



Get Yer Motor Runnin'

Biker Gangs in Necromunda

by Isaac Tobin

(With a little help from Tjeepke Heerinja, Edwin Voskamp's Internet Mailing list and those kind enough to give some some feedback.)

Isaac, who's a regular contributor to the Journal, is a seventeen year old High School Senior in Honolulu, Hawaii (*GIT! – Ed*) and has been playing games since he was nine. He's a fanatical Warhammer 40,000 player with sizeable armies of Space Marines, Tyranids and Imperial Guard and also fields Redemptionists in Necromunda, the 'Pasty Boyz' in GorkaMorka and Imperial Space Marines in Epic 40K.

A while ago, Isaac was sitting watching the ultra-cool Japanese, Manga action-animation, Akira, when in a blinding moment of clarity it came to him – he needed some popcorn to go with the movie! A short while later, when it had all sunk in, he was inspired to write and playtest an article for bad-ass outlaw bikers in Necromunda (*God help us if he watches anything like 'Wicked City' then! – Ed*)

OVERVIEW

The Underhive is a very strange place, with a bizarre mix of extremely advanced technology, primitive crossbows, and stone-age clubs. None of this technology was invented, all was imported from the rest of the Imperium. There are almost no means of transportation in the Underhive besides walking on foot (or being carried by your slaves). However, some unhinged individuals adapt old civilian bikes, or create new motorcycles from spare scrap metal.

Only a few of the UnderHivers have the technical expertise to maintain these bikes, and fewer still are crazy enough, or stupid enough to ride these bikes.

Any gang type from any house may use bikes (except for Ratskins and Scavvies). Only Heavies may ride bikes, because they are the only ones with the mechanical expertise. Any Heavy may instead of buying a Heavy or Special Weapon buy a bike to ride on. A bike costs 120 points, and are not rare.

There are some who are even crazier. These speed-crazed outcasts of House gangs band together, forming gangs of Outlaw Bikers. These outlaws live nomadic lives, wandering from one outlaw trading post to the next, looting and pillaging on the way. The rules for

Outlaw Biker Gangs can be found at the end of this article.

Bikes have the following starting profile:

BIKE.....120 Creds

M	T	W	SAVE
8	5	2	5+

MOVEMENT

The bike and rider are treated as one model for the purposes of movement. Bikes do not move normally – they do not charge or run either. Instead bikes move at three speeds. At the beginning of each turn you must declare what speed your bikes will be moving at (note that you can change from any speed to any speed – Necromundan bikers are very experienced):

Slow Speed: The bike moves normally, up to its M value. The bike may make up to four 90 degree turns (or eight 45 degree turns if you like). The rider may shoot any pistol weapons, or throw any grenades normally. He may also fight in hand-to-hand normally.

Cruisin': The bike moves up to twice its move (usually 16 inches). The bike may make up to three 45 degree turns. Any models shooting at the bike have a -1 to hit modifier.

The rider may shoot any pistols, throw grenades at a -1 to hit modifier, and engage in hth normally, except he adds +1 to his Str if he using a hand weapon (NOT a pistol).

Fast: The bike may move up to three times its move (usually 24 inches), but it may only make a single 45 degree turn. Any models firing at the bike are at -2 to hit. The biker may shoot pistols, at -1 to hit. He may fight in Hand-to-Hand, in which case he adds +1 to his WS, and +2 to his Str.

Skid Turns: Bikers are highly skilled with their bikes, and are able to make daring high-speed manoeuvres. Skid turns are one such manoeuvre – the biker leans over while turning the bike, spinning the whole bike around, in a very dangerous display of skill. Any bike may make any number of skid turns while it is travelling at Cruisin' or Fast speeds, in addition to its normal turns. Each skid turn lets the bike turn 45 degrees. However, you must roll a D6 and consult the skid turn table below:

Speed/Score	Result
-------------	--------

Cruisin'/Fast

– 1 The bike crashes and is destroyed together with its rider (i.e. they both go out). The flaming wreck travels straight forward for the remainder of its maximum fast move, and then explodes with an area radius of 1" causing a strength 4 hit on any target within the effect area. If the bike hits something before its move is complete, work out normal collision damage and then the bike explodes.

1 2 The biker skilfully guides his protesting machine in the desired direction, but is too preoccupied to do anything else this turn. No weapons may be fired from the bike this turn, including any fired by a passenger. In the case of a skid brake, they cannot dismount either.

2-3 3-4 The biker skilfully guides his protesting machine in the desired direction, but is too preoccupied to do anything else this turn. The rider may not fire any weapons. In the case of a skid brake, he cannot dismount either. A passenger may shoot or dismount as normal.

4+ 5+ The biker successfully completes the manoeuvre.

Skid Brakes: A skilled biker can use a Skid Brake to bring his mount to a sudden halt. Although it is not without danger, this can be very useful. A Skid Turn can be used to take a bike down from any speedband to any other speed band. Roll on the Skid Turn Table for every speed band beyond the first. Example: a biker wants to go from Fast speed o a complete standstill. This brings him down three speed bands, so he has to roll twice on the Skid Turn Table.

HIT-AND-RUN ATTACKS

Models riding on bikes may not engage in hand-to-hand combat in the same way as normal models – they may not charge. However they may make *Hit-and-Run* attacks (the biker swerves in close to the enemy, holding out a bludgeon or other similar weapon). These attacks occur during the biker's Movement phase, when he moves into base to base contact with an enemy model. After the attack, the biker may continue with his movement. However, he may not shoot or engage in more hand-to-hand. You must declare *Hit-and-Runs* at the beginning of the turn, when you declare charges. *Hit-and-runs* are moved before other models, at the same time as charges.

The combat is worked out as normal, except each model rolls only one die, regardless of how many Attacks and weapons they have. Also, the biker may not *Parry*, although his opponent may. The rider counts as Charging, so he gets +1 to his WS. In addition if he is moving at certain speeds his Strength may be increased.

After the *Hit-and-Run* you may move your bike until you are out of movement, but you may not shoot or engage in more *Hit-and-Runs*.

DRIVE-BY ATTACKS

Bikers often screech by their opponents, spray them with bullets, and zip back into cover. Models riding on bikes may chose not to shoot in their Shooting phase, and instead shoot in the middle of the Movement phase. A biker must be moving at Cruisin' speed or faster to make a *Drive-By*. In a *Drive-By* you may stop your movement at any point, and shoot with the biker (and his Juve passenger if he has one). A *Drive-By* is a difficult

manoeuvre the biker suffers a -1 to hit. After you work out the shooting damage, continue moving as normal.

This may seem unfair and too powerful, but it is difficult to use a *Drive-By* to get back into cover, without performing a complex series of Skid Turns (since you can only make a *Drive-By* at Cruisin' or Fast speed).

OVERRUN ATTACKS

A bike can also attack gangers by running them down. This can occur because the bike is out of control or because the biker is making a deliberate attack against the enemy. If a bike is travelling at 10" or less per turn it will not harm creatures as they have ample time to step out of the way.

Gangers which are run over may attempt to dive out of the way of the oncoming bike by rolling equal to or under their Initiative value on a D6. A roll of 6 is always a failure. Gangers which pass the test may be moved up to 2" to represent them diving out of the way. If they fail the Initiative test, they will be hit by the bike.

Because gangers will be able to see the bike bearing down on them, the second ganger a bike attempts to overrun in the same turn will get a +1 bonus to its Initiative for diving out

of the way, the third a +2 bonus, the fourth a +3 bonus, etc.

Models which fail to dive out of the way suffer a hit at the Strength of the bike, that does D4 wounds. The bike gets a hit with the gangers Toughness for each ganger hit in its path.

ATTACKING BIKES

A bike cannot be engaged in hand-to-hand combat as such, but a model may charge a bike in its movement phase and attack it during the hand-to-hand combat phase. This is not a proper engagement and does not restrict the movement of either the bike or the attacker in their subsequent movement phase.

When a model charges a bike it runs the risk of being dragged down or run over. As soon as a model comes into base-to-base contact with a bike moving at speeds greater than 10", the model must roll under its Initiative on a D6 (a score of 6 always fails). If the model passes the test then it may proceed to attack. If the model fails its Initiative check then the model is hit by the bike and receives a hit with at the bike's strength causing D4 wounds.

If the bike moved 10" or less in its previous turn then the attacking model doesn't have to make an Initiative test and can attack as described below.



A biker about to prove himself against the Redemption

If a model charges a bike successfully, it must attack the rider. Combat is worked as normal, except that the biker counts as encumbered, and so suffers a -1 to his combat score. If the rider is down or otherwise unable to fight (because of a Skid Turn for instance), the attacker must attack the bike instead. He will hit the bike once for each attack he has on his profile. Work out damage as normal.

DAMAGE TO BIKES

Whenever you hit a biker model, you must roll to see if you hit the bike or the rider. On a roll of 1-4 you hit the bike, on a 5-6 you hit the rider. When an area effect weapon (flamer, shotgun, etc) hits the biker and his bike, roll to see who is hit as you would normally. If the biker was hit, then the bike will also be hit on a 4+, and vice-versa. The same holds true if the bike model is only partly touched – roll to see if it is caught under the blast, and then see which part of the bike/biker was hit, and then proceed as mentioned above.

When the bike has been reduced to 0 wounds it must roll on the Bike Damage table, just like a normal model. However, count the Biker injury results as follows:

Pinned: The bike is not harmed, but the rider must test to see if he ducks behind the handle bars. The rider must take an immediate Ld test or be pinned himself.

Flesh Wound: The bike is damaged, and swerves out of control. Roll a D6 – 1-2 turn the bike 45 degrees to the left, 3-4 leave it, and 5-6 turn it 45 degrees to the right. In addition the bike may only move at SLOW speed for the rest of the fight.

Down: The bike is badly damaged, and the rider must dismount. He will not leave his precious bike, however, because it may be restored to working order. The biker must stay within 1 inch of his bike, but he moves as a foot model. The bike may not do anything. If he wishes, the biker may work on the bike – he may not move or shoot or fight in hand-to-hand, but the bike may roll on the injury table in the recovery phase.

Out: The rider and the bike are taken out, and both must roll on their respective tables.

Bike Damage Table

D6 score	Result
1.	<i>Unrepairable</i> – it's dead!
2.	<i>Captured</i> – the bike has been captured by the enemy. The enemy may sell the bike to the Traders for 100 + D6 credits, or the enemy may trade with your gang (treat the bike how you would a captured gang member – you could even attempt to rescue it during a daring raid)
3.	<i>Damaged</i> , roll a D6: 1-3 frame damaged, -1 Toughness. 4-6 engine damaged, -1 Movement repairable, bike misses the next fight and makes a perfect recovery.

CALLED SHOTS

Bikes are very hard to damage with most basic weapons, and so a ganger facing a bike will often try to pick off the rider. This is very difficult to do, as the biker is usually ducking behind his handlebars, and swerving from side-to-side. Any model using a pistol or basic weapon may make a *Called Shot* on the biker. A *Called Shot* suffers a -2 to hit, in addition to speed and cover modifiers. A model with the *Crackshot* skill does not suffer the -2 to hit when making a *Called Shot*. If the model makes the *Called Shot*, then he automatically hits the rider.

DAMAGE TO BIKERS

When a rider is hit and wounded, his bike may go Out-of-Control, or Waaay-Out-of-Control. If he is pinned, the bike goes Out-of-Control until he is no longer pinned. If the biker is downed, then his bike goes Waaay-Out-of-Control, and he must take an Initiative test. If he fails the test he falls off the bike, and takes a hit with a Strength and save modifier as described below. If the biker goes out (or falls off his bike), then the bike will also go Waaay-Out-of-Control.

A bike will continue going Out-of-Control or Way-Out-of-Control until its rider is un-pinned/un-downed again.

CONTROL TABLES (D6):

Out-of-Control

1-2 Turn the bike 45 degrees to the left, and move the bike D6 inches per speed band it was moving (if it was moving slow it moves D6 inches, Cruisin' it moves 2D6, etc).

3-4 It keeps the same facing and moves D6 inches per speed band it was moving forward.

5-6 Turn the bike 45 degrees to the right, and move it D6 inches per speed band it was moving.

Waaay-Out-of-Control

1 Turn the bike 45 degrees to the left, and move the bike 2D6 inches per speed band it was moving.

2 The bike keeps the same facing and moves 2D6 inches forward for every speed band it was moving.

3 The bike 45 degrees to the right, and move it 2D6 inches for every speed band it was moving.

4 The bike spins around, faces a random direction, and then moves D6 inches.

5 The bike moves D6 inches directly to the left.

6 The bike moves D6 inches directly to the right.

Falling off a bike: Whenever a biker falls off of his bike there is a danger that he will be seriously hurt. The rider sustains a single hit at a Strength equivalent to half the bike's speed rounded down.

Jumping: Bikes may make a special jump move at any point in their move, if they wish to cross a gap. Bikes moving at Slow speed may not jump, bikes moving at Cruisin' speed may jump D6 inches, and bikes moving Fast may jump 2D4 inches. Note, however, that the distance you roll is deducted from your total Movement allowance. Move the bike the distance you roll over the gap, and if it makes it to the other side you may continue moving. Otherwise the bike falls straight down, until it lands. The bike takes damage as normal from falling, and if you fall 7 inches or more the rider will also take damage. Note that you are allowed to drive off the edges of buildings without jumping if you wish to risk the hit from the fall (a S3 hit is not too much to worry

about for a dead 'ard biker). However, when you do this (drive off the edge of a level) you must subtract the vertical distance you fall from your total movement allowance (the rider must recover from the fall, and the fall itself takes time).

Also, after landing, a biker must make a Leadership test to see if he keeps his bike under control. If this is failed the bike will swerve out of control.

Jumping Table

D6 Score	Result
1-2.	Turn the bike 45 degrees to the left.
3-4.	Leave it. The bike comes to an immediate halt.
5-6.	Turn it 45 degrees to the right. The bike may finish its movement as normal (if it still has any movement left) in this new direction.

BIKER SKILLS

As a biker gains experience, he can also gain biker skills. These skills are only available to a Heavy that is in possession of a bike, or an Outlaw Biker (see Outlaw Biker rules). Biker skills are in addition to skills normally available or Heavies. Roll a D6 to generate a random skill.

1. **Veteran biker:** The biker is highly skilled in making skids. He can therefore add +1 to a single skid test once per turn.

2. **Sharpshooter:** This biker has great proficiency in shooting whilst riding a bike. He can ignore all to hit modifiers for bike speed.

3. **Gunner:** The biker has great skill in shooting basic weapons. As long as the bike is travelling at Cruisin' speed or less the biker can fire a basic weapon (rather than a pistol) at an additional -1 to hit modifier.

4. **Hit-and-Run Expert:** The biker has learned how to use the motion of the bike to gain extra impetus on *Hit-and-Run* style attacks. When he makes a *Hit-and-Run* attack add +1 to his combat score and +1 to his strength.

5. **Mechanic:** The biker has some knowledge of bike repair. Once per game, you may re-roll a result on the bike recovery table. You must accept the outcome of this new roll, even if it

is worse than the original roll. You may not re-roll a 'captured' result. Likewise, if the new roll indicates the bike is captured, roll again

Characteristics increases cost 50+2D6 credits, the cost for Shiny Bits is noted below.



Oooge Xhausts, luvverly!

Oooge Xhausts
Shiny Bits.....cost
20 credits

The owner of the bike has fitted some absolutely immense exhaust pipes. The *Oooge Xhausts* are specially customized to make as much noise as possible. The thumping noise they produce sounds like dozens of Heavy Bolters opening up, fooling the enemy into thinking they are under attack! Any enemy models on *Overwatch* that are within 12" of the bike must pass a Leadership test or

until you get a different result.

6. *Tinkerer*: The biker is always tinkering with his bike, trying to improve it. Only bikers with the *Tinkerer* skill can purchase bike upgrades. After a fight, roll a D6. On a roll of 5+ the biker has built a bike upgrade, decide randomly what kind of upgrade (see below). Note that you must still pay for an upgrade (those parts aren't free, you know).

CUSTOM BIKES

Tinkerers can build bike upgrades. These upgrades can take the form of a characteristics increase or some *shiny bits*. Roll a D6 to see what has been created:

1-2. **Frame Parts**, +1 Toughness, up to a maximum of 7.

3-4. **Engine Parts**, +1 movement, up to a maximum of 10.

5-6. **Shiny Bits**.

If the dice roll indicates a characteristics increase that has 'maxed' out the roll is wasted.

lose *Overwatch*, just as if they'd been shot at.

Moto-X Shiny Bits.....50 credits
The bike has great big knobby tires so that it can cope with all types of terrain. The bike can travel up to *Cruisin'* speed across difficult ground.

In addition, the bike may attempt to cross linear obstacles that are no taller than the bike's front wheel. Roll a D6, on a 4-6 the obstacle is successfully crossed, on a 1-3 the bike collides as normal.

Spiked Hubs Shiny Bits.....cost 50 credits
This bike has sharp adamantium spikes protruding from the hubs of its wheels. The spikes can be deadly to an unwary opponent. When the bike makes a *Hit-and-Run* attack the spiked hubs make an additional attack which is resolved before the combat begins. The enemy model must roll under its Initiative on a D6 otherwise they will be automatically hit by the deadly whirlwind of spikes. The hub spikes have a strength of 5, a -2 saving throw modifier and cause D3 wounds. If the enemy model survives the spiked hubs then the *Hit-and-Run* combat may now be resolved.



Vrooom! Vrooom!

Big Smokey Shiny Bits.....cost 50 credits

This bike's engine produces black smoke which belches forth from its exhausts. This smoke lays down a smoke screen behind the bike which disrupts enemy fire. After the first move this bike makes, place the *Big Smokey* template (use the hand flamer template for Slow speed and the flamer template for Cruisin' speed or more) behind the bike. It will remain in play until the bike is stationary for a full turn or is destroyed. Models may not shoot through the Big Smokey template. Move the Big Smokey template with the bike as it moves. Any models that the template passes over will lose *Overwatch* as if they'd been shot at. Models in the cloud have the choice of moving randomly or standing still in their next turn until the thick black smoke clears from their eyes.

Rear Platforms

Bikes may mount rear platforms. Rear platforms can be anything from a slab of platesteel nailed to the back of the bike above the rear wheel, to a complete rear facing seat. Only Juvies will suffer the indignity that comes from fighting from a rear platform, and most Gangers would weigh the bike down too much.

Juvs riding in platforms are for all intents and purposes another rider. When you shoot at the bike, and roll a 4-6 you will hit the

closest bike rider. The Juve sits on the back of the bike, facing towards the back, unless his bike makes a *Hit-and-Run* (see below).

Juvs have a 90 Degree firing arc directly to the back of the bike. They may fire their weapons like a normal Biker.

A Juve may jump off the bike at any part of its move, although the Juve will suffer damage as normal.

When the bike makes a *Hit-and-Run* attack or is charged the Juve turns around and attempts to help out the biker, wildly swinging with his knife and firing his pistol. Both Juvs

and Bikers may fight in hand-to-hand combat. A Juve may not *Parry* from a bike. A Juve who rolls a fumble has slipped and falls off of the bike, and takes damage as normal.

OUTLAW BIKER GANGS

Outlaw Bikers are Outlanders, and may never pay off their bounty. They scavenge as normal, but do not practice cannibalism. Bikers always select a new territory after each battle as they never stay in one place for very long.

LEADER OF THE PACK.....120 Creds

M	WS	BS	S	T	W	I	A	LD
4	4	4	3	3	1	4	1	8

Bike: Leaders MUST ride a bike.

Weapons: A Leader may have any combination of weapons chosen from the close combat, pistols, basic, and shotgun shells and grenades lists.

Leader: All the normal leader rules apply.

Experience: The Leader of the Pack starts with 60+D6 experience.

BIKER.....60 Creds

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

Bike: Bikers may ride on a bike.

Weapons: A biker may have any weapons chosen from the close combat, pistols, basic, and shotgun shells and grenades lists.

Bikers: At least half of all Outlaw Biker Gangs must be made up of Bikers mounted on Bikes. Therefore, a gang of 8 models must have 4 Bikers on bikes, 1 Leader of the Pack on a bike, and 3 Juvies on foot or riding in Rear Platforms.

Experience: Bikers start with 20+D6 experience

JUVE.....25 Creds

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

Bike: Juvies may ride on a rear platform.

Weapons: A Juve may have any weapons chosen from the close combat, pistols, and shotgun shells and grenades lists.

Experience: Juvies start with 0 experience.

SKILL TABLE

	Leader	Biker	Juve
Skill			
Agility	N	N	N
Combat	Y	Y	Y
Ferocity	Y	N	N
Muscle	Y	N	N
Shooting	Y	N	N
Stealth	N	N	N
Techno	Y	Y	Y
Bike	Y	Y	Y

MISCELLANEOUS:

- Bikes may not use Vents or Tunnels to *Infiltrate*.
- Bikers may not use the *Stealth* skill to *Infiltrate*.
- Bikers may not pick up loot unless they dismount (this takes one turn).
- If a bike for some reason hits a solid object



Either this guy's got *Big Smokey Shiny Bits*, or he's on fire!

(if it goes out of control), then it will take a hit of a Strength equal to the distance it moved divided by two, minus 1. So if a bike moves 12 inches, and hits a bulkhead, it will take a S 5 hit ((12/2)-1).

• A biker may attempt to recover from pinning if he is within 4 inches of a friendly model, instead of the normal 2 inches.

MODELLING YOUR BIKERS

You will have to convert some models to use as bikes. There are basically two suitable bike miniatures – the Space Marine bikes, and the Squat bikes.

The Marine bikes are very cool looking, and look fast and maneuverable while being big and imposing. You can get your bike from GW Mail Order if you can't find any stores near you that stock them.

The Squat bikes are a little smaller, and look very different. They look a bit like 'Harlies', only a little more ramshackle (I prefer them to Marine bikes). You can also mail order these.

Now that you have your bike, you will need a rider. Your bits box should be overflowing with plastic Orlock and Goliath miniatures, which are very easy to convert into bike riders.

The Goliaths only need a little converting to fit into the bike seats, and the Orlocks just need a little more repositioning. You can also reposition one of the rider's arms so that it's resting on the handle bars – the old plastic Imperial Guard arm sprues are perfect for this.

The Bikers of the other houses will need more converting. It is probably best to base your rider on a miniature that is not from your house – remember that plastic is a lot easier to convert.

For Orlocks, remove the head from the miniature with a saw, and then remove a head from a miniature of your preferred house (be careful not to damage the head), and glue the head to your biker's body. You may have some trouble with Delaque, Cawdor, and Eschers, because they have either collars, cloaks, or hair surrounding their necks. When you have attached one of these heads to your biker, it is a good idea to use some modelling putty and cover the neck join. Then you can sculpt the putty into either a collar, a hood, or lots and lots of hair (depending on the house or your own mad desires). Enjoy!

Isaac Tobin / isaac@aloha.com

Da Roolz Boyz

Have you got a rules query? Do you want to know if we still have classic Citadel miniatures available? If the answer to both these questions is 'yes!' or if you want to discuss any aspect of the Games Workshop hobby you should contact the Roolz Boyz, today!

**Da Roolz Boyz
Games Workshop Ltd,
Willow Road, Lenton, Nottingham, NG7 2WS
Telephone: 0115-91 40 000
Lines are open 6am-Midnight,
7 days a week.**