



# Hired Gun: Ogryn Bodyguard

*Take some really big muscle in to the Underhive*

By Robert J. Reiner, aka Arbitrator General

The Ogryn Bodyguard first appeared in Necromunda Magazine 1. The authors of the original article and rules were Tom Merrigan and Warrick Kinrade. I have taken their ideas and brought them into the era of Necromunda Underhive. I hope you enjoy using Ogryn Bodyguards in your gangs as much as I have in mine...

Ogryns are large brutish creatures, standing some 10 feet tall, and all bone and muscle. Although not common on Necromunda a few Ogryn have found their way into the Underhive, usually bought in from distant slave markets to serve as bodyguards and enforcers. Due to the Ogryns intimidating size, lack of intelligence and love of violence, they are much in demand by wealthier Guilders and Gang Leaders.

Ogryn's are perfectly suited to their role as mercenaries and bodyguards. They lack the mental capability to question any orders, they have a child-like obedience and naturally form strong loyalties to their perceived master or 'boss'. For these reasons Ogryn bodyguards are highly prized, and highly priced by unscrupulous slave traders.

A gang backed by an Ogryn makes a fearsome opponent. Ogryns are rightly renowned as fearsome fighters and an enraged Ogryn is a terrifying sight to behold.

Ogryn's will happily accept most employment, but they will not fight for Scavvies - who they find far too smelly and spooky. Redemptioists will never employ an Ogryn bodyguard as they regard them as dangerous mutants, who should be burnt at the stake. Ratskins, being highly superstitious, will not employ off worlders.

## 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 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.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ogryn	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.



## Ogryn Bodyguard Advance Chart

- 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 (Muscle Skill)
  - 2 +1 I (5 maximum)
  - 3 True Grit (Ferocity Skill)
  - 4 Infiltration (Stealth Skill)
  - 5 +1 W (4 maximum)
  - 6 Step Aside (Combat Skill)

## OGRYN BODYGUARD SPECIAL RULES

**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, 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 Pugs
- Ogryn Ripper Gun



## OGRYN RIPPER GUN

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

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-4	4-8	+2	-1	4	1	-	4+

**Sustained Fire:** 2 dice.

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.

## HIRING INTO A GANG

If your gaming group utilizes any house rules for allowing hired guns to join a gang as a permanent member of the gang then the Ogryn Bodyguard will gladly take up residence in a gang. If a legal gang is reported to the watchmen and they have an Ogryn Bodyguard in their gang then they will suffer an additional -1 to the outlawing roll. For clarification, this modifier does not apply if the Ogryn Bodyguard is used as a Hired Gun if the gang is reported to the watchmen, only if they have hired one into their gang.

---

## ABOUT THE AUTHOR

Robert J. Reiner is also known as Arbitrator General on the Official Necromunda Forums. He has been an integral part of the online forum community since Game Workshop started up the Necromunda Forum Site. Next up, hmmm...how about some more of those old hired guns?