NECROMUNDA

MAGAZINE

Issue 11

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Storybased Campaigns in Necromunda

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Gang Trademarks & Oddities

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GAMES WORKSHOP

QUIRKS, REPUTATIONS AND ODDITIES

CAMPAIGN TRADEMARKS FOR NECROMUNDA

By Nick Jakos

In a city the size of Necromunda Hive Primus,it takes a lot to stand out. Gangs can earn a name for themselves through showing their aptitude for violence, theft or any other number of ways, and equally through their wealth social standing or history. This of course is rarely the full story...

The Underhives of Necromunda are populated with a wide variety of people from many different backgrounds. In the Settlements you can meet almost anyone and experience almost anything. Only the most memorable people and gangs can stand out from the crowd. A small quirk or icon or piece of equipment can help make a gang or its leader hard to miss.

When forming new gangs, leaders will often wander through the trade routes and the settlements looking for ideas that will make them infamous in the Underhive. Quirks in behavior or adopted reputations eventually apply themselves to the leader's gang and thus, their trademark has been established.

To represent these odd quirks, you may like to use the Campaign Trademarks below. Rather than roll on a table, the Campaign Trademarks work best in campaigns involving an arbitrator where he is able to use them in a fair and balanced manner. Yu might like to let players pick a trademark for each starting (or even have players pick a trademark for each others' gangs).

The arbitrator can also assign certain trademarks to certain gangs if the players choose. For example, it makes sense for a Delaque gang to have the 'Cool Shades' trademark, or for the Eschers to have a 'Weird Freakin' Dwarf'.

Once one has been gained, the gang will keep its trademark until the gang's leader is either killed or leaves the gang.

Many of these trademarks have been taken from movie lines, and there's even one in there from Gilbert and Sullivan, so Kudos to everyone who can spot all the references. Enjoy, everyone!

None
The gang leader is not interested in superstitions or charms. However, if the gang is suffering a losing streak, more than two games in a row lost, or if the leader leaves the gang or is killed, re-roll on this chart.

Outlawed
DAMN! Just as the gang is getting started, it's outlawed. The Arbitrators are particularly watchful of the leader and as soon as he starts up a gang, they are declared outlaws.

Gambling Debt: The gang leader has started up his gang in the middle of some tight times with money. The gang starts with a debt equal to 2D6x10. While this can be paid to the traders in small payments over time, the gang may hire no guns until it is paid, as the news of the debt spreads quickly.

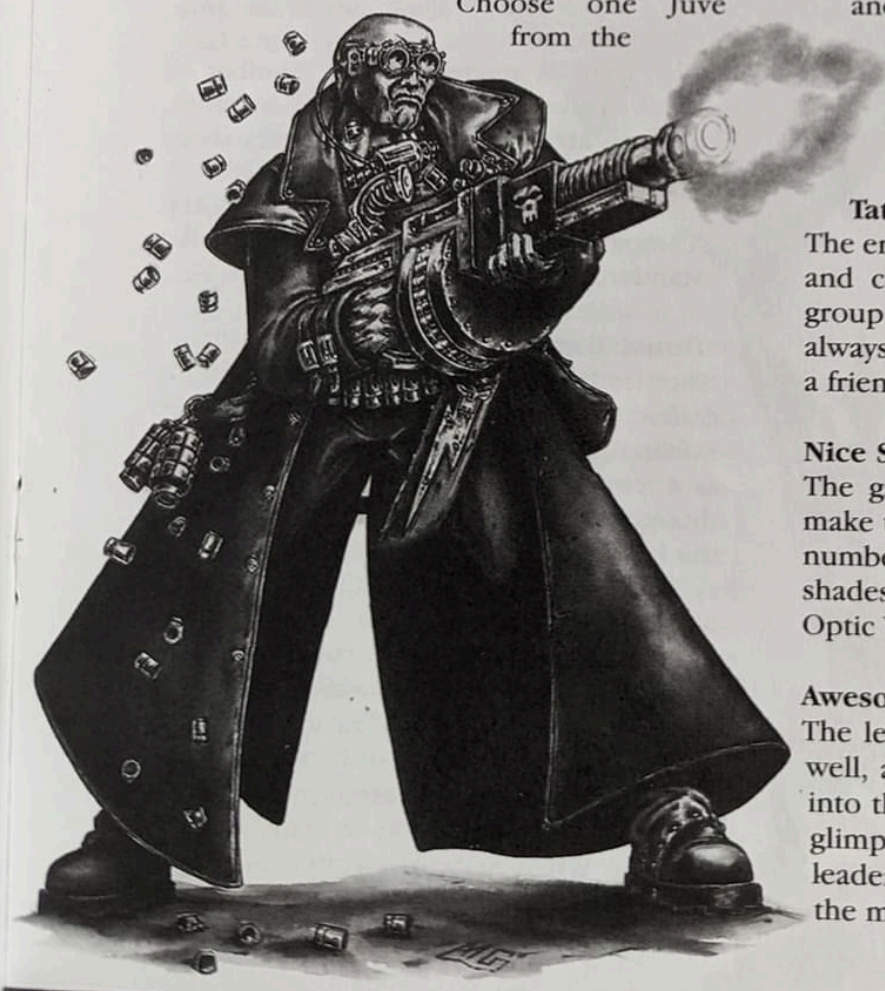
Bad Equipment
Your gang leader, foolish as he may be, has decided that rather than spend the money to arm his gang well, he will arm them for little money. All weapons equipped by the gang at the beginning of the campaign are subject to ammo tests on a 5 or 6, not only a six. However, they also all cost 20% less.

Heavy Drinkers
The gang is accustomed to spending a great deal of their time and money drinking. This has the benefit of bringing the gang closer together, but it can have its dangers as well. Roll a D6 for each member of the gang. On the roll of a 1, that gang member is too drunk to fight and will miss the game. On the roll of a 6, the member will be able to add 1 to their leadership for that game.

Tactical Nimrod
The Leader of the gang is a classic... ...ly bad tactician. As a result, his opponent may add or subtract 1 from the scenario table roll.

Bad Fortune
The gang leader is not very lucky. His opponents may force him to reroll any single roll in the game. This can only be done once in a game and the second result is final.

Hotheaded Juve
The leader has let a Juve into the gang only to find out the kid is a bit of a pain in the ass and a terrible hothead. Choose one Juve from the roster. Until the juve dies or takes a serious injury, he will be subject to frenzy. If there is no juve in the gang at the beginning of the campaign, re-roll on this table.



A Really Ugly Leader
The leader of a gang has to be ruthless, cunning an intelligent, able to lead his men into any situation the Underhive may present. Of course, he doesn't have to be beautiful. This gang's leader is an exceptionally ugly guy, and he causes fear.

Glass Eye
The gang leader was once blessed by having his eye carved out by some manner of man or beast. Now, without enough to spend on Bionics, he has a glass eye which is kind of creepy to look at. With the glass eye, the leader's working eye is stronger and he is treated as though he was using Photo Contacts.

Heavy Weapons
The gang uses its heavy weapon as a symbol of their power and might. When they hear their gun ripping at the enemy, the gang is inspired to fight on. The heavy counts as another leader when taking leadership tests. If there is no heavy weapon, it will go to a Heavy with a special weapon. If there is not a Heavy, reroll on this table.

Tattoos
The entire gang is inked up in gang symbols and colors. This makes the gang a tight group of fighters and friends, and they will always be able to test for pinning if there is a friend within 4 inches instead of only 2.

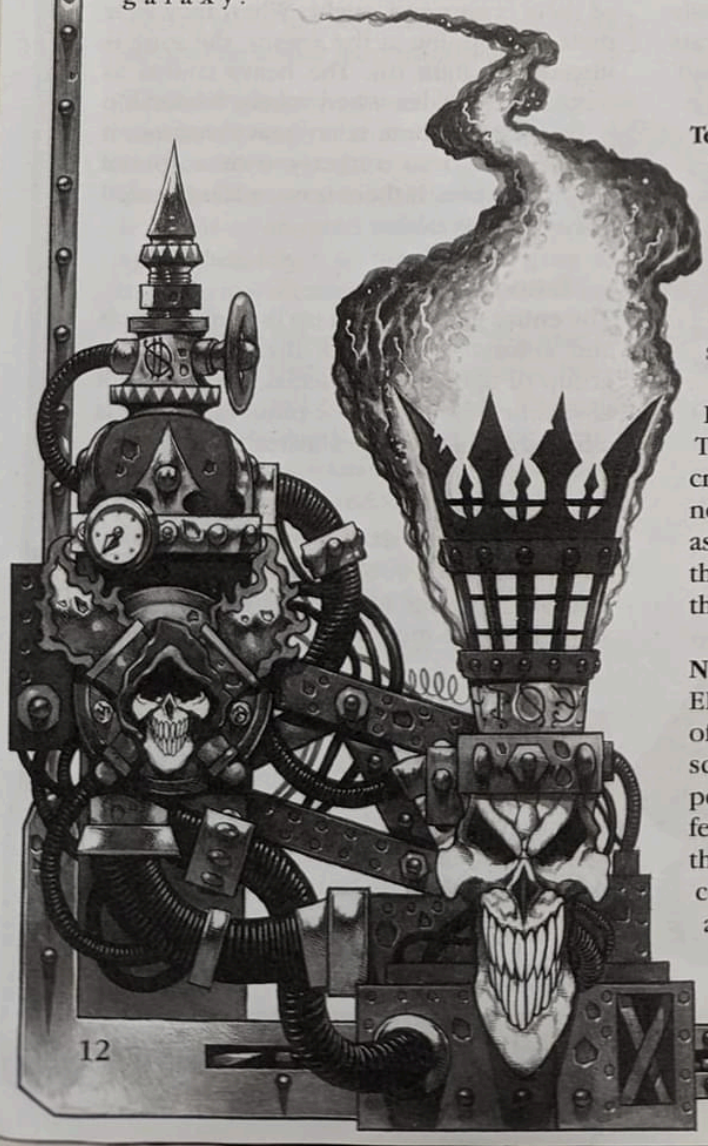
Nice Shades
The gang wears shades, nice shades, that make them look cool. Roll a D6. This is the number of gang members that have cool shades. These members are equipped with Optic Visors.

Awesome Codpiece
The leader of the gang is in possession of, well, an awesome codpeice. The work put into the armor is admired by all who get a glimpse and the leader adds 1 to his leadership though he may never exceed the maximum.

Weapons Experts
The gang is experienced with a certain weapon, and use them as often a possible. With this skill, the fighters can add +1 to all ammo rolls for their favorite weapon. Roll a D6 to determine the kind of weapon.

1	Stub Gun
2	Autopistol
3	Autogun
4	Shotgun
5	Boltgun
6	Heavy Weaponry (one owned by the game at the beginning of the campaign)

Golden Gun
Guns are always a valuable and useful tool in the Underhive and among the most prized possessions are the masterly crafted weapons of various artisans across the galaxy.



Through some kind of luck or manipulation, the gang leader happens to have one of these priceless weapons. Choose a weapon the gang's leader is already equipped with. This weapon becomes a one-in-a-million weapon, as described in the rulebook.

Heirloom Weapon
The gang's leader has been given an heirloom rare weapon which he can use to help take his gang into infamy. Roll a D6.

1	Power Axe
2	Power Sword
3	Power Fist
4	Randomly chosen special weapon
5	Randomly Chosen One in a Million Weapon
6	Roll again

1	Web-pistol
2-3	Webgun
4-6	Sniper rifle

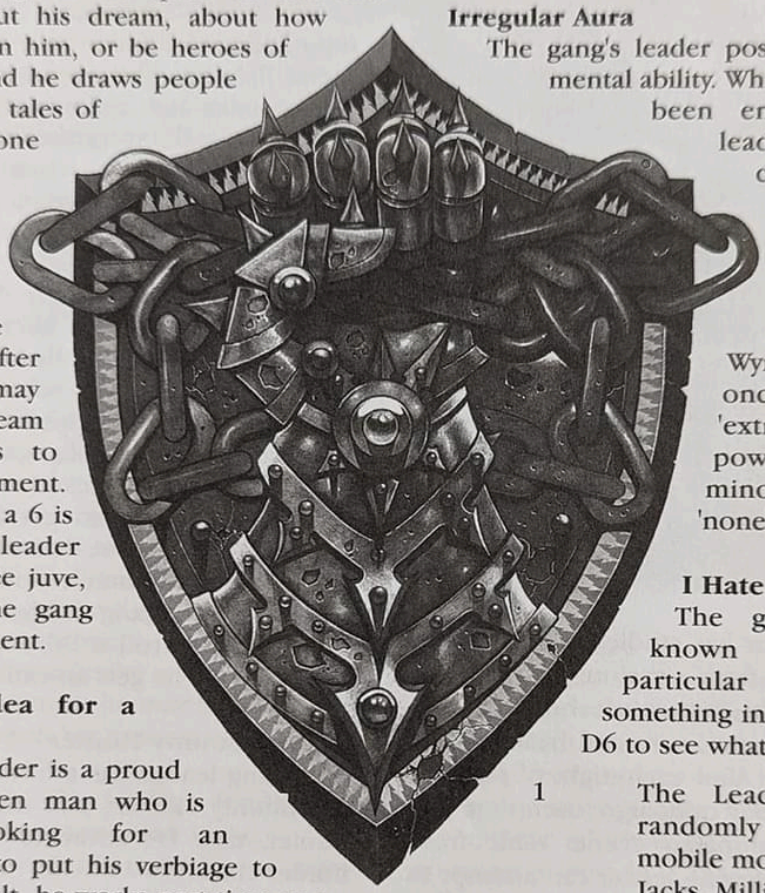
Technicians
The gang is made up of a number of skilled technical guys, and therefore, they are permitted to have three Heavies, rather than the standard 2. However, they may not begin the campaign with any more than the standard 2 Heavies.

House Dagger
The leader carries around a beautifully crafted dagger specially made for him by the nobles of his house. The dagger can be used as a regular knife in hand to hand combat, though because he is skilled with the blade, the Leader may also use it to parry.

Necklace of Thumbs
EEW!! The gang leader has collected a mass of thumbs from enemies which he uses to scare his opponents. The leader who possesses the necklace will always cause fear. In combat, he will attempt to take the thumbs of his opponents in hand to hand combat. When he wins a round of combat and takes the enemy out of action, roll a

D6. On the roll of a 6 the leader takes a thumb and will cause a hand injury (losing one finger). This is in addition to the normal serious injury rolled by the victim.

Promising Futures
The gang leader has a dream of one day becoming a powerful warrior, growing rich and living high in the spire. He tells his people about his dream, about how they can join him, or be heroes of the Hive, and he draws people to him with tales of what will one day be. If the leader of the gang decides not to go to the Tradepost after a game, he may share his dream with others to help recruitment. Roll a D6. If a 6 is rolled, the leader recruits a free juve, just as if the gang had a settlement.



A Good Idea for a Speech
The gang leader is a proud and outspoken man who is always looking for an opportunity to put his verbiage to use. As a result, he works part time as a mediator, or an orator or speech writer, making extra money for the gang. After each battle, the leader can choose to sell his services instead of visiting the tradepost for an additional D6x5 creds income.

Trader Friend
The gang leader knows a trader that is well established in the Hive. This means that he can sometimes come up with great deals on weapons and arms. When trading, roll a D6. On the roll of a 6, the leader with the contact is able to buy all its gear at a D3x10 percent discount.

Severe Intuition
The gang leader is affected by an uncommon clarity of thinking. He can tell if he is walking into a trap, he knows where the best of the loot is, and he knows where he can find his enemies. A gang leader with severe intuition can always sense when he is being charged. Opponents charging him in hand to hand never get the WS bonus for their charge.

Irregular Aura
The gang's leader possesses a bizarre mental ability. While this has never been enough for the leader to be considered a wyrd, the powers can still be useful. The leader may roll on the Wyrd minor power once, ignoring 'extra primary power,' 'multiple minor power' or 'none' results.

I Hate... Things!
The gang leader is known to have a particular hatred for something in the Hive. Roll a D6 to see what he hates.

1 The Leader hates one randomly determined mobile monster (Ripper Jacks, Milliasaurs, Rats, Spiders, etc.)

2 The leader hates one randomly selected type of House Gang.

3 The Leader hates religious fighters (preachers in militias, Cawdors, the Redemption and Chaos Cults)

4 The leader hates Wyrds.

5 The Leader hates Outlanders (Pit Slaves, Scavvies, etc.)

6 The leader hates all enemies.



Practitioner
The gang leader has studied the art of the practitioners from various cults and religious beliefs. As a result, he is able to, with some accuracy, cure and heal wounds and sicknesses. After each night of play, (or in the case of our campaign, each time you roll of the campaign events table from Outlanders) the gang leader can attempt to heal the wounds of one of his comrades. To do this, he must roll a 6 on a D6 and the gang member is cured. However, on a roll of 1, the leader misuses his power causes another random injury to the gang member, ignoring either death or capture.

I've Done This Before
The gang leader is a bit experienced before he gets his gang together, and he is ready for action. As a result, he starts with an extra D6X5 experience. In addition, he is also given any advances that extra experience would award before his first battle.

Hunter's Skill
The leader has a particularly keen eye when it comes to hunting down the beasts of the Underhive. When shooting small targets or fast moving targets, the leader may ignore the usual negative modifiers to hit the target.

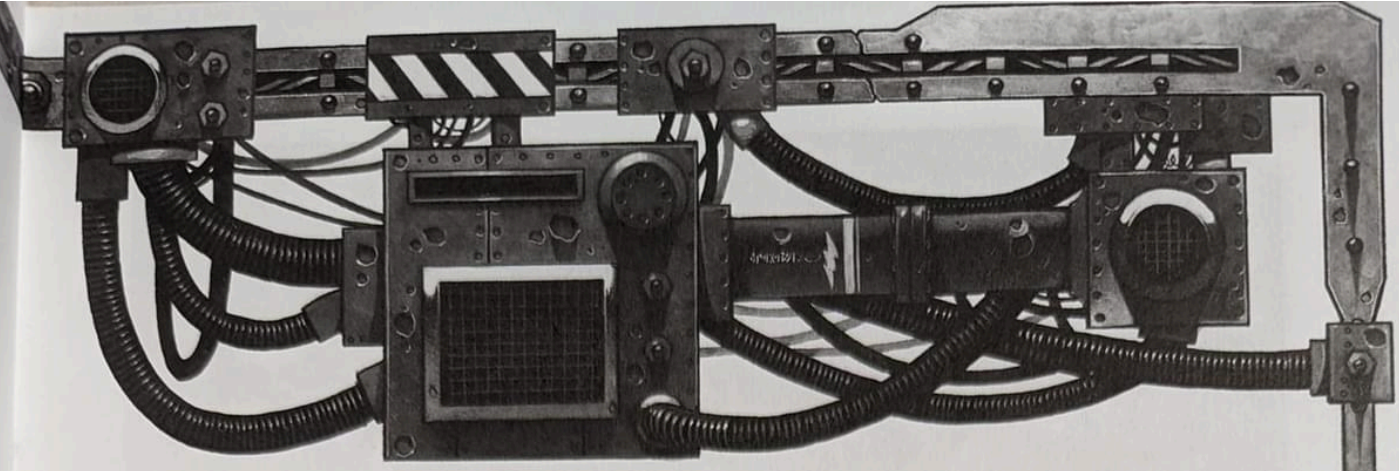
Arena Fighter
The leader of the gang has built up a reputation as a force to be reckoned with in Arena fighting. This means he is used to close combat and violence. The leader may choose to roll on either the Muscle or Combat skill charts when he gains an advance, instead of choosing randomly.

Mad Ninja Skills
The gang leader is skilled in the ancient arts of combat. This means he is permitted to reroll any fumbles he rolls in close combat.

Stylish Though Affordable Wardrobe
The gang leader looks good – I mean GOOD, in his well picked and inexpensive threads. He looks so good in fact, that traders often fail to realize that he probably doesn't have too much money to burn. At any rate, the gang leader with a good wardrobe may roll a D6 when he goes to trade. On a 6 he gets an extra offer.

Retired Bounty Hunter
The Gang leader has a history of being an old bounty Hunter, and may, as a bounty hunter, take D3 advances on the Bounty hunter chart.

Attache Case with the Combination 666
The gang leader carries an attache case with his...."Dirty Laundry." The case, therefore, is extremely sought after. If the leader is in close combat and neither fighter charged that turn, he may open the attache case and let a golden shine fall over his opponent. Roll a D6. On the roll of a 6, his opponent is amazed by the light and he will fight with a weapon skill of zero for that round. However, the case can only be opened once a game.



An Intense and Urgent Need to Go Frequently
The gang leader is highly motivational and ready to go at any moment. The gang leader may, therefore, move faster and still fire. He is treated as having the Fastshot shooting skill.

'My Little Friend!'
The leader is armed with a sawn off shotgun, or similar powerful weapon that has been carefully concealed on him. This weapon is only equipped with one round per game. The leader may choose to fire the weapon whenever he wants. He can also use the weapon to attack an enemy in hand to hand combat. If the leader wins combat, he may pull his weapon and fire the strength 4 weapon at his opponent, just as though using a pistol. If the leader wants to use the weapon from a range, he may fire with a -1 to hit. The weapon has a range of 12".

House Treasure: The leader's family has given him an heirloom rare item.
Roll on the Rare Trade chart to see what item he is given.

'All Life is Suffering!'
The gang leader is a pessimist. He realizes that all life is suffering and through this realization he is able to conquer his own pain and he fights despite horrible injuries. The gang leader is able to fight off the affects of his first flesh wound in battle, so only his second and so on flesh wounds will affect him.

A Really Cool Fort
The gang is in possession of a nice piece of land they use as their base of operation. For scenarios involving the gang's fort such as hit and run (sometimes), the Heist, and Storming the Barricades, they are able to spend D6x10 creds on defensive items as listed in the Storming the barricades scenario of the Outlanders rulebook.

Medal of Adequate Goodness
The gang is in possession of a medal that was given to their leader for some kind of good deed. As long as the Leader is around, the gang will always add 1 to their roll when they roll for outlaw status.

Holding a Grudge
The gang leader holds a special grudge for certain gangs and houses in the hive. Randomly determine one gang in the campaign. All fights against this gang are treated as grudge matches.

We Like To Score
The gang is always on the lookout for loot and they are very careful about where they go and when. The leader watches carefully over where money or loot is and he plans out every move. Gangs who like to score may choose which side they wish to deploy on when playing in scenarios involved with collecting money(scavengers, the Heist, the Raid).

'You know those handcuffs? I picked 'em!'
The gang leader has trained his men in the art of escaping capture. Roll a D6. This is the number of randomly chosen fighters who start the campaign with the escape artist skill.

Good Little....Jerks!
The gang is known to be a good group of guysand they begin the campaign as Watchers for the Arbitration.



Think, Fast, Pray
The gang has been trained by their leader to resist the urge of hunger. If they are outlaws, they must only pay 3 creds per ganger for food every other battle. If they are not outlaws, their income is figured as though they have 25% fewer gang members.

War Cry
The gang has learned a haunting and chilling howl they can use in battle to make enemies shake in their boots. Fighters with war cry have an tight unity and can hear themselves calling from a great distance. If a fighter does not shoot in his turn, he may use his War Cry to help rally any down or broken fighters. If a fighter uses his War Cry, any broken or pinned models may test to escape pinning or rally immediately.

Wyrd's Icon
The gang leader carries a relic stolen from a Wyrd he has either killed or robbed. He uses it mostly as decoration, and when he faces wyrds in battle, he taunts them with it. The Gang leader causes fear to wyrds.

Archeotech Map
The Gang leader has come across a rare map of an ancient Archeotech dome. The leader may either sell the map, rolling on the same table as for the Mung Vase, or he can use it to find one piece of randomly generated territory.

That Spoiled Little Rich Kid!
The gang employs a Juve that is the child of a powerful and rich house in the Hive. As long as the Juve remains alive and uninjured. The juve's family will give him D6x5 creds after each fight. Once injured the price goes down. For his first injury, the juve gets D6-1x5, for his second, D6-2x5 and so on. When the juve dies, there is no more money given. If the gang does not already have a juve in their gang at the beginning of the campaign, they get a free one with no equipment who will be the rich kid.

Old Gang
This gang, in one form or another, with one leader or another, has been around the Hive for a long time. This means that some of its older gang members are more experienced and have reputations. Roll a D3. This is the number of Randomly determined fighters, not Juves, that are old gang members. For each of these fighters, roll a further D6. On the roll of a 4-6, they are allowed one advance right away. On the roll of a 1-3, they must roll for an injury, ignoring either death or capture.

Good Fortune
The gang leader is blessed with good fortune. This simply means that he is lucky and can add or subtract 1 from any single roll in the game. This can only be done once per game.

Tactical Genius
The gang leader is known as being an especially thoughtful and cunning tactician. As a result, he may add or subtract 1 when rolling on the scenario table.

'I am the Machine!'
The leader of the gang has a bit of history, and the missing body part to prove it. The leader starts out with one randomly selected Bionic part.

A Freakin' Weird Dwarf
The gang leader is followed around by, well, a weird little midget thing. The familiar carries extra ammo or gear for the leader, and follows wherever he goes. The most commonly seen familiars are those of the Escher House, whose genetically dysfunctional males sometimes follow their females into battle. A familiar must remain within 2 inches of his master at all times. If the leader goes down or out of action, the model is taken out with him. He does not count as a casualty or as a member of the gang for purposes of gang income. The familiar does not change the rating of the gang and earns no experience. Familiars have the following profile.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	7

Weapons/Gear: The Familiars are armed with small bits of gear or with knives.

Special Rules: Familiars get a 3+ unmodified save throw due to their small size and ability to dodge shots.

Familiars always carry a lot of ammo for their master, and as a result, their master never takes ammo tests.

