

Gang Auxiliary

Player has the ability to create and hire a befriended fighter, who fights side by side with his or her gang. Who's the man (if he's a man?), and where he came from is not certain. It can be the Leader's childhood friend, it can be an agent sent by the noble house itself to help deal with some peculiar threat, it can be a bribed Guilder, corrupt Enforcer, PDF trooper going AWOL, a highly-trained hitman, a weirdo sending lightnings from his hands, paid pleasure lady, connected trader, traitor from an enemy gang, hacked maintenance servitor, religious zealot wanting to spread ~~his take on~~ God's word, slick clever guy seeking easy riches, local gossip, filthy Xenos person, a foul heretic, friendly local drug dealer, or just a mad man with a big stick with an urge to hurt people.

Gang Auxiliary (0-5) 60cr

Each gang (referred to as the hiring gang) can hire up to five Gang Auxiliaries. Upon hiring, the Gang Auxiliary starts with the following stats:

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

The Gang Auxiliary then has to choose one of the following archetypes, in addition to the hiring gang-specific skill tree (if it has any), which is always considered to be Secondary.

Archetype	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Wyrd
Brawler	Secondary	Primary	Secondary	-	Primary	Secondary	-	-	-
Gunslinger	Primary	-	-	Secondary	-	Secondary	Secondary	Primary	-
Survivor	Secondary	Secondary	Primary	-	Primary	Secondary	-	-	-
Mastermind	Secondary	-	-	Primary	-	Secondary	Primary	Secondary	-
Wyrd	-	-	-	Secondary	-	Secondary	-	-	Primary

If the Wyrd archetype is selected, the model gains the **Wyrd (Unsanctioned)** rule.

Skills

Gang Auxiliary comes with a single Primary skill selected accordingly by the Archetype table above.

If the Wyrd archetype was selected, a single Wyrd power from any universal discipline can be chosen instead.

Equipment

Gang Auxiliary comes equipped with any kind of protective wargear that the hiring gang's basic Ganger is given by default upon hire, (i.e. if the hiring gang is the Corpse Grinder Cult, the Gang Auxiliary gets both the Skinner's mask, and Plate mail armour) or the cheapest armour from the hiring gang's equipment list for free, or no armour at all if none of the previous situations can be applied, or armour is not desired.

Gang Auxiliary then can be equipped with weapons and wargear with total combined value no more than 150cr, and of rarity of 9 or less. Equipment can be bought from the Trading Post, Black Market, or player's own House Equipment List.

Gang Auxiliary can be equipped with three weapons. The player can give them new weapons or wargear and permanently discard any undesired items in his inventory. No weapon or wargear can be taken away from the Gang Auxiliary and placed back to hiring gang's Stash.

Stat upgrades

When the Gang Auxiliary is hired, the player can buy any of the stat upgrades:.

Stat	Cost	Note
+1WS / +1BS / +1W	10cr	Only one of the stat upgrades can be bought.
+1M / +1S / +1T / +1I / +1A	10cr	Up to two of the stat upgrades can be bought, but never two of the same.
+1Ld / +1CI / +1Wil / +1Int	5cr	Up to five of the stat upgrades can be bought, but never more than three of the same.
Wyrd (Sanctioned)	20cr	Only for the Wyrd archetype. Can't be bought if the hiring gang is Outlaw.

Additional Rules

- For all purposes, Gang Auxiliary is treated as Ganger Specialist, and a full gang member. (Can gain XP, suffer Permanent Injuries, and counts to Gang Rating, and follows the crew selection as normal), however Gang Auxiliary can't ever be upgraded to a Champion, or become a Leader.
- Gang Auxiliary has the following rule: **Tools of the Trade**
- Gang Auxiliary **MUST** have a wysiwyg* model.

**What you see is what you get. Weapons and wargear should be corresponding with what is written on the Fighter Card as much as possible, although it is the primary weapon that usually matters the most.*

Designer's note

Gang Auxiliary is a tool for adding interesting, and thematic assets to your gang, and this should be 100% honoured. It is not a tool for adding yet another Plasma Gun wielding dude with Fast Shot skill to your gang.

On Necromunda, sky (or rather the dome ceiling) is the limit of what is possible there, so feel free to come up with various ideas of gangers who can supplement something your gang has no access to while others do, like Enforcers having no access to Psykers (or Haunts, as they call them), Van Saars having a formidable melee-centric specialist, Cawdors having a trigger happy machine gunner, or Goliaths having an actual sniper.

Another thing is creating completely unique, or specialised characters that do not exist in the rules yet. Such as Escher Feline Cavalry, or Orlock motorbike riders using modified Van Saar Neotek's Grav Cutter rules for the mount they ride on. Perhaps you wanted a Van Saar remote drone operator using modified rules for Pets to represent the drone, an Enforcer commissar with a fancy hat who maintains discipline, an Inquisitor on long-term cooperation with the Delaques on breaking apart a smuggling ring, or Cawdor redemptionists who have an actual Sister Repentia in their ranks.

But remember, this tool is just a framework, should be used reasonably, and not strictly followed to the letter when insufficient (especially when it comes to custom rules) while creating unique, lore and narrative-friendly specialists which are fun to play, but also fun to play **against**. If you are not sure, ask other members of your group, or the arbitrator for advice, and help with balancing and pricing (especially when it comes to custom rules). In fact, you should always present your Gang Auxiliary to your group before doing the final step, removing the Credits from your gang stash and writing up a new Fighter card. Try to find common ground, or a compromise with those who don't find your creation balanced and fair. The game is primarily about having fun, not obliterating the enemy during the third round at any cost.

Example:

Big Bessie

Escher Gang Auxiliary

Big Bessie is a strong, thick-boned and hot-blooded woman with a very straightforward style of dealing with things. While other Eschers prefer to flank around and attack their enemy from the sides, Bessie just ferociously charges straight forward, focused on nothing but making her heavy Power Hammer smash skulls and splatter the dark corridors with charred brain matter.

	M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
Base stats	4"	4+	4+	3	3	2	4+	1	8+	8+	8+	8+
Modify	+1	/	/	/	/	+1	/	+1	+2	+1	+1	/
Final	5"	4+	4+	3	3	3	4+	2	6+	7+	7+	8+

(Colours were added to highlight upgradeable stat categories)

Equipment:

Power Hammer, Stub Gun
Mesh Armour, Smoke Grenade

Skills:

Brawler archetype
Bull Charge (Brawn)

Base Cost: 60cr

Stat upgrades: 40cr (10cr for +1W, 20cr for +1M and +1A, 20cr for +2Ld, +1CI, +1Wil)

Wargear: 75cr (45cr for power hammer, 5cr for stub gun, 10cr for Mesh Armour, 15cr for Smoke Grenade)

Total hire cost: 175cr (60cr + 40cr + 75cr)