

# GANG WAR™

ANOTHER BARREL OF CARNAGE FOR YOUR GAMES OF NECROMUNDA



**GAMES  
WORKSHOP**

**Issue 2**

UK £2.75

US \$4.99

**THE BLACK ORCHID**  
By Warwick Kinrade  
(see pages 93-6 for details)



LEGAL STUFF  
(COPYRIGHTS AND TRADEMARKS)

All subject matter in The Citadel Journal is Copyright © Games Workshop Ltd 1999. All artwork in all Games Workshop products, and all images contained therein have been produced either in-house or at work for hire. The exclusive copyright in the artwork and the images it depicts is the property of Games Workshop Ltd. Copyright © Games Workshop Ltd 1999. All rights reserved. Registered Trademarks belonging to Games Workshop (Blood Bowl, Citadel, the Citadel logo, Confrontation, Dark Angels, Eldar, Eldar, Games Workshop, the Games Workshop logo, Genestealer, Slottababe, Space Marine, Tyranids, and Warhammer). The following are all trademarks of Games Workshop Ltd. Warhammer, Black Library, the Black Library logo, Blood Angels, Goblins, Goliath, Gorkamorka, Gretchin, Journal, Khorne, Mekboy, Neeromunda, Nurgle, Ogryn, Ork, Chaos, Painboy, Psyker, Rusting, Rabbid, Redemptionist, Scavvy, Stainess, Slann, Spayer, Squig, Sustaine, Fire Pike, Tallarn, Tyranids, TaehNch, Van Saar, White Dwarf, the White Dwarf figure. Scatter dice are UK registered design No. 2017484.

**Product Code: 60040599005**

# Welcome to GANG WAR

by 'Grand Dog' Andy Chambers  
Habit so Neoromund continues to grow  
and spread like some monstrous devil  
of the Swamp, expanding yet further with  
the addition of Gang War. Not only this,  
but the proliferation of short stories in  
Informel and Kai Jorico in Warhammer  
Monthly (plus the forthcoming strip called  
'The Redeemer' - guess who that's about?)  
just go to show that the background for  
Neoromund is one of the most fertile in  
the GW stable.

Since our edition of *Warhammer 40K* has moved up to dealing with bigger battles, the skirmish arena has been left more in the hands of *Necromunda* and *Gorkamorka*. This got us thinking about crossovers between the games – not literally using *Gorkamorka* Orks against *Necromunda* gangs (though it might be an intriguing possibility ...) but basically scaling the *Gorkamorka* vehicle rules for *Necromunda*.

This would open up all sorts of possibilities: running convoys through the Ash Wastes being bushwhacked by Dust Pirates or Ash Nomads, running gun battles in vehicles on the hive skedways, motorised

# CONTENTS

**Chaos Cultist Covens** by Joe Barnsley  
Run your own despicable Chaos gangs. First featured in Journal 21.

### House Specialities by Mark Lubber

Special advance tables for those of you who like to customise your gungis. First featured in Journal 19.

## Hot from the Forges

The grinder workshops of Mail Order have been pushed to exhaustion to produce your much-needed equipment.

**Myrd Gatherings** by Denzel Richards

Using all Word Gangs, now that's bizarre! First featured in Journal 18.

### **Necromovies** by Gary James

The films of Annie Schwarzenegger immortalised as scenarios. First featured in journal 22-

**Da Orks are in da Hive** by Ross Flint  
The unstoppable and totally unpredictable green tide of Orkdom comes crashing down on

Necromunda: Outlander Ork gangs... **NEW!**

**The Outlaw Trading Post**  
'It Came From the Swamp,' first featured in issue 24.

raids on another gang's territories, stealing the gasoline/gold bullion and so on

(maybe seeing *Die Hard* with a vengeance as affecting me, too). You've no doubt already read Isaac Tobin's spiky rules for using bikes in the Underneath, and the idea of using big trucks, jeeps, gang limos and pick-up trucks is just as appealing. What about models? Well, drop down to your local toy store and have a poke around; you can find all sorts of interesting vehicles in a variety of scales which can be converted to your needs.

Likewise the idea of custom guns, although it is a very Orky thing, would work well in Necromunda too. Bioniks too? Nah, I think that's probably taking things too far!

Anyway, enjoy this edition of Gang War, and if you want to see more get writing up some of your own ideas for Necromunda. May the blessings of the Horned One be upon you.

*[Signature]*

## THE BLACK ORCHID

By Warwick Khurade

You will remember Warwick's gang, The Black Orchid, from the Necromunda supplement *Battles of the Underhive*, where he got a thorough drubbing from Steve Anastasoff. Well, now you'll find them draped seductively over the front inside cover, having been patched up and rested from their earlier scrape. Here Warwick recaps on the gang's cosmic successes of their youth...

What you see on the inside cover of this great tome is the actual gang I used as the Black Orchid (as opposed to the studio's gang that is shown in *Battles of the Underhive*) and they've been in a few rough scrapes, that's for sure.

### EDITOR

Andy Jones

### PRODUCTION

AND

### CO-ORDINATION

Steve Hambrook

&

Ian Pickstock

### COVER

Wayne England

actors, like the former Juve Newt 'One-eye' (she lost her eye fighting off the Raskins in the *Heads*). She has become a hand-to-hand combat expert with WS 4, *Heavy* and *Counter Attack* skills, and equipped with a Chainsword. My other favoured character is my champion, Tix. With an increased WS and three skills, including *Killer Reg*, she has been responsible for some real heroics, and shown a remarkable ability for avoiding being seriously injured. My stalwart leader, Yseult-Khan, now equipped with

a skull chip, 2 Attacks and *Worries of Steel*, is another close combat demon. She has defeated 14 opponents in close combat (she keeps a tally notch on her sword blades), including a Redemptionist Priest called 'Mad' Isiah.

But not everything has gone well for the Black Orchid. Several Gangers are carrying injuries and unfortunately one comrade has been lost. 'Slim' Moley was killed during a *Rescue* mission to save my captured Heavy from a real Goliath gang - she was actually headbuted to death! To add to this, just recently the gang was outlawed. This came about because my gang had ambushed a psyker and his bodyguard of household troops from House Ko' Ron. This game was a special scenario in which two gangs attacked a unit of Imperial Guardsmen, whose mission was to detect the Primus Psyker. The Psyker was down in the Underhive hunting and executing Wyrds, no doubt following an Imperial Directive (my gang happens to employ a telepath). During the battle, one of my Gangers, Nuka, gunned down the Psyker and as a result the Black Orchid were reported and outlawed. The Watchmen took over all of my territory, leaving an Old Man as my only heliport. To make matters worse, I didn't have much of a stash, so creds were going to be a real problem. No more expensive hair dye or leopard-skin wonderbra! (*Grunt! Hang on, what was that about wonderbras? - Ed.*)



## CHAOS CULTIST COVENS

by Joe Barnsley

Joe's house rules bring an unholy new addition to the Underhive - fanatical Chaos Cultists, corrupt, mutated and downright nasty...

There are individuals who are drawn to worship the evil gods of Chaos with a promise of ultimate power. Cultists are among these individuals. However, Cultists take their worship too seriously, and travel the Underhive to convert none-believers. Selling their belongings for a life of poverty, Cultists often own nothing but the robes they wear and the weapons they keep. Often, a particularly powerful Cultist will attract a band of followers to embark on a crusade to corrupt the denizens of the Underhive to their cause. These bands of Cultists are known as Covens.

### OUTLANDERS

Cultists are Outlanders and therefore all the Outlaw rules apply except for those noted below. Cultists may never pay off their outlaw status.

### TERRITORY

Cultists start with one piece of territory generated at random from the Redemptionist Territory Chart in the outlanders rule book. This is the first step for the Cultist Coven. The Cultists move on after each game, so after collecting any income from the territory they are leaving behind, roll on the Redemptionist Territory Chart to see where the Coven will stop for the next game.

The Coven can only ever hold one piece of territory at a time, and so if it captures any other territory then the new territory will be looted and destroyed.

If the piece of territory the Coven owns is captured, then the gang that gains the territory may collect income from it as normal. If the winning gang captures an arms cache then it may collect income from it as normal, but must then cross it off their roster as the cache is used up. If the Coven ever manages to capture a territory from a gang that captured territory from them, then they will automatically take the territory that was stolen from them. They won't loot it, but will collect income from it and leave it when they move on to another territory.

### CAPTURE

Anyone unfortunate enough to be captured by a Cultist Coven may be corrupted by the Cultist Priest. For full rules see the Cultist Priest rules later.

If a Cultist is captured then the Coven must try to rescue him. If they fail and the Cultist is sold into slavery or given to the Guilders courts, he will escape due to his devotion to his cause. Roll a D6. On the roll of a 6 the Cultist escapes and rejoins his Coven. Also, if a Cultist is captured by a Redemptionist gang, then that gang must kill him to preserve humanity. They may never attempt to redeem the Cultist.

Cultists are considered as an annoyance by Guilders and so a full bounty is offered for each Cultist captured.

### TRADING

One member of your gang can attempt to infiltrate uphive (with a shopping list) to get better equipment for your gang. If you decide to do this, roll a D6. On the roll of a 1 something bad has happened, roll a D6 on the table below:

## Chaos Cultists

1. Your gang member has been identified as a Cultist and promptly executed (as a matter of course). Remove that member from your gang roster permanently.
  2. Your Cultist has been reported to the Watch for suspicious behaviour. He is fined for all the money he had on his person (all of the money in your gang's stash) and set free.
  3. As 2 above, except that is only fined D6 x 10 credits. If you cannot afford to pay it, he is kept in prison until you can.
  4. As 3 above, except that he is only fined D6 x 5 credits.
  5. The Watch pick up your gang member for some reason or another, hold him for questioning, let him sleep in a cell for the night, and then set him free. The gang member must miss the next game played by the gang, and the gang may not do any trading until after their next game.
  6. The authorities at the trading post hear the gang member. The gang may not do any trading until after their next game. In addition the Cultist that tried to enter the trading post may not do so again (you will have to assign the task to another Cultist).
- You do not have to try to enter the normal trading post if you don't want to. Instead, you may use the Outlaw trading post without risk.

## PATRON

Every Cultist band must devote itself to one of the four Chaos gods. This means that the Priest in that band must choose his gift from that patron and any Chaos gifts that are earned must be rolled for on the table of that god. Cultist bands may never change their patron once they have started playing. If the leader of a Cultist Coven is replaced for whatever reason, then the new leader will not receive any of the Chaos Champion gifts.

## HATRED

All cultists *bate* Redemptionists. Likewise, all Redemptionists *bate* Cultists. Also, Cultist bands *bate* other Cultist bands that worship a different patron on them.

## HIRED GUNS

Cultists may not have any hired guns or any of the current special characters.

\* All other special rules that I have missed will be the same as that for Redemptionists.

## GANG LIST

### 1 CULTIST PRIEST: 150 Credits

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 4 | 4  | 4  | 3 | 3 | 1 | 4 | 1 | 8  |

Weapons: Basic, Special, Combat, Pistol and Ammo

## SPECIAL RULES

Leader: Any cultist within 6" of the Priest may use his Leadership characteristic for Leadership tests.

Pinning: The Priest may always try to escape from pinning at the beginning of his turn, even if there is no one within 2" of him.

Corrupter: If the Coven captures anyone, then the Priest can attempt to bend the victim's will to join the Coven. The Cultist player rolls a D6 (2D6 and adds the Priest's Leadership characteristic to the score; the opposing player rolls a D6 (2D6 if the victim is a Redemptionist) and adds the victim's Leadership to his score.

## Chaos Cultists

If the Priest scores higher than the victim becomes a Cultist. Transfer the victim's characteristics, skills, experience, weapons and equipment to the Cultist roster. The new cultist must be represented by an appropriate Cultist model.

If the victim's score is higher, then he has resisted corruption and so will be sacrificed to the Coven's god. Remove the victim from his gang's roster. The Cultists have killed him and kept his equipment.

Chaos Champion: The Priest is a Champion of Chaos and therefore has the Gifts shown for his patron (see Chaos Champion Gift table later) when the gang is formed.

### 0-2 DEACONS: 60 credits

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  |

Weapons: Basic, Special, Heavy, Pistol and Ammo

### 0-4 ZEALOTS: 60 credits

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  |

Weapons: Combat, Pistol and Ammo

Special Rules: Zealots are affected by the rules of *Frenzy*.

## BRETHREN

Brother: 55 credits  
Novice: 30 credits

\* At least half the gang must be made up of Brethren

| M       | WS | BS | S | T | W | I | A | Ld |
|---------|----|----|---|---|---|---|---|----|
| Brother | 4  | 3  | 3 | 3 | 3 | 1 | 3 | 7  |
| Novice  | 4  | 2  | 2 | 3 | 3 | 1 | 3 | 6  |

Weapons:

Brother: Basic, Combat, Pistol and Ammo

Novice: Combat and Pistol

## MAXIMUM CHARACTERISTIC VALUE:

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 4 | 6  | 6  | 4 | 4 | 3 | 6 | 3 | 10 |

\*Note that these are the maximum characteristic values **without** mutation. As mutations are gained, they may (and probably will) take characteristic values beyond this point.

## CULTIST ADVANCE TABLE

| 2D6   | EFFECT                                                                                                                     |
|-------|----------------------------------------------------------------------------------------------------------------------------|
| 2     | Roll a D6:<br>1-4 Mutation - roll on the Mutations table (later)<br>5-6 Chaos gift - roll on the Chaos Gifts table (later) |
| 3-4   | New Skill                                                                                                                  |
| 5     | Roll a D6:<br>1-3 +1 Strength<br>4-6 +1 Attack                                                                             |
| 6     | Roll a D6:<br>1-3 +1 Weapon Skill<br>4-6 +1 Ballistic Skill                                                                |
| 7     | Roll a D6:<br>1-3 +1 Initiative<br>4-6 +1 Leadership                                                                       |
| 8     | Roll a D6:<br>1-3 +1 Weapon Skill<br>4-6 +1 Ballistic Skill                                                                |
| 9     | Roll a D6:<br>1-3 +1 Toughness<br>4-6 +1 Wound                                                                             |
| 10-11 | New Skill                                                                                                                  |
| 12    | Roll a D6:<br>1-4 Mutation - roll on the Mutations Table (later)<br>5-6 Chaos Gift - roll on the Chaos Gift Table (later)  |

## CHAOS CHAMPION GIFT TABLE

| Chaos God | Gifts                                                                                                                                                                                                                                                                       |
|-----------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Khorne    | 1 Subject to <i>Prezzy</i><br>2 Chaos armour (unmodified save of 5+ on a D6)                                                                                                                                                                                                |
| Slaanesh  | 1 The Priest has a Leadership value of 10, this can never be increased above 10, nor can it ever be reduced below 10.<br>2 One Wyrd primary power chosen at random from the Telepath Primary Table in the Outlanders book.                                                  |
| Nurgle    | 1 +1 Toughness<br>2 The Cultist Coven may have D6 Plague Zombies in every game they fight in. They get these Zombies for free, but the Zombies must remain within 16" of the Priest at all times. If the Priest is killed, then the Coven may no longer have these Zombies. |
| Tzeentch  | 1 One Wyrd primary power chosen at random from either the Pyromaniac Primary Table or the Telekinetic Primary Power Table in the Outlanders book.<br>2 If a Wyrd power is cast at the Priest or anyone within 12" of him, he may nullify it on the D6 roll of 4 or more.    |

## SKILLS AVAILABLE

| GANG MEMBER | Agility | Combat | Ferocity | Muscle | Shooting | Stealth | Techno |
|-------------|---------|--------|----------|--------|----------|---------|--------|
| Novice      | -       | X      | X        | -      | X        | -       | -      |
| Brother     | -       | X      | X        | -      | X        | -       | -      |
| Zealot      | -       | X      | X        | X      | -        | -       | X      |
| Deacon      | -       | -      | X        | X      | X        | -       | X      |
| Priest      | X       | X      | X        | -      | X        | -       | X      |

## CULTIST WEAPONS LIST

\* Weapons marked with an asterisk can be equipped with an Exterminator cartridge. Only Priests, Zealots and Deacons have the status to have Exterminator Cartridges however.

| BASIC WEAPONS                   | SPECIAL WEAPONS:      |
|---------------------------------|-----------------------|
| Autogun*                        | 20 creds              |
| Lasgun                          | 25 creds              |
| Shotgun*                        | 20 creds              |
| (with solid and scatter shells) |                       |
| HEAVY WEAPONS                   | CLOSE COMBAT WEAPONS: |
| Gatling Cannon                  | 180 creds             |
| Grenade Launcher                | 130 creds             |
| (grenades are extra)            |                       |
| Heavy Bolter*                   | 180 creds             |
| Heavy Snubler*                  | 120 creds             |
| PISTOLS                         | Eviscerator*          |
| Autopistol                      | 15 creds              |
| Boltpistol                      | 20 creds              |
| Hand Flamer                     | 25 creds              |
| Laspistol                       | 15 creds              |
| Stub Gun                        | 10 creds              |
| AMMO                            |                       |
| Hotshot Shells                  | 5 creds               |
| Manstopper Shells               | 5 creds               |
| Bolt Shells                     | 15 creds              |
| Dunn Dunn Bullets               | 5 creds               |
| Frag Grenades                   | 30 creds              |
| Krak Grenades                   | 50 creds              |
| Exterminator Cartridge          | 15 creds              |

## EXPERIENCE POINTS

| Experience Points | Title            | Experience Points | Title    |
|-------------------|------------------|-------------------|----------|
| 0-5               | Initiate         | 101-120           | Disciple |
| 6-10              | Novice           | 121-140           | Disciple |
| 11-15             | Novice           | 141-160           | Disciple |
| 16-20             | Novice           | 161-180           | Disciple |
| 21-30             | Honorary Brother | 181-200           | Disciple |
| 31-40             | Brother          | 201-240           | Deacon   |
| 41-50             | Brother          | 241-280           | Deacon   |
| 51-60             | Brother          | 281-320           | Deacon   |
| 61-80             | Disciple         | 321-360           | Deacon   |
| 81-100            | Disciple         | 361-400           | Saviour  |

## STARTING EXPERIENCE POINTS

| Gang Member | Starting Experience Points |
|-------------|----------------------------|
| Novice      | 0                          |
| Brother     | 20+D6                      |
| Zzlot       | 30+D6                      |
| Deacon      | 60+D6                      |
| Priest      | 60+D6                      |

\*When a Novice reaches 21 or more experience points he becomes a Brother.

\*When a gang member reaches 401 experience points or more they cannot advance any further.

## HEAVY FLAMER

The heavy flamer is a double-barrelled flamer that allows for a more destructive performance. It uses the heavy flamer template (from Warhammer 40K). Roll every time flamer is fired. May set victims on fire (see flamer rules). Move or fire.

| STRENGTH | DAMAGE | SAVE MOD | AMMO ROLL |
|----------|--------|----------|-----------|
| 5        | 1      | -2       | 4+        |

## GATLING CANNON

The Gatling Cannon is a super-dup heavy subter. In construction, it looks very similar to an assault cannon.

| Short Range | Long Range | To Hit | Str | Dam | Save | Ammo |
|-------------|------------|--------|-----|-----|------|------|
| 0-16"       | 17-32"     | -1     | 4   | 1   | -1   | 5+   |

Special Rules: Use 3 Sustained Fire Dice. Move or Fire

If 3 fairs are rolled at once when firing the Gatling Cannon then it blows up, causing a S4 hit on the user. It may not be used for the rest of the game, but will be repaired in time for the next one.

## MUTATIONS TABLE

| D66 ROLL | MUTATION       | DESCRIPTION                                                                                                                                                                                                                                               | COST |
|----------|----------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|
| 11-12    | Bestial Face   | The mutant has a face that looks like that of an animal                                                                                                                                                                                                   | FREE |
| 13       | Spikes         | The mutant has large spikes all over the body. The mutant gains an armour save of 5+, but cannot wear any other armour (except Chaos armour)                                                                                                              | 20   |
| 14       | Mace Tail*     | The mutant has a tail with a large club at the end. +1 Attack in hand-to-hand combat.                                                                                                                                                                     | 15   |
| 15       | Extra Head*    | The mutant has an extra head. The mutant's line of sight is increased by 90°. The mutant may also fire two pistols in the shooting phase, just as if he had the Gunfighter skill                                                                          | 25   |
| 16-20    | Extra Fingers* | The mutant has an extra D3 fingers on one randomly determined hand                                                                                                                                                                                        | FREE |
| 21       | Centaur Body   | The mutant has the body of a horse instead of his own legs. +2 Movement. -1 Initiative. Cannot use Agility skills. Gains Bulging Biceps skill automatically. Cannot be pinned. Cannot move up or down ladders.                                            | NA   |
| 22       | Extra Eye*     | The mutant has an extra eye. +1 BS                                                                                                                                                                                                                        | 5    |
| 23       | Claw*          | The hand on one of the mutant's arms has developed into a large claw. The mutant gains +1 S in hand-to-hand combat. However, the mutant may not hold an extra weapon                                                                                      | 5    |
| 24       | Beak           | The mutant has a sharp beak instead of a mouth. +1 Attack in hand-to-hand combat.                                                                                                                                                                         | 5    |
| 25       | Tentacle*      | The mutant has a writhing tentacle in addition to his normal limbs. The mutant may re-roll Initiative tests for falling and in hand-to-hand combat may grapple his opponent to reduce his number of attacks by 1 for each tentacle, to a minimum of 0.    | 10   |
| 26       | Hermaphrodite  | The mutant is both male and female. As such, any enemy in hand-to-hand must subtract -1 from their attack dice. If this results in a 1 or less after modification, count it as a fumble.                                                                  | 26   |
| 27-31    | Foul Stench    | The mutant has an unbearable smell that lingers about him and can be smelt from far away. Any enemy that wishes to move within 2" of this mutant must first pass a Leadership test of 2D6. If they fail, place the model exactly 2" away from the mutant. |      |

## Chaos Cultists

### 32 Deranged

The mutant's mind has been all but destroyed (and therefore believes Scotland are indeed a great footballing nation - Ed.) Before each game roll a D6:

1. The mutant fears everyone on the battlefield! He treats every gang member (including his own) in the game as a *terror* causing *monstec*.
2. The mutant is affected by the rules of *stupidity* for this game.
3. The mutant is affected by the rules of *hated* for this game.
4. The mutant is affected by the rules of *frenzy* for this game.
5. The mutant is very moody today. Roll on this chart at the beginning of every turn for this game. If you roll a 5, then the mutant has the same condition as the turn before.
6. The mutant has gone crazy! For this game only, the mutant is affected by the rules of *frenzy* and *hated* and will automatically pass any leadership tests he needs to make.

### 33 Extra Leg\*

The mutant has an extra leg. +1 Movement. -1 Initiative. If the mutant gets 4 legs or more (from receiving this mutation 2 or more times) then he cannot be pinned.

### 34 Acid Spit

The mutant may spit acid in the shooting phase instead of shooting normally. Roll to hit normally, but with an extra +1 to hit. Range: 6". Strength: 6. Damage: 1. Save Mod: 2. When the mutant charges or when some one charges him, he may spit the acid for an extra hit that is worked out before hand-to-hand takes place.

### 35 Skull Face

The mutant's head is nothing but an empty skull. The mutant causes *fear*.

### 36-39 Hideous Appearance

The mutant's face is grossly disfigures. The mutant causes *fear*.

### 40-41 Poisonous Fangs/Claws

The mutant has poisonous sacs of venom hidden in his teeth or under his nails. The mutant gets either +1 Attack in hand-to-hand combat or cause D3 wounds. See later.

### 42 Razor Sharp Fingers/Claws

The mutant has either razor sharp fing or claws. He gains +1 Attack in hand-to-hand combat at +1 Strength. See later.

### 43 Very Long Legs

The mutant has legs that are nearly twice the length that of a normal man. +1 movement per pair of legs. Can use Agility skills.

### 44 Horns

The mutant has large horns protruding from his head. +1 Attack when charging into hand-to-hand combat.

## Chaos Cultists

### 45 Wings

The mutant has large wings. The mutant can fly up to his Movement characteristic in a turn, or double that if he runs or charges (flaps). The mutant must land at the end of his move. Flying upwards costs 2" per 1" up. Flying down costs 1/2" per 1" down.

### 46 Proboscis/Tail\*

As 'Tentacle' mutation.

### 47 Extra Arm

The mutant has an extra arm. He may use an extra weapon in hand-to-hand combat for each extra arm.

### 48-50 Obese

The mutant is immensely fat (and may now become *Editor of the Journal* - *Wofth*). -1 Movement. +2 Toughness. Cannot use Agility skills.

### 51-54 Eye Stalks

The mutant's eyes stick out on long stalks. The mutant's line of sight is increased by 180" and he can squeeze behind cover better. Count an extra -1 to hit modifier when the mutant is in cover.

### 55 Armoured Hide

The mutant has rock hard skin and bone. The mutant gets a saving throw of 5+ on a D6. This can be modified in the usual way. In addition, you may choose to re-roll on the Serious Injury table for this mutant if you do not like the first result. You must accept the second roll.

### 56 Blood Lust

If an enemy in hand-to-hand combat goes down, the mutant gorges on his opponent and may not make a follow up move. The mutant may not do anything for the next turn. However, the victim of this attack automatically gains two serious injuries (re-roll any full recovery or survives against the odd result).

### 57-61 Weapon\*

One of the mutant's weapons has become fused with his arm. Chose which weapon you want. No one may ever use the disarm skill to get rid of this weapon. You may not use a heavy weapon then the mutant no longer counts as encumbered in hand-to-hand combat.

### 62 Daemonic Face

The mutant's face is that of a daemon of the Chaos god he worships. The mutant causes *terror* as well as *fear*.

### 63 Immense Muscles

The mutant's muscles bulge dramatically. +1 Movement Strength, Toughness and Wounds. -1 Initiative. Cannot be pinned. Can use muscle skills. Anyone who attacks a mutant with this mutation gets an additional +1 to hit (or a +1 to their dice roll in hand-to-hand).

### 64 Regeneration

The mutant's wounds heal quickly. In the recovery phase the mutant may recover any lost wounds on the D6 roll of 4+ (roll for each wound caused separately). He may even do this if he is out of action. Also, any roll this mutant must make on the Serious Injury table is ignored on a D6 roll of 4+ (except Captured results).

### 65 Multiple Mutations

The mutant has D3+1 mutations. Roll for them randomly.

### 66 Choose

Choose one of the mutations from above.

## Chaos Cultists

\* Mutations marked with an asterisk are cumulative (e.g.) if a mutant gets more than one head then he increases his line of sight by 90° for each extra head.

\* The cost column on the Mutations table is for all those Scavvy players out there who want more choices for their mutants. Note that some are not available because they are so strange to occur naturally.

\* If you roll a mutation that you already have that is not cumulative, then you may re-roll, but if you roll another mutation that you already have that is cumulative, then you get no mutation.

\* If a mutant gains both razor sharp fang/claws and poisonous fangs/claws then he only gets 1 extra attack at +1 Strength that causes D3 wounds.

### CHAOS GIFTS TABLES

#### KHORNE

| D6  | Gift             | Description                                                                             |
|-----|------------------|-----------------------------------------------------------------------------------------|
| 1   | Collar of Khorne | The cultist is immune to Wyrd powers of any kind                                        |
| 2   | Axe of Khorne*   | Weapon: STRENGTH: as user +1 DAMAGE: D3<br>SAVE MOD: No save SPECIAL: Close combat only |
| 3   | Frenzy           | The cultist is affected by the rules of <i>frenzy</i>                                   |
| 4   | Mark of Chaos*   | The cultist may re-roll any one dice roll per game                                      |
| 5-6 | Chaos armour     | ARMOUR: Unmodified save of 5+ on a D6                                                   |

#### SLANESH

| D6 | Gift              | Description                                                                                                                                                                                                                                                                                                     |
|----|-------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | Claw*             | As mutation                                                                                                                                                                                                                                                                                                     |
| 2  | Hemaphrodite      | As mutation                                                                                                                                                                                                                                                                                                     |
| 3  | Perforate Tongue* | As 'Tentacle' mutation. In addition, instead of shooting in the shooting phase, the cultist may make a tongue attack instead. RANGE = 6'. Roll to hit as normal. If the target is hit, it is dragged into hand-to-hand combat. The cultist counts as charging. ( <i>Fischer gangs love this mutation!</i> - Ed) |
| 4  | Aura of Slaanesh  | Any enemy within their initiative's distance in inches of the cultist with this gift that is in hand-to-hand counts a 1 or 2 on their attack dice as a fumble. Also, fumbles give the opponent 2 points to their attack instead of 1.                                                                           |
| 5  | Mark of Chaos*    | The cultist may re-roll any one dice roll per game.                                                                                                                                                                                                                                                             |
| 6  | Chaos Armour      | ARMOUR: Unmodified save of 5+ on a D6.                                                                                                                                                                                                                                                                          |

#### MURGLE

| D6 | Gift                 | Description                                                      |
|----|----------------------|------------------------------------------------------------------|
| 1  | Ohese                | As mutation                                                      |
| 2  | Foul Stench          | As mutation                                                      |
| 3  | Stream of Corruption | Weapon: STRENGTH: 5 DAMAGE: 1 SAVE MOD: -2                       |
| 4  | Cloud of Flies       | SPECIAL: One shot per game. Uses flamer template.                |
| 5  | Mark of Chaos*       | Anyone shooting at a cultist with this gift suffers a -1 to hit. |
| 6  | Chaos Armour         | The cultist may re-roll any one dice roll per game.              |

ARMOUR: Unmodified save of 5+ on a D6.

## Chaos Cultists

### TZEENTCH

| D6 | Gift           | Description                                                                                                                                      |
|----|----------------|--------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | Wings          | As mutation                                                                                                                                      |
| 2  | Bird Face      | As 'beak' mutation. In addition, the cultist gets +1 BS and Initiative.                                                                          |
| 3  | Flamer Arms*   | Weapon: STRENGTH: 4 DAMAGE: D3 SAVE MOD: -2                                                                                                      |
|    |                | SPECIAL: Uses hand flamer template. Can be used in close combat. Victims may be set on fire (see flamer rules). Automatically passes ammo rolls. |
| 4  | Power*         | The cultist gains one Wyrd minor power. Roll for it randomly (reroll a 'none' result).                                                           |
| 5  | Mark of Chaos* | The cultist may re-roll any one dice roll per game.                                                                                              |
| 6  | Chaos Armour   | ARMOUR: Unmodified save of 5+ on a D6.                                                                                                           |

\* If you roll the same gift for the same cultist, then his Chaos patron has had a bit of a joke and you must roll for a mutation for the cultist instead. The only exceptions to this rule are the gifts marked by an asterisk, as these gifts have cumulative effects and can be taken more than once.

### CHAOS SPAWN

If any member of a cultist gang receives 5 or more mutations then they run the risk of becoming a Chaos Spawn. Once a cultist receives 5 or more mutations, Chaos gifts (Chaos Champion gifts don't count), take a Leadership test and add the relevant modifiers:

#### MODIFIERS

+1 per mutation above the number of 5

+1 per game after the one when the cultist received 5 mutations

+1 if the cultist gang worships Slaanesh, Nurgle or Tzeentch.

If he passes his test then he continues his existence as normal (well, almost). If he fails his test then the Cultist has Spawned! He immediately receives another 2D3 mutations/gifts (roll a D6: 1-4 = Mutation, 5-6 = Chaos gift). Once he has become a Spawn, he may no longer use any weapons\* or equipment of any kind and so the gang may sell them at the usual price. He may not use any skills, either.

The Spawn may gain more experience as normal and may take characteristic advances, but may not take any more skills, mutations or gifts. The Spawn may ignore the normal characteristic limits and can continue to gain advances up to a maximum of 10. A Spawn will never challenge for leadership of a gang, and cannot forage or visit the trading post.

A Spawn will never break and so never needs to take leadership tests except for *stupidity* and *frenzy* tests, or Wyrd powers. Spawn are hostile creatures to behold, and as such cause *fear*. If a Spawn already causes *fear* then it causes *terror* as well.

If half the number of a cultist gang become Spawn, then the gang has to split up due to it being understaffed.

Spawn can never lead gangs. If the leader of a cultist gang becomes a Spawn, then the cultist with the next highest leadership value will become leader, just as if the leader had been killed.

Roll a D6 for the Spawn before each game:

- 1-2 The Spawn is subject to *stupidity* for this game
- 3-4 The Spawn acts normally this game
- 5-6 The Spawn is subject to *frenzy* for this game

## Chaos Cultists

Spawns are immune to psychology except where noted in the table above, and so will no longer suffer *horrified* towards Redemptionists or rival Cultist gangs. If a Spawn is captured, it is automatically destroyed in the name of humanity. The gang that captured it cannot sell it into slavery or collect bounty for it.

\*Except weapons that are Chaos gifts or weapons that have become fused to it as a result of the 'weapon' mutation.

## BECOMING A CULT

Most gangs in Necromunda are religious in some form or another (though most don't like to admit it). When a major incident happens to the life of a gang leader, it may bring out his religious side and he will try to convert his gang into a religious cult.

This is a set of optional rules I thought up just to make Necromunda life that little bit more interesting. These rules will come into effect when one of the following incidents occur:

1. If the gang loses a game and has at least 4 times as many casualties inflicted on them as they did on their opponent.
2. If 3 or more members of the gang suffer the 'Dead' results on the Serious Injury table after a single game.
3. If the gang loses a piece of territory when they have 4 or less remaining.
4. If the gang's leader (or equivalent) has suffered the 'Dead' result on the Serious Injuries table.

If any of these happen to your gang, then your gang leader must take a Leadership test. If more than one of these events occurred at once, then make a Leadership test for each event. If the Leader of your gang was killed in the game when this event occurred, then replace him using the rules in the Outlanders book and then take the Leadership test(s) for the new Leader.

Van Saar gangs, Redemptionists, Chaos Cultists, Scavengers, Spyrers and Eldar Scouts are immune to these events, as they will always stick resolutely to their cause.

If the leader passes the Leadership test(s), then he is shaken, but otherwise unaffected by these events. If he failed the test(s), then he has had enough of his life style and has decided to turn his gang into a religious cult. It is now up to your discretion to decide what cult the gang will become. Below is a list of the cults each type of gang has available:

### GANG TYPE CULTS AVAILABLE

|                 |                                                                  |
|-----------------|------------------------------------------------------------------|
| <i>Orlock</i>   | Cultist Coven of any Chaos god, or Redemptionists                |
| <i>Goliath</i>  | Cultist Coven of Khorne or Nurgle                                |
| <i>Iskober</i>  | Cultist Coven of Khorne, Slaanesh or Tzeentch, or Redemptionists |
| <i>Cauldron</i> | Redemptionists                                                   |
| <i>Dolague</i>  | Cultist Coven of Nurgle or Tzeentch, or Redemptionists           |
| <i>Razshins</i> | Cultist Coven of Khorne                                          |

If your Leader chooses to create a Redemptionist Crusade, then he becomes a Redeemptor Priest and uses all the special rules for Redeemptor Priests as described in the Outlanders rule book.

If your Leader chooses to create a Cultist Coven, then he becomes a Demagogue and uses all the special rules for Demagogues as described in my Chaos Cultist article. The one exception to this is that the Demagogue does not yet gain his Chaos Champion Gifts (see below).

To turn the rest of his gang into Redemptionists/Cultists, after each game (starting with the next one) use the Priest's Demagogue's Redeemer/Corruptor skill on one selected gang member. While the Leader is Redeeming/Corrupting, neither he nor the victim may do anything else after each game. The Leader *must* continue Redeeming/Corrupting until there are no members of the gang

## Chaos Cultists

let to convert. He may also try to convert prisoners, though if the victim wins they must sell him into slavery or perform an exchange as normal. If the victim wins then he has resisted his leader's attempts to convert him. If this happens, then the Leader may try to convert him again after another game, but with a -1 modifier to his roll. If he fails again, he may try once more, but with a -2 modifier. If he fails this time, he may try once more, with a -3 modifier. If this fails, then the Leader thinks that the gang member is beyond his help and kills him. Remove the gang member from your roster. You may not keep the gang member's weaponry, but you can sell it at the usual price.

If the Priest/Demagogue rolls higher than the victim, then he has succeeded in converting the gang member over to his cause. The gang member will become his Redemptionist/Cultist equivalent. This is summarised below:

| GANGER   | REDEMPTIONIST | CULTIST |
|----------|---------------|---------|
| Ganger*  | Brother       | Brother |
| Heavy    | Deacon        | Magus   |
| Juve     | Novice        | Novice  |
| Razshin* | Brother       | Brother |
| Brave    |               | Novice  |

\*In addition, up to 4 Gangers/Razshins can become Zealots/Acolytes if they have 40 experience points or more.

Once a gang member becomes a Redemptionist/Cultist, they are subject to all the special rules for their Redemptionist/Cultist equivalent (e.g. Zealots and Acolytes are subject to  *frenzy* ). When they become Redemptionist/Cultists, they sell all their weaponry and will buy new weapons (heavy flammies, Exterminators and Byscerators will become available to the appropriate people at the cost listed in the Redemptionists/Cultist Advance Table and has his Maximum Characteristics upgraded to that of a Cultist/Redemptionist. If he is a Cultist, he will gain mutations and gifts as normal. However, the convert still takes skills from the Skill Tables that he used to, and in addition he may take Ferocity skills, even if he was not allowed them before.

Once the entire gang has been converted into Cultists, the Demagogue is rewarded by his Patron and receives his Chaos Champion Gifts.

Once the entire gang has been converted into Cultist/Redemptionists, they will discard all their territories and go down into the Underhive to start their Crusade/Coven. They now count as Outlanders and all special rules for Redemptionists/Cultists apply to them (except for their skills, see above). They have now become a fully fledged Coven/Crusade!

Now that I've done that, I'll list possible colour schemes (I have no idea if you want these, but personally I think the article is too long already)

| Chaos Patron | Robe Colours                | Mask Colours                 | Detail Colours             |
|--------------|-----------------------------|------------------------------|----------------------------|
| Khorne       | Red or Black                | Bronze                       | White or Black             |
| Slaanesh     | Pastel Colours or Dark Blue | Black or Silver              | Blue or White              |
| Nurgle       | Sickly Green or Purple      | Black                        | Black Yellow or White      |
| Tzeentch     | Bright Red, Blue or Yellow  | Gold, Silver Bronze or Black | Yellow, Red, Blue or White |

## CONVERSION IDEAS

### THE BASIC MODEL

This is the easy bit. To make a basic Cultist, simply take a Redemptionist model. You may need to remove an Exterminator cartridge if the model is a Brother or Novice, as Cultist Brethren cannot have these. This conversion is simple. The cartridge can be removed with a sharp modelling knife and then the area it used to belong in can be neatened up with a file.

### MUTATIONS

To cover these in general is a bit tricky, so I've written a list of mutations with conversion ideas for each below:

**Bestial Face:** Perform a head-swap with the head of a beastman.

**Mace Tail:** Take the tail from a Rat Ogre such as Headsplinter or Bonesripper and attach it to the mutant's behind. Cover the joins with milliput. Alternatively, you could just have the end of the tail sticking out of the bottom of the Cultist's robe.

**Extra Head:** This is a complicated version of head swap. First, remove the mutant's original head and move it along the shoulder for about a quarter of a centimetre before gluing it back on. Then get a head from another model and attach it to the body of the mutant, next to the first head. Cover the joins with milliput.

**Centaur Body:** To do this, you need to take the headless body of a horse (barded horses look good for Cultists) and the torso of the mutant in question (cut the legs off using a small saw). The join will not be perfect, so pinning may be necessary to keep the torso the right height above the horse's neck. Once pinning is completed, fill in the gap with milliput.

**Extra Eye:** To do this you need milliput and a skilled hand at modelling.

**Claws:** Take a claw from a Daemonette and perform a hand-swap on the mutant.

**Beak:** Again, this requires a steady hand and milliput. Alternatively, you could use the beak of a Wood Elf Warhawk.

**Tentacle:** Either find a tentacle on another miniature and pin it to your mutant or use milliput to make one for yourself.

**Hermaphrodite:** I'd rather not dwell on this mutation so I'll be brief. Use milliput in certain places!

**Extra Leg:** Pin a leg onto the mutant's hip, or add another foot, sticking out of the bottom of the robe for a Cultist.

**Skull Face:** Perform a head-swap with a plastic skeleton. You'll have to add your own neck with milliput, though.

**Hideous Appearance:** Use milliput to distort facial features. Alternatively, you could model on a cloth hiding the mutant's face.

**Very Long Legs:** I have no idea how to pull this one off!

**Horns:** Pin horns from a Minotaur or other similar creature to the sides of the mutant's head.

**Wings:** Pin the wings of a Warhawk/Tyrantid Gargoyle/similar creature to the mutant's back. Cover the joins with milliput.

**prehensile Tail:** Use the tail of a Skaven in the technique described for the Mace Tail mutation.

**Extra Arm:** Pin an arm onto the mutant's side.

**Obese:** Use milliput to model on a huge, pus-ridden belly.

**Armoured Hide:** I don't know how to do this one. Possibly you could use milliput

**Weapon:** Cut off the mutant's fore arm and replace with the chosen weapon. Use milliput to smooth the join.

**Daemonic Face:** Perform a head swap with a daemon.

**Immense Muscles:** Take the head off your mutant and pin it to the body of an Ogre-Ogryn. (I bet you never thought this mutation was this big!) Model on Cultist robes with milliput and swap the Ogre's hands with those of the original mutant, still holding his weapons!



## 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 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 Gam-midnight,  
7 days a week.



## HOUSE SPECIALTIES

### An offbeat alternative to standard gang advancement

By Mark Labett

Mark's advance tables provide a tongue in cheek alternative for those of you who just can't get enough Necromunda. (You poor, misguided fools - Ed). Please remember that these rules are completely unofficial and clearly suitable only for the criminally psychotic and those not yet living in the politically correct 90's.

#### HOUSE GOLIATH SPECIALTIES

##### MISCLE BEACH

All Goliaths can roll on a different advance table, if they wish, rather than the standard advance table. This is not without some risk however.

##### ALTERNATIVE GOLIATH ADVANCE TABLE

- 1 The gang member injures himself while pumping too much iron, miss the next scenario and then roll again on this table.
- 2 No advance gained, roll again on this table after next scenario
- 3-4 Roll for a Strength skill
- 5 Roll again 1-4 +1 Weapon Skill  
5-6 +1 Ballistic Skill
- 6 Roll again 1-3 +1 Strength  
4-6 +1 Toughness

##### OGRYNS

Being halfway to Ogryns themselves, Goliaths really appreciate the sheer bulk and power of these massive abhumans and so will take every opportunity to provide them with gainful employment. A Goliath gang can hire up to 2 Ogryns at a cost of 180 credits each.

|             | M | WS | BS | S | T | W | I | A | Id |
|-------------|---|----|----|---|---|---|---|---|----|
| Ogryn Slave | 6 | 4  | 3  | 5 | 5 | 3 | 4 | 2 | 8  |
| Maximum     | 6 | 7  | 6  | 6 | 6 | 5 | 7 | 4 | 10 |

An Ogryn initially has 60+46 experience points and can earn experience points and roll on the advances table, though an Ogryn may only ever take skills from the combat, Ferocity and Miscle tables.

**Psychology** - An Ogryn cause *Keen* it is also quite dumb and so is subject to *Stupidity* unless a friendly gang member is within 2 inches at the start of its turn.

**Miscellaneous** - An Ogryn is a massive humanoid and so costs the same as 2 normal humanoids in upkeep. It also can always roll to escape pinning, regardless of whether friends are nearby.

**Ripper Gun** - (Either a common item at 60 credits, or allow a Goliath gang to purchase it at 60+366 credits on a roll of 5-6 each scenario). This massive automatic shotgun is capable of ripping the arm off a human user, but that does nothing to deter certain crazed Goliaths.

| Range        | To Hit       | Strength     | Damage       | Mod.         | Save         | Ammo         | Special               |
|--------------|--------------|--------------|--------------|--------------|--------------|--------------|-----------------------|
| Short - Long | Short - Long | Short - Long | Short - Long | Short - Long | Short - Long | Short - Long | Short - Long          |
| 0-4          | 6-12         | Always hit   | -2           | 4            | 1            | 1            | Scattered fire 2 Dice |

#### House Specialties

**Special Rules** - (Could be extended to include scary weapons like spear gun and scarer cannon). Any creature of strength 5 or more can fire the gun as if it were basic weapon. For humans though the following rules apply:

Only a character with strength 4 can use the ripper gun, lesser beings could not even pick it off the ground!

It is treated as a special weapon. Move or Fire only, and no running is permitted either! If a 1 is rolled on the 'To Hit' roll then the recoil has inflicted a strength 4 hit on the user. If any serious injuries occur then treat automatically as a serious arm wound.

##### LEADERSHIP CHALLENGE

When rolling for a Goliath leadership challenge (Outlanders rulebook), modify the dice as follows:

- 1 If challenger is stronger than leader
- +1 If challenger is weaker than leader
- 1 If challenger is tougher than leader
- +1 If challenger is not as tough as leader

This is because Goliaths value muscles over brains.

#### HOUSE ESCHER SPECIALTIES

##### AEROBICS MASTERCASS

All Eschers can roll on a different advance table, if they wish, rather than the standard advance table. This is not without some risk however.

##### ALTERNATIVE ESCHER ADVANCE TABLE

- 1 The gang member injures herself while stepping out once too often, miss the next scenario and then roll again on this table.
- 2 No advance gained, roll again on this table after next scenario
- 3-4 Roll for an Agility skill
- 5 Roll again 1-2 +1 Weapon Skill  
3-6 +1 Ballistic Skill
- 6 Roll again 1-2 +1 Movement (Maximum of 5)  
3-6 +1 Initiative

##### FEMINE WILES

After each mission roll a die:

- 1-4

Nothing of note happens.

- 5 It must be *Lurve*! Select a ganger at random. A scummer has fallen in love with her and will offer his services for free for the next scenario. If the gang wishes to use him again in successive scenarios they must roll a die each time:

- 1-2 The scummer becomes disillusioned and promptly leaves the gang
  - 3-5 The poor love struck fool will continue to work for nothing in the next scenario
  - 6 *True Love*! The pair promptly disappear off into the underhive to make a new life for themselves. Remove the gang member and her equipment from the gang.
- Gang members persuade a guilder into offering them a bargain.  
Roll on the rare items table, the gang can buy that item for half price.

##### BATTING SNIPER

Escher women like their men nice and puny, so consequently they find the company of male Ratings reassuring. An Escher gang can have up to one of these available for 60 credits.

## House Specialties

|         | M | WS | BS | S | T | W | I | A | Id |
|---------|---|----|----|---|---|---|---|---|----|
| Rating  | 4 | 2  | 4  | 2 | 2 | 1 | 5 | 1 | 6  |
| Maximum | 4 | 5  | 7  | 3 | 3 | 3 | 8 | 3 | 8  |

A Rating initially has 20+46 experience points and can earn experience points and roll on the advances table; however a Rating may only ever take skills from the Stealth and Shooting tables. A Rating automatically has the Marksman skill for free. He can be equipped with the same weapons as a ganger.

A Rating consumes immense quantities of food, so costs the same as 2 normal gangers in upkeep.

## HOUSE CAWDORE SPECIALTIES

### DIVINE INSTRUCTIONS

After each scenario roll 4d6, adding 1 if the gang won the battle.

1-3 Nothing happens of note.

4 **Recruiting Mission** (Optional) - This costs 25 credits, but you may roll a sustained fire dice for the number of Junes that join your gang for free. (Treat Jam as Zero)

5 **Imperial Preacher** - Roll for every member you wish to send to listen to the preacher's sermon.

1 The gang member is overcome by zeal and joins a crusade for the next d3 scenarios. He earns 46 experience for each scenario missed but at the end he must roll a 4d6. If he rolls a 1 then he does not return.

2-4 The sermon is inspiring but no tangible benefit is gained.

5 The sermon fills the gang member with righteous anger.

From now on he is subject to *Prezzy*. (Or becomes a zealot if desired).

6 The fighter comes away more determined than ever to die for the cause.

Add 1 to his leadership characteristics (if less than his maximum)

7 **Mutant Hunt** - Any gang member not required for collecting income or finding rare items after the scenario may join a mutant hunt downriver. Each gang member taking part earns 46 experience points but must roll a 4d6. On a roll of 1 they have been injured and must roll on the Serious Injuries Chart. Treat a roll of captured as eaten, unless they possess a concealed blade or escape Artist Skill.

A Holy Kite is available at a cost of 100+46 credits. If possessed by the gang

all Cawdors within 12 inches of the beaver may remake any leadership based tests.

### HIRED GUNS

Cawdors are renowned for their humorless and intolerant way of life. As a result many hired guns will have nothing to do with them. If a Cawdor gang wishes to use new hired guns in a scenario roll a 4d6, on a roll of 1-3 no new hired guns will work for them this scenario. However once a hired gun agrees to work for the gang he will continue to work for the gang regardless of the die roll. No Cawdor gang will ever hire a Wyrd, indeed if the opposition ever have a Wyrd working for them then roll on the leader's leadership with 2d6. If the roll is less than or equal to his leadership then this gang is subject to *Hunted* for the entire scenario.

### LEADERSHIP CHALLENGES

As a house dominated by Redemptionists, Cawdor gangs use an alternative Leadership Chart.

- 1 Hand to hand fight
- 2 Shoot-out
- 3-6 Fanatically loyal to the leader

## House Specialties

### HOUSE DELAQUE SPECIALTIES

#### NINJA RYU

Deliques may roll on a different advance table, if they wish, rather than the standard advance table. This is not without some risk however.

#### ALTERNATIVE DELAQUE ADVANCE TABLE

- 1 The gang member injures himself on one of the booby traps in training, miss the next scenario and then roll again on this table.
- 2 No advance gained, roll again on this table after next scenario
- 3-4 Roll for a Stealth skill
- 5 Roll again 1-2 +1 Weapon Skill
- 3-6 +1 Ballistic Skill
- 6 Roll again 1-2 +1 Leadership
- 3-6 +1 Initiative

### INTRIGUE AND DOUBLE DEALING:

Roll a die after each scenario:

1-3 Nothing of interest occurs.

4 The gang find an informant, a colleague or relative of a rival gang. This informant costs 10 credits with every use. Roll every time you wish to use him.

1 The informant double-crosses the Deliques (not a very sensible move for long-term survival). The other gang may choose whichever scenario they like without rolling on the Scenario table.

2 The informant is uncovered and killed. No modifiers to the Scenario table apply.

3 The data is of marginal use. Add or subtract 1 from the Scenario table.

4 The data is useful. Add or subtract 2 from the Scenario table.

5-6 The informant reveals detailed plans. The Deliques may choose the Scenario without rolling on the Scenario table.

An informant can be used repeatedly against the other gang, once per scenario, until the informant is killed or double-crosses the Deliques.

5 The gang have obtained some valuable information on a senior member of a noble house and decide to utilise it. (Blackmail is such an ugly word, let's call it persuasion). The gang may either extort 4d6+10 credits from him or roll on the rare item table, where the item rolled is sold to the gang at half-price. However the noble might not be too happy with the gang. Roll a die and on the roll of a 1 or 2 then a Bouncy Hunter will join the opposition gang's side for free in the next scenario!

6 The gang persuades the Arbiter's office to issue a warrant for the arrest of a rival gang. For the next scenario the gang may employ a Bouncy Hunter for free, as his costs will be met by the arbiter.

### LEADERSHIP CHALLENGES

Deliques are not renowned for their loyalty and trusting natures and so a special table is used for Delique Leadership Challenges:

- 1-2 Hand-to-Hand
- 3-4 Shoot-out
- 5 Assassination! Use Outlaw Scenario 1: The Hit from the Outlanders boxed supplement with each ganger siding as follows:

## House Specialties

- 1-2 Sides with challenger
  - 3-5 Stays out of it
  - 6 Loyal to the leader
- In addition, if there is more than 30 credits in the stash then the challenger has hired a Scumrunner to bump off the leader. Play as Scenario 1 until either the Challenger or Leader is taken out of action.
- 6 Fanatically Loyal (a rare event for Deleaguists)

## HOUSE VAN SAAR SPECIALTIES

**TECHNICAL COLLEGE**  
All Van Saars can roll on a different advance table, if they wish, rather than the standard advance table. This is not without some risk however.

### ALTERNATIVE VAN SAAR ADVANCE TABLE

- 1 The gang member electrocutes himself, miss the next scenario and then roll again on this table.
- 2 No advance gained, roll again on this table after next scenario
- 3-4 roll for a Techno Skill
- 5 roll again 1-2 +1 Weapon Skill  
3-6 +1 Ballistic Skill
- 6 roll again 1-3 +1 Leadership  
4-6 +1 Initiative

## Q BRANCH

After each scenario roll a die:

- 1-4 Nothing of note happens this turn.
- 5 A job lot of Armour is ready for testing. The gang may purchase either d6 flak jackets or one other type of armour, at the standard price.
- 6 This is ready for the field, 007! A supporter of your gang offers them the rare item of your choice at the standard price, i.e. no extra d6's are rolled.

## SQUATS

A Van Saar gang may have up to 2 of these sturdy abhumans available at a base cost of 120 credits each. Van Saar find the technical skills of Squats worthy of the highest respect, while the Squats enjoy the chance to show Humans just who is the superior race.

A squat has the following characteristics:

|         | M | WS | BS | S | T | W | I | A | Id |
|---------|---|----|----|---|---|---|---|---|----|
| Squat   | 3 | 4  | 3  | 3 | 4 | 1 | 2 | 1 | 8  |
| Maximum | 5 | 7  | 6  | 4 | 5 | 3 | 5 | 3 | 10 |

A Squat may be equipped with any weapon except heavy weapons and initially has 20+d6 experience points. He can gain experience points. All Squats start with the specialist skill and one other techno skill. Included in the Squats price is a brace of Las pistols and a Peak Jacket. All Squats will always carry at least 2 pistols on their person at all times.

Squats are notoriously stubborn and full of self-belief. Therefore they can always roll to escape pinning regardless of the presence of other gang members.

## House Specialties

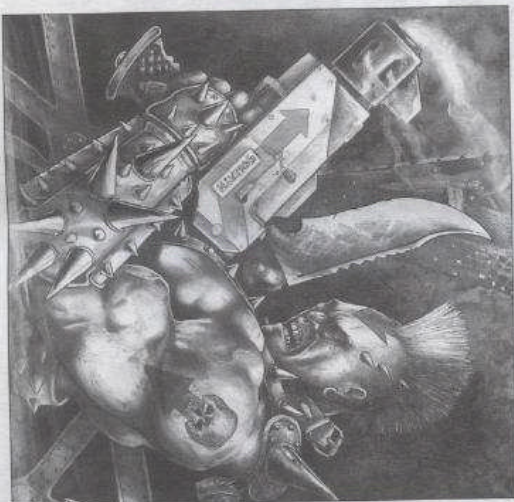
## HOUSE ORLOCK SPECIALTIES

### HOT OFF THE MACHINES:

Orlocks have only one major advantage and that is their powerful industry. Their armours are always full to the brim with many weird and wonderful weapons, as a result Orlocks are much more likely to be familiar with exotic weaponry. To represent this, roll after each scenario on the following table:

- 1-2 Nothing of note happens.
- 3 An ex-ganger takes one of your gangers aside and shows him how to use a special weapon. If you have a ganger who is not searching for rare items or collecting income off a territory then he may gain the Specialist skill at a cost of 10 credits.
- 4 Imperial Guard Contract. The clan has been producing many rare and wonderful weapons for the Imperial Guard recently. As a result treat any rare weapons or gunsmith as common until the next scenario.
- 5 The gang does a favour for a prominent black marketer. In return he offers you slightly soiled heavy weapon 'told off the back of a slave train'. The gang may purchase a heavy weapon of their choice for half-price. However the weapon is not in mint condition and so there is a -1 modifier on a ammo rolls with this weapon.
- 6 The gang is offered a discount by a prominent Orlock boss. The gang may purchase as many basic, pistol and close combat weapons and grenades as they like with 20% off the total price.

Orlocks can always purchase heavy and special weapons at 10% off their value, due to their vast stocks of such weapons in clan armories.





## HOT FROM THE FORGES

Once again, the Guilders have contracted the ever-energetic Mail Order Troops to ransack the Trading Post for hot trash. There's a whole lot of Wyrd and Chaos Cultists with which to infiltrate the Underhive.

**Chaos Cultists** £175 each or £5.00 for 3



Demagogue 1 £3.50  
010203601



Demagogue 2 £3.50  
010203602



Cultist 1  
010203603



Cultist 2  
010203604



Cultist 3  
010203605



Cultist 4  
010203606

24



Cultist 5  
010203607



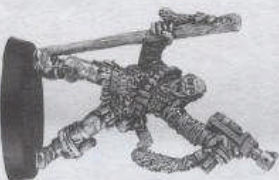
Cultist 6  
010203608

*These superb Chaos Cultists can be converted and modified to suit your needs. All it takes is a few weapon swaps and the odd claw or tentacle here and there to really give them that Necromunda character!*

**Wyrd** £400 each **Beastmasters** £300 each



Wyrd Beastmaster 2  
9947059903302



Wyrd Beastmaster 1  
9947059903301



Wyrd Beastmaster 3  
9947059903303



Wyrd Telepath  
9947059905201



Wyrd Pyromaniac  
9947059904501

25

GIU US A CALL 0115 91 40,000

GIU US A CALL 0115 91 40,000

MAIL ORDER FAX 0115 916 8002

MAIL ORDER FAX 0115 916 8002

GIU US A CALL 0115 91 40,000

GIU US A CALL 0115 91 40,000

## Wyrd Beasts 75p



Ripperjacks  
9947059903307-9

Giant Rats  
9947059903304-6

Note: There are three variants of each of these models.

Millisaurs  
9947059903310-1

## HOT FROM THE FORGES MAIL ORDER DEALS

The Trolls have been hard at work in the forges to make war materials for your gangs. Here are a few special deals that they've put together which are exclusive to the readers of Gang War alone.

### Wylds

Wylds.....£4.00 each  
Beastmasters.....£3.00 each  
Ripperjacks/Millisaur/Mutant Rats.....75p each

### Chaos Cultists

Chaos Cultists.....£1.75 each or 3 for £5.00

**CHAOS CULTIST DEAL**  
Order a Demagogue and three blisters of Cultists for  
**£18.50**

and we'll throw in a Necromunda Basic combat and pistol sprue, a Necromunda Basic weapons sprue and three random Chaos Spawn limbs for you to personalise your cultists with for FREE!

Just give the Trolls a ring on:

UK Mail Order Hotline: 0115 91 40 000

(The phone lines are open from 6.00 till midnight.)

## Join in the GANG WAR!

### The Fight Continues...

So, here we are, with GANG WAR 2 brought back by popular demand and following hot on the heels of the phenomenally successful GANG WAR 1 (*too much use of hyperbole? Nah... - Ed.*) If you managed to miss out on GANG WAR 1 then shame on you! For those who missed out here's what it's all about:

GANG WAR follows the Blood Bowl Compendium and Firepower in a whole new series of specific compilations that brings you a combination of classic Journal and white Dwarf articles, coupled with totally cool, completely new articles and conversions, not to mention exclusive Mail Order deals that are only available to the readers of this magazine.

We want to provide you with the most concise, regular supplement to Necromunda. Where you can send your ideas for new gangs, new archeotech, scenarios, conversions etc. These will be complemented by brand new stuff from the guys in Games Development, who are always working into the early hours writing, playtesting and converting.

### BUT!

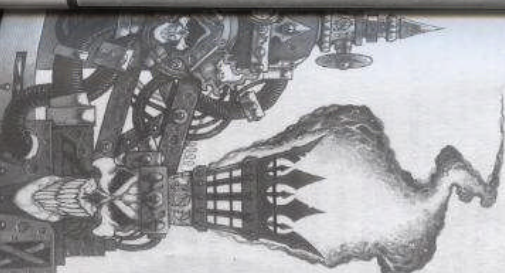
### We STILL need your help...

Yes, we need your help to achieve this, because it's your submissions that will keep GANG WAR packed out with quality, new material (you can't just leave it all up to the Games Developers because they've 'got enough on their plates' what with developing new games and stuff!). So, rather than sitting there hoping someone in Games Development will write some rules about something obscure, send us all of those innovative ideas you have floating around inside your heads and we'll publish the best of them.

If you want to write in but are not sure of how to set out your article, then tick the box for Writer's Guides on the Feedback form over the page and we'll send out a full set, free of charge.

Send your submissions to:

GANG WAR, The Black Library,  
Games Workshop Ltd, Willow Road,  
Nottingham, NG7 2WS, UK.



# GANG WAR vol 2 FEED BACK

WE WANT YOU to enjoy reading GANG WAR as much as we do compiling it. Your opinions are very important to us. So if you have something to tell us, please send in this feedback form. We read every single one of them as they come in, and we may well feature the best of them in GANG WAR. As always, if you don't want to mutilate your copy of GANG WAR, feel free to photocopy this page or write your answers on a different sheet of paper.

This many other people read my copy: 0 ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5+ ☐

I bought it at: I'll buy the next one? Yes ☐ Maybe ☐ No ☐

I would like GANG WAR to become a regular quarterly magazine? Yes ☐ Maybe ☐ No ☐

I want to see: More ☐ Same ☐ Less ☐ I want to see: More ☐ Same ☐ Less ☐

Tips n' Tactics ☐ ☐ ☐ Modeling ☐ ☐ ☐

Battle Reports ☐ ☐ ☐ Mail Order Deals ☐ ☐ ☐

Stories ☐ ☐ ☐ House Rules ☐ ☐ ☐

Scenarios ☐ ☐ ☐ Biz N' Tipz ☐ ☐ ☐

Letters ☐ ☐ ☐ Artwork ☐ ☐ ☐

Other (insert) ☐ Other (insert) ☐

I want to contribute. Please send me your Writers Guidelines ☐

I have so many other things to tell you about GANG WAR that I'm going to use this box:

(Out of room! Use a separate sheet of paper!)

I am: Age: Return this form to:

I live at: GANG WAR feedback, The Black Library, Games Workshop Ltd, Willow Road, Nottingham NG7 2WS UK



## WYRD GATHERINGS Using All-Wyrd Gangs in Necromunda by Derral Richards

To escape the witch-hunts of the Redemptionist Crusade, Wylds have only a few stark choices. They can go into hiding, clinging out an existence in the very depths of the Underhive or in the wasteland outside. Alternatively they can associate with gangs or outlaws, trading their usefulness for protection. Occasionally however a charismatic Wyrd, a Mentor, forms a gathering of Wylds who will work together and look out for one another. These Gatherings move from place to place in the wastes, hoping to stay one step ahead of Imperial Agents and Redemptionists that hunt them relentlessly. Inevitably they have to fight to survive, and in this respect they are the same as all the other Outlanders, despite their special powers.

**OUTLANDERS.** Wyrd Gatherings are Outlander gangs and as such all of the Outlander rules apply to them with the exceptions noted below. Wyrd Gatherings do not have a guild price and may never pay off their outlaw status.

**TERRITORY.** Wyrd Gatherings start with one piece of territory generated on the Outlaw Territory Table. This is the Gathering's camp in the wastes and they cannot hold more than a single piece of territory at a time. The Gathering must move their camp after every game in an attempt to keep ahead of the witch-hunters and Redemptionists, crossing the old territory off their roster at the end of the post-battle sequence and generating a new camp on the Outlaw Territory Table immediately.

**CAPTURED TERRITORIES.** Any additional territory captured from other gangs may either be occupied by the Gathering in preference to randomly determining a new territory from the Outlaw Territory Table (the Gathering's old territory must still be abandoned as usual), or looted and destroyed by the Gathering as soon as it is captured (see the Outlaw rules for details of looting).

**INCOME.** Gatherings collect income from their one piece of territory, and can also forage for income just like an other Outlaw gang.

**TRADING.** Wylds roll on the Outlaw Trading Chart.

**HIREG GUNS.** Wyrd Gatherings can make use of any Hireg Guns that they can afford except for Bounty Hunters, the Arch Redcoat or Braker the Avenger. They can hire Wylds to fight for them for 20 credits per game rather than the normal 25 (note that they are still worth 125 credits towards the Gathering's gang rating though).

**STARVATION.** Wylds are subject to the effects of starvation just like other outlaws.

**BOUNTY.** The strange powers that they possess make Wylds a source of great worry to the Guilders, so they are worth a bounty equal to their total cost, just like any other outlaw.

**CAPTURE.** Wyds captured by Cawdor gangs or Redemptionist Crusades are automatically burned alive. The Gathering can mount a Rescue Mission in order to save their colleague before this happens. Note that Wyrd Gatherings will never ransom, captive Cawdor gangers, or Redemptionist Crusaders back to their gangs, though they may deal with their prisoners in any other way.

## SCENARIOS

Wyrd roll on the Outlaw Scenario Table. If the Gathering can choose which scenario to play they can pick any of the ones from Necromunda or Outlaw. Note that Wyrd Gatherings may never defend on the caravan scenario, nor may they work for the Guilders in any other way.

## RECRUITING THE WYRD GATHERING

Wyrd Gatherings are quite rare and it is suggested that only one be allowed to play in a campaign at any one time. The Wyrd Gathering is chosen in the same way as other gangs. You have 1000 credits with which to purchase Wyrd from the list below. The Gathering must include a mentor to lead it, and at least half of the Gathering must be made up of normal Wyrd. Once the Gathering has entered play however it is more difficult to recruit new Wyrd because of their inherent ruthlessness. To represent this, only 1 new Wyrd or Awakening Wyrd may be recruited between each game that the Gathering plays.

## 1 MENTOR

*165 Credits to recruit*  
Mentor is the term given to the founder and leader of a Wyrd Gathering. Mentors are very charismatic and wise in the ways of the Underhive; they make good leaders for Wyrd who otherwise tend to be solitary people. While they are normally no more powerful than most Wyrd, Mentors tend to have developed more a more precise control over their powers and are considered to be very dangerous. They are the hated enemies of the Redemptionist Crusade.

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 4 | 3  | 3  | 3 | 3 | 1 | 4 | 1 | 8  |

**WEAPONS:** The Mentor may be given equipment chosen from the Close Combat, Pistol and Ranged Weapons, plus the Grenades and Shotgun shells section of the special Wyrd list.

**LEADERSHIP:** A Mentor is by nature an intelligent and charismatic leader, and other Wyrd feel heartened by his presence. This means that any Wyrd within 6" of the Mentor may use his leadership characteristic when whenever they take leadership tests. A Mentor can always attempt to recover from being pinned even if there are no other friendly models within 2" of him.

**PSYCHIC POWERS:** A Mentor has one Primary Power randomly determined from either the Beastmaster, Pyromantic, Telepath or Telekinetic Primary Power Table. He has one Minor Power randomly generated from the Wyrd Minor Power Table (ignore and re-roll any results of None, Multiple Minor Powers and Extra Primary Power). Should a Mentor gain an additional Primary Power from a roll on the Advance Table, then it will be from the same table as his original Primary Power. A Beastmaster with an extra Primary Power increases the amount of creatures he may control by an additional D3 (if you are using the rules for Netherhounds, a Beastmaster may normally control only one at a time).

**SKILLS:** It is possible for the Mentor to gain skills due to experience. These skills may be chosen from any of the skill tables apart from Combat Skills.

**EXPERIENCE:** Mentors begin with D6+60 experience points.

## ANY NUMBER OF WYRDS

*95 Credits to recruit*

Wyrd are fully awakened psychics who have developed control over the use of their mental powers. Fleeing from the authorities, they make themselves a hidden sanctuary in the Underhives or the wastes. They tend to be a highly strung and solitary people, forever trying to keep one step ahead of the witch-hunters, joining a Wyrd gathering or becoming a Hired Gun gives purpose and protection to these unfortunates and they are then able to stand up to their persecutors and fight back.

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 4 | 2  | 2  | 3 | 4 | 1 | 4 | 1 | 7  |

**WEAPONS:** Wyrd may be given equipment chosen from the Close Combat, Pistol and Ranged Weapons sections of the special Wyrd list.

**RAV-KAD-HLE:** Wyrd always make up the majority of a Gathering. As such Wyrd must make up at least half of all the models in a Gathering. Should the number of Wyrd ever drop below half the total number of models in the Gathering, you must recruit more Wyrd as soon as possible.

**PSYCHIC POWERS:** Each Wyrd has one Primary Power randomly determined from either the Beastmaster, Pyromantic, Telepath or Telekinetic Primary Power Table. They also have one Minor Power randomly generated from the Wyrd Minor Power Table (ignore and re-roll any results of None, Multiple Minor Powers and Extra Primary Power). Should a Wyrd gain an additional Primary Power from a roll on the Advance Table, then it will be from the same table as his original Primary Power.

A Beastmaster with an extra Primary Power increases the amount of creatures he may control by an additional D3 (if you are using the rules for Netherhounds, a Beastmaster may normally control only one at a time).

**SKILLS:** It is possible for Wyrd to gain skills due to experience. All Wyrd may choose skills from the Agility and Stealth skill charts. In addition Beastmaster Wyrd may choose Ferocity skills, Pyromantic Wyrd may choose Shooting skills, Telekinetic Wyrd may choose Muscle skills and Telepathic Wyrd may choose Techno skills.

**EXPERIENCE:** Wyrd start with D6+20 experience points.

## ANY NUMBER OF AWAKENING WYRDS

*40 Credits to recruit*

Awakening Wyrd are young people whose Wyrd powers are just beginning to manifest. Normally these individuals would have to cope with their new powers by themselves, but at the time of a Wyrd Gathering they can find shelter with the Mentor and his followers.

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 4 | 2  | 2  | 3 | 3 | 1 | 3 | 1 | 6  |

**WEAPONS:** Awakening Wyrd may be given equipment chosen from the Close Combat, Pistol and Ranged Weapons sections of the special Wyrd list.

**PSYCHIC POWERS:** Each awakening Wyrd has one Minor Power randomly determined from the Wyrd Minor Power Table (ignore and re-roll results of None, Multiple Minor Powers and Extra Primary Power).

When an Awakening Wyrd gains a Primary Power you must randomly determine which discipline (Beastmaster, Pyromantic, Telekinetic or Telepathic) the power comes from. Once the discipline is determined all further Primary Powers gained by the Wyrd will be from this same discipline.

When an Awakening Wyrd that has not already gained a Primary Power earns 21 or more experience points and becomes a full Wyrd, do not roll on the Advance Table as normal, but instead assume that the Wyrd rolled a 12 and thus gained a Primary Power. When the Awakening Wyrd reaches this stage, you must immediately change his cost on your gang sheet from 40 to 95. This is unlike other gangs where the cost of a Juve is not altered when he becomes a ganger.

**SKILLS:** Awakening Wyrd with sufficient experience may choose either Agility or Stealth skills.

**EXPERIENCE:** Awakening Wyrd start with no experience.

## WYRD GATHERING WEAPONS LIST

| Close Combat Weapons         |            | Basic Weapons               |            |
|------------------------------|------------|-----------------------------|------------|
| Knife (N.B. 1 Knife is free) | 5 credits  | Stub Gun                    | 10 credits |
| Sword                        | 10 credits | Autogun                     | 20 credits |
| Club, Maul or Bludgeon       | 10 credits | Shotgun                     | 20 credits |
| Pistol Weapons               |            | Lasgun                      | 25 credits |
| Autopistol                   | 15 credits | Grenades and Shotgun shells |            |
| Laspistol                    | 15 credits | Dum-dum bullet              | 15 credits |
|                              |            | Man-Stopper Rounds          | 5 credits  |
|                              |            | Frag Grenades               | 30 credits |

## WYRD EXPERIENCE SYSTEM

### GAINING EXPERIENCE

| Experience Points            | Title                                                                 |
|------------------------------|-----------------------------------------------------------------------|
| 0-5                          | Awakening Wyrd<br>(Starting level for Awakening Wyrd)                 |
| 6-10                         | Awakening Wyrd                                                        |
| 11-20                        | Awakening Wyrd                                                        |
| 21-30                        | Wyrd                                                                  |
| (Starting level for Wyrd)    |                                                                       |
| 31-40                        | Wyrd                                                                  |
| 41-50                        | Wyrd                                                                  |
| 51-60                        | Wyrd                                                                  |
| 61-80                        | Wyrd Champion                                                         |
| (Starting level for Memiors) |                                                                       |
| 81-100                       | Wyrd Champion                                                         |
| 101-120                      | Wyrd Champion                                                         |
| 121-140                      | Wyrd Champion                                                         |
| 141-160                      | Wyrd Champion                                                         |
| 161-180                      | Wyrd Champion                                                         |
| 181-200                      | Wyrd Champion                                                         |
| 201-240                      | Master Wyrd                                                           |
| 241-280                      | Master Wyrd                                                           |
| 281-320                      | Master Wyrd                                                           |
| 321-360                      | Master Wyrd                                                           |
| 361-400                      | Master Wyrd                                                           |
| 401 +                        | Wyrd Lord (Anyone who reaches this level may not improve any further) |

### STARTING EXPERIENCE

| Type           | Starting Exp. Points |
|----------------|----------------------|
| Awakening Wyrd | 0                    |
| Wyrd           | 20 + D6              |
| Memior         | 60 + D6              |

### ADVANCE ROLL TABLE

| 2D6 | Result                                                                               |
|-----|--------------------------------------------------------------------------------------|
| 2   | New Skill                                                                            |
| 3-4 | New Skill                                                                            |
| 5   | Characteristic Increase roll again -                                                 |
|     | 1-3 +1 Strength                                                                      |
|     | 4-6 +1 Attacks                                                                       |
| 6   | Characteristic Increase roll again -                                                 |
|     | 1-3 +1 Weapon Skill                                                                  |
|     | 4-6 +1 Ballistic Skill                                                               |
| 7   | Characteristic Increase roll again -                                                 |
|     | 1-3 +1 Initiative                                                                    |
|     | 4-6 +1 Leadership                                                                    |
| 8   | Characteristic Increase                                                              |
|     | 1-3 +1 Weapon Skill                                                                  |
|     | 4-6 +1 Ballistic Skill                                                               |
| 9   | Characteristic Increase                                                              |
|     | 1-3 +1 Wounds                                                                        |
|     | 4-6 +1 Toughness                                                                     |
| 10  | New Skill                                                                            |
| 11  | New Wyrd Minor Power (ignore and re-roll Non-multiple Minor and Extra Primary Power) |
| 12  | New Wyrd Primary Power                                                               |

### MAXIMUM VALUE TABLE

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 6  | 6  | 4 | 4 | 3 | 6 | 3 | 9  |

### WYRD SKILL LISTS

|                | Agility | Combat | Ferocity | Muscle | Shooting | Stealth | Techno |
|----------------|---------|--------|----------|--------|----------|---------|--------|
| Awakening Wyrd | Y       | -      | -        | -      | -        | -       | -      |
| Beginnismers   | Y       | -      | -        | -      | -        | -       | -      |
| Telekinetics   | Y       | -      | -        | -      | -        | -       | -      |
| Memiors        | Y       | -      | -        | Y      | Y        | Y       | Y      |



## NECROMOVIES

by Gary James

Gary James is a bit of a Necromunda 'Nutter' from Lincoln, who has had several Necromunda articles splayed across the pages of the Journal in the past. This issue Gary has loosely based his scenarios on a theme familiar to all action-adventure addicts: The films of Arnie Schwarzenegger!

### NECROMOVIE SCENARIO 1: PREDATOR!

Gannet tapped on the arm of his wheelchair in irritation. He was one of, if not the, richest men on this fine world and he wasn't used to being kept waiting. And a wheelchair for goodness sake. When his transporter arrived it would go for scrap where it belonged.

At last the receptionist spoke. "Doctor Vickers will see you now."

The consulting room was sparsely furnished with the very best of modern off-world furniture and equipment. This man must be almost as rich as he was. How so? Few people could afford to be ill in this place. Let alone pay for treatment.

"Well, what have you discovered?"

The Doctor turned from the window. "It is not good I'm afraid. As I suspected you have a degenerative disease of your spinal column. It was probably precipitated by toxin exposure. There is no known treatment. I'm sorry."

"Sorry? I pay for what is supposedly the best medical attention in the world and that's what I get? Sorry? How long do I have?"

"It's difficult to say. Maybe six months, a year perhaps."

Gannet shook his fur. How could be, the most powerful man on the planet, succumb to disability like a common Underbiter? He summoned all of his remaining strength and pulled himself up against Vicker's desk, leaning forward so that he was just inches from his face.

"If I die, you go with me Vickers. And your family. You are a sham. I was told you were the best - that you could help me."

Vickers appeared unmoved. "I am not one of your lackeys. Gannet and threatening me will get you nowhere. Your robotic spine is affected. There is no... accepted treatment." Gannet picked up the telephone in Vickers's voice...

"And unaccepted treatments?"

"I don't know about you man."

"Don't give me that, Vickers. I am the richest man on the planet. If you know something, give it to me! I'll pay whatever it costs."

"It will take a lot... and even then I might be unable to help you."

"Whatever it is, do it. I don't care what it costs."

Vickers entered that Gannet had left the building and then opened a secure channel on his desktop comms unit. "Harvester... I have a job for you. It will be difficult. I want to see you in my office on hour in my office."

It was two weeks before Harvester could arrange his departure. He told everyone that he had been sent on an urgent errand off-planet. After laying low for a few days in a plush suite provided by Vickers, he made his way carefully Downtown, tugging along with the Guilder traffic and then moving alone and slipping into the darkness of the Underhive where it was safer to mind your own business. Here, asking questions of strangers was a foolhardy pass time so he relaxed a little. After three days he reached the derelict ventilation shaft. He paused to ensure that he was overlooked and then slipped inside. Deep within the bowels of the plant he paused, looked around, and pulled away some metal sheeting to reveal a trapdoor. The sophisticated locking mechanism of the entrance belied its place in the derelict building. He punched in the access code and slipped inside.

Pygh heard the commotion outside and looked up from his stripped-down meta gun. That must be the boys back. Robby had gone off to work the spare mine and hadn't returned. If he'd blown the stub on a face full of spurs he was going to pay for it, big time. Silver entered, he was ashen-faced.

"Well, did ya find him?"

"We think so..."

"What do you mean you think so? Did you find the kid or not?"

"Well, we found...something. We think it's Robby. But we ain't sure." Pygh pushed Silver aside in irritation and went outside.

"Well, where is he?" Hook indicated towards a sack with his heavy boiler. Pygh looked puzzled. "There's no way anyone could fit in a sack that small." He, the seam, giggled and spit in the dirt. "Oh, I dunno boss... they could if they was handy. REAL handy?"

Harvester sat motionless on the slider. The young ganger had just emerged from the bar and he could see from his gut that he was high on spurs. "Hm," he wondered, "does spur damage the nervous system? Nah, he would have had to have taken a lot to do that, and he was too young, and Vickers had wanted a young one." The ganger paused suddenly and turned slowly to look up at the building. Harvester sat perfectly still. The ganger looked straight at him but did not, could not, see him. He turned and walked on. Harvester followed effortlessly, high on the Underhive structures, waiting for the right moment. When the time came he dropped silently to the ground. The ganger turned a corner and came face to face with him.

The ventilation plant had not been far away and soon the predator and his prey were securely inside the lair. The ganger was still unconscious and Harvester quickly stripped of his Malcadon suit and stored it away. He had to work swiftly, before leaving for the hunt he had prepared the operating site and the cryo container. Pausing only to top up the gangers anaesthetic he dragged his quarry to the table and picked up the scalpel. Now then, a full spur, that was going to be tricky...

## INTRODUCTION

Of the scenarios I have written this one, Predator, has produced most enthusiasm and feedback. Some people have said it is too difficult and the Predator always wins, and some that it is too difficult...and the Predator always loses! This probably means that the balance of the scenario is about right.

Arbitrators often use the Predator as a means of dealing with too many gangs that have developed very high gang ratings. Some introduce an element of role-play and don't use a miniature to represent the Predator until they are ready to reveal what is going on, just telling the players that something is stalking their gang members.

Anyone who is a fan of the Predator films can't have failed to notice the similarity between the predatory alien and the Malcadon Sypher. This leads to an obvious scenario idea... take a maxed out Malcadon Predator, drop him in the Underhive, and watch him go!

## MAKING THE PREDATOR

Either roll 19 times to max out a Malcadon to a Great Killer randomly, or choose the advances to produce a character as close as possible to the Predator of movie fame. I chose the latter. Here is my Predator creation:

| STATS |   | WS |   | BS |   | S |   | T |   | W |   | I |  | A |  | Ld |  |
|-------|---|----|---|----|---|---|---|---|---|---|---|---|--|---|--|----|--|
| M     | B | 4  | 4 | 3  | 4 | 4 | 4 | 2 | 4 | 3 | 7 |   |  |   |  |    |  |

## ADVANCES

Thickened Armour x1 (4+ save)

Motive Power x2 (incorporated into stats)

Weaving Spinnets x2 (1.5 inches blast)

SKILLS: Leap, Crawl, Jump Back, Dive, Evade, Infiltration, Ambush, Step Aside, Killer Reputation (naturally), Nerves of Steel.

WARGEAR: No change from Malcadon in Outlanders book.

## GAMEPLAY

The Predator could be used by one player against a gang, or by an Arbitrator against several gangs. Alternatively, a Predator could be added to any other scenario if played by an Arbitrator - for example, a gang fight. If the gang ratings in a campaign are getting too high the Arbitrator could always introduce the Predator to an existing scenario now and then to keep them in their place...

## SETUP

If including the Predator in an existing scenario, follow the rules for setting up that scenario. The Predator inhabits:

The gangs set up 8 inches within one edge of the table.

## PREDATOR OBJECTIVE

Take gangers who are 'out of action' and remove them to a base as 'Trophies' or to harvest their organs! When carrying a ganger, the Predator cannot double his movement unless he drops his trophy. If attacked in hand to hand combat, he will drop the trophy and fight. If shot upon, the hits must be randomly allocated between the trophy and the Predator and dealt with as normal. Blast weapons will hit both the Predator and the trophy. The 'out of action' ganger is left at the Predator's base rather than taken out of the game. The Predator MUST take Trophies back to its base and will only stop if attacked or engaged in hand to hand combat.

## INTENSE FEAR

Seeing your gang members disappear before your very eyes is a terrifying experience. Any gang member within 8 inches of a member of the same gang, who is taken by the Predator, must take a Leadership Test. If this is failed, the gang member empties his/her weapon wildly into the Underhive in sheer terror. The weapon is now useless for the rest of the scenario, just as if it had failed an ammo roll. If the member has more than one weapon then choose one randomly (but it must be a ballistic weapon - not a knife, sword etcetera). Grenades may be expended if no ballistic weapon is available).

## NEAR INVISIBILITY

The Predator, a skilled and wily adversary who rarely shows himself to the gangers. If the Predator remains still in it's movement phase it gains a +2 to hit modifier when fired upon. When using the Predator for the first time an Arbitrator can increase the suspense by initially using a counter instead of a miniature to represent the Predator. When the first gang member is captured, replace the counter with a Maldecian miniature to reveal to the ganggs the true horror of the situation!

## GANG OBJECTIVE

Trophy and take out the predator. Gangs taken by the Predator can be liberated by reaching them at the Predator base, and returning in base to base contact until the gang's next turn. Liberated gangs are still 'out of action' and are removed from play. Gangs taken from a Predator whilst in transit to its base must be left on the board - the Predator can attempt to come back for its trophy later, just like in the film.

## FINISHING THE GAME

The game ends when the gang bottles out, the Predator is taken out of action, or all the gang members become trophies. Because of the desperate situation, the gang will only voluntarily bottle out - it is never forced to bottle out. The gang may only voluntarily bottle out at 50% casualties or more.

## EXPERIENCE

- +10 for liberating a Trophy

For the gangster that takes the Predator out of action.

- +10 experience points  
150 credits (all that equipment to sell)

If the Predator is played as part of another scenario the gangs should receive the experience and income from that scenario as normal and in addition to any income or experience from the Predator scenario

## THE FATE OF TROPHIES

**Liberated Trophics:** These are dealt with as normal 'out-of-action' gang members

**Unliberated Trophies:** Roll 3 times on the serious injury table for each gang member taken as a trophy and not liberated by the end of the game. This represents the Predator harvesting bits and pieces (a hand here, an eye there.....). Re-roll captured results.

**NECROMUNDA SCENARIO: TOTAL RECALL**

The mission I ordered his options. He could at least tell Stromberg that he had found the agent, and that he knew where it was. That much was good. Unfortunately, he could not tell her who that was. That was not good. He thought about pointing out that it had been Stromberg who had suggested doing a psychic strip on the agent in the first place, and that it was not his fault if the records had been mysteriously destroyed and now no-one could trace the body that was used. Hmm, maybe not. He had better tell it straight. He had been a loyal servant of Stromberg for over ten years now. He should be OK.

*The secretary's voice snapped him out of his deliberations. The Head of Security will see you now. Oh, and leave your weapons on the desk please."*

A few minutes later the comm unit flashed. The secretary said "Right away madam." Two security staff arrived, entered the office of the Head of Security and left with a body.

The common unit flashed again. "Yes madam?"

*"Get this briefing tablet to the Chief of Underbire Engineering"*

"Right away madam."

Ridger turned the tablet over in his hands. Blue. A briefing tablet from security, and top priority carrier. That was all he needed. Underwriters messing with the Gunder toll bridges, engineering staff too. That was all he needed. Underwriters messing with the Chief of Security too, no doubt, more going missing on routine slump inspections, and now the Chief of Security with no doubt, more going missing on routine slump inspections. Ridger turned the tablet into his portable reader.

[illegible][illegible]

## THE SCENARIO

**THE SCENARIO** This scenario is inspired by the film of the same name, in which Arnold Schwarzenegger plays a double agent infiltrating a subterranean colony on Mars. In an attempt to flush out a group of anarchist, the Company switch off the ventilation fans and threaten to suffocate the entire colony. Of course, Arnie saves the day by activating an ancient alien terraforming device and flooding the planet with breathable air.

This scenario is a game right with the addition of a take and hold objective. Unless stated otherwise, players will have no other objectives.

The scenario introduces a new territory all the rules for the Gang Fight scenario apply here as well. The scenario introduces a campaign, which allows the Ventilation Plan. The scenario may be played as part of an arbitrated campaign, which allows for either game play, or as a non-arbitrated encounter. Guidelines for both are discussed below.

## SPECIAL TERRAIN

**SPECIAL EMBLEM**  
You will need a piece of terrain to represent a ventilation plant. You could construct one specially or designate a standard Nacemunda building to be the ventilation plant. In either case, there should be an easily recognizable control panel. The markers used in the Spire scenario or a water still will do just fine.

## SPECIAL EQUIPMENT

**SPECIAL EQUIPMENT:** You will need a pack of ordinary playing cards. Remove the Joker cards, the Queens and Knaves (jacks), before setting up.

## THE VENTILATION PLANT

In this part of the Underhive breathable air is maintained through a complex system of vents and ducts controlled from a ventilation plant. The plant is normally under Spire control, but a manual override is possible from the plant control panel if the operator is smart enough to figure out how it works. Full control of the plant, though, is impossible because the Underhivers simply cannot decipher its mode of operation entirely.

The terrain used in Necromunda is much more open than is found in this part of the Underhive, and in reality it is possible for the atmospheric conditions to vary from place to place.

The atmosphere present at different points in the Underhive is indicated by playing cards. As the Spire engineers, or a controlling gang member, switches the plant, the atmosphere may change. This is determined by revealing a new playing card in each area of the Underhive.

### CONTROLLING THE ATMOSPHERE

At the commencement of the game the ventilation plant is controlled by the Spire engineers (unless the scenario has been played before and one gang owns the Ventilation Plant Territory - see below). At the beginning of each gang's turn roll a D6 and consult the following table:

- 1-2 The Spire engineers have switched the plant - turn over a new card in each stack.  
3-6 There is no change.

The cards revealed indicate the prevailing atmosphere in the sector:

**All odd numbered cards:** Normal atmosphere

**Even numbered, RED cards 2 to 8 (aces count as 10):** Suffocation! The sector is becoming dangerously low on oxygen and poorly filtered. All gang members within the sector have their movement reduced by half the value of the card whilst in this atmosphere. Gang members may run, in which case make the deduction from the running distance (don't double the deduction). In addition agility, ballistic skill, weapon skill, and initiative are reduced by 1 whilst in this atmosphere.

**Even numbered, BLACK cards 2 to 8 (aces count as 10):** Fumigated atmosphere. The sector is pervaded with higher oxygen levels and traces of stimulant. All gang members within the sector have their movement increased by half the value of the card. If running, make the addition to the normal running distance (don't double the addition). Agility, ballistic skill, weapon skill and initiative are increased by 1 whilst in this atmosphere.

**Any King: Contaminated atmosphere.** This atmosphere within the sector has been contaminated with gasses or fumes. Roll a D6 to find the effect:

- 1-2 Scare Gas  
3-4 Choke  
5-6 Hallucinogen

Refer to the grenades section on page 59 of the rulebook for the effects of these gasses.

### RESISTING ATMOSPHERE CHANGES

Gang members fitted with respirators and filter plugs can use them to re-roll their toughness test taken in response to noxious gasses, as detailed in the Necromunda rule book. Plugs give no protection against RED card results (suffocation), but respirators allow the gang member to function as normal, even in suffocating (Red card) conditions.

### GANGS CONTROLLING THE VENTILATION PLANT

When a gang member is in base contact with the ventilation plant control panel, and is not down, pinned or in hand combat, he/she may try to control the plant. To do this the gang member must first pass an initiative test. If the test is passed, the skill Operate Ventilation Plant, is immediately gained by the gang member. The gang member may neither move, nor make any other action in the turn the test is made. Once the skill is obtained, the gang member with the skill may, if he/she wishes, switch the ventilation plant at the commencement of EACH player's turn. If the plant is switched, new cards are revealed as discussed above. The atmosphere within the ventilation plant itself is always normal. Agree the boundaries of the plant if these are not obvious from the terrain. You do need to not make rolls for guilder control of the plant if a gang member is controlling it.

### HEROIC RESCUES

Gang members with enough bottle can risk themselves for the sake of their mates. These rules are for the heroes in your gangs.

Gang members can drag or carry a comrade for a distance equal to the carrying member's current strength in inches. Two or more gang members may co-operate in the rescue, in which case their strengths may be combined in order to move further, but may never be farther than the distance the slowest member could move. Rescuing counts as the action for the gang member(s) involved.

**Example:** A gang member of strength 3 could drag or carry a victim 3 inches. Two gang members, one of strength 3 and one of strength 4 could work together to carry a victim 7 inches, provided they could both cover 7 inches by normal movement (by running). Three gang members, all strength 3, could carry a victim up to 9 inches but would probably be hampered by slow members to a speed of 6 or 8 inches - the maximum typical move.

Before embarking upon a rescue each rescuer must first pass a leadership test to see if they have the bottle to do it. If they fail the leadership test they may make a normal move and action instead.

A gang member gains 5 experience points for successfully rescuing a comrade.

### KIDNAPPING

Gang members may kidnap a revealed double agent (this is explained below). To kidnap a rival gang member you must move into base to have contact with him or her just as if you are engaging him in hand combat. During the close combat phase you declare that you are kidnapping the opponent rather than fighting him. Resolve the combat as normal but instead of rolling to wound the victor may drag the loser, as for the rules for Heroic Rescues, above. To be sure of kidnapping you might need to gang up on the victim! The victim can fight back if he/she wishes to in their own close combat phase but if they lose the victor may make an out-of-turn kidnapping move and drag the victim further.

### PLAYING THE SCENARIO

#### TERRAIN

Set up the terrain with the ventilation plant in the centre of the playing area and the rest of the terrain distributed evenly around it. Shuffle the playing cards and deal them into four stacks. Place the four stacks of cards on the playing area with a stack in the centre of each quarter of the table. There will be four distinct areas of atmospheric conditions, one in each quarter of the table. Players must judge which atmospheric sector their gang members are in. If in doubt, roll for it.

#### GANGS

As for the Gang Fight scenario, note that you may NOT use any method (vents, infiltration etc) to deploy gang members in the ventilation plant territory unless you have previously added it to your gang's terrain. If you have the ventilation plant territory then one gang member may be deployed in the plant.

Because of the great advantage afforded by respirators in this scenario any respirator must be actually represented on the model. If this cannot be done then it has been left behind at the gang but (oops).

### REVEALING THE DOUBLE AGENT.

If an ace is turned up in any stack of cards then the double agent may have been revealed. Before play each gang should be allocated to a suit of cards. This is done by drawing a card from one of the four Queens (which have been removed at the beginning of the game). Display the Queen card you have drawn to remind yourself and others of your allocated suit. When an ace is turned up randomly allocate a gang member from the roster, with the Queen of the same suit as the ace. Do not include bared guns in this process. When an ace is turned up rumours of an infiltration by a double agent have reached the gangs and the shadow of suspicion has fallen upon the selected gang member. If a double agent goes 'out of action' they're left on the table at all times.

**WHAT TO DO WITH A REVEALED DOUBLE AGENT**

A gang with a double agent has a problem. They cannot hand the agent over themselves because they would all be arrested for harboring the agent. If a rival gang can hand over the agent they will get a bounty of 300 credits. All the equipment, plus the gang member, will be lost. To hand an agent over the gang must get it to within 8 inches of any table edge by taking it out of action and dragging them as for Heroic Rescues (remember, don't remove them when they go out of action). However, an out-of-action agent who dies is worthless - resolve the injury before collecting the cash. Gangs can co-operate in kidnapping the agent and then split the bounty.

Any gang may attempt to take control of the ventilation plant. If they switch it often enough, an alternative double agent may be revealed. If this happens the first agent is decreed to be a fake or they are mistaken, and attention switches to the new agent. Of course, if they have handed an agent in they will want to prevent the switching so that they are assured of their bounty. One recourse that a gang with an agent has is, therefore, to try to switch the atmosphere in an attempt to get another ace revealed, thus taking the heat off them. It's just the tension and pressure, causing people to scapgoat poor innocent gangsters you see...

**STARTING THE GAME**

As for Gang Fight

**ENDING THE GAME**

As for Gang Fight with the following additions:

If the scenario finishes before an active agent is handed over, the scenario is unresolved and may be played again at a future date when the arbitrator or the playing group wishes.

If an active agent is handed over and then later on a new active agent is revealed, then only one of the active agents is the 'real' double agent. This is decided randomly at the end of the scenario. The false agent is returned unharmed to the gang.

**EXPERIENCE**

- + d6 For each gangster that survives
- + 5 per wounding hit
- + 5 per successful Heroic Rescue
- + 10 winning gang leader

**SPECIAL**

This replaces the special section of the Gang Fight scenario. If a gang is in control of the Ventilation Plant when the game finishes, and does not bottle out, it may add the new territory Ventilation Plant to its territory list. In order to be in control, a gangster must have a member with the 'Control Ventilation Plant' skill in contact with the control panel and not be down, 'out of action', pinned or in hand to hand combat.

**VENTILATION PLANT TERRITORY**

Income: 210x10

Your gang extracts taxes from other gangs and traders for the provision of fresh air (the check of it). On a roll of double 6 for income, the plant has broken down and will provide normal air to everyone but cannot be switched. This means that its value to black mail other gangs is lost and you must strike the territory from your roster.

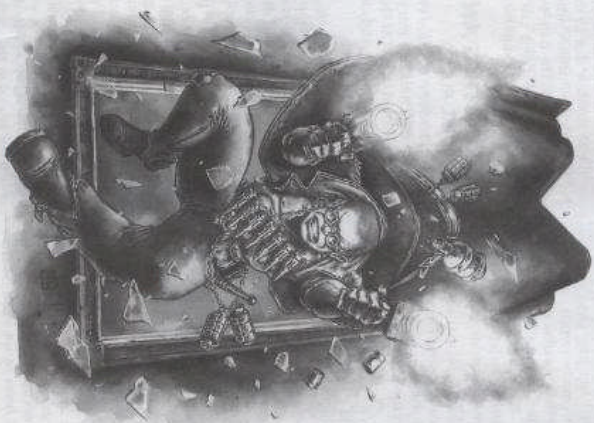
The only gang member(s) who can work the ventilation plant territory is/are the member(s) with the Operate Ventilation Plant skill. If these members are out of action then no income may be generated from this territory. If these gang members are killed then no income may be generated ever again - strike the territory from your territory list. Note that the usual restriction of only

gangsters being able to work territories does not apply in this case. Whoever has the skill must work the territory.

The other gangs do not like paying for fresh air! To represent this any gang which holds a ventilation plant territory and plays the Gang Fight scenario can be required to play the Total Recall scenario instead at the choice of the opposing gang. This represents gangs rebelling against the fresh air tax and trying to take the plant back. If the double agent has been resolved in an earlier game then play the scenario without the double agent rules as a gang fight. If the double agent was not resolved previously, play the entire scenario again but with the controlling gang in initial control of the ventilation plant.

If you are feeling generous, or the gangs do not like the prospect of losing a gang member, try one of these variations:

- Make a roll for the agent that is handed over. On a 1-3, he remains as the agent and is lost to the gang. On a 4-6 he is stripped of his equipment and allowed to return - he wasn't the agent after all.
  - The agent is new and will therefore always be a juve, selected randomly. This minimises the effect on the gangs.
  - A new gangster comes forward to replace the lost agent.
- It is much more tense if the gangs are afraid of losing a member, though!





# WAAAGH!

## Da Orks are in da Hive

Necromunda Ork Warbands

By Ross Flint

Ross is from Caliside, Dumfries, and is sixteen years old. He plays Dark Angels, Chaos and Orks in Warhammer 40,000. Ross also plays Orks in Epic 40,000 and Orks in Blood Bowl, so it's not entirely surprising that he wanted to play Orks in Necromunda - his motto is: 'If it ain't green, it ain't good!' (unless it's red and goes dead fast). He enjoys playing the guitar, writes songs and even manages to fit in going to school in between gaming.

### THE GREEN MENACE

It is an undisputed fact that Orks sometimes attack (or even, inadvertently, crash on) Necromunda, and their assaults on the massive Hive Cities have been fairly well documented by the Administratum. The authorities, however, do their utmost to hide the fact that when the Waagh moves on, there are always a few greenskins left behind.

These Orks wander in the ash wastes looking for food until they stumble upon a rogue gang of Orks who will let them join, or a storm drives them inside one of the Hive Cities. It is remarkably easy to get in, in small numbers, a fact which could spell doom for the Necromundans if the Orks ever noticed!

Inside the hive, life is still hard for the average Ork. Though they spend a great deal of time fighting, they also spend a large part of their day hunting for squigs (which seem to turn up anywhere that Orks go), rats and anything else lurking in the Underhive which they can eat. This list does not include hive-dwelling humans because all Orks have a strange belief that they will turn into 'Bugeyes' (Tyranids) if they eat men from the hives. Since Orks use their teeth as currency, getting money is no problem for them. Unfortunately for Orks, everybody else on Necromunda is hostile to them, so they couldn't buy things if they could find human traders willing to accept teeth as payment anyway. Perhaps, eventually, there will be enough Orks in the hives to set up their own

society and deal amongst themselves, but this is highly unlikely due to the constant purging by the Adeptus Abitres whenever the intercession gets too bad. The only way that Orks can spend their teeth is if they can recruit new members from those Orks found wandering in the wastes.

### STARTING AN ORK GANG

#### SPECIAL RULES

**Outlanders:** Orks are Outlanders, and as such all of the Outlander rules apply to them except where noted below. As Outlanders, Orks do not have a guild price and can never pay off their outlaw status.

**Territory:** Orks start with one piece of territory generated on the outlaw territory chart in the Outlanders Rulebook. This is the Orks' camp in the wastes and they may only hold one territory at a time. If they lose this territory, generate another one for them.

**Income:** Orks do not get any income from their territory like other gangs. Instead, they gain D3 Teef for each Ork (not Gretchin) in the gang. Each Ork in the gang who suffered a serious injury (except death) gives an additional D3 Teef as they were knocked out by a blow to the mouth in the fight (or most likely sometime afterwards.).

As well as this, any member of the gang who did not go out-of-action may search for food. Each member finds D6 edible things which may be eaten or stored in the stash.

**Starvation:** Every Ork and Gretchin must eat three items of food, or suffer the effects of starvation (see the Outlanders rulebook for details).

**Experience:** Orks and Gretchin gain experience in the same way as everyone else. (Tables for experience levels and advance rolls are printed later.)

**Trading:** Ork warbands may never go trading.

**Hiring:** An Ork player has 1000 Teef with which to hire his starting Ork band.

**Recruitment:** If an Ork player wishes to hire new fighters for his gang, he must send an Ork out into the wastes to search for possible recruits. He may send a Gretchin, but then he may only hire Gretchin (after all, what self-respecting Ork is going to get himself hired by a pecky runt?).

New recruits must be paid for in Squigs, which are consumed immediately and weapons and equipment must be paid for separately from the gang's stash of Teef. The new recruit will not sell his weapons to other members of the gang though he may swap them.

### Da Recruitment Table:

Roll a D6...

1. No-one can be found. Whilst walking back on his own, the scout has an unfortunate accident and suffers a Serious Injury.
2. A single Gretchin volunteers his services - 4 squigs.
3. An Ork Boy volunteers - 8 squigs.
4. An Ork Boy or Eavee (player's choice) volunteers - 8 squigs for the Boy or 12 squigs for the Eavee.

5-6. D3 Gretchin, Ork Boy or Eavee volunteer their services (see above for cost). The Ork or Gretchin who conducts the search must miss a game while he is in the wastes, but he earns D6 experience points for his adventures.

**Pinning:** Due to their tough nature (or stupidity, many would say) Orks cannot be surprised. (NOTE: This does not apply to Gretchin.)

**Injuries:** Orks and Gretchin have a special algae in their blood which can heal even the

most hideous of injuries. They may ignore Serious Injuries on the roll of 6 on a D6.

**Bottle Tests:** Orks do not have to take tests for Gretchin going down or out nearby; they are more likely to laugh! As any Ork will tell you, that's what Gretchin are for.

**Leadership:** Orks' leadership disputes are always resolved by a knife fight. Gretchin may never lead the gang as long as there are Orks still alive in it. If all the Orks are killed, the gang may only recruit Gretchin from then on, and becomes a 'Gretchin band' (or Skramish secret). From now on Gretchin may produce 1 Teef each.

**Captives:** Any Orks or Gretchin who are captured will not be ransomed or exchanged. Anybody captured by Orks may be rescued. If they are not rescued promptly then Orks will kill them (probably by agonisingly slow torture, which is an old Ork favourite). The dead body may then be used once as bait for food and will attract D6 extra items of food.

**SKILLS:** If any Ork (not Gretchin) receives a skill from a table which is not normally available to him (excluding the *Medic* skill) he may take skills from that table from then on, to represent a special code in his DNA revealing itself.

*Example: An Ork receives the Agility skill jump back. Though Orks cannot normally take Agility skills, this one can from now on, as he becomes an Akrobat Boy.*

**Specialist:** If Orks gain the Specialist skill, they may take Special weapons and assault weapons. If Gretchin gain the Specialist skill, they may take pistols, bolters, or Needle Sniper Rifles (if you can get them).

### NEW WEAPON:

**Debskull Kusston Kombi-wegun**  
Debskull Kusston kombi-wegun fire a hail of assorted shells and bullets in a very unpredictable manner.

Range To Hit Str Save Dmn Ammo  
Roll

DxD10 2+ Any 1/2 Str 1 4+

**Special:** You must make an ammo roll after every shot, and automatically fail on a roll of MISFIRE on the Artillery dice - make a blow up roll immediately.

Da Orks are in Da Hive

### 1 Ork Kapin

The Kapin is the leader of the Ork band, a hardy and exceptionally tough individual and as such all the special rules for gang leaders apply to him.

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
|---|----|----|---|---|---|---|---|----|

|   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|
| 4 | 4 | 4 | 3 | 4 | 1 | 3 | 1 | 8 |
|---|---|---|---|---|---|---|---|---|

**Weapons:** The Kapin may take Assault weapon, Pistol, Special weapon, or subgun.

**Armour:** The Kapin may be given Flak armour for +10 Teef or Heavy armour (4+ save) for +80 Teef.

**Initial Experience Points:** 60+D6



Kapin

### 0-2 Ork Eaveez

Ork Eaveez are usually members of the Deathskull or Badmoonz klanz. They provide long range covering fire for the rest of the gang.

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
|---|----|----|---|---|---|---|---|----|

|   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|
| 4 | 3 | 3 | 3 | 4 | 1 | 2 | 1 | 7 |
|---|---|---|---|---|---|---|---|---|

**Weapons:** Ork Eaveez may take Assault, Special or Heavy weapon, Pistol, or subgun.

**Armour:** Ork Eaveez may be given Flak armour for +10 Teef.

**Initial Experience Points:** 60+D6

### Ork Boyz

#### 60 Teef

Orks are renowned for their vicious temperament and high resilience and nowhere other than the highly dangerous world of Necromunda will they need to rely on these attributes more to survive.

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
|---|----|----|---|---|---|---|---|----|

|   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|
| 4 | 3 | 3 | 3 | 4 | 1 | 2 | 1 | 7 |
|---|---|---|---|---|---|---|---|---|

**Weapons:** Ork Boyz may take Assault weapon or special weapon. They may also take Pistol.

**Armour:** Ork boyz may be given Flak armour for +10 Teef.

**Initial Experience Points:** 20



Ork Boyz

### Gretchin

#### 30 Teef

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
|---|----|----|---|---|---|---|---|----|

|   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|
| 4 | 2 | 3 | 3 | 2 | 1 | 2 | 1 | 5 |
|---|---|---|---|---|---|---|---|---|

**Weapons:** Gretchin may take Gretchin weapon.

**Armour:** Gretchin may be given Flak armour for +10 Teef.

**Initial Experience Points:** 0

### ORK WEAPONZ LISTZ

Most Ork gangs build up stockies of weapons that are a diverse mix of technologies, from original Ork weapons left over from the Waargh, to captured enemy weapons.

#### Assault Weaponz

| Weapon | Cost |
|--------|------|
|--------|------|

|            |         |
|------------|---------|
| Chainsword | 25 Teef |
|------------|---------|

|           |         |
|-----------|---------|
| Power axe | 40 Teef |
|-----------|---------|

|           |         |
|-----------|---------|
| Sword/Axe | 10 Teef |
|-----------|---------|

#### Pistolz

| Weapon | Cost | Ammo | Roll |
|--------|------|------|------|
|--------|------|------|------|

|            |         |    |  |
|------------|---------|----|--|
| Autopistol | 15 Teef | 5+ |  |
|------------|---------|----|--|

|            |         |    |  |
|------------|---------|----|--|
| Boltpistol | 20 Teef | 6+ |  |
|------------|---------|----|--|

|           |         |      |  |
|-----------|---------|------|--|
| Handflama | 20 Teef | Auto |  |
|-----------|---------|------|--|

|               |         |    |  |
|---------------|---------|----|--|
| Plasma Pistol | 25 Teef | 4+ |  |
|---------------|---------|----|--|

#### Special Weaponz

| Weapon | Cost | Ammo | Roll |
|--------|------|------|------|
|--------|------|------|------|

|        |         |    |  |
|--------|---------|----|--|
| Bolter | 35 Teef | 6+ |  |
|--------|---------|----|--|

|       |         |      |  |
|-------|---------|------|--|
| Flama | 40 Teef | Auto |  |
|-------|---------|------|--|

|          |         |    |  |
|----------|---------|----|--|
| Meltagun | 95 Teef | 4+ |  |
|----------|---------|----|--|

|            |         |    |  |
|------------|---------|----|--|
| Plasma gun | 70 Teef | 4+ |  |
|------------|---------|----|--|

(Max of one per model)

#### Heavy Weaponz

| Weapon | Cost | Ammo | Roll |
|--------|------|------|------|
|--------|------|------|------|

|            |          |    |  |
|------------|----------|----|--|
| Autocannon | 300 Teef | 5+ |  |
|------------|----------|----|--|

|                 |          |      |  |
|-----------------|----------|------|--|
| Missul launcher | 185 Teef | Auto |  |
|-----------------|----------|------|--|

|                      |          |    |  |
|----------------------|----------|----|--|
| Kustion kromb-weapon | 250 Teef | 4+ |  |
|----------------------|----------|----|--|

|              |          |    |  |
|--------------|----------|----|--|
| Heavy Bolter | 180 Teef | 6+ |  |
|--------------|----------|----|--|

|                  |          |    |  |
|------------------|----------|----|--|
| Heavy Plasma Gun | 285 Teef | 4+ |  |
|------------------|----------|----|--|

|           |          |    |  |
|-----------|----------|----|--|
| Lascannon | 400 Teef | 4+ |  |
|-----------|----------|----|--|

|              |          |    |  |
|--------------|----------|----|--|
| Heavy Stubba | 120 Teef | 5+ |  |
|--------------|----------|----|--|

#### Gretchin Weaponz

| Weapon | Cost | Ammo | Roll |
|--------|------|------|------|
|--------|------|------|------|

|            |         |    |  |
|------------|---------|----|--|
| Autopistol | 15 Teef | 3+ |  |
|------------|---------|----|--|

|         |         |    |  |
|---------|---------|----|--|
| Autogun | 20 Teef | 5+ |  |
|---------|---------|----|--|

|             |        |    |  |
|-------------|--------|----|--|
| Blunderbuss | 8 Teef | 5+ |  |
|-------------|--------|----|--|

#### Subgunz

| Weapon | Cost |
|--------|------|
|--------|------|

|              |         |
|--------------|---------|
| Frag Subgunz | 30 Teef |
|--------------|---------|

|              |         |
|--------------|---------|
| Krak Subgunz | 50 Teef |
|--------------|---------|

|              |          |
|--------------|----------|
| Krak Missalz | 115 Teef |
|--------------|----------|

(Krak Missalz may only be bought for Eaveez)

### ORK Experience

| Exp Points | Title |
|------------|-------|
|------------|-------|

|     |     |
|-----|-----|
| 0-5 | Boy |
|-----|-----|

|      |     |
|------|-----|
| 6-10 | Boy |
|------|-----|

|       |     |
|-------|-----|
| 11-20 | Boy |
|-------|-----|

|       |     |
|-------|-----|
| 21-30 | Boy |
|-------|-----|

|       |     |
|-------|-----|
| 31-40 | Boy |
|-------|-----|

|       |     |
|-------|-----|
| 41-50 | Boy |
|-------|-----|

|       |     |
|-------|-----|
| 51-60 | Boy |
|-------|-----|

|       |                         |
|-------|-------------------------|
| 61-80 | Nob (Kapins and Eaveez) |
|-------|-------------------------|

|        |     |
|--------|-----|
| 81-100 | Nob |
|--------|-----|

|         |     |
|---------|-----|
| 101-120 | Nob |
|---------|-----|

|         |     |
|---------|-----|
| 121-140 | Nob |
|---------|-----|

|         |     |
|---------|-----|
| 141-160 | Nob |
|---------|-----|

|         |     |
|---------|-----|
| 161-180 | Nob |
|---------|-----|

|         |     |
|---------|-----|
| 181-200 | Nob |
|---------|-----|

|         |          |
|---------|----------|
| 201-240 | Big Boss |
|---------|----------|

|         |          |
|---------|----------|
| 241-280 | Big Boss |
|---------|----------|

|         |          |
|---------|----------|
| 281-320 | Big Boss |
|---------|----------|

|         |          |
|---------|----------|
| 321-360 | Big Boss |
|---------|----------|

|         |          |
|---------|----------|
| 361-400 | Big Boss |
|---------|----------|

|      |         |
|------|---------|
| 401+ | Warboss |
|------|---------|

### Gretchin Experience

| Exp Points | Title |
|------------|-------|
|------------|-------|

|     |          |
|-----|----------|
| 0-5 | Gretchin |
|-----|----------|

|      |          |
|------|----------|
| 6-10 | Gretchin |
|------|----------|

|       |          |
|-------|----------|
| 11-20 | Gretchin |
|-------|----------|

|       |          |
|-------|----------|
| 21-30 | Champion |
|-------|----------|

|       |          |
|-------|----------|
| 31-40 | Champion |
|-------|----------|

|       |          |
|-------|----------|
| 41-50 | Champion |
|-------|----------|

|       |          |
|-------|----------|
| 51-60 | Champion |
|-------|----------|

|       |           |
|-------|-----------|
| 61-80 | Grot Boss |
|-------|-----------|

|        |           |
|--------|-----------|
| 81-100 | Grot Boss |
|--------|-----------|

|         |           |
|---------|-----------|
| 101-120 | Grot Boss |
|---------|-----------|

|         |           |
|---------|-----------|
| 121-140 | Grot Boss |
|---------|-----------|

|         |           |
|---------|-----------|
| 141-160 | Grot Boss |
|---------|-----------|

|         |           |
|---------|-----------|
| 161-180 | Grot Boss |
|---------|-----------|

|         |           |
|---------|-----------|
| 181-200 | Grot Boss |
|---------|-----------|

|      |                   |
|------|-------------------|
| 201+ | Gretchin Big Boss |
|------|-------------------|

## Da Orks are in Da Hive

**Advance Rolls:** These are made in exactly the same way as for standard gangs.

### MAXIMUM VALUES

|        | M | WS | BS | S | T | W | I | A | Ld |
|--------|---|----|----|---|---|---|---|---|----|
| Ork    | 4 | 6  | 6  | 4 | 5 | 3 | 3 | 3 | 9  |
| Gretch | 4 | 4  | 5  | 4 | 4 | 2 | 4 | 2 | 7  |

### SKILL LISTS

| Skill    | Gretchin | Boy | Eavee | Kapin |
|----------|----------|-----|-------|-------|
| Agility  | Y        | -   | -     | -     |
| Combat   | -        | Y   | Y     | Y     |
| Ferocity | -        | Y   | Y     | Y     |
| Muscle   | -        | Y   | Y     | Y     |
| Shooting | -        | -   | Y     | Y     |
| Stealth  | Y        | -   | -     | Y     |
| Techno   | -        | -   | Y     | -     |

### THE MODELS

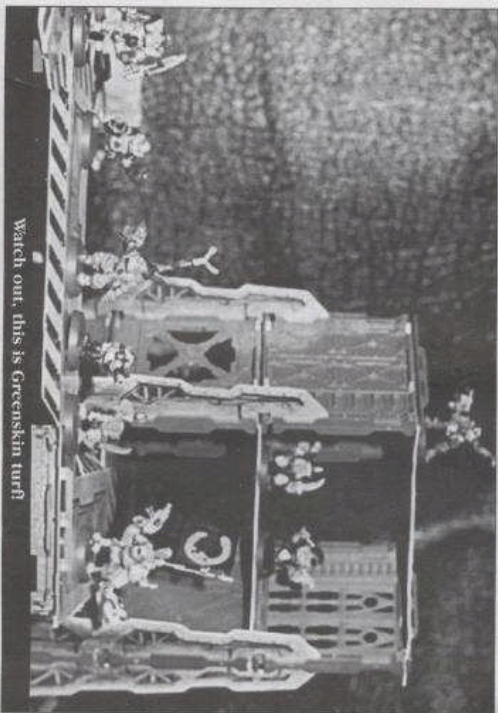
For the Ork Kapin, I used the model for a standard Ork Nob and simply removed the Power Axe replacing it with a plastic Space Marine Power Sword.

For the Bad Moon Ork Boy, I used an old Space Crusade Ork and replaced its weapons with a slightly newer Bolter and a Space Marine Power Axe. I also added a Golf Ork's helmet spike to his shouldered putty and built up his face slightly with modelling putty. His back banner (*surely this would be a bit of an inconvenience in the Underhive?* - *Id.*) was made from modelling putty and a paper clip. The bionic leg was made from a piece of shaped sprue.

The hair squig is again more modelling putty, shaped around a nail which goes straight into his head (the bloody squig kept snapping off!).

The blood axe Boy and Evil Sunz Boy were based on plastic Goffs. I cut off their helmets and then re-modelled their heads. They have also had new arms added and the spiky bits on their armour have been removed.

The really cool thing about Orks in Necromunda is that you can really do just about anything to them and get away with it. They would be the ultimate scavengers and so could theoretically be given any equipment of any background. So, stop wasting time with those Squigs... make the live green!



Watch out, this is Greenskin turf!

## THE OUTLAW TRADING POST

### It Came from the Sump

By D. J. Golby

Cast your minds back, if you will, to Journal 24 where we first featured this remarkable diorama. This scratchbuilt marvel was originally handed to us at Games Day '97 by D.J. Golby of Oxford. After graciously accepting it for our back cover, photographing and using it in the Journal, we tried to contact him in order to return his prize but despite frantic letter writing and chasing by your most esteemed co-ordinator, it appeared that we couldn't trace our erstwhile contributor. It was as though he had been lost in the darkest, deepest depths of the Underhive...

As fate would have it, exactly a year later Mr Golby turned up (as if by magic!) at the Citadel Journal display at Games Day '98 to deliver us another awesome piece of modelling - what a strange coincidence, was it karn? It transpired that he had moved house and completely forgotten about this great model right up until Games Day '98 when he had patently worked up his new diorama for Golden Demon!

So, I guess we'll be seeing him again at Games Day '99 with his next model conversion then...

The inspiration for this project came from Mark Gibbons's excellent Escher picture from Necromunda. I wanted to capture not only the sheer ferocity it contained but also the sense of unity and loyalty depicted by the Escher gangsters attempting to get their wounded Juve to safety.

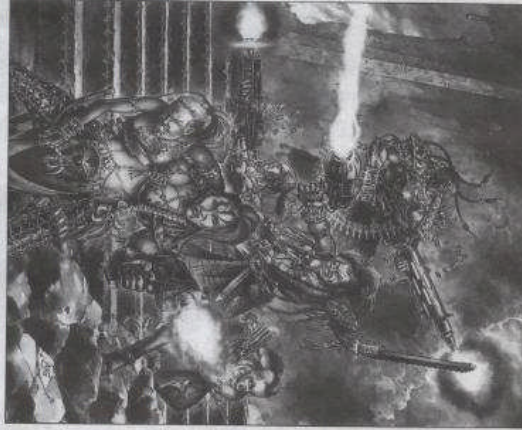
In addition, I thought - how about adding some hideous and mutated thing which would put the whole scene into context? It could be considered to be just out of Mark's picture!

Most of the Escher models are unconverted save for the addition of gun-smoke! The central figure was originally the Escher leader that's pointing, but to

have her in the stance of the figure from the picture would mean putting her into an action pose. Her arms were replaced with those from a close combat Escher whose limbs were stretched out with two swords. The weapons were then replaced with a plasma gun from another spare ganger and a chainsword from the Space Marine close combat weapons sprue with the hand guard removed.

Mad Donna had her chainsword removed and plasma pistol replaced with an autopistol and then had a modified Juve stuck under one arm to represent the Escher from the foreground of the picture.





The 'it' is a bizarre mixture of a Lictor's head, a Hornmagnum's limbs plus the body of an old model Speed of Starline! That accounted for the miniatures on the diorama, but it was the base which really captured the decaying feel of the Lictor and took, by far, the most work. It's made up of a mix of Necromunda bulkheads, plastic bits and sprues further adorned with wire mesh, small rock chippings, household wire and a few extra pieces from the trusty old bits box.

Finally it required painting, which was a doodle compared to its construction. Apart from the miniatures, which took a little while, the base was sprayed black and then highlighted with bodgun metal and silver, then washed with various browns and oranges to attain that unattended, rusted, decayed look. Various small details were picked out including the rocks, barrels, boxes and areas of 'danger' chevrons in yellow and black. At last, it was all finished and I was knackered...

## IT CAME FROM THE SUMP

By D. J. Golby

