

# The Major Gangs of Anmar

## RANDOM ENCOUNTERS

*Underhive of Anmar (Hadros Sector-custom sector)*

d100	Gang Name
1-5	Viper Syndicate
6-11	Brotherhood of Thugon
12-26	Bloody Jesters
27-31	Hells Clan
32-47	Night Jackal Clan
48-53	Clan Hackstone
54-61	The House of Mourn
62-70	The Spire Crawlers
71-76	The Rakemoor Dominion
77-80	The Lords of Chrung
81-86	The Masks of Mythphalothek
88-93	The Red Sepulchure
94-97	The Screaming Angels
98-99	The Red Blades
100	The Kabal of the Flayed Head

## ADDITIONAL NOTES

### Viper Syndicate

Unlike most of the gangs based in the Hives on Anmar the viper syndicate is not tied to one territory or Hive cluster. Instead the syndicate has a number of "lodges" across the planet. The Syndicate primarily deals in assassinations but will also perform high-spec heists for clients.

Syndicate members generally work in small groups and specialise in close range shootings to eliminate targets. Syndicate members often dress in a distinctive style with pitch black photo visors, and stylised dreadlocked hair.

Although the Viper Syndicate prefers to work as independent operators rather than carving out their own distinctive territory, small groups of syndicate "associates" have been known to take over areas of a Lower or Under Hive stack.

The viper syndicate has gained a reputation as stone cold killers and implacable foes who cannot be bought off once a contract has been made. This reputation has led the juves in certain Hives on Anmar to begin copying the style of the Viper syndicate in order to build a reputation for themselves. The Viper Syndicate for the most part disdainfully ignores these imitators. A client can generally find the real deal at one of the syndicates lodges.

Occasionally a juve gang even builds up enough a reputation that they are formally offered a place in the Syndicate. However woe betide any juve gang that brings a bad reputation on the Syndicate or attempts to compete with a genuine lodge. These gangs soon find themselves stalked and eliminated by Viper Syndicate Members eager to uphold the honour of the Syndicate.

The Syndicate strictly deals in "mundane" crimes and almost never sanctions the killing of a member of the Imperium (even the lowliest administrator is off the books) therefore the Adeptus Arbites leave dealing with the Syndicate to the planetary enforcers.

## **MEMBERS**

### **Viper Syndicate Member**

- Use Bounty Hunter stats.
- **Add:** Sprint talent and Mighty Shot Talent (when using laspistols only).
- Will use nearly any weapon however favour close range concealable weapons.
- Particularly famed for their skill with laspistols. All Viper Syndicate members wear photovisors.

### **Viper Syndicate Elite**

- There is a 10% that any group of Viper Syndicate Members met will include and probably be led by an "elite".

- These members can gain the benefit of Righteous Fury when using a laspistol.

### **Viper Syndicate Imitators**

- These are dressed and likely armed as Viper syndicate members but do not have the same level of skills.
- Use Cutter stats.
- **Add:** +3 Ag and Sprint Talent.
- Imitation is the highest form of flattery... until you cross a line.
- There is a 10% chance that any viper Syndicate imitators that are encountered will be hunted by genuine a genuine Viper Syndicate group.
- This group will appear 2D10 rounds or when the GM thinks appropriate.

## **The Red Sepulchre**

The Red Sepulchre is a gang new to Anmar having only operated on the planet for perhaps five years. And yet despite this it has achieved a worrying degree of prominence within the underworld. It dominates the narcotics trade in the lower Hive Spire of Kri-Kren and provides much of the muscle for the Guilders dealings with the Under Hive in Anmar Prime.

The Adeptus Arbites are particularly concerned because there is evidence of this group operating off world on Bellafrax, Palaformus, the war world of Crucible and even as far afield as the Calixis Sector. To be able to operate off world let alone inter sector the Red Sepulchre must have some powerful allies or patrons either within Navigator Houses or with the Chartist Captains.

The Red Sepulchre is extraordinarily well armed with its gangers regularly wearing flak vests and using well maintained auto guns and lasguns. Where necessary the group has been observed using heavier weapons including grenade and missile launchers.

There are unconfirmed reports that it was a Red Sepulchre group that attacked the Arbite Patrol 33/5/Kappa-Alpha while it was performing a Castigation Operation in the Middle Hive of the second Spire of Kri-Kren. This attack cost the lives of 14 Adeptus Arbites and led to the destruction of a Chimera Armoured Assault vehicle from a las-cannon blast. Regardless of their specific responsibility the fact that they are suspected of carrying out such a heretical attack means that the continued existence of the Red Sepulchre is considered unconscionable by the Judges on Anmar.

Morturge squads are being assembled to hunt and destroy the leaders of the Red Sepulchre.

## **INQUISITORIAL ADDENDUM**

Unknown to the Adeptus Arbites the Red Sepulchre has been known to the Inquisition and specifically the Ordo Hereticus for nearly two decades. They know that its reputation as a superbly well-connected and equipped criminal organisation is merely a front from a more malevolent agenda which seems to be the unsanctioned gathering and training of psykers and witches across the Sector and beyond. What has stopped the Inquisition swooping in to immediately purge this grave threat to numerous worlds" very existence is two fold.

First the Red Sepulchre"s leadership is unknown to the Inquisition. It is feared that a premature strike against the group could lead to them going underground and out of the Inquisitions sight which could lead to disaster if they continue to consort with psykers.

Secondly and of perhaps more concern is that the few psykers in the employ of the Red Sepulchre that the Inquisition have encountered, appear to be well disciplined and no more likely to be effected by the perils of the warp than an Imperial sanctioned psyker. The Inquisition would desperately like to learn more about these training methods but so far no Red Sepulchre witch has been captured alive.

## A WEB OF SECRETS

The truth is that the Red Sepulchre is the private and very much unsanctioned army of a rogue Interrogator of the Ordos Sicarius known only as "Red Wraith". His very existence is known only to a handful of members of the Inquisition who do not yet realise his connection to the Red Sepulchre.

## MEMBERS

### Red Sepulchre Ganager

- Use Enforcer stats.
- **Add:** +5 Wp and Resistance (psychic powers) talent.

## The Screaming Angels

The exact origins of the Screaming Angels, like so many of the Underhive scum that subsist in the depths of the triple spired Hive of Kri-Kren, is a mystery. What is known is that they owe their existence not to some disbanded labour union, trade guild or fallen manufactorum combine but to the Imperial Guard. About 600 years ago The Screaming Angels represented several thousand members of a Guard regiment granted territory to settle within one of Kri-Kren middle/lower hive manufactorum clusters. This great honour was granted because of a mighty victory the Regiment won. The Administratum has since

struck the Screaming Angels from the records and the details of their campaign have been lost. It is known that there were numerous insurrections on Anmar in its (comparatively) recent past so it is possible that the Screaming Angels were instrumental in putting down such a rebel uprising.

The few scant records that do remain indicate that the Screaming Angels ran the manufactorum clusters they were given for some one hundred years, reaping a tax from the overseers and technomats. However the Angels were more suited to war than peace and the manufactorums became mismanaged, meaning that the Screaming Angels began missing their tithe payments to the Hive Lords. In order to meet the deficit the Screaming Angels began turning to the method that their ancestors knew best; violence.

Using the plentiful stock of weapons their fathers and grandfathers had bequeathed to them they launched raids on Underhive settlements. Such activity, concerned as it was with the wretches that lives in the Underhive, was of no interest to the authorities and although it helped to clear some of the Angels debts the activity was not particularly profitable. Driven by their rekindled taste for war and seeking richer and easier pickings the Screaming Angels began provoking violent trade disputes with other manufactorum clusters. It is here that the record breaks down.

It is unknown exactly what happened but whether by pressure from the trade guilds, Arbite censure or perhaps even voluntarily the Screaming Angels were driven into the Underhive.

Now several centuries later the descendants of the Screaming Angels still exist. They are still renowned for their violent lightning raids, their discipline and planning and their terrifying war paint.

They control vast swathes of the Underhive and are known to take extreme exception to any who cross them with even the smallest of slights. Despite their past confrontations with Imperial authorities they continue to hold to the values of their forbears. They hold no truck with mutants, psykers or those openly disparaging the Imperial Cult.

Their principle enemies are the Red Blades who in recent years they have driven from some of the most resource rich areas of the Underhive.

## MEMBERS

### Ganger Stats

- **Add:** +5 Ws +5Bs talent
- 50% chance of Common Lore (War or Imperial Creed)
- Skills (roll once for each)

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# Red Blades

The Red Blades are a major Underhive clan on the planet of Anmar that has dominated the Kri-Kren underworld for many centuries. Until about fifteen years ago they were considered the undisputed masters of their stygian domain. However a major and extremely bloody war with the Screaming Angels has put this domain in threat. Renowned as they are for extreme, unnecessary violence (even by the standards of the Underhive) the Red Blades have made many enemies over the years who hate and fear them. Not least the Imperial authorities (mainly the Adeptus Arbites) who are tacitly supporting the Screaming Angels attempt to destroy the psychotic clan.

The Red Blades wear red bandanas to mark out their members and have distinctive gang markings. These markings take the form of tattoos displaying representations of a gangers many victims and how they died. By custom a gangers first kill is always his first tattoo but after this it is for a gangster to choose whether a victim is worth the honour of a "tag". In addition the size and prominence of a tattoo also demonstrates the honour given to a defeated enemy and also the courage of the Red Blade himself. After all if you are willing to wear a tattoo of a gunned down gang boss on your neck where his allies and family can see it, you must be confident indeed.

The Red Blades earn their name from their love of bladed weaponry and chain swords are particularly prized.

Rumour has it that the Red Blades current leader is an escaped Pit Fighter. Gene-enhanced and possessed of a animal cunning he is a giant of a man who has forged a bloody legend for himself across the length and breadth of the Underhive. He goes into battle bare chested wielding a huge double handed chain blade. Across his chest is tattooed the death scene of the Bishop of Kri Krens Third Spire whom the Red Blade master murdered during a daring raid into the Spire and against the Cathedral of St. Lurivan several years ago. This blatant and unrepentant act of heresy to say nothing of its glorification may be the down fall of the Red Blades as word of the Red Blades Master and his infamous tattoo declaring his guilt over the attack on St. Lurivan has reached the ear of the Ecclesiarchy who have called for a Adeptus Sororitas purgation squad to bring fiery retribution to the heretic and all who would call him master.

## MEMBERS

### Red Blades Ganger

- Use ganger stats
- **Add:** +10 Ws Weapon Training (melee: chain) talent

- Hatred (Screaming Angels)
- Enemy (Imperial Authorities)

PDF: [2LateForThePelle](#)

## CREDITS

Visitor Q (2014, March 6). ARCANA ARCHIVE. Comment posted to <https://community.fantasyflightgames.com/topic/82130-arcana-archive/>