

SUMP DOGS, HOUSE ORLOCK GANG (1,500 CREDITS)

Roky and his boys have a reputation as some of the meanest runners to ride the ash roads of the Palatine Spider Points. Silt storms, cannibal scavvies or rogue dusters are just another day on the roll for the Sump Dogs. Of course, the gang spend most of their time running the maelstrom-locks around Ash Gate 17 and making sure none of the other Houses get any ideas of muscling in on Orlock territory.

Each member of the Sumpdogs present at the Sumptown Showdown has been given a profile, starting skills, wargear and equipment so they can go toe-to-toe against the Carrion Queens or the Iron Lords, whose details can be found on the Fighter cards provided in Necromunda: Underhive. These details can be copied onto blank Fighter cards if you wish.

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	STARTING SKILL: Commanding Presence V WARGEAR: Blasting charges, frag grenades, krak grenades, V														in the second											
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STA	STARTING SKILL: Nerves of Steel													WARGEAR: Blasting charges												
WARGEAR: Frag grenades														2017												
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WEA	WEAPONS: Autopistol, fighting knife											WEAPONS: Autopistol, fighting knife														
WARGEAR: Krak grenades												WARGEAR: Frag grenades														
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	WEAPONS: Fighting knife, stub gun												WEAPENS: Combat shotgun with salvo and shredder rounds WARGEAR: Blasting charges													
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Harpoon launcher				6"	18"	+2	-	5 -	3 1	5+	Drag, Impale, Scarce															
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Rapid Fire (1)

Backstab, Melee

Knockback, Rapid Fire(1)

Scattershot, Template

8'

4"

Autogun

- salvo

- shredder

Fighting knife Combat shotgun 24"

12"

+1

+1

3

4

2