

LEADERSHIP CHALLENGES

Rules for gang members to dispute the leadership of a gang were first introduced in the Outlanders supplement. This article seeks to update those rules to conform with the Community Edition ruleset.

During a campaign it is possible for gang members to end up with a higher Leadership characteristic than the Gang Leader. Naturally this will cause friction within the gang as the upcoming fighter begins to win support from the other gang fighters as he always seems to have the best ideas and the smartest plans.

The gang risks being irrevocably split if it has to fight while leadership is uncertain – the fighters will not know who to follow and risk arguing amongst themselves at the worst possible time. This will soon bring about a leadership dispute as the old leader strives to keep the gang together and confronts his potential usurper, or else the young blood makes his play for leadership challenging the old leader for his position.

If a Ganger gains a Leadership characteristic experience advance then he will spark a leadership challenge if the advance takes him above the Gang Leader's Leadership, or his Leadership was already greater than the leader's. Roll a D6 to determine the outcome of the dispute. Note the roll is made after all the gang's serious injuries and Experience advances are rolled, but before income and other post game actions are worked out.

D6	Result
1-2	Both contenders must fight it out in hand-to-hand combat. They may only use a knife and cannot wear armour or make use of any other equipment except bionic implants. The contest must be actually fought out as a hand-to-hand combat where neither count as charging.
3-4	The matter is resolved as a shoot-out between the two rivals. Both contenders are armed with the weapons and equipment they fought with that game. The contest is fought following the Shoot Out scenario rules.
5-6	Through loyalty, or cowardice, the potential usurper refuses to issue a leadership challenge. He may still issue a challenge in the future if he gains a further Leadership experience advance.

In the case of a dispute the Gang Leader's actions are controlled by the owning player, while another player controls the challenger. The first contender to go down or out of action is the loser. If both fighters go down or out of action at the same time then the current Gang Leader wins. The usual scenario Experience awards are ignored, but the winner does gain +10 Experience points. For purposes of going out of action and serious injuries the usual scenario rules apply. Captured and Bitter Enmity injuries are treated as a Full Recovery.

Van Saar gangs treat rolls of 1-2 as 3-4 instead. Goliath, Pit Slaves and Ratskin Renegades treat rolls of 3-4 as 1-2. Redemptionists treat all rolls as 5-6. Scavvies re-roll 5-6 results.

Defeated Usurpers

If the challenging Ganger is defeated then he can be dealt with as the leader sees fit. You can either choose for the Ganger to retain his position in the gang, or he is treated as a captured fighter. This means for example he can be sold to slavers or sent to toil in Mine Workings. This decision must be made immediately after the contest is over.

Ousted Leader

If the Ganger defeats the leader then he replaces him as new leader of the gang gaining all of the usual rules associated with a Gang Leader. For example, he will gain the Leader special rule and access to new skill tables. Roll a D6 to determine the ousted leader's reaction.

D6	Result
1	The ousted leader slinks away from the gang together with his equipment and disappears forever into the gloom of the Underhive depths.
2-3	The embittered old leader deserts the gang together with his equipment and becomes a Hired Gun. His hire fee is one fourth (25%) of his total Experience Points. Any gang except his old gang may hire him following the usual rules.
4-6	The ousted leader accepts he has been beaten by the better man. He loses all of the usual rules associated with being a Gang Leader but remains with the gang counting as a Ganger. He is then dealt with as the new leader sees fit following the defeated usurpers rule.

