



Hired Guns – The Forgotten Guns

House Rules by Robert J. Reiner aka Arbitrator General

This is a compilation of older hired guns from Gang War Magazines and Necromunda Magazines, with a few new ones thrown in too. ...

So, you are tired of hiring Bounty Hunters and Scummers and never really use that little old Ratskin Scout, but what about the other hired guns out there? Have you ever wanted to use the muscle of a Defense Force Deserter? Ever wanted to take that gimped ganger to a Crazy Doc to see if they can be cured? Ever thought about what would happen if an Enforcer turned Rogue and took their Cyber-Mastiff with them? Well, those are just some of the 'forgotten' hired guns covered in this article. Some of these are new, but most are tweaks of the older hired guns that have not been revitalized. Some of the sources are Gang War Magazine, Necromunda Magazine, and even the old Outlanders. So, take a look and throw down with your favorite 'forgotten' hired guns to back up your gang.

HIRED GUN RULES

The rules for hiring and using hired guns are in the Necromunda Rule Book. The original three are the Bounty Hunter, Ratskin Scout, and the Underhive Scum. These three originals are still playable in their current form and are not included here. There are a few clarifications about Hired Guns that I have added here that should be applied to all hired guns.

Rules Status: All the hired guns should be considered as House Rules. This gives players the option of whether they want to include them in their games campaigns or not. Note that some of these Hired Guns have previously appeared in Necromunda Magazine and they are perfectly balanced so there is no reason why you shouldn't include these in your games.

Hire Fee: Hired Guns must be paid per the rules in the Necromunda ORB. To alleviate any confusion you must pay the hired gun's listed hire fee during the post battle sequence to use them in your next game. You do not need to pay them to work for your game and then pay them to fight, just simply pay their fee once per use. The only exception to this is if you pay for a hired gun to be used in your next game and the

game turns out to be one in which you randomly select fighters and the hired gun is not used, then he will stick around, but not take part in your post game sequence, and be ready for your next game.

Serious Injury: Although it is not stated in the rules, all fighters must roll serious injuries at the end of each game that are taken out-of-action. This includes Hired Guns. You must still roll the serious injury, even if you do not intend to pay for the hired gun's services again. Your gang will treat him like a gang member until the end of the post game sequence. This means that you may trade for a captured hired gun, run a rescue to get them back, or sell a dead one to your friendly doc. The only exception to this is that if he is captured you may not exchange any of his equipment to your opponent in exchange for his release. All Hired Guns have a bounty equal to the amount they add to your gang rating unless otherwise stated in these rules. Bounty Hunters do not have a bounty value as they are the ones bounty hunting.

With that said here are the Forgotten Guns...



CRAZY DOC

The Crazy Doc Hired Gun first appeared in Gang War Issue 3 in an article titled ‘Loose Cannons’ by Lachlan Abraham. This hired gun is fun to use but has more potential that can be exploited by players. I have taken the original idea and updated the rules to match the Living Rulebook and added a new flavor to the Crazy Doc I hope you all enjoy.

‘It hurts Klemm, this las-burn hurts more then it should, what does it look like?’

‘Scaly snot Jordie, that shot took your knee right off, I think you are gonna limp for a long time. I know, maybe we can convince ole Trev to hire that quack again to look at it.’

‘No thanks, I’d rather fist fight a ripper jack then let that crazy doc work on me. I’ll just get a good cane...’



RECRUITING A CRAZY DOC

Any gang that can hire hired guns may hire one Crazy Doc. Even though there is a greater chance of being outlawed when you hire a Crazy Doc gang leaders still risk it. The hiring fee for a Crazy Doc is 25 credits and 125 points (25x5) is added to the hiring gang’s gang rating.

CRAZY DOC BASIC PROFILE

Crazy Docs work in the outer areas of the Underhive. Even the hardest of gang leaders sometimes finds it hard to hire a Crazy Doc, but hey, they do have their advantages too.

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

In addition to this Crazy Doc Basic Profile all Crazy Docs have four advances on the Crazy Doc Advance Chart. These advances are worked out after the gang leader has paid the credits to hire the Crazy Doc.

CRAZY DOC ADVANCES

A Crazy Doc has four advances that are either bonuses to his basic profile or skills. Roll a d6

four times on the Crazy Doc Advance Chart. A Crazy Doc may not improve any characteristic by more than +2. If an increase is rolled for a third time then you are to re-roll that advance. Similarly, if you roll a skill that the Crazy Doc already has then you are to re-roll that advance.

<i>Crazy Doc Advance Chart</i>	
<i>D6</i>	<i>Advance</i>
1	+1 Weapon Skill
2	+1 Initiative
3	+1 Leadership
4	Roll a further d6:
1	+1 Ballistic Skill
2	+1 Weapon Skill
3	+1 Strength
4	+1 Toughness
5	+1 Wound
6	+1 Attack
5-6	Roll a further d6:
1-3	Killer Reputation
4-6	Roll a further d6:
1	Head Butt
2	Impetuous
3	Rapid Fire
4	Nerves of Steel
5	Dodge
6	Berserk Charge

CRAZY DOC SPECIAL RULES

In addition to the Crazy Docs advances they also have the following special rules:

Outlaw: Since all Crazy Docs are operating, literally, outside the confines of normality and are bordering on the worship of chaos with some of their surgeries any gang that is currently employing a Crazy Doc that is reported to the Watchmen will incur an additional –1 modifier to the result.

Capture: Crazy Docs follow all the rules for capture, but not claim bounty, as listed in the special rules for the Bounty Hunter Hired Gun found in the Necromunda Living Rulebook.

Surgery: This special ability may only be used against captured enemies after a rescue attempt has been performed (assuming that the gang wants to run a rescue that is). In addition, the gang leader must also pay the Crazy Doc for the next game. Once the hire fee is paid the Crazy Doc must roll equal to or under his leadership. If this roll is successful the Crazy Doc has successfully transferred one serious injury from a gang fighter to the captured fighter. This is done via particularly gruesome back alley surgical means, transplanting, and patching procedures.

The captured fighter gains the serious injury and any effects that it has and the patient removes the serious injury and any effects. Once the surgery is complete the captive can be ransomed, sold into slavery or otherwise returned to their gang.

CRAZY DOC WEAPONS

A Crazy Doc fights with his own weapons as described below and will not use or buy any other weapons. A Crazy Doc is armed with the following weapons:

- Two knives
- Chainsword
- Filter Plugs or Respirator
- Photo Contacts or Photo Visor
- Medi-Pack

Plus one of the following:

- Laspistol
- Auto Pistol
- Stub Gun with Dum Dum Rounds

Plus one of the following:

- Any one bionic part
- Bio-Scanner
- Bio-Booster

MODELING A CRAZY DOC

The Crazy Doc never had an official model, but if you have a little imagination and some skill with green stuff you can easily create a good looking Crazy Doc. If you want a good example, the Warhammer 40K Fabius Bile is the inspiration for this hired gun.

DEFENSE FORCE DESERTER

The Defense Force Deserter Hired Gun first appeared in Gang War Issue 3 in an article titled 'Loose Cannons' by Lachlan Abraham. This hired gun is fun to use but was overpowered. Sorry Necromunda Fans, no longer can you pay 40 credits to get a lascannon wielding looney. I have taken the original idea and updated the rules to match the ORB and added a new flavor to the Defense Force Deserter and I hope you all enjoy him.

Defense Force Deserters are a strange breed, even for the scum that populate the Underhive. Typical defense force deserters run from service due to cowardice, crimes against the Imperium, or rebellion against authority. Unlike these deserters the Defense Force Deserters that find their way to the Underhive are the ones that are brutal, cruel, and simply love warfare too much to sit idle while the Imperium finds a new war. To these fighters a gang fight is an adrenaline rush that lasts a few hours or is it simply the adrenaline rush of knowing the Imperium will neither forgive nor forget their desertion that

they fight so often? Why not hire one and figure out which it is.

RECRUITING DEFENSE FORCE DESERTERS

Any gang that can hire hired guns may hire one Defense Force Deserter. Even though there is a greater chance of being outlawed when you hire a Defense Force Deserter gang leaders still risk it. The hiring fee for a Defense Force Deserter is 50 credits and 250 points (50x5) is added to the hiring gang's gang rating.

DEFENSE FORCE DESERTER BASIC PROFILE

Defense Force Deserters work in the outskirts of the Underhive. Even the hardest of gang leaders sometimes finds it hard to find a Defense Force Deserter, but hey, they definitely have their advantages.

M	WS	BS	S	T	W	I	A	Ld	Save
4	4	4	3	3	1	3	1	7	6+

In addition to this Defense Force Deserter Basic Profile all Defense Force Deserters have been through extensive military training. All Defense Force Deserters have three advances on the Defense Force Deserter Advance Chart. These advances are worked out after the gang leader has paid the credits to hire the Defense Force Deserter.

DEFENSE FORCE DESERTER ADVANCES

A Defense Force Deserter has three advances that are either bonuses to his basic profile or skills. Roll a d6 three times on the Defense Force Deserter Advance Chart. A Defense Force Deserter may not improve any characteristic by more than +2. If an increase is rolled for a third time then you are to re-roll that advance. Similarly, if you roll a skill that the Defense Force Deserter already has then you are to re-roll that advance.



<i>Defense Force Deserter Advance Chart</i>	
<i>D6</i>	<i>Advance</i>
1	+1 Ballistic Skill
2	+1 Initiative
3	+1 Leadership
4	Roll a further d6:
1	+1 Weapon Skill
2	+1 Strength
3	+1 Toughness
4	+1 Wounds
5	+1 Attacks
6	+1 Leadership
5	Roll a further d6:
1-2	Nerves of Steel
3-4	Crack Shot
5	Marksman
6	Roll a further d6:
6	Roll a further d6:
1	Dodge
2	True Grit
3	Weaponsmith
4	Killer Reputation
5	Ambush
6	Rapid Fire

DEFENSE FORCE DESERTER SPECIAL RULES

In addition to the Defense Force Deserters advances they also have the following special rules:

Outlaw: Since all Defense Force Deserters are fugitives any gang that is employing a Defense Force Deserter that is reported to the Watchmen will incur an additional '-1' modifier.

Fugitive: Roll a d6 after each game the Defense Force Deserter fights for the gang. On a roll of '1-2' the Defense Force Deserter has found passage off world, finds a new identity, is arrested, or just does not want to hire out to your gang again. Your gang may not hire another Defense Force Deserter until they have played another game.

DEFENSE FORCE DESERTER WEAPONS

A Defense Force Deserter fights with his own weapons as described below and will not use or buy any other weapons. A Defense Force Deserter is usually well equipped and armed because they most likely looted their dead comrades and opponents. A Defense Force Deserter is armed with the following weapons:

- Knife
- Flak Armour
- Laspistol
- Frag and Krak Grenades

Plus one of the following:

- Boltgun with Weapon Reload and Red Dot Laser Sight
- Lasgun with Hot Shot power pack and Red-Dot Laser Sight
- Shotgun with Scatter, Solid, and Manstopper Rounds, and a Red-Dot Laser Sight

MODELING A DEFENSE FORCE DESERTER

This is by far the easiest hired gun presented here to get a hold of, except for the House Agent that is. Simply use your favorite Imperial Guardsmen with your favorite bits and maybe a little green stuff too.

HOUSE AGENTS

House Agents are an original creation by me, Arbitrator General. What happens to all the gang members that get to powerful for their gangs but do not want the hassle of leading a gang? They become hired guns of course! Here are some house rules I devised for using powerful gang members that are loyal to just their own houses...

When a gang member gets too powerful and doesn't like the leadership of his gang leader he has two options, either challenge for leadership of the gang or move on. A House Agent has done just that, to an extent at least. A House Agent is a powerful gang member who has moved on to bigger and better things for the house and does not want to lead their own gang.

Every House has House Agents that troll the Underhive looking for gangers ready to step back into the upper house structure, whether it is as a runner, a messenger, thug, or whatever else. In addition, House Agents venture down hive all the time to hone their skills. House Agents are thought of as house specific scum or bounty hunters, loose cannons, or simply members of the house exacting vengeance on another house.

RECRUITING HOUSE AGENTS

Any of the six standard houses can hire up to one House Agent of the same house affiliation. The hiring fee is 25 credits and 125 points (25x5) is added to the hiring gang's rating.

MENTOR

In the event that your gang is the underdog by at least 500 points in the fight the House Agent will mentor your gang. He will not require a hiring fee, but will still add 125 points to your gang rating. He has taken to your side to help you in the name of your house. There is no need to find him; he will know you need help. The only

limitation is that a House Agent will only mentor your gang every other time. House Agents communicate with each other, so even changing your House Agent hired gun will still result in having to pay for their services every other game via mentoring.

HOUSE AGENT BASIC PROFILE

A House Agent starts his career early in his life with the gang. To represent this his profile starts identical to that of a ganger.

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

To represent his devotion to his house and his experience in the Underhive, a House Agent has four Advances determined on the chart below. A House Agent cannot increase any characteristic more than +2. If an increase is rolled for the third time, re-roll the result. If the same skill is rolled twice, re-roll the second result.



<i>House Agent Advance Chart</i>		
<i>D6</i>	<i>Advance</i>	
1-2	Roll a further d6	
	1-3	+1 Weapon Skill
	4-6	+1 Ballistic Skill
3	Roll a further d6	
	1-3	+1 Wounds
	4-6	+1 Toughness
4	Roll a further d6	
	1-2	+1 Initiative
	3-4	+1 Strength
	5-6	+1 Attacks
5	Roll a further d6	
	1-4	Choose (not roll) one skill from any of your House Skill Lists
	5-6	Choose (not roll) one skill from any Skill List
6	Roll a further d6 (re-roll duplicate results)	
	1	Any one Bionic of your choice
	2	Any one Gun-Sight of your Choice
	3	Any one Power Weapon of your Choice
	4	Mesh Armour
	5	Bounty Hunter Capture Special Rules
	6	Specialist Skill and any one special weapon of your choice

HOUSE AGENT EQUIPMENT

A House Agent is always equipped with the following weapons and equipment that will not change (unless via an advance roll from above):

- Knife
- Auto Pistol or Las Pistol
- Frag Grenades

One of the following weapons:

- Any one Close Combat Weapon from your House Weapons List
- Any one Pistol Weapon from your House Weapons List
- Any one Basic Weapon from your House Weapons List
- Replace Auto Pistol or Las Pistol with Bolt Pistol or Plasma Pistol

Plus one of the following pieces of equipment:

- Blindsnake Pouch
- Flak Armour
- Red-Dot Laser Sight

MODELING A HOUSE AGENT

Any Necromunda figure is suitable to be used as a House Agent hired gun. Have fun converting your favorite weapons combinations from the list above and throw down against your next opponent with an Agent of your house on your side.

NOMAD GUIDE (ASH WASTE)

The Ash Waste Nomad Guide, or Nomad Guide, first appeared in Necromunda Magazine 10 in an article written by Chris Ward and Stuart Witter. These are the fathers of the Ash Wastes and the article was about hired guns in the Ash Wastes. I love the Ash Wastes, so here he is again, modernized...

Survival outside of the Hive is a difficult task. Food and water are rare, the Nomad raids devastate the Shantytowns regularly; and the simplest example of technology is difficult to maintain. The majority of the inhabitants of the Ash Wastes face death daily and rare are those who live to an old age. It happens sometimes that some gangs adventure into the ash wastes, to settle an old account with a band of Outerhivers. This is often a true challenge, which is quite difficult for an inexperienced gang. In such a case the gangs gladly pay for the services of an Ash Waste Nomad Guide.

RECRUITING A NOMAD GUIDE

The Ash Waste Guide follows all the normal rules concerning Hired Guns, except that only gangs originating in the hive can hire them. Ash Waste Guides will not enter the Hive. The hiring fee for an Ash Waste Guide is 25 credits and increases the Gang's Rating by +125 (25x5) points. The Ash Waste Guide may be mounted on a bike for another 25 credits. This increases the Gang's Rating by +150 points.

NOMAD GUIDE BASE PROFILE

Ash Waste Nomad Guides work in the harshest of environments.

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

NOMAD GUIDE ADVANCES

An Ash Waste Nomad Guide has four advances determined on the chart below. An Ash Waste Guide cannot increase any characteristic more than +2. If an increase is rolled for the third time, re-roll the result. If the same skill is rolled twice, re-roll the result.

<i>Nomad Guide Advance Chart</i>	
D6	Advance
1	+1 Ballistic Skill
2	+1 Initiative
3	+1 Weapon Skill
4	Roll a further d6
1	+1 Ballistic Skill
2	+1 Strength
3	+1 Toughness
4	+1 Wounds
5	+1 Attacks
6	+1 Weapon Skill
5	Roll a further d6
1-3	Gunfighter
4-6	Quick Draw
6	Roll a further d6
1	Crackshot
2	Fast Shot
3	Hip Shooting
4	Marksman
5	Rapid Fire
6	Killer Reputation

NOMAD GUIDE SPECIAL RULES

The following special rules apply to Nomad Guides:

Outlaw: Since all Ash Waste Nomads are outlaws, so are their Nomad Guides and any gang that is employing a Nomad Guide that is reported to the Watchmen will incur an additional '-1' modifier to the result.



Bounty: Nomad Guides are outlaws, so they have bounties on their heads. If a Nomad Guide is captured and not ransomed, traded or rescued by their hiring gang then the amount of the bounty is 125 credits (150 credits if he has a bike).

Outriver: An Ash Waste Guide is accustomed to the harsh conditions of the Ash Waste. He is immune to the effects of all adverse Treacherous Conditions.

Guide: Because the Ash Waste Guide knows the environment (he is a Guide, right?), the gang who hires him can re-roll the Scenario, if they get to roll it. In addition, they may also re-roll 'Set-up Roll' and their 'First Turn' rolls. They must accept the re-roll results. These all represent the Ash Waste Nomad Guide's ability to set ambushes and read tracks, trails, and environmental conditions.

NOMAD GUIDE EQUIPMENT

The Ash Waste Guide is equipped with the following weapons and equipment:

- Knife
- Respirator
- Photo Visor

Plus one of the following:

- Lasgun w/Hot Shot Power Pack + Laspistol w/Hotshot Power Pack
- Longrifle + Autopistol
- 2 Bolt Pistols
- Plasma Pistol + Autopistol
- Bolt Pistol + Krak Grenades

MODELING A NOMAD GUIDE

To model an Ash Waste Nomad guide all you need to do is find an appropriate model to represent your weapons choices and then find the proper head with a respirator. A good example of a head is the head with a metal plate/respirator on it from a space marine sprue. Or, if you are talented, try making your own respirators with green stuff and some patience.

OGRYN BODYGUARD

The Ogryn Bodyguard first appeared in Necromunda Magazine 1. The authors of the original article and rules were Tom Merrigan and Warrick Kinrade and I have already published this one in a previous Fanatic Magazine, but the responses to the last publishing suggested a few minor changes, so here they are, I hope you enjoy him still...

Almost all Imperial Guard Officers will surround themselves with top-notch subalterns, soldiers, aids, and even cannon fodder to take bullets for them. A prime example is the Ogryn Bodyguard. What better being then an Ogryn to stand next to on the battlefield and make a bigger target? Occasionally these Ogryn will flee or gain their freedom and venture forth into the void on their own. Those that travel to Necromunda learn that they are shunned and will

find that their services will gladly be paid for handsomely in the vile Underhive.



RECRUITING OGRYN BODYGUARDS

Any gang that can hire hired guns may hire a maximum of one Ogryn Bodyguard. The hiring fee is 50 credits and 250 points (50x5) is added to the hiring gang's gang rating.

OGRYN BODYGUARD BASIC PROFILE

Ogryn Bodyguards may have special and unique skills as well as superior characteristics. These are worked out after a gang pays the Ogryn Bodyguard's hire fee.

M	WS	BS	S	T	W	I	A	Ld	Save
5	3	3	4	5	2	3	1	8	-

In addition to their enhanced basic characteristic profile all Ogryn Bodyguards have 3 advances. Roll a d6 three times and consult the Ogryn Bodyguard Advance Chart below. An Ogryn Bodyguard cannot increase any characteristic more than +2 and may not increase his wounds beyond 4. If an increase is rolled for the third time, re-roll the result. If the same skill is rolled twice then re-roll to get another.

<i>Ogryn Bodyguard Advance Chart</i>	
D6	Advance
1	+1 Weapon Skill
2	+1 Attack
3	Roll a further d6:
1-3	+1 Strength
4-6	+1 Toughness
4-6	Roll a further d6:
1	Hurl Opponent
2	Body Slam
3	True Grit
4	Mesh Armour
5	+1 W (4 maximum)
6	Step Aside

OGRYN BODYGUARD SPECIAL RULES

The following special rules apply to Ogryn Bodyguards:

Size: Due to the large size of Ogryns, shooting attacks made against an Ogryn Bodyguard apply a '+1' larger target modifier.

Fear: Ogryn Bodyguards are exceptionally fierce creatures that can rip arms off of opponents. Ogryn Bodyguards cause fear as outlined in the Necromunda Living Rule Book.

Fierce Loyalty: Ogryn Bodyguards might not be the most intelligent creatures out there but they are indeed good at their task of protecting the gang's leader. During the game the Ogryn Bodyguard must remain within 12" of the gang's leader. If the Ogryn Bodyguard starts the turn more than 12" from the gang leader then he must immediately attempt to get back to within 12" of the gang leader. If the Ogryn Bodyguard is engaged in hand-to-hand combat then the combat is completed first. In addition, if the gang leader is taken out-of-action, while the Ogryn Bodyguard is still in the battle, and the Ogryn Bodyguard is not 'down' then the Ogryn Bodyguard is also removed from play. The Ogryn Bodyguard will see to it that the gang leader is treated and protected and therefore the gang leader does not roll on the serious injury chart and is not treated as having gone out-of-action for post battle sequence.

Look Out Sir!!! If the Ogryn Bodyguard is within 4" of the gang's leader then the gang leader is not eligible to be the closest target for attacks because the Ogryn Bodyguard will step in and take the hit. Roll each attack separately using the modifiers for attacking the gang leader but work out wounding attempts using the Ogryn Bodyguard. This also includes if the gang leader is charged; however, the gang leader can choose to have the Ogryn Bodyguard step aside and allow him to engage a charging model. If the Ogryn Bodyguard is pinned he can still use this ability but must first roll equal to or under his initiative.

OGRYN BODYGUARD WEAPONS

Ogryn Bodyguards are armed with the following weapons and equipment:

- Massive Sword, Club, Mace, or Bludgeon
- Photo Visor or Photo Contacts
- Respirator or Filter Plugs
- Ogryn Ripper Gun

OGRYN RIPPER GUN

The Ogryn Ripper Gun was designed by the Imperium as a standard issue weapon for the plethora of Ogryns that the Imperial Armies have hanging around during times of war. The profile for the Ogryn Ripper Gun is as follows:

Short	Long	To Hit	ST	Dam	Save	Ammo	SF
0-4	4-8	+2/-1	4	1	-	4+	2

How does this work?: The Ripper Gun is not a standard weapon that can be found readily on Necromunda and therefore cannot be traded, bought, invented, or used by anyone other than an Ogryn Bodyguard.

MODELING AN OGRYN BODYGUARD

Modeling an Ogryn Bodyguard is simple. Either pick an Ogryn from the Warhammer 40K line or start with your favorite Ogre from the Fantasy or Mordheim lines and convert them to meet the rules. Have fun with this big guy.

PIT SLAVE

The Pit Slave Hired Gun was first released in Necromunda: Outlanders. He is an inexpensive hand-to-hand fiend. Each and every gang should look at getting a few of these bad boys. What do you think

Pit Slaves are the unfortunates that end up being sold to the Guilders by gangs or the watchmen and are kept in the Underhive to work in the various mines, as pack slaves, or as pit fighters for sport. Some are dangerous criminals who deserve nothing better, but others have been unlucky enough to have kin that could not raise the credits for their ransom when they got dragged off by some unfriendly gang. The Guilders usually 'modify' their new acquisitions for whatever tasks they have in mind. Arms are lopped off and replaced with rock drills or buzz saws for those going to the mines, pack slaves may get a hook or claw instead of hand and feet for better grip and pit fighters can end up like some nightmare manikin of steel and flesh. The Slaves are implanted with ownership studs to show that they are the legal property of a Guilder and set for the rest of their lives.

A few Pit Slaves, the toughest and most deadly ones escape by stealth, accidents, or by simply killing their guards. Escaped Pit Slaves are wanted by the law and do not generally stroll down the street looking for work. Conversely, watchmen don't generally go hunting for escaped Pit Slaves either.



RECRUITING PIT SLAVES

Outlaw gangs will find Pit Slaves at the trading post, often pit fighting for themselves or the thrill of combat. When a gang leader comes across a Pit Slave it may indeed be the best HTH weapon at his disposal. Any gang that can utilize hired guns can hire Pit Slaves. If a player wants to hire a Pit Slave he must pay the standard hire fee of 10 credits. A gang leader may hire as many Pit Slaves as he can afford. The Pit Slave will add 50 points to your gang rating (hire fee x 5).

PIT SLAVE BASIC PROFILE

Pit Slaves are likely to have picked up some skills and gained superior characteristic values before. These advances are worked out after the Pit Slave's fee is paid for.

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

In addition to their enhanced basic characteristic profile all Pit Slaves have 4 advances. Roll a d6 four times and consult the Pit Slave Advance Chart below. A Pit Slave cannot increase any characteristic more than +2 and may not increase his wounds beyond 4. If an increase is rolled for the third time, re-roll the result. If the same skill is rolled twice then re-roll to get another. Strength and Toughness can exceed standard human characteristics due to their advanced technologies and body grafts.

Pit Slave Advance Chart	
D6	Advance
1	+1 Weapon Skill
2	+1 Attack
3	Roll a further d6:
1-3	+1 Strength
4-6	+1 Toughness
5	Roll a further d6:
1-2	+1 Wound
3-4	+1 Initiative
5-6	+1 Leadership
6	Roll a further d6:
1	Dodge
2	Iron Jaw
3	True Grit
4	Infiltration
5	Parry
6	Hurl Opponent

PIT SLAVE WEAPONS

A Pit Slave will fight with his own, unique set of weapons that are made from scrap and other various sorts of grafted weapon systems. Pit Slaves are equipped as follows:

One of the following:

- Buzz Saw
- Chainsaw
- Claw
- Hammer
- Rock Drill
- Shears

One of the following:

- Stubgun with dum-dum bullets
- Autopistol
- Laspistol

MODELING A PIT SLAVE

Modeling a Pit Slave presents a lot of possibilities, be it by simply buying a Pit Slave from the Necromunda Pit Slave Gang, or converting another Necromunda figure, to using a modified Imperial Servitor, Pit Slaves are fun to create. Pick your weapon combinations from the lists above and have at it.

RATSKIN SAVAGE

The Ratskin Savage first appeared in Gang War Issue 5 by Gerrid Robb and was from a Gary James webpage. He was originally hired into a gang, but could get deadly. He has been revised and brought inline with a hired gun instead of a new gang member.

Ratskin Savages are Ratskins who have taken the wars against the hivers too serious. That, or their elders instilled a deep hatred for underhivers in them from a young age. Regardless, all Ratskin

Savages leave the safety of the tribes and venture out to hunt on their own. They are continuously in a blood-thirsty state of rage and hatred for underhivers and all outsiders. When they come across particularly hard prey they will ally with a Ratskin Gang to help get done what they need to. Their rage drives them not to expel the underhivers, but rather slaughter them in great combat.

RECRUITING RATSKIN SAVAGES

Only Ratskin gangs can hire Ratskin Savages. If a player wants to hire a Ratskin Savage he must pay the standard hire fee of 15 credits. A gang leader may only hire two Ratskin Savages at a time. The Ratskin Savage will add 75 points to your gang rating (hire fee x 5).

RATSKIN SAVAGE BASIC PROFILE

Ratskin Savages are likely to have picked up some skills and gained superior characteristics in their blood-thirsty endeavours. These advances are worked out after the Ratskin Savage’s fee is paid for.

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

In addition to their basic characteristic profile all Ratskin Savages have three advances. Roll a d6 three times and consult the Ratskin Savage Advance Chart below. A Ratskin Savage cannot increase any characteristic more than +2. If an increase is rolled for the third time, re-roll the result. If the same skill is rolled twice then re-roll to get another.

<i>Ratskin Savage Advance Chart</i>		
<i>D6</i>	<i>Advance</i>	
<i>1</i>	+1 Weapon Skill	
<i>2</i>	+1 Attack	
<i>3</i>	Roll a further d6:	
	<i>1-3</i>	+1 Strength
	<i>4-6</i>	+1 Toughness
<i>5</i>	Roll a further d6:	
	<i>1-2</i>	+1 Wound
	<i>3-4</i>	+1 Initiative
	<i>5-6</i>	+1 Weapon Skill
<i>6</i>	Roll a further d6:	
	<i>1</i>	Sidestep
	<i>2</i>	Iron Jaw
	<i>3</i>	Evade
	<i>4</i>	Infiltration
	<i>5</i>	Leap
	<i>6</i>	Sprint

RATSKIN SAVAGE SPECIAL RULES

The following special rules apply to Ratskin Savages:

Ratskin: Ratskin Savages are still Ratskins. They have the Ratskin traits of resilience and native.

Skills: All Ratskin Savages start with Escape Artist and Frenzy.

Fighting Style: The Ratskin Savage develops his own fighting style. All Ratskin Savages forsake shooting weapons and adopt brutal hand-to-hand combat techniques. This brutal technique is based on over-powering their opponents. To represent this they have frenzy, but at the start of each hand-to-hand combat phase the Ratskin player rolls a d6. On a result of ‘4+’ his attacks cannot be parried. In addition, the Ratskin Savage always receives the +1 attack bonus for fighting with two close combat weapons, even if all his weapons have been disarmed.

Scalping: Ratskin Savages are brutal hunters. They like to take trophies too. If a Ratskin Savage takes an opponent out-of-action and there are no other enemies within follow-up range then the victim can find himself horribly mutilated, without any hair, or never wake up again. The victim must immediately pass an initiative test based on their base initiative characteristic. If they roll equal to or under their initiative then the Ratskin Savage will move on, they are removed from play and suffer an injury as normal. If they fail, then the Ratskin Savage sets-upon the victim and scalps them, the Savage loses his follow up move. Roll 2d6 immediately on the Scalping Chart instead of the serious injury chart in the post game sequence.



<i>Scalping Chart</i>	
<i>2D6</i>	<i>Result</i>
2	Lucky - The victim is found in a pool of his own blood, but luckily not too injured. Apply the 'Survives Against the Odds' serious injury result.
3	Cracked Skull – The victim is found alive, but his fellow gang members are horrified at the loss of skin, scalp, and hair. Apply results per 'Old Battle Wound' on the serious injury chart.
4	Eye Gouge – Without enough time to do the job properly the Ratskin Savage takes an eye as a trophy. Apply the 'Blinded In One Eye' serious injury result.
5	Arm Wound – The victim uses his arms to protect his scalp, lost in his rage the Ratskin Savage brutalizes one of the victim's arms. Apply the 'Arm Wound' serious injury result.
6	Botched – The Savage botches the job and hideously scars his victim. Apply the 'Horrible Scars' injury.
7	Scalped! – The victim was scalped. Apply the 'Head Wound' serious injury result.
8	Botched – The Savage botches the job and hideously scars his victim. Apply the 'Impressive Scars' injury.
9	Ear Wound – Without enough time to do the job properly the Ratskin Savage takes an ear as a trophy. Apply the 'Partially Deafened' serious injury result.
10	Hand Wound – The victim manages to grab the blade of the knife and protect his scalp. Apply the 'Hand Injury' serious injury result.
11	Horriying Experience – Although the Ratskin Savage doesn't actually manage to scalp the victim, he does brutally and horribly beat them. Apply the 'Shell Shock' serious injury result.
12	Dead! The victim is killed outright and the Ratskin Savage abandons his body.

RATSKIN SAVAGE WEAPONS

A Ratskin Savage will fight with their unique set of weapons. Ratskin Savages are equipped as follows:

- Knife
- Club
- Maul or Bludgeon
- Sword
- Blindsnake Pouch

MODELING A RATSKIN SAVAGE

The easiest way to make a Ratskin Savage is to convert a Ratskin to have nothing but close combat weapons. The more elaborate the figure, the better as Ratskin Savages tend to not wear much and use lots of war paint.

ROGUE HANDLER

I always thought about what happens when an Enforcer Handler gets pushed to the brink one too many times about having a tin can as a best friend? I don't know either, but when they snap and go on the lamb they take their aggression out on anyone that they can. This would make them an asset to any gang that will accept them, or so I think, how about you?

'Enforcer 3175 report, this is Commander Tyrus, if you don't report your position in 5 seconds we will hunt you down as a traitor to Lord Helmawr!'

Former Enforcer Sgt Madaline had decided long ago that as soon as she could get a chance, she was out of the Enforcers. She was taking her trusty Cyber-Mastiff with her as well.

'This is Enforcer 3175, I resign, see you on the flip side.' Madaline responded as she crushed her tracker chip and comm under her boot. *She was an outlaw now, on the run and ready to make a new name for herself in the Underhive.*

Not all Enforcers stay Enforcers their entire life. Cyber Mastiff Handlers are prone to fits of anger when their companions are killed or they are ridiculed. Although their 'friends' are indeed machines, they are their trusted companions and sometimes their only friends in the world that Enforcers live in. When they break, some are thrown in jail for insubordination, others are discharged, but occasionally a handler will bolt and look for work elsewhere.

RECRUITING ROGUE HANDLERS

Any gang can hire a Rogue Handler that can hire hired guns. The hiring fee is 30 credits and 150 points (30x5) is added to the hiring gang's gang rating.

ROGUE HANDLER BASIC PROFILE

A Rogue Handler starts his career as an Enforcer.

M	WS	BS	S	T	W	I	A	Ld	Save
4	3	3	3	3	1	3	1	7	4+

In addition to his starting profile a Rogue Handler has four Advances determined on the chart below. A Rogue Handler cannot increase any characteristic more than +2. If an increase is rolled for the third time, re-roll the result. If the same skill is rolled twice, re-roll the result.

<i>Rogue Handler Advance Chart</i>		
<i>D6</i>	<i>Advance</i>	
<i>1-2</i>	R a further d6	
	<i>1-3</i>	+1 Weapon Skill
	<i>4-6</i>	+1 Ballistic Skill
<i>3-4</i>	Roll a further d6	
	<i>1-3</i>	+1 Initiative
	<i>4-6</i>	+1 Attacks
<i>5</i>	Roll a further d6	
	<i>1-3</i>	+1 Wounds
	<i>4-6</i>	+1 Toughness
<i>6</i>	Roll a further d6	
	<i>1</i>	Marksman
	<i>2</i>	Crackshot
	<i>3</i>	Dodge
	<i>4</i>	Evade
	<i>5</i>	Infiltration (Mastiff too)
	<i>6</i>	Bounty Hunter Special Rules

ROGUE HANDLER EQUIPMENT

A Rogue Handler is always equipped with the following weapons and equipment that will not change:

- Knife
- Respirator or Filter Plugs
- Photo Contacts or Photo Visor
- Choke Grenades
- Bolt Pistol or Laspistol
- Carapace Armor (initiative penalty applies)
- Rogue Cyber-Mastiff

Plus one of the following:

- Boltgun with Red-Dot Laser Sight
- Shotgun with Solid, Scatter, Manstopper, and Bolt Rounds
- Suppression Shield and Power Maul

ROGUE CYBER-MASTIFF PROFILE

A Rogue Cyber-Mastiff is similar to a standard Cyber-Mastiff, but has a few modifications.

M	WS	BS	S	T	W	I	A	Ld	Save
6	4	-	5	4	1	3	1	-	4+

ROGUE HANDLER AND ROGUE CYBER-MASTIFF SPECIAL RULES

The following Special Rules apply to Rogue Handlers and Rogue Cyber-Mastiffs:

Tinker: The Rogue Handler is somewhat of a tinkerer. A Rogue Handler has messed with the circuitry and programming of his cyber-mastiff. This is the only Special Rule that will apply to the Rogue Handler and the rest will apply to the Rogue Cyber-Mastiff.

Injury: The Rogue Cyber-Mastiff ignores ‘flesh wound’ results. Treat a roll of 1 as having no effect.

Rogue Handler: The Rogue Cyber-Mastiff must stay within 18” of the Rogue Handler at all times unless programmed other wise (see below). If the Rogue Handler is taken ‘down’ or ‘out-of-action’ then the Rogue Cyber-Mastiff must remain within 18” of his body, but may otherwise continue to move and fight normally.

Experience: The Rogue Cyber-Mastiff will not gain any experience.

Skills: The Rogue Cyber-Mastiff has Dodge plus one of the following (roll a d6): 1-3 Leap and 4-6 Sprint.

Special Programming: Before each game the Rogue Handler’s player may choose which of the following programs the Rogue Cyber-Mastiff has programmed into it for this game only:

- **Guard:** If the Rogue Handler goes ‘Out-of-Action’ and the Rogue Cyber-Mastiff is not already ‘out-of-action’ itself then the Rogue Cyber-Mastiff will prevent the model from being captured. To represent this, the Rogue Cyber-Mastiff is also removed. This will prevent the Rogue Handler from having to roll on the Serious Injury Chart at the end of the game, although all other rules for being taken ‘out-of-action’ still apply to the Rogue Handler.

- **Jugular Attack:** If a Rogue Cyber-Mastiff charges into close combat, he will jump at his opponent. Close combat is worked out as usual. If the Rogue Cyber-Mastiff wins, no matter how many hits are scored the Rogue Cyber-Mastiff will cause a single S5 hit causing D3 wounds. If the Rogue Cyber-Mastiff wounds its opponent the opponent will automatically take a flesh wound in addition to any other injury results. This represents the Rogue Cyber-Mastiff clinging to the opponent if they remain standing. Subsequent rounds of hand-to-hand combat are fought as normal.

- **Independence:** The Rogue Cyber-Mastiff has been programmed to act on its own. To represent this the Rogue Cyber-Mastiff does not have to stay within a certain distance of the Rogue Handler.

Ladders: A Rogue Cyber-Mastiff can go up or down ladders (or items following the rules of ladders) by itself; however, the Rogue Cyber-Mastiff pays double the distance moved and if the Rogue Cyber-Mastiff is moving via a ladder on a charge it may not use its Jugular Attack if that is the selected program.

Out-of-Action: If a Rogue Cyber-Mastiff goes out of action then roll a d6. On a 1 the Rogue Cyber-Mastiff has sustained too much damage and is reduced to slag. If this happens then the Rogue Handler slinks off in depression and unless the gang pays a fee of 50 credits to repair it the Rogue Handler will never be seen again. On a 2-3 the Rogue Cyber-Mastiff has sustained damage and will miss the next game (along with the Rogue Handler) unless you pay 10 credits for repair parts. On a 4-6 the Rogue Cyber-Mastiff recovers fine and will be ready for the next battle. *Note: This special rule is ignored if your*

league arbitrator allows this hired gun be part of a gang.

Psychology: Rogue Cyber-Mastiffs do not need to test for nerve and are automatically assumed to pass all leadership tests they are required to take. The Rogue Cyber-Mastiff is a machine after all.

MODELING A ROGUE HANDLER

Any Necromunda figure is suitable to be used as a Rogue Handler hired gun but Enforcer Sergeants and Champions lend themselves the easiest for conversion. The Enforcer Cyber-Mastiff is what I created the Rogue Cyber-Mastiff around but any good Rogue Handler would modify their cyber-mastiff to move around un-noticed. Have fun converting your favorite weapons combinations from the list above and throw down against your next opponent with a Rogue Handler on your side.

‘What’s it gonna be kid, you gonna join us or just sit there and eat our grub and wildsnake?’

The ganger was part of the notorious, or rather infamous group known as the Dark Side Dragons. They ran all the crime in this part of the hive, knew where all the good loot was, and definitely had a knack for expensive tastes. The kid was a plant though. He was being paid by a Nomad Guide to scout this part of the underhive, find the Dragons, and tell the Nomad where they were hiding. He was torn though. He needed the credits the Nomad offered, but the Dragons could protect him and teach him to be a man. That, and if he did switch loyalties he knew he at least had a chance with the Dragons versus staying with the stranger when the Dragons came after him.

‘So, what you are offering me is a place at your side as your newest recruit, and all I have to do is be loyal to your ideals and stuff?’ The kid was definitely thinking about flipping the Nomad. He had just made up his mind when the dull throbbing of the Underhive was punctuated with a spark crack. The Kid didn’t react at all, but the Dragon did. He jumped two meters to the side, over a barrel, and drew his lasgun to find where the shot came from.

‘Come on kid! Get over here, Ill cover you,’ the Dragon called as he tried to find where the shot came from. The kid did not move. The Dragon stole a quick look the kid’s direction and could see debris behind the chair, through the hole in the kid’s chest. SNIPER!!! The Dragon thought quickly and scampered off into the shadows.

Across the way, behind the cover provided by a few downed gantries three figures casually stood up and cautiously stalked to where the kid was. ‘Did you really need to do that to the kid Private?’ Said an older kid, most likely in his early twenties. He wore the distinct insignias of House Van Saar and the pristine bolter with a scope on it and power sword at his hip attested to his status as leader.

I heavily cloaked war veteran wearing old Imperial Guard fatigues, armour, and not to common helmet replied, ‘I said never to call me that Mr. Technophage. I am not in the PDF anymore. He was talking and telling the plan. He needed to be eliminated.’

‘But he didn’t lead us to their camp yet?’

‘Not to worry Mr. Technophage. His trail is easily followed. I will lead you to them since your credits are good. I am a guide after all. Based on his speed and urgency I would guess you need to signal your boys since the camp is not too far off.’ These were the words of a dust-covered individual. He wore a respirator but was dare good at finding things no one seemed to want found and that even included places no one but and Ash Waster would go.

‘Good, then since you two are on retainer already, care to join us?’

‘Sure, target practice is always a plus,’ replied the sniper.

‘As is the opportunity to hone my skills as well,’ was the reply of the Ash Waste Nomad.

‘Good.’ Replied the Van Saar leader. Always good to have muscle in a fight he thought to himself...

SHAMAN (ASH WASTE)

The Ash Waste Shaman, or just the Shaman, was first seen in Necromunda Magazine 2 in an article by Warwick Kinrade. With the reintroduction of Wyrds it was only fitting for me to help this hired gun make a comeback...

Beyond the protective walls of the underhive lie the perilous and toxic ash wastes created by the ten thousand years of pollution of heavy industry on Necromunda. No one can remember what Necromunda was really like when it was first colonized, not even Ratskin elders. The planet's ecology has been utterly destroyed, no native flora or fauna survive, it has all been replaced by a hellish vision of ash deserts and dunes, toxic chemical rivers, seas of sludge, and eternal acid rain.

Few survive in this harsh environment and only the most desperate of outlaws and mutants flee here, to try to scratch out a living as scavengers and bandits. They become true nomads living a bleak existence.

Amongst these outcasts is the Shaman. These Shaman are strange, religious madmen living as isolated hermits, ranting to themselves and the occasional passerby when they visit the shanties and holesteads. Why these deranged individuals choose to live in such an inhospitable place can only be guessed at. Some believe they are worshippers of a strange cult sent in to the ash wastes to prove their faith. Others rumor that they are just criminals fleeing justice in the hive. Another theory is that they believe the Underhive is a corrupt and blasphemous place, abandoned by the Emperor, condemned to sink into barbarity and chaos. They flee into the Ash Wastes to seek absolution, enlightenment, and impending doom.

Whatever their reasons, the Ash Wastes exposes their deranged minds to dangerous chemicals, strange toxins, and their self absorbed thoughts, and these Shaman develop strange psychic powers. They claim they can commune directly with the Emperor, and in return for his wisdom and protection they must make Hive Primus aware of its impending peril. To utilize their powers a Shaman uses a Focus, a trinket to most, but a valuable artifact to a Shaman, to focus his concentration and use his 'divine' powers. This is the Shaman's most prized possession and usually his only possession.

After years in the Ash Wastes with only themselves for company, these mysterious hermits, their souls supposedly on some insane

quest return to the Underhive on a regular basis to warn the heretics of their impending doom. They search for gangs to hire them to help spread their word. Gang leader's benefit by getting a wyrd and the Shaman gets to preach to a captive audience, the gang.



RECRUITING A SHAMAN (ASH WASTE)

Any gang, except Cawdor, Redemptionists, Enforcers, and Spyrers that can hire hired guns may hire one Shaman at a time. The hiring fee for a Shaman is 25 credits and 125 points (15x5) is added to the hiring gang's gang rating.

SHAMAN BASIC PROFILE

Shaman lead a life of self-absorption and preaching. All Shaman have a starting characteristic profile and skills that are determined after the hiring fee is paid. The basic Shaman profile is:

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

SHAMAN WEAPONS

Shaman do not own much. They base their faith in the Emperor, but the world is not a safe place. A Shaman is armed with the following weapons:

- Knife
- Focus Staff (Treat as Power Maul)

SHAMAN SPECIAL RULES

The following special rules apply to the Shaman:

Outhiver: A Shaman is accustomed to the harsh conditions of the Ash Waste. He is immune to the effects of all adverse Treacherous Conditions inside and outside the Hive.

Immunity: Living on nothing but faith in the Ash Waste has built up the Shaman's immune system to toxic gases and chemicals. Shaman are not affected by any type of gas grenades.

Shaman Powers: Shaman are wyrds. When a Shaman is hired roll once on the Minor Wyrd Power Table in the Wyrd and the Wonderful Article (Wyrd Rules) and once on the Shaman Primary Power Table below. Also, because Shaman are wyrds, they follow all rules for wyrds including perils of the warp.

<i>Shaman Primary Power Table</i>	
<i>Roll</i>	<i>Power</i>
<i>1</i>	Ash Storm: The Shaman's long years in the Ash Wastes has taught the Shaman how to control the Ash Storms. He can summon a swirling dervish or ash or trash. Position the 2" blast template anywhere within 24" of the Shaman. Any fighter under the template takes one S3 hit, normal armour saves apply. Any hit fighter is then moved to a random edge of the template. The storm remains in place until the start of the Shaman's next turn. The storm is a column that cannot be entered and LOS cannot be drawn through.
<i>2</i>	Prophetic Curse: As a harbinger of doom the Shaman can curse an individual to a horrible death for their sins. If a Shaman passes his leadership test then he may choose a single enemy fighter within his line of sight and within 24". That fighter will fail all initiative attempts for the rest of the game. If the Shaman is injured then all current curses are broken.
<i>3</i>	Psychic Bolt: The Shaman can focus his mental powers and lash out with a bolt of pure psychic energy. If a Shaman rolls under his leadership then he may target one enemy fighter within his line of sight and within 24". The fighter suffers one automatic hit at SD6 with no armour saves allowed.
<i>4</i>	Healing: This power is always on and does not require the Shaman to roll to use it. If the Shaman spends an entire turn in base-to-base contact with a fighter that is wounded in any fashion then in the recovery phase the target fighter is returned to its starting profile and all wounds (characteristics and flesh wounds) are restored.



<i>5</i>	Machine Healing: If the Shaman spends an entire turn in base-to-base with an immobilized or crippled vehicle then he will mysteriously fix that vehicle. The Shaman does not need to roll to do this and may only do this once per game. All effects from this game are removed and it is returned to its status at the start of the game. Any fixed weapons out of ammunition or spent equipment are still out of ammunition or spent.
<i>6</i>	Dowser: This power is always on and does not require the Shaman to roll to use it. A gang that employs a Shaman will have its upkeep reduced by '-1' in its next post game sequence because the Shaman will point out good water sources or patches of viable grubs for the gang to utilize later.

MODELING A SHAMAN (ASH WASTES)

The easiest way to model an Ash Waste Shaman is to buy the special figure that Games Workshop produced for it back when he was released with the Necromunda Magazines. If you cannot find one at the mail order section of your favorite GW Mail Order site then any Necromunda wyrd can do. Use a little green stuff or a new arm or head and make your own unique Ash Waste Shaman to preach to your gang or your opponents, after all, the word of the Emperor is the true breath of the immortals, or something like that, right?

SNIPER

The Sniper first appeared in Necromunda Magazine Issue 2 in an article called 'Sniper' by Warwick Kinrade. I always loved this hired gun and have undertaken this re-write to bring him into the age of the ORB...

Necromunda has a Planetary Defense Force that protects the vast hives from threats from within and without. Each garrison on Necromunda stands ready at all times to defend the hive and the Imperial assets within. Although it may be prestigious as it sounds to be part of the planetary defense force the brutal, harsh, and strict discipline is not always what the individual guardsman signs up for or is even drafted for. Flogging and capital punishment is a standard disciplinary tactic by the vast majority of garrison commanders and most are even willing to order summary executions for those offenders who disobey strict orders. There are the few exceptions to the rules but the only true way for a guardsman to escape is to truly flee underground and the underground is the

Underhive. Those that are not turned in for the handsome rewards are the ones that prove themselves the most useful or deadly. These are the Snipers.

RECRUITING A SNIPER

Any gang that can hire hired guns may hire one Sniper at a time. The hiring fee for a Sniper is 20 credits and 100 points (20x5) is added to the hiring gang's gang rating.

SNIPER BASIC PROFILE

Snipers are all former Imperial Guardsmen and have had special military training. All Snipers have a superior characteristic profile and skills that are determined after the hiring fee is paid. The basic Sniper profile is:

M	WS	BS	S	T	W	I	A	Ld	Save
4	3	3	3	3	1	3	1	7	6+

In addition to the above statistic line the Sniper has 4 advances which are either bonuses on his profile or skills. Roll a d6 four times and consult the Sniper Advance Table. A Sniper may not improve any characteristic by more than +2. If an increase is rolled for a third time then re-roll the result. Similarly, if a skill is rolled a second time re-roll the advance to get another.

<i>Sniper Advance Chart</i>	
<i>D6</i>	<i>Advance</i>
1	+1 Ballistic Skill
2	+1 Weapon Skill
3	+1 Ballistic Skill
4	Roll a further d6:
1	+1 Initiative
2	+1 Strength
3	+1 Toughness
4	+1 Wound
5	+1 Attack
6	+1 Ballistic Skill
5-6	Roll a further d6:
1	Crack Shot
2	Fast Shot
3	Rapid Fire
4	Ambush
5	Infiltration
6	Weaponsmith

SNIPER SPECIAL RULES

In addition to the Sniper advances they also have the following special rules:

Marksman: Snipers all have the Marksman Shooting Skill. All standard rules for marksman apply.

Aim: Snipers can wait forever for a single shot. If a Sniper is hidden (per the hiding rules) and spends an entire turn doing nothing but observing a single target then his next shooting phase he may take a single shot at that target. Regardless of whatever modifiers apply the Snipers rolls two d6, one at a time. The first roll will determine if the target is hit. If the die result is a '2+' the shot hits, no matter the modifiers. If the target went into hiding with its action then the shot will hit on a '4+.' This cannot be used on overwatch. The second d6 result is for ammo check purposes. Compare the result to the weapons standard ammo check rules. Roll to wound as normal.



SNIPER WEAPONS

A Sniper fights with the weapons that he has taken in previous battles and has brought with him when he deserted. A Sniper is armed with the following weapons:

- Knife
- Flak Armour
- Laspistol or Autopistol
- Lasgun or Autogun
- Frag Grenades
- Respirator or Filter Plugs
- Photo-Visor or Photo-Contacts

Plus one of the following:

- Red-Dot Laser Sight
- Telescopic Sight
- Hot Shot Power Pack
- Weapon Reload (Choose one weapon)

MODELING A SNIPER

This is another hired gun that is really easy to make, that is, if you cannot get your hands on the original Sniper figure. The original Sniper figure is also in the Imperial Guard, Steel Legion line as well and can be obtained from the GW Mail Order nearest you. Catachan Snipers work well too, although not the one laying down. Have fun creating your own out of bits and green stuff too.

ABOUT THE AUTHOR

I am Robert J. Reiner and am also known as Arbitrator General on the Official Necromunda Forums. I would like to thank the original authors of some of these hired guns for without their original idea this compilation would not have been necessary. The original authors are all listed in the article above. I would like to thank my gaming groups for without their constant use of the hired guns this revision would never have been on my radar. I would also like to thank my core group of play testers who have helped me flesh these out. In no order they are Kal, Chops, Auzure, Truckler, Omega, and Mastermime. Without these dedicated and veteran players helping me play test out my new ideas they definitely would not be as refined as they appear here. Thanks again guys.