EXPERIMENTAL RULES - NEW GANG

GUILDERS

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Hive Primus alone is richer and more productive than most planets in the Imperium. The Hive is a manufacturing powerhouse. Goods move constantly throughout the Hive. Imports and some raw materials go downwards, other raw material come upwards from Underhive, and manufactured goods travel up into the Spire and off planet. The Merchant Guild controls all traffic between the Houses, and consequently is as populous, wealthy and as important as any of the Noble Houses themselves. The families that comprise the Merchant Guild are called Guilders. Guilders are closely bound people, intensely loyal to their own kind and insular in tradition. They are secretive about many aspects of their dealings and way of life. To other Hivers their style of dress and habits are strange and incomprehensible. Amongst themselves they speak a secret language quite unlike the common tongue of the Hive.

Not all Guilders are equally wealthy and important. The more prosperous families live in the Spire and control trading empires that shift vast cargoes between Hive City and the Noble Houses. At the other end of the spectrum are the lone speculators who trade in the Underhive, ever hopeful of discovering some new load of iron slag or a hoard of archeotech.

These adventurous individuals are often encountered deep in the Hive accompanied by hired guides and mercenaries to protect them from outlaws and mutants. It is these same Guilders that provide Underhivers with the only secure way of storing large quantities of money. This they do by keeping money secure as Guild credit, a form of deposit account that all Guilders honour. Guilders also supply physical currency in the form of Guild bonds and Guild tokens. Bonds are large denominations, oblong chips of ceramite bearing an indelible imprint of value. Smaller token chips are carried as loose change and are used within the settlements as everyday currency. These Guild tokens are often referred to simply as credits.

Guilder gangs make an interesting alternative to the 6 house gangs. They are not Outlaws, but rely on their creds and hired help to survive. For modelers Guilders allows you to customise a gang, with so much hired help no two gang members will be dressed or armed alike. This gives you the opportunity to make a really unique and individual gang.

SPECIAL RULES

LAW ABIDING GANG: Guilder gangs are law abiding and follow all the rules (except where noted below) given for the six standard gangs in the Necromunda Sourcebook.

TERRITORY: Guilders have no territory in

the Hive. They live wherever their business takes them, sometimes basing themselves in the domain of a single House but more often wandering from one place to another. Because of this a Guilder gang may never own any piece of territory. Instead, they base their operations out of the various settlements in the Underhive, which include all manner of warehouses and trade posts. Any territories that a Guilder gang captures must be looted. This represents the gang stripping the site of all valuable commodities that can be sold for creds. In game terms a Guilder gang has no territories, it gains it's income through other means, see below.

INCOME: As they are unable to hold any territory Guilder gangs do not generate income in the same way as other gangs. Instead, Guilders gangs gain cash from investments made by the gangs leader and from money owed to him by various trade partners and the like. The larger and more renown the gang the more contacts and investments it will have to draw on. To determine the income generated by the gang divide the gangs Gang Rating by 10, rounding any fractions down to the nearest whole number. The gang must still spend a proportion of its income on basic necessities such as food, drink, ammunition and general weapons maintenance and so this amount is cross-referenced with the number of models in the gang, using the standard table in the Necromunda Sourcebook, to determine the profit made. This profit is added to the gang's stash.

TRADING: Guilder gangs may only visit Non-Outlaw settlements. They'd be shot if they tried to enter an Outlaw settlement or town.

HATRED: Outlaw gangs hate Guilders because it is the Guilders that exiled them and stop them living free lives. Because of this all Outlaw gangs suffer the effects of Hatred when fighting against a Guilder gang.

HIRED GUNS: Guilder gangs may make use of the following hired guns: Bounty Hunters, Underhive Scum, Ogryn Bodyguards and Assassins.

SCENARIOS: Guilder gangs roll on the standard scenario table like all other non-outlaw gangs.

1 GUILDER

Cost to recruit: 140 credits.

A Guilder is the central figure of the gang. He is an official representative of the Merchants Guild, a powerful and rich man raised to this position through the byzantine inner workings of the Guild. It is he who leads his band of followers around the Underhive, bartering and trading, buying and selling, enforcing Guild law.

If anybody can be said to rule the Underhive then it is the Guild. They allow little to stand in the way of trade, business and profit. Those who break the rules are outlawed, hunted down and killed, either by the Guilders themselves or by gangs employed to do the dirty work.

Those employed by the Guild can expect good pay, and this attracts many hired guns, but should the Guild be crossed they will stop at nothing for revenge. Most Underhivers obey Guild members through fear of the consequences, but few like them.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	4	1	8

Weapons. A Guilder may be given equipment chosen from the Close Combat, Pistol, Basic, Special, and Grenade and Shotgun Shell weapon lists.

Special Rules

PINNING: A Guilder is unlike the rest of the gang in that he can fight efficiently even on his own. He always counts as having a friend within 2", regardless of whether this is the case or not. This means he can always test to avoid being pinned in place.

LEADERSHIP: Any fighters within 6" of a Guilder may use his Leadership characteristic when taking any Leadership test. This benefit applies so long as the Guilder isn't down or broken himself.

TRADER: Guilders are experts at haggling for prices and for securing the best deal for any equipment they purchase or sell. To represent this, a Guilder gang always pays the fixed cost component for rare items that they purchase and may sell second hand

weapons at their full cost (instead of half their cost as is normally the case). In addition a Guilder is always offered D6 items instead of only D3 when he visits the trading post.

DEATH: If a Guilder should die, his debts, accounts and other business arrangements pass to his successor. In this case the Guilders successor will be the fighter in the gang that has the highest total value (cost plus experience). The fighter who succeeds the Guilder will gain his Leadership abilities and his Trader abilities.

0-4 PIT SLAVES

Cost to recruit: 80 credits.

Guilders make wide use of slaves, buying and selling in Necromunda's busy slave markets. From this human livestock the Guild pick the strongest specimens to become pit slaves. Another source of pit slaves is criminals (real or innocent). Individuals can be condemned in Guilder Courts to the pit fights. Those unfortunate enough to face this sentence are surgically altered into monsterous fighting machines, half man, half machine. Those not employed in the fighting arenas serve the Guild as bodyguards and strong arm enforcers.

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

Weapons. A Pit Slave may be given equipment chosen from the Pit Slave, Hand to Hand, Pistol and Grenade and Shotgun Shell weapon lists.

Equipment. A Pit Slave may be equipped with armour plates for 20 creds each.

Special Rules.

Pit Slaves often fashion armour plates for themselves from scrap debris found in the hive bottom. Whilst these give effective protection, they are heavy and cumbersome. A Pit Slave may be protected by up to a maximum of three armour plates, giving him an armour saving throw but reducing his initiative characteristic as shown below.

The initiative modifiers for armour plates will reduce a Pit Slaves initiative to a minimum value of 1.

No. Plates	Armour Save	Initiative Modification
1	6+	0
2	5+	-1
3	4+	-2

Modelling tip: You can use all sorts of industrial bits and plasti-card to represent the extra armour on your pit slave models.

0-2 HEAVIES

Cost to recruit: 60 credits

Heavies are physically fit, heavily built mercenaries, chosen for the task of lugging around heavy weapons. They provide the Guilder gang with heavy fire support against well equipped gangs and Outlaws. Like other gang heavies they will have technical skills to maintain and repair their weapons.

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

Weapons. Heavies may be given equipment chosen from the Hand to Hand, Pistols, Basic, Special, Heavy Weapons and Grenades lists.

MERCENARIES

Cost to recruit: 50 credits.

Mercenaries is catch all term for the hired guns employed by the Guild. Well paid for their services they are experienced, competent men. Some are off worlders, others are former gang members, some are slaves who have proved themselves loyal over long years of service.

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

Weapons. Mercenaries may be given equipment chosen from the Close Combat, Pistol, Basic and Grenade and Shotgun Shell weapon lists.

Special Rules

At least half the gang must be made up of a combination of Mercenaries or Pack Slaves.

PACK SLAVES

Cost to recruit: 25 credits.

Pack slaves are the dregs. The lowest of the low in Underhive society. They are nothing more than human cattle, bought by the Guild and used as workers. There lives are worth very little, and there existence is usually mercifully short.

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

Weapons. Pack Slaves may be given equipment chosen from the Close Combat and Pistol weapon lists.

Special Rules

At least half the gang must be made up of a combination of Pack Slaves or Mercenaries.

WEAPONS

Each fighter you recruit can be armed with one or more of the weapons from the standard weapons list under Gang Recruitment in the Necromunda sourcebook (page 102-103 of the hardback edition). A Heavy can carry only one heavy weapon – eg, he can carry a heavy stubgun or a lascannon, but not both.

He can have any number of other weapons. The model is always assumed to be using the weapons depicted in his hands unless the player declares otherwise. Remember, additional weapons must be identifiable on the model itself.

RECRUITMENT

A Guilder gang is recruited just like any other gang. You have 1000 Guilder creds to spend recruiting and arming your gang.

GAINING EXPERIENCE

Experience Points	Title
0-5	Slave (starting level of Pack Slaves)
6-10	Slave
11-20	Slave
21-30	Mercenary Scum (starting level of Mercenaries and Pit Slaves)
31-40	Mercenary Scum
41-50	Mercenary Scum
51-60	Mercenary Scum
61-80	Mercenary Champion (starting level of Guilders and Heavies)
81-100	Mercenary Champion
101-120	Mercenary Champion
121-140	Mercenary Champion
141-160	Mercenary Champion
161-180	Mercenary Champion
181-200	Mercenary Champion
201-240	Mercenary Hero
241-280	Mercenary Hero
281-320	Mercenary Hero
321-360	Mercenary Hero
361-400	Mercenary Hero
401+	Mighty Hero

Guilder gangs use the Advance Roll table detailed in the Necromunda Sourcebook.

EXPERIENCE

When you recruited a Guilder gang the fighters will already have some experience in how to fight. The level of experience a f he gang. The table below shows how much experience the different types of fighters have to begin with. You should record each fighters Experience Points on your gang roster.

Type	Starting Experience Points
Pack Slave	0
Mercenary	20 + 1D6
Pit Slave	20 + 1D6
Heavy	60 + 1D6
Guilder	60 + 1D6

MAXIMUM STATS

FOR GUILDERS, HEAVIES, MERCENARIES AND PACK SLAVES

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

FOR PIT FIGHTERS

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

ADVANCES

When a Guild ganger gains enough experience to get an Advance, roll on the standard gang Advance Roll Table in the Necromunda sourcebook.

GUILDER SKILL LISTS

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Pack Slaves	Yes-	-	-	Yes	-	-	-
Mercenaries	-	Yes	Yes	-	Yes	-	-
Pit Slaves	-	Yes	Yes	Yes	-	-	-
Heavies	-	-	-	Yes	Yes	-	Yes
Guilder	Yes	Yes	Yes	-	Yes	Yes	-

UNOFFICIAL HOUSE RULES

Just for fun, these are not part of the game system.

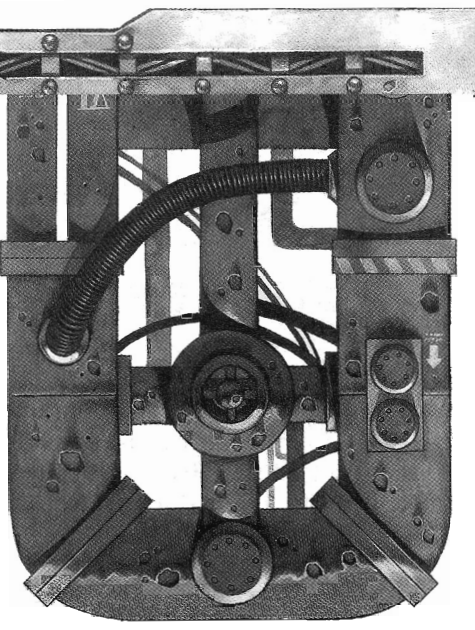
NEW GANGS

Genestealers Cults	Gang War 1
Orks in da Hive	Gang War 2
Ultra-Violent- Vampires	Gang War 3

RULES

House Specialties	Gang War 2
Hive Ken skills	Gang War 4
Trading Skills	Gang War 5

* BitU - Battles in the Underhive



NECRO MAG 1 ERRATTA

GUILDER GANGS

Weapons: Pit Slaves can be armed with weapons of the standard weapons lists in the Necromunda sourcebook and from the Pit Slaves weapons list in Gang War 1.

Maximum Stats: These are wrong on page 30 of Necro Mag 1. They should read:

For Guilders, Heavies, Mercenaries and Pack Slaves

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	6	3	9

For Pit Slaves

M	WS	BS	S	T	W	I	A	Ld
4	6	6	6	6	3	5	1	10

OGRYN BODYGUARDS

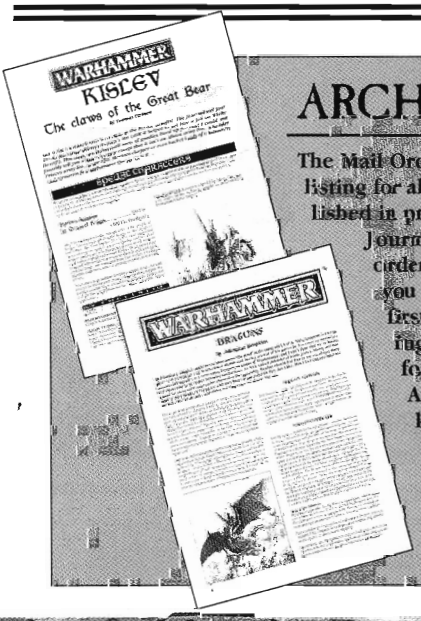
Wounds: The line about Ogryn not having more than 4 wounds should be removed. There is no way for an Ogryn to gain more wounds on the Advance Chart, making the line irrelevant.

INCURSION

Defence Force Costs:

The cost of the troops for the defence force is confusing. The cost is as given plus the cost of the weapons listed below. These should have been listed as

Commissar: + 80 pts for weapons
Troopers: + 25 pts for weapons
Specialists: + 130 pts for grenade launcher
+50 pts for comms link



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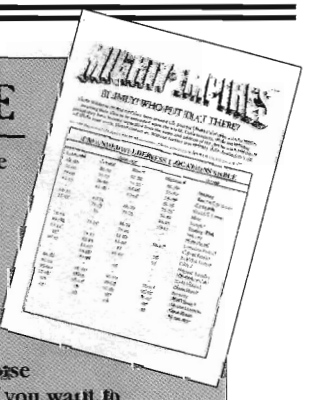
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