



'Stay! There's a Good Boy'

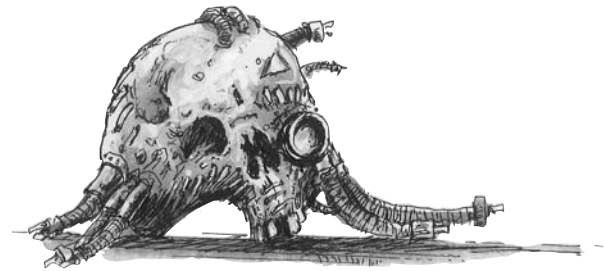
Dogs in Necromunda
By Nick Jakos

Dogs have been a long time coming in Necromunda, if you ask me. After watching them in Mordheim for years and experimenting with several sets of rules, dogs now have a place among your gangs and in your games. And now you don't even have to play Enforcers or Scavvies to get them.

DOGS IN NECROMUNDA

Wherever mankind moves through the universe, dogs come with them and Necromunda is no different. In the Spyes, royal houses maintain a variety of what can loosely be called dogs, though they are over-bred and share little with their domesticated ancestors. In the Ash Wastes and the Underhive however, dogs still serve the same roles they have for many thousands of years. Dogs are in service all over the planet and many Guilders have made their fortune maintaining breeding houses that supply a near constant demand for new animals. The Planetary Defence Force utilizes dogs in nearly all of their operations, from standard sentry duty to insurgent sweeps within the settlements. Dogs of a more common breeding turn up in most settlements at the right hand of traders or authority figures where they work as bodyguards. Settlers use them to watch over their stakes and bounty hunters are often seen with a dog at their hip. From time to time, gangs will also train a dog to accompany them into a fight, where they are the most loyal protection creds can buy.

Dogs in Necromunda can be broken down into three varieties. The standard attack dog is the most common and most similar to dogs we know today. These are the variety employed by gangs, traders and other characters in the Underhive as guards or fighters. Less common in games are Scavy dogs, frenzied and enraged mongrels who roam in packs or with Scavy gangs. The third variety are Razorfangs, otherwise known as Cyber-Mastiffs, of Enforcer squads. These attack constructs are lethal and well programmed, but expensive and difficult to maintain. Even the Defence Forces pass on attack constructs for the most part, as the real thing is often just as deadly, and a lot easier to keep.



Scavvies like dogs.



RECRUITING DOGS

If a player wants to recruit a dog he must pay 30 creds. Because most gang leaders do not know where to find the best animals, the gang must forgo its roll on the Rare Trade Chart. Any gang may purchase dogs with the exception of Scavvies and Enforcers, and a gang may have up to 3 dogs at a time, provided there is a different Juve or Ganger available to handle each one. Only one dog may be purchased at a time and the profile for the dog, as well as its skills, are worked out only after it has been purchased.

When purchased, a dog must be assigned a Handler; either a Juve or a Ganger. This fighter will be the dog's Handler as long as the dog is in the gang. The Handler may not collect income or forage during the Post Battle Sequence and must skip the gang's next fight while he trains the dog. Dog's do not have or gain experience, but are given a set of skills determined by their training.

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

Dogs are equipped only with their claws and teeth. They may have no other weapons or equipment.

After recruited, the dog's skills and profile are worked out. The dog has a base profile given above and has D3 advances which are rolled for on the table below.

Dog Advance Chart

- 1-3 Roll a further D6**
- 1: +1 Weapon Skill
 - 2: +1 Toughness
 - 3: +1 Initiative
 - 4: +1 Attack
 - 5: +1 Wound
 - 6: **Roll a further D6**
 - 1-3: Sprint
 - 4-6: Disarm
- 4-6 Roll a further D6**
- 1-2: True Grit
 - 3-4: Crushing Blow
 - 5: Iron Jaw
 - 6: Berserk Charge

SPECIAL RULES

Dogs act differently than other models while on the board. Follow all the normal rules for models except for the rules below. The following special rules apply to all dogs:

- Dogs do not have to test to 'keep their nerve' if a friend goes down within 2". They are immune to the effects of fear, though they still suffer the effects of terror.
- The dog must remain within 18" of the Handler at all times. If the Handler is taken down or out of action, the dog must remain within 18" of the body, but may otherwise move and fight normally.
- As long as the dog is not taken out of action, his Handler may never be captured (the dog will defend him utterly). Treat rolls of 61-63 on the Serious Injury table as a roll of 66 instead.

- If a dog is taken out of action, it is assumed to have been killed as a result of its injuries. If the dog is only taken down, it will always make a full recovery.
- As long as the Handler remains with the gang, the dog will remain. Should the Handler leave, the dog will go with him and be removed from the gang roster.
- During the Post Battle Sequence, the dog will stay with its Handler. If foraging, the dog and Handler work together and forage D6 creds worth of food, instead of D3 each.
- Dogs are treated just like normal members of the gang for purposes of gang rating and cost of living. They are also subject to the rules for starvation.
- Dogs do not gain experience like normal. For purposes of gang rating, their cost is added to that of their handler. However, if their handler gains an experience advance and is permitted to choose any skill table, that is, he rolls a 1 or 12, the dog may roll again on the above chart.

SUGGESTIONS

While recruiting a dog to your game as described above will likely be the most common way to use these rules, there are other ways to add dogs into your games that can make for a unique experience. When playing with characters such as Bounty Hunters or Traders, give them a dog that will protect the character at all costs. Dogs can also be valuable in hunting scenarios like Purge, or can make great sentries for defending territories. The cost for dogs can also be used to purchase them as part of a defending gang's emplacement in games such as Storming the Barricades. Now that the Scavvies have been released, it is easy to find models for dogs. Use either Scavy dogs or Mordheim hounds and get those dogs into your games!

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.