

SLATE MERDENA, ORLOCK ROAD BOSS

The Sump Dogs are one of the hardest gangs to ever ride the ash roads of the Spider Points, and their success can be attributed to one man: Slate Merdena. As a Juve out of Sumpdown, Slate built his first runner out of scrap, and took down his first Waster caravan before he could shave. It wasn't long before he had his own crew, and not long after that a gang of riders he called the Sump Dogs, in memory of his hometown. Soon, the Sump Dogs boasted gangs from one end of the Palatine Cluster to the other and Slate was infamous for giving beaten Orlock leaders a choice between donning his colours or taking a short ride on the end of chain behind his war-rig. Despite his successes, when the masters of House Orlock called Slate to court for his well-earned place among them, he refused – unwilling to give up the road. Not wanting to lose such a talented fighter, or perhaps concerned what Slate might do if they trifled with him, they instead made him a Road Boss – a master of multiple gangs and an agent for the House masters themselves.

Slate controls a dozen Hive Primus Ash Gates in the name of House Orlock, and a dozen more have made deals with his fighters for protection. Over the years, countless other gangs have tried to take him out, and Slate has earned a reputation as being nigh unkillable – having survived bullets to the chest, blades between his shoulders and even being hurled under the wheels of his own rig. Though time has taken its toll on Slate, evidenced by the dust visor he wears to hide his ash-burned eyes, he still radiates power. Often the mere sight of Slate and his faithful Cyber-mastiff Macula are enough to send his enemies running – lest they end their days as a mile marker on the Spider Points, like so many before them.

DESIGNER'S NOTE: USING SLATE MERDENA IN NECROMUNDA

Slate Merdena is a new kind of Hired Gun in that he is specific to House Orlock. Players using an Orlock gang can hire him, using his cost and abilities as presented here, and using the rules for hiring Bounty Hunters and Scum presented in *Gang War Two*. Note that in this instance, Slate is hired in the place of the gang taking on a Bounty Hunter. Alternatively, Slate can be used to represent your Leader in a House Orlock gang with or without his attendant Cyber-mastiff. In future supplements, we will be introducing more gang specific Hired Guns, many of which will have their own special rules, but are also entirely suitable to use as gang Leaders or Champions.

SLATE MERDENA, ORLOCK BOSS

360
CREDITS

| M | WS | BS | S | T | W | I | A | LD | CL | WIL | INT |
|----|----|----|---|---|---|----|---|----|----|-----|-----|
| 5" | 2+ | 3+ | 3 | 4 | 3 | 3+ | 3 | 4+ | 5+ | 4+ | 5+ |

| Weapon | Rng | | Acc | | Str | AP | D | Am | Traits |
|---------------|-----|-----|-----|---|-----|----|---|----|--------------------------|
| | S | L | S | L | | | | | |
| Power hammer | - | E | - | - | S+1 | -1 | 2 | - | Melee, Power |
| Plasma pistol | | | | | | | | | |
| - low | 6" | 12" | 2 | - | 5 | -1 | 2 | 5+ | Pistol, Scarce |
| - maximal | 6" | 12" | 1 | - | 7 | -2 | 3 | 5+ | Pistol, Scarce, Unstable |

SKILLS: Fearsome, Iron Will, Nerves of Steel
WARGEAR: Frag grenades, mesh armour, photo goggles

SPECIAL RULES HOUSE LEGEND

Slate Merdena may be hired as if he was a Bounty Hunter Hired Gun. However, only gangs aligned to House Orlock may hire him – he will not work for any other House.

MACULA, CYBER-MASTIFF

| M | WS | BS | S | T | W | I | A | LD | CL | WIL | INT |
|----|----|----|---|---|---|----|---|----|----|-----|-----|
| 5" | 3+ | - | 3 | 3 | 2 | 4+ | 2 | 7+ | 6+ | 8+ | 9+ |

| Weapon | Rng | | Acc | | Str | AP | D | Am | Traits |
|-------------|-----|---|-----|---|-----|----|---|----|---------------|
| | S | L | S | L | | | | | |
| Savage bite | - | E | - | - | S | -2 | 1 | - | Disarm, Melee |

SKILLS: Combat Master

SPECIAL RULES WATCHDOG

If the Cyber-mastiff's owner is a sentry in a scenario that uses the Sentries special rule, they can attempt to spot attackers even if they are not within their vision arc. In addition, the D6 roll to see whether a fighter is spotted has a +1 modifier (a natural 1 still fails).

LOYAL PROTECTOR

Whilst the Cyber-mastiff is Active and within 3" of its owner, enemy fighters may not make a Coup de Grace action against the owner, even if the Cyber-mastiff is itself Engaged.