

Brutes and Bullies (Ogryn gangs)

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Ogryns are not completely unheard of in the hive. Typically housed by house Goliath, they are admired for their brute strength and ability to suffer tremendous amounts of pain, which would otherwise cripple a man. Their kind is uncommon in the hive but certainly is not unheard of.

Ogryns are mainly known for being hired guns but they also band together in small gangs. Most are untrusting of Ogryns and so are all too often seen more and brutes and bullies using their sheer size and mass to strike fear into the hearts of their victims.

Outlaws

Ogryns, despite the distrustful name they acquire for themselves are not outlaws but may become outlaws through the normal means.

Despite their size ogryns have learnt to live on very little, they are able to eat minimal amounts of food while still maintaining their size. If outlawed, they only require 3 credits each to avoid starvation, though due to their size, most things they would be able to find, can see or hear them coming, so they incur a -1 to scavenge rolls.

Capture

Hunted for several years and slaves for several more; believed to be mutated from the human genome. But have since had the exterminatus warrant lifted from their species. Still yet today they are haunted by the savagery and brutality dealt to them many centuries ago. As a result they wish never to allow such a damning existence upon anyone else. Ogryns will release any captured fighters that are law abiding to their gangs but will keep any wargear they had with them at the time. If it's an outlaw gang they will claim the usual bounty.

Ogryns are severely loyal to their comrades, this is namely because there are so few of them left. If an ogryn is ever captured they will always mount a rescue, and the entire gang will participate in the scenario, not just a small number.

Territories

Ogryns always start with a drinking hole.

Ogryns aren't smart enough to learn how to work the territories they possess so instead take more to bullying the occupants for "protection" money, hence why they are known as brutes and bullies to occupants in the hive. Provided ogryn gangs remain law abiding they are still able to control multiple territories, although only bullgryns can work territories.

Only bullies can use vents and tunnels, their larger counterparts are too big to fit in the tunnels or vents.

Hired Guns

Ogryns are not restricted for any hired guns though but if they are outlawed they cannot hire bounty hunters for obvious reasons.

Challenges

Despite their brutality ogryns are not prone to challenging for leadership. If an ogryns leadership gets high enough for a gang member to challenge the leader, the new leader is appointed without conflict.

Due to their scarcity ogryns have learnt to deal with much less brutal exchanges when it comes to disputes in leadership.

Wargear

Ogryns can use any wargear with exception to all basic, pistols, special and heavy weapons. They are only able to use shooting options in their own wargear list, though they may use ammo types or similar variants of the same weapons such as one in a million weapons, and other similar counterparts of duplicate weapons they already have access too, they may also have grenades.

All rare trade wargear options acquired from rare trade; cost ogryns x1.5 credits to purchase, due to the larger size and often custom made items appropriate to their needs. Only use the normal base cost of the rare item value to add to the gang rating.

Ogryn basic weapons, ogryn grenades and slab shields that are captured require strength of 5 to be wielded effectively. Most ogryn weapons are built for ogryns but don't handle so well for smaller kin. Only bullies may use hand flamers, Bullgryn hands are too large use them.

Ogryns struggle to read, most ogryns are only able to count to the number of fingers they currently have (left), ogryns cannot use Ratskin maps.

Durability

Ogryn metabolism and their ability to overcome pain is paramount to that of humans. All ogryns are able to reroll serious injury results; the second roll stands even if it's worse than the first. This rule does not occur if the ogryn is starving.

Skills

Ogryns are incapable of understanding technological and/or complex machinery. Ogryns cannot gain techno skills.

Independent

Ogryns are used to working alone. Ogryns can always escape from pinning early. They never need to have a friendly model within 2" at the start of their movement phase.

Big, Brutish and Scary

Bullgryns and brutes are large targets and cause *fear*.

All ogryns are so big and brutish that even some beasts of the dark won't go near them. The monster will never attack Ogryns in the scavenger scenario. Additionally they are immune to any treacherous conditions that are animal or insect based (swarms).

Bullies that gain 41 experience become bullgryns and gain +1M, +1T, are large targets, and now cause *fear* (this counts as their upgrade for this experience level).

NECROMUNDA

Starting the Gang

Ogryn gangs must contain no less than 2 models.

You must have one brute and any amount bullgryns; you may not have more bullies than bullgryns.

1 Brute 240 credits XP: 80 +d6

M	WS	BS	S	T	W	I	A	LD
6	4	3	4	4	3	3	1	7

Equipment: pistol, basic, combat, armour, grenades and ammo and extras list found in the normal house list of common items.

Leader: Any friendly model within 6" may use the brutes LD in lieu of their own.

1+ Bullgryns 190 credits XP: 40 +d6

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

Equipment: pistol, basic, combat, armour, grenades and ammo, and extras list found in the normal house list of common items.

Bullies 90 credits XP: 0

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

Equipment: pistol, combat, and extras list found in the normal house list of common items.

Equipment

Pistols Cost

stub gun	10
Hand Flamer	20

Basic Cost

0-1 Grenadier Gauntlet	70
0-1 Heavy Stubber	120
Ripper gun	45
Shotgun (scatter + solid)	20

Close Combat Cost

Knife	free/5
club/maul	10
chain or flail	10
massive axe, sword or club	15
Sword	15

Grenades Cost

frag grenades*	40
krak grenades*	60
Dum-Dum	5
Man stoppers	5

*refer opposite for ogryn grenades

Armour Cost

Slab Shield	60
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Wargear

Armour

Weapon	Range	S	Dam	Mod	Special
Slab Shield	combat	User	1	-	refer below

Slab shields offer +2 to armour to the front arc and +1to saves in combat. It also offers the ability to parry.

*Ogryn Grenades

Weapon	Range	S	Dam	Mod	Ammo	Special
Frag	Str x3	4	1	-2	6+	gas blast

Weapon	Range	S	Dam	Mod	Ammo	Special
Kraks	Str x3	6	d6	-3	6+	small blast

Basic Weapons:

Weapon	S	L	S	L	S	Dam	Mod	Ammo
Grenadier Gauntlet	14	28	-	-1	-	-	-	6+

The gauntlet can be used as a club even if it has ran out of ammo, for all purposes treat the gauntlet as a grenade launcher, but may only be used to fire ogryn grenades list above.

Weapon	S	L	S	L	S	Dam	Mod	Ammo	Spec
Ripper Gun	6	12	+2	-1	4	1	-1	4+	2SF

A ripper gun may be used as a club even it has run out of ammo.

Experience

Ogryns use the normal rules for advancement.

Max Stats

M	WS	BS	S	T	W	I	A	LD
6	6	5	5	5	5	5	4	8

Skills

Unit	Agility	combat	ferocity	muscle	shooting	stealth
Brute	-	X	X	X	-	-
Bullgryn	-	-	X	X	-	-
Bully	-	-	-	X	-	-