

NECROMUNDA GANGS OF LEGEND

Gang War contains the full rules for creating gangs from House Escher and House Goliath. Over the coming months, more gangs from the various Clan Houses will be added by way of new supplements, accompanied by new models.

In the meantime however, players lucky enough to still have the classic Citadel models in their collections will no doubt want to use them in the new edition of *Necromunda* as soon as possible. What follows is a set of 'get you by' gang lists to allow those classics to be fielded alongside the new gangs straight away. Each of these House lists will be developed extensively as and when new miniatures become available.

HOUSE ORLOCK GANGS

House Orlock is known as the House of Iron because its wealth is built upon an empire of slag mining and scrap prospecting. Orlock gangers are hardened road warriors and hive junkers, the fighting arm of the clan mining combines who relish the chance to break bones and crack skulls for the House. Of all the gangs, Orlocks place the most value on personal loyalty, swearing their allegiance to their brothers and sisters first, then House, then hive.

GANG COMPOSITION

An Orlock gang must follow these rules when it is founded and when new fighters are added to the gang:

- There must be one Leader (if the Leader is killed, see page 24 of *Gang War*).
- There can be no more than two Champions, plus one for every full 10 Reputation the gang has – for example, a gang with Reputation 24 could have up to four Champions.
- The total number of Gangers in the gang must be equal to or higher than the total number of other fighters (Leaders, Juvies and Champions) in the gang, not counting Hangers-on (as described in future supplements).
- A fighter can be equipped with a maximum of three weapons. Weapons with the Unwieldy Trait take up the space of two weapons – these are marked with an asterisk (*) in the equipment list.

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	-	Secondary	-	-	Primary	Primary	Secondary	Primary
Champion	-	Secondary	-	-	Primary	Secondary	Secondary	Primary
Juve	-	-	-	-	Primary	-	Secondary	Secondary
Specialist	-	Secondary	-	-	Primary	-	Secondary	Primary

FIGHTERS

A starting Orlock gang is made up of the following fighters:

LEADER..... 125 CREDITS												
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	3+	3+	3	3	2	4+	2	5+	6+	6+	5+	

EQUIPMENT

An Orlock Leader is equipped with mesh armour. They have no equipment restrictions.

STARTING SKILL

Orlock Leaders start with one skill chosen from their Primary skill sets.

CHAMPIONS..... 100 CREDITS EACH												
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	3+	3+	3	3	2	4+	2	6+	6+	7+	7+	

EQUIPMENT

An Orlock Champion is equipped with mesh armour. They have no equipment restrictions.

STARTING SKILL

Orlock Champions start with one skill chosen from their Primary skill sets.

JUVES..... 25 CREDITS EACH												
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
6"	5+	5+	3	3	1	3+	1	8+	8+	8+	8+	

EQUIPMENT

An Orlock Juve starts with no equipment. They can be equipped with Pistols and Combat Weapons, but cannot be given any weapon that is worth more than 20 credits.

GANGERS 50 CREDITS EACH												
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	4+	4+	3	3	1	4+	1	6+	7+	7+	7+	

EQUIPMENT

An Orlock Ganger is equipped with mesh armour. They can be equipped with Basic Weapons, Close Combat Weapons, Grenades, Pistols and Wargear. When the gang is created, one Ganger can be equipped with a Special Weapon; during a campaign, additional Gangers can also take Special Weapons.

HOUSE CAWDOR GANGS

House Cawdor is the stronghold of the Cult of the Redemption, whose prophets foretell of universal destruction. The poorest of the Houses, they scavenge through the detritus of the hive, their 'holy' wargear made from cast-off scrap and battered weaponry. They are the numberless foot soldiers of the Redemption, the spreaders of faith to the underhive and the seekers of relics from among its ruins – each ganger happy to die for the faith.

GANG COMPOSITION

A Cawdor gang must follow these rules when it is founded and when new fighters are added to the gang:

- There must be one Leader (if the Leader is killed, see page 24 of *Gang War*).
- There can be no more than two Champions, plus one for every full 10 Reputation the gang has – for example, a gang with Reputation 24 could have up to four Champions.
- The total number of Gangers in the gang must be equal to or higher than the total number of other fighters (Leaders, Jues and Champions) in the gang, not counting Hangers-on (as described in future supplements).
- A fighter can be equipped with a maximum of three weapons. Weapons with the Unwieldy Trait take up the space of two weapons – these are marked with an asterisk (*) in the equipment list.

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	-	Primary	Primary	-	Secondary	Primary	-	Secondary
Champion	Secondary	Primary	Primary	-	Secondary	Secondary	-	-
Juve	Secondary	-	Secondary	-	Primary	-	-	-
Specialist	Secondary	Secondary	Primary	-	Primary	-	-	-

FIGHTERS

A starting Cawdor gang is made up of the following fighters:

LEADER..... 115 CREDITS												
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	3+	4+	3	3	2	4+	2	4+	6+	5+	5+	

EQUIPMENT

A Cawdor Leader is equipped with mesh armour. They have no equipment restrictions.

STARTING SKILL

Cawdor Leaders start with one skill chosen from their Primary skill sets.

CHAMPIONS..... 95 CREDITS EACH												
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	4+	3+	3	3	2	4+	2	5+	6+	7+	6+	

EQUIPMENT

A Cawdor Champion is equipped with flak armour. They have no equipment restrictions.

STARTING SKILL

Cawdor Champions start with one skill chosen from their Primary skill sets.

JUVES..... 20 CREDITS EACH												
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
6"	5+	5+	3	3	1	3+	1	8+	8+	8+	9+	

EQUIPMENT

A Cawdor Juve starts with no equipment. They can be equipped with Pistols and Combat Weapons, but cannot be given any weapon that is worth more than 20 credits.

GANGERS 45 CREDITS EACH												
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	4+	4+	3	3	1	4+	1	7+	7+	7+	7+	

EQUIPMENT

A Cawdor Ganger is equipped with flak armour. They can be equipped with Basic Weapons, Close Combat Weapons, Grenades, Pistols and Wargear. When the gang is created, one Ganger can be equipped with a Special Weapon; during a campaign, additional Gangers can also take Special Weapons.

HOUSE VAN SAAR GANGS

The Van Saar are possessed of ancient and damning machine lore, and are the pre-eminent Necromundan House when it comes to advanced technologies. Van Saar gangers benefit from the finest weaponry and environmental suits the clan can provide, while its leaders follow cold and logical combat doctrines drilled into them by a reliance on their gear first and their gut second. Few outside of the House are aware however that the source of the House's technological treasure is slowly killing its people.

GANG COMPOSITION

A Van Saar gang must follow these rules when it is founded and when new fighters are added to the gang:

- There must be one Leader (if the Leader is killed, see page 24 of *Gang War*).
- There can be no more than two Champions, plus one for every full 10 Reputation the gang has – for example, a gang with Reputation 24 could have up to four Champions.
- The total number of Gangers in the gang must be equal to or higher than the total number of other fighters (Leaders, Jues and Champions) in the gang, not counting Hangers-on (as described in future supplements).
- A fighter can be equipped with a maximum of three weapons. Weapons with the Unwieldy Trait take up the space of two weapons – these are marked with an asterisk (*) in the equipment list.

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	Secondary	-	-	Secondary	-	Primary	Primary	Primary
Champion	-	-	Secondary	Secondary	-	Secondary	Primary	Primary
Juve	Primary	-	-	-	-	-	Secondary	Secondary
Specialist	-	-	Secondary	Secondary	-	-	Primary	Primary

FIGHTERS

A starting Van Saar gang is made up of the following fighters:

LEADER..... 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	2+	3	3	2	4+	2	6+	5+	6+	5+

EQUIPMENT

A Van Saar Leader is equipped with mesh armour. They have no equipment restrictions.

STARTING SKILL

Van Saar Leaders start with one skill chosen from their Primary skill sets.

CHAMPIONS..... 105 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	4+	2	6+	5+	7+	5+

EQUIPMENT

A Van Saar Champion is equipped with mesh armour. They have no equipment restrictions.

STARTING SKILL

Van Saar Champions start with one skill chosen from their Primary skill sets.

JUVES..... 25 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	5+	5+	3	3	1	3+	1	8+	8+	8+	6+

EQUIPMENT

A Van Saar Juve starts with no equipment. They can be equipped with Pistols and Combat Weapons, but cannot be given any weapon that is worth more than 20 credits.

GANGERS 55 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	4+	1	6+	7+	7+	5+

EQUIPMENT

A Van Saar Ganger is equipped with mesh armour. They can be equipped with Basic Weapons, Close Combat Weapons, Grenades, Pistols and Wargear. When the gang is created, one Ganger can be equipped with a Special Weapon; during a campaign, additional Gangers can also take Special Weapons.

HOUSE DELAQUE GANGS

House Delaque are the spymasters and assassins of Necromunda, their agents having infiltrated into most strata of hive society. Delaque gangers are known for their stealth and cunning, are skilled in laying down ambushes and striking from the shadows. Good Delaque leaders are always on the look-out for advantageous terrain or ways to exploit the weaknesses of their foes, only resorting to a fair fight if there are no other options.

GANG COMPOSITION

A Delaque gang must follow these rules when it is founded and when new fighters are added to the gang:

- There must be one Leader (if the Leader is killed, see page 24 of *Gang War*).
- There can be no more than two Champions, plus one for every full 10 Reputation the gang has – for example, a gang with Reputation 24 could have up to four Champions.
- The total number of Gangers in the gang must be equal to or higher than the total number of other fighters (Leaders, Jives and Champions) in the gang, not counting Hangers-on (as described in future supplements).
- A fighter can be equipped with a maximum of three weapons. Weapons with the Unwieldy Trait take up the space of two weapons – these are marked with an asterisk (*) in the equipment list.

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	Primary	-	-	Primary	-	Primary	Secondary	Secondary
Champion	Secondary	-	-	Primary	-	Secondary	Primary	Secondary
Juve	Secondary	-	-	Primary	-	-	Secondary	-
Specialist	Secondary	-	Secondary	Primary	-	-	Primary	-

FIGHTERS

A starting Delaque gang is made up of the following fighters:

LEADER..... 105 CREDITS

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
5"	3+	3+	3	3	2	3+	2	6+	6+	5+	6+

EQUIPMENT

A Delaque Leader is equipped with flak armour. They have no equipment restrictions.

STARTING SKILL

Delaque Leaders start with one skill chosen from their Primary skill sets.

CHAMPIONS..... 95 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
5"	3+	3+	3	3	2	4+	2	7+	6+	6+	6+

EQUIPMENT

A Delaque Champion is equipped with mesh armour. They have no equipment restrictions.

STARTING SKILL

Delaque Champions start with one skill chosen from their Primary skill sets.

JUVES..... 20 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
6"	5+	5+	3	3	1	3+	1	9+	8+	8+	8+

EQUIPMENT

A Delaque Juve starts with no equipment. They can be equipped with Pistols and Combat Weapons, but cannot be given any weapon that is worth more than 20 credits.

GANGERS 55 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
5"	4+	4+	3	3	1	4+	1	7+	7+	6+	7+

EQUIPMENT

A Delaque Ganger is equipped with mesh armour. They can be equipped with Basic Weapons, Close Combat Weapons, Grenades, Pistols and Wargear. When the gang is created, one Ganger can be equipped with a Special Weapon; during a campaign, additional Gangers can also take Special Weapons.

EQUIPMENT LIST

Many of the classic Citadel Miniatures Necromunda Gangers carry some pretty heavy duty and flamboyant firepower. At present, there is a very limited number of heavy weapons available in the new edition. This is deliberate, and more heavy weapons will be introduced in future supplements. Such weapons are not readily available to fresh-faced rookie gangs with no Reputation!

The list below is designed to enable players to create gangs from these Houses on a par with Escher and Goliath gangs. In time, all gangs will have heavier weapons made available to them.

We recommend, then, that players with classic gangs be a bit imaginative with these weapons types. For example, an Orlock armed with a missile launcher could be armed with a grenade launcher in this list, or a plasma cannon-armed Van Saar could be given a plasma gun. Building your gangs in this way will help ensure that all gangs in a campaign will be on a roughly equal footing in terms of firepower at the beginning.

WEAPONS

BASIC WEAPONS

- Autogun..... 15 credits
- Lasgun 15 credits
- Shotgun (with solid and scatter ammo)..... 30 credits
- Boltgun 55 credits

CLOSE COMBAT WEAPONS

- Club, maul or hammer 5 credits
- Fighting knife 15 credits
- Flail 20 credits
- Two-handed weapon* 20 credits
- Sword 25 credits
- Power weapon 50 credits

PISTOLS

- Stub gun 5 credits
- Autopistol 10 credits
- Laspistol 10 credits
- Bolt pistol..... 25 credits
- Hand flamer 50 credits
- Plasma pistol 50 credits

SPECIAL WEAPONS

- Grenade launcher
(with frag and krak grenades)..... 55 credits
- Plasma gun..... 100 credits
- Flamer 100 credits
- Meltagun 135 credits

HEAVY WEAPONS

- Heavy stubber* 130 credits

GRENADES

- Frag grenades..... 30 credits
- Krak grenades 45 credits

WARGEAR

- Respirator 15 credits
- Medicae kit 30 credits
- Photo-goggles 35 credits

WEAPON PROFILES

BASIC WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)
Boltgun	12"	24"	+1	-	4	-	1	4+	Rapid Fire (1)
Lasgun	18"	24"	+1	-	3	-	1	2+	Plentiful
Shotgun – solid	8"	16"	+1	-	4	-	2	4+	Knockback
Shotgun – scatter	4"	8"	+2	-	2	-	1	4+	Scattershot
Stub cannon	9"	18"	-	-	5	-	1	3+	Knockback

CLOSE COMBAT WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Club, maul or hammer	-	E	-	-	S	-	2	-	Melee
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Flail	-	E	-	+1	+1	-	1	-	Entangle, Melee
Power weapon	-	E	-	-	+1	-2	1	-	Melee, Parry, Power
Sword	-	E	-	+1	S	-1	1	-	Melee, Parry
Two-handed weapon	-	E	-	-1	S	-1	1	-	Melee, Unwieldy

PISTOLS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Autopistol	4"	12"	+1	-	3	-	1	4+	Pistol, Rapid Fire (1)
Bolt pistol	6"	12"	+2	-	4	-1	2	6+	Pistol
Hand flamer	-	T	-	-	3	-	1	5+	Blaze, Template
Laspistol	8"	12"	+1	-	3	-	1	2+	Pistol, Plentiful
Plasma pistol – low	6"	12"	+2	-	5	-1	2	5+	Pistol, Scarce
Plasma pistol – maximal	6"	12"	+1	-	7	-2	3	5+	Pistol, Scarce, Unstable
Stub gun	6"	12"	+2	-	3	-	1	4+	Pistol, Plentiful

SPECIAL WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Flamer	-	T	-	-	4	-1	1	5+	Blaze, Template
Grenade launcher									
- Frag grenade	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
- Krak grenade	6"	24"	-1	-	6	-2	2	6+	-
Meltagun	6"	12"	+1	-	8	-4	3	4+	Melta, Scarce
Plasma gun – low	12"	24"	+2	-	5	-1	2	5+	Rapid Fire (1), Scarce
Plasma gun – maximal	12"	24"	+1	-	7	-2	3	5+	Scarce, Unstable

HEAVY WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Heavy stubber	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (1), Unwieldy

GRENADES

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Frag grenades	-	Sx3	-	-	3	-	1	4+	Blast (3"), Grenade, Knockback
Krak grenades	-	Sx3	-	-1	6	-2	2	4+	Demolitions, Grenade