



The Unknown Warriors

House Rules for fielding gangs from your own lesser-known houses

By Michael Duxbury

The Necromunda rulebook already features rules for fielding the six major Houses of Hive Primus in games of Necromunda. Each of these Houses has a truly unique style and appearance, and between them are capable of covering a large variety of the vicious gangs that fight in games of Necromunda. However, just because these six houses form the focus of the game and background, one should not fall into the trap of believing that these are the only Houses that support gangs within the Underhive.

There are many ways of justifying the existence of these other Houses. Although the influences of the six main Houses are great, it would be unreasonable to expect that the entirety of Hive City belongs to one of these Houses. Many other smaller Houses spring up within the boundaries of two greater Houses, exploiting the little space available for industry, and hiring gangs to venture into the Underhive in the hope of making the House all the richer. Many groups or zones within the realms of the greater Houses separate from their original House entirely, sacrificing the influence and protection of the major Houses for the potentially greater profit margin and the thrill of independence. Many groups have no choice in this separation, as they may be abandoned for some misdeed carried out by individuals there. This might happen as a result of the individuals in question breaking some long standing pact between two major Houses, or for deviation from House philosophy or religion (eg. House Cawdor renegades unwilling to seek the fires of Redemption). All of these Houses would be likely to sponsor gangs within the Underhive in an attempt to get rich fast from the valuable repositories of Archeotech hidden there.

Still not convinced? Alright, suppose that a gang doesn't represent gangers hired by a specific House, but a young offworlder and his companions out to find adventure and riches on their own, or a squad of Imperial Guardsmen out on a mission to "toughen themselves up". Also, although the games background is based around a specific period of time on the Hive Primus of Necromunda, this need not be the case in your games. Gangs could represent members of an ancient House from Necromunda's past before the House in question collapsed. That said, the Necromunda ruleset can easily be applied to campaigns taking part in other Houses of Necromunda, or even a completely different planet (Hive Worlds such as Azlefar or Humut V for example)- in these situations, it is certainly plausible for there to exist gangs with different styles and appearances than the main six Houses covered in the Necromunda rulebook.

Whilst it is perfectly reasonable to use the rules for one of the six main Houses to "represent" these different gangs, it is all the more satisfying to be able to field your own unique gang, replete with its own weapons lists and skill tables. This is the idea behind these rules.

OK, so you're ready to create your own House and gang type- what next?

CREATING YOUR OWN HOUSES

Creating your own House is surprisingly simple- after all, Skill Tables and Weapons Lists are all that distinguish the main Houses from each other (in rules terms that is). When creating your own

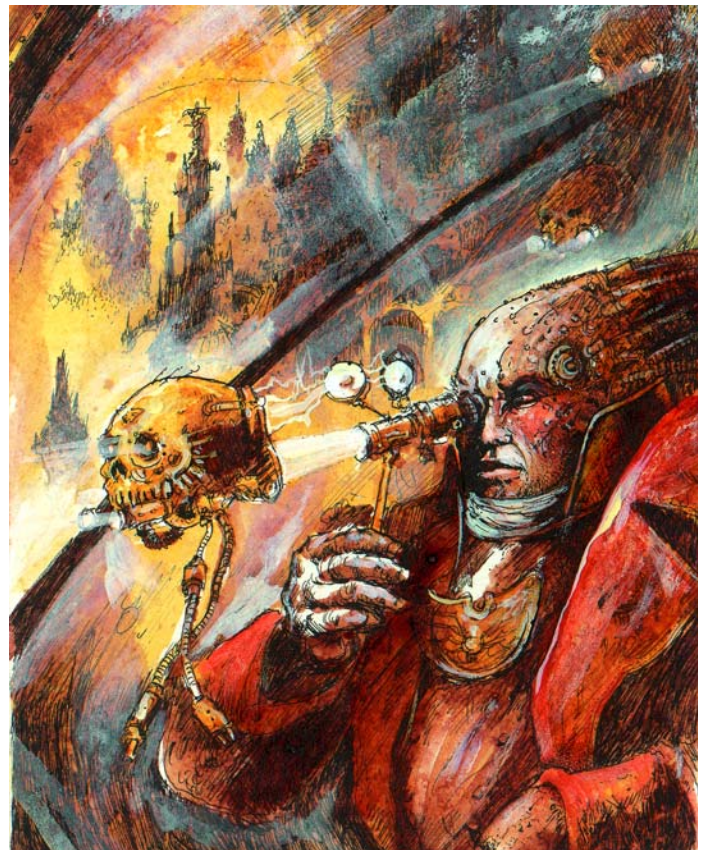
House you should go through 4 different stages, all described below.

Stage 1: House name and background

Of all the different stages, this is the most important. These rules are not designed for allowing players to create a perfect Gang type, they are for allowing players to create their own unique Gang type. As such, players who use these rules to get that bolt pistol and bolter gang they always wanted without considering their House's history or philosophy will lose out on an important part of this game system. As such, it is worth taking a long time on perfecting this stage until you have a House you are happy with. If done well, creating a unique background for your miniatures can be one of the most rewarding aspects of the hobby.

Although there are many examples of different types of Houses given above to act as inspiration, it is far from an exhaustive list. Do not hesitate to draw ideas from books, films, or real world history, if you think it will help you to create an idea you feel happy with (a Wild West inspired gang instantly springs to mind for example).

Creating names for your House can also be difficult, but with a little bit of thought, can be evocative and pleasing. When creating a name, try and make it sound imposing and try and avoid anything that ventures into the "silliness" category. For example, Gang Leader acting on behalf of House Happyland won't gain much respect, but will sound all the more intimidating with the power of House Kronarch behind him!



Stage 2: House weapons list

Whilst all Houses will have easy access to the most common of weapons (eg. Stub Guns, Autoguns), others will be harder to come by for some Houses than for others (eg. Heavy Plasma Guns). As such, your House Weapon List will automatically consist of the weapons shown below:

Hand to Hand Weapons	Cost
Knife	Free
Pistols	
Autopistol	15
Laspistol	15
Stub Gun	10
Basic Weapons	
Autogun	20
Lasgun	25
Shotgun	20
Special Weapons	
Flamer	40
Heavy Weapons	
Heavy Stubber	120
Leader Only	
Chainsword	25

In addition to these weapons, you may choose up to 5 weapons from the list below to add to your House's Weapon List:

Hand to Hand Weapons	
Club/Maul/Bludgeon	10
Chain or Flail	10
Sword	10
Massive Axe, Sword or Club	15
Special Weapons	
Plasma Gun	70
Grenade Launcher	130
Heavy Weapons	
Heavy Bolter	180
Autocannon	300
Missile Launcher	185
Heavy Plasma Gun	285
Lascannon	400
Leader Only	
Meltagun	95
Plasma Pistol	25
Bolt Pistol	20
Boltgun	35
Hand Flamer	20

Bolt Weapons: Bolt Pistols and Boltguns may be taken as Pistols and Basic Weapons respectively rather than Leader Only Weapons. However, if this is done, each weapon will count as 2 weapons towards the 5 extra weapons limit rather than 1.

Remember that this list will apply for the whole campaign, not just when you are first creating your gang. As such, try to think ahead as to what you might want in the future when devising your weapons list.

Stage 3: Skill Tables

When devising the Skill Tables for your gang you must choose 4 of the 7 skills available to fall into 4 specific categories. No single skill can fall into more than one of the 4 skill categories, and any skill not in one of the 4 specific categories will have no special rules associated with it. These categories are used for defining which skills will be available to which models. The four categories are:

Fundamental Skill
Major Core Skill
Minor Core Skill
Peripheral Skill

The skills that models in a gang can choose from are listed below. Note that these Skill Tables will apply to all models within that House's Gang.

Juves

Juves have access to their House's Fundamental Skill and Major Core Skill when deciding new skills.

Gangers

Gangers have access to their House's Fundamental Skill, Major Core Skill and Minor Core Skill when deciding new skills.

Heavies

Heavies have access to the Techno Skill, Muscle Skill, Shooting Skill and their House's Fundamental Skill when deciding new skills. If the House's Fundamental Skill is Techno, Muscle or Shooting, then you may choose any other Skill to be available instead, except the House's Peripheral Skill.

Gang Leaders

Gang Leaders have access to all Skills except their House's Peripheral Skill when deciding new skills.

Stage 4: Create Gang

You are now ready to create your gang in the same way as you would normally, using the House's Weapons list that you created above. You will also need to find appropriate models to use for members of your House. The six main Houses have achieved such notoriety that many gangs imitate their appearance, even if they do not hail from that house, so the current models for the six main Houses will serve perfectly well for your gang. However, it is always more satisfying to have a House as unique in appearance as in doctrine, so alternative models are equally appropriate. The current Necromunda range is diverse enough to serve as a base for a myriad of conversions- however consult the Warhammer 40,000 Imperial Guard range (current and classic) for an even larger variety of models. Now the gang of your own House is ready- go and claim the Underhive in your House's name!

ABOUT THE AUTHOR

We don't know much about Michael, but he did start his email with 'Howdy!' so make of that what you will. In any case it's a great little article and I'm sure we'll be hearing more from him in the future.