

HIRED GUN

OGRYN BODYGUARD

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Ogryns are large brutish creatures, standing some 10 feet tall, and all bone and muscle. Although not common on Necromunda a few Ogryn have found there way into the Underhive, usually bought in from distant slave markets to serve as bodyguards and enforcers. Due to the Ogryns intimidating size, lack of intelligence and love of violence, they are much in demand by wealthier Guilders and Gang Leaders.

Ogryn's are perfectly suited to their role as mercenaries and bodyguards. They lack the mental capability to question any orders, they have a child-like obedience and naturally form strong loyalties to their perceived master or 'boss'. For these reasons Ogryn bodyguards are highly prized, and highly priced by unscrupulous slave traders.

A gang backed by an Ogryn makes a fearsome opponent. Ogryns are rightly renowned as fearsome fighters and an

enraged Ogryn is a terrifying sight to behold.

Ogryn's will happily except most employment, but they will not fight for Scavvies - who they find far too smelly and spooky. Redemptioists will never employ an Ogryn bodyguard as they regard them as dangerous mutants, who should be burnt at the stake. Ratskins, being highly superstitious, will not employ off worlders.

RECRUITING OGRYN BODYGUARDS

If a player wants to hire an Ogryn Bodyguard then he must pay the standard hire fee, which is 50 credits. A gang may only have 1 Ogryn Bodyguard. The profile and skills of the Bodyguard are worked out after they are hired.

For the purposes of working out gang rating an Ogryn has a value of 250 (ie, his hire fee of 50x5).

OGRYN BODYGUARD PROFILE

Ogryn's may have special skills as well as superior characteristics values. This is worked out only after the Ogryn is recruited. The basic profile is given below. In addition to this the Ogryn will have a number of advances as explained below.

M	WS	BS	S	T	W	I	A	Ld
5	3	3	4	5	2	3	1	8

OGRYN BODYGUARD ADVANCES

In addition to his enhanced profile an Ogryn Bodyguard has three further 'advances' which are either additional bonuses to his profile or skills. Roll a D6 three times and consult the Ogryn Advances chart. An Ogryn may not increase any characteristic by more than +2, not increase his wounds beyond 4. If a further increase is rolled then re-roll the result. If you roll the same skill twice then re-roll to get another.

OGRYN ADVANCE CHART

D6 Roll	Advance
1	+1 Weapon Skill
2	+1 Attack
3	Roll a further D6: 1-3: +1 Strength 4-6: +1 Toughness
4-6	Roll a further D6: 1: Hurl Opponent (Muscle skill) 2: True Grit (Ferocity skill) 3: Crushing blow (Muscle skill) 4: Berserk Charge (Ferocity skill) 5: Body Slam (Muscle skill) 6: Nerves of Steel (Ferocity skill)

SPECIAL OGRYN RULES

FEAR

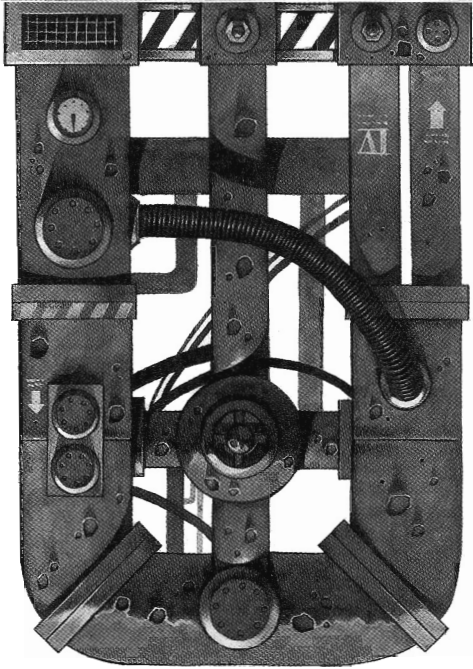
Ogryn's are exceptionally fierce creatures that can rip arms from sockets and crush skulls with a single blow. To represent this. Ogryn's cause fear as described on page 34 of the Necromunda rule book.

FIERCE LOYALTY

Once hired an Ogryn will take his job as bodyguard very seriously. He becomes very loyal to his new boss - the leader of the hiring gang. He follows the boss around everywhere, becomes suspicious of any who approach him and is ready to batter anybody who gets too close if they make a wrong move.

During a game an Ogryn bodyguard must remain within 12" of your gang leader, he just can't let the boss out of his sight. If he is not within 12" the Ogryn will move as fast as he can to get back within 12". If the Ogryn is in close combat, finish the close combat first, but as soon as he has no opponents the Ogryn will set off in search of the boss.

If the gang leader is injured in anyway the Ogryn will take it badly. If your gang leader



is taken down the Ogryn immediately rolls a leadership test. If he passes he keeps his cool. If he fails the test he gets very mad. The Ogryn is now subject to Frenzy. See page 36 of the Necromunda Rulebook for the Frenzy rules.

OGRYN BODYGUARD WEAPONS

Ogryn's just ain't that bright, and most weapons are too complex and too small for their large fists. Ogryn's cannot buy any other weapons.

Ogryn's are armed with the following:

Massive Axe, Sword, Club or Mace.

For an extra 30 credits an Ogryn can swap his massive axe, sword etc for a Ripper Gun.



A weapon specially designed for Ogryn's, Ripper guns are brutally effective at short range. Only Ogryn's have the strength and large hands required to use a Ripper Gun.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save Mod.	Ammo Roll	Special
0-4	4-8	+2	-1	4	1	-	4+	Sus' Fire 2 dice