



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 scavies 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.

LEADER, ROKY..... 310 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+

WEAPONS: Sawn-off shotgun, servo claw

STARTING SKILL: Commanding Presence

WARGEAR: Blasting charges, frag grenades, krak grenades, photo goggles

GRIMM..... 145 CREDITS

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

WEAPONS: Combat shotgun with salvo and shredder rounds

WARGEAR: Respirator

CHAMPION, ZED 'HACKJAW' 215 CREDITS

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

WEAPONS: Harpoon launcher

STARTING SKILL: Nerves of Steel

WARGEAR: Frag grenades

'GUNNER' SKI 115 CREDITS

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

WEAPONS: Autogun

WARGEAR: Blasting charges

CHAMPION, ZEKE..... 120 CREDITS

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

WEAPONS: Autopistol, stub gun

STARTING SKILL: Ballistics Expert

WARGEAR: Frag grenades

MO TWO-FIST..... 110 CREDITS

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

WEAPONS: Two stub guns

WARGEAR: Krak grenades

LANDER 125 CREDITS

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

WEAPONS: Autopistol, fighting knife

WARGEAR: Krak grenades

JOH KROW.....85 CREDITS

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

WEAPONS: Autopistol, fighting knife

WARGEAR: Frag grenades

NARKOS..... 115 CREDITS

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

WEAPONS: Fighting knife, stub gun

WARGEAR: Photo goggles, respirator

JACKSON..... 160 CREDITS

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

WEAPONS: Combat shotgun with salvo and shredder rounds

WARGEAR: Blasting charges

WEAPON PROFILES

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Sawn-off shotgun	4"	8"	+2	-	3	-	1	6+	Plentiful, Scattershot
Servo claw	-	E	-	-	+2	-	2	-	Melee
Harpoon launcher	6"	18"	+2	-	5	-3	1	5+	Drag, Impale, Scarce
Autopistol	4"	12"	+1	-	3	-	1	4+	Pistol, Rapid Fire (1)
Stub gun	6"	12"	+2	-	3	-	1	4+	Pistol, Plentiful
Autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Combat shotgun									
- salvo	4"	12"	+1	-	4	-	2	4+	Knockback, Rapid Fire(1)
- shredder	-	T	-	-	2	-	1	4+	Scattershot, Template