

# TOP DOG

## LEADERSHIP CHALLENGES IN NECROMUNDA

*Leadership is a tricky business. Those at the bottom always want to be on top, and those who are quickly come to regret it. Gangleaders attempt to maintain their reign through a mixture of charisma, stern guidance and outright fear, yet for all this the usurpers are rarely too far away. Here we present rules for some of the challenges faced by gangleaders...*

### 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.

Van Saar ganger, like a speeding motorbike. 'Oh shi -'

The sub-sonic explosion shook the factory to its very foundations. What glass remained in its high, gothic-arched windows was blown out in a hail of diamond splinters. Crane pylons crashed down while the shockwave buckled the steel plates of the floor, sending barrels and drums bouncing away along the length of the building.

At last the dust cleared. Narve Vanderacken, his body below the waist a bloody mess of pulped bone and tissue, was trying to claw his way out of a pile of twisted wreckage. Nathan Creed calmly strode towards him.

'I told you,' the bounty hunter said crouching down next to the dying ganger, his voice barely more than a whisper, 'you shouldn't have got me involved. I'm bad news. The worst. But seeing as I've got your undivided attention perhaps you can help me after all. You wouldn't happen to know the whereabouts of one outlaw arsonist and Guild caravan hijacker, who goes by the name of Borga Kelth, would you?'



### 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 to fight for his position.

In the case of a challenge, roll a D6 to determine the outcome of the dispute.

D6	Result
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- |     |  |
|-----|--|
| 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.

## 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
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- |     |   |
|-----|---|
| 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. |

## DEAD MAN'S HOLE

Sometimes a lone Guilder on his way to Glory Hole will lose his way in the emptiness of the White Wastes or find himself driven from the track by dust storms raised by hydraulic pressure from the steaming hive floor. He might wander for days, leading his slave train over the pale dunes and through the corrosive dust. Then, just when all hope is about to desert him, he spies in the distance the walls of a settlement - Glory Hole!

But it is not Glory Hole. Out in the middle of the White Waste lies the ruins of an old settlement half buried in the shifting hive dust. It has no name that any man remembers. It is just Dead Man's Hole. No-one lives there today and even the Scavvies and other outlaws avoid the place. It has an evil reputation and the Ratskin's say it is a place of bad spirits. A place of the evil dead.

It is a dilemma for the lost Guilder, his water bottles empty, desperate for shelter from the biting storm. Does he turn away from the cursed place or does he take cover by its haunted walls. Though its water stills lay in ruins could there be a pool of bitter water laying at the bottom of an ancient well?

Yet some things are harder to face than death and with a shrug the Guilder turns his train into the storm.