

« THE FIRST VIDEO GAME ADAPTATION OF THE FAMOUS TABLETOP GAME, NECROMUNDA »

NECROMUNDA®

UNDERHIVE WARS™

IN THE GRIM DARKNESS OF THE FAR FUTURE, THERE IS ONLY GANG WARFARE!

Welcome to the hive cities of Necromunda - a near-endless sprawl of humanity and industry. The Underhive is the bottom-most rung on the ladder of human misery that is Hive Primus. A near-lawless place, gang warfare and house loyalty are your most important traits. Into this chaos come the three houses of Underhive Wars: Escher, Orlock, and Goliath, all fighting for weapons, resources, food, or glory.

THE GANGS

HOUSE ORLOCK



The Orlocks - industry leaders and experts in the art of shooting you in the head. Their bonuses give buffs to Ranged Aptitude, Agility, and Alertness

HOUSE ESCHER



The Escher - a women-only gang of chem-dealers, stim-users, and berserkers. Their bonuses affect Agility, Melee Prowess, and Intelligence.

HOUSE GOLIATH



The Goliaths - hulking great beasts of men, gene-forged and trained for one thing: combat. Their bonuses provide additional Toughness, Strength, and Willpower.

[Learn more in their dedicated featurettes](#)

CAREERS



Deadeye : - long-range specialists with grappling hooks to get up high



Brawler - brutal melee fighters equipped with power mauls or swords



Heavy - the big guns, carrying the heaviest weapons into battle



Saboteur - sneaky and duplicitous with unique weapons and skills



Lay-Mechanic : - repairers and support troops with grappling hooks to get up high

Creating synergies is easy - Deadeyes and Heavies naturally support Brawlers from afar, while Saboteurs and Lay-Mechanics tinker with the battlefield to benefit all their allies.

[Read more in the Careers & Skills devblog](#)

WAGE WAR IN THE UNDERHIVE - FOR WEALTH, POWER, AND GLORY!

Necromunda: Underhive Wars challenges you to build, evolve, and survive with a gang of your own. Pick a house. Pick some fighters. Pick a few weapons - carefully. Then equip them with your selection from a massive armoury and send them to war for resources and dominance of the Underhive.

SKILLS AND LOOKS - HUNDREDS OF FIGHTER BUILDS TO EXPERIMENT WITH

Design and build the perfect Fighter. Each is a unique character, with a combination of traits, perks, Career, House, injuries, gear, skills, vices, virtues, and talents. Gangs come from one of three houses - Orlock, Goliath, or Escher - and contain up to fifteen members, as well as various facilities and an infamy rating.

Also pick from dozens of armour designs, piercings, tattoos, and much more as you the most notorious and deadly gang in the Underhive. All this combined means there's near-infinite variations of gang to field.

GETTING DOWN TO BUSINESS - ACTION-PACKED FIGHTING IN THE UNDERHIVE

Take down your enemies in unique and new tactical turn-based battles across huge, vertically spacious levels. Underhive Wars eschews a grid system in favour of free movement across three dimensions. Use ziplines, elevators, and bridges to ascend and explore the upper levels, or try to keep hidden down low.

Running and shooting won't win the day half as well as mixing in some sabotage, a couple of grenades, grappling hooks, defensive stances, support abilities and much more. The dual Action Point and Movement Point system gives you more options on how to position yourself and what to do once you're there.



GAME MODES - YOUR OPTIONS FOR WAGING WAR IN NECROMUNDA

Campaign Story Mode: Spanning 15 action-packed missions and written by acclaimed Warhammer 40,000 author Andy Chambers.

Operations: An endlessly replayable single-player gameplay loop, where meaningful decisions both in and out of battle will determine the rise or fall of your Gangs - persistent injuries and rewards await.

Skirmish: If you're looking for PvP (or PvPvE) action, you'll be able to find it in two different ways - Contest and Exhibition - in either Matchmaking or Custom Matches with up to four teams. Multiplayer and single-player vs. AI are both offered.

[Read more in our devblog](#)

TIPS
PLAY THE STORY CAMPAIGN

Want to know where to start? Our campaign will teach you everything there is to know about Necromunda: Underhive Wars

USE THE ENVIRONMENT

The maps of Necromunda: Underhive Wars are packed with traps. Using your environment, both to hurt your enemies and move your gangers around the map, is vital.

GET UP HIGH

Height is a massive part of war in the Underhive. You get a significant aim bonus for being above your opponent.

OVERWATCH & AMBUSH

Overwatch and Ambush stances interrupt opponents when they pass through them, potentially ruining your rival's plans.

SABOTAGE & TINKER

Sabotage and Tinker alter interactables on the battlefield to make them dangerous or ineffective, or in Tinker's case, repair them.

EXPERIMENT

Experimentation is at the heart of Necromunda: Underhive Wars. How you build your gang is up to you, and the load-out of every single ganger is just as important.