



HOUSE SPECIALITIES

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 SPECIALITIES

MUSCLE 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	Ld
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+d6 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 Muscle tables.

Psychology - An Ogryn cause *Fear*. 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+3d6 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	Save Mod.	Ammo roll	Special
Short	Long	Short	Long					
0-6	6-12	Always hits	-2	4	1	-	6+	Sustained fire - 2 Dice

Special Rules - (Could be extended to include Scaly weapons like spear gun and scatter 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 SPECIALITIES

AEROBICS MASTERCLASS

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

FEMININE 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.
- 6 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.

RATLING SNIPER

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

	M	WS	BS	S	T	W	I	A	Ld
Ratling	4	2	4	2	2	1	5	1	6
Maximum	4	5	7	3	3	3	8	3	8

A Ratling initially has 20+d6 experience points and can earn experience points and roll on the advances table, however a Ratling may only ever take skills from the Stealth and Shooting tables.

A Ratling automatically has the Marksman skill for free. He can be equipped with the same weapons as a ganger.

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

HOUSE CAWDOR SPECIALITIES

DIVINE INSTRUCTIONS

After each scenario roll d6, 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 Juvies 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 d6 experience for each scenario missed but at the end he must roll a d6. 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 *Frenzy*. (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)

6 **Mutant Hunt** - Any gang member not required for collecting income or finding rare items after the scenario may join a mutant hunt downhive. Each gang member taking part earns d6 experience points but must roll a d6. 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.

7 A Holy Relic is available at a cost of 100+4d6 credits. If possessed by the gang all Cawdors within 12 inches of the bearer may retake any leadership based tests.

HIRED GUNS

Cawdors are renowned for their humourless 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 d6, 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 3d6. If the roll is less than or equal to his leadership then this gang is subject to *Hatred* 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

- 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 Scummer 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 Delaques!)

HOUSE VAN SAAR SPECIALITIES

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	Ld
Squat	3	4	3	3	4	1	2	1	8
Maximum	3	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 Flak 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 ORLOCK SPECIALITIES

HOT OFF THE MACHINES:

Orlocks have only one major advantage, and that is their powerful industry. Their armouries 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 gunsight as common until the next scenario.
- 5 The gang does a favour for a prominent black marketeer. In return he offers you slightly soiled heavy weapon "fell 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 armouries.

