

NEW HANGERS-ON: OUTLAW BRUTES

Looking for some extra muscle, but not picky about where it comes from? Have an open mind about tentacles, insanity and crimes against nature? Then you might be in the market for an Outlaw Brute! Read on to find out how to hire one for your gang.



GANGS OF THE UNDERHIVE

The full rules for hiring Brutes as part of your gang can be found in *Necromunda: Gangs of the Underhive*. This book also includes new Hired Guns, Hangers-on, Exotic Beasts and an updated Trading Post.



All manner of horrors, monsters and abominations stalk the underhive, and some of them can even be 'trained' to fight in a gang. Mutated Ogryns, underhive creatures that are bundles of glistening eyes and rubbery tentacles, scrapcode-infected cyber-automata and even otherworldly denizens are all potential additions to gangs who are unwilling, or perhaps unable, to acquire more 'mainstream' Brutes.

Outlaw gangs in particular have far fewer scruples when it comes to hiring unusual heavy-hitters, not limiting themselves to Slave Ogryns or pilfered mining servitors. Cut off from their Clan House armouries (or perhaps part of the clanless underclasses), these gangs are more than willing to recruit fighters most sane Necromundans wouldn't touch with the business end of a renderizer. After all, if you already have

a price on your head, and everyone thinks you're the scum of Necromunda, why not hire a mutant horror to watch your back?

USING OUTLAW BRUTES IN NECROMUNDA

Outlaw Brutes are (unsurprisingly) Brutes that can only be hired by Outlaw gangs (see *Necromunda: The Book of Judgement* or *Necromunda: The Book of Ruin*), but that otherwise follow all the normal rules for hiring Brutes. Over the next few pages you will find rules for using Scrapcode-corrupted Ambots, Mutated Ogryns, Sump Beasts and Warp Horrors. The Scrapcode-corrupted Ambots, Mutated Ogryns and Sump Beasts can be hired by any Outlaw Gang, while a Warp Horror may only be hired by a Helot Chaos Cult gang, a Corpse Grinder Cult gang or a Chaos Corrupted gang. Some creatures are too much even for the most deranged gangs ...

O-1 SCRAPCODE-CORRUPTED AMBOT 220 CREDITS

Not all monsters are made of flesh and bone. Some are Mankind's machines gone awry, their brains subverted by scrapcode, a malign tech-virus that drives its subjects to madness. On Necromunda, Mining Automata are sometimes the targets of this malady, their systems corrupted by Heretek's or tech-traitors. Such a beast is an abomination against the Machine God, a horror of iron, wires and whirring mining claws, loosed upon the denizens of the underhive. Outlaw gangs will pay well for a Scrapcode-corrupted Ambot, the mechanical monster easily as dangerous as a dozen gangers when unleashed into combat. Only the most desperate and heretical of individuals covet such monsters; men and women for whom the sacrilegious act of owning a mind-poisoned automata is the very least of their crimes.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	5+	5	5	3	5+	3	8+	6+	9+	10+



Steve May converted this corrupted Ambot using spikes from various Chaos kits and a skull from the Skulls set.

WEAPONS

A Scrapcode-corrupted Ambot is armed with two tunnelling claws. All Scrapcode-corrupted Ambots are equipped with Light Carapace Armour.

OPTIONS

A Scrapcode-corrupted Ambot may replace one of its Tunnelling Claws with a Grav-fist +90 credits

A Scrapcode-corrupted Ambot may be given Heavy Carapace Armour +55 credits

A Scrapcode-corrupted Ambot may be given Armour Spikes +15 credits

SPECIAL RULES

Machine Madness: Scrapcode-corrupted Ambots are hopelessly insane, often as dangerous to their handlers as their enemies. All attacks made by a Scrapcode-corrupted Ambot have the Reckless trait. In addition, after a Scrapcode-corrupted Ambot Seriously Injures a fighter, or sends them Out of Action, roll a D6. On a 1 the Scrapcode-corrupted Ambot immediately gains the Insane condition.

Valuable: Should a Scrapcode-corrupted Ambot be captured by a rival gang and not be rescued, it may be

SKILLS

A Scrapcode-corrupted Ambot has the Berserker and Nerves of Steel skills (as described in the *Necromunda Rulebook*).

RECKLESS

Reckless weapons are indiscriminate in what they target. Before making an attack with a Reckless weapon, randomly determine the target of the attack from all eligible models within the fighter's line of sight and range of the weapon. If the weapon also has the Rapid Fire (X) trait, then any additional hits generated from the Firepower dice must be distributed among the maximum number of eligible targets. If there are more hits than eligible targets, the fighter may choose where any spare hits are allocated.

sold to the Guilders as normal. However, if another outlaw gang captures it, and the Ambot is not rescued, they may choose to either sell it on the black market for its cost in credits, or to keep it and add it to their gang roster for free, assuming they have sufficient Reputation to take on an extra Hanger-on.

Armour Spikes: When any fighter moves into base contact with a Scrapcode-corrupted Ambot with this upgrade, or an Ambot with this upgrade moves into base contact with any fighter, that fighter suffers an automatic Strength 1, AP -, Damage 1 hit before any other attacks are made.

SKILL ACCESS

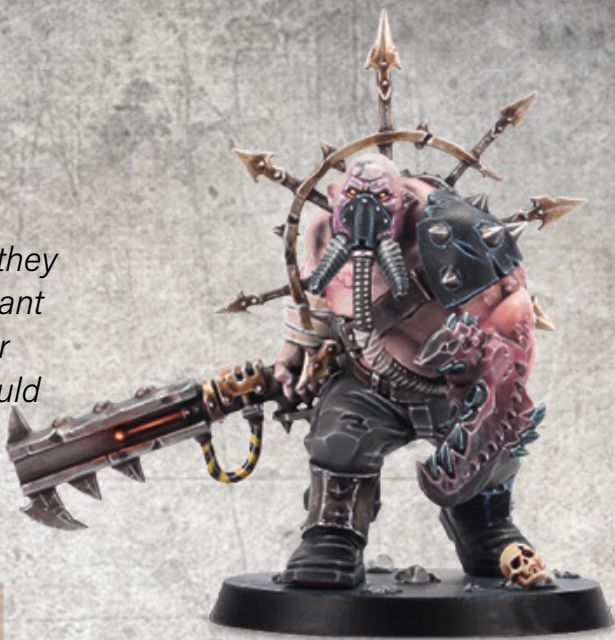
A Scrapcode-corrupted Ambot has access to the following skill sets:

	Agility	Brawn	Combat	Cunning
Scrapcode-corrupted Ambot	-	Secondary	Secondary	-
	Leadership	Ferocity	Shooting	Savant
Scrapcode-corrupted Ambot	-	Primary	-	-

D-1 MUTATED OGRYN

Mutated Ogryns are nightmare brutes whose DNA has been warped and changed by the insidious taint of the warp. Such mistakes of nature are routinely purged by the Imperial House, lest they taint the good abhuman stock of their world, but sometimes they escape. Lured downhive by the promise of isolation and darkness, the dull-witted mutant Ogryns find new masters, to whom their twisted limbs and unreasoning violent temper are regarded as beautiful gifts to be cherished and nurtured. Outlaw gang leaders mould these poor, misguided creatures into their personal protectors, the mutant Ogryn as faithful and loyal as their sanctioned counterparts – albeit with a greater knack for psychotic murder.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	5	5	3	4+	3	7+	6+	8+	9+



The Chaos Ogryn from Blackstone Fortress: Traitor Command makes for an excellent Mutated Ogryn.

WEAPONS

A Mutated Ogryn is armed with two Open Fists.

OPTIONS

A Mutated Ogryn may replace one of its Open Fists with a Power Maul +30 credits

A Mutated Ogryn may replace one of its Open Fists with Horrific Appendages +20 credits

A Mutated Ogryn may be upgraded with Furnace Plates +15 credits

SPECIAL RULES

Murderous Brute: In addition to the True Grit skill (see below), when recruited, a Mutated Ogryn may be given a single randomly determined skill from either the Ferocity or the Savagery skill sets. This skill does not cost any XP and does not increase the fighter’s value.

Slow Witted: Mutated Ogryns, like their sanctioned counterparts, are not especially bright or quick on the uptake. This fighter may never be activated as part of a Group Activation.

SKILLS

A Mutated Ogryn has the True Grit skill (as described in the *Necromunda Rulebook*).



SKILL ACCESS

A Mutated Ogryn has access to the following skill sets:

	Agility	Brawn	Combat	Cunning
Mutated Ogryn	-	Primary	Secondary	-
	Leadership	Ferocity	Shooting	Savant
Mutated Ogryn	-	Secondary	-	-

0-1 WARP HORROR

Most sane outlaws will have nothing to do with something as terrifying as a Warp Horror, seeing in the creature the anathema of all hivers, be they loyal subjects of Lord Helmawr or criminal scum. Chaos cults are, of course, another story. It is a great boon for a cult dedicated to the Dark Gods to gain the aid of a Warp Horror. Whereas more mundane Chaos Spawn are examples of mutation run rampant, the Warp Horror is a genuine creature of the immaterium and has unique powers and abilities as a result. Warp Horrors also come in myriad shapes and sizes, often defying the laws of nature and leaving no doubt as to the realm from whence they were birthed.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	6+	6	4	3	4+	3	9+	6+	7+	9+



This hideous-looking Warp Horror is represented by Vulgrar Thrice-Cursed from the Kill Team: Rogue Trader set.

WEAPONS

A Warp Horror is armed with two Horrific Appendages.

OPTIONS

A Warp Horror may take any of the following upgrades in addition to its Horrific Appendages:

Massive Tentacles	+50 credits
Warpfire Breath	+90 credits
Undulating Skin	+40 credits

SPECIAL RULES

Terrifying: If an enemy fighter wishes to make a Fight (Basic) or Shoot (Basic) action that targets a Warp Horror, they must make a Willpower check. If the check is failed, they cannot perform the action and their action ends immediately.

Note that, as the action has not been performed, and if the fighter's activation has not ended, they may attempt to make the same action again.

Warp Denizen: In the End phase of each round, roll 2D6. If the result is equal to or lower than the current game round, the Warp Horror suffers a Flesh Wound. As a creature of the immaterium, a Warp Horror ignores all Lasting Injury results with the exception of Memorable Death.

Undulating Skin: A Warp Horror with this upgrade reduces all damage it suffers by 1, to a minimum of 1.

SKILLS

A Warp Horror has the Nerves of Steel skill (as described in the *Necromunda Rulebook*).

SKILL ACCESS

A Warp Horror has access to the following skill sets:

	Agility	Brawn	Combat	Cunning
Warp Horror	-	Secondary	Secondary	-
	Leadership	Ferocity	Shooting	Savant
Warp Horror	-	Primary	-	-

0-1 SUMP BEAST

Sump beasts come in countless variations, from multi-headed tox serpents and fanged dome-crawlers to mutant grox and albino sump-spiders. The only thing they all have in common is they are large predatory creatures and universally vile to look upon. However, despite their disturbing appearance, when reared from birth, some of these horrors can prove surprisingly loyal, seeing the gang leader as their adoptive parent and fighting furiously to defend them. A particularly venerable sump beast might even remain in a gang under successive generations of leaders, each new gang boss inheriting the creature from the predecessor as a faithful – if nightmarish – protector.

200 CREDITS



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
3"	4+	4+	5	6	4	5+	2	9+	4+	5+	9+
5"	4+	5+	4	5	4	4+	2	8+	5+	6+	10+
4"	3+	4+	5	4	4	4+	2	9+	4+	5+	9+

Steve May converted this Sump Beast using an Akhelian King's deepmare with the head of a Kharibdyss. Gruesome!

WEAPONS

A Sump Beast is armed with Ferocious Jaws.

OPTIONS

A Sump Beast may take any of the following upgrades, in addition to its Ferocious Jaws:

Lashing Tail	+50 credits
Crushing Claws	+70 credits
Prehensile Tongue	+60 credits
Venomous Bite	+35 credits
Multiple Legs	+20 credits
Scaly Hide	+40 credits

SPECIAL RULES

Many-shaped Horror: When a Sump Beast is recruited, the recruiting player chooses one of the profiles from those listed above. In this way, the profile can be matched to the model being used to represent the creature, whether it is a lumbering brute, a rapidly moving predator or a scuttling horror of many legs and eyes.

Underhive Monster: When a Sump Beast is activated, if there is a Seriously Injured fighter within 6" (friend or foe) it must make an Intelligence check. If this check is failed, the Sump Beast must make a Charge (Double) action or a Coup De Grace (simple) action against the Seriously Injured fighter.

In addition, a Sump Beast must always make a Coup De Grace action if able, rather than choosing to consolidate.

Scaly Hide: A Sump Beast with this upgrade has a 4+ Save.

Poisonous Bite: The Ferocious Jaws of a Sump Beast with this upgrade gain the Toxin trait.

Multiple Legs: The Movement Characteristic of a Sump Beast with this upgrade is improved by 2" and it gains the Clamber skill.

SKILLS

A Sump Beast has the Unstoppable, Fearsome and True Grit skills (as described in the *Necromunda Rulebook*).

SKILL ACCESS

A Sump Beast has access to the following skill sets:

	Agility	Brawn	Combat	Cunning
Sump Beast	-	Secondary	-	Primary
	Leadership	Ferocity	Shooting	Savant
Sump Beast	-	Secondary	-	-

CLOSE COMBAT WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Crushing Claws	-	E	-	-	S+3	-1	2	-	Knockback, Melee
Ferocious Jaws	-	E	-	-	S	-1	1	-	Melee, Rending
Grav-fist									
- Melee	-	E	-	-	S	-1	2	-	Melee, Pulverise
- Ranged	6"	12"	+1	-	*	-1	2	5+	Blast (3"), Concussion, Graviton Pulse
Horrific Appendages	-	E	-	-	S	-1	2	-	Melee, Pulverize, Rending
Lashing Tail	E	6"	-	-	S	-1	1	-	Impale, Melee, Versatile
Massive Tentacles	E	4"	-	-	S+1	-	1	-	Drag, Entangle, Melee, Versatile
Open Fists	-	E	-	-	S	-1	1	-	Knockback, Melee
Power Maul	-	E	-	-	S+2	-1	1	-	Melee, Power
Prehensile Tongue	E	2"	-	-	S	-	1	-	Drag, Melee, Versatile
Tunnelling Claw									
- Melee	-	E	-	-	S	-1	2	-	Melee
- Ranged	4"	8"	-	-	6	-2	2	5+	Melta, Scarce, Sidearm

SPECIAL WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Warpfire Breath	-	T	-	-	3	-1	1	4+	Blaze, Template

