

SURVIVING DYSTOPIA

Rules develop by Santos as an alternate to standard gang formation.

Everything here is a direct quote, no modification.

SURVIVING DYSTOPIA -adding an extra level of RPG to campaigns.

One of the main criticisms of the necromunda Houses in ORB was that there was little variation in overall game play between them. (Good in a way a to ensure balance). Its probably why the house weapons list eventually came into play. (which i firmly believe was decided purely on the miniture range rather than any balanced playtesting)

Rather than take this approach to establish variety between the Houses and even gangs of the same house, i propose adding a more RPG-style to starting a gang. For those of us who remember Necromundas grandfather of GW's Confrontation this probably has more appeal.

The basic ganger statline is based around 2nd ed W40k base human, in later additions this became an average 'trained' human and the rabble of conscripts and hive militia dropped in fighting skill with a WS/BS of 2. This in many ways is perfect for inexperienced green recruits whos shooting and fighting prowess may be more of an emotional thing than any real martial training and ability. A classic example is the present day gangsters holding their pistols sideways.

The following campaing rules are suggestion for spicing up house gang lists so that player truly have to nurse the strength and weakness of its individuals of their gang to achieve hive supremacy. Injuries can create both handicaps like limp legs or boons with impressive scars but statistically with 'full recovery result' and re-rolling 'Dead' you have a good chance of members coming out relatively unscathed.

Natural Born Leader *

He was different to those House trained,sponsored up-hive up-starts.He possesed skills that only could be learnt from the hard lessons of the merciless underhive. Mistakes of a defunct gang forming the basis of his education.

Starting Exp = 60 + d6

Uses leader rule set .

Start with Standard Ganger stats +1 Ld

- Make 4 rolls on advancement table
- Add D3-1 injures (d4 -2 alternatively)

OR

Start with Standard Juve stats +2 Ld

- Make 6 rolls on the advancement table
- D3 injuries (alternatively d4)

Cannot have more than three starting skills.

Reroll-Specialist skill

Injuries:

Re-roll all dead, captured and 2nd blinded eye results.

Lost fingers: If the unfortunate soul has lost more than 6 fingers (ie two hands) than he/she may be fitted with one bionic hand for 50 creds. This must be purchased immediately to represent prior surgery and can not be purchased at a later date.

Bitter Emnity

D6 random house 1 delaque 2 cawdor 3 orlock 4 goliath 5 van saar 6 escher (own house reroll)

---Example Leaders

I got some dice and randomaly generated two examples, the results themselves inspired the fluff.

The heavily scarred Orlock didn't even bother meeting the challengings stares at the entrance as he pushed his way into the house sponsored drinking hole. If they didn't know who he was they soon will. As if on cue a local juve burst through the front doors. "Theres a new notice at the trading post! Some profesional ex-pit fighter is recruiting for a new gang! The sign says meet here..." The juves voice trailed off when he saw him. As one the whole damn drinking hole turned to look at the Orlock. Now was the time to meet the gazes. His one good eye sweeping the room. Some stared stoney eyed back, most flinched and looked elsewhere. One playing cards chucked in his hand and stood up and walked over to the Orlock. "You the one hiring?" he demanded gruffly. The heavily scared orlock gave only the slightest nod. "Great, the name's Jaw. If you got enough to cover my debt plus some for ammo i'm in." Others gaves looks of interest. Excellent . Now all the scarred Orlock had to do was wait.

Initial roll

M W B S T W I A Ld

4 4 3 4 3 1 4 1 8

Injuries:

-Multiple (Blinded in one eye, Impressive scars)

final result: EXP 63

M W B S T W I A Ld

4 4 2 4 3 1 4 1 9

Young Eke had cunning. The sort of cunning that would ensure a van saar juve in pay of Delaque a prosperous future or a brutal ending. The latter nearly came when he was double-crossed. A hunted man his estranged van saar uncle offered him sanctuary in his workshops uphive. Years have passed since that incedent. Now that same Young Eke is Ol' Eke, the leader of Night Banes, His bitter emnity fueling his moniker, the Bane of Delaque.

Initial roll

M W B S T W I A Ld

4 3 4 4 3 1 4 1 9

Injuries:

-Survive against the odds

-Bitter emnity Delaque

-Old Battle wound

final result: EXP 68

M W B S T W I A Ld

4 3 4 4 3 1 4 1 9

The Odds Are Against Them

The underhivers are a mixed bunch, green hivers trying out as a fresh start, locally born house scum protecting their interests and countless fugitives with new identities. Its a frontier where everybody with a gun fancies themselves the next gangland hero rising to fame and riches. Few ever make it big in the underhives, most just manage to scratch out a living and sometimes it just swallows them whole never to be heard of again.

Start with the standard Juve profile for all its hired members to represent the varied nature of the green recruits, *the gang still has to conform to the usual recruitment rules such as min 3 members, max 2 heavies and no more than half its member of juves.*

Gangers

Starting Exp 20 + d6

- Start with the Standard Juve profile + 1 Ld

- d3 -1 (or d3-2 injuries)

- Make 3 rolls on advancement table

Heavies

Starting Exp 60 + d6

- Start with Standard Juve profile +1 Ld

- d3 -1 (or d3-2 injuries)

- Make 3 rolls on advancement table

Injuries are resolved in the same maner as described in *Natural Born Leader*

New members:**

In post battle sequence you may hire new gang members as normal. You must commit to hiring the new gang member before generating their profile. Injuries are so common in the underhive it wont dissuade leaders from desperately hiring who is available at the time.

Power to the People *(variation)**

Gangs are constantly formed and disbanded with the good or ill fortunes of the underhive. There

always seems to be someone new recruiting on the scene. New gangs can include grizzled career types but most of them consist of green upstarts who dreams of glory.

Gang forms together (recruits gangers) like 'The Odds Are Against Them'. Before equipping them they nominate a leader out of the generated (and paid) gangers. He gets all the usual leader rules. (you can not select heavies) The group must sponsor (pay) the additional 70 creds representing extra house dojo training undertaken and vote of confidence which gives the nominated leader 4 more advance rolls.

DESIGNER NOTES

* Natural Born Leader was originally a stand alone idea to make leaders in standard gangs colourful and less cookie cutter in nature. As Leadership and Initiative are 7 on the advancement tables you have a high probability of rolling them frequently anyway, and after the first Ld increase all rolls of 7 = 1 anyway.

** Its also possible to do a mix recruiting with this system by giving the option of a standard stat gangers for 50 creds or a generated 'hivescum' who comes with the unloved stubgun for free to boost appeal/offset inherit risks. If not mixing this is unnecessary as gangers are usually picked over juves to work territories or to comply with the max 50% juve rule. You also have guaranteed min Ld 7 which juves may not achieve!

***This gives a safer bell curve for leader creation but the extra starting Ld is not guaranteed unlike Natural Born Leader creating interesting spinoffs possibility of infighting etc.