



Brotherhood Miner Gangs

Based on rules by Phil Tortorici, published in Gang War magazine. Updated by Andrew Aulenback, 2018.

SQUAT MINER GANGS IN NECROMUNDA

The worlds of the Imperium are home to a bizarre and varied degree of mutations. A distinct minority have bred true, such as the diminutive Ratlings, and the large, brutish Ogryns, and the valued Astropaths, and are tolerated to a certain degree, as genuine abhuman races. Another of these abhuman races that is considerably less well known are the Squats -- a stocky, muscular, and culturally bad-tempered people. Exposure to high-gravity mining planets over the millennia have naturally selected from the original colonists to their present form and years of isolation have made these mutative changes permanent.

In the ash wastelands, the slag heaps, the rad zones, and the like, freelance miners set up operations and scrape a living out of the unforgiving landscape, looking for that one big strike. Some miners come to the hive world's "outlands" voluntarily, while others come to hide from the unforgiving eyes of the Imperium.

Aliens are not tolerated in the Imperium, and rarely even hidden within the hive cities, but the authorities are not too concerned about the politics of the inhospitable Ash Wastes, provided it does not become a nuisance for the Guilders.

The main tool or weapon for these small and sometimes elusive bands of miners is the pickaxe or mattock, and a nasty one it can be. Various pistols and repurposed mining gear often round out the basic arsenal.

OUTLANDERS

Squat Brotherhood Miners are considered to be Outlanders, and so all of the Outlaw rules apply to them with the

exceptions noted below. As Outlanders, note that Miners do not have a Guild Price, and so may never pay off their outlaw status.

TERRITORY

Brotherhood Miner Gangs start with one piece of territory generated on the Miner Territory table. This becomes the Miners' camp in or near the Ash Wastes, and normally they cannot hold more than one territory at a time, unless it is either a Mine Workings or an Archaeotech Hoard. The Miners can decide to move their camp after any game, simply crossing off the old territory from their roster at the end of the post-battle sequence, and generating a new camp on the Miner Territory table immediately.

CAPTURED TERRITORIES

Miners can keep and additionally work the following captured territories, over and above their camp territory: Slag Heap, Mine Workings, Guilder Contact, Workshop, and Archaeotech Hoard. Also, if a gang owning a Mine Workings loses a territory to a Brotherhood Miners gang, it will automatically lose one of its Mine Workings without recourse to a random dice roll.



MINE WORKINGS

A Mine Workings owned or captured by Miners -- they may work more than one -- will be protected by sentries and traps,

or may be cleverly disguised so as to avoid notice. Miners fighting specifically in a scenario to defend their Mine Workings will not and may not bottle for any reason.

INCOME AND STARVATION

Brotherhood Miners collect income from their territory(s) just like any other Outlaw gang, and suffer the effects of starvation just like any other Outlaw gang.

TRADING

Brotherhood Miners use the Outlaw Trading Chart.

HIRED GUNS

Brotherhood Miners will especially hire Pit Fighters if they can afford it. Pit Slaves with Rock Drills are particularly desirable, and a Brotherhood Miners gang will pay 15 credits (rather than the usual 10) for a suitably equipped former slave Hired Gun. Income generated from a Mine Workings with such a Hired Gun on the roster will be 4d6x10, and the gang's rating will increase by 75 instead of 50 for hiring that type of Pit Fighter. Otherwise, they can hire a similar range of Hired Guns to any other Outlaw/Outlander gang, and in similar fashion.



SPECIAL EQUIPMENT LIST

Demolition Charges: Sometimes the explosives used in prospecting find their way into the hives as improvised weapons. A bundle of explosives is difficult to arm and throw accurately, but can be used as a booby trap in a pinch. Special "bomb" counters must be made up, to use demolition charges. These should have a number from 2 to 6 on one side, and a representation of the bomb on the other. To set a charge, a Brotherhood Miner may not move or shoot during his turn. He then places a bomb counter in the place where

the trap should be set. At the beginning of each player's turn after this, the Miner player rolls a dice: if the result is equal to or greater than the number on the back of the counter, the bomb goes off. If not, add +1 to the roll next turn.

Mattock: The Miner's Mattock or Pick is a useful tool, and can be a fearsome weapon. It counts as a club in all respects, both cost and effect.

Lascutter: This is the industrial variant of the lascannon. A lascutter can technically be considered a ranged weapon, in a pinch. It has almost no range, and is bulky to wield, but if it hits...

Rock Drill: This is a two-handed, long-handled version of the Pit Slave weapon, and cannot be used in conjunction with any other hand to hand weapon, or any ranged weapon aside from pistols. While not bionically attached, you should still use the weapon's profile listed in the Pit Slave Weapons list for this weapon.

Harpoon Gun: The harpoon gun is a useful tool in Mine and Hive, as well as being a functional weapon. Used to strike lines where a grapnel will not hold, the device can also be pressed into service to defend those same ladders and gantries. Straps and suspensors, and a more technologically advanced design, allow Brotherhood Miners to make use of harpoon guns without needing to employ the bulk of an Ogryn or Scaly. Use the rules for spear guns from the Scavvy list.

Grapnel: As listed in the main rule books, grapnels are however exceedingly common pieces of equipment for Brotherhood Miners, given the nature of their work. They can also give somewhat of an edge over normally far more mobile long-shanks.

MINING DEMOLITION CHARGE

Short Range UserSx2 hit -2; Long Range n/a; Str 5; Dam d4; Save -2; Ammo 6+

LAS CUTTER

Short Range 6" hit +1; Long Range 12" hit -0; Str 8; Dam 1d6; Save -4; Ammo 4+

GRAPNEL

The grapnel consists of a magnetic grapnel attached to a long wire which is fired from a small launcher. A fighter

can fire a grapnel in the shooting phase instead of shooting with a weapon. Choose the spot you wish to aim for, counting it as a small target, and roll to hit as for weapons fire. If you miss the target roll for scatter as for blast weapons. The magnetic grapnel sticks to the point indicated and this can be marked with a suitable counter. In its following movement phase the model may winch itself to the position of the marker, and this counts as the model's move for that turn.

The grapnel isn't really a weapon, but the chances are someone will want to use it as such, so it has a standard pistol weapons profile. It also has an Ammo roll taken in the normal way for weapons.

Short Range 8" hit +2; Long Range 16" hit +1; Str 2; Dam 1; Save -0; Ammo 6+

HARPOON GUN

Harpoon guns are useful tools, but can make for brutal weapons when pressed into service. Far more technologically advanced than the simple equivalents made use of by Scalys among the worst dregs, the harpoon gun fires a spear on the end of a long line, and does so with tremendous power, enough force to embed the harpoon in stone or even ancient plasteel. If a model is wounded by a harpoon gun, roll a d6 to see how many inches the model is hurled directly away from the shooter, by the force of the hit. If the model hits another en route (whether 'footer' or vehicle), the second model is also skewered and suffers a Strength 5 hit causing 1 wound with a -2 save modifier. The second target is then carried the remaining distance (unless it is a vehicle). If by mischance a third model is hit by this flying panic, he will suffer a Strength 4 hit causing 1 wound with a -1 save modifier, and so on. Walls and vehicles will arrest progress. Suffice to say that any models knocked off ledges by a harpoon gun then also suffer normal falling damage. Place a counter next to the model using the harpoon gun once it fires, as a reminder. The harpoon gun is then unloaded, and may not be fired until the model then misses its shooting phase to reload it. A model running, charging, engaging in close combat, or setting Overwatch, is not missing its shooting phase.

Short Range 12" hit -; Long Range 24" hit -1; Str 6; Dam d3; Save -3; Ammo 6+; Special see above

Grav Chute: The grav chute is a passive gravitic repeller which reduces the downward pull of gravity to a fraction of its normal strength. It enables the wearer to float from a great height and land softly, even from a fall of several hundred feet. A fighter wearing a grav chute takes no damage from falling or jumping regardless of the height he falls. Neither does anyone he lands on.

Sword: More of a machete than an elegant weapon by any description, nonetheless useful during boarding actions out on the Ash Wastes, or in the confines of a mine or the Underhive's tunnels.

PROSPECTOR

120 CREDITS

The Prospector is a freelancer by choice and the senior member of the Brotherhood Miners gang. Not content to labour in the mines of other Lords of the Imperium, or on the payroll of some Rogue Trader, a Prospector is out on his own, for his own gain. He is looking for the 'Big Strike,' the claim which will cover him in the riches to buy security, if he can avoid the many hazards of the Ash Wastes and Underhive in the meantime. A prospector must be as quick with his guns as he is with his wits, or others will find his bleached bones in the toxic desert.

M3 WS4 BS3 S3 T4 W1 I3 A1 Ld10

Initial Experience Points: 60+d6

Weapons and Equipment: A Prospector has access to the best gear in the mine. He may be given equipment from the Close Combat, Ranged, and Special weapons lists, plus gear from the Grenades, Shotgun Shells, and Equipment sections of the Miner lists.

SPECIAL RULES

Leadership: A Prospector's crew are loyal to their leader and toughened by his presence and example. This means that any Brotherhood Miners within 6" of the Prospector may use his Leadership when they take Leadership tests. A Prospector may also always attempt to recover from being Pinned, even if he has no other Miners within 2" of him.

Nerves of Steel: All Squat Brotherhood Miners have the *Nerves of Steel* Ferocity Skill: If the model fails a dice roll to avoid being pinned it may make the roll again.

Encumbrance: The Brotherhood Miners are used to moving and maneuvering heavy loads, and working with cumbersome drilling equipment. To represent this, all Miners are considered to have the abilities of a Heavy, and thus may use heavy weapons. In addition, the Miner does not have a penalty for fighting in hand-to-hand combat while carrying a heavy weapon, and can wear Carapace Armour without any Initiative penalty.

MINERS

80 CREDITS

Squat Brotherhood Miners are the crew a Prospector needs to work the claim stake as efficiently as possible, and to pilot and maintain the vehicles and equipment needed to navigate the Ash Wastes. It also helps to have a few extra guns about. Squat Brotherhood Miners come from all levels of Squat society, and most are reluctant to talk about their reasons for becoming an Outlander on Necromunda. Gangers would be advised not to peer too closely into their business.

M3 WS3 BS3 S3 T4 W1 I2 A1 Ld9

Initial Experience Points: 20+d6

Weapons and Equipment: A Miner may be given equipment chosen from the Close Combat, Ranged, and Special weapons lists, plus gear from the Grenades, Shotgun Shells, and Equipment sections of the Miner lists.

SPECIAL RULES

Nerves of Steel: All Squat Brotherhood Miners have the *Nerves of Steel* Ferocity Skill: If the model fails a dice roll to avoid being pinned it may make the roll again.

Encumbrance: The Brotherhood Miners are used to moving and maneuvering heavy loads, and working with cumbersome drilling equipment. To represent this, all Miners are considered to have the abilities of a Heavy, and thus may use heavy weapons. In addition, the Miner does not have a penalty for fighting in hand-to-hand combat while carrying a heavy weapon, and can wear Carapace Armour without any Initiative penalty.

SLAGGERS

40 CREDITS

Slaggers are the Brotherhood equivalent of Juvies. Even among the Squat Brotherhoods, Miners must be trained, which means experience, and a Squat being hired by a Miners' gang is in for some back-breaking work. Slaggers are generally young Squats, and do all of the scutty jobs -- loading and pushing ore, cleaning mining equipment, clearing the gunk out of the bottom of the shafts. Strangely, there does not appear to be a shortage of off-world Squats, arriving on Necromunda to sign up for this work.

M3 WS2 BS2 S3 T4 W1 I2 A1 Ld8

Initial Experience: 0+0

Weapons: A Slagger may be given equipment from the Close Combat section of the weapons list. When they gain

enough experience to become a Miner, then as usual with the promotion of Juvies, they can gain equipment from the other sections of the list as appropriate.

SPECIAL RULES

Nerves of Steel: All Squat Brotherhood Miners have the *Nerves of Steel* Ferocity Skill: If the model fails a dice roll to avoid being pinned it may make the roll again.

Encumbrance: The Brotherhood Miners are used to moving and maneuvering heavy loads, and working with cumbersome drilling equipment. To represent this, all Miners are considered to have the abilities of a Heavy, and thus may use heavy weapons. In addition, the Miner does not have a penalty for fighting in hand-to-hand combat while carrying a heavy weapon, and can wear Carapace Armour without any Initiative penalty.

MAXIMUM CHARACTERISTICS:

M3 WS7 BS6 S4 T5 W3 I5 A3 Ld10

SKILLS LISTS:

Prospector: Combat, Ferocity, Muscle, Shooting, Techno

Miner: Ferocity, Muscle, Techno

Slagger: Ferocity, Techno

SQUAT BROTHERHOOD MINERS WEAPONS LISTS

BASIC WEAPONS

Autogun	20
Shotgun (solid, scatter included)	20
Lasgun	25

PISTOL WEAPONS

Stub Gun	10
Autopistol	15
Laspistol	15
Boltpistol	20
Plasma Pistol	25

CLOSE COMBAT WEAPONS

Chain	10
Club, Maul, Axe, Mattock, Pick	10
Knife	free/5
Massive Axe, Mattock, or Hammer	15
Chainsword	25
Sword	10

EXPLOSIVES & SHELLS

Man-Stopper Shotgun Shells	5
Hot Shot Shotgun Shells	5
Bolt Shotgun Shells	15
Dum Dum Stub Gun Bullets	5
Demolition Charges	40

SPECIAL WEAPONS & EQUIPMENT	COST
Flamer	40
Melta Gun / Lascutter	95
Hand Held Rock Drill	55
Harpoon Gun	55
Grapnel	30
Grav Chute	40
Clip Harness	10



BROTHERHOOD MINER TERRITORY TABLE

D66	Territory	Income
11-16	Wastes	0
21-26	Ruins	10
31-36	Rad Zone *	0/3D6
41-46	Slag Heap	20
51-56	Workshop	1D6x10
61	Water Hole	10
62-66	Mine Workings **	2D6x10

* As with the standard Outlaw Rad Zone, except that on triples, the Miner will automatically be hideously scarred from radiation poisoning, and cause *Fear* from now on; no income is then collected. Squat Brotherhood Miners are better at mining than typical gangers, and the Squats' resilience protects against radiation poisoning.

**In a secret location, your gang of Squat Brotherhood Miners has staked a claim. The excavations yield carbotite or some other valuable ore. You can collect 2D6x10 credits because of mining expertise. Additionally, the rules regarding captured enemy fighters working in the mines are the same, and Hired Gun Pit Slaves may modify this when hired (see rules above).



Vehicles - Cutters and Frigates

These vehicles rules are derived directly from the Ash Wastes vehicles rules, from the fourth issue of *Necromunda Magazine*. They simply use those rules to create standard templates for the Kharadron Gun-Hauler and the Kharadron Sky Frigate models to act as the bases for Ash Wastes vehicles appropriate to the Brotherhood Mining Gangs. No new rules are involved.

Skimmers

Skimmers are slow hovering platforms that float from a few inches to waist height above the ground. Massive turbines or jets propel the skimmer along over ash, rubble, liquid or whatever. Skimmers aren't very popular amongst the gangs roaming the wastes; they are hard to maintain and use a large amount of fuel. This inefficiency usually limits their users to guilders and house prospector teams, although richer Nomads have been known to keep skimmers for unusual missions. Skimmers can ignore the effects of all terrain except obstacles and certain types of impassable ground. See the terrain section for more details on this.

Terrain

Skimmers cross open terrain, difficult terrain, very difficult terrain, pools and rivers of any depth, with no penalty. Walls over 1" high and similar obstacles are impassable to skimmers as normal.

TRANSPORT

Transporting Models

Some vehicles are able to transport models other than the driver. Vehicles are split into three categories where transport is concerned; these are Single Seater, 5-man vehicles which may carry, unsurprisingly, up to five models (including driver), and transport vehicles, which can carry as many models as you have in your gang. Note

that piling as many miniatures as you can fit onto a vehicle is not always a good idea, they are likely to be injured severely if the vehicle crashes. Note that vehicles with a maximum transport capacity may never have more than their capacity on board, unless they are enemy models which have boarded the vehicle (see Boarding Actions in the main Vehicles rules, either *Necromunda* Ash Wastes, or *GorkaMorka*).

VEHICLE COSTS

“Gun Hauler” chassis

175 credits light skimmer carrying up to five models, crew of 1 driver, 1 gunner. One weapon can be hard-point mounted on the vehicle at base heavy weapon cost, or twin-linked basic weapon cost [see base rules].

“Sky Frigate” chassis

300 credits armoured skimmer carrying up to twenty models, +1 armour value on each location, crew of 1 driver and 1 gunner. One weapon can be hard-point mounted on the vehicle at base heavy weapon cost, or twin-linked basic weapon cost [see base rules].

BASE RULES

All other rules are as found in *GorkaMorka*, or alternately as found in the Ash Wastes vehicles rules in the fourth issue of *Necromunda Magazine*.

GUBBINZ

Some gubbinz are not at all appropriate for skimmers. No Spiky Wheels, no Scrap Grabbers, no Wheel Slashers, and so on. On the other hand, some other gubbinz like Turnin' Hooks might be especially appropriate.

SKIMMER HIT LOCATION TABLE
1 DRIVER. Armour Gun Hauler 8 [Sky Frigate 9] [see main rules]
2 FIXED WEAPON. Armour 8 [9] [see main rules] If the vehicle has no fixed weapon then the CREW are hit instead. See section 3.
3 CREW Armour 8 [9] [see main rules] If the vehicle has no crew aboard then the VEHICLE BODY is hit.
4 VEHICLE BODY. Armour 8 [9] [see main rules]
5-6 PROPULSION SYSTEM. Armour 10 [11] The complicated turbofans or generator systems of the skimmer have been hit. Roll a D6 to find out the effect. *1 Fuel injector hit. The vehicle must move at full speed (6") each turn. *2 Geostabiliser damaged. The vehicle swerves. *3 Asynchronous thrust damage. The vehicle sweroes and moves D6" forwards before spinning. *4 Propulsion thruster destroyed. The skimmer is reduced to half base speed (3"). *5 The delicate jet systems are hit sending the skimmer crashing to the ground, immobilised. In addition roll a D6 at the start of each turn: on a 1 the skimmer explodes as described for result 6, below. *6 Detonation! The fuel tanks of the skimmer are hit causing the vast amounts of highly flammable fuel to explode, crippling and immobilising the skimmer. Any models on board are huded D6" from the exploding vehicle and take a S4 hit. Any models within D3" take a S4 hit on a roll of 4+ on a D6 as they are caught by the blast.