

GANG LEADERSHIP

KEEPING RESPECT IN YOUR GANG

By Andy Chambers

One thing that many Necromunda players have asked us is "what happens if my Gang Leader is killed, or another member of the gang ends up with a higher Leadership value?". This article answers those questions, and introduces the idea of leadership challenges into your Necromunda campaigns.

SLAIN LEADERS

If the leader of a gang is slain, the gang fighter with the next highest Leadership characteristic takes over the gang, and gains the Leadership skill along with any other special rules and Equipment lists available to the old leader. This means that fighters within 6" can use his Leadership characteristic for Leadership tests and the leader can try to escape from pinning even while alone. If there is more than one gang fighter eligible to assume command, the gang fighter with the most Experience Points assumes leadership of the gang.

LEADERSHIP CHALLENGES

During a campaign it is possible for members of a gang to end up with a higher Leadership characteristic than the Gang Leader. Naturally this will cause friction within the gang as the upcoming fighter will start winning more and more support from the other gang fighters because he always seems to have the best ideas and the smartest plans.

The gang risks being irrevocably split if it has to fight while leadership is uncertain – the fighters will not know who to follow and risk arguing amongst themselves at the worst possible time. This will soon bring about a leadership dispute as the old leader strives to keep the gang together and confronts his potential usurper, or else the young blood makes his play for leadership and challenges the old leader for his position.

In the case of a challenge, roll a D6 to determine the outcome of the dispute. (See table on opposite page.)



There's mutiny afoot

D6 RESULT

- 1-2** Both contenders must fight it out in hand-to-hand combat before the gang. They may only use knives and must wear no armour. The first contender to go down or out of action is the loser. The winner assumes leadership. A defeated contender has no alternative but to accept the victor as leader. The contest must be actually fought out as a hand-to-hand combat, preferably with another player rolling dice for the old leader or his would-be usurper.
- 3-4** As above, except that the matter is resolved as a shoot-out between the two rivals. Both contenders are allowed to use any and all weapons that they possess.
- 5-6** The potential new leader is utterly loyal to the old leader and remains his trusted henchman. He will never challenge for the leadership again.

Notes

Van Saar gangs treat a roll of 1-2 as a roll of 3-4 instead.

Goliath gangs and Ratskin Renegades treat a roll of 3-4 as a roll of 1-2 instead.

Redemptionists treat all results as 5-6.

Dogan spat on the ground mere inches from Vorgar's feet, a clear sign he was challenging Vorgar's leadership.

"You want the crown, you're gonna 'ave to take it from me" growled the Goliath leader.

Dogan wasted no time and produced a heavy mace which he swung high in an attempt to take off Vorgar's head. The veteran leader parried at the last moment with his ancient sword. He'd seen off young whelps before and there was nothing that made Dogan any different. With a cry Vorgar placed his heavy nailed boot into Dogan's stomach, who was still over-extended from his last attack.

It was only then Vorgar had realised his mistake, Dorgan was different from the others, he had a brother. The dying Gang Leader felt the blade buried deep into his back. Dorgan's attack was nothing but a feint, a distraction so the real challenger could deliver the killing blow.

Vorgar's brother would become the new leader.

DEFEATED USURPERS

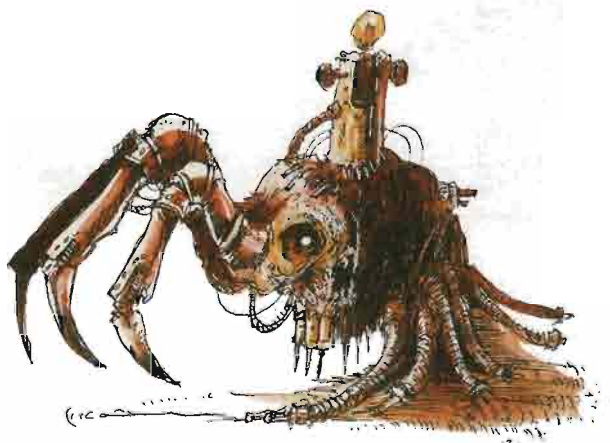
If the challenging gang fighter is defeated by the old leader he can be dealt with as the leader sees fit. The defeated gang fighter will not challenge for leadership again until he gets another Leadership characteristic increase. Some ireful leaders are inclined to sell challengers into slavery or give them swimming lessons in the Sludge Sea and other unpleasantness, but this is far less common than you might think (honest).

OUSTED LEADER

If a gang fighter defeats the old Gang Leader, he will replace him as leader of the gang and the old leader will be ousted. The new leader gains the Leadership skill, while the old leader loses it. Roll a D6 to determine the reaction of the ousted leader.

D6 RESULT

- 1** The ousted leader slinks away from the gang and disappears forever.
- 2-4** The embittered old leader deserts the gang and becomes a Hired Gun. The old leader's hire fee is one fifth (20%) of his total cost plus Experience Points.
- 5-6** The ousted Gang Leader accepts he has been beaten by the better man and becomes utterly loyal to the new leader. He will never challenge the new leader for leadership of the gang again.



Author

Andy Chambers was one of the original Necromunda authors and continues to produce excellent work to this day. Check out *The Last Word* on page 96.

Further Information

The Necromunda Underhive rulebook is available from most GW stores as well as online.

More Necro Website

Turn to page 56 for the Enforcers.
www.Necromunda.com