission.

Judge Template: Judge Malkavoy is an example of an Enforcer Judge. Feel free to create your own Judge rules and use them with your arbitrator's approval. However, an Enforcer gang may never have more than one judge in it at a time.

KAL JERICO, BOUNTY HUNTER

STATUS: NEW RULES

As the suavest Bounty Hunter in the Underhive, Kal Jerico has a reputation to maintain. A reputation for being as fast with his guns as he is with his mouth; a reputation for idiotic recklessness, with only a pair of fully charged laspistols; an immaculate sense of style, and his sometime sidekick, the pustulent, renegade Ratskin half-breed Scabbs to see him through. So what if it's led him to being outlawed, hunted down, shot at, blown up, nailed to a wall and almost burned alive? Why, he wouldn't have his life any other way.

Of course, some people can't help but bear a grudge and most of Kal's troubles can be laid at the door of his small but impeccably selected collection of enemies. Be it the psychopathic ex-pit slave, Vandal Feg; the fanatical redemptionist, Cardinal Crimson; the rogue noblewoman-turned-outlaw, Yolanda Catullus; or the shadowy spymaster, Nemo the Faceless, you can be sure that if they get their hands on Kal they'll be chopping off more than his plaits!

M	WS	BS	S	T	W	I	A	Ld	Save
4	5	5	3	3	2	5	2	8	6+

WEAPONS: Kal Jerico is armed with two master crafted las-pistols (see below), saber (sword), frag grenades, and photon flash flares.

ARMOUR: Kal Jerico needs only his wit to keep him safe. Kal Jerico does not wear any armour.

SKILLS: Kal Jerico has the following skills: Combat Master (Combat), Dodge (Agility), Gunfighter (Shooting), and Hip-Shooting (Shooting).

EQUIPMENT: Kal Jerico does not have any equipment.



PSYCHOLOGY: Thanks to his legendary composure and cool Kal Jerico never takes Fear or Terror Tests.

ALLEGIANCE: Kal Jerico will join any gang with the exception of Enforcers, Pit Slaves, and Spyrers. Kal Jerico does not worry about where the credits are coming from, but rather that they are just coming.

RATING: Kal Jerico will increase the gang rating by +250 points.

PAYMENT: Kal Jerico does not work for charity. To hire Kal Jerico you must first pay him 1D6x15 credits.

BOUNTY: Kal Jerico is no angel. Is there really any surprise that there is a 250 credit bounty on his head?

SPECIAL RULES: The following special rules apply to Kal Jerico:

Scabbs: If your gang hires Kal Jerico then they may also hire Scabbs. Please refer to the rules for Scabbs.

Let's Teach This Guy a Lesson: Kal Jerico has been bounty hunting in the Underhive for countless years and in that time has made many enemies amongst his victim's friends and families. He has enemies throughout the Underhive that he does not even know exist. At the start of any game that Kal Jerico is used in roll a D6. On a result of 1 or 2 a member of the enemy gang has an old grievance against Kal Jerico. A randomly determined member of the enemy gang hates Kal Jerico. All rules for hatred apply to that fighter.

Friends in High Places: Kal Jerico has his ear to the ground, always on the look out for valuable information. Whispers and rumors always seem to find Kal Jerico. A gang that hires Kal Jerico benefits from his ‘insider’ information. Treat your gang as having a Guilder Contact Territory whilst they employ Kal Jerico. If Kal Jerico is killed or leaves the gang then the territory is lost as well. This territory cannot change hands as a result of scenarios or special events as it is actually Kal Jerico’s contacts.

Wheeler Dealer: Even though Kal is a registered Bounty Hunter and has all the special rules and abilities listed in the ORB for Bounty Hunters he is always out for himself, making and breaking deals, changing allegiances, helping one faction then swapping sides. This can help your gang or be a disaster. For every enemy fighter that you would have collected a bounty on via capture roll a D6 on the Wheeler Dealer Table below.

<i>Wheeler Dealer Table</i>	
D6	Result
1	Kal Jerico double crosses you and keeps the entire bounty for himself.
2	Kal Jerico has made a deal with the Guilders over this fighter. You collect only half the normal credits for the fighter.
3-4	All goes well and as planned. You collect the normal bounty.
5	Kal Jerico’s reputation helps you out. You collect an additional 50% of the bounty.
6	Kal Jerico knows this fighter’s reputation and barter’s you a great deal with the guilders. You collect double the bounty on the fighter.

Master Crafted Las Pistols: The following rules apply to Kal Jerico’s master crafted laspistols:

<i>Master Crafted Las Pistol</i>		
Range:	Short:	0-12
	Long:	12-24
To Hit:	Short:	+2
	Long:	-1
Strength:	3	
Damage:	1	
Save:	-	
Ammo:	2+	
Special:	Close Combat, Red Dot Laser Sight	

KARLOTH VALOIS

STATUS: EXPERIMENTAL RULES

Karloth Valois is one of the many who fled into the Underhive to conceal some dark or terrible secret. In Karloth’s case it was that he was a Wyrd with powerful psychic talents. Flashes of precognition gave him constant nightmares, the thoughts and feelings of others pounded against his consciousness like surf against the shore. Unable to endure the cacophony of Hive City he fled into the darkness of the hive bottom and headed into the wastes. Karloth got as far away from others as he could.

Alone amidst the crawling horrors of the bad zones, Karloth soon weakened and almost died many times. At the last, as he foraged for a few miserable morsels of food he was pursued relentlessly by Plague Zombies. This pack of shambling, cadaverous, shadows of life were hungry for his flesh like dogs. Karloth ran until his feeble body could carry him no further and the foul creatures set upon him, working on his flesh like candy. Karloth could sense the dim, sluggish minds of the devourers, their thoughts made jagged by instinct simpler than a child’s.

Fired by the strength of desperation, Karloth drove the monsters back with an effort of will, quelling their murderous instincts so that they stood passively by. He lay there, crippled and helpless with the zombies all about him as the dreaded zombie plague they carried ate into his brain. Hours passed but somehow Karloth clung to the slender thread of his life force by draining what little remained to the Zombies so that he could maintain his own existence. In time, the plague abated and Karloth found that he still lived, after a fashion, of course.

Somehow Karloth’s powers were strangely affected by the neurone plague. He was able to bend the Plague Zombies to his will within a limited distance by fueling their hunger or sharpening their awareness, as he desired. He could drain the life energy of others and absorb it into himself, and he knew that this was his only useful means of sustenance. Most of all Karloth had sensed the fate death would bring: endless ennui, horrible torments and incessant terror. He vowed that death would never take him.

Karloth took to a wandering existence in the wastes, preying on the living where he could and using the Plague Zombies to protect himself from his enemies or to get what he wanted. His reputation grew and he became feared through the Underhive as the ‘Soul-Thief’ and life taker.

Gangs made unholy pacts with him to gain his help and his Zombie hordes became a real threat. It was whispered that the Gods of Darkness favored Valois and people afraid at the mere mention of his name. But the Brethren of the Redemption flocked to the Underhive to test their faith against such an arch-devil in human form, and their flamers drove him deeper into the pit.

The hunt for Karloth Valois forms an epic in its own right. Everywhere he turned he was betrayed or driven away, such was the fear others felt of him or the Redemption, or both. For a time he escaped into the poison pools and refuse of Scavvies but the fanatics of the Redemption found him even there. The red-robed priests pursued Karloth to the very edge of the Abyss before he turned and fought for his life. The Plague Zombies and Brethren fought a great battle over the spider-haunted depths, the flames lighting the darkness as they cut through rank upon rank of the rotting dead. Karloth feasted on their lives and left them as shriveled husks, but the priests came on with the zeal of madmen and no Plague Zombie could stop them. To evade them and avoid a heretic's fate Karloth threw himself madly over the brink and into the mile-deep abyss below, maniacally laughing his defiance of death.

Though the Redemption searched for weeks, they found no trace of Karloth Valois's body. Underhivers knew they were mad to try, for nothing can ever be found in the Abyss unless it wants to be.



M	WS	BS	S	T	W	I	A	Ld	Save
4	3	3	4	4	3	4	1	9	5+

WEAPONS: Karloth is armed with an Autopistol with a red-dot laser sight, a knife, and has the Witch Staff (see below).

ARMOUR: Karloth is protected by mesh armour. This mesh armour provides a saving throw of 5 or 6 on a D6.

SKILLS: Karloth has the following skills: Infiltrate (Stealth) and Sneak-Up (Stealth)

EQUIPMENT: Karloth is armed with the Black Crown (See below).

ALLEGIANCE: Karloth will join any gang except Cawdor, Spyrers, Enforcers, and Redemptionists.

RATING: Karloth will increase the gang rating by +250 points.

PAYMENT: Karloth will demand D6x10 credits payment, plus any fighters captured in the fight. The opposing gang may still attempt a Rescue Scenario to save their captured comrades, otherwise they are zombie bait. Karloth will fight for the gang in a Rescue Scenario for free to protect his zombie bait.

Additionally, if Karloth is present in a gang then the gang can pay 10 credits for Karloth to summon and command D6+1 Plague Zombies. Follow the rules for Zombies in the Skavvy Rules. This cost is in addition to his payment.

BOUNTY: The bounty on Karloth Valois is 250 credits. Fighting alongside Karloth will give a penalty of -3 on any attempts to outlaw your gang while he is in your employment.

SPECIAL RULES: The following special rules apply to Karloth:

Wyrd Power: Zombie Master: Karloth can influence Plague Zombies with his powers, both by summoning them and motivating them. If Karloth is present, add +1 to each dice roll for the number of Plague Zombies summoned.

In addition, all Zombies within 9" of Karloth may roll an extra dice for their movement, for a total of 3D6, then pick the two dice you want to use for the distance moved. Zombies in hand-to-hand combat within 9" of Karloth will also gain +1 to their weapon skill and +2 to their initiative. This power works all the time and does not require a leadership test.

Wyrd Power: Sense Thoughts: Karloth can spot any hidden model within 18" if he can roll equal to or under his leadership characteristic on 2D6. Karloth will be unaffected by the Perils of the Warp, even if he rolls a 2 or a 12.

No Pain: Since the plague Karloth feels no pain whatsoever. Because of this Karloth is never pinned and ignores the effects of flesh wounds.

No Fear: Karloth ignores all psychology rules and never has to make Leadership tests to see whether he loses his nerve. If the gang with Karloth in it bottles out he heaves a long-suffering sigh, mutters about mortal frailties and goes with them.

Black Crown: Karloth made the Black Crown himself to augment his vampiric powers. Draining life essence could be a slow and delicate process, but with the Black Crown he could drain the life force from a man in moments with a blast template of dark energy.

Additionally, Karloth can use the Black Crown instead of firing his pistol in the shooting phase. It works like firing a shot so Karloth may not use it if he has run, charged, or is in close combat and he must have a line of sight to the target. The Crown will affect one fighter within 9.” Both players roll 2D6 and add their respective Leadership scores to the scores. If the scores end in a draw or Karloth loses then the attack has no effect and the target is not even ‘pinned.’ If Karloth beats the victim’s score he drains ‘1’ point from one of the victim’s characteristics and adds it immediately to his profile. Any characteristic can be chosen, but Karloth may not add more than 1 to any of his characteristics in this manner. The only exception to this is that this power may be used to restore lost wounds. A victim that is reduced to ‘0’ wounds by the Black Crown is automatically ‘down’ and no separate injury roll is made.

Once the battle is over any characteristic points stolen are recovered by the victim through resting and Karloth’s characteristics return to normal. Victims who go out-of-action must still roll on the Serious Injury Table. The Black Crown will affect fighters that are already down, but it will not work on Plague Zombies.

Witch Staff: The Witch Staff was a curious weapon used by Karloth, who claims to have discovered it deep in the Abyss. The staff is used in two hands and allows Karloth to make a parry. If Karloth wins in close combat with the staff he rolls to wound, adding +2 to his strength.

In addition to its function as a weapon, the Witch Staff is a potent protection against wyrd powers used by others. If a wyrd power affects a fighter within 18” of Karloth he can nullify its effects by rolling equal to or under his Leadership characteristic on 2D6.

KING REDWART THE MAGNIFICENT

STATUS: EXPERIMENTAL RULES

King Redwart is a Scavvy king who is slowly, but surely, building a fearsome reputation in the Underhive. He is called ‘the magnificent’ not because of the way he dresses, but rather because of the size of his paunch and his impressive collection of scars and missing extremities. This is why he is revered as the most prestigious Scavvy of them all. All this aside, King Redwart has proven himself to be the most resourceful, cunning, and quite exceptionally brutal scavvy leader, all of which have helped to enhance and increase his already impressive reputation.

Currently, the number of scavvy war bands that King Redwart commands is limited to only a dozen or so, but new gangs pledge their allegiance to him and are joining his power base all the time. In Girder Falls, for instance, the settlement that has suffered most heavily from raids by King Redwarts’s growing war bands, there is a growing sense of fear and unease, and a feeling that someone needs to take care of this King Redwart. Maybe the Enforcers should do their job?

M	WS	BS	S	T	W	I	A	Ld	Save
4	5	4	4	4	2	5	2	9	-

WEAPONS: King Redwart is armed with an autopistol and a staff. The staff follows all rules for a club.

ARMOUR: King Redwart does not wear any armour.

SKILLS: King Redwart has Iron Will (Ferocity Skill).

EQUIPMENT: King Redwart does not have any equipment.

PSYCHOLOGY: King Redwart has no special psychology rules.

ALLEGIANCE: King Redwart will only work for Scavvy gangs.

RATING: King Redwart will increase the gang rating by +195 points.

PAYMENT: King Redwart requires a payment of D6x5 credits.

BOUNTY: There is a bounty of 195 credits on the head of King Redwart.

SPECIAL RULES: The following special rules apply to King Redwart:

Scavvy King: If King Redwart is part of a gang then he effectively takes over as the gang leader for the scenario. This means that any fighters within 6" of King Redwart can use his leadership characteristic when they take a leadership based test and that any bottle checks are taken using his leadership characteristic. If King Redwart is taken 'down' or 'out-of-action' then the original scavvy boss takes over.

Owe Allegiance: Any Scavvy gang that uses King Redwart in a scenario owes him their allegiance. The gang has taken an oath of allegiance to always serve King Redwart and must obey his royal commands (or get in serious trouble if they disobey). This will only come into play if you are participating in a campaign run by an Arbitrator. Cunning Arbitrators can use this rule to create special scenarios of their own devising, either to send Scavvy gangs off on interesting or dangerous missions, or to launch an incursions or other nastiness.

KLOVIS THE REDEEMER

STATUS: NEW RULES

He's a legend in his own right and a force to be reckoned with. His crusades are notorious for the slaughter of the un-pure they seek out. After the Arch Zealot himself, Klovis the Redeemer, is perhaps the most notorious Redemptor Priest in the Underhive. He battles tirelessly against the infidels, scourging heretics, and purging mutants at every opportunity. The hand of his faithful scribe, Deacon Malakev, chronicles his righteous acts of merciful execution. Remember, if it doesn't hurt, it doesn't count.



M	WS	BS	S	T	W	I	A	Ld	Save
4	6	5	4	4	3	5	2	10	-

WEAPONS: Klovis the Redeemer is armed with a Holy Eviscerator, the Mortifier, plasma pistol, sword, and a knife.

ARMOUR: Klovis the Redeemer does not wear any armour.

SKILLS: Klovis the Redeemer has the following skills: Leap (Agility), Killer Reputation (Ferocity), and Nerves of Steel (Ferocity).

EQUIPMENT: Klovis the Redeemer does not have any equipment.

PSYCHOLOGY: Klovis the Redeemer is immune to all psychology except for hatred and frenzy (as listed below).

ALLEGIANCE: Klovis the Redeemer will only fight along side Redemptionists.

RATING: Klovis the Redeemer will increase the gang rating by +390 points.

PAYMENT: Klovis the Redeemer can only be used using the Mentor Rules. Once found he will always be accompanied by Deacon Malakev

BOUNTY: There is no bounty on Klovis the Redeemer as of yet.

SPECIAL RULES: The following special rules apply to Klovis the Redeemer:

Deacon Malakev: When Klovis the Redeemer is fighting for you he will bring his trusty sidekick, Deacon Malakev. The cost for Deacon Malakev is included in Klovis the Redeemer's costs and gang rating.

Redemptionist: Klovis the Redeemer follows all rules for redemptionists.

Controlled Frenzy: Klovis the Redeemer can control his rage during combat. You can decide at the beginning of your turn to be subject to the rules for Frenzy. The state of frenzy lasts until the beginning of your next turn. In the unlikely event that Klovis the Redeemer loses his nerve or if he doesn't become frenzied, then he is subject to the rules for hatred. Klovis the Redeemer need not roll dice to test against his leadership, he automatically has control over either state.

Disciplinary Measures: Losing is not an option for Klovis the Redeemer so if you lose you will have to face the consequences. After a game that you lose while Klovis the Redeemer is in your gang choose one fighter (at random) that did not

go out-of-action in the gang and Klovis the Redeemer will ‘tutor’ that fighter. Immediately roll once on the serious injury chart for this fighter. Re-roll any results that are 11-16 and 61-63.

Holy Eviscerator: Klovis the Redeemer’s eviscerator is known as the Sword of Persecution or the Sword of Redemption. It is always considered a holy weapon. It is cared for and maintained with loving reverence by Deacon Malakev. Due to this maintenance each time the flamer part of the weapon is used roll a D6. The weapon only runs out of fuel on a result of 1. The Holy Eviscerator will never explode. All other aspects of the Holy Eviscerator are identical to a normal eviscerator with a flamer instead of an exterminator cartridge attached to it.

The Mortifier: This unique skull-shaped iron mace is swung in hand-to-hand combat. It exudes fire from its jaws and eye sockets. It has the following special rules:

- *Fury:* It is not possible to parry the *Mortifier* due to the amount of fire it exudes.
- *Fumble:* Because the *Mortifier* is a clumsy weapon any fumbles count double so every ‘1’ rolled adds +2 to the opponent’s combat score.
- *Fiery:* No armour saves are permitted against the *Mortifier* because its burning discharge finds a way through the tiniest gaps in clothing to sear the skin.

MAD DONNA ULANTE

STATUS: NEW RULES

‘Mad’ Donna’s real name is D’Onne Ulanti, the twelfth daughter of old man Sylvanus, and patriarch of the Necromunda Noble House Ulanti. House Ulanti is high up in the Spire. Sylvanus wanted to keep D’Onne pure for a convenient political marriage to another house, so he kept her locked up in a needle-thin tower on the outside of the spire. Some say that is was living amidst the unroofed skies that drove her ultimately crazy in the end.

Whatever was at the root of her downfall, her character defects only came to the surface when she first met her husband-to-be, Count Ko’Iron. The event was a dinner of exotic off world foods, crystal goblets of the finest wines, and all the best gold-spun plates. They new couple only got as far as the fourth course before D’Onne tenderly reached across the table and gouged the Count’s eyes out with a silver fish fork. While

the Count lay screaming D’Onne carved his other eye out with a dessertspoon as the guards burst in. The guards were shocked by the scene and in the confusion D’Onne pulled the Count’s pistol from its holster and coldly and neatly dispatched them both.

D’Onne escaped Ultanti Palace by immediately traveling down through the spire during the confusion. She traveled as far as she could go until she came to a nasty little settlement called Glory Hole. While hiding in Glory Hole an Escher gang took her in and her career as a gang fighter had begun. D’Onne soon gained a reputation for craziness and carved up a lot of opponents who tried to get in her way. She dropped the name D’Onne and began calling herself Mad Donna. One such event was skinning a Goliath that she once caught. Another was clawing her own eye when she was drunk because a barkeep told her she was pretty.

Eventually Mad Donna drifted away from her Escher sisters and started running with Outlaws around the White Wastes for a while before leading a gang of Orlocks to Dead Man’s Hole to scavenge for archeotech. Mad Donna came back. The Orlocks did not. The common folk started staying that she was either blessed or cursed after that. Mad Donna disappeared again when a group of Bounty Hunters showed up looking for her and was last heard of near the settlement of Two Tunnels. To this day the remaining Bounty Hunters are still rumored to be one step behind her.



M	WS	BS	S	T	W	I	A	Ld	Save
4	5	4	3	3	2	5	1	9	6+

WEAPONS: Mad Donna is armed with a plasma pistol, laspistol, and a chainsword.

ARMOUR: Mad Donna does not wear any armour.

SKILLS: Mad Donna has the following skills: Dodge (Agility), Impetuous (Ferocity), Killer Reputation (Ferocity), and Leap (Agility).

EQUIPMENT: Mad Donna does not have any equipment.

PSYCHOLOGY: Mad Donna is subject to the rules for Frenzy and Hatred (all Spyrers).

ALLEGIANCE: Mad Donna will join any gang except Enforcers, Goliaths, Redemptionists, Scavvies, or Spyrers,

RATING: Mad Donna will increase the gang rating by +225 points.

PAYMENT: Mad Donna requires a payment of D6x10 credits. On a roll of '1' Mad Donna will not fight in the next game but will rejoin the gang for the next game instead. However, the gang must still pay her fee now.

BOUNTY: Mad Donna has a bounty of 225 credits on her.

SPECIAL RULES: The following special rules apply to Mad Donna:

Psycho-Bitch: All the stories about Mad Donna dwell on her sadistic, homicidal maniac and random way she terribly treats her enemies. If Mad Donna takes an opposing fighter 'down' or 'out-of-action' in hand-to-hand combat and there is no one else within her follow-up distance (4" due to Impetuous) leave the unfortunate victim down in base-to-base contact with Mad Donna.

Starting with this and each subsequent hand-to-hand combat phase roll once on the Serious Injury chart for Mad Donna's 'victim' and apply the result to the fighter immediately. If the result is 61 – 66 then Mad Donna has instead lost interest in the fighter and makes her follow-up move. If Mad Donna starts her turn with an enemy fighter within charge distance or having been pinned she can take a leadership test. If she passes then she will abandon her 'victim' and continue fighting.

Hunted: Because of the activities and adventures up hive, Mad Donna was always a hunted woman and does her best to keep out of sight by sticking to obscure settlements and little known gangs. Roll a D6 before any game that Mad Donna is participating in. On a roll of '6' the opposing player gets the services of a Bounty Hunter at no cost for the game, even if they have already hired a Bounty Hunter. Mad Donna is notoriously sadistic so the two Bounty Hunters will gladly team up to bring her in. If the gang that hired Mad Donna has the higher gang rating by 500-999 points add +1 to this roll. Or, if the gang that hired Mad Donna has the higher gang rating by 1000 points or more then add +2 to this roll instead.

THE RAT GOD

STATUS: NEW RULES

During his infamous revolt against the imperial citizens of Necromunda, The Caller used his scavvy allies to reanimate the corpse of an ancient Rat God buried deep within the Underhive. In his subsequent struggle with Klovis the Redeemer, The Caller entered battle astride the gargantuan Rat God.

M	WS	BS	S	T	W	I	A	Ld	Save
8	6	-	6	5	2	3	3	n/a	4+

WEAPONS: The Rat God has no weapons, though it does have teeth, claws, and a prehensile tail. These have all been accounted for in his attack characteristic already.

ARMOUR: The Rat God's gargantuan bones give it a 4+ armour save. Since the Rat God is part hive spirit this save in an unmodified save versus all forms of attacks.

SKILLS: The Rat God is a great spirit but does not have any skills.

EQUIPMENT: The Rat God is an animal and as such does not have any equipment.

PSYCHOLOGY: Except as noted, the Rat God is immune to psychology.

ALLEGIANCE: The Rat God will only fight at the side of The Caller.

RATING: The effect of the Rat God on your gang rating is included in the rules for The Caller.

PAYMENT: The cost of bringing the Rat God is included in the rules for The Caller.

BOUNTY: There is no bounty on the head of the Rat God.

SPECIAL RULES: The following special rules apply to The Rat God:

Teeth: The first hit that the Rat God scores is from his teeth. The Rat God's teeth are chiseled and strong enough to crush bulkheads. This hit automatically wounds, no matter the target's toughness and will even automatically penetrate vehicle armour; nonetheless, normal saves are allowed to avoid injury from this attack.

Claw: The Rat God also possesses sharp claws. All attacks that hit (other than the first listed in Teeth) will automatically wound on a D6 result of 4+ due to the sheer power of the Rat God. Armour is not usable against the claw attacks but unmodified saves are. This also means that

vehicle armour is automatically penetrated as well.

Prehensile Tail: The Rat God possesses a prehensile tail with which it can snatch at its enemies, holding them at bay, even when outnumbered. In combats with multiple combatants each successive fighter that fights the Rat God must immediately roll equal to or under their initiative or else they do not get the bonus for being an additional attacker.

Mounted Fighters: The following are quick rules for using the Rat God as a mount for The Caller. More precise beast and vehicle rules are still being developed.

- Rider and mount are two separate fighters
- Movement is determined by the movement of the mount.
- Mounts may not climb ladders but riders may dismount to climb ladders on their own.
- Mounts may not run or hide due to the cluttered nature of the Underhive unless they are charging, in which case the mount may double its movement.
- Difficult and Very difficult terrain are treated as impassible.
- Shots that hit the rider and mount are randomized. 1-2 rider, 3-6 mount.
- Mounted targets count as large targets and are therefore +1 to hit.
- If the mount or rider is pinned then neither may move; however, mounted models may always test to escape pinning as if they had a friendly fighter within 2”.
- If the mount moves the rider is treated as if he had moved.
- In hand-to-hand combat the mount and rider are treated as separate fighters and therefore could possibly count as multiple combatants if fighting only a single opponent.
- Injuries are treated a little different. Flesh Wounds are treated the same. When a mount is injured and the result is ‘down’ the rider must make an immediate initiative test. If the result is below the rider’s initiative place the rider next to the mount and follow the dismounting rules. If the result is equal to the rider’s initiative then the rider is placed face up next to the ‘down’ mount and suffers an immediate flesh wound. If the result is over the rider’s initiative then the rider is thrown violently away from the

mount. The rider will travel D6 inches in the direction of the scatter die. The rider is then injured as if he had fallen the distance rolled on the D6. If in subsequent turns the mount gets up the rider may re-mount it. If the injury result is out-of-action then the mount is taken out of play. Test against the rider’s initiative as described for ‘down’ results.

- Each time a rider is injured or pinned they must make an initiative test as listed in the injured mount rules.
- If the rider is taken out-of-action then the mount is also taken out-of-action.
- A rider may dismount at the start of the movement phase and continue to move as normal this turn. A rider that dismounts may also remount at the end of his movement if he is in base-to-base contact with his mount. If the rider does not remount then the mount will be considered a riderless mount.
- Riderless mounts will remain in place and do nothing unless attacked in hand-to-hand. The riderless mount will fight the hand-to-hand as normal and then break its nerve for one turn, no matter the outcome of the hand-to-hand combat. If a riderless mount is shot at, no matter if it was hit or not, it will break after the shot for one turn.
- Riderless mounts may only be remounted by their original riders.

SCABBS

STATUS: NEW RULES

Scabbs is the half-breed Ratskin that pals around with Kal Jerico.



M	WS	BS	S	T	W	I	A	Ld	Save
4	3	3	3	3	1	3	1	7	6+

WEAPONS: Scabbs is armed with a stub pistol and a knife.

ARMOUR: Scabbs is too poor to afford armour.

SKILLS: Scabbs has the following skills: Ambush (Stealth), Dodge (Agility), Escape Artist (Stealth), and Evade (Stealth).

EQUIPMENT: Scabbs is too poor to afford any equipment.

PSYCHOLOGY: None.

ALLEGIANCE: Scabbs will only join a gang that is also hiring Kal Jerico.

RATING: Scabbs will increase the gang rating by +100 points.

PAYMENT: Scabbs requires a payment of 20 credits.

BOUNTY: Scabbs is so insignificant that nobody cares enough about him to put a reward on his head.

SPECIAL RULES: The following special rules apply to Scabbs:

Half Breed: Scabbs is actually a half-breed, part Ratskin, part underhive scum. He has inherited some of his Ratskin skills. Scabbs has an extensive knowledge of the passages and tunnels of the Underhive. The gang that includes Scabbs can add or subtract 1 from the scenario dice roll to determine which scenario the players will fight in the same fashion as the Ratskin Scout hired gun's Guide special rules. Unfortunately that is where the inheritance stops. Scabbs does not benefit from Ratskin resilience or immunity to treacherous conditions.

THE CALLER

STATUS: NEW RULES

The Caller arose as a champion amongst the Ratskins, a figure imbued with ancient power with which he planned to lead a revolt and seize back the world of Necromunda for his own people. The Caller formed a powerful coalition of mutants, Ratskins, Scavvies, and other outcasts, but ultimately was defeated by Klovis the Redeemer and his crazed redemptionist followers.



M	WS	BS	S	T	W	I	A	Ld	Save
4	5	5	4	3	2	5	2	9	-

WEAPONS: The Caller is armed with a power axe, knife, and Bloodmare Stone.

ARMOUR: The Caller does not wear armour.

SKILLS: The Caller has the following skills: Combat Master (Combat), Escape Artist (Stealth), Parry (Combat), Nerves of Steel (Ferocity), and True Grit (Ferocity).

EQUIPMENT: The Caller is equipped with the Bloodmare Stone and a Cage Helmet.

PSYCHOLOGY: The Caller is immune to fear and terror.

ALLEGIANCE: The Caller is a powerful character and should be used with caution. If your arbitrator allows him to be used, The Caller can be used alone or fight alongside a Ratskin Gang that must be at least 500-point underdogs.

RATING: Since The Caller is so powerful he adds +500 to the gang he accompanies.

PAYMENT: The Caller should be used with caution and follows the rules for mentors and can only be used by the gang with the lowest gang rating.

BOUNTY: No one has ever been able to capture The Caller.

SPECIAL RULES: The following special rules apply to The Caller:

Ratskin: The Caller is a Ratskin and all special rules for Ratskin apply to him as well.

Bloodmare Stone: The Caller possesses a mysterious artifact known only as the Bloodmare Stone. This item has an ancestral power known only to the Ratskins, which allows The Caller to instill a great spirit of resistance in the Ratskin tribes of Necromunda. The Bloodmare Stone can be used in two ways.

The first way to use the Bloodmare Stone is that at the start of the game The Caller can activate the Bloodmare and while it remains activated all Ratskins on the table can test to escape pinning,

even if they have no friendly fighters within 2” of them. The Bloodmare Stone remains activated until The Caller is taken out-of-action.

The second way that The Caller can use the Bloodmare Stone is to unleash its massive power in a single energy blast. Once this is done the Bloodmare Stone cannot be used for anything else this game. To fire the Bloodmare Stone’s energy blast place the flamer template with the narrow end on The Caller’s head and going in any direction in The Caller’s normal fire arc. Each fighter completely under the template is hit automatically and each fighter partially under the template is hit on a D6 result of 4+. Fighters that are hit suffer a single strength 7 hit that is high impact, has a save modifier of -4, and causes 1 wound. Any fighter that is wounded by the Bloodmare Stone automatically loses their nerve.

Cage Helmet: The Caller has a special cage helmet. In the cage are The Caller’s three most favored necromundian rats: Snapthroat, Nosecrack, and Eyepop. In hand-to-hand combat The Caller will sometimes unleash his pets on his unsuspecting enemies. Once per game The Caller can add +3 to his attack characteristic for a single combat against a single opponent. This does not apply to the entire phase, but rather one hand-to-hand combat.

Ride the Rat!: If you want, The Caller can ride the Rat God into battle. If you choose to do this use the mounted fighter rules in the Rat Gods description.

MODELING SPECIAL CHARACTERS

Some of these special characters have figures and some do not. In general, all the old Special Characters from Outlanders are represented here and some of their models are still available. Others from Outlanders, like Bull Gorg, never had an official model but the conversion opportunities are great. There are some of these Special Characters still available through mail order and some are in the Specialist Games section of your local mail order section as Special Characters and Classic Collections. But, if you are creative, a little green stuff, some Eldar chainsword bits, a pit slave, and some imagination and you can have a Bull Gorg in no time. Modeling Lothar Hex can be fun too. Start with an Imperial Assassin, bring in two bolt pistols, choose a nice alternative head to swap out with, and voila! Instant Lothar Hex. If you are a true collector and veteran then you already have your copy of Bonnie Anneron for the worldwide Necromunda campaign of many years

back. The Dark Healer is easily converted from Chaos figures or take a few bits off a Redemptionist and you can even create your own chaos cult style gang using the Redemptionist rules but worshipping chaos instead of the Emperor. Drak the Hunter is easily converted from a 40K Eldar Scout, with the head removed and maybe a Necromunda bit here or there. Judge Malkavoy can easily be converted from an Enforcer Champion or find an old copy of and Arbites Champion or officer or hero. Have fun with it and see if you can modify Bravo and Charlie from a cyber-mastiff or two. Mad Donna is easy to convert if you cannot get your hands on the original model that is. Start with an Escher, give her a lot of attitude, a plasma pistol, a chainsword, and two pony tails and there you have it. If you cannot get your hands on an old copy of Brakar or The Redeemer or other previously released Special Character take a stab at fixing up a current Necromunda model to fill the role. The bottom line is to have fun with it. Take a look at the rules listed above and match in a figure with some bits, green stuff, and some hobby fun, then, lastly, paint them up and throw down with your friends!

RULES STATUS

Unlike some articles, this article does not fall strictly into one category in regards to the status of the Rules. Each Special Character listed above has a different status in the rules as follows:

<i>Special Character’s Rules Status</i>	
<i>Character</i>	<i>Status</i>
Arch Zealot of the Redemption	New Rule
Bonnie Anneron	New Rule
Brakar, The Avenger, He That Rains Death	New Rule
Bull Gorg	Experimental
Dark Healer	House Rule
Deacon Malakev	New Rule
Drak The Hunter	House Rule
Guilder Assassin Lothar Hex	House Rule
Judge Malkavoy	House Rule
Kal Jerico, Bounty Hunter	New Rule
Karloth Valois	Experimental
King Redwart	Experimental
Klovis the Redeemer	New Rule
Mad Donna Ulante	New Rule
Rat God	New Rule
Scabbs	New Rule
The Caller	New Rule

ABOUT THE AUTHOR

I am Robert J. Reiner. I am known as Arbitrator General on the Specialist Games Forum and EFF. I am a NRC Member, SG Forum Moderator, And Necromunda Answer Moderator. Enough about me, most of you know who I am already. I would like to thank say thanks to Ben Isaacs (aka Caelwyn) and Tony Slade (aka Slade) for their input, revisions, and ideas to revamp the Special Characters to help bring them all back to the Necromunda table. I would also like to thank Andy Hall at Specialist Games for having faith enough in me to help flesh out Lord Helmawr's world of Necromunda.