



VOID WAR

V2.2 Rowan Goswell 2019

No Hive world exists in isolation. Necromunda is supplied by a multitude of agriworlds, defended by orbiting star-forts and protected by fleets of warships.

The Necromundan System is filled with mined out asteroids and airless moons.

Everywhere in the system, humanity has constructed outposts and listening stations, mines and colonies.

Life in these places is difficult, the void is harsh and mistakes often cost lives. It is not a place for the faint-hearted.

Often, the inhabitants of the moons of Necromunda bear some fealty to their homeworld. Their members may have been culled from the Necromundan population and press-ganged into crews en-masse.

Old rivalries and New alike produce conflict, and in the cold void, blood is spilled in the name of House and Clan.



CORE RULES

Pressurisation

Every part of the game board is either Pressurised or Depressurised depending on circumstances. In most cases the environment will consist of Exterior spaces which are depressurised and Interiors which are Pressurised.

Alternately, a game board may consist entirely of interior corridors with a variety of hull-breaches or toxic gas-leaks as environmental hazards.

The opposite case is also possible as a game environment may consist of purely Depressurised terrain and the Fighters are required to scavenge or resupply their air tanks at various opportunities and locations.

The Arbitrator should decide what constitutes a Pressurised or Depressurised area on the board.

If an environment has nothing to separate it from a source of depressurisation such as an External Location, it becomes Depressurised itself at the end of the turn.

Note that there are situations where a room may be sealed off from the original source of a leak, in this case, it is assumed that the room re-pressurises itself automatically.

Airlocks

Sometimes it is necessary to move between a Pressurised or Depressurised region of the board, in these cases Airlocks are used. These are rooms with pumps and air tanks.

On the board, these are represented as a small room with two doors. Typically one door is open and one is closed.

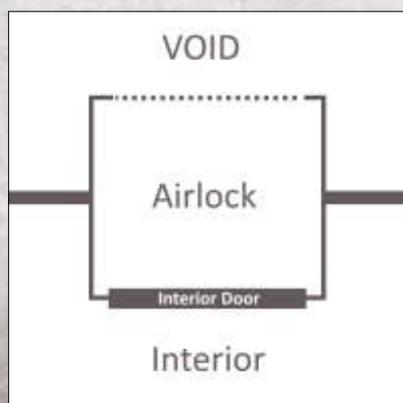
To use the Airlock, Fighters must Cycle it by moving to one of the doors and performing a Basic action. Both doors of the airlock will immediately close.

At the end of the turn the Airlock will switch to either a Pressurised or Depressurised state depending on the preference of the Fighter that operated the airlock, then whichever door leads to an environment with the same Pressurisation state will open automatically.

The other door cannot be opened by any means other than destruction.

Once the airlock has begun cycling, the only way to interrupt it is to breach one of the airlock doors. If either airlock door is breached, the other door will automatically close and seal itself. This cancels any further Airlock Cycling operations.

An airlock always finishes cycling before checking whether fighters need to go out of action.



Hull Breaches

Some parts of a base or space station are more durable than others. Windows and doors for example are a common weak-point.

A window is always considered to be an eligible target for Stray Shots and may be deliberately targeted similarly to a blast door if a player wishes.

Under these circumstances, a Window is considered to be Toughness 4

If a window suffers an Injury Roll, instead of normal behaviours, consult the following table.

Flesh Wound

The Window cracks ominously, but does not break for now.
No effect.

Serious Injury

The window has a small hole and the air in the room is draining fast.
At the start of the next turn, the room will be considered Depressurised.

Out of Action

The window blows out explosively, taking all the air in the room with it.
The room is immediately Depressurised.
Depending on the physical size of the window, it may now be traversable.

For the purpose of these rules, it is assumed that anything capable of damaging a door enough to cause a hull-breach would also destroy the door enough to traverse.

If a door is destroyed, treat it as an Out of Action result on the table.

Air Tokens and Space Suits

Fighters in Void War scenarios may be equipped with a Space Suit. This serves as protection from the lack of atmosphere and the harsh environments they may encounter.

A space suit is capable of recycling its air supply indefinitely, however it only has a limited volume of air, losses due to suit-damage and breaches will deplete it and may result in the wearer running out of air.

Every space suit has a limited number of Air Tokens which may be gained or lost during the scenario for various reasons. *Typically there will be only six or fewer Air Tokens, so players are advised to use a D6 to keep track.*

If the fighter ends their turn with no air tokens and is in a Depressurised Environment, they will immediately go Out of Action.

More Air Tokens may be acquired from various sources depending on the scenario and wargear available.

If a Fighter is in a Pressurised environment and has no Air Tokens, The Fighter will gain a single air token as they simply open their helmet and let fresh air in.

All Space Suits confer complete immunity to Gas weapons as long as they do not have a Suit Breach or Catastrophic Damage.

Suit Damage

A Space suit is not a mere pressure-suit, it is a sophisticated piece of technology incorporating self-sealing materials to protect against minor damage, climate-control and a host of other subtle features.

When damaged by gunfire, a suit will typically seal itself automatically with only minor air loss, however a larger breach is too much to handle and must be fixed with a repair kit.

Each time a Fighter is required to perform an Injury Roll, additionally roll for Suit Damage afterwards.

To perform a Suit Damage roll, roll an Injury Dice and apply the following table:

Flesh Wound	Serious Injury	Out of Action
Minor Puncture <i>The suit is briefly punctured and vents air until the hole self-repairs.</i>	Suit Breach <i>A wide gash has been torn in the fabric and the suit cannot self-repair this damage.</i>	Catastrophic Damage <i>The suit is rent open and its wearer is at the mercy of the elements</i>
If the Fighter is in a Depressurised Environment, Lose an Air Token.	In addition to losing an Air Token, The suit can no longer afford protection against Depressurised Environments until it is repaired.	The Fighter's suit is irreparably damaged and no longer affords any protection against Depressurised Environments.

WARGEAR & EQUIPMENT

Space Suits

Sealed Undersuit

The Sealed Undersuit is a variation on the Armoured Undersuit.

It confers a +1 to the armour save of its wearer or a 6+ save if there is no additional armour being worn.

A Sealed Undersuit starts the game with 6 Air Tokens.

Void Hardened Carapace

Void Hardened Carapace is combat-ready space-armour intended for military use.

It confers a 4+ Armour save and, similar to Flak armour, gains a +1 save against blast and template weapons.

Void Hardened Carapace may not be combined with Sealed Undersuit.

Void Hardened Carapace starts the game with 6 Air Tokens.



Equipment

Enhanced Air tanks

The air-tanks are stronger and can take higher pressures than normal.
Confers +3 Air Tokens.

Advanced Self Repair

The Self-sealing underskin of the fighter's space suit is improved to be able to withstand worse punishment.

Once per turn, the owning player may opt to roll twice for suit damage and pick the better result.

Integrated Auto-Medicae

The suit is equipped with stim-injectors and a suite of other medical equipment to help in the event of injury. Should a Fighter become Seriously Injured, they gain an additional Dice and pick the best result when rolling to get back up at the end of each turn.

Networked Comms

A Champion or Leader with this upgrade extends their Group Activation range to Line of Sight

Micro-Compressor

A Fighter with this upgrade gains an Air Token for every full turn spent in a Pressurised Environment up to their maximum capacity.

Suit Repair Kit

For a Basic Action, Removes one Suit Breach result from a Space Suit. May be used on the Fighter that holds it, or another fighter within 1"

The Suit Repair Kit may be used on Seriously Injured fighters from enemy gangs to prevent them from dying before you can capture them.

The Suit Repair Kit may not be used on a fighter with a Catastrophically Damaged Suit.

Hull Breach Repair Kit

If a Window has been breached with a Seriously Injured result, The Hull Breach Repair Kit may be used at any time to fix the damage.

Once this has been done, the room may repressurise automatically

To perform the repair, A Fighter with the kit must get within 1" of the breached window and perform a Basic action.

Flight Pack

The airless moons and space stations typically have reduced gravity, enabling the use of simple Thruster Packs as a faster means of getting around.

At the beginning of the Fighter's activation, declare that they are using the Flight Pack.

The Fighter gains an additional 3" of movement for the duration of the turn and may ignore vertical distances entirely when moving, they instead treat the distance from their level to the one they are moving to as 0" and simply move across it.

Any shots performed by this Fighter during the turn are at a -2 to Hit because they are busy controlling the Flight Pack.

BATTLEFIELD SCENERY

Air Reservoir

Fighters may use these stashes of precious oxygen to extend their own reserves in the field. For a Simple Action, a Fighter may restore up to 3 Air Tokens while within 1" of the Air Reservoir.

Survival Pod

A small pod large enough for just one person, The Survival Pods are a last resort for a Fighter whose suit is breached irrecoverably far from any outpost.

By crawling inside the pod, the Fighter is at the mercy of the outcome of the battle, but won't run out of air.

To use the pods, Reach 1" of the pod and perform a Basic action to get inside. Once inside, the Fighter is considered to have fled the battlefield for the purposes of the mission/scenario.

However, should the enemy player wish, they may opt to destroy the pod. It is considered to be T8 and W3. It is destroyed when it runs out of wounds, this puts the fighter inside Out of Action automatically.

Field Spotlights

In a Pitch Black scenario, these lights confer a 5" Blast Template sized region of normal visibility.

Any fighter that enters this area is visible to any other fighters within line of sight.

Consider this as much an obstacle as a benefit!

Meteor Crater

A pit gouged out of the dust and stone by an old Meteorite impact

The Crater confers a -1 to Hit against any fighters inside it.

Dust Pit

A hazard of low gravity and thick lunar dust.

For every 1" of distance across a Dust pit, a fighter must use 2" of their movement stat.

Void-War Territories

Outpost

A small outpost with little to offer but a waystation between more important places, nonetheless such places are critical for resupply of convoys between lunar settlements.

A faction which holds an Outpost gains +1 to its reputation and collects D6x5 Credits when collecting Income

Shuttle Wreck

A crashed Lander is filled with useful spare parts and items to be scavenged.

The faction which controls a Shuttle Wreck gains 2D6x5 Credits from this territory when collecting income.

Supply Dump

Stacks of ammunition, oxygen and fuel tanks, even crates containing weapons and armour. Enough to fight a war.

The faction which controls the Supply Dump gains +1 Reputation as well as earning D6 * 15 Credits when Collecting Income.

Agri-Dome

An Agridome is a vital lynchpin of survival in the harsh lives of the Void-born. It provides vital oxygen and food to its community.

The faction which controls the Agri-Dome gains +1 Reputation and collects 2D6*10 Credits when collecting Income.

Comm Relay

Communication on the surface of an airless moon is difficult, all communications must be sent between Relay stations studded across the cratered landscape. Controlling such an outpost allows signals and orders to be intercepted and even altered.

Such Relays are also sometimes used to broadcast gang propaganda and put out the call for mercenaries.

The Faction which controls a Comm Relay gains +2 Reputation.

Additionally, the gang may recruit a Hive Scum hired Gun for free including their equipment prior to every battle.

Common Territories from the Necromunda Core Rulebook

Mine Workings

Workshop

Settlement

Wastes

Promethium Cache

GANGS OF THE VOID

Clan Coronus

Clan Coronus were once members of the mighty House Escher in the distant past before they were press-ganged to work aboard stations and outposts amongst Necromunda's Moons.

Time and distance has turned them into a unique new faction. The Clan have adapted to their new circumstances, adopting the name of a leader of old and growing new traditions.

Clan Coronus typically control the Life Support and Food Supplies in colonies where they hold a presence. Voidsmen and other inhabitants of such places often look upon them as Life-bringers, an image which they are happy to perpetuate by providing medical services and claiming the dead for their gardens.

Coronus Fighters are often festooned with ornate designs evoking plants and vines or stylised suns. In Battle they prefer close ranges and melee weaponry to avoid collateral damage and emphasise their predilection for Toxin weaponry.

Unlike their cousins in the Necromundan Hives, Clan Coronus accept both male and female into their ranks, though long tradition and occasional contact with Escher has coloured their attitudes somewhat.

Designer's Notes

Clan Coronus loosely resemble Escher, particularly in their penchant for tribal paint and close-fitted equipment.

Their large hair however is mimicked mostly by the ornate helms and headresses on the pressure suits.

Van-Saar may be a suitable source of parts, but lack many female bodies.

CLAN CORONUS FIGHTERS

A starting Clan Coronus Gang is made up of the following fighters

LEADER ----- 125 CREDITS

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

EQUIPMENT

A Coronus Leader is equipped with a Sealed Undersuit. They have no weapon restrictions

STARTING SKILL

Coronus Leaders start with one free skill chosen from their primary skill sets

CHAMPION ----- 100 CREDITS EACH

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

EQUIPMENT

A Coronus Champion is equipped with a Sealed Undersuit. They have no weapon restrictions

STARTING SKILL

Coronus Champions may start with one free skill chosen from their primary skill sets.

JUVES ----- 25 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	5+	2	3	1	2+	1	8+	9+	8+	8+

EQUIPMENT

A Coronus Juve starts with no equipment. They may be armed with Basic Weapons, Close Combat Weapons and Pistols, but cannot be given any item that is worth more than 20 credits when they are added to the gang. During a campaign, once a Juve has gained their first advancement this limit no longer applies.

GANGERS ----- 55 CREDITS EACH

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

EQUIPMENT

A Coronus Ganger is equipped with a Sealed Undersuit. They may be armed with Basic Weapons, Close Combat Weapons and Pistols, when the gang is created. one Ganger can be armed with a Special Weapon. During a campaign, additional Gangers can also take Special weapons when they are added.

Skill Access

Coronus Fighters have access to the following skills

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	Primary	-	Primary	Secondary	Secondary	Primary	Secondary	-
Champion	Primary	-	Primary	Secondary	Secondary	Secondary	Secondary	-
Juve	Primary	-	Secondary	Secondary	-	-	-	-
Specialist	Primary	-	Primary	Secondary	Secondary	-	-	-

CLAN CORONUS EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

Lasgun	15 credits
Throwing Knives	10 credits
Shotgun (with solid and scatter ammo)	20 credits

CLOSE COMBAT WEAPONS

Fighting Knife	15 credits
Stiletto Knife	20 credits
Chainsword	25 credits
Phoenix-Talon Gauntlet	45 credits
Las Cutter	85 credits

PISTOLS

Stub Gun	5 credits
Autopistol	10 credits
Laspistol	10 credits
Needle Pistol	30 credits
Flechette Pistol (With solid and fleshbane ammo)	30 credits
Plasma Pistol	50 credits

SPECIAL WEAPONS

Long-Las	20 credits
Grenade Launcher (With Frag and Krak grenades)	65 credits
Plasma Gun	100 credits
Grav Gun	120 credits

HEAVY WEAPONS

Heavy Stubber	130 credits
Lascannon	155 credits
Missile Launcher (with frag and krak missiles)	165 credits

WARGEAR

GRENADES

Smoke Grenades	15 credits
Photon Flash Grenades	15 credits
Frag Grenades	30 credits
Krak Grenades	45 credits

ARMOUR

Flak Armour	10 credits
Mesh Armour	15 credits
Sealed Undersuit	15 credits

EQUIPMENT

Medicae Kit	30 credits
Respirator	15 credits
Photo Goggles	35 credits
Suspensors	60 credits
Infra sight	35 credits
Mono Sight	35 credits
Suit Repair Kit	20 credits

House Sirius

House Sirius are a Minor House splintered off one of the Great Houses of Necromunda. They cling desperately to their noble history and are determined to prove themselves worthy of recognition and to that end, have majority control over the mines and manufactorums of the moons and stations.

They are a hard working, grim-faced breed. Pragmatic to a fault, they gladly repurpose their mining and industrial equipment as weapons in their sporadic fights against Clan Coronus, who they regard as unkempt tribal savages.

House Sirius harbour a dark secret however, their ranks have been infiltrated by Genestealer Cultists!

The infiltration is not yet complete but much of the House is corrupted by the insidious cult.

The day is fast approaching where House Sirius will have to face far worse than Clan Coronus.

Designer's Notes

House Sirius are an industrial and mining faction and are intended to be modelled using loosely modified Genestealer Cult equipment.

Effort should be made to conceal or remove Cult sigils and overt mutations.

While the Sirius Fighters are indeed infiltrated by the cult, it's not the day of Ascension just yet and they're keeping their presence under wraps.

HOUSE SIRIUS FIGHTERS

A starting House Sirius Gang is made up of the following fighters

LEADER ----- 120 CREDITS

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

EQUIPMENT

A Sirius Leader is equipped with a Sealed Undersuit. They have no weapon restrictions

STARTING SKILL

Sirius Leaders start with one free skill chosen from their primary skill sets

CHAMPION ----- 95 CREDITS EACH

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

EQUIPMENT

A Sirius Champion is equipped with a Sealed Undersuit. They have no weapon restrictions

STARTING SKILL

Sirius Champions may start with one free skill chosen from their primary skill sets.

JUVES ----- 30 CREDITS EACH

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

EQUIPMENT

A Sirius Juve starts with no equipment. They may be armed with Basic Weapons, Close Combat Weapons and Pistols, but cannot be given any item that is worth more than 20 credits when they are added to the gang. During a campaign, once a Juve has gained their first advancement this limit no longer applies.

GANGERS ----- 55 CREDITS EACH

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

EQUIPMENT

A Sirius Ganger is equipped with a Sealed Undersuit. They may be armed with Basic Weapons, Close Combat Weapons and Pistols, when the gang is created. one Ganger can be armed with a Special Weapon. During a campaign, additional Gangers can also take Special weapons when they are added.

Skill Access

Sirius Fighters have access to the following skills

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	-	Secondary	-	-	Primary	Primary	Secondary	Primary
Champion	-	Secondary	-	-	Primary	Secondary	Secondary	Primary
Juve	-	-	-	-	Primary	-	Secondary	Secondary
Specialist	-	Secondary	-	-	Primary	-	Secondary	Primary

HOUSE SIRIUS EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

Autogun	15 credits
Boltgun	55 credits
Combat Shotgun (with salvo and shredder ammo)	70 credits

CLOSE COMBAT WEAPONS

Fighting Knife	15 credits
Chainsword	25 credits
Servo Claw	30 credits
Two Handed Hammer	35 credits
Heavy Rock Drill	90 credits
Heavy Rock Saw	120 credits

PISTOLS

Stub Gun	5 credits
Autopistol	10 credits
Laspistol	10 credits
Bolt Pistol	45 credits
Plasma Pistol	50 credits
Hand Flamer	75 credits

SPECIAL WEAPONS

Grenade Launcher (With Frag and Krak grenades)	65 credits
Plasma Gun	100 credits
Melta Gun	135 credits
Flamer	140 credits
Long Rifle	30 credits

HEAVY WEAPONS

Mining Laser	125 credits
Seismic Cannon	140 credits
Heavy Bolter	160 credits
Multi-Melta	180 credits

WARGEAR

GRENADES

Blasting Charges	15 credits
Demo Charges	15 credits
Frag Grenades	30 credits
Krak Grenades	45 credits

ARMOUR

Hazmat Suit	10 credits
Mesh Armour	15 credits
Sealed Undersuit	15 credits

EQUIPMENT

Bio Booster	35 credits
Respirator	15 credits
Photo Goggles	35 credits
Suspensors	60 credits
Infra sight	35 credits
Mono Sight	35 credits
Suit Repair Kit	20 credits

TRADING POST

Item	Price	Rarity
Void Hardened Carapace	100 credits	Rare (11)
Enhanced Air Tanks	10 credits	Rare (9)
Advanced Self-Repair	15 credits	Rare (12)
Integrated Auto-Medicae	20 credits	Rare (13)
Networked Comms	30 credits	Rare (11)
Suit Repair Kit	20 credits	Common
Hull Repair Kit	20 credits	Common
Flight Pack	80 credits	Rare (13)

ADDITIONAL WEAPONS

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Phoenix-Talon Gauntlet	-	E	-	+1	S	-	2	-	Melee, Blaze

BRUTES

CLAN CORONUS VOID-MOTHER (0 - 2)

The Void Mothers of Clan Coronus are known across the colonies as soothsayers and witches, amongst the Clan, they are known for being healers, keepers of lore and the spiritual core of the family. Typically they serve to guide the impetuous leaders of the gangs in their interminable conflicts with other factions however they do periodically take to the field and exert their impressive psychic might.

In battle, a glance from a Void Mother can steal the breath from your lungs, or impart it upon a gasping fighter when she needs it most. whispered words or spine-chilling shrieks rend open the veil and allow passage from place to place. Summoning reinforcements or effecting a sudden escape where none should be possible.

Void Mother ----- 180 CREDITS

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

EQUIPMENT

A Void Mother is armed with a Stiletto Knife, She wears a Sealed Undersuit under her clothes.

Wyrd Powers

A Void Mother is an Unsanctioned Psyker, wielding a variety of unusual abilities thanks to her use of elixirs and philtres.

Each Void Mother is typically able to perform one of the following Wyrd Powers. Choose which one when generating the character.

TELEKINESIS

VEIL TEAR (Double).

With a vicious vertical slash of her blade, the void mother tears a hole into the warp and may use it link two locations with a short-lived portal.

Once the Wyrd Power has been successfully cast, you may:

- Remove the Void Mother from play, counting as a successful retreat from the board. OR
- Place the Void Mother within 2" of any other friendly model. OR
- Reposition any single friendly model to within 2" of the Void Mother.

TELEPATHY

STEAL BREATH (Double).

The Void Mother reaches into the foe's mind and convinces them to stop breathing

Choose a single enemy Fighter within line of sight. If they have not been activated this turn, they now count as being out of oxygen until the end of their turn. If they have already been activated, the duration of this effect lasts until the end of their next turn.

HOUSE SIRIUS EXO-SUIT (0 - 2)

House Sirius's mining and industrial frequently requires the use of powered exo-skeletons built to lift heavy loads, mount mining or industrial equipment such as drills, rock-cutters and other equipment.

The Exosuit is an all-in-one solution to a huge variety of challenges, being fully sealed, augmenting its wearer's strength many-fold and able to wield powerful tools and weapons with ease.

Clan Coronus have learned to pay attention to the telltale ground-tremors as the huge suits move in the silent void.

Exo-Suit ----- 220 CREDITS

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

EQUIPMENT

A Sirius Exo-suit has 6 Air Tokens and a 4+ save.

A Sirius Exo-suit always counts as having Suspensors on any weapons it carries and may select from the Close Combat Weapons, Special Weapons or Heavy Weapons lists for House Sirius.

