

Quick and Dirty Xenos for Necromunda

Necromunda, as it stands, is a wonderfully diverse and detailed set of rules, and it can easily be argued that it does not need any new material, or that adding “aliens” detracts from the setting and background. But for many players, especially new players accustomed to the wider assortment of aliens and renegades presented in the Warhammer 40K universe, the Underhive can seem a little bland. That and some of us old timers would love an excuse to use our Squats!

It is already possible to use Xenos in a “Counts-as” manner without much trouble. I think the experienced player has already seen plenty of “Counts-as Goliath” Ork Gangs and “Counts-as Escher” Eldar. These rules have been written to give those “Counts as” gangs a little more depth and distinction, but without going all the way to the point of writing a whole new rulebook. That’s already been done, and by much better gamers and writers than me. (Hats off to Inquisimunda, Gangs of Nu Ork, and others). It is hoped that this all-in-one “blanket” approach can make it simple and easy to bring the rich and evocative background of the 40K universe into an existing Necromunda campaign without burying it in a lot of special rules.

These rules have been written with the Necromunda Community Edition in mind.

A note on WYSIWYG (What You See Is What Your Get) and the “all weapons and equipment must be visibly modeled on the figure” principles: Gangs created with these rules will obviously take certain liberties. It is hoped that after 20 years of playing Necromunda we are all grown up enough to handle some imaginative interpretation. “The Shuriken catapults count as Autosluggers.” and other similar substitutions are inevitable following these rules.

Creating a Xenos Gang

Xenos Cost Modifier

Start with an existing gang, be it a standard House gang, or one of the more exotic Outlander gangs. Add the Xenos cost modifier to each model’s recruitment cost. This modifier will vary depending on the type of model. All members of the gang must be the same race. No mixing and matching is allowed.

As many Outlaw gangs do not have “gangers” as such, use the following guide when when paying the Xenos points modifier.

Scavies

Plauge Zombie=Juve (why not?) Scavy=Ganger Scaly=Heavy

Scavvy Boss=Leader

Redemptionists

Novice=Juve Brother=Ganger Deacon/Zealot=Heavy Redemptor Priest=Leader

Ratskin Renegades

Brave=Juve Ratskin=Ganger Shaman/Totem Warrior=Heavy Chief=Leader

Pit Slaves

Pit Slave/ Pit Fighter=Ganger Techno=Heavy Chief=Leader

Spyers

As Spyer gangs are so specialized and already possess so many special rules, you won't be able to modify Spyer gangs with these rules. With a little imagination it is easy enough to use Spyer's existing rules to account for all sorts of alien equipment and abilities. Eldar "Howling Jakarta", Genestealer "Malcadon", spring to mind.

Statistic Modifier

Using the gang's standard statistics as your baseline, modify all members of the Xenos gang. Typically each Xenos species has a +1 bonus and a -1 penalty to 2 respective statistics. These modifiers affect the fighter's maximum characteristic value. A Squat "Van Saar" fighter would have a maximum Toughness value of 5. A Squat Pit Slave's would be 6!

Special Rules

Xenos often have abilities that can't quite be captured by a mere change to their base statistics. You'll find a description of any special rules here.

Xenos Weapon Rules

Instead of trying to create yet another list of special race-specific equipment, just use the weapons and equipment for whatever type of gang you are basing your Xenos gang from. These rules make a general attempt to modify the weapons and equipment in a general fashion to make them more consistent and similar to specific items in the greater realm of the 40K universe. There is no cost for this option and it will affect all

items of the described type purchased by your gang. It is assumed they have off-world connections, or access to manufacturing that meets their specifications. You won't find "Pulse Rifles" here. But there will be an option that makes a weapon purchased from the normal Necromunda equipment lists a "Pulse" version of that weapon. It's up to the players to come up with reasons as to why it is a bit different than this year's edition of 40K's Pulse Rifle. Necromunda players are nothing if not imaginative, and this is usually not a problem and can make for a unique bit of backstory.

Xenos weapons and other gangs

It is possible for a gang to acquire gear and weapons from another gang by capturing enemy gangers or getting them as part of a ransom deal. Xenos weapons used by gangs of different species lose their Xenos rules. Other gear works fine, with the exception of Flak, Mesh and Carapace armor. It is assumed that Gangers are clever enough to pull the trigger on a Xenos gun, but the fancy settings are beyond them, or have to make do with ammunition cobbled together locally. Armor simply does not fit. (Dang skinny Panzees!) Standard "human" weapons acquired by Xenos gangs likewise do not gain the Xenos weapon rules or options. They can still be used, but make a note your gang roster that there is nothing unique about it. "Human" armor likewise, does not fit Xenos either. "Oi! Stoopid weedy 'oomies!"

Rare Trade options

And again instead of trying to create exhaustive and exhausting lists of special rare items, some races have options to purchase specific items from the existing Rare Trade Charts that match the background and character of their species. "House" Xenos gangs may purchase items from their races' rare trade options even if those items are from the Outlaw trade chart and vice-versa. Again, it is assumed they have off-world connections, or access to manufacturing that meets their specifications. It's up to the players to come up with some unique backstory. Is your gang the survivors of a marooned Tau expeditionary force? Perhaps, they are a band of Dark Eldar Haemoculi, scouring the Ash Wastes for a lost artifact?

It's hoped that with a few minimal changes it will be possible to add the flavor and diversity of the greater 40K universe to nightmarish world that is Necromunda, or any other hiveworld/ wasteland/ backwater star-port in the Galaxy. .

Hired Guns

Any hired guns recruited by a Xenos Gang are unchanged. There is nothing stopping a

player from using Xenos models to represent a Hired Gun. In fact, it is an interesting way to represent the Hired Gun's special abilities and enhanced characteristics.

The five races presented here are Orks, Tau, Eldar, Dark Eldar, Squats and Kroot. This is hardly an exhaustive list of the creatures battling in the 41st millennium, but these are the ones that are the most "human-like" and can be adapted with a minimum of stat changes and special rules. Necrons, Gretchin, Tyranids, Ogryn Ratlings, and naturally Genstealer and Chaos Cults (have I missed anyone) are still being mulled over and any suggestions would be appreciated!

Orks

They are mean, they are green and they are everywhere. Orks are the perennial barbarians at the gates of the 41st millennium. Where ever you find conflict, destruction, cheap booze and bad hygiene, you will find Orks.

Xenos Cost Modifier- Juve +5 pts/ Ganger +10 pts /Heavy +10 pts /Leader+15 pts

Statistic Modifier Toughness +1 Initiative -1

Special Model Rules- Ere we go!!/Mob rule/Waaaagh!

While hardly fearless or disciplined, Orks are bloodthirsty, reckless and hate to show weakness in front of their mates. Orks receive a +2 bonus to Initiative when testing to escape pinning early.

Xenos Weapon rules

None

Rare Trade Options

Any Ork ganger sent to search for rare trade items may replace his result with any weapon from the Power weapon section or a Drum Magazine, but must pay the maximum rarity cost for the item.

Tau

A young species on the Galactic stage, the Tau are rapidly expanding their influence in all areas of the Galaxy. This expansion, fueled by their disciplined and methodical philosophy of “The Greater Good” has made Tau explorers, traders, and soldiers visible in many areas of the Galaxy, especially those areas outside the direct influence of the Imperium of Man.

Xenos Cost Modifier Juve +10 Ganger +20 Heavy +30 Leader +30

Xenos Statistic Modifiers Leadership +1 Weapon Skill -1

Special Model Rules- None

Xenos Weapon Rules-

High tech weaponry

Any pistol, basic, special or heavy weapon purchased by a Tau gang from that gang’s Weapon List, gains either the Pulse special rule or the Rail special rule. Choose one upon purchase and make a note on the roster. This option may not be changed later.

Pulse- The weapon gains a +1 Strength at Short Range

Rail- The weapon gains a +1 Strength at Long Range

Note that neither option affects the weapon’s armor save modifier in any way.

Rare trade options

Any Tau ganger sent to search for rare trade items may replace his result with any item from the Armor section of the Rare Trade Chart, but must pay the maximum rarity cost for the item. Alternately, the ganger may replace his result with any item from the grenades section, but must pay double the basic cost and pay the maximum rarity cost on top of that.

Eldar

The Eldar are an ancient species. Once they ruled the Galaxy, now they mostly mope about and play the part of mournful-prince-in-exile. But it cannot be denied that despite their preoccupation with big helmets and ponytails, their speed coupled with their high technology make them deadly warriors.

Xenos Cost Modifier Juve +15 Ganger +25 Heavy +30 Leader +30

Xenos Statsitic Modifiers

Movement +1

Strength/Toughness – May not be raised by experience advances. Re-roll any S/T advances until you get an applicable advance.

Model Special Rules- none

Xenos Weapon Rules

Elegant- All Eldar hand to hand weapons asides from the fighter's initial free knife, gain a parry.

Bladestorm/Lance-

Any pistol, basic, special or heavy weapon purchased by an Eldar gang from that gang's Weapon List gains either the Bladestorm special rule or the Lance special rule. Choose one upon purchase and make a note on the gang roster. This option may not be changed later.

Bladestorm-

Be it from a shower of whirling shurikens, a withering onslaught of laser beams, or a blast of churning monofilament wire, these weapons reduce the target's cover bonus by 1 if the target is in the weapon's short range.

Lance-

Be it a focused energy beam or a sniper's unerring accuracy, these weapons reduce the target's armor save by an additional -1 modifier if the target is in the weapon's long range.

Eldar grenades and Template weapons ignore the range stipulation of Bladestorm and Lance.

Rare Trade Options

Any Eldar ganger sent to search for rare trade items may replace his result with a roll on the Archeotech chart, for 60 credits.

Dark Eldar

Creepy, nasty relatives of the Eldar, the Dark Eldar are a race of raiders, slavers and all around villians. Dark Eldar gangs live for thrills, kills and creative anarchy.

Xenos Cost Modifier Juve +15 Ganger +25 Heavy +30 Leader +30

Xenos Statsitic Modifiers

Movement +1

Strength/Toughness – May not be raised by experience advances. Re-roll any S/T advances until you get an applicable advance.

Model Special Rules-

Power from Pain

Murder fuels the vampiric life force of Dark Eldar fighters. If a Dark Eldar fighter inflicts an unsaved wounding hit on an enemy and that wound takes the enemy OOA, the Dark Eldar fighter will receive power from his victims suffering. Muhahaha!

Each OOA enemy is worth one “point” to the Dark Eldar fighter. Each point must be immediately used to first cancel the effects of any flesh wounds suffered by the Dark Eldar fighter. One point cancels one -1WS/BS penalty. Should the fighter not be suffering any flesh wounds, the points must be used to restore lost Wounds. Should the fighter be at his full Wounds characteristic, one and only one point may be used to temporarily add one and only one wound to the fighter’s profile. This extra wound is erased after the game is finished. Excess points may not be saved to be used in later phases or turns.

Xenos Weapon Rules

Wicked- All Eldar hand to hand weapons asides from the fighter’s initial free knife, gain a parry.

Rare Trade Options

Any Dark Eldar ganger sent to search for rare trade items may replace his result with a single dose of Kalma, Slaughter or Spur but must pay the maximum rarity cost for the item. Dark Eldar are not very good customers, (they tend to kidnap and torture their dealers for fun....) so drugs bought in this manner do not count as finding a fixer. If bought in the normal manner from the Outlaw Trade Chart, treat as normal.

Alternately, any Dark Eldar ganger sent to search for rare trade items may replace his result with a roll on the Archeotech chart, for 60 credits. Dark Eldar have access to mysterious technology like Eldar, though a Dark Eldar version invariably has more spikes and involves somebody losing bodily fluids in some manner.

Squats

Try as hard as it might, the Galaxy (and Games Workshop) has not managed to exterminate the taciturn warriors, miners and engineers of the Squat race. The harsh gravity and inhospitable atmosphere of many worlds have forged the descendants of the original Terran pioneers into a tougher species. These cousins of Man can be found in all corners of the Galaxy, trading, mining, fighting and drinking. They may not be sprinters, but they are tough as they come. Tell short jokes at your own peril.

Xenos Cost Modifier Juve +5 Ganger +10 Heavy +15 Leader +15

Xenos Statistic Modifier Toughness +1 Movement -1

Special Model Rules

Steady-

Squats are slow, but stronger than their short frames would suggest. Squat models suffer no penalty from carrying Heavy equipment. Nor do they suffer any Initiative penalties from any armor or using any equipment. The Steady rule has no effect on equipment that lowers Initiative to a set value (ie. Lobohips). A Squat can put on a suit of Carapace, grab a Heavy Bolter, down a bottle of Wildsnake and be feeling mighty, mighty fine!

Rare Trade Options

Squats are a technologically proficient race. Any Squat ganger sent to search for rare trade items may re-roll his result but must pay the maximum rarity cost for the item if it is bought.

Krooooooot

The Kroot are a rightly feared and respected race of hunters and mercenaries. On top of being strong, fast and deadly, the Kroot species have the frightening ability to “know the enemy” by eating them.....

Xenos Cost Modifier Juve +15 Ganger +25 Heavy +25 Leader +25

Xenos Statistic Modifier Strength +1

Xenos Special Rules

You are what you eat

Any Kroot who takes an already down enemy model OOA with a melee attack gain +5 XP. Usually, models do not, gain xp for this, but the adaptive Kroot take a little nibble or lick an eyeball, and learn something by ingesting the enemy's DNA. Captives who are not rescued or ransomed or sold to the Guilders provide +5 xp to all members of the gang. Potluck!

Xenos Weapon Rules

Combat blades- Kroot warriors often attach some sort of bayonet (or two!) to their weapons and pride themselves in their use. All Kroot basic and special weapons may be used in close combat using the profile below. The Kroot's gun becomes a vicious double bladed staff! Even weapons that have failed an ammo test can be wielded this way, but exploded weapons may not.

Kroot Combat Blades

<u>Range</u>	<u>Strength</u>	<u>Damage</u>	<u>Save Mod.</u>
Close Combat	As user	1	-

Parry Kroot fighters with Combat Blades are able to parry as described in the game rules.

Two-handed- It requires two hands to fight with Combat Blades, so they can never be used together with another weapon.

Extra attack die- Kroot fighters using Combat Blades gain one extra Attack die.

. Should the Kroot be carrying a Heavy Weapon, the warrior's basic and special weapons lose this ability.

Rare Trade Options

None

Notes and comments on Gang types

Redemptionists-

"Burn the Witch! Burn the Heretic! Burn the....uh....Alien?...." A bit of creative interpretation is required here. Human beings are not alone in their prejudices, fears and delight in playing with flammable materials. You may have to replace "Die in the Emperor's Name!" With "Blood for the Blood God!" or the somewhat less catchy "Our Greater Good is Better than Your Greater Good!" though. The Redeem rule, could count for alien mind-control powers (Genestealer Cults?) as conventional brainwashing/indoctrination. Redemptionists can make an intriguing foundation for a Xenos gang.

Chaos

It could be possible to approximate the various flavors of Chaos using these rules. The Dark Eldar rules have a vaguely Slanneshi feel to them. A Squat's Toughness and less than sprinter's gait, could equate the Mark of Nurgle is another example.

In conclusion, it is hoped that with these rules, some creative interpretation, and a bit of humor, Necromunda players can create any Xenos themed gang they can imagine. Bringing a bit of the diversity of the wider 40K universe is an interesting way for experienced players to try something new, or an excuse to dust off those old RogueTrader era Eldar pirate figures. It is also a good way to bring new blood to the Hive. Many of the current generation of 40K players have never heard of the Necromunda game.. So giving them the option of using models they are familiar with and rules that approximate what they like about their chosen army is a good way to ease them into the dark, claustrophobic, gritty anarchy of the Underhive.