



BRAT GANGS

New Gangers are in the Hive

By Tom Merrigan



Brat Lord Tom ready to be a juvenile delinquent

Tom, who works in our Sydney store in Oz, and despite having articles printed in Gang War 1 (A Fistful of Gunfights) and Journal 31 (The Underhive Workshop) has yet to feel any stem to his flow of creative juices. Here he is, back again after losing himself in his back issues of White Dwarf, with a new gang concept borne out of an old GW game. For all those who work in the stores, this article should bring back a few memories...

What follows are the rules that I use for my new Brat gang in Necromunda. So if you want you can now take control of a gang of juveniles and wreak vengeance on society for the many social injustices imposed on it's youth...

THE CONCEPT

The idea for the Brat Gang was spawned during one of the many campaigns of Necromunda that I was running. One of the participants in the campaign had a Redemptionist gang consisting of one Redeptor Priest, one Deacon, two Brothers and twelve Novices. In their first few games 'The Brothers of Fire' fared

rather poorly, managing to win only two fights. Before long though the Novices began to gain skills and as a result the gang became almost unbeatable. Imagine: a deadly close combat and shooting specialist with multiple wounds and a weight of numbers that was unmatched by any of the other gangs. It was the Novices' ability to gain skills quickly that made them effective. Before long the gang had risen to the status of 'Top Dog' and boasted over thirty fighters. So there I was, running the campaign thinking that this gang with all the Novices was absolutely awesome and that wouldn't it be great to be

able to field just a gang of Juves.

It was at the same time that I decided to re-acquaint myself with my old White Dwarfs, which had been stored away in a box, and gathered more than enough dust that I thought I was flicking through ancient tomes. Anyway, I stumbled across these Confrontation (old name for Necromunda) articles which included the backgrounds for a number of gangs. What interested me most was the background for a gang called 'Brats'. Brat Gangs consisted of rebellious nobles who were undergoing rights of passage in the Underhive. Whilst this sounded a little like Spyrers the

background as well as the name had given me an idea. And thus the juvenile and rebellious Brat Gang was spawned. And I must say that I have found it quite enjoyable running a Brat gang over the course of our campaign. The toughest challenge awaits my gang of juvenile thugs though; to rise to the position of Top Dog in the Games Workshop Sydney City Store staff campaign.

BACKGROUND

Brat gangs are made up of unruly, discontent and rebellious youths that have been cast out of their Houses for committing unlawful acts against society and their clan. Such youths flee to the Hive Bottom to escape the persecution of the Adeptus Arbites 'Mighty Hand of Justice'. Forced to fend for themselves in a perilous society these youths will often hook up with each other and form hooligan type gangs. Raiding, looting, and killing become part and parcel of belonging to a Brat gang, and are deemed necessary in order to punish the oppressors of youth and to survive against the harsh life that is the Underhive.

Socially Brat gangs are always at the forefront of any new cult or fashion that may sweep through the Underhive. They wear elaborate costumes and have extravagant

Brat Gangs

Brats 5+

25 Credits

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Initial Experience Points:

0

Weapons: Unlike normal Juves who are plucked straight from a house, Brats have spent at least some time on the streets. Because of this they are skilled in the use of more weapons than normal Juves. Therefore Brats may purchase weapons from the Hand-to-Hand, Pistol, Basic and Grenade, and Shotgun shell weapon lists.

SPECIAL RULES

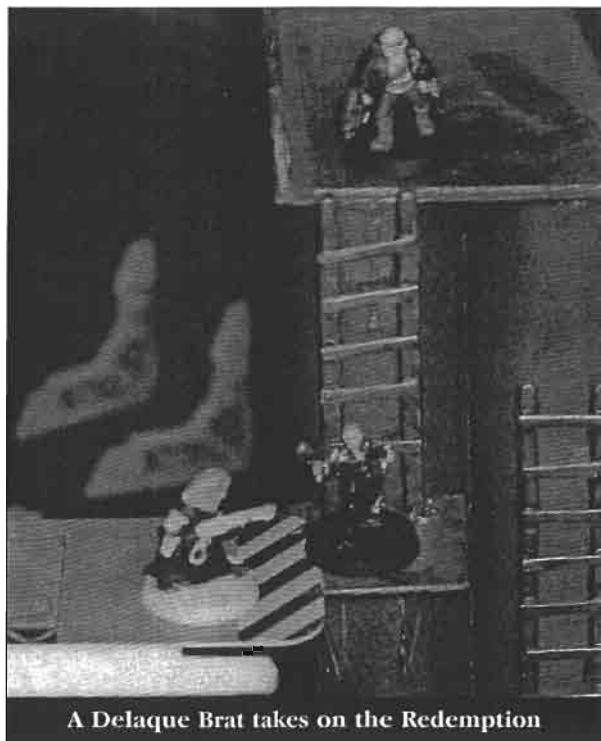
Hatred: Brats are subject to a severe dislike towards members of the house that they were thrown out of. To represent this all Brats from one particular house will suffer *Hatred* against their enemy if they come from that same house.

Equipment: As aforementioned Brats value 'gear' more than anything else. When they hook up with a gang they will often already own a number of rare items (stolen from their old house uphipe of course). To represent this, each time you purchase a Brat for your gang, you should roll a D6. If you roll a 6 you are entitled a free roll at the Trading Post. This is like a once off *Inventor* skill. The item rolled up is obtained free of charge but must go to the Brat in question. You can not give this item to another Brat or sell it off until after the first game.

Training: Most Brats were kicked out of their house because of the mischievous deeds they got up to. Most have gained some sort of experience from their life on the streets, where it is a matter of survival of the fittest, and only those that can adapt to changing conditions live to see another ash filled day. To represent this you can buy starting experience for any Brat in your gang. Each 1D6 experience points costs 10 credits. All the credits must be spent before rolling this experience up. The cost of this experience is not added to the basic cost of the Brat. If a Brat gains enough experience to go up a level or two roll for the advancement(s)

BRAT MAXIMUM CHARACTERISTICS

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	6	3	9



A Delaque Brat takes on the Redemption

hairstyles. Often heavily into the drug culture, they live for the sheer joy of the moment. They participate in various rebellious, subversive and anarchic activities including involvement with cultist groups and sometimes Wyrds. Bizarre tribal-like rituals are common practice among

some Brat gangs. Initiation rites, scars, and tattoos are also common. Such things make them easily recognisable as the lowest and most deprived Underhive denizens.

SPECIAL RULES

Outlanders: Brats are an Outlaw gang and all the Outlaw rules apply to

BRAT EXPERIENCE

Exp Points	Title
0-5	Brat (Start Level)
6-10	Brat
11-15	Brat
16-20	Brat
21-30	Brat Warrior
31-40	Brat Warrior
41-50	Brat Warrior
51-60	Brat Warrior
61-70	Brat Champion
71-80	Brat Champion
81-90	Brat Champion
91-100	Brat Champion
101-120	Brat Champion
121-140	Brat Champion
141-160	Brat Champion
161-180	Brat Champion
181-200	Brat Champion
201-240	Brat Hero
241-280	Brat Hero
281-320	Brat Hero
321-360	Brat Hero
361-400	Brat Hero
401+	Mighty Brat

them with the exceptions noted below. As Outlanders the Brat gang has no guild price and may never pay of its outlaw status.

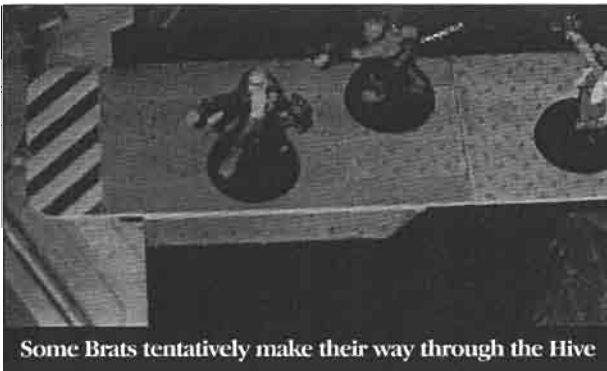
SKILL LISTS

House	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Cawdor	-	Y	Y	-	-	-	-
Delaque	-	-	-	-	Y	Y	-
Escher	Y	Y	-	-	-	-	-
Goliath	-	-	Y	Y	-	-	-
Orlock	-	-	Y	-	Y	-	-
Van Saar	-	-	-	-	Y	-	Y

Territory: Brats start with one piece of territory generated on the Territory Chart in the Necromunda source book. This is the first territory they will collect income from. Brats can never have more than one piece of territory at a time. Any additional territory captured must be looted to pay for new clothes, drugs, weapons and other fashionable items. After each game the Brats move on from their territory. They prefer to move around to keep up to date on any new fashion in the various parts of the hive and also to avoid the law. After collecting any income from a territory they are staying at, you should roll again on the standard territory chart to determine where they head to next. This is the settlement, waterhole e.t.c that the Brat gang will visit in search of new fashion and illegal dealings.

Income: Brats do not so much as collect income,

as steal it (kind of like looting, but not as extreme). Collect income, as normal for an Outlaw gang but do not halve the amount rolled. This is the number of creds the Brats are able to steal from the local settlement, waterhole or rip off from some poor unfortunate out in the slag wastes. There are dangers however associated with petty crime. When rolling for income, any roll of a 1 means that something has gone wrong. Maybe an alarm has been sounded, the Watch has turned up or something similar. Make an injury roll for the gang member who is collecting income and apply the result immediately. If *captured* this means that who ever was collecting income has been captured by the Watch. And yes, gang members can be killed! Shot in the back by the Watch or an irate settler as they flee the scene of the crime. Whatever the result no income will be collected on a roll of a one.



Some Brats tentatively make their way through the Hive

BRAT ADVANCE TABLE

2D6 Result

- | | |
|-------|-------------------------|
| 2 | New Skill (any Table) |
| 3-4 | New Skill |
| 5 | Characteristic Increase |
| 1-3 | = +1 Strength |
| 4-6 | = +1 Attack |
| 6 | Characteristic Increase |
| 1-3 | = +1 WS |
| 4-6 | = +1 BS |
| 7 | Characteristic Increase |
| 1-3 | = +1 Initiative |
| 4-6 | = +1 Id |
| 8 | Characteristic Increase |
| 1-3 | = +1 WS |
| 4-6 | = +1 BS |
| 9 | Characteristic Increase |
| 1-3 | = +1 Wound |
| 4-6 | = +1 Toughness |
| 10-11 | New Skill |
| 12 | New Skill (any Table) |

Scavenging: Brat gangs will never scavenge, as they are just too damn lazy. Anyway, they would rather spend their time hanging out at the Outlaw Trading Post looking for new 'gear'.

Starvation: Brat gangs suffer the effects of starvation as normal. In some cases starving oneself is seen as an initiation rite.

Leadership: The leaders of Brat gangs are not always those with the highest leadership. Brats value material wealth and 'gear' above anything else. Therefore, the leader of the gang is always the one with the highest total

BRAT WEAPONS LIST

BASIC WEAPONS	COST
Autogun	20
Shotgun (solid shot/scatter shells)	20
Boltgun	35
Flamer	40
Lasgun	25
Grenade Launcher (grenades extra)	130
Melta-gun	95
Plasma Gun	70
PISTOL WEAPONS	COST
Stub Gun	10
Autopistol	15
Laspistol	15
Boltpistol	20
Hand Flamer	20
Plasma Pistol	25
CLOSE COMBAT WEAPONS	COST
Chains and Flails	10
Chainsword	25
Clubs, Mauls and Bludgeons	10
Knife	free/5
Sword	10
GRENADES, & SHELLS	COST
Frag Grenades	30
Krak Grenades	50
Man-Stopper Shotgun Shells	5
Hot Shot Shotgun Shells	5az
Bolt Shotgun Shells	15
Dum Dum bullets for Stub Gun	5

value (total cost plus experience). This person has the standard leadership skills as any other gang leader. Leadership challenges often occur in Brat gangs. If at any time a member

of the gang gains a higher total value than that of the leader then they should fight it out to see who will take control of the gang as per normal. *Bottle Tests* etc. are taken on the Leader's Ld even if

it is lower than that of someone else in the gang.

Hired Guns: Brat gangs can make use of any Hired Guns that they can afford other than Bounty Hunters. In addition, none of the special characters (such as Mad Donna) will fight for them. They don't want to be seen hanging around with a bunch of adolescent misfits.

Bounty: Brats are seen as a menace to society and so are hunted down by the Guilders. They are worth a bounty equal to their total cost, just like any other Outlaw.

Trading: As Outlaws Brat gangs trade at the Outlaw Trading Post. This is the place to go for drugs and other narcotics which Brats value highly. If the leader is uninjured then he may go to the trading post and is offered D3 items. Every other gang member that goes with the leader adds +1 to that roll. If the leader has been injured then the gang is offered one item per member who goes to the trading post. The best 'gear' though is at the normal trading posts. Brats will sometimes risk going to the normal trading post to get such 'gear'. There are risks involved however when visiting the normal trading post, because after all the Brats are outlawed. If you decide to visit the normal trading post roll a D6

adding +1 for every extra gang member that accompanies the leader. On a six (before or after modification) the Brats have been spotted by the Watch and will be arrested unless they can make good their escape. Make an initiative test for each gang member who visited the Trading Post. If a fighter rolls equal to or under their initiative they will escape, otherwise the Watch will capture them

Scenarios: Brat gangs roll on the Outlaw Scenario table. If the Brats can choose which scenario to play then they can pick any of the ones from the Necromunda or Outlanders rules.

Heavy Weapons: Brats cannot use heavy weapons because of the strength that is required to hold such a weapon and deal with the recoil when it fires. However, if a Goliath Brat gains the skill *Bulging Biceps* then they can purchase a heavy weapon at the cost indicated in the Outlanders book (note that the Goliath Brat will not be able to move and fire with the heavy weapon. The *Bulging Biceps* skill simply allows them to use a heavy weapon). Only Goliath Brats can ever use a heavy weapon on account of their already enhanced muscle strength over the other Brats in the gang. No more than two members of the gang can

be armed with heavy weapons at a time and you must convert a suitable model to use.

WORDS OF WISDOM

Brat gangs are not easy to use in Necromunda. Your fighters will be inexperienced, and other gangs will be looking to give you an easy thrashing. To help out all you 'Green Hivers' I have come up with a few pointers on creating a successful Brat gang. The first thing to bare in mind is the fact that you're fighters will be pretty inept at firing a gun. It is best to chose either close combat or pistol weapons for your fighters. Pistols are great because of the +2 to hit at short range that most of them offer. Close combat equipped fighters are also favourable as the +1 modifier for charging will allow your fighters to fight on equal terms. Give a couple of Brats a club or two to give them the edge in combat and make it easier for them to wound their opponents.

The next thing to consider is the low leadership of your warriors. Unless you get a few leadership increases you are going to find that you will *Bottle Out* of quite a few games early on. My advice is to always start with at least thirteen or more fighters. That way you won't have to start making *Bottle Tests* until you have had four

fighters taken down or out of action. Having a few extra warriors is also handy for ganging up on your opponent in close combat.

When starting out with a Brat gang, seek out other gangs that have a higher rating than yours. Brats gain experience increases very quickly early on so the more experience your fighters can get the better. As you will have lots of fighters, try not to build up all-rounders, but rather try to make your fighters either close-combat or shooting specialists.

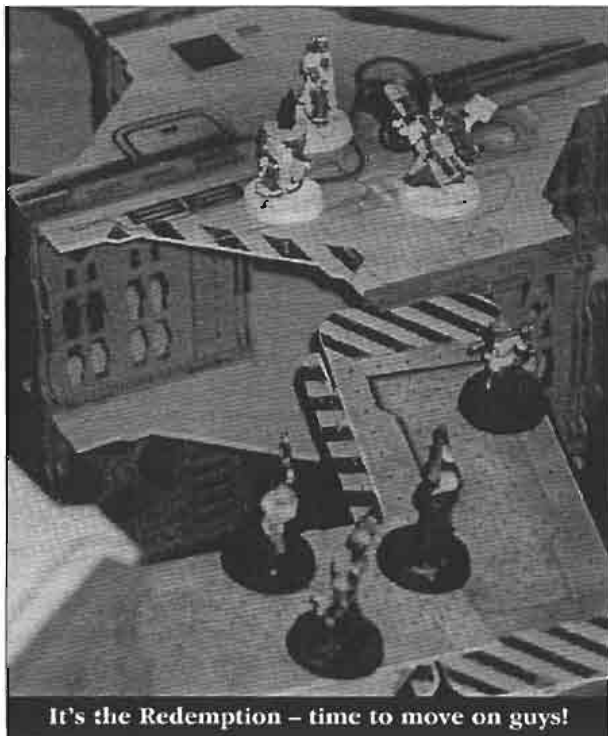
My last piece of advice is to have fun. Brats aren't meant to be an easy gang to play with. They're meant to provide you with a challenge. If you suffer a few early set backs stick with it, because the ups and downs inevitably even out.

INFAMOUS BRAT GANGS

What follows is a brief background of a few of the more notorious Brat gangs that have run the gauntlet in the Hives of Necromunda.

DANCE MACABRE'S

Dance Macabre members, of all the Brat gangs believe themselves to be truly noble. Their dress reflects this belief. They wear clothes with frills and have long tailored capes. Fashionable canes



It's the Redemption – time to move on guys!

(often with a hidden spike) are also traditional for them. To look at, Dance Macabre members appear very unnatural, with their white powdered faces, blonde hair and blacked-out eye sockets. Ritualised blood drinking (both that of their own and that of their enemies) is also common place. In many sectors of the Underhive they are referred to as a vampiric cult. Their symbol is the bat.

FRIGHT KNIGHTS

The Fright Knights are gung-ho in nature. They like to rush in to situations with all guns blazing. Guns that make

lots of noise is their preferred weapon. As a consequence close combat is frowned upon within the social structure of the gang. Fright Knights are typically clothed in green camo gear, which makes them easily recognisable. They also have long spiky hair, and wear sleeveless jackets and black sunglasses. The symbol of the Fright Knights is a spiky haired head with the word 'boo' under it.

JAGGERS

Jaggers are close combat orientated and are rarely, if ever, seen with a gun greater in size than that of a pistol. When not

brawling with other gangs they partake in duelling contests to see who are the most adept swordsmen. Their bodies are covered in scars and slash marks as a result. Jaggers wear ornate tight fitting clothes adorned with spikes. They also wear special goggles that cut out bright light. This has led many to the assumption that they originated from clan Delaque. Their symbol is the stylised word 'Jaggers'.

NECROS

The symbol of the Necros is the skull. This symbol is often tattooed onto their almost bald, shaved heads. Necros usually wear long double-breasted coats and are armed with a variety of weapons. It is little wonder that they are referred to as cold-blooded psychotics when they find pleasure in torturing their captives for hours on end before finally ensuring that they die painfully. Of all the Brat Gangs they are without remorse or fear. It is this nature which has led to many power struggles within the gang structure.

RAKEHELLIONS

Rakehellion Brats have white faces, and painted eyebrows and lips. Their clothes are made out of the most expensive materials that can be found (or, usually stolen)

and are often ornate with bows and gems. It is little wonder then that they are often referred to as 'priceless princesses' by some of the other gangs. Something that they hate and that has led to more than one smart-mouthed ruffian finding a knife in his throat. The symbol of the Rakehellions is the flaming heart. It is a sign of the burning desire to be free that lurks within all Rakehellions.

STRYPERS

Strypers are aptly named because the majority of their clothing is covered in stripes. These stripes are often alternated in a pattern of bright colours. Typically they wear big collared, sleeveless vests. High-ranking members often have slashed leggings. Strypers also wear fancy wigs to cover up their baldheads. Baldness is in fact quite prominent amongst the gang members and is thought to be a condition of the highly toxic area that they inhabit. Strypers favour stealthy ambush as their method of attack. The symbol of the Strypers is a bar-code that is tattooed to their foreheads.

SPOOKHEADS

Spookheads are addicted to the substance known as 'Spook', which is where they get their name. They are the atypical juvenile scum who raid and loot simply

for fun rather than any beneficial gain. Their clothing is that of the typical gang fighter, and is almost lethargic compared to that of the other Brat Gangs. Indeed Spookheads, unlike other Brat Gangs, have no care for their personal appearance whatsoever. The Spookheads have no symbol.

WHAT MODELS TO USE?

Brat gangs are a mixture of youths from all of the Houses of the Hive (I.e.: The standard gangs in Necromunda). Therefore the models that are the easiest to use are the Juves from the Cawdor, Orlock, Van Saar etc miniature range. Using these models helps you and your opponent identify which models are from which house very easily on the tabletop. I have also found that since I started my Brat gang I now have a good basis in terms of miniatures for all the other gangs. All I would need to do to run

an Esher gang for example would be to buy a Leader, a Heavy and perhaps one or two gangers. There are other alternatives however. How about converting your own scum from the myriad of Citadel miniatures on offer? Or we may be lucky and the Trolls at mail order will run a special deal on the old Brat miniatures that were designed for the Confrontation game.

Well that's it from me for the time being. I hope that you find playing with a Brat gang challenging and rewarding. If you have any questions, criticism or praise then why not e-mail me at:

tlm@start.com.au.

Alternatively (if you're in Oz) why not pop into the Games Workshop Sydney City store sometime and have a chat. I'm always keen to hear what's going on in the other Hives of Necromunda. Now I'm of to dish out some 'ruff' justice as only Brats know how...

