

MACROMUNDA

LEAGUES OF VOTANN

HOUSE BOOK

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FACTION

LEAGUES OF VOTANN

The durable methodical gunline that does not rage and does not rush

The Kin do not rage and they do not rush. A League warband arrives on the battlefield as a compact, ancestor-augmented line — short, dense bodies sealed in void-forged plate, fewer in number than the hosts they face and far harder to break. They advance no faster than their guns require, assess the enemy with the cold patience of a counting-house, and open a disciplined, overlapping fire that grinds a chosen target down from cover.

What sets the Kin apart is memory. Every wrong done to the warband is entered into the Ancestor Core as a Grudge, and a Grudge is never forgotten and never merely spent — it is collected. The line marks one foe, settles the debt, and the reckoning falls heavier on the next. Where lighter warbands gamble everything on a single strike, the Kin out-stand that strike, price the enemy in blood, and write down the names.

FACTION SPECIAL RULES

THE GRUDGE LEDGER

GANG RULE

Every League warband carries an Ancestor Core, and the Core keeps a Ledger: a tally of debts owed in blood, never a pool of tokens to be spent. At the start of each battle, and again whenever a fighter takes the Pass Judgement (Simple) action, the Kâhl names one active Grudge — a single enemy fighter, or in a campaign a whole rival gang. While a target is Grudged, friendly Kin re-roll 1s to Hit and to Wound against it. When a Grudged target goes Out of Action the Grudge is settled and recorded, and the standing rises one tier for the rest of the battle, carrying forward against that enemy in a campaign up to a cap. At Tier 1 the Kin re-roll all failed Hits against the next Grudged target; at Tier 2 they add +1 to Wound as well; at Tier 3 they ignore its cover penalty to hit, or add +1 Damage. Only one Grudge is ever active, and it is only ever collected — never banked. Friendly Kin within 6" of the Kâhl share the marked target's bonus and may re-roll one failed Hit against it each round.

ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
Autoch Pattern Bolter	12	24	+1	–	4	–1	2	6+	Rapid Fire(1)
Bolt Shotgun	8	16	+1	–	4	–	1	4+	dual profile: scatter Blast(3") S3 / solid S4 Knockback
Cutter Beam	12	24	+1	–	4	–2	1	5+	Melta (short range)
Hylas Auto Rifle	8	24	+1	–	3	–	1	4+	Rapid Fire(1)
Ion Blaster	12	24	+1	–	4	–1	1	6+	Rapid Fire(1)
Magna Rail Rifle	18	36	+1	+1	4	–2	2	6+	Knockback
Bolt Pistol	6	12	+1	–	4	–1	1	6+	Pistol Rapid Fire(1)
Bolt Revolver	6	12	+1	–	4	–	1	6+	Pistol
Etacarn Plasma Pistol	6	12	+1	–	5	–2	2	5+	Pistol Plasma
Ion Pistol	6	12	+1	–	4	–1	1	5+	Pistol Plasma-analog

☛ Magna Coil Pistol	6	12	+1	-	3	-1	1	5+	Pistol	Rapid Fire(1)
☛ Vulkanite Disruptor Pistol	6	9	+1	-	4	-2	1	6+	Concussion	Pistol
☛ Etacarn Plasma Gun	12	24	+1	-	6	-2	2	5+	Plasma	Rapid Fire(1)
☛ Graviton Rifle	12	24	+1	-	5	-2	2	5+	Concussion	Grav
☛ Ion Beamer	18	30	+1	-	5	-2	2	5+	Rapid Fire(1)	
☛ Magna Rail Sniper	24	48	+1	+1	4	-2	2	6+	Knockback	Sniper
☛ Mole Mortar	6	24	-	-	5	-1	2	6+	Blast(3")	Drilling (ignores cover/intervening)
									Knockback	
☛ Vulkanite Disintegrator	12	24	+1	-	5	-2	2	5+	Concussion	
☛ Bolt Cannon	18	36	+1	-	5	-1	2	5+	Rapid Fire(2)	Unwieldy
☛ Cthonian Earthshaker	20	40	-	-	6	-1	2	6+	Blast(3")	Concussion
									Seismic/Knockback	Unwieldy
☛ Hylas Rotary Cannon	20	40	-	-	4	-1	1	5+	Rapid Fire(2)	Unwieldy
☛ Ion Cannon	24	48	+1	-	6	-2	3	5+	Rapid Fire(1)	Unwieldy
☛ L7 Missile Launcher	24	48	-	-	6	-2	3	6+	Unwieldy	dual: frag Blast(3") S3 AP- D1 / krak S6 AP-2 D3
☛ Sp Heavy Weapon	18	36	+1	-	5	-1	2	5+	Rapid Fire(2)	Unwieldy
☞ Concussion Gauntlet	-	E	-	-	+2	-3	2	-	Concussion	Melee
									Power	Unwieldy
☞ Forge Axe	-	E	+1	-	+1	-1	1	-	Melee	Power
									Tool (field-repair)	
☞ Gravitic Concussion Hammer	-	E	-	-	+2	-2	2	-	Concussion	Knockback
									Melee	Power
									Unwieldy	
☞ Mass Hammer	-	E	-	-	+2	-1	2	-	Concussion	Knockback
									Melee	
☞ Plasma Axe	-	E	+1	-	+1	-2	1	-	Melee	Power
☞ Plasma Blade	-	E	+1	-	+0	-2	1	-	Melee	Parry
									Power	
Concussion Grenades	-	Sx2	-	-	2	-	1	4+	Blast(3")	Concussion
									Knockback	
Frag Grenades	-	Sx2	-	-	3	-	1	4+	Blast(3")	Knockback
Krak Grenades	-	Sx2	-	-	6	-2	2	4+	-	
Mole Grenades	-	Sx2	-	-	4	-1	1	5+	Blast(3")	Drilling (ignores cover/intervening)

☠ WEAPON TRAITS

✂ 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.

✂ CONCUSSION

WEAPON TRAIT

The hit rattles the target: it counts as having **lower Initiative / is dazed** for reaction or knockdown purposes, making follow-up knockdowns/pinning easier. Maces, concussion weapons, some grav.

✂ DRILLING

WEAPON TRAIT

Bores through cover/walls — the attack can **ignore** intervening terrain / hit fighters behind cover, or damage structures. Industrial mining tools, some heavy weapons.

✂ 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.

✂ 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.

⌘ 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).

SKILLS

ANCESTRAL MEMORY

ANCESTRAL SET

ANCESTRAL MEMORY

The Ancestor Cores murmur the deeds of ten thousand years to those who bear them, and a Kin who listens does not flinch. Once each round, this fighter may re-roll a single failed Cool or Nerve test. The voices of the recorded dead steady the living, hold the line where a lesser body would break, and remind the warband that it has stood through worse and endured.

DISCIPLINED VOLLEY

ANCESTRAL SET

DISCIPLINED VOLLEY

The Kin gunline kills by overlap, not by heroics. When this fighter shoots a target that a friendly Kin has already shot this round, it adds +1 to its hit rolls against that target. Each volley walks onto the last, methodical and unhurried, until the marked body is ground down under massed fire. This is the patient arithmetic of the firebase: no shot wasted, every gun answering the one before it.

FORGE CUNNING

ANCESTRAL SET

FORGE-CUNNING

A Brôkhyr keeps the line running long after its wargear should have failed. As a Simple (Action), this fighter tends to a friendly Kin within 1" and does one of three things: removes a single Flesh Wound, repairs a damaged weapon or piece of wargear, or restores a weapon's spent Ammo. Nothing is discarded that can be mended, and the firebase stays whole through attrition that would strip a lesser warband bare.

GRAV CONCUSSION

ANCESTRAL SET

GRAV-CONCUSSION

A gravitic weapon does not merely strike — it wrenches. When this fighter scores a hit in close combat, in addition to that hit's normal effects the target is moved 1" directly away from this fighter and is immediately Pinned. The concussive pulse rings the foe off its feet and throws it back off the mark, buying the slow line a breath before the enemy can close the distance again.

HARDENED PLATING

ANCESTRAL SET

HARDENED PLATING

Ancestor-forged void-plate is built to carry a Kin home from wars that killed everything around it. Once per battle, when this fighter would be taken Out of Action, roll a D6: on a 4 or higher it is Seriously Injured instead, dragged down but not finished. The plate takes the blow the body could not, and the Kin who should have fallen is still on the field, still counting the Ledger.

PASS JUDGEMENT

ANCESTRAL SET

PASS JUDGEMENT

The right to read the Ledger is not the Kâhl's alone. As a Simple (Action), this fighter names a Grudge against an enemy fighter within sight, or shifts the warband's active Grudge from its current mark onto a new target. This is the hand that drives the Grudge Ledger, and it does not falter when the line's leader falls — a fighter carrying this judgement can open or move a Grudge even while the Kâhl is Out of Action, so the debt is always being counted.



LEAGUES OF VOTANN • HOUSE DOSSIER

THE LEAGUES OF VOTANN

One cohesive Kin House

This House does not rage and it does not rush. Its fighters arrive, they assess, they price the enemy in blood, and then they grind him down with disciplined fire from inside ancestor-forged plate that shrugs off what would drop a lesser body. And they remember: every wrong is written into the Ledger, and the Ledger is paid, with interest.

At the table the House is a single cohesive Kin force — a methodical Hearthkin firebase braced by an Einhyr exo-armour anvil that holds the centre so the line never has to move, and a magna-coil scout wing that grabs the ground the slow guns cannot reach. Its bodies are mid-elite: tougher than a common soldier, short of a transhuman, and few in number. The Kin hold one active Grudge at a time, mark it, and grind it down with overlapping fire; when the debt is settled the Ledger ratchets a tier and the next Grudge falls harder. This is not a jolly hold of beardlings. It is a cold, mercantile prospecting hegemony that keeps its grudges in a ledger and collects them with a ledger's patience — where the glass gangs race their own clock, the Kin simply out-stand them and write down the names.

GANG COMPOSITION

CREDITS	1000
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ exactly 1 Kâhl (Leader, the Ledger-keeper)
- ♦ 0-2 Champions (Einhyr Champion / Grimnyr / Brôkhyr Iron-master)
- ♦ Hearthkin Warriors the gunline bulk; Hernkyn Yaegirs the Juve tier
- ♦ backbone rule: Warriors + Yaegirs (Gangers + Juves) must be at least Champions + specialists — the line must outnumber the elite, or the gang is all anvil and no hammer
- ♦ Einhyr / Beserk gate: Einhyr Hearthguard and Cthonian Beserks unlock with Reputation and require at least one Champion in the gang
- ♦ slot growth: further Champion / specialist slots open with Reputation milestones
- ♦ equipment caps: standard N18 grenade caps; ancestor-tech relics 0-1 per gang unless a Champion holds them
- ♦ the Ancestor Core: every gang carries one League Ancestor Core, the seat of the Grudge Ledger — not optional, it is what makes the gang Kin

A starting gang is founded on 1000 credits and fields between seven and ten fighters — a low body-count line, each body tougher and costlier than a common soldier. Exactly one Kâhl leads as the Ledger-keeper, joined by up to two Champions drawn from the Einhyr Champion, the Grimnyr and the Brôkhyr Iron-master.

Hearthkin Warriors form the gunline bulk and Hernkyn Yaegirs fill the Juve tier. A backbone rule holds the shape together: the Warriors and Yaegirs together must at least match the Champions and specialists, or the gang is all anvil and no hammer. The Einhyr Hearthguard and Cthonian Beserk are gated — they unlock with Reputation and require at least one Champion in the gang — and further Champion and specialist slots open at Reputation milestones. Standard grenade caps apply, and ancestor-tech relics are limited to one per gang unless a Champion carries them.

Every gang also fields one League Ancestor Core, the seat of the Grudge Ledger. It is not an upgrade and not optional — it is what makes the gang Kin.

GANG RULES

✂ THE KÂHL'S LEDGER

GANG RULE

The Kâhl's Ledger: while a friendly Kin is within 6" of the Kâhl, it shares the active Grudge's standing bonus — the same tier the gang has reached against the marked target — and may re-roll a single failed Hit against that target each round.

The League fights to one voice. A Kâhl reads the Ledger aloud and the line reads it with him: the fighters around the warlord do not each nurse a private grudge, they collect the Kâhl's. Beyond the aura's reach a Kin still shares the gang's Grudge, but loses the extra re-roll — the reading is sharpest where the Kâhl stands. Concentrating the line around its leader turns the firebase into a single instrument grinding one target down; spread the Kin too thin and the Ledger still binds them, but the Kâhl's hand no longer steadies every shot.

FIGHTERS

KAHL

LEADER

× 210 CREDITS

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

SAVE 4+

SPECIAL RULES The Grudge Ledger (*keeper*) The Kahl's Ledger (*projects*) SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- re-roll Wound
- re-roll Hit

PRIMARY

Leadership

Shooting

Ancestral

SECONDARY

Brawn

Combat

Cunning

STARTING GEAR Void Armour

FREE SKILL Pass Judgement

EQUIPMENT LIST

BASIC

Autoch Pattern Bolter 55 credits

PISTOL

Ion Pistol 20 credits

Etacarn Plasma Pistol 35 credits

Bolt Pistol 45 credits

✦ *Grudgesettler* 70 credits

The Grudgesettler ancestral relic bolt-weapon (Codex: Leagues of Votann relic wargear) — a master-crafted autoch-pattern sidearm sworn to the Ledger; kitbash onto a Kahl's autoch-bolter with relic/Hold-heirloom bits. Priced above the stock autoch-pattern-bolter 55 / bolt-pistol 45.

CLOSE-COMBAT

Mass Hammer 25 credits

Plasma Axe 25 credits

Plasma Blade 30 credits

GRENADE

Frag Grenades 30 credits

Krak Grenades 45 credits

ARMOUR

Void Armour

included

The Kahl is the warlord of the Kin and the keeper of the Ledger — the one voice the line answers to and the hand that writes down the names. A Kahl does not lead a charge; it stands at the centre of the firebase, reads the field, and marks the enemy who will be ground down first.

Special Rules

- **Keeper of the Grudge Ledger:** at the start of each battle this fighter names the gang's one active Grudge, and may re-mark it in play. Its free skill is Pass Judgement, so the Grudge can be moved to a fresh target the moment the old one falls.
- **The Kahl's Ledger:** friendly Kin within 6" of this fighter share the active Grudge's bonus and may re-roll a single failed Hit against the Grudged target each round. The League fights to one reading of the Ledger, and that reading

is the Kâhl's.

Armed with a bolt pistol and a plasma axe, the Kâhl holds its ground and settles its debts at close quarters once the line has done its grinding. Like all Kin it Endures — no first shot drives it off its mark.

BROKHYR IRON MASTER

CHAMPION

× 140 CREDITS

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

SAVE 4+

SPECIAL RULES The Grudge Ledger (*shares*) SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- re-roll Wound

PRIMARY Brawn Cunning Ancestral SECONDARY Agility Shooting

STARTING GEAR Void Armour

FREE SKILL Forge Cunning

EQUIPMENT LIST	
BASIC	GRENADE
Ion Blaster20 credits	Frag Grenades30 credits
PISTOL	Krak Grenades45 credits
Ion Pistol20 credits	ARMOUR
Bolt Pistol45 credits	Void Armour
CLOSE-COMBAT	included
Forge Axe20 credits	

The Brókhyr Iron-master is the tech-smith who keeps the line running — mending plate, coaxing jammed weapons back to life, and repairing the Ironkin that fight alongside it. A gang without a working armoury is a gang that stops grinding.

Special Rules

- **Forge-Cunning:** with a Simple Action this fighter tends a friendly Kin within 1", removing one Flesh Wound, repairing a damaged weapon or wargear item, or restoring a weapon's Ammo.
 - **Shares the Grudge Ledger:** while the gang holds an active Grudge, this fighter re-rolls 1s to Hit and to Wound against the marked target.
- Its forge-axe serves as both a field-repair tool and a power weapon, and a bolt pistol backs it up. The Iron-master is the reason the Kin can fight a long, static battle and never run dry.

EINHYR CHAMPION

CHAMPION

✖ 200 CREDITS

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

SAVE 3+

SPECIAL RULES The Grudge Ledger (*shares*) SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- re-roll Wound

PRIMARY

Brawn

Combat

Ancestral

SECONDARY

Ferocity

Leadership

Savant

Shooting

STARTING GEAR Cthonian Exo Plate

FREE SKILL Hardened Plating

EQUIPMENT LIST

BASIC

Ion Blaster 20 credits

PISTOL

Etacarn Plasma Pistol 35 credits

Bolt Pistol 45 credits

CLOSE-COMBAT

Mass Hammer 25 credits

Plasma Axe 25 credits

Concussion Gauntlet 45 credits

GRENADE

Frag Grenades 30 credits

Krak Grenades 45 credits

ARMOUR

Cthonian Exo Plate

included

STATUS

✦ Weavefield Crest 45 credits

The Autarchic weavefield (Codex: Leagues of Votann — Einhyr Champion relic equipment) — a master-wrought Hold crest projecting an autarchic energy field; kitbash onto an Einhyr Champion with relic weavefield bits. Priced above the stock voltagheist-field-projector 35.

The Einhyr Champion is the anvil the House is built around — a hero sealed in ancestor-forged exo-plate who holds the centre so the Hearthkin line never has to move. Where it plants, the gang's formation pivots.

Special Rules

- **Hardened Plating:** once per battle, when this fighter would go Out of Action, roll a D6; on a 4+ it is Seriously Injured instead and the plate keeps it standing.
- **Shares the Grudge Ledger:** while the gang holds an active Grudge, this fighter re-rolls 1s to Hit and to Wound against the marked target, climbing the same tiers as the rest of the Kin.

Its concussion gauntlet rings a target off its feet and a bolt pistol covers the step in. Three Wounds, a strong save and The Kin Endure make it slow to kill and slower to move — an obstacle the enemy must go through, not around.

GRIMNYR

CHAMPION

× 150 CREDITS

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

SAVE 4+

SPECIAL RULES The Grudge Ledger (*shares*) [SEE SPECIAL RULES](#)

Typed Effects

- re-roll Hit
- re-roll Wound

PRIMARY Cunning Shooting Ancestral SECONDARY Agility Leadership

STARTING GEAR Void Armour

FREE SKILL —

EQUIPMENT LIST

PISTOL

Ion Pistol 20 credits

Vulkanite Disruptor Pistol 25 credits

CLOSE-COMBAT

Plasma Blade 30 credits

GRENADE

Frag Grenades 30 credits

ARMOUR

Void Armour

included

The Grimnyr is no warp-witch. Its power is the Ancestor Cores speaking through it — the recorded dead reaching into the living battle — drawn on Willpower and carrying none of the Warp instability a sanctioned psyker risks.

Special Rules

- **Eye of the Ancestors:** this fighter's powers are ancestor-tech, resolved against its Willpower; it never courts the Perils a warp-psyker risks.
- **Shares the Grudge Ledger:** while the gang holds an active Grudge, this fighter re-rolls 1s to Hit and to Wound against the marked target.

Armed with an ion pistol, the Grimnyr fights from inside the line rather than ahead of it — steadying the Kin, and reading the Cores for the weakness the gunline will exploit.

BROKHYR THUNDERKYN

SPECIALIST

✖ 130 CREDITS

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

SAVE 3+

SPECIAL RULES The Grudge Ledger (*shares*) SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- re-roll Wound

PRIMARY

Shooting

SECONDARY

Brawn

Cunning

Ancestral

STARTING GEAR Cthonian Exo Plate

FREE SKILL —

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

SPECIAL

Ion Beamer 40 credits

✦ *Teratomic Cranemortar* 60 credits

The Teratomic Cranemortar (Codex: Leagues of Votann relic weapon) — an unstable experimental burrowing mortar; kitbash from a mole-mortar frame with ancestor-tech cranemortar bits. Priced above the stock mole-mortar 45.

HEAVY

Hylas Rotary Cannon 55 credits

L7 Missile Launcher 55 credits

Bolt Cannon 60 credits

Sp Heavy Weapon 60 credits

Ion Cannon 65 credits

ARMOUR

Cthonian Exo Plate

included

The Brókhyr Thunderkyn is a walking heavy-weapons mount — a squat exo-frame built to carry and steady a weapon no infantry body should bear. It does not manoeuvre; it emplaces, and then it grinds.

Special Rules

- **Shares the Grudge Ledger:** while the gang holds an active Grudge, this fighter re-rolls 1s to Hit and to Wound against the marked target.

Its HYLas rotary cannon lays down a Rapid Fire (2) torrent at range, and a 3+ save plus The Kin Endure let it hold its firing position under return fire. The Thunderkyn is the anchor of the Hearthkin firebase — the heaviest volume of shots the line can bring down on a marked target.

CTHONIAN BESERK

SPECIALIST

× 150 CREDITS

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

SAVE 3+

SPECIAL RULES The Grudge Ledger (*shares*) SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- re-roll Wound

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Agility

Ancestral

Savant

STARTING GEAR Cthonian Exo Plate

FREE SKILL —

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

HEAVY

Cthonian Earthshaker 65 credits

CLOSE-COMBAT

Mass Hammer 25 credits

Plasma Axe 25 credits

Gravitic Concussion Hammer 35 credits

GRENADE

Concussion Grenades 30 credits

Frag Grenades 30 credits

ARMOUR

Cthonian Exo Plate

included

The Cthonian Beserk is the House's melee answer — an exo-armoured breacher who closes the gap the gunline cannot and shatters the enemy centre once it arrives. Three Attacks and a gravitic hammer make its charge a physical event.

Special Rules

- **Shares the Grudge Ledger:** while the gang holds an active Grudge, this fighter re-rolls 1s to Hit and to Wound against the marked target.

Its gravitic concussion hammer rings a struck target off its feet, leaving it Pinned and forced back from the fight. Behind a 3+ save and The Kin Endure the Beserk survives the crossing, then breaks the line open for the Kin advancing behind it. It unlocks with Reputation and requires a Champion in the gang.

EINHYPH HEARTHGUARD

SPECIALIST

× 165 CREDITS

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

SAVE 2+

SPECIAL RULES The Grudge Ledger (*shares*) SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- re-roll Wound

PRIMARY

Brawn

Shooting

SECONDARY

Combat

Ferocity

Savant

Ancestral

STARTING GEAR Heavy Void Plate

FREE SKILL —

EQUIPMENT LIST

BASIC

Ion Blaster 20 credits

Autoch Pattern Bolter 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Ion Beamer 40 credits

CLOSE-COMBAT

Mass Hammer 25 credits

Concussion Gauntlet 45 credits

GRENADE

Frag Grenades 30 credits

Krak Grenades 45 credits

ARMOUR

Heavy Void Plate

included

The Einhyr Hearthguard is the heaviest body the House fields — a veteran sealed in heavy void-plate that turns aside what would drop a lesser fighter. It is the immovable core of the Einhyr wall, advancing a slow, deliberate step at a time.

Special Rules

- **Shares the Grudge Ledger:** while the gang holds an active Grudge, this fighter re-rolls 1s to Hit and to Wound against the marked target.

A 2+ save and The Kin Endure make the Hearthguard punishing to shift; it plants under fire, returns an ion blaster's disciplined shots, and finishes anything that closes with a concussion gauntlet. It unlocks with Reputation and requires a Champion in the gang — the League does not seal void-plate over a raw recruit.

HERNKYN PIONEER

SPECIALIST

× 110 CREDITS

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

SAVE 4+

SPECIAL RULES **The Grudge Ledger** (*shares*) SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- re-roll Wound

PRIMARY

Agility

Cunning

Shooting

SECONDARY

Savant

Ancestral

STARTING GEAR Void Armour

FREE SKILL —

EQUIPMENT LIST

BASIC

Bolt Shotgun 30 credits

Magna Rail Rifle 35 credits

PISTOL

Bolt Revolver 10 credits

Magna Coil Pistol 10 credits

SPECIAL

Magna Rail Sniper 40 credits

GRENADE

Frag Grenades 30 credits

Krak Grenades 45 credits

ARMOUR

Void Armour

included

The Hernkyn Pioneer is the House's fast wing — a scout on a magna-coil drive that skims a head of the slow line to seize ground and objectives the firebase can never reach. Where the Kin are patient, the Pioneer is quick.

Special Rules

- **Shares the Grudge Ledger:** while the gang holds an active Grudge, this fighter re-rolls 1s to Hit and to Wound against the marked target.

At an 8" Move it outpaces the rest of the roster, striking from the flank with a magna-rail rifle and covering itself with a magna-coil pistol. The Pioneer trades the line's armour for reach — the one Kin that takes the fight to ground the gunline cannot hold.

HEARTHKIN WARRIOR

GANGER

× 80 CREDITS

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

SAVE 4+

SPECIAL RULES The Grudge Ledger (*shares*) SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- re-roll Wound

PRIMARY

Shooting

SECONDARY

Brawn

Cunning

Ancestral

STARTING GEAR Void Armour

FREE SKILL —

EQUIPMENT LIST

BASIC

Hylas Auto Rifle	15 credits
Cutter Beam	20 credits
Ion Blaster	20 credits
Bolt Shotgun	30 credits
Magna Rail Rifle	35 credits
Autoch Pattern Bolter	55 credits

PISTOL

Ion Pistol	20 credits
Bolt Pistol	45 credits

SPECIAL

Graviton Rifle	40 credits
Volkanite Disintegrator	40 credits
Etacarn Plasma Gun	45 credits

GRENADE

Frag Grenades	30 credits
Krak Grenades	45 credits

ARMOUR

Void Armour

included

The Hearthkin Warrior is the spine of the House — the disciplined line-body that makes the gunline a gunline. One Warrior is unremarkable; a rank of them, firing in overlap, is what grinds a marked enemy into the ground.

Special Rules

- **Shares the Grudge Ledger:** while the gang holds an active Grudge, this fighter re-rolls 1s to Hit and to Wound against the marked target.

Armed with a standard ion blaster, the Warrior fights shoulder to shoulder, layering methodical fire with its neighbours. T4, a 4+ save and The Kin Endure make it far harder to break than a line-trooper has any right to be — it plants, it holds, and it keeps shooting.

HERNKYN YAEGIR

JUVE

× 55 CREDITS

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

SAVE 5+

SPECIAL RULES The Grudge Ledger (*shares*) SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- re-roll Wound

PRIMARY

Agility

Cunning

SECONDARY

Savant

Shooting

STARTING GEAR Kin Flak

FREE SKILL —

EQUIPMENT LIST

BASIC

Hylas Auto Rifle 15 credits

Bolt Shotgun 30 credits

PISTOL

Bolt Revolver 10 credits

Magna Coil Pistol 10 credits

GRENADE

Frag Grenades 30 credits

ARMOUR

Kin Flak

included

The Hernkyn Yaegir is the House's cheap forward body — a light scout who ranges ahead of the line to screen, spot and hold early ground. It is where a young Kin learns the discipline the gunline demands.

Special Rules

- **Shares the Grudge Ledger:** while the gang holds an active Grudge, this fighter re-rolls 1s to Hit and to Wound against the marked target.

A bolt revolver and a bolt shotgun make it dangerous at short range, and a 6" Move carries it into position early. Even the Yaegir carries T4 and The Kin Endure — the cheapest Kin body is still tougher than the line-troops of most gangs it will face.

IRONKIN E COG

COMPANION

× 40 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	3	3	1	4+	1	9+	7+	8+	6+

SAVE 4+

SECONDARY

Brawn

Shooting

STARTING GEAR Ironkin Chassis Plate

FREE SKILL —

EQUIPMENT LIST	
BASIC	ARMOUR
Hylas Auto Rifle15 credits	Ironkin Chassis Plate
Ion Blaster20 credits	included
PISTOL	
Bolt Revolver10 credits	

The Ironkin E-COG is a machine-intelligence body bonded to a Brôkhyr — a tireless companion that spots targets, tends the gunline and soaks a wound the smith would rather it took than a living Kin. It is a fielded frame, not a fighter of the Kin proper.

Special Rules

- Bonded Companion:** the E-COG operates alongside its Brôkhyr, adding a body, a spotter and a spare set of hands to the line. It does not carry the Ledger's mark — the Ledger records the debts of the Kin, and the E-COG is not Kin.

With no weapons of its own it relies on the loadout its smith grants it, filling the roles the Kin will not spend a living body on: repair, spotting, and holding a position.

VEHICLES

HEKATON LAND FORTRESS

VEHICLE

✖ 440 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	10	9	8	10	8+	3+	3+	6+	5+	6+	6+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Ion Cannon — Front arc (Crew)
- ♦ Bolt Cannon — Left arc (Crew)
- ♦ Bolt Cannon — Right arc (Crew)
- ♦ L7 Missile Launcher — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Hekaton Land Fortress is the prohibitive centrepiece the Kin size-policy has always gated toward — a grav-assisted tracked battle-fortress that doubles as a troop-carrier, the immovable heart of a static line made mechanical. Ten Hull Points behind heavy front-weighted armour make it a wall the enemy must break rather than bypass, and it grinds forward at the same unhurried pace as the infantry it shelters. A hull cyclic ion cannon leads its fire, flanked by twin bolt-cannons and a turret missile array, so it can rot armour, saturate a firing lane and reach a distant target all in the same round while the Hearthkin plant behind its bulk. It is slow and hard to steer, resolving its movement and its damage through the Ash-Wastes vehicle rules, and it is never a routine pick — a fielded fortune, one to a gang, the Brute-killer the line is built around rather than a tool it reaches for lightly.

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

SAGITAUR

VEHICLE

✖ 180 CREDITS

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

LOCOMOTION Wheeled

HARDPOINTS

- ♦ Ion Beamer — Turret arc (Crew)
- ♦ Bolt Cannon — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Sagitaur is the one fast thing the Kin field — a six-wheeled all-terrain gun-platform that skims ahead of a line built to stand still, carrying the marked Grudge into ground the firebase will never reach on foot. It is a scout, not an anchor: a glassy hull of only five Hull Points behind a thin 5+ save, trading every scrap of durability for reach and an 8" run that no other Kin body can match. A turret-slung twin ion-beamer gives it a real gun to bring to the flank, and a pintle bolt-cannon covers the approach as it darts in and out. This is the machine that runs a fleeing target down and pins ground the slow gunline cannot hold — but it lives on the edge of a single bad turn, and one failed check on the Ash-Wastes vehicle rules is enough to roll the whole rig into a wreck. It runs the errands the wall cannot, and it does not survive being caught.

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



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Pass Judgement. Pass Judgement. Play at the start of the battle, before the first round. Name the gang's active Grudge against any enemy fighter — the Kâhl reads the first name into the Ledger before a shot is fired.	START OF BATTLE
12	Oathbound Advance. Oathbound Advance. Play at the start of a round. One friendly Kin may immediately make a free Move (Simple) action toward the gang's active Grudge — the line advances, deliberate and unhurried, on the name it means to collect.	START OF ROUND
13	The Debt Compounds. The Debt Compounds. Play immediately after the gang settles its active Grudge. You may name the next Grudge at once and for free, without waiting for the Kâhl to act — the ledger's debts compounding one straight into the next.	REACTIVE
14	Ancestral Grudge. Ancestral Grudge. Play at the start of the battle. The gang's opening Grudge begins one tier higher than usual — an old debt carried into this fight, capped at Tier 3 as ever.	START OF BATTLE

15	Read The Vein. Read the Vein. Play during deployment, after both gangs have set up. Reposition up to two friendly Kin up to 3" each — the prospectors read the ground and set the line where the seam runs true.	DEPLOYMENT
16	Hold The Line. Hold the Line. Play when a friendly Kin would be moved or pushed by an enemy effect. It is not: the Kin plants and the line holds, ignoring that forced movement entirely.	REACTIVE
21	Volkanite Discharge. Volkanite Discharge. Play when a friendly Kin hits an enemy with a Concussion or Grav weapon in the shooting phase. In addition to the hit's normal effects, the target is Pinned as the graviton pulse hammers it flat.	SHOOTING
22	Ironkin Diligence. Ironkin Diligence. Play when a friendly Kin within 1" of a friendly Ironkin or Bròkhyr suffers a jam or an Out of Ammo result. The item is cleared at once — the machines keep the guns fed.	REACTIVE
23	Held In Reserve. Held in Reserve. Play during deployment. Choose up to two friendly fighters and set them aside in reserve instead of deploying them. They arrive from a Hold-Mouth, or any board edge you control, at the end of any of your later turns — the Kin come up from the deep ground.	DEPLOYMENT
24	Grav Anchor. Grav-Anchor. Play when a friendly Kin is charged. Grav-anchored to the ground, it cannot be knocked back or moved by the charge, and meets the incoming enemy without being driven from its position.	REACTIVE
25	The Kahls Command. The Kàhl's Command. Play at the start of a round while the Kàhl is Standing and Active. One friendly Kin within 6" of the Kàhl may immediately make a free Aim, Reload, or Change-Position action — the line moves to one voice.	START OF ROUND
26	Mole Route Flank. Mole-Route Flank. Play in the movement phase. One friendly Kin in base contact with a board edge or a Hold-Mouth may burrow: remove it and return it at the end of the phase in contact with any other board edge the gang controls.	MOVEMENT
31	Recorded Weakness. Recorded Weakness. Play when a friendly Kin shoots the gang's active Grudge. That attack ignores the target's cover To-Hit penalty — the Cores have recorded exactly where its guard runs thin.	SHOOTING
32	Grudgesworn Resolve. Grudgesworn Resolve. Play when a friendly Kin must take a Nerve or Cool test while the gang holds an active Grudge. It may re-roll that test — a debt unpaid steadies the hand better than courage.	REACTIVE
33	Ancestors Warning. Ancestor's Warning. Play when an enemy declares a charge against a friendly Kin. The Cores whisper a half-second early: the charged Kin is not Pinned by the charge and fights it at its full profile.	REACTIVE
34	Ancestral Wisdom. Ancestral Wisdom. Play when a friendly Kin makes an attack against an enemy fighter. The Cores recall the foe's weakness — re-roll a single failed Hit or Wound roll from that attack.	REACTIVE
35	Magna Rail Overcharge. Magna-Rail Overcharge. Play when a friendly Kin shoots a magna-rail weapon. That shot gains +2" to both range bands and its Knockback shoves the target an additional 1" — the coils driven past their rated charge.	SHOOTING
36	Kindred Reinforcement. Kindred Reinforcement. Play at the start of a round if a friendly fighter has gone into reserve or been removed to a Hold-Mouth. It returns this round from any board edge the gang controls — the Kindred send up a relief from the deep ground.	START OF ROUND

41	Unyielding Plate. Unyielding Plate. Play when a friendly Kin in exo-plate or void-plate would lose a Wound to a ranged attack. Roll a D6; on a 4+ the ancestor-forged plate turns the blow and the Wound is not lost.	REACTIVE
42	Settle In Blood. Settle in Blood. Play when a friendly Kin makes close-combat attacks against the gang's active Grudge. Those attacks re-roll failed Hits — a debt is best collected in person, at arm's reach.	CLOSE COMBAT
43	The Ledger Watches. The Ledger Watches. Play at the start of the battle. Note one enemy fighter; the first time it takes a friendly Kin Out of Action, it is automatically written into the Ledger as the next Grudge the moment the current one is settled.	START OF BATTLE
44	Cold Calculation. Cold Calculation. Play when a friendly Kin makes an Intelligence or Ballistic Skill check. It may re-roll the dice — the Kin trust cold calculation over instinct, and the calculation rarely errs twice.	REACTIVE
45	Voltagheist Surge. Voltagheist Surge. Play when a friendly Einhyr fighter is hit by a ranged attack. Its Voltagheist field flares — roll a save of 4+ against that hit, regardless of the attack's AP.	REACTIVE
46	Ancestral Bulwark. Ancestral Bulwark. Play during deployment. Nominate a piece of terrain in the Kin firebase as an ancestor-blessed bulwark; friendly Kin wholly behind it count as being in full cover from ranged attacks for the first round of the battle.	DEPLOYMENT
51	Grudge Priority. Grudge Priority. Play in the shooting phase. Until the end of the phase, every friendly Kin that shoots the gang's active Grudge gains +1 to hit it — the line concentrates on the one name that matters.	SHOOTING
52	Hearthkin Volley. Hearthkin Volley. Play in the shooting phase when two or more friendly Hearthkin will shoot the same target. Every Hearthkin shooting that target this phase gains +1 to hit it — overlapping, methodical fire brought to bear as one.	SHOOTING
53	The Unpaid Name. The Unpaid Name. Play when the gang's Grudged target would flee or leave the battle — bottling, breaking, or removed by an enemy effect. It does not escape the Ledger: a friendly Kin with line of sight may immediately make a single free shooting attack against it as it goes.	REACTIVE
54	Voltagheist Feedback. Voltagheist Feedback. Play when a friendly Einhyr is hit in close combat. The Voltagheist field discharges into the attacker: on a 4+ that enemy suffers a Strength 4 hit as the field lashes back.	REACTIVE
55	Prospectors Eye. Prospector's Eye. Play at the start of the battle. Reveal every hidden or infiltrating enemy fighter within 12" of a friendly Kin — the prospectors read the ground, and nothing stays buried.	START OF BATTLE
56	Settle The Ledger. Settle the Ledger. Play immediately when a friendly Kin takes the Grudged target Out of Action. The Ledger tier ratchets up one step at once — up to the usual cap — the settle recorded before the body has stopped moving.	REACTIVE
61	Judgement Rendered. Judgement Rendered. Play when the Kâhl personally takes the gang's active Grudge Out of Action. The Ledger ratchets up a tier at once, and every friendly Kin within 6" of the Kâhl may immediately make a free Aim action — judgement rendered, and the line takes heart.	REACTIVE
62	The Hold Endures. The Hold Endures. Play at the end of a round. Every Pinned friendly Kin may immediately stand up for free — the Hold endures, and the line steadies before the next exchange.	END OF ROUND

63	Ancestor Core Surge. Ancestor-Core Surge. Play at any time. Draw on the Ancestor Core: one friendly Kin within 6" of the Kâhl or the gang's Ancestor Core immediately re-rolls any one dice it has just rolled — the recorded dead lending their weight to a single moment.	ANY
64	Ironhold Discipline. Ironhold Discipline. Play when a friendly Kin fails a Cool, Nerve, or Willpower check. It may re-roll that check — the discipline of the Hold does not break easily.	REACTIVE
65	The Grudge Made Steel. The Grudge Made Steel. Play at the start of the battle. Choose one friendly Kin; while the gang's active Grudge stands unsettled, that fighter gains +1 to Wound rolls against the Grudged target — a grudge made steel in one fighter's hands.	START OF BATTLE
66	The Reckoning. The Reckoning. Play at the start of a round while the Ledger stands at Tier 2 or higher. Until the end of the round, every friendly Kin shares the Ledger's current bonus against the active Grudge regardless of range to the Kâhl — the reckoning is called, and the whole line answers it.	START OF ROUND

ALLIANCES

THE KINDRED

ALLIANCE

WHO	the Kindred — a fellow Hold, a Guild trade-cartel, or a mercantile Kin partner (never a war-cult; the Kin ally by the ledger)
FACTION	kindred
MY ROLE	pact
PHASE GATE	opens once the campaign reaches its mid phase, when the gang has proven a Prospecting Claim worth the Guild's investment
TERMS	campaign-only cold-trade pact: map-level non-aggression with the allied Hold, and a shared Prospecting income bonus while the pact holds; no Kindred fighter joins a Votann gang in a normal battle — the alliance is a ledger entry, not a war-band merger

The Kindred. The Leagues do not raise war-bands of allies; they enter names in a ledger. A Kindred partner is a fellow Hold, a Guild trade-cartel, or a mercantile Kin ally — never a war-cult, for the Kin ally the way they do everything else, by the ledger.

The pact opens once the campaign reaches its mid phase, when the gang has proven a Prospecting Claim worth the Guild's investment. It is a cold-trade agreement and nothing more: while it holds, the two Holds keep a map-level non-aggression, and the Kin draw a shared Prospecting income bonus from the partnership. No Kindred fighter ever joins a Votann gang in a normal battle — the alliance is a ledger entry, not a merger of war-bands.

WHO	a rival gang written into the Hold's Ledger as a standing Grudge (the feud — any faction the Kin have named)
FACTION	any
MY ROLE	feud
PHASE GATE	declared the first time a rival gang defeats the Kin or is defeated by them; persists for the campaign, capped
TERMS	campaign-long feud: against the named gang the Kin's Grudge Ledger begins each battle one tier higher (capped at Tier 3 as ever), and a Votann win over them advances a persistent campaign Grudge track; map-level, the Kin will always accept a challenge from the named gang

The Named Debt. The Kin's enemies are not hated; they are recorded. A rival gang written into the Hold's Ledger as a standing Grudge becomes a feud that outlasts any single battle, and the Kin will always accept a challenge from a gang whose name stands unpaid.

The feud is declared the first time a rival gang defeats the Kin or is defeated by them, and it persists for the campaign. Against the named gang the Grudge Ledger begins each battle one tier higher — capped at Tier 3, as ever — and every Votann victory over them advances a persistent campaign Grudge track. A debt, once written, is only made heavier by time.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	2. The Ledger Is Not in Your Favour. The Kindred grant nothing this battle and note the request against you — no boon, and a small standing obligation to be repaid before the Guild will treat with you again.	THE KINDRED — THE LEAGUE'S GUILDS, HOLDS AND COLD-TRADE PARTNERS
3	3. A Grudging Line of Credit. The Guild spares you a crate of shells and expects them accounted for. Once during the next battle, one friendly fighter may re-roll a single failed Ammo check.	THE KINDRED — THE LEAGUE'S GUILDS, HOLDS AND COLD-TRADE PARTNERS
4	4. A Kindred Armourer. A Guild smith looks over your kit before the fighting. One friendly fighter repairs a damaged weapon or wargear item for free ahead of the next battle.	THE KINDRED — THE LEAGUE'S GUILDS, HOLDS AND COLD-TRADE PARTNERS

5	5. A Shipment of Stimm. The Kindred send up a case of ancestor-stimm. Once during the next battle, one friendly fighter may ignore the effects of a Flesh Wound for a single round.	THE KINDRED – THE LEAGUE'S GUILDS, HOLDS AND COLD- TRADE PARTNERS
6	6. Guild Reloaders. Kindred hands attend the firing line. Once during the next battle, one friendly Kin may re-roll a failed Ammo check for a Basic, Special, or Heavy weapon.	THE KINDRED – THE LEAGUE'S GUILDS, HOLDS AND COLD- TRADE PARTNERS
7	7. A Fair Trade. The cold ledger pays out on an honest partnership. The Kindred grant a modest credit bonus to your post-battle income.	THE KINDRED – THE LEAGUE'S GUILDS, HOLDS AND COLD- TRADE PARTNERS
8	8. A Hold Lends a Hand. Choose one friendly Kin; once during the next battle it may re-roll a single failed save — the Kindred standing at its shoulder in spirit, if not in body.	THE KINDRED – THE LEAGUE'S GUILDS, HOLDS AND COLD- TRADE PARTNERS
9	9. The Guild Backs Your Grudge. The Kindred underwrite the collection. During the next battle, the first Grudge you settle ratchets the Ledger up two tiers instead of one, never above Tier 3.	THE KINDRED – THE LEAGUE'S GUILDS, HOLDS AND COLD- TRADE PARTNERS
10	10. A Rich Contract. The Kindred fund the expedition in full. Gain a substantial credit bonus to your post-battle income, and the ground you take this battle counts double toward a Prospecting Claim.	THE KINDRED – THE LEAGUE'S GUILDS, HOLDS AND COLD- TRADE PARTNERS
11	11. A Veteran of the Kindred. A Hernkyn Prospector-Merc marches with you. Add a single free Hired Gun to your gang for the next battle only.	THE KINDRED – THE LEAGUE'S GUILDS, HOLDS AND COLD- TRADE PARTNERS
12	12. The Full Weight of the Hold. The Kindred open their whole ledger to you and expect a return on it. During the next battle your Grudge Ledger begins at Tier 1, and once during the game the Kâhl may re-mark the active Grudge for free.	THE KINDRED – THE LEAGUE'S GUILDS, HOLDS AND COLD- TRADE PARTNERS

🦴 SUB-PLOTS

✂ THE DEEP SEAM

SUB-PLOT

Reward: the seam proves rich: the Claim's income increases for the rest of the campaign, and once per campaign the gang may cash the strike for a lump grant of credits or a free reserve Ancestor Core — the deep ground paying out on the Kin's patience

The Deep Seam. When the gang holds a deep-seam Prospecting Claim uncontested across two consecutive campaign battles, the seam proves rich. The Claim's income rises for the rest of the campaign, and once per campaign the gang may cash the strike for a lump grant of credits or a free reserve Ancestor Core — the deep ground paying out on the Kin's patience.

✂ THE GRUDGE MADE PERMANENT

SUB-PLOT

Reward: the rival is written into the Hold's Ledger as a permanent Grudge: for the rest of the campaign the Kin's Grudge Ledger starts one tier higher against that gang (capped at Tier 3), and a Votann victory over them grants a bonus of income as the Guild pays out on a long-collected debt

The Grudge Made Permanent. When the gang settles three or more Grudges against the same rival gang across separate campaign battles, that rival is written into the Hold's Ledger as a permanent Grudge. For the rest of the campaign the Kin's Grudge Ledger starts one tier higher against that gang — capped at Tier 3, as ever — and every Votann victory over them grants a bonus of income as the Guild pays out on a long-collected debt.

🦴 LEGENDARY NAMES

THE ✂ LEDGER KEEPER

CHAMPION OR GANGER — A KIN WHO HAS SETTLED ENOUGH GRUDGES TO EARN A RECORDED NAME IN THE HOLD'S LEDGER

XP cost (random): 10

XP cost (chosen): 16

The Ledger-Keeper. A Champion or Ganger who has settled enough grudges to earn a recorded name in the Hold's Ledger.

Benefit — A Name in the Ledger. This fighter may make a Pass Judgement action even without the skill, and when it personally takes a Grudged target Out of Action the gang's Ledger tier ratchets up as normal and this fighter gains a bonus of Experience — the settler of debts the whole Hold now knows by name.

Drawback — The Weight of the Name. The Ledger-keeper is expected to collect. If a battle ends with an active Grudge unsettled while this fighter is on the table, it gains no post-battle Experience from that game — a keeper who lets a debt stand has failed the only duty its name carries.

THE ✧ LIVING MEMORY

GRIMNYR — AN ANCESTOR-TECH MYSTIC WHO HAS BECOME A LIVING CONDUIT FOR THE RECORDED DEAD

XP cost (random): 12

XP cost (chosen): 18

The Living Memory. A Grimnyr who has become a living conduit for the recorded dead — a mind that carries the whole Hold's memory.

Benefit — Conduit of the Cores. Once per battle the Living Memory may let the Ancestor Cores speak through it. Nominate one friendly Kin within 9"; for the rest of the round that fighter treats every attack it makes as though it carried the gang's active Grudge — the recorded dead pointing a single living hand at the name that must fall.

Drawback — The Weight of the Dead. Each time the Living Memory uses its conduit, roll a D6; on a 1 the weight of the Cores overwhelms it and it may take no action next round, standing rooted while a thousand voices settle. A skull that holds a whole Hold's memory is never entirely its own.

UTHAR ✧ THE DESTINED

LEADER (KÂHL) — A WARLORD WHOSE DEATH IS FORETOLD IN THE ANCESTOR CORE

XP cost (random): 14

XP cost (chosen): 22

Uthar the Destined. A Kâhl whose death is foretold in the Ancestor Core — a warlord who fights to defy and fulfil the prophecy of his own end.

Benefit — Grim Certainty. Friendly Kin within 6" of Uthar re-roll the roll that settles a Grudge, and Uthar himself may re-roll one failed save each round. A Kâhl who cannot be easily killed before his appointed hour.

Drawback — The Death Is Foretold. The Core does not lie. The first time Uthar would be taken Out of Action he is instead Seriously Injured and the prophecy tightens — for the rest of the campaign he may not benefit from any friendly re-roll or healing granted by another fighter, walking alone toward an end only he can meet.

☠ TERRAIN

⌘ THE ANCESTOR CORE SHRINE

TERRAIN

The Ancestor Core Shrine. A deployable seat of the Grudge Ledger — a shrine housing a great Ancestor Core, the massed recorded dead of a Hold. While a friendly Kin fighter controls it, within 1" and with no enemy contesting, the Kâhl may re-mark the gang's active Grudge onto a new target for free once per round, and friendly Kin within 6" of the Shrine treat their Ledger tier as one higher for the purpose of re-rolls, never exceeding Tier 3. While no Kin controls it, the Shrine does nothing.

⌘ THE HOLD MOUTH

TERRAIN

The Hold-Mouth. A deep-ground mine entrance — a shaft, gate, or seam-mouth the Kin came up through. A friendly Kin fighter may end its activation in base contact with the Hold-Mouth and go into reserve underground, returning from the Hold-Mouth, or from any board edge the gang controls, at the end of a later turn. Only friendly Votann fighters may use it, and a fighter may not enter and leave it in the same round.



SCENARIOS

✂ COLLECT THE DEBT

SCENARIO

ATTACKER	the Leagues of Votann gang — a punitive collection party sent to settle a recorded campaign Grudge in person
DEFENDER	the enemy gang whose name stands unpaid in the Ancestor Cores, dug in and unwilling to be collected
DEPLOY	the defender sets up first, anywhere in the central third of the board with a nominated Ledger-mark (a strongbox, a captive, a claimed seam) at its heart; the Kin deploy along one board edge and must cross open ground to reach the mark before the clock runs out
OBJECTIVE	the Kin must reach the Ledger-mark and hold it long enough to settle the debt — this is the fight that inverts the League's whole game, forcing the anvil to become the hammer and move under fire; the defender must keep the mark out of Kin hands until the collection window closes
VICTORY	the Kin win by controlling the Ledger-mark at the end of any round from the fourth onward, or by taking the enemy Leader Out of Action; the defender wins if the Kin have not secured the mark by the end of round six, having simply outlasted a gang that is not built to hurry
REWARDS	a Kin win strikes the campaign Grudge from the Ledger as settled-in-person (worth double the usual control-track swing) and yields the contents of the Ledger-mark; a defender win leaves the Grudge standing and hardens the enemy gang against the next collection
CONTROL TRACK	a Kin win pushes the control-track two steps toward the League — a debt settled by the collection party in person counts for twice a debt ground down at home; a defender win pushes it one step the other way and the unpaid name carries into the next campaign phase, more expensive to collect than before

A punitive collection party is sent to settle a recorded campaign Grudge in person. This is the fight that inverts the League's whole game — the anvil must become the hammer and cross open ground under fire to collect a name that will not pay.

ATTACKER & DEFENDER The Leagues of Votann gang attacks as the collection party. The defender is the enemy gang whose name stands unpaid in the Ancestor Cores, dug in and unwilling to be collected.

DEPLOYMENT The defender sets up first, anywhere in the central third of the board, with a nominated Ledger-mark — a strongbox, a captive, or a claimed seam — at its heart. The Kin then deploy along one board edge and must cross open ground to reach the mark.

OBJECTIVE The Kin must reach the Ledger-mark and hold it long enough to settle the debt. The defender must keep the mark out of Kin hands until the collection window closes.

ENDING THE BATTLE The Kin win by controlling the Ledger-mark at the end of any round from the fourth onward, or by taking the enemy Leader Out of Action. The defender wins if the Kin have not secured the mark by the end of the sixth round, having simply outlasted a gang not built to hurry.

REWARDS A Kin win strikes the campaign Grudge from the Ledger as settled-in-person — worth double the usual control-track swing — and yields the contents of the Ledger-mark. A defender win leaves the Grudge standing and hardens the enemy gang against the next collection.

CONTROL TRACK A Kin win pushes the control-track two steps toward the League, a debt settled in person counting for twice one ground down at home. A defender win pushes it one step the other way, and the unpaid

name carries into the next campaign phase, more expensive to collect than before.

✧ THE LONG GRIND

SCENARIO

ATTACKER	the enemy war-host, needing to break the Kin line before the guns grind it down
DEFENDER	the Leagues of Votann gang — a dug-in firebase that never has to move
DEPLOY	the Kin deploy in a tight firebase across one third of the board, Ancestor Core and Hold-Mouth terrain at its heart; the attacker deploys along the opposite edge and may field its full model count
OBJECTIVE	the Kin mark a Grudge and grind it down: settle Grudges to climb the Ledger tiers, outlasting the attacker's opening assault from inside ancestor-forged plate; the attacker must break into the firebase and take the Kâhl or the Ancestor Core Out of Action
VICTORY	the Kin win by reaching Ledger Tier 3 (three settled Grudges) with the Kâhl still alive, or by taking every attacker fighter Out of Action; the attacker wins by taking the Kâhl Out of Action or holding the Ancestor Core's terrain feature at game end
REWARDS	a Kin win records the campaign Grudge against the attacker's gang and pushes the world's control-track one step toward the League; an attacker win breaks the line and shifts the marker the other way
CONTROL TRACK	a Kin win that reaches Tier 3 pushes the control-track marker one step toward the League and marks a persistent campaign Grudge on the attacking gang; a marginal Kin hold leaves the marker unchanged; an attacker break pushes it one step toward them — the siege of a single held firebase standing in for the war for the world

An enemy war-host must break a dug-in Kin firebase before its guns grind the assault to nothing. A single held position stands in for the war over the whole world.

ATTACKER & DEFENDER The enemy war-host attacks, needing to break the line before it is worn down. The Leagues of Votann gang defends as a firebase that never has to move.

DEPLOYMENT The Kin deploy in a tight firebase across one third of the board, the Ancestor Core and a Hold-Mouth at its heart. The attacker deploys along the opposite edge and may field its full model count.

OBJECTIVE The Kin mark a Grudge and grind it down, settling Grudges to climb the Ledger tiers and outlasting the attacker's opening assault from inside ancestor-forged plate. The attacker must break into the firebase and take the Kâhl or the Ancestor Core Out of Action.

ENDING THE BATTLE The Kin win by reaching Ledger Tier 3 — three settled Grudges — with the Kâhl still alive, or by taking every attacker fighter Out of Action. The attacker wins by taking the Kâhl Out of Action, or by holding the Ancestor Core's terrain feature at game end.

REWARDS A Kin win records the campaign Grudge against the attacker's gang and pushes the world's control-track one step toward the League. An attacker win breaks the line and shifts the marker the other way.

CONTROL TRACK A Kin win that reaches Tier 3 pushes the marker one step toward the League and marks a persistent campaign Grudge on the attacking gang. A marginal Kin hold leaves it unchanged. An attacker break pushes it one step toward them — the siege of one held firebase standing in for the war for the world.