

BIGBY CRUMB, RATLING SLOPPER

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CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4"	5+	4+	2	2	1	2+	1	7+	7+	8+	5+

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Slop pot ladle (club)	-	E	-	-	S	+1	2	-	Melee
Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm

SKILLS: Lie Low

WARGEAR: Slop pot ladle, stub gun

Bigby Crumb was once the head chef to the Archduke of House Greim, brought in from the agri-world of Pravium Secundus especially for the job. As Bigby will freely admit, he has since fallen on hard times. As the Ratling slopper tells it, he was expelled from the spire after an unfortunate incident involving a Threadneedle Worm Surprise pie. Rumours persist that the dismissal had less to do with exploding pies and more to do with the Duchess of Greim's dislike of Ratlings – who she claimed were far too small to be trustworthy. Whatever the reason for Bigby being turfed out of the spire, the nobility's loss was the underhive's gain. Down in the stinking depths of Hive Primus, Ratlings don't usually warrant a second glance, especially in places like Sump City or Heretic's Hole, where Ogryns and mutants regularly rub shoulders with Beastmen and Wyrds. It was here, in the very depths of the hive, that Bigby found a new life turning aggressive sump flora and fauna into quite passable soups and stews.

Unlike most sloppers, who pass themselves off as culinary experts just because they know how to siphon a water still, Bigby can actually cook. This has put him in high demand among the gangs of hive bottom. The price for hiring Bigby though is often joining him on one of his legendary (and equally dangerous) ingredient hunts, the Ratling delving deep into the badzones of the underhive in his search for exotic plants and animals to fill his slop pot. Some say he is merely looking to add new recipes to his repertoire, though others claim Bigby's hunts have more to do with creating the perfect dish, one good enough to win his way back into the spire.

SPECIAL RULES

Slop Pot: When Bigby Crumb is hired, he brings along his Slop Pot. The Slop Pot is represented by its own model and is placed within 2" of Bigby when he is deployed on the battlefield. The Slop Pot may be moved in the same way as a Loot casket (see the *Necromunda Rulebook*) and counts as cover.

While within 2" of the Slop Pot, Bigby may make the **Add Ingredients** (Basic) action. When he makes this action, choose one of the following effects:

- **Stinger Spore Stew:** Until the end of this round, friendly fighters within 2" of the Slop Pot count as having an assist when making Recovery tests (see the *Necromunda Rulebook*).
- **Frenzon Fondue:** Until the end of this round, friendly fighters within 2" of the Slop Pot gain the Nerves of Steel and True Grit skills.
- **Tentacle Surprise:** Until the start of Bigby's next activation, the Slop Pot counts as a Beast's Lair (see the *Necromunda Rulebook*). Note that Bigby does not trigger the Beast.

Slopper: Bigby Crumb is a Slopper and follows the rules for aiding fighters In Recovery as detailed on page 86 of *Necromunda: Gangs of the Underhive*.

Part of the Crew: Unlike other Hangers-on, this fighter is always ready for a fight. As long as this fighter is part of the gang roster, they are treated just like a regular Ganger for the purposes of selecting a crew. Therefore, this fighter may be chosen or randomly selected as part of their gang's starting crew just like any other Ganger. However, just like any other Hanger-on, this fighter cannot gain any Experience or Advancements and, should they suffer a Lasting Injury that would make a change to their Fighter card, this fighter is removed from the gang roster just like any other Hanger-on.