

MACROMUNDA

DRUKHARI

HOUSE BOOK

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FACTION

DRUKHARI

Fast, fragile, lethal

The Drukhari are the mirror-image of the Astartes: where the Space Marine is slow, armoured, and near-impossible to kill, the Drukhari raider is blindingly fast, paper-thin, and lethal out of all proportion to its frailty. A line fighter carries a single wound behind a flimsy mesh of wraithbone, moves at a sprint the moment the battle opens, and answers heavier foes with splinter-poison that wounds on a fixed roll no matter how tough the target. Its survival is never the save — it is not being where the return fire lands, carried in and out on open-topped skimmers before the enemy can bring guns to bear.

Three distinct castes wear the same cruelty. The raider-kabals fight as a poison gunline, harvesting captives from ranged takedowns. The arena-cults dance through close combat on amplified drugs. The flesh-covens grind forward behind regenerating bodies. All three feed the same rising cruelty — Power From Pain — that makes the warband deadlier with every round the suffering mounts. They are cruelty raised into a way of war, a species that kills for the joy of it and grows stronger the longer the killing lasts.

☠ **FACTION SPECIAL RULES**

✂ **COMBAT DRUGS**

GANG RULE

Combat Drugs are the Drukhari answer to restraint: where their doomed craftworld cousins abstain, the raiders indulge. Before the battle begins, the warband's drug-dispenser grants a single stance drug, chosen for that fight — one bounded enhancement carried by the fighters who take it, and no more than one. Adrenalight quickens the stride for +2" Move; Painbringer floods the muscles for +1 Strength; Grave Lotus edges the blades for +1 Damage in melee; Hypex sharpens reflexes for +1 Attack; Serpentin steadies the hand, improving Weapon Skill to 2+; Splintermind hardens the nerve, improving Cool to 2+. The pick is made once and lasts the battle — no stacking, no second dose, no menu to work through. Each drug is chosen to suit the coming fight, and the arena-cults wring the most from the vial while the flesh-covens lean on it least.

✂ **POWER FROM PAIN**

GANG RULE

Power From Pain is the species-signature of the Drukhari, the cruel gift that makes them stronger the longer the killing lasts. It is a ladder climbed over the rounds, and each tier holds until the next is reached. In the first round the warband are Eager Predators, gaining +1" to Move and Charge. By the second they descend to Sadism, re-rolling 1s To Wound. By the third, Inured to Suffering grants Feel No Pain 6+. From the fourth round on they are Drinking Deep — +1 To Wound and Feel No Pain 5+ — and climb no higher. However far its fighters advance, the ladder rises by at most one tier per round, no matter how many sources push it: the natural ramp, a fresh captive dragged down to suffer, or a caste's own accelerant only ensure the tier is reached, never let it be skipped. It is never hoarded or spent — it climbs on its own, and the warband races to hold its height while their fragile bodies still last.

✂ EXQUISITE AGONY

SPECIAL RULE

Exquisite Agony is the deliberate harvest of suffering. When a Drukhari fighter takes an enemy within reach down to Seriously Injured, it may claim that fighter as a Tortured Captive instead of finishing them. A captive cannot go Out of Action and is immune to further Flesh Wounds and the injury process — kept helpless and alive to suffer, removed from the opponent's force. Each round a captive endures, the warband advances Power From Pain, though never past its ceiling: the torture races the ladder to its height and holds it there, and the limit of one tier per round still governs. Any Drukhari fighter within range sustains the torment, so a captor may pass a captive to a warden and move on — but a body is always tied to the leash. The victim's kin have three answers: Mercy, spending an action to take their own captive Out of Action; breaking the tormentor by killing or driving off the leashing warden; or Rescue, freeing a captive whose leash is broken so that it reverts to an ordinary Seriously Injured fighter and may Recover.

✂ FRAGILE & FAST

SPECIAL RULE

Fragile & fast is the truth of the Drukhari body. A line fighter is Toughness 3, a single Wound, and clad in nothing better than a 5+ or 6+ paper save — it dies to a solid hit as readily as it deals a killing one. Its survival is never armour and never resilience. It is speed: the fastest infantry on almost any battlefield, carried by open-topped skimmers that arrive, strike, and vanish before the enemy can answer. It is Power From Pain, the warband growing deadlier the longer it lives. A Drukhari force that stands still and trades blows is destroyed; a Drukhari force that is never where the return fire lands survives to kill again. Fragility is not a flaw to be patched but the shape of how these warriors fight.

✂ POISON

SPECIAL RULE

Poison is how a frail Drukhari threatens a foe twice its size. A weapon with the Toxin trait wounds on a fixed roll — a Toxin(4+) weapon wounds on a 4 or better — regardless of the target's Toughness, so the same splinter that troubles a common soldier troubles the most massive warrior just as surely. It is the raider's answer to heavy flesh, letting a single-Wound body reliably fell things it could never overpower by strength. Against targets of no living flesh — constructs, vehicles, the mindless dead — the toxin finds nothing to poison and does nothing at all, and for those the warband reaches instead for dark-light and haywire.

☠ ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
☞ Hexrifle	18	36	—	+1	4	-1	2	2+	Sniper Toxin(2+)
☞ Splinter Pod Array	8	16	+1	—	*	—	1	4+	Rapid Fire (2) Toxin(4+)
☞ Splinter Rifle	8	24	+1	—	*	—	1	4+	Rapid Fire (1) Toxin(4+)
☞ Blast Pistol	6	12	+1	—	8	-4	2	6+	Melta Pistol
☞ Splinter Pistol	8	16	+1	—	*	—	1	4+	Pistol Toxin(4+)

✚ Baleblast	T	–	–	–	3	-1	1	5+	Template
✚ Blaster	9	18	+1	–	8	-4	2	6+	Melta
✚ Liquifier Gun	T	–	–	–	3	-2*	1	5+	Template random AP
✚ Ossefactor	12	24	+1	–	5	-2	2	6+	Rending
✚ Shredder	T	–	–	–	*	–	1	5+	Template Toxin(4+)
✚ Stinger Pod	6	12	+1	–	6	-3	D3	4+	Melta
✚ Dark Lance	24	48	–	+1	9	-4	3	6+	Unwieldy anti-Brute/vehicle
✚ Disintegrator	18	36	+1	–	6	-3	2	5+	Rapid Fire (2) Unwieldy
✚ Razorwing Missiles	24	48	–	–	5 / * / 6	– / – / -3	1 / 1 / 2	6+	Blast Rending Scarce Toxin(4+)
✚ Splinter Cannon	18	36	+1	–	*	–	1	5+	Rapid Fire (3) Toxin(4+) Unwieldy
✚ Void Lance	24	48	–	+1	10	-5	D6	6+	Unwieldy anti-Brute/vehicle
✚ Void Mine	–	–	–	–	9	-4	D3	–	Blast Bomb Scarce Unwieldy
✂ Agoniser	E	–	–	–	*	-1	1	–	Melee Parry Toxin(4+)
✂ Archite Glaive	E	–	–	–	+1	-2	2	–	Melee Parry Power
✂ Electrocorrosive Whip	E	–	–	–	+1	-2	1	–	Melee Parry Reach Toxin(3+)
✂ Envenomed Hookblade	E	–	–	–	+0	-1	1	–	Melee Rending Toxin(4+)
✂ Flesh Gauntlet	E	–	–	–	+0	–	1	–	Melee Toxin(3+)
✂ Glimmersteel Blade	E	–	–	–	+0	-1	1	–	Backstab Melee
✂ Hekatarri Blade	E	–	–	–	+0	–	1	–	Melee Parry Toxin(5+)
✂ Hellglaive	E	–	–	–	+1	-1	1	–	Melee Reach
✂ Huskblade	E	–	–	–	+1	-3	2	–	Melee Parry Power
✂ Hydra Gauntlets	E	–	–	–	+0	–	1	–	+1 Attack Melee
✂ Impaler Harpoon	E	–	–	–	+1	-1	1	–	Melee Reach (+1" engage) Toxin(5+)
✂ Klaive	E	–	–	–	+1	-3	2	–	Melee Power Two-handed
✂ Macro Scalpel	E	–	–	–	+1	-2	2	–	Melee Power Rending
✂ Power Blade	E	–	–	–	+0	-2	1	–	Melee Parry Power
✂ Razorflail	E	–	–	–	+0	-1	1	–	Melee Versatile re-roll Hit
✂ Scissorhand	E	–	–	–	+0	-1	1	–	+1 Attack Melee Toxin(4+)
✂ Shardnet Impaler	E	–	–	–	+1	-1	1	–	Entangle Melee Reach
✂ Splinter Combat Blade	E	–	–	–	+0	–	1	–	Melee Parry Toxin(5+)
✂ Sslyth Battle Blade	E	–	–	–	+1	-1	1	–	Melee Parry
Haywire Grenades	–	6	–	-1	4	-2	2	6+	Scarce anti-Brute/vehicle
Phantasm Grenades	–	6	–	-1	–	–	–	4+	Smoke
Plasma Grenades	–	6	–	-1	4	-1	1	6+	Blast Knockback

✕ COMBAT DRUGS

CHEMS

COST 30

PICK ONE STANCE DRUG PER BATTLE

The combat-drugs dispenser is the signature kit of a Drukhari warband, a rack of vials and injector-spurs from which each battle's chosen stance drug is drawn. It opens the six stance drugs — Adrenalight, Painbringer, Grave Lotus, Hypex, Serpentin, and Splintermind — to the fighters who take one, a single pick made for that fight. Where the craftworlds forswear such indulgence, the raiders embrace it, sharpening body and reflex for the coming slaughter.

✕ FLESH GRAFT AUGMETIC

BIONICS

COST 45

OFFSETS A LASTING INJURY

A flesh-graft augmetic replaces failed flesh not with metal but with new-grown tissue, the Haemonculus's craft where another race would fit a bionic. Grafted onto a maimed fighter, it offsets a Lasting Injury — a limb regrown, a shattered sense restored — so that a raider who should have been crippled returns to the warband whole. It is craft, not machinery, and it mends in a way cold augmetics never could.

✕ FLESH GRAFT

PERSONAL EQUIPMENT

COST 30

ONE-SHOT: SHRUG A FLESH WOUND

A regenerative flesh-graft is a patch of quickened tissue grown by the flesh-shapers and stitched beneath a fighter's skin. Once in a battle it knits a wound closed as it opens, letting the wearer shrug off a Flesh Wound that would have slowed or felled it. It is spent in that single healing — but for a fragile body the one saved wound can be the difference between the next strike and the last.

✕ GHOSTPLATE FIELD

FIELD ARMOUR

COST 60

5+ INVULNERABLE FIELD

Ghostplate is a shimmer of force woven over an elite raider's armour, a 5+ invulnerable field that turns aside a blow the physical plate never touches. Because it is a field, no weapon's armour-piercing edge diminishes it — the heaviest strike is refused as readily as the lightest. It is the shimmer-plate of a warband's wealthier killers, a measure of protection for bodies otherwise clad in paper.

✂ GRAV HOOK

PERSONAL EQUIPMENT

COST 40

IGNORE CLIMB/FALL; A GAP-CROSSING MOVE

A splinter grav-hook is a coil of skiff-line and a null-grav winch a raider uses to fling itself about the battlefield. It lets the wearer ignore the penalties of climbing and falling and make a move across an open gap it could never leap unaided — up a sheer face, off a high ledge, from one rooftop to the next. It is pure mobility, the personal echo of the open-topped skimmer's speed, keeping a fragile fighter moving through terrain that would pin a heavier foe in place.

✂ KABALITE ARMOUR

ARMOUR

COST 15

5+ SAVE

Kabalite armour is the wraithbone-mesh plate of the raider-kabals, a supple weave of segmented panels that grants a 5+ save. It is light enough not to slow the wearer's blinding speed and just enough to turn a spent round or a glancing blade — the standard war-plate of the line, kept deliberately thin so that the fighter beneath it stays fast. For a Drukhari, armour is a small hedge, never a wall.

✂ KHYMERA

EXOTIC BEASTS / CYBER-COMPANIONS

COST 60

WARP-BEAST HUNTING COMPANION, BONDED TO A FIGHTER

A Khymera is a warp-bred hound bound to a single fighter as a hunting companion, its full profile carried on the shared beast chassis. Bonding one to a raider gives the warband a fast, savage screen — a beast to run ahead, soak a charge, or pull down a fleeing foe. It has no ranged attack and little will of its own beyond the hunt, and it is as fragile as it is quick, but for a turn or two it draws blood and buys the fighters time.

✂ PHANTASM LAUNCHER

ACCESSORY

COST 25

FIRES THE PHANTASM DEFENSIVE-SCREEN GRENADES

A phantasm grenade launcher is a shoulder-slung tube for casting the warband's smoke-and-shriek grenades further and truer than a thrown arm could manage. It fires the phantasm grenades, raising a defensive screen of blinding smoke and unnerving sound across the field. Fitted to a raider tasked with covering an approach or a withdrawal, it lets the warband mask its fragile fighters at a distance and choose the moment the enemy loses sight of them.

✕ RAZORWING FLOCK

EXOTIC BEASTS / CYBER-COMPANIONS

COST 60

RAZOR-WINGED BEAST SWARM COMPANION, BONDED TO A FIGHTER

A Razorwing Flock is a swarm of blade-winged fliers bonded to a fighter as an erratic companion, its profile carried on the shared beast chassis. Loosed at the enemy, the flock wheels over walls and heads to slash at exposed flesh and foul the foe's aim. It is fast, expendable, and short-lived — many small bodies flung forward for a few savage moments of chaos before it scatters — but those moments can break a firing line or blunt a charge.

✕ SHADOWFIELD

FIELD ARMOUR

COST inherent

2+ INVULNERABLE FIELD; BURNS OUT ON THE FIRST FAILED SAVE

The Shadowfield is an Archon's most prized protection, a 2+ invulnerable field of enveloping darkness that turns aside nearly any blow — no weapon's armour-piercing edge diminishes it. But its power is as fragile as its bearer: the first time a save is failed, the field collapses in a blaze of dying shadow and does not return for the rest of the battle. A lord who trusts it wholly gambles everything on those saves — one failure and the paper body beneath is laid bare.

✕ SLAVE

STATUS/COMPANION

COST inherent

A GANG THRALL, GAINED IN-BATTLE, NOT BOUGHT

A Tortured Captive is not equipment but a prize — an enemy fighter dragged down alive and kept to suffer, taken in battle through the Exquisite Agony harvest rather than bought. Bound as a thrall to the warband, the captive is a wellspring of the pain the Drukhari feed upon and a hostage the foe may try to free. It endures only as long as its captors hold it, and it is always worth killing twice.

✕ SOUL STONE TROPHY

STATUS ITEMS

COST 40

GANG ICON; RE-ROLL A NERVE TEST WITHIN 6", MAX 1

A soul-stone trophy is a captured soul set as a totem at the heart of the warband — a stolen spirit shackled into a gem and borne aloft as a grim standard. Once in a battle, a friendly fighter within 6" of the trophy may re-roll a failed Nerve test, steadied by the reminder of what the enemy stands to become. A warband carries only one such totem, and the soul within it screams unheard.

✧ SOUL TRAP

STATUS/COMPANION

COST inherent

POST-BATTLE RECOVERY BOOST DRAWN FROM A CAPTIVE'S PAIN

The Soul-Trap is a crystalline snare that drinks the anguish of a captive and stores it against the warband's need. Fed by the Exquisite Agony harvest, it turns a prisoner's suffering into a post-battle boon — a fighter mended faster in Recovery on the strength of stolen pain. It is a cruelty compounded: the captive suffers in the fight, then suffers again to speed the healing of the very warriors who broke it.

✧ SPLINTER TOXIN VIALS

ACCESSORY

COST 20

A SPLINTER WEAPON'S POISON WOUNDS ON A BETTER FIXED ROLL

Splinter toxin vials are a case of refined, stronger poisons a fighter feeds into its splinter weapon before battle. The improved brew wounds on a better fixed roll, sharpening an already-lethal Toxin weapon into something surer against even the toughest flesh. It is the poisoner's edge made portable — a small measure of venom that turns marginal wounds into reliable kills.

✧ TOXIN FILTERS

PERSONAL EQUIPMENT

COST 15

IGNORE THE GAS TRAIT

Toxin filters are a respirator implant grafted into a fighter's throat and lungs, letting it breathe freely where others choke. Their wearer ignores the Gas trait entirely — the drifting clouds and poisoned air that would blind or fell an ordinary soldier pass over it harmlessly. For a warband that deals so freely in poison, immunity to it is a natural and cynical precaution.

✧ WYCHSUIT

ARMOUR

COST 10

6+ SAVE, NO MOVEMENT PENALTY

The wychsuit is the agile bodyglove of the arena-cults, a flexible 6+ armour cut for speed above protection. It carries no movement penalty at all — the wearer runs, leaps, and tumbles as freely as if unarmoured — trading nearly all defence for the acrobatic freedom the wych-fighters live by. It is the thinnest of hedges, worn by killers who trust their reflexes far more than any plate.

☠ WEAPON TRAITS

✂ BACKSTAB

WEAPON TRAIT

Bonus when attacking a target that cannot see the attacker (rear/sneak) — extra Strength or to-hit. Skinblades, stilettos.

✂ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter X" (commonly 3" or 5") over the target point; ****every**** fighter (friend or foe) fully or partially under it is hit. Blast weapons do ****not**** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

✂ ENTANGLE

WEAPON TRAIT

The target is snared. On a hit (often on a specific result) the target is ****Pinned/cannot move freely**** or suffers an Initiative penalty to break free. Flails, chains, nets.

✂ KNOCKBACK

WEAPON TRAIT

If the weapon's ****Strength exceeds the target's Strength**** (or simply on a hit, per the weapon), the target is pushed ****1" directly away**** from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

✂ MELEE

WEAPON TRAIT

The weapon can only be used at ****Engagement range**** (close combat). Baseline tag for CC weapons.

✂ MELTA

WEAPON TRAIT

Anti-armour heat lance. At ****Short range**** the weapon's Damage is ****doubled**** (and it is brutal vs vehicles/structures). At Long range it is an ordinary, weaker hit. The signature of meltaguns/multi-meltas/melta bombs.

✂ PARRY

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can ****force the attacker to re-roll one successful hit dice**** (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

✂ POWER

WEAPON TRAIT

A power-field melee weapon. ****Ignores the target's armour save entirely**** (the save cannot be taken at all — distinct from AP, which merely modifies it). Power swords/axes/mauls/fists. Often paired with other traits (e.g. Power + Unwieldy on a power fist).

✂ RAPID FIRE

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X ****additional**** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✂ RENDING

WEAPON TRAIT

On a ****natural 6 to wound****, the attack improves: it gains additional AP and/or +1 Damage (the "rends armour" effect). Turns a mid-Str weapon into an armour-killer on lucky rolls (needle weapons, some blades).

✂ SCARCE

WEAPON TRAIT

The opposite of Plentiful. Ammo is rare; once the weapon runs out it ****cannot be reloaded**** during the battle (it stays out of ammo). Common on exotic/heavy ordnance and special ammo. Pushes a weapon's effective cost down per-shot.

☼ SMOKE

WEAPON TRAIT

Creates a **smoke cloud** area that blocks line of sight (grants concealment / breaks LoS through it). Used by smoke grenades and smoke dischargers — no damage, pure battlefield control.

☼ SNIPER

WEAPON TRAIT

Treats the target's **range** and **cover** more favourably and often imposes **Pinning** or a Flesh Wound on a hit; can target specific fighters ignoring "nearest" rules. The marksman's-rifle trait.

☼ TEMPLATE

WEAPON TRAIT

Uses the flame/teardrop **Flamer template** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

☼ TOXIN

WEAPON TRAIT

Poison. Instead of using Strength-vs-Toughness, the attack wounds if the target **fails a Toughness check** (roll D6, fail if under T-related target). Toxin **ignores Toughness scaling** — equally lethal to tough fighters — but is negated by immunity (e.g. some constructs). Needle weapons, toxin blades.

☼ UNWIELDY

WEAPON TRAIT

Big, heavy, two-handed. The weapon takes **two hands** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).

☼ VERSATILE

WEAPON TRAIT

The melee weapon has **reach**: the wielder can fight in close combat from slightly further away (e.g. up to 1–2") and can attack/strike fighters before they reach base contact, and benefits when being charged. Spears, glaives, whips.

SKILLS

✂ HIT AND RUN

DRUKHARI SET

Hit & Run is the raider's disengage, the refusal to be held. This fighter may break away from close combat and make a full Move up to its Movement without taking a Retreat (Basic) action, and without granting the enemy the free attacks a normal withdrawal would allow. The Drukhari never trade blows they can avoid — they strike, then are gone before the counterblow lands, already lining up the next kill from a distance the foe cannot answer.

✂ LIGHTNING REFLEXES

DRUKHARI SET

Lightning Reflexes is the blinding speed of the Drukhari made instinct. When this fighter is charged, it counts as having charged itself and so strikes first in that round, its blades moving before the attacker's have arrived. It also re-rolls a failed Initiative test, seldom losing its footing on broken ground or slipping as it leaps. A foe who thinks he has caught a Drukhari off-guard finds the reflexes were always faster than his own.

✂ NIGHT FIGHTER

DRUKHARI SET

Night Fighter is the craft of the shadow-raider, at home in darkness where others are blind. When the warband deploys, this fighter may set up using Infiltrate — placed out of the enemy's line of sight and more than 6" from any foe — slipping into position before the first shot. Alternatively, it ignores the to-hit penalty for firing in Pitch-Black or at an obscured target, its eyes cutting through gloom that hides the enemy from lesser sight.

✂ NO ESCAPE

DRUKHARI SET

No Escape is the slaver's grip. When this fighter reduces an enemy within reach to Seriously Injured, it may immediately claim that fighter as a Tortured Captive as a free action, folding them into the warband's Exquisite Agony harvest rather than finishing the kill. The prey does not fall and does not flee — it is dragged down alive to feed the pain that drives the gang, and the Drukhari move on to the next quarry without breaking stride.

✂ POISONER

DRUKHARI SET

Poisoner is the master envenomer's art. This fighter's weapons with the Toxin trait wound on an improved fixed roll — a Toxin(4+) weapon in its hands becomes Toxin(3+), the venom brewed stronger and delivered surer. Against the toughest flesh on the field the effect is felt most: poison that already ignores a target's Toughness now finds its mark one point more often, turning a fragile splinter-shot into a reliable killer of things far larger than the shooter.

✂ SAVOUR THE AGONY

DRUKHARI SET

Savour the Agony is cruelty made spectacle. While this fighter holds or leashes a Tortured Captive, the sight and sound of the suffering drives its kin to greater savagery: friendly fighters within 6" gain +1 to Hit in melee. The Drukhari feed on pain not only as power but as inspiration, and a warrior fighting beside a screaming captive fights with a keener, hungrier edge.



DRUKHARI · HOUSE DOSSIER

THE KABAL

The aristocratic poison-raiders who capture best

The Kabal are the cruel Drukhari species worn as the ranged raid — aristocratic slavers who fall on a battlefield from open-topped skimmers, shoot their prey down with poison, and drag the wounded away in chains. This House fights as a fragile, blindingly fast splinter-gunline: Kabalite Warriors flooding the volume, winged Scourges carrying the lances that answer the armour poison cannot touch, shadow-stepping skirmishers on the flanks, all arrayed behind an Archon and his exotic Court. Its splinter fire wounds regardless of a target's Toughness, so a paper-thin raider threatens the heaviest warrior on the field, and every enemy taken to Seriously Injured within reach can be claimed as a Tortured Captive rather than finished. Each round a captive suffers, the gang climbs the Power From Pain ladder, and the Kabal climb it faster than any sibling House by feeding the ascent on ranged kills and captures alike. Durability is never the body — a Kabalite is Toughness 3, a single Wound, a paper save — but speed, the alpha-strike, and the escalation. The raid draws first blood at range, harvests the fallen, and is gone before the counter-attack lands.

GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Every Kabal fighter carries the gang's cruelty toolkit — Power From Pain, Exquisite Agony and Sadistic Raiders — built in, with no separate pool to track
- ♦ Exactly 1 Leader (Archon)
- ♦ 0-2 Champions (Sybarite / Court / Mandrake-lead)
- ♦ Kabalite Warriors the bulk; Scourges the flankers; Kabalites+flankers $\geq$ Leaders + Champions
- ♦ 0-1 Brute (Ravager); transports as mounts (Raider / Venom)
- ♦ Raid Doctrine: open-topped transports are core — embark, flat-out, disembark-and-shoot
- ♦ Obsession — Sadistic Raiders: a ranged OOA or a captive-claim advances Power From Pain (within the rate-cap)
- ♦ Champion / Brute / transport / Hired-Gun slots unlock with Reputation

A Kabal gang musters on 1,500 credits. Exactly one Archon leads it, joined by up to two Champions drawn from the Sybarites, the Court, or a lead skirmisher. Kabalite Warriors form the bulk and Scourges the flankers, and together the line and its flankers must always number at least the Leaders and Champions combined — the raid is carried by many fragile bodies, not a handful of elites. A single Ravager may be fielded as a Brute, and open-topped Raiders and Venoms serve as mounts. The Raid Doctrine governs the gang: its transports embark, race flat-out into range, and disgorge the raiders to shoot. Its obsession is Sadistic Raiders — a ranged Out of Action, or the claiming of a captive, advances Power From Pain within the one-tier-per-round rate cap. Champion, Brute, transport, and Hired-Gun slots open as the gang's Reputation grows. Every Kabal caste fighter carries a cruelty surcharge of 10 credits.

👤 GANG RULES

✂ LORD OF THE KABAL

GANG RULE

Lord of the Kabal: an Archon rules by terror and example, and the raiders who fight in its shadow shoot the truer for it while the enemy quails. While a friendly Kabal fighter is within 6" of the Archon, it re-rolls ranged Hit rolls of 1 — the fire-line steadied by the raid-lord's presence. While an enemy fighter is within 6" of the Archon, it suffers -1 to its Cool, its nerve fraying under the weight of the Commorrite's reputation. The aura reaches only as far as the Archon's shadow, and it fails the moment the raid-lord falls or is driven back — so the gun-line forms tight around its leader, and the enemy learns to strike at the aristocrat first. This is the Kabal's chosen command: not a frenzy, not a shared agony, but the gun made surer and the prey made afraid.

✂ SADISTIC RAIDERS

GANG RULE

Sadistic Raiders: the Kabal ascend the ladder of pain by shooting and enslaving, where their kin must wait for the fight to age. Whenever a friendly fighter takes an enemy Out of Action with a ranged attack, or claims a Seriously Injured enemy as a Tortured Captive, Power From Pain advances — but never by more than one tier in a single round, however many kills or captures the raid piles up. It is the House's whole obsession laid bare: draw first blood at range, drag the wounded home, and grow deadlier for both. The gun-line that shoots best and captures best climbs fastest, and the Kabal do both better than any sibling.

FIGHTERS

ARCHON

LEADER

✖ 275 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	2+	2+	3	3	3	2+	3	4+	4+	4+	5+

SAVE 5+

SPECIAL RULES Lord of the Kabal (*the aura source — friendly Kabal within 6" re-roll ranged Hit 1s; enemies -1 Cool*)

Sadistic Raiders (*ranged kills and captures climb Power From Pain*)

Power From Pain (*climbs the shared ladder*)

SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- -1

PRIMARY

Cunning

Leadership

Signature

SECONDARY

Agility

Combat

Ferocity

Savant

Shooting

STARTING GEAR Kabalite Armour

FREE SKILL No Escape

EQUIPMENT LIST

PISTOL

Splinter Pistol 15 credits

Blast Pistol 40 credits

CLOSE-COMBAT

Huskblade 35 credits

Agoniser 40 credits

ARMOUR

Kabalite Armour

included

WARGEAR

Combat Drugs 30 credits

Shadowfield

in kit

ACCESSORY

Refined Splinter Toxin 25 credits

STATUS

Soul Trap

in kit

The Archon is the raid-lord — an aristocratic poison-duellist and slaver who leads the Kabal from the front of its fire-line. Fast and lethal at Weapon and Ballistic Skill 2+, with three Wounds and three Attacks, the Archon still shares the paper Toughness of its kin; its protection is the Shadowfield, a shimmering relic that turns aside any blow until the first save it fails, whereupon it burns out and is gone. It carries a huskblade that flays the soul and a blast pistol for the armour it means to crack up close. As the Lord of the Kabal, it makes the surrounding gun-line shoot truer and fills nearby enemies with dread. Through Sadistic Raiders its ranged kills and captures drive the gang up the Power From Pain ladder, and it begins with the slaver's grip of No Escape, seizing a Seriously Injured

foe as a Tortured Captive the instant one falls in reach. The Archon is the heart of the raid — the gun-line forms around it, and the cruelty mounts in its shadow.

COURT

CHAMPION

✖ 103 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	4+	4	4	2	3+	2	6+	5+	6+	6+

SAVE 5+

SPECIAL RULES

Power From Pain (climbs the shared ladder)

SEE SPECIAL RULES

PRIMARY

Brawn

Combat

SECONDARY

Cunning

Ferocity

Signature

STARTING GEAR

Kabalite Armour

EQUIPMENT LIST	
PISTOL	ARMOUR
Splinter Pistol15 credits	Kabalite Armour
CLOSE-COMBAT	included
Splinter Combat Blade10 credits	WARGEAR
Sslyth Battle Blade15 credits	Combat Drugs30 credits
Agoniser40 credits	

The Court of the Archon is the raid-lord's exotic retinue — the Sslyth, a four-armed reptilian bodyguard, and the poison-mistresses who attend an aristocrat's raids. The Sslyth is the one durable body the Kabal fields, Toughness 4 with two Wounds where its kin are paper, and it fights with a battle-blade held in each of its four hands. Slower than the winged and skimmer-borne raiders at Movement 6", it holds close to the Archon as a living shield, its Strength 4 blows falling harder than any Kabalite's. Like all the cruel species it climbs the Power From Pain ladder as the fight drags on. The Court is quality over speed — the Archon's guard, and the anchor of a leader-centred fire-line.

INCUBI

CHAMPION

× 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	4+	3	3	1	2+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES **Power From Pain** (*climbs the shared ladder while hired to the raid*) SEE SPECIAL RULES

STARTING GEAR Klaive

FREE SKILL Lightning Reflexes

EQUIPMENT LIST

PISTOL

Splinter Pistol 15 credits

CLOSE-COMBAT

Klaive 55 credits

The Incubi are an independent blade-shrine of warrior-ascetics, hired by the shooting Kabal to supply the close-combat answer its gun-line lacks. Where the raiders are paper, an Incubus wears a true 3+ armour and strikes at Weapon Skill 2+, wielding a klaive — a great two-handed power blade that shears through plate. It brings Lightning Reflexes to the raid, always fighting first in the round it is charged. Bonded to the raid it serves, it climbs the Power From Pain ladder alongside its employers. The Incubi are hired teeth, never owned — the mercenary edge the Kabal buys to hold the melee it would rather never fight, so the gun-line can keep to its work at range.

SYBARITE

CHAMPION

× 90 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	3+	3+	3	3	2	2+	2	5+	5+	6+	6+

SAVE 5+

SPECIAL RULES

Sadistic Raiders (feeds PFP off ranged kills + captures)

Power From Pain (climbs the shared ladder)

SEE SPECIAL RULES

PRIMARY

Leadership

Shooting

Signature

SECONDARY

Agility

Combat

Cunning

STARTING GEAR Kabalite Armour

FREE SKILL Splinter Storm

EQUIPMENT LIST	
BASIC	ARMOUR
Splinter Rifle20 credits	Kabalite Armour
PISTOL	included
Splinter Pistol15 credits	WARGEAR
Blast Pistol40 credits	Combat Drugs30 credits
SPECIAL	Ghostplate Field55 credits
Blaster50 credits	ACCESSORY
CLOSE-COMBAT	Refined Splinter Toxin25 credits
Power Blade30 credits	
Agoniser40 credits	

The Sybarite is the Kabalite squad-leader — an elite shot and the raid-boss who carries the fire between the Archon and the Warriors. Quicker and deadlier than the rank and file, with two Wounds and Weapon and Ballistic Skill 3+, it fights on the same paper frame as the rest of the gun-line. It wields an agoniser, a poisoned neural whip that wounds on a fixed roll, and a splinter pistol for the close work. It masters Splinter Storm, loosing an extra shot each time it fires a splinter weapon, and through Sadistic Raiders its ranged kills and captures feed the gang’s climb up the Power From Pain ladder. The Sybarite anchors the middle of the line, holding the volume high and the raiders ascending.

KABALITE WARRIOR

GANGER

× 80 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	3+	3+	3	3	1	3+	1	7+	7+	7+	6+

SAVE 5+

SPECIAL RULES

Sadistic Raiders (*feeds PFP off ranged kills*)

Power From Pain (*climbs the shared ladder*)

SEE SPECIAL RULES

PRIMARY

Shooting

Signature

SECONDARY

Agility

Cunning

STARTING GEAR Kabalite Armour

EQUIPMENT LIST

BASIC

Splinter Rifle 20 credits

✦ Splinter Pod Array 30 credits

Kitbashed from twin stripped splinter-rifle actions wrist-mounted as paired pods — raw short-ranged poison volume trading the rifle's long range for a second shot (Codex: Drukhari — splinter-weapon family). Priced above the stock splinter rifle (20).

PISTOL

Splinter Pistol 15 credits

SPECIAL

Shredder 35 credits

Blaster 50 credits

HEAVY

Splinter Cannon 55 credits

CLOSE-COMBAT

Splinter Combat Blade 10 credits

ARMOUR

Kabalite Armour

included

ACCESSORY

Refined Splinter Toxin 25 credits

STATUS

Slave Collar

in kit

The Kabalite Warrior is the splinter-line trooper — the fragile bulk of the raid and the source of its poison tide. Toughness 3, a single Wound, a paper save: a Kabalite dies to a stiff breeze, and the gang answers by fielding many of them. Each carries a splinter rifle whose fire wounds regardless of the target's Toughness, and a poisoned combat blade for the reach, while a squad may field one heavier weapon — a blaster, a splinter cannon, or a shredder — to thicken its volume. Through Sadistic Raiders the Warriors' ranged kills drive the whole gang up the Power From Pain ladder, and they grow deadlier the longer the raid runs. Massed on splinter rifles behind the transports, the Warriors are the storm the Kabal drowns its prey in.

MANDRAKE

GANGER

× 85 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	3+	4+	3	3	1	3+	2	6+	6+	5+	7+

SAVE 6+

SPECIAL RULES **Power From Pain** (*climbs the shared ladder*) SEE SPECIAL RULES

PRIMARY **Agility** **Cunning** SECONDARY **Combat** **Shooting** **Signature**

STARTING GEAR Baleblast · Glimmersteel Blade

EQUIPMENT LIST

SPECIAL

Baleblast 30 credits

CLOSE-COMBAT

Glimmersteel Blade 15 credits

The Mandrakes are shadow-creatures of Aelindrach, drawn out of the dark between worlds to raid alongside the Kabal. They arrive unseen, infiltrating out of sight and stepping through shadow to appear where they are least wanted. Each looses baleblast — a gout of cold shadow-flame that ignores cover — and cuts with a glimmersteel blade forged for the killing stroke from behind. Toughness 3 and a single Wound, they are as fragile as any raider and rely on never being where the return fire falls. Like the cruel species they serve, they climb the Power From Pain ladder as suffering mounts. The Mandrakes are the webway-ambush made flesh — the flanking shadow that opens the raid from an unexpected quarter.

SCOURGES

GANGER

× 170 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	3+	3+	3	3	1	3+	1	7+	7+	7+	6+

SAVE 4+

SPECIAL RULES

Sadistic Raiders (feeds PFP off ranged kills)

Power From Pain (climbs the shared ladder)

SEE SPECIAL RULES

PRIMARY

Agility

Shooting

SECONDARY

Cunning

Signature

STARTING GEAR Dark Lance

EQUIPMENT LIST			
PISTOL		GRENADE	
Splinter Pistol	15 credits	Haywire Grenades	45 credits
HEAVY		WARGEAR	
Dark Lance	65 credits	Combat Drugs	30 credits

The Scourges are winged Kabalites — raiders lifted on membranous pinions, flanking high and fast with the Fly of their wings. They carry the heavy weapons the gun-line needs to reach what poison cannot harm: the dark lance above all, a beam that kills a war-engine in a single shot, and the haywire and heat weapons that crack armour and hull. Toughness 3 and a single Wound like the rest of the line, they trade a heavier save for the freedom of the air, striking from angles the enemy struggles to answer and lifting away again. Through Sadistic Raiders their kills climb the gang up the Power From Pain ladder. The Scourges are the mobile lance-platform — the answer to the vehicle and the construct the splinter tide simply shrugs off.

VEHICLES

RAIDER

TRANSPORT

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	6	5	5	6	4+	4+	4+	7+	6+	8+	6+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Dark Lance — Prow arc (Crew)
- ♦ Splinter Cannon — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Open-topped
- ♦ Transport (6 fighters)

The Raider is the signature open-topped skimmer of every Drukhari warband, a bladed anti-grav barge that carries a raiding party into the heart of the enemy at frightening speed. Its deck is open to the sky, so the fighters aboard fire their weapons and launch assaults as it screams past — the whole assault-from-transport doctrine rides on it. A prow dark lance, or a disintegrator cannon, kills on the approach, and the splinter racks along its hull drown a target in poison as the raiders disembark. It is fast and lightly built rather than armoured, its thin facing Toughness traded away for a Skimmer's blinding mobility; a warband that keeps its Raiders moving keeps its fragile fighters alive, arriving, killing, and gone before the answer comes. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules, the anti-grav hull the whole Dark City learns to ride.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAVAGER

VEHICLE

✖ 220 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	6	5	5	6	4+	4+	4+	7+	6+	8+	6+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Dark Lance — Turret arc (Crew)
- ♦ Dark Lance — Turret arc (Crew)
- ♦ Dark Lance — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Ravager is the Raider's hull stripped of its cargo deck and hung instead with a battery of heavy guns — three turret dark lances, or disintegrator cannons, that reach across the whole field. It carries no raiders; it exists to kill from range, a fast anti-grav gun-platform that repositions between shots so return fire seldom finds it twice. Against armour and Brutes it is a warband's answer, the caged dark-light punching clean through hulls and monstrous flesh that shrug off any amount of poison. Like all its kin it is glass beneath the guns — a lean facing Toughness and a handful of Hull Points that reward speed and never a stand-up trade; pinned in place, it dies. It flanks, strips a heavy target, and slides away. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAZORWING

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	6	5	5	7	5+	4+	3+	7+	6+	8+	6+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Splinter Cannon — Nose arc (Crew)
- ◆ Splinter Cannon — Nose arc (Crew)
- ◆ Razorwing Missiles — Wing arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Razorwing Jetfighter is the screaming interceptor of a Drukhari raid, a pure forward-firing aircraft built to own the airspace above a battle and nothing else. It carries no cargo and cannot settle: with no Hover capability it holds no station, so it must make its minimum move every round, tearing across the field at Low or High altitude and swinging back for another firing pass. Its nose twin-links a pair of splinter cannons to drown fast movers and light armour in poison, with a wing rack of razorwing missiles — or a dark lance, or a disintegrator — to reach out at heavier prey. Its facing Toughness is thin and its hull light, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A warband fields one to deny the sky and hunt what moves fast below it. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its strafing passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VENOM

TRANSPORT

× 90 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	5	4	4	4	4+	5+	4+	7+	6+	8+	6+

LOCOMOTION Skimmer

HARDPOINTS

- ◆ Splinter Cannon — Turret arc (Crew)
- ◆ Splinter Cannon — Turret arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Open-topped
- ◆ Transport (5 fighters)

The Venom is the lightest and fastest of the Drukhari skimmers, a slender anti-grav scout-boat that outruns almost anything on the field. Open-topped like its larger kin, it carries a small raiding party who fire and fight from its deck, and it mounts a pair of turret splinter cannons that hose an area with poison as it streaks by — a storm of envenomed shards that threatens the toughest body regardless of armour. It trades the Raider's carrying capacity and heavier guns for pure speed, the outrider of a warband: first to the objective, first to the enemy's flank, and gone again before the reply can land. Its facing Toughness is tissue-thin and its hull carries only a handful of Hull Points, so it lives entirely by not being there. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules — a scout-transport built for the raid, never the stand-up fight.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VOIDRAVEN

BOMBER

✖ 300 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	6	6	5	8	5+	4+	3+	7+	6+	8+	6+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Void Lance — Nose arc (Crew)
- ♦ Void Lance — Nose arc (Crew)
- ♦ Splinter Cannon — Wing arc (Crew)
- ♦ Void Mine — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Voidraven Bomber is the apex of a Drukhari warband's raiding airpower, a heavy forward-firing flyer that hunts armour from above and drops ruin on the overflight. Like its lighter cousin it cannot Hover and holds no station: it must make its minimum move every round, screaming across the field at Low or High altitude before it wheels back for another run. Twin void lances in the nose gut anything armoured, the caged dark-light tearing through hulls and Brutes in a single pass, while a wing splinter cannon lashes softer prey with poison. Slung beneath the hull rides a void mine — a one-shot bomb loosed on the overflight run to fall on whatever crawls below. Its facing Toughness is heavier than the Razorwing's but still glass beside a warmachine of its size; velocity and altitude are its armour. A warband fields but one, and only when a machine must be broken. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its bombing pass.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

🦴 GANG TACTICS

D66

ROLL	TACTIC	TIMING
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11	Lightning Raid. Play in any round. A friendly Kabal fighter that disembarked from an open-topped transport this round re-rolls a single failed ranged Hit roll — the alpha-strike of the raid, struck the instant its boots touch the ground.	ANY ROUND
12	Terrorise. Play in any round. Until the end of the round, an enemy fighter within 6" of your Archon suffers -1 to any Nerve or Cool test it must take — the Commorrite reputation pressing on its nerve.	ANY ROUND
13	Webway Ambush. Play before the battle. One friendly Kabal fighter held in reserve deploys through a Webway Portal, arriving out of line of sight and more than 6" from any enemy — the shadow insertion that opens the raid.	PRE-BATTLE
14	Cruel Acceleration. Play once per battle in any round, if your gang has claimed a Tortured Captive this battle. Power From Pain immediately advances one tier, up to its ceiling — the harvest paying off in a surge of rising cruelty.	ANY ROUND (ONCE PER BATTLE)
15	First Blood Raid. Play in any round when a friendly fighter takes an enemy Out of Action with a ranged attack. That fighter may immediately make a free Aim action, steadied and sharpened by first blood.	ANY ROUND
16	Poison The Lane. Play in any round. Choose a friendly fighter with a splinter or Toxin weapon; until the end of the round, its poison bites a step harder, its Toxin improved by one as it saturates the firing lane.	ANY ROUND
21	Disembark And Shred. Play in any round when a friendly fighter disembarks from an open-topped transport. It may immediately make a free Shoot action, loosing its splinter fire the moment it hits the ground.	ANY ROUND
22	Vanish. Play in any round. A friendly Kabal fighter that is not within 1" of an enemy may immediately make a free Move action, slipping out of a threatened position before the answer can land.	ANY ROUND
23	Shadow Step. Play in any round. A friendly Mandrake or infiltrating fighter removes itself and redeploys within 6" of its position, out of the enemy's line of sight — the shadow-creature stepping through the dark.	ANY ROUND
24	Slavers Grip. Play in any round when a friendly fighter takes an enemy to Seriously Injured in reach. It may immediately claim that enemy as a Tortured Captive as a free action, as No Escape — the slaver's grip closing.	ANY ROUND
25	Splinter Saturation. Play in any round. Choose a friendly fighter making a Shoot action with a splinter weapon; it looses one extra shot at the same profile this activation, emptying the racks into the target in a hissing cloud of shards.	ANY ROUND
26	Aristocratic Terror. Play as a Reaction when an enemy within 6" of your Archon takes a Nerve or Cool test. It suffers an additional -1 to that test, cowed by the raid-lord's aristocratic presence.	REACTION
31	Flat Out. Play in any round. A friendly open-topped transport may move an additional D6" this round as it races flat-out, carrying the raid into range or hauling it clear.	ANY ROUND
32	The Alpha Strike. Play in the first round only. One friendly fighter re-rolls all failed ranged Hit rolls for a single Shoot action — the opening blow of the raid struck with the full weight of surprise.	FIRST ROUND ONLY
33	Dark Lance Focus. Play in any round. A friendly fighter firing a dark lance re-rolls a failed Hit roll against a vehicle, construct or other Brute — the lance answering what the poison cannot touch.	ANY ROUND

34	Haywire Toss. Play in any round. A friendly fighter throwing haywire grenades at a vehicle or construct this round re-rolls a failed Hit roll, the crackling charge finding the hull.	ANY ROUND
35	Captive Shield. Play in any round. While a friendly fighter is holding or leashing a Tortured Captive, enemy fighters suffer -1 to Hit that fighter with ranged attacks until the end of the round — the raiders sheltering behind their prize.	ANY ROUND
36	Evasive Speed. Play in any round. Choose a friendly Kabal fighter that Moved this round; until the end of the round, enemy fighters suffer -1 to Hit it with ranged attacks — the blinding speed of the raider defeating the aim.	ANY ROUND
41	Raid Doctrine. Play before the battle. Your open-topped transports may deploy up to 3" further forward than the deployment rules allow, the raid pressing in at speed from the outset.	PRE-BATTLE
42	No Mercy. Play in any round when a friendly fighter attacks a Seriously Injured or Prone enemy. It re-rolls failed Hit and Wound rolls against that enemy this attack — the Kabal show none.	ANY ROUND
43	Sadists Reward. Play in any round immediately after a friendly fighter takes an enemy Out of Action. That fighter may make a free Aim or Move action, savouring the kill as the raid rolls on.	ANY ROUND
44	Poison Master. Play in any round. Until the end of the round, all friendly splinter and Toxin weapons re-roll Wound rolls of 1 — the poison finding the vein a little more surely across the whole line.	ANY ROUND
45	Shadow Shroud. Play in any round. Until your next turn, a chosen friendly fighter counts as being in partial cover against all ranged attacks, wrapped in a shroud of webway-shadow.	ANY ROUND
46	Court Formation. Play in any round. Until the end of the round, while a friendly Court or Sslyth fighter is within 1" of your Archon, a Wound the Archon would suffer may instead be allocated to that guard — the retinue taking the blow meant for its lord.	ANY ROUND
51	Webway Portal Drop. Play in any round. A friendly fighter held in reserve arrives from a Webway Portal marker, deploying within 1" of it and more than 6" from any enemy — dropped into the raid from the tunnels between worlds.	ANY ROUND
52	Terror Reputation. Play in any round. Until the end of the round, enemy fighters within 6" of a friendly Kabal Leader or Champion suffer -1 to their Cool — the Dark City's dread spreading through the field.	ANY ROUND
53	Relentless Raid. Play as a Reaction when a friendly fighter is taken Out of Action. A friendly fighter within 6" of it may immediately make a free Shoot action, the raid pressing on undeterred by the loss.	REACTION
54	Cruelty Mounts. Play in any round when a friendly fighter claims a Tortured Captive. Until the end of the round, friendly fighters re-roll Wound rolls of 1, spurred by the sight of the harvest dragged down.	ANY ROUND
55	Blast Pistol Execution. Play in any round when a friendly fighter fires a blast pistol at an enemy within short range. It re-rolls a failed Wound roll — the point-blank execution the Archon and its Sybarites relish.	ANY ROUND
56	Scourge Strike. Play in any round. A friendly Scourge that Moved this round using its wings re-rolls a failed ranged Hit roll, loosing its lance clean from the air before lifting away.	ANY ROUND
61	The Vanishing. Play in the End phase. One friendly Kabal fighter that is not within 1" of an enemy is removed from the board and set aside; it returns from reserve or a Webway Portal in a later round — the raider gone before the answer comes.	END PHASE

62	Raid Lords Command. Play in any round. Your Archon may lead a group activation including one additional friendly fighter beyond its usual limit this round, the raid moving as one at its lord's word.	ANY ROUND
63	Phantasm Screen. Play in any round. A friendly fighter throws up a phantasm screen: enemy fighters within 3" of a chosen point must pass a Cool test or be Pinned, and the point is wreathed in blinding smoke until the next round.	ANY ROUND
64	Heat Of The Raid. Play in any round. Until the end of the round, friendly fighters within 6" of your Archon re-roll failed Nerve tests, emboldened in the thick of the raid by their lord's presence.	ANY ROUND
65	Slave Economy. Play in the End phase if your gang holds at least one Tortured Captive. One held captive is secured toward the Slave-Raid harvest for the post-battle sequence, within the campaign's per-battle capture cap — one more chain for the pens.	END PHASE
66	The Perfect Raid. Play once per battle in any round in which a friendly fighter has scored a ranged Out of Action and your gang holds a Tortured Captive. Power From Pain advances one tier immediately, up to its ceiling — the raid at its cruel best, shooting and harvesting as one.	ANY ROUND (ONCE PER BATTLE)

ALLIANCES

THE CRUELTY ECONOMY

ALLIANCE

WHO	another Drukhari caste-gang of the same Dark City — a Haemonculus Coven House or a Wych Cult House (any such House; generic, chosen when the pact is struck, NEVER a fixed named gang)
FACTION	drukhari
MY ROLE	the raider who pays in flesh — the Kabal supplies the captives and slaves its raids drag home, buying the Coven's flesh-craft to keep its paper bodies fighting or a Wych Cult's arena-kills to feed the shared cruelty
PHASE GATE	opens on a contested world once the Kabal and a sibling caste-gang both hold ground there (a local phase before Endgame)
TERMS	campaign-only cruelty-economy pact: the Kabal transfers Tortured Captives / slaves to the partner in exchange for a campaign benefit (a flesh-craft heal, a loaned killer, a shared reputation gain); NO cross-caste fighters ever enter either gang's normal-battle roster — this is a trade struck between battles, not a combined gang

The Kabal is the raider who pays in flesh. Where another Drukhari caste-gang of the same Dark City — a Haemonculus Coven House or a Wych Cult House — holds ground on a contested world alongside the Kabal, the two may strike a cruelty-economy pact once both have taken a footing there, in a local phase before the Endgame. Under it, the Kabal transfers the Tortured Captives and slaves its raids drag home to the partner in exchange for a campaign benefit — a flesh-craft heal to keep its paper bodies fighting, a loaned killer, a shared gain in reputation. No cross-caste fighter ever enters either gang's normal-battle roster; this is a trade struck between battles, not a combined gang, and it binds only for as long as both castes share the contested world.

WHO	a construct-heavy or vehicle-heavy gang the Kabal has raided and failed to strip (any such gang; the raider's natural nemesis)
TERMS	campaign-level feud: while the feud stands, the Kabal gains bonus reputation for a win against the quarry but suffers a map-level penalty (the quarry hunts back) until one side is driven off the contested world

Not every raid comes home clean. A construct-heavy or vehicle-heavy gang the Kabal has fallen upon and failed to strip becomes the raider's natural nemesis — a foe whose hulls and frames shrug off the poison that is the Kabal's whole art. While the feud stands, the Kabal gains bonus Reputation for a win against the quarry, but suffers a map-level penalty as the quarry hunts back, until one side is driven off the contested world. It is the price of raiding what cannot be poisoned: the machine-foe remembers, and it comes looking.

🦴 FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	Slave Brokers Tithe. The slave-brokers call in their due before they grant a thing. To claim this favour you must first surrender a held Tortured Captive or slave to the brokers' pens; in return they release a modest sum of credits and mark your gang as a reliable supplier. A lean bargain — the brokers take their flesh first, and pay in coin after.	THE COMMORRITE SLAVE-BROKERS (THE DARK CITY'S FLESH-MARKET CARTELS THE KABAL ANSWERS TO)
3	A Buyers Eye. A broker's appraiser walks your muster and names what your raids have overlooked. For the next post-battle sequence, your gang may acquire one Rare item at improved availability, the brokers opening a door in the Dark City's markets that is usually closed to a raiding gang.	THE COMMORRITE SLAVE-BROKERS (THE DARK CITY'S FLESH-MARKET CARTELS THE KABAL ANSWERS TO)
5	Refined Toxins. The brokers send a batch of their finest toxin, racked and ready. In your next battle, one friendly fighter's splinter or Toxin weapon has its poison improved by one — a superior load, the gift of a patron who profits when your raids run red.	THE COMMORRITE SLAVE-BROKERS (THE DARK CITY'S FLESH-MARKET CARTELS THE KABAL ANSWERS TO)

7	A Loaned Blade. The brokers loan the raid a blade to see their investment protected. In your next battle you may field one Hired Gun — an Incubus or a comparable mercenary — at no cost, fighting under your banner for the one raid before it returns to the brokers' service.	THE COMMORRITE SLAVE-BROKERS (THE DARK CITY'S FLESH- MARKET CARTELS THE KABAL ANSWERS TO)
9	The Brokers Optics. The brokers share what their spies have seen. Before your next battle, after deployment, you may redeploy up to two friendly fighters, or move one held-in-reserve fighter to a Webway Portal or Infiltrate position — the raid guided by the flesh-market's eyes.	THE COMMORRITE SLAVE-BROKERS (THE DARK CITY'S FLESH- MARKET CARTELS THE KABAL ANSWERS TO)
11	A Richer Hold. The brokers invest in your holding, expecting a fat return. In your next post-battle sequence, the Commorrite Holding yields an additional, capped sum of credits from the captive trade — the pens working harder while the brokers' coin flows through them.	THE COMMORRITE SLAVE-BROKERS (THE DARK CITY'S FLESH- MARKET CARTELS THE KABAL ANSWERS TO)
12	The Archons Patronage. The greatest of the slave-brokers extends their personal patronage — a mark of standing few raiding gangs ever earn. Choose one fighter in your gang; it immediately gains a free skill from a skill set it may access, or a single characteristic advance, raised up by the flesh-market's favour. This patronage is granted but once.	THE COMMORRITE SLAVE-BROKERS (THE DARK CITY'S FLESH- MARKET CARTELS THE KABAL ANSWERS TO)

☠ SUB-PLOTS

✂ THE PERFECT RAIDER

SUB-PLOT

Reward: Choose one Kabal fighter: for the rest of the campaign, once per battle it may treat a single ranged Out of Action it scores as also claiming a free Tortured Captive from that enemy, no reach required. This sub-plot can be claimed only once per campaign.

The perfect raid is not a single victory but a habit — the clean strike that takes first blood and a captive both, and leaves not one raider behind. This sub-plot triggers once the gang has won two campaign battles in each of which it scored the first ranged Out of Action and extracted or held a Tortured Captive without losing a fighter of its own.

When it does, choose one Kabal fighter. For the rest of the campaign, once per battle it may treat a single ranged Out of Action it scores as also claiming a free Tortured Captive from that enemy, no reach required. This sub-plot can be claimed only once per campaign.

✂ THE SWELLING PENS

SUB-PLOT

Reward: The Commorrite Slave-Pens are permanently enlarged: once per post-battle sequence for the rest of the campaign, the gang may convert one held captive into a modest, capped credit income OR a one-time battle boon. This sub-plot can be claimed only once per campaign.

The pens fill faster than they can be emptied, raid upon raid, until the Commorrite holding must be enlarged to keep the harvest. This sub-plot triggers once the gang has ended three separate campaign battles each holding at least one Tortured Captive at the final round.

When it does, the Slave-Pens are permanently enlarged: once per post-battle sequence for the rest of the campaign, the gang may convert one held captive into a modest, capped credit income or a one-time battle boon. This sub-plot can be claimed only once per campaign.

LEGENDARY NAMES

✂ THE HUNDRED CAPTIVE

SYBARITE OR SCOURGE

XP cost (random): 5

XP cost (chosen): 10

THE HUNDRED CAPTIVE

A named raid-champion whose tally of the taken has passed into legend — every chain in the pens is said to be one it dragged home. A gang may name a Sybarite or Scourge for this title at a cost of 5 XP taken at random, or 10 XP chosen.

BENEFIT

When this fighter takes an enemy to Seriously Injured in reach, it may claim them as a Tortured Captive as a free action, as No Escape. If it already has that skill, the claim also removes a Flesh Wound from this fighter.

DRAWBACK

This fighter must always charge or advance toward the nearest wound-able enemy when able — its hunger for the count makes it reckless — and it cannot voluntarily fall back while an un-captured enemy is Seriously Injured on the battlefield.

✂ THE POISON MASTER

SYBARITE OR KABALITE WARRIOR

XP cost (random): 6

XP cost (chosen): 12

THE POISON MASTER

A named envenomer of the gun-line, whose toxins are whispered of across the Dark City's markets. A gang may name a Sybarite or Kabalite Warrior for this title at a cost of 6 XP taken at random, or 12 XP chosen.

BENEFIT

This fighter's Toxin weapons always wound on the improved fixed roll, as the Poisoner skill, and once per battle it may re-roll all failed Wound rolls from a single Toxin attack.

DRAWBACK

This fighter is contemptuous of any target it cannot poison: it suffers -1 to Hit against vehicles, constructs and anything else immune to Toxin, unwilling to take the machine-kill seriously.

✧ THE SLAVE LORD

ARCHON

XP cost (random): 6

XP cost (chosen): 12

THE SLAVE LORD

A named raid-lord of a named Kabal, whose pens groan with the harvest of a hundred raids. A gang may name an Archon for this title at a cost of 6 XP taken at random, or 12 XP chosen.

BENEFIT

While this Archon holds or leashes a Tortured Captive, friendly Kabal fighters within 6" re-roll a single failed Hit roll each round — the slaver's dreadful confidence spreading through the raid.

DRAWBACK

This Archon must always attempt to claim a captive rather than finish a Seriously Injured enemy in reach when able — its greed for the pens overrides tactical sense — and it cannot decline the capture even when the leash will tie it down.

☠ TERRAIN

✧ THE COMMORRITE HOLDING

TERRAIN

The Commorrite Holding is a fortified slaver's compound of cages and torture-engines — the cruelty engine that keeps the captives dragged home from the raid, and the heart of the Kabal's slave economy.

A Kabal gang that controls the Holding as a territory works the captive trade for income. In each post-battle sequence it gains a modest, capped credit sum drawn from selling or working its held Tortured Captives, and once per campaign it may convert the pens' worst excess into a one-time Slave-Raid boon — a free skill or advancement for one fighter. The income is drawn at muster, within the campaign's per-battle capture cap, and it does not compound.

✧ THE WEBWAY PORTAL

TERRAIN

The Webway Portal is a shard-gate of black glass and screaming light — a doorway into the tunnels between worlds that the Kabal tear open where they please, and step through as the raid demands.

The Kabal player places one Webway Portal marker in or adjacent to their deployment zone during setup. A friendly Kabal fighter that begins its activation within 1" of the Portal may, instead of moving normally, remove itself and redeploy from any other friendly Portal marker or reserve point, out of line of sight and more than 6" from any enemy. A fighter held in reserve may also arrive from the Portal at the start of any round, deploying within 1" of it. Only one fighter may pass through the Portal each round.

SCENARIOS

✕ SLAVE SNATCH

SCENARIO

ATTACKER	the Kabal (raiding from open-topped skimmers to shoot the enemy down and drag the wounded home)
DEFENDER	the opposing gang (holding a district the Kabal means to strip of bodies)
DEPLOY	the Kabal deploy from a board edge with their transports, or Infiltrate/Webway-ambush per their rules; the defender deploys spread across the district holding its ground
OBJECTIVE	the Kabal win by claiming Tortured Captives and extracting them off their own board edge; the defender wins by denying the harvest and breaking the raid
VICTORY	the Kabal win if they extract 2+ Tortured Captives off their board edge before the game ends or they bottle out; the defender wins by ending the game with fewer than 2 of its fighters extracted as captives
REWARDS	each extracted captive counts toward the Slave-Raid harvest (within the campaign per-battle cap); the Kabal gains bonus reputation for a full extraction
CONTROL TRACK	a Kabal win advances their Control-Track claim on the district by one step (the slavers have made the world unsafe to hold); a defender win holds the marker where it stands

A Kabal raid falls on a district to strip it of bodies — the raiders shoot the enemy down, drag the wounded away in chains, and are gone before the district can answer. This scenario is one push on the world's siege, and its result shifts the campaign's control track.

ATTACKER

The Kabal, raiding from open-topped skimmers to shoot the enemy down and carry the wounded home.

DEFENDER

The opposing gang, holding a district the Kabal means to strip of bodies.

BATTLEFIELD

A dense district of the defender's holding, its cover and firing lanes spread across the board.

DEPLOYMENT

The defender sets up first, spread across the district to hold its ground. The Kabal deploy from one board edge with their transports, or by Infiltrate and Webway-ambush per their own rules.

THE HARVEST

The Kabal claim Tortured Captives from the enemy they take to Seriously Injured in reach, and carry them to their own board edge to extract them. A captive carried off the Kabal's edge is taken for the pens; a captive freed or rescued is lost to the raid.

ENDING THE BATTLE

The battle ends when the Kabal have extracted two or more captives, when the attacker bottles out, or when only one gang remains.

VICTORY

The Kabal win by extracting two or more Tortured Captives off their own board edge before the battle ends. The defender wins by ending the battle with fewer than two of its fighters carried off as captives.

REWARDS

Each extracted captive counts toward the Slave-Raid harvest, within the campaign's per-battle capture cap. A full extraction earns the Kabal bonus Reputation.

CONTROL TRACK

A Kabal win advances their control-track claim on the district by one step — the slavers have made the world unsafe to hold. A defender win holds the marker where it stands.

TACTICS

Strike from the transports, shoot the enemy down, and get the wounded to the edge before the defender can rally to free them.

ATTACKER	the Kabal (inserting through a Webway Portal to hit a target and vanish before the enemy rallies)
DEFENDER	the opposing gang (caught reacting to an insertion from an unexpected quarter)
DEPLOY	a Webway Portal is placed near the board centre; the Kabal deploy the bulk of their gang in reserve and arrive from the Portal over the first two rounds; the defender deploys normally around its objective
OBJECTIVE	the Kabal win by scoring ranged Out of Action results and then withdrawing every surviving fighter back through the Portal; the defender wins by holding the field and destroying the Portal or the raiders
VICTORY	the Kabal win if, by the end of round 5, they have inflicted more Out of Action results than they suffered AND withdrawn at least half their gang through the Portal; the defender wins otherwise
REWARDS	a Kabal win grants bonus reputation for a clean raid and advances Power From Pain rewards per the campaign; a costly win or a loss leaves the gang exposed
CONTROL TRACK	a Kabal win advances their Control-Track claim by one step (the district is proven porous to the webway); a defender win holds the marker and may collapse the Portal for a campaign benefit

The Kabal insert through a Webway Portal, strike a target, and vanish before the enemy rallies. This scenario is one push on the world's siege, and its result shifts the campaign's control track.

ATTACKER

The Kabal, inserting through a Webway Portal to hit a target and be gone before the answer comes.

DEFENDER

The opposing gang, caught reacting to an insertion from an unexpected quarter.

BATTLEFIELD

A contested field with a Webway Portal marker placed near its centre.

DEPLOYMENT

The defender deploys normally around its objective. The Kabal hold the bulk of their gang in reserve and arrive from the Portal over the first two rounds.

THE RAID

The Kabal strike from the Portal, scoring ranged Out of Action results, and then withdraw their survivors back through it. The defender fights to hold the field and to destroy the Portal or the raiders.

ENDING THE BATTLE

The battle ends at the close of round five, when the attacker bottles out, or when only one gang remains.

VICTORY

The Kabal win if, by the end of round five, they have inflicted more Out of Action results than they suffered and withdrawn at least half their gang back through the Portal. The defender wins otherwise.

REWARDS

A clean raid earns the Kabal bonus Reputation and advances their Power From Pain rewards per the campaign. A costly win, or a loss, leaves the gang exposed.

CONTROL TRACK

A Kabal win advances their control-track claim by one step — the district is proven porous to the webway. A defender win holds the marker, and may collapse the Portal for a campaign benefit.

TACTICS

Arrive, strike the softest targets at range, and get back through the Portal before the defender can pin the raid in the open.



DRUKHARI • HOUSE DOSSIER

THE HAEMONCULUS COVEN

The flesh-craft masters who will not stay down

The Haemonculus Coven are the cruel species worn as the flesh that will not stay down. Where their kin trust to speed and to never being where the blow falls, the Coven walk forward — a slow, resilient line of Wracks, mindless Grotesques and towering Pain Engines behind a master flesh-sculptor, shrugging wounds under Feel No Pain and knitting themselves whole between activations. Their survival is the body itself: durable, grown, rebuilt, the faction's one true exception to its own fragility.

A Coven line takes the wound the enemy expected to kill it with, rises on it, and feeds Power From Pain off every fighter that suffers — its own wounded among them. It does not raid at range as the gunline covens do, and it does not dance in melee as the arena cults do; it endures. The captives it drags from the field and the dead it gathers become fresh grafts, and the warband grows harder to kill the longer a campaign runs. This is attrition made a craft — cruelty that compounds by mastery, a grind won not by speed but by still standing when the enemy can no longer contest the ground.

👤 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Every Coven fighter carries the gang's cruelty toolkit — Power From Pain, Exquisite Agony and Masters of Pain — built in, with no separate pool to track
- ♦ Exactly 1 Leader (Haemonculus)
- ♦ 0-2 Champions (Acothyst)
- ♦ Wracks the bulk; 0-2 Grotesques; Wracks $\geq$ Leaders + Champions
- ♦ 0-1 Pain Engine — a \$5c VEHICLE, not a Brute (Talos Walker / Cronos Skimmer); Raider as a mount
- ♦ ~9-12 durable bodies @1500 — the FEWEST bodies in the faction, each worth more and harder to kill
- ♦ Flesh-Craft Doctrine: captives and the dead become grafts, mutilations and augments (offsetting Lasting Injuries + upgrading fighters where other gangs spend credits)
- ♦ Obsession — Masters of Pain: a friendly casualty (Seriously Injured OR Out of Action) advances Power From Pain within the rate-cap; the Cronos in play guarantees the climb
- ♦ Champion / Pain-Engine / transport / Hired-Gun slots unlock with Reputation

A Coven warband musters on 1500 credits and fields the fewest bodies of any gang in the faction — roughly nine to twelve, each dearer and far harder to kill. Exactly one Haemonculus leads, the master sculptor at the heart of the line. Up to two Acothyst apprentice-surgeons serve as its champions, and Wracks form the bulk: the controlling player must field at least as many Wracks as Leaders and Champions combined. Up to two Grotesques grind at the front — the covenant's living flesh-monsters, and its only brutes. A single Pain Engine may anchor the line, a Talos or a Cronos: these are war-constructs, not bodies, and they are fielded as vehicles on the Ash-Wastes profile — the Talos striding as a Walker, the Cronos drifting as a Skimmer. A Raider stands ready as the warband's one mount.

The Coven does not equip the way other gangs do. Its captives and its dead are worked into grafts, mutilations and augments through Flesh-Craft, offsetting Lasting Injuries and improving fighters where others spend credits. It climbs Power From Pain whenever one of its own is taken Seriously Injured or Out of Action, and a Cronos in play guarantees that climb each round it lives. Champion, Pain Engine, transport and Hired-Gun slots open as the warband's reputation grows.

🦴 GANG RULES

✂ INSENSIBLE TO PAIN

GANG RULE

Insensible to Pain. The medical flesh-graft is baked into every body in the coven. Each fighter of the Coven line has Feel No Pain 6+ — better on its leaders, the Haemonculus carrying Feel No Pain 5+ — a shrug against a share of the wounds that would drop a lesser gang where it stood. When a Coven fighter would lose a Wound or be taken down, the graft may simply refuse the injury, the nerve-deadened flesh feeling nothing of what should have killed it.

This is the faction's one true durability exception. Where its kin survive by never being where the blow lands, and the arena cults by turning it aside, the Coven survives by not feeling it. The rating improves as the flesh deepens — the master's Master of Pain aura, a regenerative organ, or the right skill each lift it — so a warband built around the surgery grows steadily harder to put down. The counter is not to out-damage the shrug but to unmake the body before the flesh can knit: burst it dead in one blow, or race past it to the ground it is too slow to hold.

✂ MASTER OF PAIN

GANG RULE

Master of Pain. The Haemonculus's surgical presence hardens the flesh around him. While a friendly Coven fighter is within 6" of the Haemonculus, it gains +1 to its Feel No Pain — the gang-standard 6+ becoming a 5+ — the master's craft holding the wounds closed where his eye can reach. Within that same 6", a Grotesque auto-passes its Cool tests, the sculptor's voice keeping the mindless flesh-monster leashed and pointed forward rather than turning on the line.

This is the Coven's chosen aura: the surgeon at the heart of his own work, making the bodies near him harder to kill and holding the monsters steady. It rewards the coven's slow, close formation — the line grinds forward together, tight around the master, and every fighter in his shadow shrugs more and breaks less. Kill or drive off the Haemonculus and the aura falls with him, the flesh softening and the Grotesques slipping their leash at once.

✂ MASTERS OF PAIN

GANG RULE

Masters of Pain. The coven ascends by bleeding. Whenever one of the controlling player's own fighters is taken to Seriously Injured or Out of Action, the gang advances Power From Pain — within the shared limit of one tier per round, so its own suffering makes the tier a round earlier rather than stacking past the cap. Where a Kabal climbs the ladder by ranged kills and a Wych Cult by the melee dance, the Coven climbs it by taking casualties: the masters feed on all agony, their wounded among it.

This is why a warband that expects to be hurt wants to be. The line walks into fire knowing every body that falls drives the whole gang deeper up the ladder, and a Cronos in play guarantees the climb each round it lives, removing the chance of a stall. It is insurance, not a bypass — the rate-cap and the top-tier ceiling still bind, so the coven cannot rush the ladder faster than the rounds allow. It simply makes certain that a gang built to take wounds is paid in escalation for taking them.

FIGHTERS

HAEMONCULUS

LEADER

✖ 185 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	3+	3	4	3	3+	2	5+	4+	4+	4+

SAVE 4+

SPECIAL RULES

Master of Pain (*the aura source — friendly Coven within 6" gain +1 Feel No Pain; Grotesques within 6" auto-pass Cool*)

Masters of Pain (*your own casualties climb Power From Pain*)

Insensible to Pain (*FNP 5+*)

Power From Pain (*climbs the shared ladder*) SEE SPECIAL RULES

Typed Effects

- +1
- auto-test-result Cool pass
- grant-save feel-no-pain

PRIMARY

Brawn

Leadership

Savant

Signature

SECONDARY

Combat

Cunning

Ferocity

STARTING GEAR Electrocorrosive Whip · Splinter Pistol

FREE SKILL Regeneration

EQUIPMENT LIST

BASIC

Hexrifle 55 credits

PISTOL

Splinter Pistol 15 credits

Blast Pistol 40 credits

SPECIAL

Liquifier Gun 35 credits

Ossefactor 50 credits

CLOSE-COMBAT

Scissorhand 30 credits

Agoniser 40 credits

Electrocorrosive Whip 50 credits

ARMOUR

Kabalite Armour 15 credits

WARGEAR

Combat Drugs 30 credits

Regenerative Organ

in kit

The Haemonculus is the master flesh-sculptor and the warband's leader — the surgeon who rebuilds his own gang between the killing. He is no bruiser; his worth is in what stands around him. Through Master of Pain, friendly Coven fighters within 6" gain +1 to their Feel No Pain, and Grotesques within that range auto-pass Cool tests, the master keeping the mindless flesh under leash. His own graft carries Feel No Pain 5+, the deepest in the line.

He lays about him with an electrocorrosive whip and carries a splinter pistol for range, but the Haemonculus fights to hold the line together, not to break it open. Masters of Pain climbs Power From Pain off the Coven's own casualties, and the shared ladder rises as the fight drags on. His free Regeneration reflects the truth of the whole gang: the body he broke is whole again by its next activation. Kept alive, he makes the flesh around him almost impossible to put down — which is why a foe that means to break the Coven must kill the sculptor first, and reach him through the line that will not fall.

ACOTHYST

CHAMPION

× 95 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	3+	3	4	2	3+	2	6+	5+	5+	5+

SAVE 5+

SPECIAL RULES **Masters of Pain** (*feeds PFP off the gang's own casualties*) **Insensible to Pain** (*FNPF 6+*)
Power From Pain (*climbs the shared ladder*) SEE SPECIAL RULES

Typed Effects

- grant-save feel-no-pain

PRIMARY

Brawn

Combat

Signature

SECONDARY

Cunning

Ferocity

Leadership

Savant

STARTING GEAR Agoniser · Splinter Pistol

FREE SKILL No Escape

EQUIPMENT LIST

BASIC

Hexrifle 55 credits

PISTOL

Splinter Pistol 15 credits

SPECIAL

Liquifier Gun 35 credits

CLOSE-COMBAT

Power Blade 30 credits

Scissorhand 30 credits

Agoniser 40 credits

ARMOUR

Kabalite Armour 15 credits

WARGEAR

Combat Drugs 30 credits

Mutilation Augment 30 credits

Regenerative Organ

in kit

The Acothyst is the apprentice-surgeon who runs the flesh-line — the squad-boss standing between the master and the Wracks. At Toughness 4 with two wounds and Feel No Pain 6+, it is the grinding heart of the mid-line, durable enough to hold a fight together while the wounds mount around it. It carries an agoniser to flay the enemy and a splinter pistol at its hip.

Its free No Escape lets it claim a broken foe as a Tortured Captive the instant it drops one in reach — the surgeon's grip closing, and the raw material for Flesh-Craft secured. Masters of Pain feeds Power From Pain off the gang's own suffering, and the shared ladder climbs with the rounds. The Acothyst is not the killer the Haemonculus is; it is the boss who keeps the line advancing, hands captives to the benches, and refuses to fall when a lesser body would.

INCUBI

CHAMPION

× 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	4+	3	3	1	2+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES

Power From Pain (*climbs the shared ladder while hired to the coven*)

SEE SPECIAL RULES

STARTING GEAR

Klaive

FREE SKILL

Lightning Reflexes

EQUIPMENT LIST	
PISTOL	CLOSE-COMBAT
Splinter Pistol15 credits	Klaive55 credits

The Incubi is a blade-shrine mercenary hired for the one thing the flesh-line lacks — a killing melee edge. Where the Coven grinds and endures, the Incubi strikes: Weapon Skill 2+, a 3+ save from its tomb-plate, and a klaive that shears through armour with Power and two damage. It is fragile behind that skill — a single wound at Toughness 3 — and it is borrowed, not grown; the coven does not own it, it pays for it.

Its free Lightning Reflexes lets it counter a charge as though it charged first and re-roll a failed Initiative test, so even against a faster foe it lands the first blow. While hired to the coven it climbs Power From Pain with the rest of the line as the rounds mount. The Incubi is the exception that proves the identity: a precise duellist bolted onto a warband that otherwise wins by refusing to die rather than by killing fast.

GROTESQUE

GANGER

× 140 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	5+	5	5	3	3+	3	8+	7+	9+	9+

SAVE 5+

SPECIAL RULES Master of Pain (leashed — auto-passes Cool within 6" of the Haemonculus)

Masters of Pain (its fall feeds the ladder)

Insensible to Pain (FNP 6+)

Power From Pain (climbs the shared ladder)

SEE SPECIAL RULES

Typed Effects

- +1
- auto-test-result Cool pass
- grant-save feel-no-pain

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Signature

STARTING GEAR Flesh Gauntlet

EQUIPMENT LIST

CLOSE-COMBAT

Flesh Gauntlet 20 credits

The Grotesque is a mindless flesh-monster stitched from ruined bodies — Toughness 5, three wounds and three attacks of grinding mass, the front the enemy must chew through to reach the line behind. It swings a flesh-gauntlet built into its own arm and feels little of what is done to it, carrying Feel No Pain 6+ over its monstrous bulk.

Left to itself it is as much a danger to friend as foe, but the Haemonculus keeps it leashed: through Master of Pain, a Grotesque within 6" of the master auto-passes its Cool tests, held steady and pointed forward. When it falls, Masters of Pain climbs Power From Pain off its ruin, and the shared ladder rises with the rounds. A gang that fields Grotesques wants the slow grind — the monsters do not flank or seize ground, they simply advance into the enemy and refuse to be stopped while the master's voice holds them.

WRACK

GANGER

✖ 70 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	4+	3	4	1	3+	1	7+	6+	6+	6+

SAVE 6+

SPECIAL RULES **Masters of Pain** (*its own death feeds the ladder*) **Insensible to Pain** (FNP 6+)

Power From Pain (*climbs the shared ladder*) SEE SPECIAL RULES

Typed Effects

- grant-save feel-no-pain

PRIMARY **Brawn** **Ferocity** **Signature** SECONDARY **Combat** **Savant**

STARTING GEAR **Flesh Gauntlet** · **Splinter Combat Blade**

EQUIPMENT LIST

BASIC

Splinter Rifle 20 credits

PISTOL

Splinter Pistol 15 credits

SPECIAL

Liquifier Gun 35 credits

Ossefactor 50 credits

CLOSE-COMBAT

Splinter Combat Blade 10 credits

✂ **Envenomed Hookblade** 20 credits

Kitbashed from stripped splinter-rack shards barbed onto a hooked combat-blade — a poisoned rending edge trading the combat blade's Parry for Rending and a better toxin roll (Codex: Drukbari — splinter/blade family). Priced above the stock splinter combat blade (10).

Flesh Gauntlet 20 credits

Scissorhand 30 credits

ARMOUR

Kabalite Armour 15 credits

WARGEAR

Mutilation Augment 30 credits

The Wrack is the flesh-line troop and the Coven's durable bulk — the body that shrugs the wound the enemy meant to kill it with. It is only a single wound at Toughness 4, but Feel No Pain 6+ and the surgeon's grafting make it far harder to finish than its profile suggests: the enemy spends a killing blow, and the Wrack is standing next round. It grinds forward with a flesh-gauntlet that injects the worst toxins and a poisoned splinter combat blade.

Even in falling it serves. Masters of Pain climbs Power From Pain when a Coven fighter drops, so a Wrack's own death feeds the ladder, and Power From Pain rises through the rounds regardless. The Wrack does not raid and it does not dodge; it walks into the wounds, wears them, and keeps coming — the patient, envenomed mass that the whole grinding attrition is built upon.

VEHICLES

CRONOS

VEHICLE

✖ 255 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	6	5	5	7	5+	4+	4+	6+	5+	6+	8+

LOCOMOTION Skimmer

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Skimmer (drifting semi-organic grav-construct)
- ♦ Spirit-syphon (inherent — harvests pain around it; feeds Power From Pain)
- ♦ Masters of Pain (guarantees the climb — while it lives, PFP advances each round)
- ♦ Power From Pain (climbs the shared ladder)

The Cronos is the spirit-syphon pain engine — a drifting semi-organic grav-construct of Toughness 6 and seven Hull Points, hovering above the battlefield and drinking the agony of the dying to fuel the covenant. Reclassified onto the Ash-Wastes vehicle track (§5c) as a Skimmer — a war-construct, not an organism — it is lighter and less murderous than the Talos, but it carries something no other hull can: while a Cronos is in play, the gang's climb up Power From Pain is guaranteed to advance each round it lives, each death on the field feeding the covenant's ascent.

Its inherent spirit-syphon reaps the pain around it, and Masters of Pain climbs the ladder whenever the Covenant's own fall — so a warband anchored on a Cronos races to the top tiers with certainty rather than luck. The shared ladder rises with the rounds regardless; the Cronos simply removes the chance of stalling. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules — a drifting grav-hull rather than a walking one, the anti-grav half of the Covenant's machine-caste. It is the pain-battery of the grind: keep it aloft and the whole line grows deadlier by the round, exactly on schedule.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAIDER

TRANSPORT

× 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	6	5	5	6	4+	4+	4+	7+	6+	8+	6+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Dark Lance — Prow arc (Crew)
- ♦ Splinter Cannon — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Open-topped
- ♦ Transport (6 fighters)

The Raider is the signature open-topped skimmer of every Drukhari warband, a bladed anti-grav barge that carries a raiding party into the heart of the enemy at frightening speed. Its deck is open to the sky, so the fighters aboard fire their weapons and launch assaults as it screams past — the whole assault-from-transport doctrine rides on it. A prow dark lance, or a disintegrator cannon, kills on the approach, and the splinter racks along its hull drown a target in poison as the raiders disembark. It is fast and lightly built rather than armoured, its thin facing Toughness traded away for a Skimmer's blinding mobility; a warband that keeps its Raiders moving keeps its fragile fighters alive, arriving, killing, and gone before the answer comes. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules, the anti-grav hull the whole Dark City learns to ride.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAVAGER

VEHICLE

✖ 220 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	6	5	5	6	4+	4+	4+	7+	6+	8+	6+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Dark Lance — Turret arc (Crew)
- ♦ Dark Lance — Turret arc (Crew)
- ♦ Dark Lance — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Ravager is the Raider's hull stripped of its cargo deck and hung instead with a battery of heavy guns — three turret dark lances, or disintegrator cannons, that reach across the whole field. It carries no raiders; it exists to kill from range, a fast anti-grav gun-platform that repositions between shots so return fire seldom finds it twice. Against armour and Brutes it is a warband's answer, the caged dark-light punching clean through hulls and monstrous flesh that shrug off any amount of poison. Like all its kin it is glass beneath the guns — a lean facing Toughness and a handful of Hull Points that reward speed and never a stand-up trade; pinned in place, it dies. It flanks, strips a heavy target, and slides away. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAZORWING

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	6	5	5	7	5+	4+	3+	7+	6+	8+	6+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Splinter Cannon — Nose arc (Crew)
- ◆ Splinter Cannon — Nose arc (Crew)
- ◆ Razorwing Missiles — Wing arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Razorwing Jetfighter is the screaming interceptor of a Drukhari raid, a pure forward-firing aircraft built to own the airspace above a battle and nothing else. It carries no cargo and cannot settle: with no Hover capability it holds no station, so it must make its minimum move every round, tearing across the field at Low or High altitude and swinging back for another firing pass. Its nose twin-links a pair of splinter cannons to drown fast movers and light armour in poison, with a wing rack of razorwing missiles — or a dark lance, or a disintegrator — to reach out at heavier prey. Its facing Toughness is thin and its hull light, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A warband fields one to deny the sky and hunt what moves fast below it. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its strafing passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

TALOS

VEHICLE

✖ 540 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	10	7+	4+	4+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ Macro Scalpel — Chassis arc (Crew)
- ♦ Stinger Pod — Chassis arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Walker (semi-organic pain-engine)
- ♦ Masters of Pain (its fall feeds the shared ladder)
- ♦ Power From Pain (climbs the shared ladder)

The Talos is the Coven's pain engine and the heaviest hull in the faction — a semi-organic flesh-metal walker of Toughness 7, ten Hull Points and four grinding attacks of towering surgical machinery. Reclassified onto the Ash-Wastes vehicle track (§5c) — a constructed war-machine is a vehicle, not an organism — it is the anchor the flesh-wall is built around, a walking war-construct that grinds through fire the rest of the line would fold under. It fights with a chassis-fitted macro-scalpel — a Power, Rending flesh-cleaver that opens armour the poison cannot — and mounts a melta stinger-pod to answer the constructs and vehicles the Coven's toxins shrug off.

That stinger-pod is the point: poison has no purchase on the unliving, and the Talos is the Coven's own answer to it — a flesh-wall that kills flesh-walls. Masters of Pain climbs Power From Pain when the great engine finally falls, and the shared ladder rises with the rounds. Slow, immense and expensive, the Talos does not hurry; it arrives, holds, and grinds down whatever the line cannot. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules — a walking hull, the one Walker in a fleet otherwise all anti-grav, the flesh-craft machine-caste that the raiding Skimmers are not.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VENOM

TRANSPORT

× 90 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	5	4	4	4	4+	5+	4+	7+	6+	8+	6+

LOCOMOTION Skimmer

HARDPOINTS

- ◆ Splinter Cannon — Turret arc (Crew)
- ◆ Splinter Cannon — Turret arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Open-topped
- ◆ Transport (5 fighters)

The Venom is the lightest and fastest of the Drukhari skimmers, a slender anti-grav scout-boat that outruns almost anything on the field. Open-topped like its larger kin, it carries a small raiding party who fire and fight from its deck, and it mounts a pair of turret splinter cannons that hose an area with poison as it streaks by — a storm of envenomed shards that threatens the toughest body regardless of armour. It trades the Raider's carrying capacity and heavier guns for pure speed, the outrider of a warband: first to the objective, first to the enemy's flank, and gone again before the reply can land. Its facing Toughness is tissue-thin and its hull carries only a handful of Hull Points, so it lives entirely by not being there. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules — a scout-transport built for the raid, never the stand-up fight.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VOIDRAVEN

BOMBER

✖ 300 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	6	6	5	8	5+	4+	3+	7+	6+	8+	6+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Void Lance — Nose arc (Crew)
- ♦ Void Lance — Nose arc (Crew)
- ♦ Splinter Cannon — Wing arc (Crew)
- ♦ Void Mine — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Voidraven Bomber is the apex of a Drukhari warband's raiding airpower, a heavy forward-firing flyer that hunts armour from above and drops ruin on the overflight. Like its lighter cousin it cannot Hover and holds no station: it must make its minimum move every round, screaming across the field at Low or High altitude before it wheels back for another run. Twin void lances in the nose gut anything armoured, the caged dark-light tearing through hulls and Brutes in a single pass, while a wing splinter cannon lashes softer prey with poison. Slung beneath the hull rides a void mine — a one-shot bomb loosed on the overflight run to fall on whatever crawls below. Its facing Toughness is heavier than the Razorwing's but still glass beside a warmachine of its size; velocity and altitude are its armour. A warband fields but one, and only when a machine must be broken. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its bombing pass.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

🦴 GANG TACTICS

D66

ROLL	TACTIC	TIMING
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11	Grinding Advance. Grinding Advance. Play at any point in the round. Choose a friendly Coven fighter that did not make a Move this round. Until its next activation, it gains +1 to its Feel No Pain — the flesh-wall digs in and refuses to be shifted, harder to kill the longer it holds its ground.	ANY ROUND
12	Horrors From The Dark. Horrors from the Dark. Play at any point in the round. Choose an enemy fighter within 6" of one of your Grotesques or Pain Engines. Until the end of the round, that fighter suffers -1 to any Nerve or Cool test it is called on to make — the mindless flesh looming out of the murk unmans even a steady soldier.	ANY ROUND
13	Pain Fuelled Resurgence. Pain-Fuelled Resurgence. Play in the End phase. Choose one friendly Coven fighter that went Out of Action earlier this battle and roll to recover it as though a Medical Escort had succeeded — the surgery drags a lost body back to the fight. You may play this only once per battle.	END PHASE
14	The Surgeons Mercy. The Surgeon's Mercy. Play at any point in the round, if your gang holds a Tortured Captive. Choose one friendly Coven fighter and remove all of its Flesh Wounds — the coven takes the captive's pain and gives it back as knitted flesh. There is no mercy in it; the captive simply pays for another's healing.	ANY ROUND
15	Flesh Wall. Flesh-Wall. Play before the battle. Choose up to three friendly Coven fighters that deployed within 3" of one another. The first Flesh Wound each of them would suffer this battle is ignored — the line braces shoulder to shoulder, one mass of grafted flesh the enemy must wear down before it can begin to break it.	PRE-BATTLE
16	Rise Again. Rise Again. Play as a reaction when a friendly Coven fighter is taken Out of Action. Roll a D6; on a 4, 5 or 6 it is instead taken only Seriously Injured, dragged back from the edge by its own grafted flesh. You may play this only once per battle.	REACTION
21	The Long Grind. The Long Grind. Play as a reaction when a friendly Coven fighter loses its last Wound in melee. Before it is removed or laid low, it may make a single melee attack against an enemy engaged with it — the surgeon's flesh keeps swinging a moment past the point it should have fallen.	REACTION
22	Take The Wound. Take the Wound. Play as a reaction when a friendly Coven fighter is taken Seriously Injured or Out of Action. One other friendly Coven fighter within 6" gains +1 to Hit in melee until the end of the round — the coven answers a fallen brother not with grief but with harder work at the killing.	REACTION
23	Leashed Fury. Leashed Fury. Play at any point in the round. Choose a Grotesque within 6" of your Haemonculus. Until the end of the round it gains +1 Attack, the master briefly slipping the leash and letting the monster do what it was grown for before drawing it back to heel.	ANY ROUND
24	Bleed To Climb. Bleed to Climb. Play in the End phase, if one or more of your fighters were taken Seriously Injured or Out of Action this round. Advance your Power From Pain by one tier, within the usual limit of one tier per round — the masters ascend on their own suffering, making the tier a round earlier than the fight would have given it.	END PHASE
25	The Spirit Siphon. The Spirit-Siphon. Play at any point in the round, if a friendly Cronos is on the battlefield. Choose one friendly Coven fighter within 6" of the Cronos and remove one Flesh Wound from it — the pain engine draws the agony of the dying out of the air and feeds it back into the coven's own flesh.	ANY ROUND

26	Corrosive Spray. Corrosive Spray. Play at any point in the round, when a friendly fighter attacks with a Template flesh-craft weapon such as a liquifier gun. That attack improves its Armour Penetration by 1 — the acid clings and eats, finding the gaps no single shot would have reached.	ANY ROUND
31	The Slow Tide. The Slow Tide. Play before the battle. This battle, your Coven fighters never have to take a Nerve test caused by a friendly fighter being taken down — the tide does not break when one of its own falls, it simply closes over the gap and comes on.	PRE-BATTLE
32	Endure. Endure. Play as a reaction when a friendly Coven fighter fails a Feel No Pain roll. Re-roll that roll — the flesh clings to itself where it should have given way. You may play this only once per battle.	REACTION
33	Toxin Saturation. Toxin Saturation. Play at any point in the round. Choose one friendly fighter; until the end of the round its Toxin weapons wound on a better fixed roll — the coven floods its blades and needles with a fresh, concentrated dose, and the poison bites a shade deeper than it should.	ANY ROUND
34	The Masters Eye. The Master's Eye. Play at any point in the round. Until the end of the round, your Haemonculus's Master of Pain aura reaches out to 9" rather than 6" — the surgeon's attention sweeps wider across the line, and more of the flesh hardens under his gaze.	ANY ROUND
35	Flesh Graft. Flesh-Graft. Play in the post-battle sequence. Choose one friendly Coven fighter that suffered a Lasting Injury in the battle just fought and offset it with a fresh graft — the benches remake what the fight took, and the body walks out of surgery whole. You may play this only once per post-battle sequence.	POST-BATTLE
36	Grafted Muscle. Grafted Muscle. Play before the battle. Choose one friendly Coven fighter; for this battle it gains +1 Strength as the surgeons layer fresh muscle over its frame the night before the fight — a body built up in the benches for the grind to come.	PRE-BATTLE
41	Unyielding. Unyielding. Play at any point in the round. Choose a friendly Coven fighter that is Standing. Until the end of the round it cannot be moved by Knockback or any similar effect and will not be forced back a single inch — the flesh-wall plants itself and simply refuses to give ground.	ANY ROUND
42	The Coven Advances. The Coven Advances. Play before the battle, after deployment. Up to three friendly Coven fighters may each make a free 3" move directly toward the nearest enemy or objective before the first round begins — the flesh-wall starts its slow walk before the shooting does, closing the ground it will need.	PRE-BATTLE
43	Harvest The Fallen. Harvest the Fallen. Play as a reaction when a friendly Coven fighter takes an enemy to Seriously Injured in reach. That fighter may immediately claim the fallen enemy as a Tortured Captive as a free action — the surgeon's grip closes before the body can be dragged clear, and the raw material for the benches is secured.	REACTION
44	Pain Made Fuel. Pain Made Fuel. Play in the End phase, if your gang holds a Tortured Captive. Advance your Power From Pain by one tier, within the usual limit of one tier per round — the captive's endless suffering is stoked higher, and the whole coven climbs on it.	END PHASE
45	The Vivisector. The Vivisector. Play at any point in the round. Choose a friendly Haemonculus or Acothyst in melee. Until the end of the round it gains +1 to Wound against any enemy that already carries a Flesh Wound — the surgeon works an opened body with practised, unhurried cruelty, widening every cut already made.	ANY ROUND

46	Numbing Agent. Numbing Agent. Play as a reaction when a friendly Coven fighter would become Pinned or would suffer a penalty from a wound it has taken. That fighter ignores the effect — the coven's own deadening chems mean it simply does not register the hurt that should have staggered it.	REACTION
51	Regenerative Surge. Regenerative Surge. Play at any point in the round. Choose one friendly Coven fighter and immediately remove one Flesh Wound from it — the grafted flesh knits over in a sudden, visible rush, the wound closing as fast as it was opened.	ANY ROUND
52	Monstrous Charge. Monstrous Charge. Play at any point in the round, when a friendly Grotesque or Pain Engine makes a Charge. Until the end of the round it gains +1 Attack — the sheer grinding mass of the thing crashes home with a weight no ordinary body could carry into the enemy line.	ANY ROUND
53	The Flesh Remembers. The Flesh Remembers. Play in the post-battle sequence, when a friendly Coven fighter recovers from Out of Action. Roll two dice for any Lasting Injury it must take and apply the milder result — the body has been broken and rebuilt so often that it knows how to heal, closing the wound the way the benches taught it.	POST-BATTLE
54	Dread Surgeons. Dread Surgeons. Play before the battle. The first Nerve test each enemy fighter is called on to make this battle is taken at -1 — word of what the coven does to the wounded it drags home has reached the other side, and it sits cold in every soldier's gut before the first shot.	PRE-BATTLE
55	Slow And Certain. Slow and Certain. Play at any point in the round. Choose a friendly Coven fighter that did not make a Move this round. Until the end of the round it may re-roll a single failed hit roll in melee — the surgeon takes no rushed swings, only patient, deliberate cuts that land where they are meant to.	ANY ROUND
56	The Cronos Wakes. The Cronos Wakes. Play in the End phase, if a friendly Cronos is on the battlefield. Advance your Power From Pain by one tier, within the usual limit of one tier per round — the pain engine stirs and drinks deep of the dying, and the whole coven climbs with it, certain and on schedule.	END PHASE
61	Flesh Wall Formation. Flesh-Wall Formation. Play at any point in the round. Until the start of your next turn, any friendly Coven fighter that is within 2" of another friendly Coven fighter counts as being in partial cover — the line packs tight into one grafted mass, bodies shielding bodies as the wall closes up.	ANY ROUND
62	Take Them Alive. Take Them Alive. Play at any point in the round. Until the end of the round, whenever a friendly Coven fighter would take an enemy Out of Action in melee, it may instead leave that enemy Seriously Injured and claim it as a Tortured Captive — the coven wants the body screaming on a bench, not cooling on the field.	ANY ROUND
63	The Grafting Bench. The Grafting Bench. Play in the post-battle sequence. You may work one extra Flesh-Craft graft this sequence, beyond the harvest you would otherwise take — the benches run late into the muster-week, and the surgeons make one more body better than they found it. You may play this only once per post-battle sequence.	POST-BATTLE
64	Diabolical Resilience. Diabolical Resilience. Play as a reaction when a friendly Grotesque or Pain Engine is taken Out of Action. Roll a D6; on a 4, 5 or 6 it is instead taken only Seriously Injured — the great flesh-construct absorbs a blow that would end a lesser body and grinds on. You may play this only once per battle.	REACTION

65	Sculptors Precision. Sculptor's Precision. Play at any point in the round, when a friendly fighter shoots a flesh-craft ranged weapon such as a hexrifle or ossefactor. That attack gains +1 to hit — the surgeon aims as it operates, unhurried and exact, placing the shot precisely where the flesh is weakest.	ANY ROUND
66	The Coven Endures. The Coven Endures. Play at any point in the round. Until the end of the round, every friendly Coven fighter gains +1 to its Feel No Pain — the whole line steels as one, grafted flesh closing over every wound, and for a few brutal moments the coven becomes almost impossible to put down. You may play this only once per battle.	ANY ROUND

ALLIANCES

THE CRUELTY ECONOMY

ALLIANCE

WHO	another Drukhari caste-gang of the same Dark City — a Kabal House or a Wych Cult House (any such House; generic, chosen when the pact is struck, NEVER a fixed named gang)
FACTION	drukhari
MY ROLE	the flesh-surgeon who is PAID in flesh — the Coven takes the captives and corpses a sibling caste harvests and gives back the rebuilt body: a Kabal's shot-up fighters patched into the fight, a Wych rebuilt for another arena bout
PHASE GATE	opens on a contested world once the Coven and a sibling caste-gang both hold ground there (a local phase before Endgame)
TERMS	campaign-only cruelty-economy pact: the Coven receives Tortured Captives / corpses from the partner and returns a campaign benefit (a flesh-craft heal that offsets a Lasting Injury, a rebuilt fighter, a shared reputation gain); NO cross-caste fighters ever enter either gang's normal-battle roster — this is a trade struck between battles, not a combined gang

The Coven is the flesh-surgeon the other castes of the Dark City pay in flesh. Where a Kabal House or a Wych Cult House shares its world, the surgeons strike a cruelty-economy pact: the ally hands over the captives and the corpses it takes, and the Coven gives back the rebuilt body — a Kabal's shot-up fighters patched into the fight, a Wych rebuilt for another arena bout. The pairing is never a fixed, named gang; it is agreed with whichever sibling caste holds ground alongside the Coven when the pact is struck.

The alliance opens once the Coven and a sibling caste-gang both hold ground on a contested world — a local phase before the campaign's Endgame. Its terms are a trade struck between battles, not a combined force: the Coven receives Tortured Captives or corpses from the partner and returns a campaign benefit — a flesh-craft heal that offsets a Lasting Injury, a rebuilt fighter, or a shared gain in reputation. No cross-caste fighters ever enter either gang's normal-battle roster; the two never field together. This is commerce in flesh, and nothing more binding than that.

WHO	a rival Haemonculus Coven of the Dark City (a competing flesh-guild; generic, never a fixed named gang) — a feud, not an alliance
TERMS	campaign-only feud: while both covens hold ground on the same world, each covets the other's flesh-stock; when the two meet in battle, the winner may seize a portion of the loser's harvest (one held captive or one Flesh-Craft token, within the cap). No shared roster, no map-level non-aggression — this is enmity, mechanical only in the flesh it lets the victor steal

A second Haemonculus Coven works the same world — a rival flesh-guild, never a fixed named gang, and no ally at all. Two covens cannot share a hunting-ground without coveting each other's flesh-stock, and this relationship is a feud, mechanical only in what it lets the victor steal.

While both covens hold ground on the same world, each hungers for the other's harvest. When the two meet in battle, the winner may seize a portion of the loser's worked flesh — one held captive, or one Flesh-Craft token, taken within the campaign's cap. There is no shared roster and no map-level truce between them; the enmity buys nothing but the flesh a victory tears loose. To the surgeons, a rival's benches are simply another harvest to be taken by force.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	The Flesh Tithe. The elder covens call in their due, and the debt is paid in flesh. Before the next battle you must give up one Tortured Captive you hold, or forfeit one Flesh-Craft token from your harvest, handed over to the ancient flesh-guilds. Refuse, and the elders withdraw their patronage until the tithe is met — no favour of theirs will fall to you while the debt stands.	THE ELDER HAEMONCULI COVENS (THE ANCIENT FLESH-GUILDS OF THE DARK CITY THE COVEN ANSWERS TO)
3	A Loaned Scalpel. The elder covens loan you a worked flesh-tool for the coming fight. For the next battle, one fighter of your choosing may carry a single flesh-craft close-combat weapon it is normally allowed, at no cost, drawn from the elders' benches. The tool is loaned, not given — it returns to the ancient covens once the battle ends.	THE ELDER HAEMONCULI COVENS (THE ANCIENT FLESH-GUILDS OF THE DARK CITY THE COVEN ANSWERS TO)

5	A Graft Gifted. The elder covens send one of their own grafts to your benches. After the next battle, one friendly Coven fighter may have a single Lasting Injury offset by the gifted flesh, or recover from a Flesh Wound it would otherwise carry into the campaign. The ancient guilds tend their own — for now.	THE ELDER HAEMONCULI COVENS (THE ANCIENT FLESH-GUILDS OF THE DARK CITY THE COVEN ANSWERS TO)
7	The Elders Attention. The ancient flesh-guilds turn their gaze upon your coven's work, and their regard steadies your hand. In the next battle you may re-roll a single failed Feel No Pain roll for a fighter of your choice, the elders' watchful craft holding a wound closed at the crucial moment. Their attention is a gift and a weight both — the masters expect the work to prove worthy of it.	THE ELDER HAEMONCULI COVENS (THE ANCIENT FLESH-GUILDS OF THE DARK CITY THE COVEN ANSWERS TO)
9	Refined Toxins. The elder covens share a batch of their most refined poisons. For the next battle, one fighter's Toxin weapons wound on a better fixed roll, the elders' venom biting a shade deeper than your own brewing can manage. The refinement is spent by the end of the fight — a taste of the ancient guilds' craft, not a gift to keep.	THE ELDER HAEMONCULI COVENS (THE ANCIENT FLESH-GUILDS OF THE DARK CITY THE COVEN ANSWERS TO)
11	A Cronos Loaned. The ancient covens loan you one of their pain engines for the coming fight. For the next battle you may field a Cronos from the elders' stables at no cost, drifting with your line and guaranteeing your climb up Power From Pain each round it lives. The engine is theirs, not yours — it returns to the ancient guilds once the battle ends, taking its reaped agony with it.	THE ELDER HAEMONCULI COVENS (THE ANCIENT FLESH-GUILDS OF THE DARK CITY THE COVEN ANSWERS TO)
12	The Masters Blessing. The eldest sculptors of the Dark City name your coven worthy, and their full blessing falls upon your benches. Choose one: for the next battle your whole gang begins one tier higher on Power From Pain, or after the next battle you may work one extra Flesh-Craft graft beyond the campaign's usual harvest cap. This is the deepest favour the ancient guilds grant, and it is given rarely — the masters do not bless a coven twice for the same work.	THE ELDER HAEMONCULI COVENS (THE ANCIENT FLESH-GUILDS OF THE DARK CITY THE COVEN ANSWERS TO)

☠ SUB-PLOTS

✂ THE PERFECT GRAFT

SUB-PLOT

Reward: That fighter becomes the perfect graft: it gains a permanent +1 to its Feel No Pain (to a maximum of 4+) for the rest of the campaign — the surgeon's masterwork, a body remade past the point of failure. Claimable once per campaign.

A single body, broken and rebuilt again and again, becomes the surgeon's masterwork. This sub-plot begins when one of your Coven fighters recovers from Out of Action across three separate battles and survives to the end of each — the same fighter, torn down and grafted whole three times over.

When it does, that fighter becomes the perfect graft: it gains a permanent +1 to its Feel No Pain, to a maximum of 4+, for the rest of the campaign — a body remade past the point of failure. You may claim this reward only once per campaign.

✂ THE SWELLING FLESH STOCK

SUB-PLOT

Reward: The Coven's flesh-stock becomes a standing economy: once per post-battle sequence for the rest of the campaign, the gang may convert its harvest into a modest, capped credit income OR reduce one Lasting Injury result by one step. This sub-plot can be claimed only once per campaign.

The benches never run empty, and the flesh-stock becomes a standing economy. This sub-plot begins when your gang completes the Flesh-Craft harvest — from held captives or the battle's dead — in three separate post-battle sequences across the campaign.

Once it does, then once per post-battle sequence for the rest of the campaign you may convert your harvest into a modest, capped credit income, or instead reduce one Lasting Injury result by a single step. You may claim this sub-plot only once per campaign.

LEGENDARY NAMES

✧ THE DEATHLESS ACOTHYST

ACOTHYST

XP cost (random): 5

XP cost (chosen): 10

A named apprentice-surgeon whose grafts never fail — an Acothyst that has cheated its own end so often the coven marks it deathless. A gang may raise an Acothyst to this name for 5 experience taken at random or 10 chosen.

Its own flesh holds beyond reason. The first time each battle it would be taken Out of Action, it is instead taken only Seriously Injured, and it may make a free Recovery action on its next activation — the apprentice simply will not stay down.

But it has grown reckless with every life but the ones it can rebuild. It must always accept a challenge or a Charge when able, and while a friendly fighter lies Seriously Injured within 12" it may never voluntarily retreat or fall back — it goes to the flesh, always, whatever the risk to itself.

✧ THE LEGION STITCHED

GROTESQUE

XP cost (random): 5

XP cost (chosen): 10

A named flesh-monster stitched from a legion of the dead — a Grotesque so vast in its patchwork that the graft carries the strength of every corpse in it. A gang may raise a Grotesque to this name for 5 experience taken at random or 10 chosen.

The stitched dead do not die twice. It has +1 Wound, and while it is within 6" of the Haemonculus it may re-roll a single failed Feel No Pain roll each round, the ruined tissue closing where a lesser body's would tear open.

Yet it is more monster than its kin and far harder to leash. If the Haemonculus is Out of Action or more than 12" away at the start of its activation, it must move toward and attack the nearest fighter — friend or foe alike — no longer able to tell the coven's flesh from the enemy's.

✧ URIEN RAKARTH

HAEMONCULUS

XP cost (random): 6

XP cost (chosen): 12

The named master sculptor — a Haemonculus of the deepest flesh-craft, whose grafts are legend across the Dark City. A gang may raise its own Haemonculus to this Dramatis Personae tier, for 6 experience taken at random or 12 chosen.

Its craft runs deeper than any other's: it carries Feel No Pain 4+ rather than 5+, and once per battle it may fully restore one friendly Coven fighter within 6" from Seriously Injured to no Flesh Wounds — the graft that never fails, worked mid-battle on a broken body.

That mastery is a leash of its own. This Haemonculus cannot be permanently killed on the enemy's terms and knows it, and its arrogance shows: it must always be the fighter to lead a Charge or hold an objective when it is able, refusing to let a lesser body take the honour, and it can never be held in reserve while an enemy stands on the battlefield. The master will not be kept from the work.

☠ TERRAIN

✧ THE COVEN LABORATORY

TERRAIN

The Coven Laboratory is a surgery-theatre of grafting-benches, gene-vats and screaming captives — the flesh-craft engine where the coven rebuilds its dead and works its harvest. It is the gang's beating heart made a battlefield feature and a territory both.

A Coven gang that controls the Coven Laboratory as a territory works the Flesh-Craft harvest for income in the post-battle sequence. Each muster it gains a modest, capped sum drawn from selling grafts and worked flesh, and once per campaign it may convert the benches' overflow into a one-time boon — a free graft or advancement for a single fighter. The income is drawn post-battle at muster, within the campaign's per-battle harvest cap; the benches pay out steadily but never compound.

✧ THE WEBWAY PORTAL

TERRAIN

The Webway Portal is a shadow-gate the Coven deploys through — the shared passage into and out of the Dark City, a wound in reality edged in cold light.

A fighter placed in reserve may re-deploy from the Portal: at the start of any round from the second onward, the controlling player removes a reserved friendly fighter and places it within 1" of the Portal, out of line of sight of enemy fighters. The gate is shared Drukhari terrain and moves no marker of its own — a tool for placing the flesh where the grind needs it, not a source of income.

✂ HOLD THE LABORATORY

SCENARIO

ATTACKER	the opposing gang (trying to storm and burn a Coven flesh-laboratory before its masters can dig in)
DEFENDER	the Haemonculus Coven (walking its regenerating flesh forward to hold the laboratory and outlast the assault)
DEPLOY	the Coven deploys around the central laboratory objective; the attacker deploys from the board edges with the initiative to strike first
OBJECTIVE	the Coven wins by still controlling the laboratory when the game ends; the attacker wins by seizing and holding it, or by breaking the Coven off the board
VICTORY	the Coven wins if it controls the laboratory objective at the end of the final round; the attacker wins if it controls the laboratory at the end of any round from the fourth onward, or forces the Coven to bottle out
REWARDS	the Coven gains bonus reputation for holding to the last round; the attacker gains a captured-flesh reward if it takes the laboratory
CONTROL TRACK	a Coven win holds its Control-Track claim on the district and advances it one step if it survived to the final round; an attacker win pushes the marker back toward the attacker

A rival force has found a Coven flesh-laboratory and means to storm and burn it before its masters can dig in. The surgeons walk their regenerating flesh forward to hold the ground and outlast the assault.

ATTACKER AND DEFENDER The opposing gang is the attacker, seeking to seize and hold the laboratory or drive the Coven from the field. The Haemonculus Coven is the defender, holding the laboratory to the last.

BATTLEFIELD A dense surgery-complex of grafting-benches, gene-vats and holding-cells, with a single laboratory objective at the centre of the board.

CREWS Both gangs field their full starting crews.

DEPLOYMENT The defender deploys within 6" of the central laboratory objective. The attacker then deploys within 2" of any board edge and has the initiative for the first round.

HOLDING THE LABORATORY A gang controls the laboratory while it has a fighter within 1" of the objective and no enemy fighter contests it.

ENDING THE BATTLE The battle ends at the end of the final round, or when one gang bottles out and flees the field.

VICTORY The Coven wins if it controls the laboratory at the end of the final round. The attacker wins if it controls the laboratory at the end of any round from the fourth onward, or forces the Coven to bottle out.

REWARDS The Coven gains bonus reputation for holding to the last round. The attacker, if it takes the laboratory, seizes a portion of the worked flesh as a captured-flesh reward.

CONTROL TRACK A Coven win holds its claim on the district, advancing the marker one step if the surgeons survived to the final round. An attacker win pushes the marker back toward the attacker.

TACTICS The Coven should not race to meet the attacker. It digs in around the benches, lets Feel No Pain and regeneration wear the assault down, and trusts that the enemy tires before the flesh does. The attacker must break the line fast or seize the ground and hold it against the grind — a slow fight is the Coven's fight.

ATTACKER	the Haemonculus Coven (grinding forward to break the enemy down and drag the wounded to the benches)
DEFENDER	the opposing gang (trying to fight clear before the Coven can leash its casualties)
DEPLOY	both gangs deploy on opposite board edges; the Coven advances on foot, the defender free to hold, flee, or counter-grind
OBJECTIVE	the Coven wins by claiming and holding Tortured Captives at the end of the game; the defender wins by ending with few or none of its fighters leashed
VICTORY	the Coven wins if it holds 2+ Tortured Captives when the game ends; the defender wins if it holds fewer than 2 of its fighters as Coven captives at the end
REWARDS	each captive held at the end counts toward the Flesh-Craft harvest (within the campaign per-battle cap); the Coven gains bonus reputation for a full harvest
CONTROL TRACK	a Coven win advances its Control-Track claim on the district by one step (the surgeons have made the ground a hunting-floor); a defender win holds the marker where it stands

The Coven grinds forward to break the enemy down and drag the wounded back to its benches. The prey must fight clear before the surgeons can leash its fallen.

ATTACKER AND DEFENDER The Haemonculus Coven is the attacker, advancing to claim captives. The opposing gang is the defender, trying to escape the field with its fighters unleashed.

BATTLEFIELD Open ground with scattered cover between two board edges — a killing-floor with few places to hide a broken body.

CREWS Both gangs field their full starting crews.

DEPLOYMENT Both gangs deploy along opposite board edges. The Coven advances on foot; the defender is free to hold, flee, or counter-grind as it chooses.

LEASHING THE FALLEN When a Coven fighter takes an enemy to Seriously Injured in reach, it may claim that fighter as a Tortured Captive rather than finishing it, through Exquisite Agony. A captive is held while any Coven fighter keeps it leashed.

ENDING THE BATTLE The battle ends at the end of the final round, or when the defender bottles out.

VICTORY The Coven wins if it holds two or more Tortured Captives when the game ends. The defender wins if it ends with fewer than two of its fighters leashed by the Coven.

REWARDS Each captive held at the end counts toward the Flesh-Craft harvest, within the campaign's per-battle cap. The Coven gains bonus reputation for a full harvest.

CONTROL TRACK A Coven win advances its claim on the district by one step, the surgeons having made the ground a hunting-floor. A defender win holds the marker where it stands.

TACTICS The Coven wants bodies alive, not dead — it grinds the enemy down to Seriously Injured and leashes rather than kills, then walls the captives behind its flesh. The defender must never let its wounded be surrounded: fight clear, carry the fallen, and deny the surgeons their raw material.



DRUKHARI · HOUSE DOSSIER

THE WYCH CULT

The drugged arena blade-dancers who kill up close, to a crowd

The Wych Cult is the arena of the cruel species made flesh — Succubus-led blade-dancers who kill up close and to an audience. Where its sibling castes shoot the enemy down or outlast him, the Wych Cult dances in and cuts him apart by hand, and its whole art is the melee alpha-strike: it embarks on open-topped skimmers, reaches close combat in the first turn under a pre-battle drug, opens the enemy with poisoned blades, and claims the wounded in the arena style before the return blow can land. Its bodies are the purest glass in the faction — T3, a single wound, a bodyglove that stops almost nothing — and its survival is speed and the Dodge alone, an acrobatic evasion that twists clear of any blow that rolled to hit but is worthless against fire that simply saturates the ground. It grows deadlier as the killing mounts: every foe cut down in melee feeds Blood Dance, climbs Power From Pain, and the captives it drags off suffer for the crowd through Exquisite Agony. This is a cult that is untouchable while it keeps moving and dead the instant it stops.

◡ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500
- ♦ Every Wych caste body carries the cult's shared cruelty toolkit — Power From Pain, Exquisite Agony and Blood Dance ride the whole roster, with no separate pool to track
- ♦ Exactly 1 Leader (Succubus)
- ♦ 0-2 Champions (Hekatrix / Bloodbride)
- ♦ Wyches the bulk; Hellions / Reavers the flankers; Wyches + flankers $\geq$ Leaders + Champions
- ♦ 0-1 Brute (Beastmaster pack); Raider / Venom open-topped transports as mounts
- ♦ ~13-16 fragile bodies @1500 — the MOST bodies in the faction; numbers are the cult's answer to its paper toughness
- ♦ Combat Drugs (gang-wide stance pick, AMPLIFIED): choose ONE stance drug for the gang before the battle (Adrenalight / Painbringer / Grave Lotus / Hypex / Serpentin / Splintermind) — a declared pre-battle commitment, no in-game re-pick
- ♦ Arena Doctrine: open-topped transports + the dodge — embark, flat-out, disembark-and-charge under the drug; the dodge buys the wounded survivor one more activation
- ♦ Obsession - Blood Dance: taking an enemy Out of Action IN A MELEE advances Power From Pain within the rate-cap; the arena ascends by cutting
- ♦ Champion / Brute / transport / Hired-Gun slots unlock with Reputation

A Wych Cult gang musters on 1500 credits and fields the most bodies in the faction — some thirteen to sixteen fragile fighters, the count itself standing in for the armour the paper bodies lack. It is led by exactly one Succubus, joined by up to two Champions drawn from the Hekatrix and Bloodbride, with Wyches forming the bulk and Hellions and Reavers the flankers; the massed Wyches and flankers together must at least match the number of Leaders and Champions. A single Beastmaster pack may be taken as a Brute, and open-topped Raiders and Venoms ride along as mounts. Before each battle the whole gang commits to one Combat Drug — a declared stance chosen from the six, with no changing it once the fighting begins. The cult fights the Arena Doctrine: embark, race forward, and disembark straight into a charge under the drug, the Dodge buying a wounded dancer one more activation. Its obsession is Blood Dance — an enemy taken Out of Action in a melee drives Power From Pain up the ladder, for the arena ascends by cutting. Champion, Brute, transport and Hired-Gun slots open as the cult's reputation grows.

🦴 GANG RULES

✂ BLOOD DANCE

GANG RULE

Blood Dance is the Wych Cult's obsession — the arena ascends by cutting, and the cult has bent its whole share of the species' Power From Pain to reward the melee kill. When a friendly fighter takes an enemy Out of Action in a melee, Power From Pain advances, climbing the shared ladder a beat sooner than a cult that only ramps with the passing rounds. It never breaks the ladder's own law: the advance is held within the one-tier-per-round limit that binds every body of the species, so Blood Dance is insurance that the arena makes its tier off the kills its blades earn, not a way to leap past that limit. Where the sibling castes feed the tide by gunning the enemy down or bleeding him white, the Wych feed it by hand — every foe cut apart on the arena floor drives the cult one step deeper into its killing joy.

✂ LITHE DEATH

GANG RULE

Lithe Death is the aura of the Succubus — the prima's mastery radiating out over the blades that dance around her. While a friendly Wych is within 6" of the Succubus, that fighter re-rolls To-Hit rolls of 1 in melee, the prima's example steadying every cut in her shadow. The Succubus herself dances above even her own kind: once each round she may re-roll her dodge, slipping a blow that had already found her. It is the reason the cult forms its blade-line around her — lethal and untouchable while the crowd watches, she makes the fighters near her deadlier by her presence alone, and makes herself nearly impossible to put down.

✂ THE DODGE

GANG RULE

The Dodge is the Wych Cult's only real armour and the closest thing the arena has to a signature save. Every fighter of the blade-line carries it — a 6+ acrobatic evasion, and a 5+ on the Succubus — rolled against any attack that has rolled to hit, twisting the body clear of a blow already aimed true. No enemy's armour-piercing can lower it; it is not plate to be cut through but a dancer's refusal to be where the blade falls. Its limit is its whole counter, and it is exact: the Dodge is worth nothing against Blast, template or any attack that saturates the ground without rolling to hit, for a fighter cannot dance clear of a blow that was never aimed. Where a sibling caste leans on shrugging pain or on refusing to die, the Wych simply are not there — until the day the ground itself is set alight, and the purest paper in the faction burns with it.

FIGHTERS

SUCCUBUS

LEADER

✖ 165 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	2+	3+	3	3	2	2+	3	5+	5+	5+	6+

SAVE 6+

SPECIAL RULES

Lithe Death (the aura source — friendly Wyches within 6" re-roll melee Hit rolls of 1; the Succubus re-rolls her 5+ dodge once per round)

The Dodge (5+ acrobatic evasion save vs attacks that rolled To Hit)

Blood Dance (a melee OOA advances PFP within the rate-cap)

Power From Pain (climbs the shared ladder)

Combat Drugs (the pre-battle stance pick, amplified) SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- re-roll Save
- grant-save invulnerable

PRIMARY

Agility

Combat

Leadership

SECONDARY

Cunning

Ferocity

Signature

STARTING GEAR Wychsuit

FREE SKILL Lightning Reflexes

EQUIPMENT LIST

PISTOL

Splinter Pistol 15 credits

Blast Pistol 40 credits

CLOSE-COMBAT

Agoniser 40 credits

Archite Glaive 50 credits

ARMOUR

Wychsuit

included

WARGEAR

Combat Drugs 30 credits

Combat Drug Amplifier

in kit

The Succubus is the prima of the arena and the Wych Cult's Leader — a peerless blade-duellist who fights to a roaring crowd and dies for none of it. At WS2+ with three Attacks and a 5+ acrobatic dodge no armour-piercing can lower, she is the deadliest and most untouchable body in a roster of paper, twisting clear of blows that would fell a lesser fighter and answering each with the archite glaive. Her presence is the Lithe Death aura: friendly Wyches within 6" re-roll melee Hit rolls of 1, and she alone may re-roll her own dodge once each round. She keeps a splinter pistol for the odd shot, but her work is the blade — Lightning Reflexes lets her strike first even when caught,

and every enemy she cuts down in melee feeds Blood Dance and climbs Power From Pain. Choose her drug, deliver her to the enemy, and let the crowd watch her dance untouched through the killing.

BLOODBRIDE

CHAMPION

× 80 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	3+	4+	3	3	1	2+	2	6+	6+	6+	7+

SAVE 6+

SPECIAL RULES The Dodge (6+ acrobatic evasion save vs attacks that rolled To Hit)

Blood Dance (a melee OOA advances PFP within the rate-cap) Power From Pain (climbs the shared ladder)

Combat Drugs (the pre-battle stance pick, amplified) SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable

PRIMARY Agility Combat Signature SECONDARY Cunning Ferocity

STARTING GEAR Wychsuit

EQUIPMENT LIST	
PISTOL	ARMOUR
Splinter Pistol	15 credits
Wychsuit	
CLOSE-COMBAT	included
Hekatarii Blade	10 credits
WARGEAR	
Hydra Gauntlets	25 credits
Combat Drugs	30 credits

The Bloodbride is the initiate-duellist, a Wych ascendant proving herself in the arena and one step from the Hekatrix's rank. A specialist Champion at WS3+ with two Attacks and the 6+ acrobatic dodge, she fights with a flurry — the hydra gauntlets give her an extra melee attack, and a body that lives or dies on how many blows it lands leans hard into that flurry. She keeps a splinter pistol for the closing yards but earns her name in reach, cutting fast and often. Each enemy she drops in melee feeds Blood Dance and climbs Power From Pain, and the pre-battle Combat Drug turns her flurry lethal. She is the proving-blade of the cult: as fragile as all its bodies are, but hungry, quick, and already dancing toward the prima's tier.

HEKATRIX

CHAMPION

× 90 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	3+	3+	3	3	1	2+	2	6+	6+	6+	6+

SAVE 6+

SPECIAL RULES **The Dodge** (6+ acrobatic evasion save vs attacks that rolled To Hit)

Blood Dance (a melee OOA advances PFP within the rate-cap) **Power From Pain** (climbs the shared ladder)

Combat Drugs (the pre-battle stance pick, amplified) SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable

PRIMARY

Agility

Combat

Leadership

SECONDARY

Cunning

Ferocity

Signature

STARTING GEAR Wychsuit

FREE SKILL Hit And Run

EQUIPMENT LIST

PISTOL

Splinter Pistol 15 credits

CLOSE-COMBAT

Hekatarii Blade 10 credits

Razorflail 25 credits

Power Blade 30 credits

Agoniser 40 credits

ARMOUR

Wychsuit

included

WARGEAR

Combat Drugs 30 credits

Combat Drug Amplifier

in kit

The Hekatrix is the Wych squad-leader — the blade-line boss who carries the dance between the Succubus and the massed Wyches. A Champion at WS3+ with two Attacks and the gang's 6+ acrobatic dodge, she leads from the front of the melee, the agoniser's poisoned lash biting an armoured foe as readily as a bare one. Hit & Run is her signature move: she cuts, then slips free of the combat and is gone before the return blow lands, ready to charge again the next round. She carries a splinter pistol for the approach, but the arena is decided in reach. Every foe she takes Out of Action in melee feeds Blood Dance and drives Power From Pain up the ladder, and under the gang's Combat Drug she hits harder still. She is the mid-line commander of the arena — fast, poisoned, and never where the enemy swings.

INCUBI

CHAMPION

× 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	4+	3	3	1	2+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES **Power From Pain** (*climbs the shared ladder while hired to the cult*) SEE SPECIAL RULES

STARTING GEAR Klaive

FREE SKILL Combat Drug Surge

EQUIPMENT LIST

PISTOL

Splinter Pistol 15 credits

CLOSE-COMBAT

Klaive 55 credits

The Incubi is a blade-shrine mercenary hired for the heavy blade the Wych's own bodies cannot match. Independent of any cult and loyal to the coin and the kill, he fights at WS2+ behind a 3+ armour no other Wych body wears, wielding the klaive two-handed — a Power weapon that shears through armour the poisoned arena blades merely bypass. He is slower than the dancers and carries no dodge; his survival is the armour and the reach of his strike. While he fights for the cult he climbs the same Power From Pain ladder, and the arena teaches him its habit — Combat Drug Surge lets him burn a dose for one devastating activation. He is the premium melee-elite the cult rents when a single perfect blow is worth more than a swarm of blades.

HELLIONS

GANGER

× 85 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	4+	3	3	1	2+	1	7+	6+	7+	7+

SAVE 5+

SPECIAL RULES **The Dodge** (6+ acrobatic evasion save vs attacks that rolled To Hit)

Blood Dance (a melee OOA advances PFP within the rate-cap)

Power From Pain (climbs the shared ladder)

SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable

PRIMARY

Agility

SECONDARY

Combat

Cunning

Shooting

Signature

STARTING GEAR Hellion Skyboard

EQUIPMENT LIST

CLOSE-COMBAT

Hellglaive 20 credits

ARMOUR

Wychsuit 10 credits

PERSONAL

Hellion Skyboard

included

The Hellions are the skyboard glaivers — the arena's fast flankers, riding Fly-capable boards over wall and wreck to strike where the enemy line is thinnest. Each fights with a hellglaive, its Reach letting the rider open a combat from the saddle as the skyboard sweeps past. Armoured a little better than the blade-line at a 5+ save but still a single fragile wound, the Hellion trades the massed charge for reach and repositioning — climbing, banking, and dropping onto an exposed flank. The gang's 6+ acrobatic dodge and the same arena hunger ride with them, and a Hellion that takes an enemy Out of Action in melee feeds Blood Dance and climbs Power From Pain. They are the cult's aerial edge, there and gone above the killing-ground the ground-line fights across.

REAVERS

GANGER

× 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
12"	3+	4+	3	4	2	2+	1	7+	6+	7+	7+

SAVE 4+

SPECIAL RULES **The Dodge** (6+ acrobatic evasion save vs attacks that rolled To Hit)

Blood Dance (a melee OOA advances PFP within the rate-cap)

Power From Pain (climbs the shared ladder)

SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable

PRIMARY

Agility

SECONDARY

Combat

Cunning

Shooting

Signature

STARTING GEAR Splinter Rifle

EQUIPMENT LIST

BASIC

Splinter Rifle 20 credits

PISTOL

Splinter Pistol 15 credits

SPECIAL

Blaster 50 credits

ARMOUR

Kabalite Armour 15 credits

The Reavers are the jetbike riders — the fastest bodies in the cult and the one Wych chassis that is not pure paper. On the bike they carry T4, two Wounds and a 4+ save, and at M12" they outrun anything the enemy can bring to bear, winging in to strafe a flank and gone before the answer comes. Each rides with a splinter rifle for the pass, its poison biting as the bike screams by, and the bladed vanes of the machine open anything it grazes. They keep the gang's 6+ dodge and the arena's hunger — a Reaver that takes a foe Out of Action in melee feeds Blood Dance and climbs Power From Pain. Where the blade-line is the tide, the Reavers are its outriders: the reach, the speed, and the one body the cult sends in first.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	3+	4+	3	3	1	2+	1	7+	6+	7+	7+

SAVE 6+

SPECIAL RULES **The Dodge** (6+ acrobatic evasion save vs attacks that rolled To Hit)

Blood Dance (a melee OOA advances PFP within the rate-cap) **Power From Pain** (climbs the shared ladder)

SEE SPECIAL RULES

Typed Effects

- grant-save invulnerable

PRIMARY **Agility** **Combat** **Signature**

SECONDARY **Ferocity**

STARTING GEAR Wychsuit

EQUIPMENT LIST	
BASIC	CLOSE-COMBAT
Splinter Rifle20 credits	Hekatarii Blade10 credits
PISTOL	Splinter Combat Blade10 credits
Splinter Pistol15 credits	✦ <i>Envenomed Hookblade</i> 20 credits
SPECIAL	<i>Kitbashed from stripped splinter-rack shards barbed onto a hooked combat-blade — a poisoned rending edge trading the combat blade's Parry for Rending and a better toxin roll (Codex: Drukhari — splinter/blade family). Priced above the stock splinter combat blade (10).</i>
Shredder35 credits	✦ <i>Impaler Harpoon</i> 20 credits
Blaster50 credits	<i>Kitbashed from a raider's barbed grapnel-line and a poisoned spike on a hafted spear — the drag-and-impale reach-blade (Codex: Drukhari — Reaver/raider kit). Priced above the stock splinter combat blade (10), trading Parry for +1 Strength and Reach.</i>
	Razorflail25 credits
	Shardnet Impaler30 credits
	ARMOUR
	Wychsuit
	<i>included</i>

The Wych is the Hekatarii blade-line trooper — the fragile bulk of the arena and the tide the whole gang rides. A single wound of T3 flesh behind a bodyglove that stops almost nothing, she survives on speed and the 6+ acrobatic dodge alone, twisting clear of blows that would otherwise end her. She fights with twin poisoned blades — a hekatarii blade and a splinter combat blade — whose toxins let the frailest dancer threaten a foe far tougher than herself. She takes no free skill and needs none; her worth is the massed charge, delivered by open-topped skimmer and swelled under the gang's Combat Drug. Every Wych that drops an enemy in melee feeds Blood Dance and

climbs Power From Pain. Cheap, quick, and everywhere in the line, she asks only to reach close combat — and dies the instant she is caught in the open.

VEHICLES

RAIDER

TRANSPORT

× 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	6	5	5	6	4+	4+	4+	7+	6+	8+	6+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Dark Lance — Prow arc (Crew)
- ♦ Splinter Cannon — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Open-topped
- ♦ Transport (6 fighters)

The Raider is the signature open-topped skimmer of every Drukhari warband, a bladed anti-grav barge that carries a raiding party into the heart of the enemy at frightening speed. Its deck is open to the sky, so the fighters aboard fire their weapons and launch assaults as it screams past — the whole assault-from-transport doctrine rides on it. A prow dark lance, or a disintegrator cannon, kills on the approach, and the splinter racks along its hull drown a target in poison as the raiders disembark. It is fast and lightly built rather than armoured, its thin facing Toughness traded away for a Skimmer's blinding mobility; a warband that keeps its Raiders moving keeps its fragile fighters alive, arriving, killing, and gone before the answer comes. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules, the anti-grav hull the whole Dark City learns to ride.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAVAGER

VEHICLE

✖ 220 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	6	5	5	6	4+	4+	4+	7+	6+	8+	6+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Dark Lance — Turret arc (Crew)
- ♦ Dark Lance — Turret arc (Crew)
- ♦ Dark Lance — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Ravager is the Raider's hull stripped of its cargo deck and hung instead with a battery of heavy guns — three turret dark lances, or disintegrator cannons, that reach across the whole field. It carries no raiders; it exists to kill from range, a fast anti-grav gun-platform that repositions between shots so return fire seldom finds it twice. Against armour and Brutes it is a warband's answer, the caged dark-light punching clean through hulls and monstrous flesh that shrug off any amount of poison. Like all its kin it is glass beneath the guns — a lean facing Toughness and a handful of Hull Points that reward speed and never a stand-up trade; pinned in place, it dies. It flanks, strips a heavy target, and slides away. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAZORWING

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	6	5	5	7	5+	4+	3+	7+	6+	8+	6+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Splinter Cannon — Nose arc (Crew)
- ◆ Splinter Cannon — Nose arc (Crew)
- ◆ Razorwing Missiles — Wing arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Razorwing Jetfighter is the screaming interceptor of a Drukhari raid, a pure forward-firing aircraft built to own the airspace above a battle and nothing else. It carries no cargo and cannot settle: with no Hover capability it holds no station, so it must make its minimum move every round, tearing across the field at Low or High altitude and swinging back for another firing pass. Its nose twin-links a pair of splinter cannons to drown fast movers and light armour in poison, with a wing rack of razorwing missiles — or a dark lance, or a disintegrator — to reach out at heavier prey. Its facing Toughness is thin and its hull light, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A warband fields one to deny the sky and hunt what moves fast below it. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its strafing passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VENOM

TRANSPORT

× 90 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	5	4	4	4	4+	5+	4+	7+	6+	8+	6+

LOCOMOTION Skimmer

HARDPOINTS

- ◆ Splinter Cannon — Turret arc (Crew)
- ◆ Splinter Cannon — Turret arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Open-topped
- ◆ Transport (5 fighters)

The Venom is the lightest and fastest of the Drukhari skimmers, a slender anti-grav scout-boat that outruns almost anything on the field. Open-topped like its larger kin, it carries a small raiding party who fire and fight from its deck, and it mounts a pair of turret splinter cannons that hose an area with poison as it streaks by — a storm of envenomed shards that threatens the toughest body regardless of armour. It trades the Raider's carrying capacity and heavier guns for pure speed, the outrider of a warband: first to the objective, first to the enemy's flank, and gone again before the reply can land. Its facing Toughness is tissue-thin and its hull carries only a handful of Hull Points, so it lives entirely by not being there. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules — a scout-transport built for the raid, never the stand-up fight.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VOIDRAVEN

BOMBER

✖ 300 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	6	6	5	8	5+	4+	3+	7+	6+	8+	6+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Void Lance — Nose arc (Crew)
- ♦ Void Lance — Nose arc (Crew)
- ♦ Splinter Cannon — Wing arc (Crew)
- ♦ Void Mine — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Voidraven Bomber is the apex of a Drukhari warband's raiding airpower, a heavy forward-firing flyer that hunts armour from above and drops ruin on the overflight. Like its lighter cousin it cannot Hover and holds no station: it must make its minimum move every round, screaming across the field at Low or High altitude before it wheels back for another run. Twin void lances in the nose gut anything armoured, the caged dark-light tearing through hulls and Brutes in a single pass, while a wing splinter cannon lashes softer prey with poison. Slung beneath the hull rides a void mine — a one-shot bomb loosed on the overflight run to fall on whatever crawls below. Its facing Toughness is heavier than the Razorwing's but still glass beside a warmachine of its size; velocity and altitude are its armour. A warband fields but one, and only when a machine must be broken. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its bombing pass.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



GANG TACTICS

D66

ROLL TACTIC

TIMING

11	Lightning Charge. Play this in any round. A friendly fighter that disembarked from an open-topped transport this round and then made a Charge re-rolls a failed Hit roll for every melee attack it makes this round — the disembark-and-charge alpha the arena lives for, the blade already moving as the skimmer banks away.	ANY ROUND
12	Acrobatic Display. Play this as a Reaction when a friendly Wych is targeted by a melee attack. That fighter re-rolls its dodge for the rest of the round — the crowd-pleasing twist, the body folding clear of a blow that had already found it.	REACTION
13	Drug Fuelled Frenzy. Play this in any round. One friendly fighter currently under the gang's Combat Drug makes +1 Attack in every melee it fights this round — the chem burning hot in its blood, the blade moving faster than the eye that tries to follow it.	ANY ROUND
14	Cruel Spectacle. Play this in the End phase if the gang took an enemy Out of Action in melee this battle. Power From Pain advances one tier at once, within its ceiling and rate-cap — the arena kill paying off, the crowd's roar driving the whole cult deeper into its killing joy. Once per battle.	END PHASE
15	Disembark And Kill. Play this in any round when a friendly fighter disembarks from an open-topped transport. That fighter may make a Charge as a Simple action this activation rather than a Double, reaching the enemy the instant its boots leave the skimmer.	ANY ROUND
16	The Blade Dances. Play this in any round. Choose a friendly Wych in melee; each time it takes an enemy Out of Action this round it may immediately make a free 2" move, cutting its way from one foe to the next while the dance carries it on.	ANY ROUND
21	Overdose. Play this in any round on a friendly fighter under the gang's Combat Drug. Its drug bonus is doubled for this activation, then it suffers a Flesh Wound as the dose burns out — the body spent for one blazing turn of killing.	ANY ROUND
22	Whirl Of Blades. Play this as a Reaction when a friendly fighter with a close-combat weapon is charged. That fighter makes a single free attack against the charging enemy before blows are struck — the whirling edge meeting the foe as he closes.	REACTION
23	Never Stop Moving. Play this as a Reaction when a friendly Wych is targeted by a ranged attack. If it is not Prone, it may make a free 2" move before the shot is resolved — the dancer never still long enough to be a mark.	REACTION
24	The Primas Eye. Play this in any round while a friendly fighter is within 6" of the Succubus. That fighter re-rolls all failed To-Hit rolls in melee this round — the prima's eye on the blade, her example steadying every cut.	ANY ROUND
25	Poisoned Edge. Play this in any round on a friendly fighter making melee attacks with a Toxin weapon. It improves that weapon's Toxin roll by one for the round — the poison biting on a surer number, the arena's edge sharpened.	ANY ROUND
26	Claim The Wounded. Play this as a Reaction when a friendly fighter takes an enemy to Seriously Injured in melee. It may immediately claim that enemy as a Tortured Captive as a free action, the arena dragging the wounded from the floor before he can be pulled clear.	REACTION
31	Feint And Open. Play this in any round on a friendly fighter in melee. Choose one enemy in that combat; it counts its Parry as spent for the round — the feint that draws the guard wide and leaves the opening the arena was waiting for.	ANY ROUND
32	Bladed Vanes. Play this in any round when a friendly Reaver moves within 1" of an enemy during a Move. That enemy suffers a single hit at the Reaver's Strength — the bladed vanes of the jetbike opening him as it screams past.	ANY ROUND

33	Skyboard Pass. Play this in the End phase on a friendly Hellion. It may make a free move of up to its Movement, climbing away over wall and wreck — the skyboard breaking contact and repositioning while the enemy is still turning.	END PHASE
34	The Crowd Roars. Play this in any round after a friendly fighter takes an enemy Out of Action in melee. The nearest friendly fighter within 6" may make a free move toward the enemy — the crowd's roar carrying the whole line forward on the kill.	ANY ROUND
35	No Escape. Play this as a Reaction when an enemy attempts to leave a melee with a friendly fighter. That enemy may not make the move this round — the arena does not let its prey walk off the floor.	REACTION
36	Twin Blades. Play this in any round on a friendly fighter armed with two close-combat weapons. It makes +1 Attack in melee this round, both blades working at once in the fast two-handed style of the pits.	ANY ROUND
41	Razorflail Reach. Play this in any round on a friendly fighter armed with a razorflail. It may make its melee attacks against an enemy within 2" this round, the whirling wire finding flesh a straight blade could never reach.	ANY ROUND
42	Toxin Bloom. Play this in the End phase. Choose one enemy in melee with a friendly Toxin weapon; it suffers a single automatic hit from that weapon — the poison working in the wound long after the blow, blooming through the blood.	END PHASE
43	Chem Fresh. Play this before the battle. Re-roll the gang's Combat Drug pick, or draw a second stance drug for one chosen fighter — a fresh dose from the dispenser, the arena stepping onto the floor at its sharpest.	PRE-BATTLE
44	Dance Of The Prima. Play this in any round on the Succubus. She may make a free move of up to her Movement and still Charge in the same activation — the prima's dance carrying her across the floor and into the enemy in one unbroken motion.	ANY ROUND
45	Shardnet Snare. Play this in any round on a friendly fighter armed with a shardnet and impaler. Choose one enemy it is in melee with; that enemy makes -1 Attack for the round, fouled in the razor-mesh while the spear does its work.	ANY ROUND
46	Arena Nerve. Play this in any round. One friendly fighter automatically passes its next Nerve test this round — the dancer too lost in the bout and the crowd to feel the fear that would break a lesser fighter.	ANY ROUND
51	Through The Wreckage. Play this in any round on a friendly Wych. It ignores all movement penalties for difficult and dangerous terrain this round, vaulting wreck and rubble as easily as open floor — the acrobat's road runs straight through what would stop the enemy.	ANY ROUND
52	Blood High. Play this as a Reaction when a friendly fighter takes an enemy Out of Action in melee. That fighter may immediately make a free 2" move — the kill lifting it forward on a wave of the arena's high.	REACTION
53	Acrobatic Leap. Play this in any round on a friendly Wych. It may move vertically — up or down any height — at no movement cost this round, and takes no falling damage, leaping galleries and drops the enemy cannot follow across.	ANY ROUND
54	Killing Flourish. Play this in any round on a friendly fighter that has just taken an enemy Out of Action in melee. It makes one immediate free melee attack against another enemy in range — the flourish that carries the killing blow straight on into the next foe.	ANY ROUND

55	Claim The Champion. Play this in any round when a friendly fighter takes an enemy Champion or Leader to Seriously Injured in melee. It may claim that enemy as a Tortured Captive as a free action — the arena prizes a worthy captive far above a common one.	ANY ROUND
56	The Tide Rises. Play this at the start of a round in which Power From Pain has advanced this battle. One friendly fighter gains +1" to its Movement and Charge for the round — the rising tide carrying the cult faster onto the enemy.	START OF ROUND
61	Unstoppable Dance. Play this in any round on a friendly fighter. It may Charge a second time after taking an enemy Out of Action this activation — the dance that does not stop while there is still a foe on the floor. Once per battle.	ANY ROUND
62	Splinter Hail. Play this in any round on a friendly fighter with a splinter weapon. It makes one additional ranged attack with that weapon this activation — a hail of poisoned shards loosed as the gap closes.	ANY ROUND
63	The Perfect Cut. Play this in any round on a friendly fighter making a melee attack. That single attack automatically hits and counts as a natural 6 to wound — the one perfect cut every dancer trains a lifetime to land. Once per battle.	ANY ROUND
64	Show Of Blades. Play this at the start of a round. Every enemy within 3" of a friendly Wych must pass a Cool check or be unable to Charge this round — the blade-line's opening display of edges giving the enemy pause.	START OF ROUND
65	Second Vial. Play this in any round on a friendly fighter that has already used Combat Drug Surge this battle. It may use the surge a second time — a second vial cracked, the body pushed past what it should survive for one more blazing activation.	ANY ROUND
66	The Arenas Apex. Play this in any round while Power From Pain is at its top tier. One friendly fighter makes +1 Attack and re-rolls failed To-Hit rolls in melee for the round — the arena at its apex, the cult killing at the peak of its cruel joy. Once per battle.	ANY ROUND

ALLIANCES

✧ THE CRUELTY ECONOMY

ALLIANCE

WHO	another Drukhari caste-gang of the same Dark City — a Kabal House or a Haemonculus Coven House (any such House; generic, chosen when the pact is struck, NEVER a fixed named gang)
FACTION	drukhari
MY ROLE	the arena-cult that pays in KILLS — the Wych stage a spectacle-bout and hand the wounded and captives its blades leave behind to a sibling caste, or sell its blade-elite for a fight, taking the crowd and the renown while the ally takes the flesh
PHASE GATE	opens on a contested world once the Wych Cult and a sibling caste-gang both hold ground there (a local phase before Endgame)
TERMS	campaign-only cruelty-economy pact: the Wych stage the arena kill and hand the captives and corpses to the partner (a Coven's benches, a Kabal's slave-pens) in exchange for a campaign benefit (a shared reputation gain, a loaned fighter for a bout, first pick of the spoils); NO cross-caste fighters ever enter either gang's normal-battle roster — this is a trade struck between battles, not a combined gang

The cruelty economy is the pact the Wych Cult strikes with a sibling caste of the same Dark City — a Kabal House or a Haemonculus Coven, whichever shares its ground. It opens only on a contested world where both cults hold territory, in a local phase before the campaign's Endgame, and it is struck between battles, never on the field: no fighter of one caste ever joins the other's roster. Its terms are the trade the arena was made for. The Wych stage the spectacle-bout and take the crowd and the renown; the captives and corpses their blades leave behind pass to the partner — to a Coven's benches or a Kabal's slave-pens — and in return the cult draws a campaign benefit: a shared step of reputation, a blade loaned for a single bout, or first pick of the spoils. The Wych take the kill and the glory; the ally takes the flesh.

✧ THE RIVAL CULT

ALLIANCE

WHO	a rival Wych Cult of the Dark City (a competing arena-cult; generic, never a fixed named gang) — a feud, not an alliance
TERMS	campaign-only feud: while both cults hold ground on the same world, each covets the other's arena renown; when the two meet in battle, the winner takes a portion of the loser's standing (one reputation step or one claimed captive, within the cap). No shared roster, no map-level non-aggression — this is enmity, mechanical only in the renown and captives it lets the victor take

The rival cult is another Wych arena-cult of the Dark City, and the Wych Cult's relationship with it is enmity, not alliance. While both cults hold ground on the same world, each covets the other's arena renown, and there is no non-aggression between them and no shared roster. When the two meet in battle, the victor takes a portion of the loser's standing — one step of reputation, or one claimed captive, within the campaign's cap. It is a feud measured only in the renown and the prisoners a win lets the victor strip from the vanquished: two prima cults that cannot share a crowd.

ROLL	FAVOUR	PATRON
2	The Arena Tax. The elder cults call in their due. Before the coming battle you must send a fighter to the pits as tribute: choose one fighter from your gang, who takes no part in this battle and returns unharmed once the debt is paid. The arena-masters are owed, and they collect whether the crowd cheers or not.	THE ELDER WYCH CULTS (THE ARENA- MASTERS OF THE DARK CITY THE CULT ANSWERS TO)
3	A Drug Cache. A cache of refined combat-stims reaches your gang from the elder cults. For the coming battle, one fighter may run a second Combat Drug alongside the gang's chosen stance — two doses working in one body, for this battle only. The arena-masters reward a cult that puts on a good show with the good chemistry.	THE ELDER WYCH CULTS (THE ARENA- MASTERS OF THE DARK CITY THE CULT ANSWERS TO)
5	Refined Toxins. The elder cults send a vial of their finest poison. For the coming battle, one of your fighters improves the Toxin on one of its weapons by one — a blade that bites on a surer roll, the arena-masters' own distillation. Turn it on the foe who most needs opening.	THE ELDER WYCH CULTS (THE ARENA- MASTERS OF THE DARK CITY THE CULT ANSWERS TO)
7	The Crowds Favour. The crowd has taken your cult to its heart. For the coming battle, once, you may re-roll a single failed dodge for any friendly Wych — the watchers willing the dancer clear of the blow. The favour of the arena crowd is fickle, but tonight it is yours.	THE ELDER WYCH CULTS (THE ARENA- MASTERS OF THE DARK CITY THE CULT ANSWERS TO)
9	A Loaned Blade. An elder cult loans your gang one of its own blades for the bout. Add a single Wych with a hekatarii blade to your crew for the coming battle at no cost; it returns to its own cult when the fighting is done. A loaned dancer is a mark of the arena-masters' regard — send it where the cut matters most.	THE ELDER WYCH CULTS (THE ARENA- MASTERS OF THE DARK CITY THE CULT ANSWERS TO)
11	The Primas Patronage. A prima of the elder cults takes an interest in your rising stars. For the coming campaign cycle, one of your Champions may learn a skill from its available access for free, tutored by a master of the arena. The patronage of a prima is rarely given and never wasted.	THE ELDER WYCH CULTS (THE ARENA- MASTERS OF THE DARK CITY THE CULT ANSWERS TO)
12	The Succubus Blessing. The most feared Succubus of the Dark City blesses your cult's next bout. For the coming battle, your gang begins with Power From Pain already advanced one tier above its starting rung, within the ceiling and the rate-cap — the prima's regard lending the whole cult her killing hunger. There is no higher favour the arena can grant a rising cult.	THE ELDER WYCH CULTS (THE ARENA- MASTERS OF THE DARK CITY THE CULT ANSWERS TO)

☠ SUB-PLOTS

✂ THE PERFECT DANCE

SUB-PLOT

Reward: That fighter becomes the perfect dancer: it gains a permanent +1 to its dodge (to a maximum of 4+) for the rest of the campaign — the untouchable body the whole cult forms its legend around. Claimable once per campaign.

This sub-plot runs when a single Wych fighter survives three separate battles without ever once being taken Seriously Injured or Out of Action — the same body, never marked across three bouts. When it does, that fighter becomes the perfect dancer: for the rest of the campaign its dodge improves by a permanent +1, to a maximum of 4+, and the whole cult builds its legend around the untouchable body at its heart. Claim this once per campaign.

✂ THE RISING LEGEND

SUB-PLOT

Reward: The cult's name enters arena legend: the gang gains a permanent step of reputation, and once per campaign may stage a spectacle-bout for a guaranteed Bloodied Crowd payout (within the cap). The named prima gains a free skill from her available access. Claimable once per campaign.

This sub-plot runs when your gang's Succubus — or a single named Champion — personally takes an enemy fighter Out of Action in melee across three separate battles, each before the crowd, in a scenario you won or a bout you staged. When it does, the cult's name enters arena legend: the gang gains a permanent step of reputation, and once per campaign may stage a spectacle-bout for a guaranteed Bloodied Crowd payout, within its cap. The prima who earned the legend gains a free skill from her available access. Claim this once per campaign.

☠ LEGENDARY NAMES

✂ LELITH HESPERAX

SUCCUBUS

XP cost (random): 6

XP cost (chosen): 12

Lelith Hesperax is the peerless prima of the Dark City, the deadliest blade the arena has ever crowned — a Succubus named for the legend who dances untouched through any foe. She may re-roll all of her failed dodges, not merely the one her rank allows, and once each battle she may make a bonus melee attack action for free after taking an enemy Out of Action — the dance that never stops. Her Lithe Death aura reaches 9" rather than 6", steadying every blade around her. But she fights only for the crowd and the duel: she must always issue or accept a challenge against the enemy's best fighter when able, may never be held in reserve while an enemy stands on the battlefield, and will not break off a melee she is winning even to save herself. The prima dances until the bout is done — and the cult that fields her fields a legend that answers to no caution.

✧ THE HUNDRED KILL BLOODBRIDE

BLOODBRIDE OR WYCH

XP cost (random): 5

XP cost (chosen): 10

The Hundred-Kill Bloodbride is a named arena-blade whose tally of kills is the stuff of the pits — a Bloodbride or Wych who has cut down more foes than any dancer of her rank should live to count. She makes +1 Attack in melee, and each time she takes an enemy Out of Action in a melee she may make a free 2" move, cutting her way across the arena from body to body. Once each battle, when she takes a foe Out of Action, Power From Pain advances one tier at once, within its ceiling and rate-cap. But she measures her worth only in the tally: she must always Charge the nearest enemy when able, may never Retreat while an enemy stands within 6", and will chase a fleeing foe over holding any objective. The count is all that matters to her — and the cult that names her trades her judgement for her body-count.

✧ THE UNTOUCHABLE PRIMA

SUCCUBUS OR HEKATRIX

XP cost (random): 5

XP cost (chosen): 10

The Untouchable Prima is a named Succubus or Hekatrix who has danced through a hundred killing blows and never once been marked. The first time each battle she would be taken Out of Action, she is instead taken Seriously Injured and may make a free move at once — the prima slipping the blow that should have ended her. Her dodge improves by one step: a 6+ becomes a 5+, a 5+ a 4+. But she has danced through so much that she no longer believes anything can touch her: she must always take the most exposed route to the enemy, may never end an activation in cover while an enemy is in sight, and cannot decline a Charge made against her. The untouchable prima courts the killing blow to prove it cannot land — and one day, before a crowd, it will.

☠ TERRAIN

✧ THE WEBWAY PORTAL

TERRAIN

The Webway Portal is a shadow-gate torn into the battlefield — the shared passage the Drukhari step through to enter and leave the Dark City, a slice of the webway anchored to solid ground. A fighter held in reserve may re-deploy through it: at the start of any round from the second onward, a reserved friendly fighter is removed and placed within 1" of the Portal, out of line of sight of every enemy fighter. It is a positioning tool and nothing more — no income, no renown, only a door that puts a blade where the enemy did not expect one.

The Wych Arena is the cult's own spectacle-pit — tiered galleries, killing-floors, and a crowd that pays in coin and renown to watch the blades dance. A gang that holds the arena as territory works its spectacle economy at each muster: it draws a modest, capped sum from staged bouts and the crowd's coin — the Bloodied Crowd boon — and once per campaign may spend the arena's overflow on a single boon, a free arena relic, a fighter's advancement, or a guaranteed spectacle payout. The takings come in the post-battle sequence and never compound past the campaign's per-battle cap. The arena is where the cult turns the kill into legend, and the legend into a bigger blade-line.

✕ THE ALPHA STRIKE

SCENARIO

ATTACKER	the Wych Cult (disembarking from open-topped skimmers under a pre-battle drug to reach melee turn one, cut the enemy down, and claim the wounded before dancing clear)
DEFENDER	the opposing gang (trying to weather the alpha-strike, keep its formation, and grind the paper cult down before it can close)
DEPLOY	the Wych deploy in their transports with the first move; the defender deploys across the board with space to react, free to castle up or spread against the charge
OBJECTIVE	the Wych win by taking enough enemy fighters Out of Action in melee and claiming captives inside the early rounds; the defender wins by surviving the alpha intact and breaking the cult on the counter
VICTORY	the Wych win if they take 3+ enemy fighters Out of Action in melee (or claim 2+ Tortured Captives) by the end of the third round; the defender wins if the Wych have not met that by the fourth round, or if the cult bottles out
REWARDS	the Wych gain arena renown (bonus reputation) for a fast, kill-heavy win; the defender gains a bonus if it breaks the cult after weathering the strike
CONTROL TRACK	a Wych win advances its Control-Track claim on the district by one step (the arena has taken the ground in a single bloody bout); a defender win pushes the marker back toward the defender

The alpha-strike is the raid the Wych Cult is built to fight — the fast close, the melee kill, and the wounded claimed before the cult dances clear. This is the mission the arena wants: reach close combat under a pre-battle drug and break the enemy in the opening rounds, before the paper bodies can be ground down.

ATTACKER AND DEFENDER The attacker is the Wych Cult, disembarking from open-topped skimmers under a pre-battle drug to reach melee in the first turn, cut the enemy down, and claim the wounded. The defender is the opposing gang, trying to weather the strike, hold its formation, and grind the fragile cult down before it can close.

BATTLEFIELD Open ground with room to run — the terrain the Wych want, with enough cover for the defender to make a stand but enough space for the skimmers to race the charge home.

DEPLOYMENT The Wych deploy in their transports and take the first move. The defender then deploys across the board with space to react, free to castle up against the charge or spread against it.

OBJECTIVE The Wych must break the enemy in the opening rounds, taking fighters Out of Action in melee and claiming captives before the alpha spends itself. The defender must survive the strike intact and break the cult on the counter.

ENDING THE BATTLE AND VICTORY The Wych win if they take three or more enemy fighters Out of Action in melee, or claim two or more Tortured Captives, by the end of the third round. The defender wins if the Wych have not met that mark by the fourth round, or if the cult bottles out.

REWARDS A fast, kill-heavy win earns the Wych arena renown and bonus reputation. A defender who weathers the strike and breaks the cult afterward gains a reward of its own.

CONTROL TRACK A Wych win advances the cult's control-track marker on the district by one step — the arena has taken the ground in a single bloody bout. A defender win pushes the marker back toward the defender.

✧ THE BLOOD ARENA

SCENARIO

ATTACKER	the Wych Cult (staging a spectacle-bout on a central arena-floor, fighting to claim kills and captives before a crowd)
DEFENDER	the opposing gang (dragged into the arena, fighting to escape the killing-floor or turn the spectacle against the cult)
DEPLOY	both gangs deploy around a central arena-floor objective; the crowd (terrain and spectators) rings the fighting-ground, and the Wych hold the initiative to set the bout
OBJECTIVE	the Wych win by scoring the most melee takedowns on the arena-floor and holding the killing-ground when the game ends; the defender wins by escaping the arena intact or out-scoring the cult on the floor
VICTORY	the Wych win if they take more enemy fighters Out of Action in melee on the arena-floor than they lose, and control the centre at the end; the defender wins if it holds the centre or ends with more standing fighters
REWARDS	the Wych gain arena renown scaled to the melee takedowns scored (the Bloodied Crowd boon, within the cap); the defender gains a reward for humiliating the cult before its own crowd
CONTROL TRACK	a Wych win holds and advances its Control-Track claim on the arena-district (the crowd is theirs); a defender win seizes the spectacle and pushes the marker toward the defender

The blood arena is the Wych Cult's home ground made a battlefield — a spectacle-bout staged on a killing-floor, fought for kills and captives before a roaring crowd. This is the mission the cult stages rather than suffers: draw the enemy onto the arena floor and cut him apart where the crowd can see it.

ATTACKER AND DEFENDER The attacker is the Wych Cult, staging the bout and fighting to claim kills and captives on the arena floor. The defender is the opposing gang, dragged into the arena and fighting to escape the killing-ground or turn the spectacle against the cult.

BATTLEFIELD A central arena-floor objective, ringed by tiered galleries and a watching crowd. The killing-ground is the centre; the ground the cult wants held is the floor itself.

DEPLOYMENT Both gangs deploy around the central arena-floor. The Wych hold the initiative and set the bout.

OBJECTIVE The Wych must score the most melee takedowns on the arena floor and hold the killing-ground when the game ends. The defender must escape the arena intact or out-score the cult on the floor.

ENDING THE BATTLE AND VICTORY The Wych win if they take more enemy fighters Out of Action in melee on the arena floor than they lose, and control the centre at the end. The defender wins by holding the centre itself, or by ending the battle with more fighters standing.

REWARDS The Wych gain arena renown scaled to the takedowns scored on the floor — the Bloodied Crowd boon, within its cap. A defender who humiliates the cult before its own crowd gains a reward of its own.

CONTROL TRACK A Wych win holds and advances the cult's control-track claim on the arena-district — the crowd is theirs. A defender win seizes the spectacle and pushes the marker toward the defender.