

HOUSE FAVOURS

The interests of the Clan Houses are often played out in the furious battles between underhive gangs; the House masters aiding those that will further their agendas. During step 2 of the Pre-battle sequence of any battle, a gang may petition their House or faction for aid. Roll 2D6 on the table below, adding +1 (to a maximum of +3) for every gang in the campaign with a higher Rating than them (the Houses are more likely to offer support if they think their interests might be in danger!).

2D6 Result

2 Displeasure: *Such presumption demands recompense! Not only does the gang's House consider their position unworthy of aid, they feel the gang must offer up a tithe.*

The player must select one of their Juvies or Gangers and remove them from the gang.

3-5 No Effect: *Do not bore me with your cries!*

Despite the gang leader's pleas, their House remains indifferent to the gang's plight – try harder, ganger!

6-8 Arms Shipment: *Clearly, they simply require the tools to get the job done.*
The player may add 2D6x10 credits worth of equipment from their House Equipment List to their Stash.

9-10 New Blood: *Perhaps some fresh blood is needed.*
The player may add a Juve to their gang – though they still need to buy them equipment as normal.

11-12 House Trainer: *Maybe they just need to be shown how to fight?*
The House sends a trainer – the player may choose D3+1 of their fighters to earn D6 XP each.

13+ Old Pro: *These ones are special, send a member of my bodyguard at once!*
The player may generate a Ganger with up to 100 credits worth of gear and 2D6 Experience to add to their gang as a permanent addition.

HOUSE SUB-PLOTS

The fortunes of a House are often tied invisibly to the rise and fall of its strongest allied gangs – each gang leader is akin to a general in the House's armies, and each victory earns the House masters much kudos from their peers as well as political capital to further their schemes. For the most part, the gangs are given autonomy to further the interests of the House, largely by the simple act of fighting in its name, and sent to places where they can do the most good (or harm to the House's foes). Sometimes, however, the nobles of a house will choose to take a more direct hand in matters – one which gang leaders ignore at their peril.

House Sub-plots represent the more direct meddling of the House in the activities of a gang. These side missions can be included in any scenario, and allow a gang to earn some extra Reputation, Credits, Experience or gain additional gang tactics should they complete them. Players should decide during the pre-battle sequence if they want to use House Sub-plots, with both players needing to agree to include them. If they do, they will need a deck of playing cards containing two Joker cards. Each player shuffles the deck and draws a card without letting their opponent see it – starting with the player with the lower Gang Rating, or, if both gangs have the same Gang Rating, the player that rolls highest on a D6.

They should then consult the table in their respective *House of ...* book to see what kind of Sub-plot their gang has been given. If a Joker card is drawn, the player should immediately show it to their opponent and draw two new cards (without showing their opponent), giving them two Sub-plots for the battle. If one of these cards is also a Joker card then repeat the process, giving the player a total of three Sub-plots. Each Sub-plot contains details on when it is revealed, how to complete it, and the rewards for doing so. Unless otherwise noted, once a card has been revealed, and its effects have been resolved, it is discarded.



238 UNDERDOGS – HOUSE PATRONAGE

Everyone loves an underdog story. In Necromunda, Gang Ratings are a measure of the strength and experience of a gang, and as gangs evolve during campaign play they might find themselves facing gangs with a Gang Rating far higher than their own. There's always a chance that, against the odds, the underdog will fight their way to the top and cast down their arch-rivals. Of course, in the underhive these stories often end differently, with the newcomers ruthlessly gunned down and left for the hive's carrion eaters.

At present, scenarios manage differences in Gang Rating or differences in the credits value of starting crews through the use of additional gang tactics. Where the difference is pronounced, one player may end up with a large hand of these that can be difficult to manage. If the Arbitrator deems it appropriate for their campaign, granting additional gang tactics in this way can be replaced with the House Patronage rules.

House Patronage represents extra aid and incentives sent by a gang's patron, which could be anyone from a gang's House to an insidious cult leader. These incentives represent a Clan House patron cashing in on debts, calling in favours and sending financial or materiel support to protect their investment – on Necromunda, life may be cheap, but a House's interests must be protected at any cost.



MORYTH THE FORGOTTEN,
THE ASH WALKERS,
HOUSE DELAQUE

WHO IS THE UNDERDOG?

Throughout this section of rules we will talk about Underdogs. If one player's Gang Rating or the credits value of their starting crew (whichever the scenario uses to award additional gang tactics) is lower than their opponent's by at least 400 credits then they are the Underdog.

HOUSE PATRONAGE BENEFITS

Often, gangs in Necromunda will not be evenly matched; one will have a distinct advantage over the other. In most scenarios this is partially balanced by the lower rated gang gaining additional gang tactics, but if the House Patronage rules are being used and the difference is over 400 credits, this is often insufficient and so is replaced by House Patronage.

If one of the gangs is the Underdog, they receive House Patronage as follows. House Patronage is represented by a number of credits that the player can spend on benefits such as Hired Guns, temporary fighters and gang tactics. Each benefit has a credits cost associated with it, as shown in the table opposite. House Patronage benefits replace any additional random gang tactics a player may receive during the pre-battle sequence as described in the scenario's rules.

The number of credits generated by House Patronage is calculated during the pre-battle sequence after step 5 (Choose Crews) and before step 6 (Announce Territory Boons). For each full 100 credit difference in each gang's rating the Underdog receives 100 bonus credits that may only be spent on House Patronage for this battle.

The list of possible House Patronage benefits is shown in the table opposite. A player may select any combination of these, adhering to the restrictions provided in each line of the table (so they may randomly select up to five gang tactics, for example):

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Selections Available	House Patronage Benefit	Cost
0-5	The Underdog may randomly generate an additional gang tactic.	100 credits each
0-2	The Underdog may choose a gang tactic.	200 credits each
0-4	The Underdog may randomly generate an Underdog gang tactic.	200 credits each
0-2	The Underdog may choose an Underdog gang tactic.	400 credits each
Unlimited	The Underdog may temporarily hire a Brute or Hanger-on.	Varies
0-3	The Underdog may temporarily hire a Ganger from their House list.	Varies
Unlimited	The Underdog may temporarily hire a Juve from their gang list (Palanite Enforcer gangs treat this as 0-1).	Varies
0-1	The Underdog may hire a Dramatis Personae.	Varies
0-1	The Underdog may hire a Bounty Hunter.	Varies
0-1	The Underdog may hire a House Agent (there is no need to roll on the Petition table – the House Agent automatically joins the gang).	80 credits
0-5	The Underdog may hire a Hive Scum.	Varies
0-3	Each model in the Underdog's gang earns an additional 1 XP for taking part in the battle.	400 credits

Any models hired as a House Patronage benefit are not added to the gang roster, as their services are secured for one battle only. For gangs that do not use the Gang Fighter (X) special rule, any Juves hired as a House Patronage benefit are not subject to normal gang composition restrictions. Costs for a fighter can be found in the relevant supplement (such as *Necromunda: House of Shadow*). Gangers are hired from the appropriate House list. Bounty Hunters hired as a House Patronage benefit are not subject to the "We'll Get Our Bit..." special rule. Weapons and Wargear can be purchased for fighters hired in this way using credits generated by House Patronage. Any credits not spent are lost. Additional weapons and wargear can only be purchased for fighters hired as a House Patronage benefit and are lost at the end of the battle.

Any models, including Hired Guns and Hangers-on, hired as a House Patronage benefit are automatically added to a player's crew, regardless of the Crew Selection method. Such models are taken in addition to the usual restrictions (e.g., a gang may include two Ambots as normal and may include additional Ambots as a House Patronage benefit). Any model hired as a House Patronage benefit cannot be activated as part of a group activation and does not count as present at the start of the battle for the purpose of Bottle checks.



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UNDERDOG TACTICS

Name	Timing	Effect
Giant Killer	Play this gang tactic at the start of the battle, before the first roll for Priority.	For the duration of the battle, all of your fighters earn 1 additional XP for either taking an enemy fighter Out of Action or for causing an enemy vehicle to become Wrecked.
Survivalist	Play this gang tactic at the start of the battle, before the first roll for Priority.	Secretly choose one of your fighters. If, at the end of the battle, that fighter has not gone Out of Action or succumbed to their injuries, they earn D6 XP.
Miraculous Recovery	Play this gang tactic during the Pre-battle sequence before deploying your gang.	Choose one of your fighters who is In Recovery. The fighter makes a sudden recovery and is no longer In Recovery. You may immediately swap this fighter for another fighter in your crew.
Sudden Death	Play this gang tactic at the start of the battle before the first roll for Priority.	Select one of your fighters, should they take an enemy Champion or Leader Out of Action, your gang gains 6 Reputation.
Grateful Trader	Play this gang tactic at the start of the battle before the first roll for Priority.	Select one of your fighters; for the duration of the battle they may be equipped with one item of Wargear from the Trading Post, up to a value of 3D6x10 credits and with a Rarity of 10 or less. If you win the battle, the fighter may keep the Wargear.
Wandering Doc	Play this gang tactic during the Post-battle Actions step of the Post-battle sequence.	You may make one Medical Escort action without having to pay the Doc's fee of 2D6x10 credits from your gang's Stash.
Old Wound	Play this gang tactic at the start of the battle before the first roll for Priority.	Select one of your opponent's fighters. That fighter begins the battle with a Flesh Wound.
Secret Stash	Play this gang tactic during the Receive Rewards step of the Post-battle sequence.	If at least one of your fighters survived the battle without going Out of Action, add 3D6x10 credits to your gang's Stash.
Paid in Full	Play this gang tactic during the Receive Rewards step of the Post-battle sequence.	For each friendly fighter who was taken Out of Action this battle, add D6x10 credits to your gang's Stash.
Hard Training	Play this gang tactic during the Pre-battle sequence before deploying your crew.	The fighter selects one Primary skill and one Secondary skill available to them. For the duration of the battle they are considered to have these skills.
Welcome Stranger	Play this gang tactic during the Pre-battle sequence before deploying your crew.	Your gang may immediately hire a single Hired Gun worth up to 200 credits for free. If no suitable model is available, discard this gang tactic and generate another.*

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Name	Timing	Effect
Decoy	Play this gang tactic at the start of the battle before the first roll for Priority.	Secretly select one of your fighters. If, at the end of the battle, the fighter has been taken Out of Action by an enemy Champion or Leader, they earn D3 XP and 2D6x10 credits are added to your gang's Stash.
Hard Lessons Learnt	Play this gang tactic during the Receive Rewards step of the Post-battle sequence.	Every friendly fighter that took part in the battle earns an additional 1 XP.
Prime Salvage	Play this gang tactic during the Receive Rewards step of the Post-battle sequence.	Add D6x10 credits to your gang's Stash for each Wrecked enemy vehicle.
Forced Awakening	Play this gang tactic at the start of the battle before the first roll for Priority.	Choose a friendly fighter; for the duration of the battle they become a psyker, gain the Unsanctioned Psyker rule and gains a Wyrd Power of your choice. If your gang wins the battle then these changes are permanent – increase the fighter's credit value by 20 credits.
Tremors	Play this gang tactic instead of activating a friendly model.	Select D3 enemy fighters – change their Status to Prone and Pinned.
Back into the Fray	Play this gang tactic instead of activating a friendly model.	Select D3 Prone and Pinned friendly fighters – change their Status to Standing and Active.
Emergency Extinguishers	Play this gang tactic instead of activating a friendly model.	All models (both friend and foe) on the battlefield subject to the Blaze condition have the Blaze condition removed from them.
An Ounce of Courage	Play this gang tactic at the start of the battle before the first roll for Priority.	For the duration of the battle your gang automatically passes all Bottle checks (they may still voluntarily Bottle).
One Rule – No One Runs	Play this gang tactic when checking to see if models flee the battlefield before rolling any dice.	Select one friendly fighter; if they pass their Cool check to not flee the battlefield then all friendly models on the battlefield automatically pass their Cool checks.
Strip Mining	Play this gang tactic during the Collect Income step of the Post-battle sequence.	Select one of your Territories – double any income generated by the Territory for this battle.
Desperate Stand	Play this gang tactic at the start of the battle before the first roll for Priority.	For the duration of this battle all friendly models increase their Cool characteristic by 2.
Ready To Rumble	Play this gang tactic at the start of the battle before the first roll for Priority.	Every friendly model may immediately perform a Move (Simple) action without losing their Ready marker.
Crack-shot	Play this gang tactic at the start of the battle before the first roll for Priority.	Select a friendly fighter – for the duration of the battle they treat the Aim (Basic) action as a Free action. Note they may only perform the Aim (Free) action once per activation.
School of Hard Knocks	Play this gang tactic when a friendly fighter is taken Out of Action before rolling on the Lasting Injury table.	Do not roll on the Lasting Injury table, instead the result is automatically Lesson Learnt.