



Hired Gun: Preacher

Practise what you preach
By Nick Jakos

For quite some time, my gaming group has been experimenting with ways to put a wandering Preacher into Necromunda games as a character. And after several years and campaigns worth of playtesting, I think he is ready to be let loose into the Underhive. Of course, the Preacher is also an easy addition to the game as there are already several models that you can use to represent him.

PREACHERS

Preachers are a common sight in the Underhive. Standing on the streets speaking the Emperor's faith, they are hardened to the ruthless reality of the world in which they live. When that world is threatened, a preacher can be a deadly and skilled opponent. In the name of the Lord Emperor, they take up arms and fight against those who would oppose them. As enemies they are ravenous and determined, as allies they are passionate and inspiring.

HIRING

If a gang wants to hire a preacher, the gang must pay a standard fee of 20 creds. The Preacher has a value of 100 for gang rating, that is, the fee of 20x5. Preachers will work for any law abiding gang. They will not work for any outlanders or outlaw gangs, with the exception of Redemptionists.

PREACHER'S PROFILE

The preacher begins with the profile given below. He will also have a number of advances, established only after he has been hired.

Profile	M	WS	BS	S	T	W	I	A	Ld
Preacher	4	3	3	3	3	1	3	1	8



PREACHER ADVANCES

A Preacher begins with 3 advances rolled on the table below. The Preacher cannot increase any characteristic by more than 2.

Preacher Advance Chart

1	+1 Weapon Skill
2	+1 Initiative
3	Roll a further D6:
1	+1 Ballistic Skill
2	+1 Strength
3	+1 Toughness
4	+1 Wound
5-6	+1 Attack
4-6	Roll a further D6:
1	Berserk Charge (Ferocity)
2	Nerves of Steel (Ferocity)
3	True Grit (Ferocity Skill)
4-6	Roll a further D6:
1	Counter Attack (Combat)
2	Crushing Blow (Muscle)
3	Combat Master (Combat)
4	Dodge (Agility)
5	Feint (Combat)
6	Step Aside (Combat)



PREACHER SPECIAL RULES

Inspirational The preacher is a revered and respected sight on the battlefield, inspiring his allies to fight on. Ally models within 6 inches of the preacher may use his special leadership value of 10 when testing for any psychology based tests. This includes tests for fear and for pinning. However, any bottle tests, as well as the preacher's own leadership tests will be made with his base value of 8.

'Burn, Heretic! The preacher is a devout servant of the emperor and despises any who confront his faith. The preacher hates all mutants, aliens, outlanders and outlaws. This includes zombies and animals, but does not include members of the Redemption.

PREACHER WEAPONS

Preachers are typically zealous and determined fighters, meeting the enemy head on, though they are not usually very well armed. They carry reliable and simple weapons they can always count on in a fight.

- Any number of knives
- Flak Armour

Plus any two of the following:

- Laspistol
- Autopistol
- Stub gun (dum-dums)
- Hand Flamer
- Club, Maul, Bludgeon
- Chain
- Chainsword

...AND FINALLY

For those of you who feel the need to hire a preacher, but play with, shall we say, less desirable gangs, keep in mind that the fiery way of the Redemption is not the only religion in the Underhive. Chaos Preachers are just as common and need few changes to those rules above. If you want a chaos



Preacher, ignore the 'burn heretic' rule and give him a psychic power instead. Another popular cult is that of the Genestealers, whose preachers can, from time to time, appear attempting to gain hosts for their dark masters. Always feel free to experiment to find the best fit for your campaign.

ABOUT THE AUTHOR

Nick Jakos is a very friendly Canadian and all round nice chap. He's a Necromunda expert and is on the Necromunda rules committee making sure that any rules tweaks and adjustments stay within the spirit of the game.