



Necromunda Tactics

A selection of tactics articles from the recent Fanatic Online competition. Including the winning article by Anthony Case.

House Gangs for Hire

A tactics article written by Anthony Case

For an aspiring player new to the hive, I always recommend for their first campaign one of the six House gangs as they make a perfect introductory route into Necromunda. House gangs involve the player in all of the interesting facets of the game and are charitable when mistakes are made, unlike most of the Outlander gangs where simply a wrong scenario choice can end up with half your gang groaning with starvation. But it can be tricky finding the House that suits you best and your starting gang lineup greatly affects your effectiveness early in the campaign. So for your viewing pleasure, here's a helpful guide designed to help green players decide which House to choose, who then to hire and how to equip them. And to help us on our merry way let me introduce you to my own campaign alter ego, "Stumps" Antonio.

Hey there mister! You'll be wantin' to step out from under that gunk drain. Get any of that stinkin' slime on yeb an' you'll ming like a rank sump rat. Say, ya not from 'round these domes are yer? Thought not, ya don't 'ave enough scars to belong in this scavvin' hellpit. So what brings ya downhive? Prospector ay, lookin' to hire a gang for protection yer say? Well now, I can help ya out there. Used to be a gang leader meself yer see... course... me fightin' days are past me now. See me smashed up legs? Scummin' Spyrers did that. I wa' strung up for a couple of cycles before I realised me boys weren't comin' back to get me out. Got out by meself though didn't I cause I'm an 'arden that knows me stuff. Advice I'm sellin' yer 'ere mister an' ya won't get a better deal than from Stumps Antonio... that's me by the way. Say... 40 creds? Hey! Don't walk off!

THE HOUSES

Okay, okay... I'll tell yer what mister. I'll give ya some info on the gangs roamin' 'round these parts for nought, an' if you like it I'll bung the rest in for 20 creds. Sounds like a right bargain to me that does, even once in a life time I say. So we gotta deal? Great!

House Cawdor

Cawdor are the religious sort. Devoted their whole lives to the Red Redemption they 'ave. Bit crazy in the 'ead if ya ask me. They don't much like bivers that don't follow their ways and 'ave a firey temper so you just be careful what you say 'round 'em. See those weird face masks they got on with the flames an' skull designs on 'em? They 'ave to wear 'em when they're 'round the likes of us you see... somethin' about us not bein' worthy enough to see their ugly mugs.

Cawdor Gangers have access to Agility, Combat and Ferocity so can quickly reach enemy fighters and rip them apart in hand-to-hand combat whilst shrugging off stinging ranged shots. As their skill selection suggests, Cawdor gangs are at their most effective dishing out redemption toe-to-toe, however, oddly they lack hand-to-hand weapons on their House Weapons list. Instead they have powerful ranged weapons at their disposal, such as bolt pistols, hand flamers and boltguns. It's important to keep the gang's hand-to-hand orientation in mind when initially equipping your Gangers, otherwise when your bloodthirsty mob gains experience you'll be left with a batch of discarded basic weapons collecting dust in your stash.

All the Cawdor Ganger miniatures are hugging basic weapons making them impossible to convert for hand-to-hand purposes. Thankfully the Redemptionist miniature range has some useful models that can be equipped with close combat weapons and are interchangeable with the Cawdor miniature range. When combined in this way they can be used as either a Cawdor or Redemptionist gang, which later gives you a nice route into exploring the more unique Redemption Crusades.

House Delaque

Yer best be watchin' ya back with the Delaques. Sneaky lyin' cheatin' double dealin' bald gits they is. See 'emselves as spymasters you see. Always hangin' about bidden in the shadows watchin' ya with their beady eyes. They say their eyes are intolerant of the light, hence the dark visors, but I says they just like the dark 'cause it makes it all the more easy for 'em to stab yer in the back!

Delaque Gangers have access to Agility, Shooting and Stealth making them highly mobile and pernicious shooters. They work best split into several groups, each working together to expose vulnerabilities in the opposing gang and catching them in a converging field of fire. One or two groups should be your main fire houses camped on the best over viewing spots, while the rest of the groups quickly outmanoeuvre the opposing gang to attack their weak spots. If a mobile group gets into a sticky situation then they can scurry back to the safety of the fire houses' firing fields.

Any fan of The Matrix films will have an affinity with the Delaque miniatures range, which regularly scores highest on the cyber-punk kewl lists. The 6 Gangers each hug a basic weapon, either a lasgun, autogun or shotgun, which is appropriate for their tactics, but does make it very difficult to make weapon swaps. In particular, if it wasn't for the dual bolt pistol wielding Scummer then the Gunfighter skill would be a complete waste as you simply don't have any other useable miniatures.

House Escher

How many Escher men do ya think it takes to change a light globe? Three, each standin' on each others 'eads cause they can't reach otherwise! Abbb... advice an' witty humour, what a bargain ya got ay? Apparently Escher 'ave some sort of genetic defect so all boys are born runts and not all there in the 'ead if yer get what I mean. The Escher gangs do alright without 'em though, all women you see. If anythin' it makes 'em more determined to get one over on us men. 'Specially the Goliaths... they really 'ate Goliaths.

Escher Gangers have access to Agility, Combat and Stealth so can quickly and safely reach enemy fighters before elegantly slicing them up in hand-to-hand combat. They're the only House gang to have swords on their House Weapons list giving them an advantage over other hand-to-hand House gangs early in the campaign. Although their supporting shooty Gangers can't commonly choose Shooting skills, their Stealth skills can still make them a nasty thorn in the side of your opponent. It's for these reasons Escher gangs are typically seen as the most effective out of the hand-to-hand House gangs.

The Escher miniatures offer a real freedom for painting lovers as they're at their best with an eclectic mix of bright colours. They also sport numerous different weapon combinations, most of which are effective on the table and offer easy weapon swaps. Unfortunately that versatility is needed as there aren't many appropriate woman models outside of the Necromunda range, though the female Bounty Hunter does make a great Escher Ganger.

House Goliath

Yer might wanna pump some weights before talkin' to the Goliaths. They see size an' strength as the true measure of a man ya see, that's why they don't wear much up top an' 'ave all those 'heavy chains and metal plates on 'em. Up in Hive City most of their land is in the 'arshest sumpstinkin' regions so they 'ad to grow up tough just to survive. Not the smartest bunch, but that don't matter 'cause they could brawl a scumsuckin' scaly and still come out on top.

Goliath Gangers have access to Combat, Ferocity and Muscle allowing them to pulverise most fighters in hand-to-hand combat. If you're desperate to win a campaign then don't bother with these meatheads as you face a number of disadvantages. The Goliath skill selection is the most underpowered of all the House gangs as the Muscle skills and to a lesser extent the Ferocity skills simply aren't all that useful. In particular, the specifically hand-to-hand focus of their skill selection makes Goliath advances sluggish and inflexible. Their miniature range sports numerous stub guns and clubs, which thematically suits them perfectly, but stub guns suffer from dire inaccuracy and parries are almost a prerequisite for an effective hand-to-hand gang.

The Goliath miniature range incorporates the splendid new hands-free feature which makes converting weapons quick and very easy. The old miniature range also makes a nice addition and when combined you have a large selection of miniatures and weapon combinations to choose from. If you're a fan of plastic then you also have the option of mixing the Catachan and Chaos Marauders boxed sets together as they make great unique Goliath conversions. If you're planning on doing this then remember that Goliaths don't have access to lasguns on their House Weapons list so you'll need to find alternative weapon sprues.

House Orlock

Abbh... House Orlock. That's my House that is and may I say mister what a glorious House it is too. Can't go wrong with the Orlocks. We got both shooty gangers an' others who like to get a bit more up close and personal if ya get me drift... but above all we're all well 'ard as nails.

Orlock Gangers have access to Combat, Ferocity and Shooting so are a tactically flexible gang as well a tough one to keep pinned down in a fire fight. They offer a good deal of freedom in their style of play and to begin with are better suited to a 50/50 split between close combat and shooty Gangers as you can then more easily tailor their weapons to suit their advances later on. The liberty in their gameplay makes Orlock gangs great for green players to experiment with and discover the role they enjoy most.

Just like the Goliaths, Orlocks benefit from the new hands-free miniature range and have their old miniature range to add more variety. The Catachan and Empire Militia boxed sets when mixed together also make a great alternate plastic Orlock gang. For even more variety you can also peruse the Imperial Guard range as there are many suitable models that need little or no converting.

House Van Saar

The Noble Houses pay a premium for Van Saar merchandise so they're proper rich flash gits. Here's a tip for ya, if yer lookin' for a good time then yer best off hangin' out with a scummin' Enforcer than a Van Saar! No humour you see. Take 'emselfes so serious. In fact, I've never 'eard one of 'em laugh, even when skunked up on Wild Snake, which they 'ardly ever drink.

Van Saar Gangers have access to both Combat and Shooting skill tables, but are more suited to shooting due to them also having



common access to Techno. Like the Orlocks, Van Saar gangs allow for a great deal of experimentation within the campaign and are the most forgiving House gang for players due to the Techno skills aiding the more problematic aspects of the game, such as ammo tests, income, serious injuries and even offers the chance to invent free rare items. For these reasons Van Saar gangs are a great starter gang for truly green players new to tabletop games. A word of caution though, it's apt that their miniatures are sporting beards as Van Saar gangs are potentially the most sickeningly cheesy bearded of all the House gangs. Be prepared for other players to simply give up on a campaign when your gang packed full of Specialist plasma gun wielders with 2+ Ammo Roll struts into town.

The Van Saar ganger miniatures are all equipped with a nice mix of basic weapons and includes the only ganger in the whole Necromunda range to sport a boltgun, which should get a lot of use. They also have a small booster pack range with hands-free Gangers with a variety of pistols, close combat and basic weapons.

FOUNDING FIGHTERS

Well there ya go mister, sage advice I've just dished out for yer. I've got much more if yer 'and over that 30 creds. Wha'? I said 20 creds? You sure? I must've been high on sump fumes when I offered ya that deal. What a bargain you got yerself there mister! So now that ya know which House to plump for, I'll tell yer about the fighters you'll wanna be birin' in.

Your founding gang lineup is crucial to your overall effectiveness in the campaign. Hiring an ill-conceived gang may leave you outgunned and scrabbling to subsist, while other gangs shoot up in the ratings. Armaments play a key role as some weapons are simply more effective than others in each of the differing situations. Although it's tempting just to stick with the most cost effective weapons, Necromunda is about creating a gang full of unique characters. Since their equipment plays a big role in the character of your fighters, try and purposefully have a good variety, but still useable, array of differing armament combinations.

Gang Leader

Not just any scav 'ead can lead a gang. You'll be needin' an experienced top dog to carve a reputation for yerself. They don't come cheap, but they can out-shoot and out-fight most bivers.

Gang Leaders are the focal point of the gang and as such should be armed with the prestigious and powerful weaponry befitting of that status. His superior weaponry combined with his higher starting characteristics and wider skill selection makes him very versatile in any role and is of most use plugging tactical holes that your Gangers can't adequately fill by themselves.

At the start of a campaign Gang Leaders work best equipped with either a basic or special weapon and a chainsword. The ranged weapon allows him to make best use of his high Ballistic Skill and despite having to hold it in hand-to-hand combat his superior Weapon Skill and the chainsword's parry still makes him a dangerous adversary toe-to-toe. The type of basic or special weapon to buy depends on his role within the gang. If he's going to sit back and provide medium-long range support fire then a lasgun, boltgun, plasma gun or grenade launcher will suit your needs. If he's moving forward to dish out punishment at close range then a shotgun, flamer, meltagun or plasma gun are most useful.

Heavies

Heavies are the only tech 'eads that can 'andle a heavy weapon. They shouldn't be overlooked lightly 'cause if yer get a heavy weapon in a nice ambush spot they can wipe out half a scavvin' gang an' send the rest fleein' for their lives!

The role of Heavies depends greatly on their tactical use. With a heavy weapon they can supply the hefty firepower required to flatten anybody in their sights making them great at pinning down countless enemy fighters or forcing your opponent into moves they don't want to do. The heavy stubber, heavy bolter and the more extravagant autocannon are particularly useful in this role. Although special weapons are less slaughterous, their main benefit over heavy weapons is their mobility, excluding the grenade launcher which behaves much like a heavy weapon.

A popular tactic is to hire 2 Heavies each equipped for differing roles. You can then switch the armaments of the 2 Heavies between each other to best suit their advancements and injuries as well as giving you extra access to the ever useful Techno skills.



Gangers

Gangers are the main rat meat of the gang. They do all the scavvin' slave work so too few of these 'round yer gang and ya won't be gettin' many of yer territories worked. No creds comin' in means no new fighters, no weapon upgrades, no fancy techno gubbins and no hired gun will fight for nothin'.

You'll need to have at least 4 Gangers, preferably 5, in your gang to start off with. This provides you with an effective and versatile gang on the table and allows you to work your best territories even if a couple go out of action.

Shooty Gangers should be equipped with either a lasgun or autogun, or if he's going to provide close support fire, a shotgun with manstopper shells. Boltguns are the most destructive basic weapon, but its high cost and necessity for a backup weapon makes it difficult to justify initially arming anybody but the Gang Leader with one.

Although all fighters come with a free knife, it's well worth buying close combat Gangers a club or sword to make them more effective in hand-to-hand combat. Don't bother with flails or massive weapons as they're only of use later in a campaign when they receive extra Attack dice from other means. A pistol is also always required for close combat Gangers in case they wander into a shooting gallery.

Juves

Juves are right yellabellies and can't hit a gunk door at 50 paces, but they learn fast an' they're cheap so yer can spend those saved creds on bigger guns.

Juves should be seen as a long term investment as it's quite possible they could roll up some awful advances early on. Given time they advance quickly and have the potential to be your finest fighters as well as deflating your gang rating due to their lower base cost. Until they do evolve into your most illustrious Gangers, they're best served for meatshield duties, such as distracting your enemies' heavy stubber, offering multiple combat bonuses or sprinting to pick up ominous looking loot on open high walkways. 2 Juves are plenty in a starting lineup, though you should try and squeeze in an extra 1 if you could only afford 4 Gangers.

All a Juve needs is a pistol that rewards him with the essential extra Attack dice bonus in hand-to-hand combat. A stub gun filled with dum-dums makes for a useful and cheap Strength 4 hand-to-hand weapon, just don't shoot with it at range as there's a greater chance of the weapon blowing up in the poor Juve's face over him hitting anything with it. The autopistol and to a lesser extent the laspistol are the preferred weapon as they at least offer a respectable chance of hitting something at short range. Bolt and plasma pistols are far too prestigious for a lowly Juve.

Backup Weapons

There's no definitive answer to whether you should equip fighters with a backup weapon as it greatly depends on a number of factors. For example, a flamer totting Heavy certainly requires a backup pistol as there's a high chance of the flamer running out of ammo and the pistol provides added short range versatility, but for a lasgun armed Ganger the need is far less pressing. Although all fighters benefit in terms of versatility and reliability with a backup weapon, the collective cost of the gang's backups can quickly mount and will often be the difference between you being able to afford 4 or the much more preferred 5 Gangers.

GUNS FOR HIRE

Don't be forgettin' about hired guns. They'll cost ya a fee every weekly cycle, but they're skilled fighters with unique abilities an' can cover up any tactical holes in yer gang.

At the start of a campaign hired guns are an easy way of adding extra clout to your gang for a minimal cost, but just be careful they don't swallow up all the wounding hit experience awards. Later on in a campaign you'll find that they become less effective as your regular gang members advance, though are still a great way of deflating your gang rating which is very useful for getting the most out of the scenario roll, Underdog and Giant Killer bonuses.

Bounty Hunters

Yer know ya in trouble with a bounty on yer 'ead 'cause the bounty hunters are after yer hide. They're 'arder than most bivers wanderin' these domes, but you'll have to smash open that ratty bank of yours 'cause they'll cost ya big.

Bounty Hunters are the most expensive hired guns, a whopping 35 credits per game, but you're guaranteed to hire a skilled fighter accomplished in any role. Their special Capture rules is a potent ability that most players will frantically try and avoid being the victim of, but you may well find yourself tiring of the constant Rescue attempts. If you can make it difficult for your opponent to rescue fighters, such as through buying bio-scanners, then Bounty Hunters can comfortably make you a tidy profit through ransoms or selling prisoners off to the guilders.

Pit Slaves

The Pit Slaves are 'ard nuts... had to be to escape from the guilders. Creepy lookin' as well 'cause they're covered in all sorts of bionic implants and they 'ave their arm replaced with a 'ooge nasty lookin' industrial weapon.

Pit Slaves are the cheapest of the hired guns, but even so for a mere 10 credits they're surprisingly effective hand-to-hand fighters. They also have the unique ability of being allowed over

the normal Toughness 4 limit, which isn't completely unlikely and marks them as great disposable meatshields. Pit Slaves are so cheap that it's tempting to hire a couple at a time, but beware of their negative modifier when rolling on The Outlaw Table.

Ratskin Scouts

They say Ratskins are the native inhabitants of the bive, believe in all sorts of bive spirits. I guess there could be some truth in it 'cause they seem to know everythin' about the domes stretchin' from the Underhive right down to the stinkin' sump. All a bit spooky if ya ask me.

Ratskin Scouts aren't especially noted for their fighting prowess, though their prevalence for Agility and Stealth skills as well as their Blindsnake Pouch can still make them a nuisance for opposing shooters. Instead, what you're really paying for with a Ratskin Scout is their Guide and Explore abilities, both of which can prove extremely useful over the course of a campaign. If you do happen to roll a particularly fiendish set of advances then their Resilience ability also means that they'll remain effective for longer.

Underhive Scum

Scummers don't care much for gang life so just wander between the settlements lookin' for wha'ever easy work comes their way. A bit wild they are, but skilled shooters are always in demand.

Underhivers Scum are experienced and dangerous close combat fighters. With a whopping 6 advances you stand a good chance of rolling up at least 1 Ballistic skill advance and the Gunfighter

skill, but don't be surprised if you roll up several less than useful Initiative and Leadership advances as well. Scummers are a risk as their effectiveness is completely reliant on their random advances, but they're a risk that more often than not pays off.

Wyrd

If ya take any of me advice, make sure it's this... don't ever trust a Wyrd! They got weird powers yer see, even rumours they can read what ya thinkin'. Say... you're a bit freaky lookin'... you're not a wyrd are ya? Just so ya know, if yer readin' me mind right now, me thoughts about stealin' those nice shiny boots of yours are just thoughts. I'd never do ought like that to yer mister... honest!

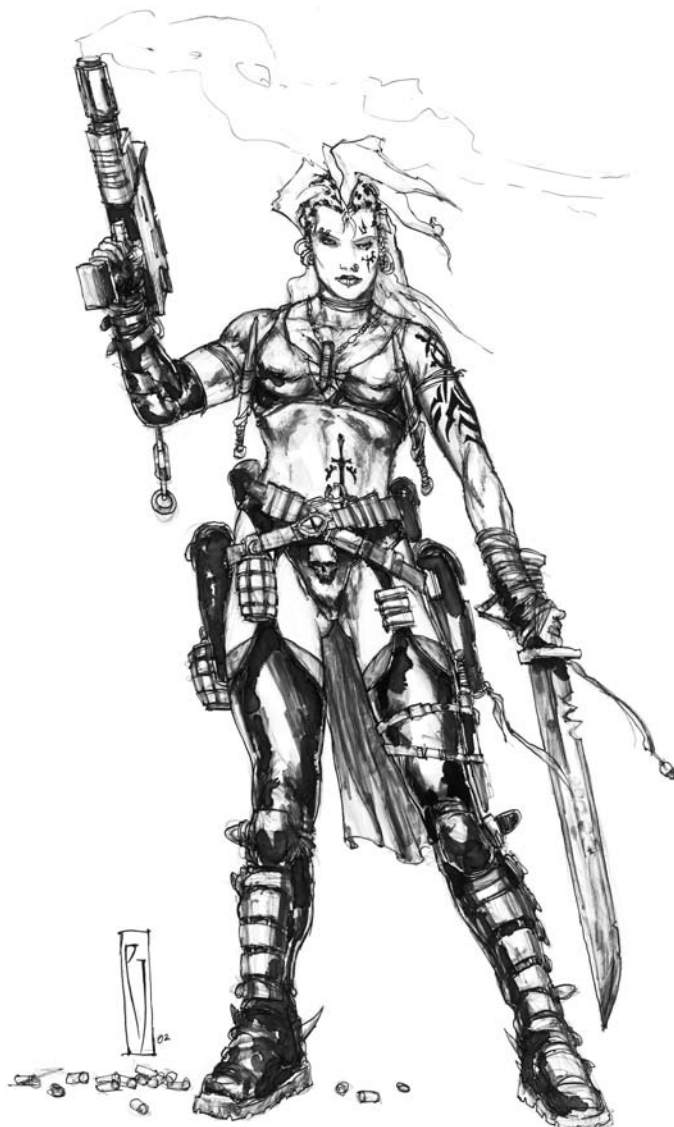
Wyrd's are a real gamble. With a few lucky power rolls they have the potential to be a truly devastating and game winning fighter, but if you roll a few dud powers then they can prove to be simply not worth their expensive 25 credits. At least with the beastmaster you have some idea of what exactly you're hiring, but again, you're still relying on the whim of the dice gods to see how many pets turn up each game.

So there ya 'ave it mister. Head me wise words an' you'll 'ave a solid chance of survivin' in this scavvin' hellhole. Good luck to yer and I'll leave ya with words from a far smarter biver than me ringin' in yer 'ead.

"Don't forget, bit 'em hard and keep hitting 'em when they're down!"

Pistols

Tactics for holstered weapons by Matthew Campbell



Heavy Weapons are cool. Skills are what define a gang. Pistols are....necessary. Pistols aren't often discussed by players, small cheap and generally uninteresting as they seem. The simple ones aren't too great and the fancy ones are rare and hard to find.

But when you get down to it, pistols form a vital part of any gang set up. There are eight pistols on the Necromunda weapons table, more than for any other type of weapon. While a large gang might contain two heavy weapons, almost every gang will contain half a dozen pistols. When totalled together, their cost can often be more than that of your Heavy Stubber.

This article is designed to go into detail about Pistols, highlighting the important and varied role they play in your Necromunda gang. Pistols often have a bigger effect on the game than special and heavy weapons, especially if are planning on getting close, or when just starting out. I've also chosen to write about pistols to hide my complete lack of tactical knowledge in the "important" areas of the game.

Close Combat Weapons

The most direct use of pistols is as Close Combat Weapons, given to those members of your gang who are equipped and skilled to charge right up to the enemy and introduce themselves in the traditional underhive manner (so pay attention to this Cawdor and Escher players) These pistols only fire a couple of shots (hopefully) so ammo is less of a problem.

Hand Flamers make good weapons close in, so Cawdor gangs may wish to invest in these for combat specialists. Guys with hand flamers often need a second pistol and defiantly need support from other troops. Giving your Close Combat Specialists Hand-Flamers can also save the need for giving a Flamer to a heavy.

Bolt Pistols can be bought for Leaders, experienced gangers and Van-Saars. Bolt Pistols add a bit more kick to the couple of shots a Close Combat specialist will fire and it's not a total disaster if you run out of ammo, seeing as how your CC Specialists tend to be a bit nasty in combat with or without their pistol. While Bolt Pistol might seem like an expensive choice for Gangers, having strength 4 really helps if you get two gangs shooting each other at close range for several turns.

Clinch Weapons

Clinch weapons are the gun that your Ganger uses when he runs out of ammo for his original weapon. Clinch Weapons rarely see any use in other conditions, unless you know you're going to end up in unavoidable combat. The three obvious choices for Clinch Weapons are the Las, Auto and Stub. You could give a gang member a bolt pistol as a back up if you really want to, but it seems foolish to give him an expensive weapon that you don't actually want him to need.

Laspistols are the most reliable pistol available, making really then tempting and dependable back ups, good for those players (myself included) who just can't stand to see a ganger sitting around weapon-less, looking like a lemon. The likelihood of both your primary weapon and the Laspistol running out of ammo is slim. I favour this weapon for my heavies, given their higher risk of running out of ammo.

At the same price, Autopistols look like a poorer choice...why ammo-roll on 4+ when you can roll on 2+? Having said that, sometimes you will have a heavy or sniper-ganger deliberately positioned far away from the immediate action, making the laspistol's -1 to hit at long range a real annoyance. With an autopistol, a far off gang member has better chance of influencing the battle with his back up.

Stubguns are cheap back-ups. That's it - there's not much else to say about them. Although inferior, you might want to save yourself those 5 credits, seeing as how you might not need the pistol at all.

Some Gangs might not use Clinch Weapons because of economy, as adding even ten credits to the cost of a ganger can be expensive when applied to everyone. Very often, starting gangs can't afford frippery. With this in mind, the only members of your gang who really NEED the back up weapon are heavies and people whose ammo roll is "auto". At the other end of the scale, Juvies are the least likely members of the Gang to be given back up weapons, because they tend to be armed with just pistols in the first place. A Ganger armed with a Lasgun might not need the pistol, but with Autoguns and (gasp) Boltguns, I'd pack a pistol more often than not.

Juve Weapons

Juvs very rarely end up with anything more than pistols, so let's give these guys a chance and make sure they get the best tools for the job. It can be tempting to just hand a Juve a stub gun and prod him into battle, saving your credits for those members of the gang which you bothered to think up names for, but hopefully you're a little kinder than this.

Juvs only have a BS of 2, meaning that even the slightest negative modifier will leave them making an ammo roll in the event of a hit. It's for this reason that auto pistols make the best Juve weapons, lending them a hand +2 at short and (more importantly) no penalty at long. To be fair to the trusty Laspistol, its better ammo roll may come in handy, but I find that it's best when Juvs keep their distance, which often means they are more than 8" away from the enemy.

I'm going to go out on a limb here and say that you shouldn't give Stubguns to your Juvs if it's their only ranged weapon. Stubguns might be cheap, but they only cost ten credits for a reason. They have no other redeeming features and suffer a -1 at long range. Ok, you can give them dum-dums, but this brings the cost up to that of the Las and Auto. Given Juvs' fetish for making ammo rolls, it's only a matter of time before the dum-dums come back to haunt you. Actually, the idea of seeing your gang member's weapon explode in his face might appeal to you if you are a Scavvy King...

Hand Flamers sometimes make good Juve Pistols, given that they automatically hit. Remember to give your juve another weapon as well though.

Occasionally (during some of my more affluent campaigns) I've toyed with giving a Juve two pistols - one Auto, one Las. The idea

went that I could blaze away to my hearts content with the auto, before switch to the more reliable las at close range. I also tried a Stub/Las combo. Both where -1 at long range, so I'd use the stub-gun at long range and the las when close up. While this Dual Pistol idea made the Juve slightly more effective (and looked cool when converted), I found the payoff wasn't good enough to justify the extra cost, when a club or sword made the Juve more versatile. Still, you might want to experiment with Dual Pistols yourself.

Fancy Pistols

The fancy pistols are those which don't fit into the basic uses described above. They are only found at the trading post, with the exception of the plasma pistol. It's always worth buying a back-up weapon, as these pistols have high ammo rolls.

Web-pistols have a short range and a high cost, but are very useful if the right situation. If you end up with a web-pistol, it's best to keep it in the gang stash for special scenarios where it might come in handy. Of course you're never quite sure what you'll come up against each and every time, but there are some scenarios where you'll need to get close to a particular model and the Web-Pistol is just the ticket. It's also a nice fluffy choice if you have a gang of Enforcers.

Needle pistols are good for taking on high toughness opponents, like Scalies. While it's equally effective against all targets, I'd be tempted not to fire it every turn, due to the high ammo roll.

Plasma Pistols are my favourite pistol. They excel because of their versatility and aren't that expensive for it. What you've effectively got is a Bolt pistol that can be cranked up for those occasions when it's a must make shot. It's even got a better ammo roll than the bolt pistol! Of course, High Power means a recharge, but you've bought your gang leader a Clinch Weapon right? Always take a Plasma Pistol for your gang leader if it's on your house weapon list.

In Conclusion

There are only two things more beautiful than a gun: a Swiss watch or a woman from anywhere. - John Ireland

To sum up, I think there is room for a lot of precision when it comes to pistols. The minor points cost difference between the most common choices may mislead you into thinking there isn't an important distinction, but I'd disagree. Choosing the right pistol can make a small difference in one tiny area....and that is the margin by which some games of Necromunda are won. If you have the knowledge to equip your gangers most effectively, why wouldn't you?



Heavy Weapons

Tactics for the big guns by James Spalding

Your heavy equipment is probably the single largest investment in your gang. Making the right choice can mean the difference between victory and defeat. This article aims to help you pick the right heavy weapons for your gang and playing style.

First we look at some general tactics for your heavy, then we look at the advantages and disadvantages of each of the heavy weapons.

GENERAL STRATEGIES FOR YOUR HEAVY

Backup weapon

Make sure that your heavy has a second weapon with a good range. A lasgun is ideal. This is useful for two main reasons:

- Backup, should your heavy weapon run out of ammo.
- Tactical flexibility, should you wish to move and fire.

Sustained fire

Why is sustained fire such a bonus?

- Better than a high strength single hit weapon, sustained fire lets you choose to concentrate your fire to take down one hard target, or spread your fire to take down several smaller ones.
- The rules state that you have to hit the nearest target, but sustained fire lets you bend this rule a bit. Provided you allocate one hit to the original target you can use the rest on any other target within 4" of the original. Perfect for picking off fighters using juves as cannon fodder.

What's bad about sustained fire?

- Most commonly you'll be using overwatch, where you might not get a good set of targets to spread your fire over, but you can still use sustained fire to take down a hard target though.

THE WEAPONS

Heavy Stubber

The Heavy Stubber is the best heavy weapon going. It's good when you start your gang, and it's still good when you're ready to pick a second heavy weapon. The heavy stubber is a must, for pretty much any gang.

- Range: with a range of 40", it is around twice the range of most of the normal weapons out there. Unless you're in the habit of playing epic battles, it's pretty rare to need much more range anyway.
- Sustained fire: no other weapon has more sustained fire dice.
- Ammo roll: Ok, so 4+ is not the best ammo roll in the game, but you can get plenty of shots off before running out of ammo. Buy a weapon reload as soon as you can. In the meantime hope that your heavy gets the weaponsmith skill.
- Strength: strength 4 has the edge on most other basic weapons. Ok so it's the lowest strength of the heavy weapons, but if you want to be sure about taking a target down, concentrate your sustained fire.
- Cost: 120 credits make it the cheapest of all the heavy weapons. Bargain!

The heavy stubber is a good all round weapon, and the best value for money of all the heavy weapons.

The Heavy Bolter

The heavy bolter shows that you mean business. However the only advantage it has over the stubber is the damage it inflicts. Although impressive, strength 5 and D3 wounds won't make that much difference against your average ganger, compared to the stubber.



But what do you pay for such a prestigious weapon?

- Ammo roll: The ammo roll of 6+ makes a heavy bolter impractical for gangs that are starting out. The weaponsmith skill is a necessity to make the heavy bolter useful.
- Cost in credits: At 180 credits you could afford a second heavy with another heavy stubber, instead of the heavy bolter. This could be far more devastating than the extra damage added by the bolter.

Of course, it's not a straight cost comparison, as adding a second heavy also adds to the running cost of your gang.

In summary, the heavy bolter is best used when you have the weaponsmith skill, some cash and tough gangs to fight.

Grenade Launcher

Ok, so the grenade launcher is a special weapon. But it has much in common with the heavy weapons, like the cost and the move or fire restriction.

The two standard types of ammo available are frag and krak grenades. Unless your gang is really flush with cash you will only be able to afford one or the other, at least to start with.

- Ammo roll: The automatic ammo roll fail is the worst in the game. Coupled with the fact that it will easily run out of ammo, is the likely chance of explosions. These factors make the weaponsmith skill a must for the grenade launcher.
- Cost: with Frag 150, with krak 170. Because the grenades are usable without the launcher, you can spread the cost, buying the grenades first, then the launcher later.
- Range: The grenade launcher has a lovely long range of 60", but the range is more useful for the special grenades like smoke and gas rather than the standard frag and krak. The great thing about smoke and gas grenades is that the rules for drifting clouds of gas mean you can get at your opponents gangers even if they stay out of sight.
- Special weapon: The grenade launcher's special weapon status means that you don't have to give it to a heavy. But you will want to make sure that whoever uses it has the weaponsmith skill. The gang leader is a possibility.

- Special ammo: Should you be lucky enough to purchase or invent the special grenades, then the tactical options available rapidly increase.
- Backup weapon: Make sure you take a backup weapon to go with the grenade launcher, as you will be running out of ammo in the later stages of the game.

In summary the grenade launcher is a nice weapon, but its ammo roll and initial cost makes it impractical for general use. Save it for those gas grenades to really disrupt your opponents at long range.

My Goliath Heavy "Stallone", with grenade launcher, gives fire support to his buddies.

The Autocannon

- Range: With the massive range of the autocannon you can pretty much hit anything on the table. This makes it possible to cover large sections of the table, closing down your opponents tactical options. Conversely, most tables are small enough that the range of the stubber or heavy bolter will cover most of the table anyway.
- Sustained fire: The autocannon has one dice of sustained fire. While less than the heavy bolter and big stubber, the long range could give more opportunities.
- Strength and damage: The high strength (8) and D6 damage will mean that you will rarely want to combine your sustained fire shots on the same target. The save modifier of -3 is one better than the heavy bolter.
- Ammo Roll: at 4+ the ammo roll of the autocannon is not too bad. You may want to improve on this with weapon smith or a reload at some stage, to make sure that it doesn't pack up just when you need it.
- Cost in credits: The big deal with the autocannon is its cost. At 300 credits, two heavy stubbers could be more effective.

In summary, most things that you hit with the autocannon are going to stay down, and you can hit them from a long way off. These factors can be used to limit the options for your opponent. But the high cost makes the autocannon prohibitive for all but the richest gangs.

Heavy Plasma Gun

The heavy plasma gun and lascannon are similar in many ways - high damage, high strength and high range (on full power).

- Ammo roll: Again, 4+ is not too bad.
- Strength: The strength 10 (when fired on high power) makes the heavy plasma gun the highest strength weapon in the game. Good for busting open tanks.
- At 285 credits you get quite a lot of power for your money, but it's still too much for most.
- High or low power: The Heavy Plasma gun has the in game tactical choice of high or low power. Of course, high power means that you will have to wait a turn for a recharge, but you could use that time to move your heavy. Make sure you have a backup weapon.
- Blast template: Use of the blast template makes the heavy plasma a bit more dangerous, but experienced gang leaders won't pack there gangers close enough for the blast template to hit more than one ganger anyway.

The heavy plasma gun is an interesting alternative to the autocannon, if you have the cash.

Lascannon

The lascannon is for the brash gang that needs to know they have the most expensive, highest damage weapon in the game. Other gangs can spend their 400 credits on something more useful.

Missile Launcher

The missile launcher is an enhancement to the grenade launcher in some ways, but not as good as the grenade launcher in many others.

- Range: the 72" range is 12" longer than the grenade launcher, but this is unlikely to make much difference in a game.
- Ammo roll: auto, the weaponsmith skill is a must.
- Cost: with frag missiles 220 credits, with super krak missiles 300 credits. The high cost of the missile launcher makes it an extravagant choice.
- Strength and Damage: Frag strength 4, Super krak strength 8, with D6 damage. The extra strength on the frag is quite handy, but not worth the money over the grenade launcher. The super krak missile is overkill.

The main problem with the missile launcher is you can't use those smoke and gas grenades, which is where the main tactical use comes in. Stick with the grenade launcher and give the missile launcher a miss.

SUMMARY

Did I mention that the stubber is the best heavy weapon going? Every gang should have one!

When you are at the point of deciding on the second heavy weapon to add to your gang you could consider the following:

Heavy Stubber: Good all round weapon, with the lowest cost. You won't go far wrong with two heavy stubbers.

Heavy Bolter: A bit more damage, a bit more strength and a bit more cost than the stubber, but your heavy needs the weaponsmith skill and a weapon reload to make it useful.

Grenade Launcher: Much more range, but the weaponsmith skill is a necessity. Its real usefulness comes with gas and smoke grenades.

And the rest, of which the cost is prohibitive for most gangs:

Autocannon: Much more damage, much more strength and more range than the stubber, but only one sustained fire dice and much more cost.

Heavy Plasma Gun: High damage, highest strength, reasonable range and the blast template might hit more than one target on a good day, but it has a high price and needs one turn of recharge time when fired on full power.

Lascannon: The highest damage, nearly highest strength and a big range, but it has the highest cost and, worst of all, only one hit per turn.

Missile Launcher: While the missile launcher's frag and krak ammo is slightly more effective than the grenade launcher equivalent, the Grenade Launcher is far superior to the Missile Launcher. The main drawbacks are the cost and the fact you can't use the gas grenades with it.

A final thought in the words of Kal Jerico, underhive bounty hunter. To survive in the underhive you need "stealth, cunning, resourcefulness and plain dumb luck"!

ABOUT THE AUTHORS

The winner, AnthonyCase is a prolific Necromunda writer, and moderator on our forums – well done Anthony!

The pistols article was written by Matthew Campbell, to whom it provided another distraction from painting his Van-Saar gang. He plays Necromunda with his friend Jamie whenever they are in the same place at the same time.

James Spalding is a veteran Necromunda player, yes he has Heavy Stubbers in his gangs.