Choir of the Broken Star — Custom Quick Reference

Companion to your Munda Manager gang cards — fighter stats, loadouts, wargear, and skill lists live on the cards and aren't repeated here. This sheet only has what the cards don't spell out: rule text, glossary definitions, and universal mechanics. Condensed from the Necromunda 2026 Quick Reference Sheet (V1.3, fan-made, u/JP_miniatures).

Gang Special Rule & Wargear/Special-Rule Glossary

Cult Uprising (gang rule): This gang's fighters apply a +1 modifier to the dice roll when attempting to perform the Coup de Grâce action.

Cult Icon (wargear): When performing the Group Activation action, the carrier may re-roll the Leadership check.

Mesh armour (wargear): standard armour, improves Sv.

Extra Arm (special rule): Braced Shot becomes a Single action instead of Double. Carries 4 weapons instead of 3, and is always additionally armed with a clawed arm (Additional Attacks (1), Melee, Rending (6+)) that doesn't use a weapon slot.

Mind Control (Wyrd power) — see Wyrd Actions on page 2.

Game Structure

1. Priority Phase — Ready all models with a ready marker. Roll D6 for priority; if draw, player who didn't have priority in previous round wins.

2. Action Phase — Starting with priority player, take turns activating models. In their activation, models make actions.

3. End Phase — Bottle check if 1 or more models went OOA this round, starting with player with priority: Leadership check against highest Ld in gang. If failed, remove a model (remove 2 if failed with a 12; only remove engaged if no other options). Seriously injured/damaged must see if they succumb. Check for Victory: once a third of fighters are OOA, player may choose to flee. Reinforcements step.

Checks & Tests

Type	Roll	Pass with
WS / BS / Sv checks	D6	Equal to or higher than Characteristic
S / T checks	D6	Equal to or higher than Characteristic
Ld / Cl / Wil / Int checks	2D6	Equal to or lower than Characteristic
Agility test	D6	Equal to or higher than 4

Statuses & Conditions (relevant to this gang)

Active / Ready: ready to activate with 2 actions, no restrictions. Can only have 1 status; lower status takes priority.

Suppressed: only has 1 action when activated.

Engaged (base contact, or within 1″ for limited actions — fight or retreat): optional at start of activation. Seriously injured/damaged can't engage or be engaged.

Nerve Check: if a friend (not pet) goes OOA within 3″, pass Cl check or become suppressed. (Prospects only cause checks for other Prospects.)

Seriously Injured / Seriously Damaged: limited actions, must make a recovery check after activation.

Out of Action (OOA): roll on the D66 Lasting Injury table.

Insanity (relevant to the Magus, Wyrd subtype — see Perils of the Warp below): roll on insanity table; pass a Willpower check at end of activation to recover.

Concussed (caused by the gang's Power maul, Concussive trait): -1 Initiative until end of next activation.

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Weapon Traits Used By This Gang

Additional Attacks (X) — Can make X additional attacks in combat. Only during model's activation, and can't be used if the weapon is designated Primary or Secondary.

Ammo (X) — After using the weapon, roll an extra D6. If under (X), you are Out of Ammo. (If you also roll Out of Ammo on Rapid Fire dice, gun jams and can't be used again.)

Assault — After the bearer performs a Dash action, they may perform a Shoot action with this weapon as a Free action. (Granted to this gang's non-Heavy ranged weapons by the Hip-Shooting skill.)

Backstab — +1 S if target is engaged with more than 1 model.

Blast (3″) — Everyone under the template, even partially, is hit. If misses, roll D6″ and scatter dice for direction; if "hit" and 1 are rolled, explodes on firer! Can only target fighters, not empty space.

Breaching (X or higher) — X or higher wound roll = no armour save.

Concussive (X or higher) — X or higher wound roll = target -1 Initiative until end of next activation.

Heavy — Ranged weapon can only be fired with a braced shot. (Melee Heavy weapon is Primary and stops you using a Secondary.)

Knockback (X) — If hit roll is X or higher, move target 1″ away from attacker (away from centre if blast).

Light — One attack can be made with this weapon in close combat as either primary or secondary weapon. If also template: 1 automatic hit.

Limited — If Out of Ammo, can't reload.

Melee — Used for attacks when engaged.

Parry — If used as Primary or Secondary in close combat, +1 Sv (doesn't stack).

Rapid Fire (X) — You MAY roll up to X firepower dice when you shoot (risking going out of ammo for more hits). If you hit, resolve hits = number of bullet-hole symbols; rolling the ammo symbol = out of ammo after resolving hits; more than 1 ammo symbol (or ammo symbol + failed Ammo(X) roll) = gun jams, can't be used.

Rending (X or higher) — X or higher wound roll: +1 AP.

Shred (X or higher) — X or higher wound roll: +1 Lethality.

Toxin (X or higher) — X or higher to wound, don't need to compare Str and Tgh. Vehicles wounded only on a natural 6.

Movement Actions

Move (Single): Move up to M″ (not within 1″ of enemy).

Dash (Double): Move up to M+I″ (not within 1″ of enemy). Only 1 turn of 90° or less during dash.

Engage (Single): Up to D6″ towards enemy. If ends engaged/within 1″: free Fight or Coup de Grâce action.

Charge (Double): Up to M+D6″ towards enemy. If ends engaged/within 1″: free Fight or Coup de Grâce action. Bonus +1 Attack and +2 Initiative for charging. Only 1 turn of 90° or less during charge.

Movement Rules

1″ rule: Can only move within 1″ of an enemy model during Charge, Engage, Retreat and Crawl. Can't move through other models.

Climbing: 2″ to move 1″. Normal on ladders/stairs. **Difficult terrain:** 2″ to move 1″. **Dangerous terrain:** as difficult terrain AND roll D6 — on a 1, automatic L1 wound, no saves.

Obstacles 2″ or less high: free. **Structures 2″ or more:** must be climbed. **Doors:** spend 2″ to open/close, or interact action to lock/unlock.

Leaping gaps: <2″ automatic; >2″ agility test or fall. **Ledges:** agility test or fall (railings +1).

Falling Table

Distance	Result
>3″	Suppressed, ends turn if activating
3″–6″	Suppressed, ends turn, +1 L1 wound no saves
6″ or more	Out of Action

Falling on another model: roll D6, on 4+ they suffer the same result.

Interactive Actions

Interact (Single): Interact with something, effects vary.

Group Activation (Single): Select as many active fighters within 3″ of activating fighter and make Ld check (stacking -1 per additional fighter after the first — the Magus's Cult Icon lets the carrier re-roll this). If passed, all chosen activate one after the other.

Treat Ally (Single): Seriously injured ally within 1″ immediately makes a recovery test.

Coup de Grâce (Single): Against a seriously injured enemy within 1″, both roll D6 and add Str (this gang gets +1 to this roll via Cult Uprising). If tied or attacker higher, target is Out of Action.

Wyrd Actions (Magus Yevrin Thal is a Wyrd)

Wyrd subtype fighters can Manifest/Disrupt psychic powers.

Manifest Wyrd Power (varies by power): Manifesting is a Willpower check made by the activating Wyrd. Disrupting is a Willpower check made by an opposing Wyrd. -2 modifier to the manifesting check if the disrupting check is passed by a non-injured Wyrd (active or suppressed) within 18″ with line of sight — only one disruption attempt allowed. For both checks, a natural 2 or 12 = Perils of the Warp, AND: Manifester rolls 2 → success; Manifester rolls 12 → fail; Disruptor rolls 2 → manifest fails; Disruptor rolls 12 → no disruption.

Maintain Control (Free/Single): Willpower check. If passed, power remains until end of the model's next activation; if failed, ends immediately. Single-action version gives +3 to the check; free version is at start of activation with no modifier.

Concentrate (Single): +1 modifier to the manifesting Willpower check this activation.

This Gang's Power

Mind Control (Magus Yevrin Thal's starting power) — Wyrd Power, Single: Choose a single enemy fighter within 9″ and line of sight. That fighter immediately makes a Shoot action, even if they have already activated this round, targeting an eligible fighter from their own gang, chosen by this fighter's controlling player.

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Shooting Actions

Shoot (Single): Make an attack with a ranged weapon (no weapon with the Heavy trait).

Aimed Shot (Double): Shoot with +1 to hit (no Heavy weapon).

Braced Shot (Double): Shoot with a Heavy-trait weapon (needed for the Heavy stubber).

Fire All (Double): Fire all weapons (including Heavy), each may target a different enemy — declare targets before rolling.

Reload (Single): Reload a weapon that is out of ammo.

Engaged Actions

Fight (Double): Resolve close combat.

Retreat (Double): Move up to I″ out of engagement.

Close Combat Rules

1. Determine fighters involved.
2. Choose weapons — activating model chooses primary and secondary weapons from those with Melee or Light traits. Other models choose only a primary weapon.
3. Roll to hit — a natural 6 always hits, a natural 1 always fails.
4. Resolve hits (see Resolve Hits, right).
5. **Consolidate:** if all engaged enemies are OOA or Seriously Injured, may move up to I″ but can't end within 1″ of an enemy.

Resolve Hits

1. Wound roll (D6):

Str vs Tgh	Roll needed
S double T	2+
S > T	3+
S = T	4+
S < T	5+
S half T	6+

2. Save roll (equal to or higher than Sv of target). Roll of 1 or 2 always fails. Shooting modifiers: +1 if in cover at short range; +2 if in cover at long range.

3. Inflict Damage: lose wounds; at 0 wounds, opponent rolls injury dice equal to the weapon's Lethality and chooses one rolled result to apply.

Seriously Injured Actions

Crawl (Double): Move up to S″.

Tend Wounds (Double): When making a recovery check, roll an extra injury die.

Desperate Escape (Double): Out of Action. Roll D6 — on 1 or 2, roll on the Lasting Injury table (D66).

Make a recovery test after activating (roll injury dice). Only an "Injured" result lets you recover; otherwise remain Seriously Injured or go OOA. If the check is made within 1″ of an enemy who isn't also Seriously Injured, automatically go OOA. **Assistance:** roll an extra injury die if a friendly fighter is within 1″ and isn't engaged/seriously injured — choose 1 result.

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Skill Glossary — Only Skills This Gang Has

Who has which skill is on the fighter's card — this is just the rule text.

BRAWN

Unstoppable
Make a Willpower check before making actions; if passed, recover 1 lost wound.

CUNNING

Infiltrate
Deploy after other models, anywhere not visible to or within 9″ of an enemy or in the enemy deployment zone. If multiple players have this ability, roll-off and the winner goes first.

INHERENT

Inspiring
Can make the Group Activation action as a free action.

SHOOTING

Marksman
+1 to hit for ranged weapons between short and long range (i.e. not at short range).

Hip-Shooting
All ranged weapons gain the Assault trait (except those with the Heavy trait).

Precision Shot
If a ranged hit roll = 6, no armour save due to hitting a weak spot. (Doesn't work for weapons with Blast or Rapid Fire traits.)

AGILITY

Clamber
Movement not halved when climbing.

SAVANT

Medicate
When Active or Suppressed, can perform the Heal Ally action. Heal Ally (Single): select a friendly fighter within 1″ who isn't Seriously Injured, regain 1 lost wound.

Mind Control is a Genestealer Cults Wyrd power, not a skill — see Wyrd Actions on page 2 for its full text.

Custom cut-down reference for Choir of the Broken Star. Source: Necromunda 2026 Quick Reference Sheet V1.3 (u/JP_miniatures) — fan-made, not an official Games Workshop product.