

// Genestealer Brood - new Gang by Anthony Case

Generally I'm not a fan of xenos appearing in the Underhive, but I make an exception for genestealers since their cults thematically suit Necromunda so well. The following rules are for a newly founded brood as a fully strong brood packed with genestealers and a Magus would be just too powerful as well being odd fluff-wise (a brood that mature would mean inescapable doom for the hive).

Outlanders - Broods count as outlanders. Usual outlaw rules unless specified otherwise below. Note although Genestealer Broods have no leader they are still offered D3 rare items.

Hired Guns - Cannot hire any.

Income - Usual rules. Maelignaci cannot perform post game actions but only need 2 credits worth of supplies to avoid starvation since they don't need ammo or other equipment supplies.

Capture - Any fighters that aren't rescued or ransomed are gene-implanted by the Purii. Enemy fighters implanted in this way can either directly join the brood or be sent to infiltrate settlements. If you decide for him to directly join the brood then he becomes a Contagii (losing any inherent abilities e.g. a ratskin would lose Resilient). If he is sent to infiltrate populations then next time you roll on the Brood Influence table you can roll twice and choose the result. If multiple captives are sent to infiltrate then each additional captive allows you to roll one extra time and choose the result. For example, if you sent two captives to infiltrate then you would roll three times. Note this decision cannot be changed. If a captive becomes part of the brood then he cannot later be sent to infiltrate and captives sent to infiltrate do not return. Spyrers and Enforcers cannot be captured as the brood doesn't want to risk an inquisition nor can Scalys due to their degenerate DNA. Fighters with a wyrd ability must always be sent to infiltrate populations.

Brood Influence - Upstart broods attempt to infiltrate populations among the lower social levels to avoid detection, though they also attempt to gene-implant more useful individuals, such as weapon factory owners, equipment traders or slavers. These infiltrators will attempt to help the brood any way they can and to reflect this at the start of each post game sequence roll on the Brood Influence table to determine what help the brood receives.

11-16: The brood is under suspicion and must lay low. The brood receives no help this game. In addition, the following roll on this table incurs a -2 modifier to the tens roll to a minimum of 1 (e.g. a roll of 43 would result in 23).

21: The brood receives no help this game. In addition, news of the mutant brood has spread. Next game your opponent gains the use of a bounty hunter for free.

23-24: The brood receives no help this game.

26: The brood receives no financial help this game. However, your contacts have inside information on the local gangs' activities. You can automatically choose the next scenario you fight.

31-34: The brood receives 2D6 extra credits.

35-36: The brood receives 2D6 extra credits. In addition, receives +D6 rare offers instead of +D3.

41-42: Roll three times on the outlaw territories table and choose best result. You can choose to occupy or loot it.

43-46: The brood receives 3D6 extra credits.

51-52: The brood receives 3D6 extra credits. All rare rolls are also rolled on the regular rare item chart.

53-54: The brood receives 4D6 extra credits.

53-54: The brood receives 4D6 extra credits. Your contacts also have information about the

local gangs' activities. You can modify the Scenario roll by +/-1.

61: The brood receives D6x10 worth of common equipment (must be spent immediately and cannot be saved or added).

62: The brood receives D6x5 credits. In addition, the brood gains a free rare item, roll on the regular chart.

63-64: The brood receives D6x10 credits.

65-66: The brood can receive a new recruit, roll a D6. 1-3:Contagii, 4-5:Praelnacji, 6:Maelignacji (note these can exceed the normal brood quota)

Brood Telepathy - During a fight, all Bottle rolls are made using the Purii's Leadership of 10, even if the Purii doesn't participate in the game. However, each Maelignacji or Praelnacji that goes down or out of action incurs a -1 Ld penalty when taking any Bottle rolls. Since the brood has no leader, members of the brood never challenge for leadership of it. Some scenarios confer bonus XP to the gang's leader, however, broods don't receive this.

Purii - You can choose for the Purii to join the brood in the fight but only if the opposing gang has at least 400 points more in gang rating. A Purii adds 400 to the gang rating of the brood for that game.

M:6 WS:7 BS:0 S:6 T:4 W:1 I:7 A:4 LD:10

The Purii ignores all nerve, fear and terror tests and is immune from pinning. The Purii has a 3+ armour save and causes fear. All brood members within 6" can use his Ld. If the Purii is reduced to 0 Wounds then no injury roll is made, instead the Purii automatically retreats back to base as he can't risk injury (remove him from play). Can climb up and down vertical terrain as if it was a ladder.

// Genstealer Brood Recruitment

Maelignacji - Any number.

Praelnacji - The number of Praelnacji cannot be more than double the number of Maelignacji.

Contagii - At least 50%.

// Fighter Types

Maelignacji - 120cr (60+D6xp)

Maelignacji are 1st generation hybrids.

M:5 WS:4 BS:0 S:4 T:3 W:1 I:4 A:3 LD:8

Cannot use any equipment. Agility, Ferocity, Muscle, Stealth. 5+ Armour Save. Cannot choose from any other skill sets and cannot take the following advances: Ballistic Skill, Quick Draw, Ambush. Can climb up and down vertical terrain as if it was a ladder.

Praelnacji - 80cr (30+D6xp)

Praelnacji are 2nd generation hybrids.

M:4 WS:3 BS:3 S:3 T:3 W:1 I:4 A:1 LD:8

Normal ganger rules. Agility, Combat, Ferocity, Stealth. 6+ Armour Save. Claw: User+1 Strength, +1 Attack die when used together with any other CC weapons.

Contagii - 35cr (0xp)

Brood brothers.

Normal juve rules except +1 Ld and can use basic weapons. Ferocity, Shooting, Stealth. Contagii never cause nerve tests in hybrids.