

Spire Brat Pack

v1.0 by Anthony Case

The idle and self-indulgent youth of the noble Spire households are not immune to the tribal warring culture that permeates up from the Underhive. They are privileged, inquisitive and rebellious brats who emulate the downhive gangs by banding together to form packs. But they do not limit their predations to only their own home territories, instead they frequently drop below the Wall where they can explore their violent urges without fear of any repercussions and safe in the knowledge that they can freely return uphive. Although brats lack the hardship and combat experience of the Underhive gangs, their exotic equipment more than makes up for it.

Uphivers: Brat packs count as outlaws for the purposes of outlaw scenarios (e.g. they cannot be defenders during a Caravan scenario).

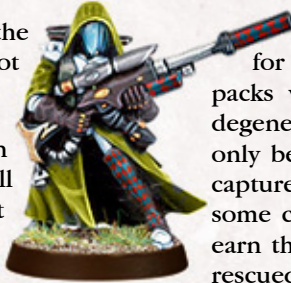
Income: Spire brat packs have no need to earn guilden credits and enter the Underhive with all the provisions they need. Packs do not start with any territories and cannot capture any territories either. They do not gain credits in the usual way (e.g. selling loot or prisoners into slavery) and never pay upkeep expenses. Instead the credit system used by brat packs should be considered a measure of their reputation in the Spire. The more successful and notorious a brat boss is the more young nobles flock to join him.

Brat packs receive D6x10 credits every time they win a fight. If a winning pack takes at least two enemy gang members out of action and inflicts twice times as many casualties as it suffers then the pack receives an extra D6x5 credits.

Trading: Brats have ready access to exotic items but they can only buy and sell items listed on the Spire Brat Gang Weapons list. Brat packs never visit Underhive trading posts so do not receive rare trade offers and cannot recruit hired guns nor search for extra rare trade.

Injuries: Packs suffer from the usual serious injuries rules. However, brats have ready access to the finest Spire healers so roll on the chart below.

- 11-23: Retired (keep equipment)
- 24-26: Captured
- 31-56: Full Recovery
- 61-64: Bitter Enmity
- 65-66: Survives Against The Odds

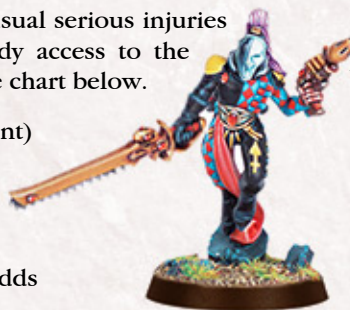


Capture: Any captured prisoners are returned on a 1 for 1 basis following the usual rules, however, Spire brat packs would never demand or pay any ransoms to such degenerate underscum. Prisoners that are not exchanged can only be returned through a Rescue scenario. Any prisoners captured by the brat pack that are not rescued are killed in some cruel game much to the delight of the brats, but will earn the pack D6x5 credits. Any captured brats that are not rescued can be sold into slavery by the enemy gang following the usual rules. However, brat equipment is often viciously booby trapped and rigged with trackers so cannot be used by the gang, but instead can be passed on to specialist traders earning them an extra D6x10 credits.

Leadership: Brat packs follow the usual Leadership rules. If a brat that has a Leadership characteristic of 8 rolls a further Leadership advance then he is removed from the pack as his outstanding qualities earns him a place in a respected house position (you can keep any equipment).

Equipment: The brat's effete senses are unused to the dingy and foul downhive conditions so their exotic clothing always incorporates a photo-visor and respirator and is interwoven with mesh conferring a 5+ armour save. Spire weapons are of a remarkable quality, however, the brat packs are not known for their conservation of ammo and carry only limited stock. To reflect this, all pistols, basic weapons and special weapons in a Spire brat pack have an Ammo Roll of 2+. In addition, all brat weapons cannot explode.

Noble House: When forming a Spire brat pack you must decide what noble household they belong to. This decision cannot be changed once chosen and has an effect on the brat's skills, Brat Boss skills as well as conferring special rules to the pack as shown below.



Noble Houses

House	Skills	Boss Skill	Special Rules
Cattalus	Shooting, Ferocity	Combat	+1 to-hit bonus when shooting at short range.
Greim	Combat, Agility	Ferocity	6+ special save against ranged attacks.
Helmawr	Combat, Shooting	Agility	All items costing at least 85cr can be bought at half price.
Ko'iron	Combat, Ferocity	Shooting	Armour save increased from 5+ to 3+.
Ran Lo	Shooting, Stealth	Agility	+1 Movement bonus and equipped with free grav chutes.
Ty	Combat, Stealth	Shooting	Start with +D6 Exp and either +1 WS or +1 BS (random).
Ulant	Shooting, Agility	Stealth	Brats inflict -1 to-hit penalty when targeted over long range.

Brat Boss

Cost to recruit: 50 credits

Many young nobles run with the packs for a time before succeeding to hold office in the house's commerce. Brats with any experience of downhive clashes lead the packs for fame, amusement and the thrill of the fire fights.



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

Weapons: A Brat Boss can be given equipment chosen from the Hand-to-Hand Weapons, Pistols, Ranged Weapons and the Extras sections of the Spire Brat Pack Weapons list.

Leadership: A Brat Boss commands respect from his pack who are emboldened by his presence. Any brats within 6" of the Brat Boss can use his Leadership value when taking any Leadership tests. A Boss can always attempt to recover from being pinned even if there are no brats within 2".

Experience

Members of a Spire brat pack follow all of the usual advances and experience rules except they use an alternate maximum characteristics profile and Experience Advances table.

Fighter Type	Starting Experience
Brat Boss	30 + D6
Brat	0

M	WS	BS	S	T	W	I	A	Ld
4	5	5	4	4	2	5	3	8

Experience Advances

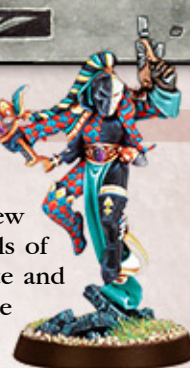
Experience	Title
0-10	New Brat
11-20	Green Brat
21-30	Green Brat
31-40	Brat
41-60	Brat
61-80	Top Brat
81-100	Senior Brat
101-120	Senior Brat
121-140	Brat Champion
141-180	Brat Champion
181-220	Brat Champion
221-260	Brat Hero
261-300	Brat Hero
301-350	Mighty Brat
351-400	Mighty Brat
401+	Spire Legend



Brat

Cost to recruit: 25 credits

The brats are always at the forefront of any new fashions that sweep through the upper levels of Hive Primus. They sport expensive, elaborate and vivid costumes and hairstyles that flouts the conventions of the noble Spire aristocrats.



M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Weapons: A Brat can be given equipment chosen from the Hand-to-Hand Weapons, Pistols, Ranged Weapons and the Extras sections of the Spire Brat Pack Weapons list.

Spire Brat Pack Weapons

Weapon Type	Cost
Hand-to-Hand Weapons	
Chainsword	25
Power Axe	35
Power Sword	40
Power Fist	85
Pistols	
Plasma Pistol	25
Laspistol (+Hotshot Pack)	30
Needle Pistol	100
Ranged Weapons	
Lasgun (+Hotshot Pack)	40
Needle Rifle	230
Extras	
Plasma Grenades	30
Hallucinogen Grenades	40
Melta Bombs	40
Mono-sight	40
Red-dot Laser Sight	40
Bio-booster	50
Bio-scanner	50
Concealed Blade	10
Grav Chute	40
Grapnel	30
Infra-red Goggles	30



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