

NECROMUNDA

DEATH STALKS THE UNDERHIVE

SPYRER GANGS IN NECROMUNDA

By Jervis Johnson, based on original material by Andy Chambers

Even in the living nightmare of the Underhive, the Spyrers are spoken of with a shudder. Parents scare small children into obedience with a mention of their name and grown men fall silent at tales of their attacks. To Underhive dwellers they are demons of the darkness, blood-soaked fiends who prey upon the warring gangs without compunction or pity.

These creatures are not devils or ghosts, as the Underhivers know all too well. They are the sons and daughters of the Noble Houses that rule Hive Primus and the whole of Necromunda from the fastness of the Spire. These siblings of noble blood are cast down into purgatory to prove themselves tough and resourceful enough to take their place amid the ruling families. In a hive containing so many billions of souls, only the most dynamic and merciless individuals can expect to rule, or indeed to survive.

Spyrers are sent below the wall in teams. Once in the Underhive they can expect little help, no money and no resources: they have only the equipment they bring with them and their own native wits to help them survive. The only assistance they can expect to receive is the occasional appearance of the Noble House Matriarch or Patriarch

that has sponsored the team, either or both of whom will occasionally venture into the Underhive to see at first hand how their charges are doing, and maybe lend them a hand against especially dangerous opponents.

Of course, a Spyrer's hunting rig is no ordinary set of armour. Spyrers use ritualised combinations of weapons and armour that favour different combat styles. Each rig is meticulously crafted off-world, a wondrous device of half-forgotten technologies worth its own weight in credits. The rig is self-sustaining and self-repairing, with integral weaponry and, most importantly of all, built-in power boosters which activate as the wearer gradually masters the suit's functions. These power boosters make each Spyrer evolve in a subtly different way, creating a diverse and powerful group of individuals in each hunt.





The Spyres family

Top from left to right: Jakara Spyres, Spyres Patriarch, Spyres Matriarch.

Bottom from left to right: Orrus Spyres, Malcadon Spyres, Yeld Spyres.

A Spyres team can only cross back above the wall when it has achieved its stated objective, which might be to slay a half-dozen Underhive warriors or to survive in the wastes for a certain period of time or some similar vow. Their fighting suits record all that occurs in the depths and verifies their kills, so no duplicity is possible; the Spyres must succeed in their quest or die trying. In the Underhive itself they are hated and feared, but in the Spire they will be lionised on their return and the survivors of the team

will take their place among the powerful ruling elite of Necromunda. In time they may become a Matriarch or Patriarch in their own right, and return to the Underhive to feel the thrill of the chase once again. Many hunting teams find it impossible to wait that long, and will be drawn back to the Underhive by an adrenalin-fuelled desire for blood and death that life in the Spire simply cannot fulfil.



SPECIAL RULES

The following special rules apply to Spyrer Hunting teams.

Vow

A Spyrer team must commit itself to achieving a specific aim during its time in the Underhive. The Spyrers' vow must be made when the team is started and may be chosen from the following:

A. To kill a total of one gang fighter for each starting member of the team. Eg, if the team had six members they would have to kill (as in result 11 to 16 on the Serious Injury table) six enemy gang fighters before they returned above the wall.

Or

B. To earn a total of 200 Experience Points for each starting member of the team. Eg, if the team had five members they would have to earn a combined total of 1,000 Experience Points before they returned above the wall.

Or

C. To survive a total of two games for each starting member of the team. Eg, if the team had four members they would have to survive eight games before they returned above the wall.

Once a Spyrer team returns above the wall it splits up and the hunters start their new lives in the Noble Houses. However, many aspirants develop such a taste for the excitement and bloodletting of the hunt that they will return to the Underhive. To represent this, you are allowed to replace any members of the team that have been killed or you wish to retire with new recruits. These new recruits must have the same total cost, including Experience cost bonuses, as that of the members of the team that they are replacing. The new Hunting team may then return to the Underhive with a new set of vows (you may not choose the same set of vows two times in a row). A Hunting team may keep on returning to the Underhive in this fashion as many times as the player controlling them wishes to.

For example, a Hunting team completes its vows and returns above the wall. One member of the team (a Jakara) was killed, and one (an Orrus) has suffered serious injuries that so affect his capabilities that he is retired. Both had received 5 extra Experience Points when recruited to the team, adding +25 credits to the cost for each one (see the rules for Spyrer Experience below). The cost of these two members of the team was therefore $190+185+25+25=425$ credits, so they can be replaced

with new starting team members of that value. A new set of vows is chosen for the team, and they return to the Underhive as if they were a starting Hunting team.

Starting Territory, Income & Starvation

Spyrers start with one piece of territory generated on the Territory table. This forms their base camp and they may move their camp to another piece of territory if they capture it, but they cannot hold more than a single piece of territory at a time. If the Spyrers lose their current base camp generate another on the Territory table.

Spyrers never collect any income, never trade and can never buy extra gang members after their initial recruitment. They are committed into the Underhive until they complete their vow. Once they have completed a vow they are allowed to recruit new members as described above.

Spyrers gain synthesised sustenance from protein packs wired into their suits, so they are immune to the effects of starvation.

Capture

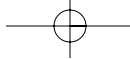
Gang fighters captured by Spyrers are liable to be turned into interesting suit ornaments as the Spyrers have no interest in ransoms or exchanges. The only way a gang can get back captured members is by playing a Rescue scenario against the Spyrers. The Spyrers just love using captured prey as bait to get more. Spyrers captured by gangers can expect only a slow and horrible death. Their companions will make no attempt to rescue them and they can expect no ransom from the Spire.

A Spyrer who is captured is automatically killed. Spyrer weapons and equipment cannot be used by non-Spyrers, and cannot be sold to Guilders for extra credits.

Power Boosts

The power boosts for Spyrer suits begin to kick in once the hunter starts making kills and earning Experience Points in combat. They work by increasing the energy feed into weapon systems and making them more powerful, improving cybernetic enhancements to make the wearer stronger or faster, thickening armour cells to increase their protection, and so on. Power boosts, like skills and characteristic increases, can only be earned with Experience Points, and are included on the Spyrer Advance table (see below)

No boost may be taken more than once. If a boost is rolled a second time then pick a boost from the list that the Spyrer does not already have. Once all boosts have been taken, re-roll boost results on the Advance table.



Leaders, Bottle Rolls and Pinning

A Spyrrer team has no set leader: leadership devolves to whoever has the highest kill score at the time, or the best ideas. In game terms this means that any Bottle rolls are taken using the best Leadership characteristic in the team (assuming that that member is present and not down or out at the time). In some scenarios, an Experience Point bonus goes to the leader of the winning gang: in a Spyrrer team this will go to the Spyrrer with the best Leadership who fought in the game.

Spyrrers are in constant communication with each other and are highly self-motivated. This means that a Spyrrer who is pinned is always allowed to roll to try and escape from pinning at the start of their turn even if there are no other Spyrrers within 2" of them.

Very Important: Spyrrer gangs are easily disheartened if things start to go against them. Because of this they must start taking Bottle rolls once one member of the team is down or out of action, rather than a quarter of the team as would normally be the case.

MATRIARCHS & PATRIARCHS

Spyrrer Matriarchs and Patriarchs are not purchased as part of the team. Instead, the Hunting team may ask for their assistance **once each** during the period of time they are in the Underhive fulfilling their vows. Once they have each given their assistance in a battle they may not be used again until the Hunting team has fulfilled their vows. A Hunting team that returns to the Underhive after fulfilling its vows can once again call on the assistance of the Matriarch and Patriarch once each, and so on.

The Matriarch and Patriarch must be called upon at the start of a scenario, between steps 2 and 3 of the pre-battle sequence (see page 117 of the Necromunda: Underhive rules). The following restrictions apply to calling on their aid:

- They may not be called upon if the Spyrrers have a higher Gang Rating than their opponents.
- If the opposing gang have a Gang Rating that is up to 1000 points higher than the Spyrrers, then either the Matriarch *or* Patriarch (**not both**) will only help if the Spyrrer player rolls a 4+ on 1D6. On a roll of 1-3 the Matriarch or Patriarch will not give their help.
- If the opposing gang have a Gang Rating that is more than 1000 points higher than the Spyrrers, then either the Matriarch *or* Patriarch will freely give their assistance if called upon to do so. However, only one can be called upon for their help.

If the Matriarch or Patriarch give their assistance then they are treated as being part of the Hunting team for all rules purposes for the rest of this battle. The Matriarch or Patriarch counts as the Hunting team's gang leader and adds 1000 points to the Hunting team's Gang Rating for this battle.

Matriarchs and Patriarchs may not gain Experience. If they are taken out of action, they will either fully recover or be replaced, so don't roll on the Serious Injury table for them if they are taken out of action.

These changes aside, all of the rules that apply to Spyrrers also apply to Matriarchs and Patriarchs.

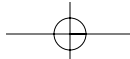


SCENARIOS

Spyrrers roll on the normal Scenario table. If the Spyrrers get to pick the scenario, they can only choose one of the following: Gang Fight, Ambush, Hit and Run, The Raid. Alternatively, if **both** the Matriarch and Patriarch are still available then the Spyrrers can choose the "Old Habits Die Hard" Scenario described later.



The Stalker prepares to swoop down upon his next victims.





ORRUS

Cost to recruit: 185 credits

The Orrus embodies the most brutal aspects of the Spyre Hunters. Its distinctively oversized powered arms and hulking shoulders betray the Orrus' fearsome combat style: that of crushing and battering its opponents to a bloody pulp. Ranks of armoured pistons power the arms and its blunt, claw-fingered hands, and each fist is backed by a rack of bolt launchers to blast apart opponents at a distance. Though the Orrus is the slowest of the Spyre Hunters it is also the most indomitable. Not only are the powered arms and shoulders heavily armoured but a force field protects the Spyrer as he lumbers forward.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	4	3	1	3	2	7

Weapons: The Orrus suit is armed with two bolt launchers, mounted in each fist.

Armour: The Orrus suit gives the wearer the following characteristic increases: Weapon Skill +1, Strength +1, Attacks +1. These increases have been included in the Orrus Hunter profile above.

The Orrus suit also gives an Armour saving throw of 4, 5 or 6 on a D6 and is protected by a force field which gives it a saving throw of 6 on a D6 against any shooting hits. The force field Armour saving throw is not subject to saving throw modifiers so it will always save on a roll of 6.

Equipment: An Orrus Spyrer is equipped with a bio-booster, filter plugs and photo contacts.

JAKARA

Cost to recruit: 190 credits

Jakara weapons are the mono sword and mirror shield. The Jakara is the lightest of all the Spyre Hunters, emphasising agility and speed over heavy armour. The suit itself is armoured with flexible plates like snake scales which are overlaid with the tubes and cables that feed power to the Spyrer's limbs. The Jakara buckler is inset with energy absorbing devices that look like faceted jewels, each one of which can drain the force from a shot or blow and hurl it back at the attacker.

M	WS	BS	S	T	W	I	A	Ld
5	4	3	3	3	1	3	1	7

Weapons: The Jakara suit is armed with a monomolecular sword and a mirror shield. The shield allows the user to parry in hand-to-hand combat. If the mirror shield saves against a shooting attack that is energy-based (laser,

plasma or melta) the Jakara can fire it back immediately. Roll to hit using the Jakara's BS: if the blast hits, resolve it with the original weapon's profile.

Armour: The Jakara suit gives the wearer the following characteristic increases: Movement +1, Weapon Skill +1. These increases have been included in the Jakara Hunter profile above.

The Jakara suit also gives an armour saving throw of 5 or 6 on a D6. The mirror shield gives the Jakara an additional saving throw of 4, 5 or 6 on a D6 against attacks originating in the forward 90° arc of the user. The shield saving throw is not subject to saving throw modifiers so it will always save on a roll of 4, 5 or 6.

Equipment: A Jakara Spyrer is equipped with a bio-booster, skull chip, filter plugs and photo contacts.

YELD

Cost to recruit: 170 credits

The Yeld is the most bizarre of the Spyre Hunters: a winged fiend with pinions of chameleonic metal and claws of laser energy. When not in use, the Yeld's wings sweep back to form a pinioned cloak of steel and reveal the heavy forearm units bearing laser tubes that are its primary weapons. Its wings are jagged with edges sharp as razors so it can slice its victim as it swoops overhead. When stealth is needed, the Yeld's wings curl around it and mimic the hues surrounding its body, concealing the Spyrer from view until it takes flight again.

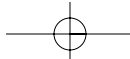
M	WS	BS	S	T	W	I	A	Ld
5	3	4	3	3	1	3	1	7

Weapons: The Yeld suit is equipped with laser gauntlets.

Armour: The Yeld suit gives the wearer the following characteristic increases: Movement +1, Ballistic Skill +1. These increases have been included in the Yeld Hunter profile above.

The Yeld suit also gives an Armour saving throw of 5 or 6 on a D6. It also mounts the Yeld's wings, which are detailed in the Spyrer Equipment section.

Equipment: A Yeld Spyrer is equipped with a bio-booster, filter plugs and photo contacts.





MALCADON

Cost to recruit: 165 credits

Malcadon are cunning and subtle in their hunting, trapping their victims in webs of iron-hard silk before tearing them apart with steely claws. Two bulbous spinarets for creating the web threads are mounted on the suit's arms and connect to the Malcadon's hunched back amidst a snake's nest of tubes. The rest of the elongated limbs and back of the Malcadon are covered with downward pointing spines and overlapping plates of armour. Its arms and legs are boosted by pistons and hydraulics which permit it to climb swiftly and leap great distances so that it can move quickly among the mass of broken pipes and struts which form the dark canopy of the Underhive.

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

Weapons: The Malcadon is equipped with a web spinner.

Armour: The Malcadon suit gives the wearer the following characteristic increases: Movement +2, Weapon Skill +1, Initiative +1. These increases have been included in the Malcadon Hunter profile above.

The Malcadon suit also gives an Armour saving throw of 5 or 6 on a D6.

Equipment: A Malcadon Spyrer is equipped with a bio-booster, filter plugs and photo contacts.

MATRIARCH

Cost to recruit: See special rules above

Spyrer Matriarchs are feared throughout the Underhive as grim-faced reapers that slay from the shadows. The Matriarch wears a special 'chameleon cloak' that allows her to blend in with her surroundings. She will stalk her prey and then suddenly appear, her chainscythe in one hand, a deadly sharp monomolecular sword in the other. Matriarchs are hugely experienced fighters, and able to wield both weapons with deadly efficiency. Within moments their prey will be dead and the Matriarch will disappear back into the shadows.

M	WS	BS	S	T	W	I	A	Ld
6	6	5	3	4	3	7	3	8

Weapons: The Matriarch is armed with a sharpened monomolecular sword and a chainscythe.

Armour: The Matriarch suit gives the wearer the following characteristic increases: Movement +1, Weapon Skill +1, Initiative +1. These increases have been included in the Matriarch profile above.

The Matriarch suit also gives an Armour saving throw of 4, 5 or 6 on a D6 and includes a chameleon cloak. The chameleon cloak inflicts a -1 to hit modifier on all shooting attacks made on the Matriarch, and a -1 combat score modifier against any opponent fighting the Matriarch in hand-to-hand combat.

Equipment: A Matriarch is equipped with a bio-booster, filter plugs and photo contacts.

Skills: The Matriarch has the following skills: Jump Back (agility), Combat Master (combat), Counter-Attack (combat), Killer Reputation (ferocity), Infiltration (stealth).

PATRIARCH

Cost to recruit: See special rules above

Spyrer Patriarchs are equipped with the finest combat armour that credits can buy. The suit's heavily reinforced armour is capable of shrugging off all but the most powerful attacks, while its powerful servomotors allow the wearer to move and fight without hindrance. The suit has highly sophisticated in-built targeting systems that allow the wearer to detect and attack multiple targets simultaneously. However, most deadly of all are cybernetically controlled combat arms fixed to the suit's back that can lash out to attack any opponent that is near by.

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

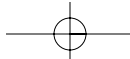
Weapons: The Patriarch is armed with two boosted pulse lasers, and two power claws. The Patriarch may use both pulse lasers when he shoots, and may engage different targets with each one if desired. Both power claws may be used in hand-to-hand combat.

Armour: The Patriarch suit gives the wearer the following characteristic increases: Weapon Skill +1, Strength +1. These increases have been included in the Patriarch profile above.

The Patriarch suit also gives an Armour saving throw of 2, 3, 4, 5 or 6 on a D6.

Equipment: A Patriarch is equipped with a bio-booster, bio-scanner, filter plugs and photo contacts.

Skills: The Patriarch has the following skills: Iron Will (ferocity), Hurl Opponent (muscle), Marksman (shooting).



SPYRER EXPERIENCE SYSTEM

Spyrer gangs can buy starting Experience Points, representing time spent in training arenas in the Spyre. Each Experience Point costs 5 credits. The cost of this training is added to the basic cost of the Spyrer. It is quite possible for a Spyrer to start his or her career with one or more advances from training. These should be rolled on the appropriate table below.

SPYRER STARTING EXPERIENCE

Type	Starting Experience Points
Orrus	0+1 per 5 credits spent
Malcadon	0+1 per 5 credits spent
Yeld	0+1 per 5 credits spent
Jakara	0+1 per 5 credits spent
Matriarch	May not gain Experience
Patriarch	May not gain Experience

SPYRER EXPERIENCE TABLE

Experience Points	Title
0-5	Green Hunter (Basic starting level for Spyrers)
6-15	Green Hunter
16-30	Hunter
31-50	Hunter
51-75	Stalker
76-100	Stalker
101-125	Stalker
126-150	Stalker
151-175	Stalker
176-225	Killer
226-275	Killer
276-325	Killer
326-400	Killer
401+	Great Killer (Anyone that reaches this level may not improve any further.)

MAXIMUM VALUE TABLE

Orrus

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

Malcadon

M	WS	BS	S	T	W	I	A	Ld
8	7	6	5	4	3	6	3	9

Yeld

M	WS	BS	S	T	W	I	A	Ld
8	6	7	4	4	3	6	3	9

Jakara

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

ORRUS ADVANCE & POWER BOOST TABLES

Advance Table

2D6	Result
2	Orrus Power Boost.
3	Combat Skill.
4	Ferocity Skill (Re-roll if you get Iron Will).
5	Characteristic Increase. Roll again: 1-2 = +1 Initiative; 3-6 = +1 Leadership.
6	Characteristic Increase. Roll again: 1-2 = +1 Ballistic Skill; 3-6 = +1 Weapon Skill.
7	Characteristic Increase. Roll again: 1-4 = +1 Strength; 5-6 = +1 Attacks.
8	Characteristic Increase. Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness.
9	Muscle Skill (Re-roll if you get Bulging Biceps).
10-12	Orrus Power Boost.

Power Boost Table

D6	Result
6	Sustained Fire Bolt Launchers. New ammo feeds come on line to make the suit weapons capable of sustained fire. The bolt launchers gain Sustained Fire 1 dice. Roll once for the number of shots, and roll once to hit with each one, but then roll two dice to wound as you would with a single shot.
5	Power Field Strengthened. The suit's power field saving throw is improved by +1.
4	Combat Neuroware. The suit links up additional neuroware which sharpens the wearer's fighting skills. You may roll for a new skill on any Skill table or increase one characteristic by 1 point.
3	Thickened Armour. The suit's armour thickens and hardens, so its saving throw is improved by +1.
2	Heavy Bolt Ammo. The bolts fired by the suit's launchers explode more fiercely on impact. The boost increases them to Strength 5.
1	Improved Bolt Launcher Range. The bolt launchers' range is increased by 4'.



The prey fight each other, unaware that there are greater threats close by.

JAKARA ADVANCE & POWER BOOST TABLES

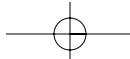
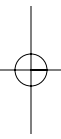
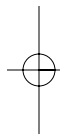
Advance Table

2D6	Result
2	Jakara Power Boost.
3	Stealth Skill.
4	Combat Skill.
5	Characteristic Increase. Roll again: 1-4 = +1 Initiative; 5-6 = +1 Leadership.
6	Characteristic Increase. Roll again: 1 = +1 Ballistic Skill; 2-6 = +1 Weapon Skill.
7	Characteristic Increase. Roll again: 1 = +1 Strength; 2-6 = +1 Attacks.
8	Characteristic Increase. Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness.
9	Agility Skill (Re-roll if you get Quick Draw).
10-12	Jakara Power Boost.



Power Boost Table

D6	Result
6	Heightened Reflexes. The suit's reflexes sharpen incredibly so that the Jakara can swing its shield around to protect it from enemies appearing from any direction. The boost allows the model to turn up to 45° after the enemy's Movement phase.
5	Sharpened Mono Sword. Molecules flake away from the edge of the mono sword to make it even sharper. The Jakara's Strength in close combat is increased by +1.
4	Combat Neuroware. The suit links up new neuroware which sharpens the wearer's fighting skills. You may roll for a new skill on any Skill table or increase one characteristic by 1 point.
3	Enhanced Mirror Shield. The mirror shield is improved and becomes capable of absorbing different kinds of energy. The boost allows the shield to deflect kinetic energy back at its target (such as bullets from autoweapons, missiles, etc) as well as energy weapons.
2	Improved Motive Power. The suit's power output for movement is boosted, increasing its speed. Add +3 to the Jakara's Movement.
1	Thickened Armour. The suit's armour thickens and hardens, so its saving throw is improved by +1.



MALCADON ADVANCE & POWER BOOST TABLES

Advance Table

2D6	Result
2	Malcadon Power Boost.
3	Ferocity Skill (Re-roll if you get Iron Will).
4	Stealth Skill.
5	Characteristic Increase. Roll again: 1-4 = +1 Initiative; 5-6 = +1 Leadership.
6	Characteristic Increase. Roll again: 1-3 = +1 Ballistic Skill; 4-6 = +1 Weapon Skill.
7	Characteristic Increase. Roll again: 1-3 = +1 Strength; 4-6 = +1 Attacks.
8	Characteristic Increase. Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness.
9	Agility Skill (Re-roll if you get Quick Draw).
10-12	Malcadon Power Boost.

Power Boost Table

D6	Result
6	Weaving Spinners. The spinner muzzles change to allow it to cover an area. The boost gives the spinners a Blast marker.
5	Toxin Sacs. Insidious neurotoxins synthesised by the suit from pollutant waste coat its spines. The Malcadon's Strength in close combat is increased by +1.
4	Combat Neuroware. The suit links up additional neuroware which sharpens the wearer's fighting skills. You may roll for a new skill on any Skill table or increase one characteristic by 1 point.
3	Thickened Armour. The suit's armour thickens and hardens so its saving throw is improved by +1.
2	Improved Motive Power. The suit's power output for movement is boosted, increasing the Malcadon's Movement by +3.
1	Improved Spinner Range. The suit's spinner range is increased by 2".

YELD ADVANCE & POWER BOOST TABLES

Advance Table

2D6	Result
2	Yeld Power Boost.
3	Combat Skill.
4	Stealth Skill.
5	Characteristic Increase. Roll again: 1-4 = +1 Initiative; 5-6 = +1 Leadership.
6	Characteristic Increase. Roll again: 1-2 = +1 Strength; 3-6 = +1 Attacks.
7	Characteristic Increase. Roll again: 1-4 = +1 Ballistic Skill; 5-6 = +1 Weapon Skill.
8	Characteristic Increase. Roll again: 1-4 = +1 Wounds; 5-6 = +1 Toughness.
9	Shooting Skill (Re-roll if you get Gunfighter).
10-12	Yeld Power Boost.

Power Boost Table

D6	Result
6	Pulse Lasers. New power feeds come on line to make the suit weapons capable of sustained fire. The Yeld's lasers gain Sustained Fire 1 dice.
5	Sharpened Claws. Molecules flake away from the edge of the Yeld's wings to make them even sharper. The Yeld's Strength in close combat is increased by +1.
4	Combat Neuroware. The suit links up additional neuroware which sharpens the wearer's fighting skills. You may roll for a new skill on any Skill table or increase one characteristic by 1 point.
3	Enhanced Chameleon Powers. The chameleon circuits in the Yeld's wings become faster and more accurate. The boost inflicts a -1 to hit modifier at short range against all shooting attacks made on the Yeld.
2	Improved Wings. The suit's power output to its wings is boosted, increasing its speed. Add +3 to the Yeld's Movement.
1	Boosted Laser Power. The suit's lasers become more focused and deadly. The boost increases them to Strength 4.



SPYRER WEAPONS

The following special rules apply to the weapons used by Spyrers. Note: Spyrer weapons damaged by the Disarm skill, or anything else for that matter, will automatically repair themselves at the end of the game.

ORRUS BOLT LAUNCHERS

The bolt launchers on an Orrus suit are racks of small rockets mounted on the back of its crusher fists. The power boosts of an Orrus hunting rig can extend the power and burn duration of the rocket's tiny engines, giving them a greater range. They can also increase the power of the warheads and improve the fire control so that salvos of bolts can be fired.

Special Rules

Orrus bolt launchers are linked to fire together so they must be fired at the same target and only a single dice is rolled to hit. However, if a hit is scored make two separate rolls to wound.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-18	+1	0	4	1	-1	2+

MALCADON WEB SPINNER

The spinarets of a Malcadon's web spinner spew out silky threads of gossamer that harden with the strength of steel wires. A victim of the web is left hopelessly ensnared and at the mercy of the Malcadon's ripping claws. The Malcadon can also use its spinner to create threads that it uses to climb vertical surfaces or lower itself down sheer drops.



Special Rules

If a Malcadon hits a model with its web spinner then the opposing player must roll a D6 while the Spyrer player rolls two D6 and picks the higher. Both players then add the Strength of their respective models to the score. If the Malcadon's score is lower than the victim's, the model is merely pinned by the attack and can attempt to escape pinning as normal if a friendly model is nearby.

If the scores are equal or the Malcadon beats the target's score, the model is entangled and effectively goes down. All the normal rules for being down apply, so the model can wriggle 2" in its Movement phase and roll for recovery in each Recovery phase, representing the model having a chance of breaking free or suffering serious injuries from the steely threads. If a model breaks free it still has its full complement of wounds, but it suffers the -1 to BS and WS penalty for taking a flesh wound.

If the Malcadon is running, charging or simply not firing in its turn then it can use its threads to help it move. This means that it can move up or down walkways and platforms even if there is no ladder or lift available. The distance moved up or down is counted against the Malcadon's total movement for the turn and the Malcadon must end its movement on a flat surface, not dangling between two platforms.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-4	4-10	+1	+1	special	- see above		2+





YELD LASER GAUNTLETS

The Yeld hunting rig is fitted with heavy gauntlets mounting multiple laser tubes. The gauntlets fire a storm of laser bolts from the Yeld's fists, a deadly attack which has the longest range of any of the Spyrer hunting suits. The power boosts for the Yeld rig make its lasers even more potent, feeding more power to them so they can fire in a sustained mode and increasing their penetrating power.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-10	10-20	+1	-	3	1	-1	2+

PATRIARCH BOOSTED PULSE LASERS

The Patriarch is armed with two laser weapons based on the same technology as the Yeld's laser gauntlets. In the case of the Patriarch, the weapons are fitted to two of the cybernetically controlled arms of combat armour. Thanks to the armour's sophisticated targeting systems, both weapons can be used simultaneously, and are capable of engaging separate targets if desired.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-10	10-20	+1	-	4	1	-1	2+

Special: Sustained Fire 1 dice.

PATRIARCH POWER CLAWS

Two of the arms that belong to the Patriarch's combat armour are fitted with power claws. These deadly weapons can whip round to attack any enemy that moves close to the Patriarch. They are surrounded by a shimmering blue power field, and are perfectly capable of punching through solid steel if need be.

Range	Strength	Damage	Save Mod.
Close Combat	5	1	-3

JAKARA MONOMOLECULAR SWORD

The monomolecular sword carried by the Jakara is a marvel of molecular engineering. The blade is a living crystalline structure which constantly renews its edge as it is blunted. The sword's edge is only one molecule thick and can slice through any but the densest of matter. As the Jakara's power boosts kick in, the sword's edge renews itself more regularly and evenly to make it even sharper still.

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

Special: User may parry.

MATRIARCH SHARPENED MONOMOLECULAR SWORD

This is basically the same as the Jakara's sword, but even sharper. Treat it as a monomolecular sword with an additional +1 Strength bonus.

MATRIARCH CHAINSCYTHE

A Spyrer Matriarch is armed with a chainscythe. When not in use, the chainscythe can be folded down into a small baton carried on the Matriarch's hip or in her hand. At the touch of a button it quickly expands out into a deadly close combat weapon that is capable of slicing a man in two.

Range	Strength	Damage	Save Mod.
Close Combat	5	1	-1

SPYRER EQUIPMENT

The following special rules apply to the equipment used by Spyrers.

JAKARA MIRROR SHIELD

The Jakara mirror shield is a complex device that contains an unusual force field generator. The generator sets up a resonant energy vortex across the shield which bleeds off the power it absorbs into one of several containment devices which stud the shield's surface. In turn this stored energy can be channeled back to its source as a brilliant bolt of heat and light.

Special Rules

The shield allows the user to parry in hand-to-hand combat. If the mirror shield saves against a shooting attack which is energy based (laser, plasma or melta), the Jakara can fire it back immediately. Roll to hit using the Jakara's BS: if the blast hits, resolve it with the original weapon's profile.

The mirror shield gives the Jakara an additional saving throw of 4, 5 or 6 on a D6 against attacks originating in the forward 90° arc of the user. The shield's saving throw is not subject to saving throw modifiers, so it will always save on a roll of 4 or more.

YELD WINGS

A Yeld's wings are made out of hundreds of individual plates of metal connected together by micro fibre bundles on an articulated frame. The fibre bundles are activated by brainwaves read directly from the wearer's cortex through a series of conductive filaments. With a little training the wearer can make the wings move and flap at will, enabling him to glide exceptionally well or climb upward somewhat more laboriously. Each of the metal plates is wired with crystalline circuitry so that they can change colour and meld into the wearer's surroundings as part of the Yeld's defences.



Special Rules

The Yeld's wings allow its user to fly up to his normal Movement characteristic in a turn, or double that if he charges or runs (flaps). Since the Yeld's wings allow it to glide well rather than truly fly the Yeld must land at the end of his move. Flying upwards counts as 2" for every 1" moved; flying downwards counts as 1/2" for every 1" moved.

The chameleonic effect of its wings allows a Yeld to hide even if it is not behind cover; the Yeld simply remains stationary long enough for its outline to disappear completely. In addition to this, the chameleonic effect of the wings makes a Yeld difficult to track at long range. Any shooting attack against a Yeld suffers an additional -1 to hit penalty if the weapon firing is at long range.

SPYRER SCENARIOS

SPYRER SCENARIO ONE: OLD HABITS DIE HARD

The following scenario may be played if the Spyrer player gets the choice of scenario. It recreates a battle between a Patriarch and Matriarch and an Underhive gang.

Spyrer Matriarchs and Patriarchs don't just visit the Underhive in order to find out what has happened to a

Spyrer hunting team that they have sponsored. Sometimes they will travel over the wall on a hunting trip of their own, just to 'keep their hands in', as it were. They will stalk the Underhive, waiting until they come across an Underhive gang. Once they have found their prey, they will attack without mercy.

Playing The Scenario

Follow the rules for playing the Ambush scenario for this scenario, except where modified below (see page 123 of the Necromunda: Underhive rules). The Spyrer Matriarch and a Patriarch are the attackers, the opposing gang the defenders.

If the opposing gang has a gang rating of up to 1500 then **either** the Matriarch or Patriarch will take them on (attacker's choice). If the opposing gang has a rating of over 1500 points then **both** will take part.

Special

The Spyrer Matriarch and Patriarch may not gain Experience, and may not take over territory from the opposing gang if they win. Members of the opposing gang scores double points for surviving and for each wounding hit inflicted on the Patriarch and Matriarch.

Taking part in this scenario **does** count as 'lending assistance' with regard to the Matriarch and Patriarch.



The Orrus and Jakara storm a Van Saar settlement.

SPYRER SCENARIO TWO: HOME DEFENCE

"I once knew a whole bunch of young braves, just like you they was: proud, honourable, courageous. Not too smart. One day, as ab recalls it, they all heard tell of a bad place in the Underhive, where wicked spirits had come to live. This place was a big old ruin and it was on the outskirts of their territory. Somethin' made that place its home, somethin' real evil like, and folks out by the border of the territory started windin' up missin'. So these youngbloods gets all hot-headed, and tool up to go out there. An you know what? Those bad ol' Hive spirits just swallowed them right up. Never seen those boys again."

The following scenario may be played if the Spyrer's opponent gets choice of scenario. It represents an assault on a feared and hated Spyrer den by an Underhive gang.

As any Hiver will tell you, Spyrers are something more than human. They don't eat like us, they don't sleep like us, and their world revolves around an arcane and immensely powerful battle suit whose origins are shrouded in the mists of time. Let those who have understanding of such things not forget that these devices seem to learn by themselves, and increase their destructive potential with the passing of the days spent on the hunt. And when the blood craving is briefly satisfied? Then is the time for the very armour itself to become dormant and assimilate its experiences. During this time the Spyrers enter a state of sleep of sorts, becoming limp and immobile for about a day. Do not be fooled, though, for they are far from vulnerable...

Contained within a Spyre Hunter's suit is a miraculous set of devices which are fully capable of preventing serious harm befalling the occupant of the armour as it lies in its

unnatural slumber. It is known that when the Spyrer shuts down to absorb its recent experiences, certain functions of the suit remain active: life support obviously, but there is also another system that is only ever seen when the Spyrer is in this state. Millions of microscopic machines, tiny enough to be able to manipulate the very molecules of substances they come into contact with, flood from vents in the armour to pour across the floor of the Underhive. The refuse and scrap in the general area is rapidly transmuted into a nest of wires and conduits linking the recumbent Spyre Hunter to a number of small silver globes. Each of these devices contain a single defence system to be activated when an unwelcome visitor strays too close. These range from powerful guns to routine alarms triggering the awakening of a highly irate Spyrer itching to have a word with the unfortunate individual responsible. The following set of rules details their uses in a scenario depicting a raid on a Spyrer home base as they sleep.

Terrain

The Spyrer player sets up the scenery and deploys his forces in hiding within a 6" radius of the exact centre of the board. He then places defence counters (see below).

The attacking player then chooses which side of the board he wishes to approach from and deploys along that table edge. Since the terrain here represents the nerve centre of the Spyrers' territory, security is thorough and the attackers may not use any means of infiltration.

Attackers

Since this scenario requires a great deal of stealth and subterfuge on behalf of the attacker to actually follow the Spyrers all the way to their hideout without being spotted, only a small assault force can carry out the job. Therefore,



The Scarlet Widows locate a Spyrer cell and attack.



the attackers are limited to 1D6 gang members on this mission. The attackers may not use any special detection equipment to spot the Spyrers in their hiding places, since the anti-surveillance devices of the Spyrers put anything the Underhive has on offer to shame. Sleeping Spyrers can only be spotted by models within a range equal to their Initiative in inches. Shooting but failing to injure a sleeping Spyrer will automatically wake it up! The Spyrer may be used normally from the next turn onwards. This is the only way Spyrers can become active, aside from the triggering of an alarm.


Defenders

By the point at which the attackers strike, the Spyrers have entered temporary shutdown to assimilate new information regarding their suit's running. They may do absolutely nothing until specifically awakened by either getting shot at, as detailed above, or by an alarm defence function as detailed in the following section.

Each Spyre Hunter suit may run up to 1D3 defence routines. The defence routines are chosen randomly by the suit every time it is used in this way, and are rarely the same twice. These defences are represented in the game by defence counters, which are placed within a 12" radius of the Spyrer at the beginning of the scenario. The counters are activated if an enemy model moves within 6" of them. They can be shot at, counting as small targets (-1 to hit) and have a Toughness of 5 with 2 Wounds. A defence counter that is hit but not destroyed will be activated automatically. The destruction of a counter will awaken the Spyrer it is linked to, in the same way as an alarm, if the Spyrer player can roll a 5 or a 6 on a D6.

You can use pretty much anything you feel is appropriate to represent defence counters – pennies, pieces of card, bits of coloured plastic, or whatever. The more adventurous amongst you might even consider modelling your own!

When you place the counters, you must keep track of which defence belongs to which Spyrer. Then, as they become activated, roll for their effect on the defence system table opposite.

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Further Information	<i>He is currently working on the second part of the Pit Fighter article which will be featured in issue 3.</i>	
More Necro Website	<i>The Spyrers including the new Patriarch and Matriarch figures are available to order from your nearest Games Workshop or you can visit the website for details. (See the How to Order pages on page 94).</i>	
	<i>Over the page for "My Dad's Bigger Than Yours".</i>	
	<i>www.Necromunda.com</i>	

Spyrer Defence System Table

- 2D6 Result**
- 2 Piggy-Back System:**
Make two rolls on this table, ignoring further rolls of a 2. If two sentry guns are rolled both will fire at the same target each turn.

 - 3-5 Sentry Gun:**
A turret armed with a sentry gun pops up and fires as if on overwatch. The sentry gun has the same characteristics as a boltgun and counts as having a BS of 4. It may shoot as if on overwatch every turn until it runs out of ammo. It will shoot at the first target to move within range and line of fire.

 - 6 Alarm:**
The Spyrer awakens and may be used from the next turn onwards.

 - 7 Malformed Construct:**
The globe contains nothing more than a puddle of unresolved goo and wires. No effect!

 - 8 Alarm:**
The Spyrer awakens and may be used from the next turn onwards.

 - 9-11 Sentry Gun:**
A turret armed with a sentry gun pops up and fires as if on overwatch. The sentry gun has the same characteristics as a boltgun and counts as having a BS of 4. It may shoot as if on overwatch every turn until it runs out of ammo. It will shoot at the first target to move within range and line of fire.

 - 12 Improved Alarm:**
The Spyrer awakens and may be used from the next turn onwards. In addition a second Spyrer of your choice is awakened.

Ending The Game

The game continues until either one side bottles out, or has no remaining gang members who can fight. The Spyrers will not bottle whilst any of their number remain asleep, and therefore do not have to make tests until they have all been awakened.

Experience

- +10** Winning gang leader
- +5** Per wounding hit
- +1D6/+2D6*** For each surviving gang member

*Special: If the Spyrers lose this battle, they gain no Experience and must generate a new territory due to the capture of their base camp. However, winning the battle gains them an additional +1D6 each.

