



Subbers for Sale

House Rules for Traders in Necromunda

By Nick Jakos

After playing as many games of Necromunda as I have, many characters have shown up over the years. While special characters simply don't fit in many campaigns, there are characters that everyone can use and, in fact, create themselves. The most popular of these, in my campaigns, has always been the Trader, the influential and greedy servant of the sinister and ever-watchful Merchant's Guild. Now these Traders can be a part of your games as well.

A single thing maintains order in the settlements; money. Credits issued by the Merchant's Guild form the only real government in the Underhive, taking lives and settlements with them as they change hands. Indeed, while the politics of the Spyre and noble houses are an influence in the depths of the Underhive, no control is greater than that of the Merchant's Guild. That control is given over to the eyes and ears of the Guild, the Traders of the Underhive.

The status afforded most members of the Merchant's Guild makes life in the Underhive particularly dangerous and most guilders find their homes in the Spyre or Hive City far more appealing. Those who choose to live away from the violence of the depths hire Traders sanctioned by the Guild to act in the name of the Guilder they represent. These Traders have a lot to prove to their employers and are quite loyal in the hopes of buying their way into the Guild. Of course Guilders, being the greedy peddlers they are, make no promises to their representative and, in fact, are less likely to give a good trader any sort of advancement. Most traders operating under the instruction of the Guild either lose their loyalty and become outlaws, or stay in the same position for years, making only enough to survive and passing the vast fortunes they make straight to the Guilders, who use traders as a shield from the very Underhivers who make them rich.

Appointed Traders have no official power except that to trade in goods, though they often operate under the claim that they are apprentices of the Guild. This is normally not the case, the traders being little more than pack mules or stand-ins. The fickleness of settlements in the Underhive, however, does give Traders a unique power over others in the area. With stable tradeposts being the only constant fixture in a settlement, established traders sometimes take on the role of a governor. They form the backbone of a given settlement and are the source of not only food, weapons and supplies, but information about territories or work. They post bounties in the name of the Guild, sponsor pit fights and other entertainment and keep a general eye on the goings on in their territories, reporting everything back to the Guild and the Arbitration. Some traders even act as judges within Enforcer units where there are no precincts. Settlers look to Traders as a sign of stability in their lives; one who will protect them from the dangers beyond the settlement walls and act as generals in the settlement's defence.

The vast majority of a Trader's resources and time, however, is spent on the day to day operations of his Tradepost. Anything can be purchased in the tradeposts; guns and ammo, food and water, vehicles and human lives. The stock a Trader can move in the name of his representative Guilder are as varied as the tradeposts themselves. Many traders control immense compounds, employing entire settlements as laborers and entire gangs as protection. Others keep only a small shop or wander in Gypsy caravans, trading between settlements and, from time to time, between hives. No matter what trader, or what goods, behind every credit spent and earned, the Trader watches and reports back to the Guilder, who pocket all the earnings.

OUTLAW TRADERS

As with everything on Necromunda, there are traders who operate outside the laws of the guild. Dealing all manner of contraband and stolen goods, outlaw Traders rule the Badzones like kings. Often renegade Guilders or sanctioned traders who have betrayed their sponsors, these outlaws owe their profits to no one but themselves and thus control vast sums of money, allowing them to hire armies of miscreants to enforce their will in the lawless parts of the Underhive. Securing their rabble a safe place to live in return for service, the outlaw traders command fierce loyalty and install themselves as warlords of their territories. Though running an outlaw tradepost is a high crime in the eyes of both the Merchant's Guild and the Arbitration, most outlaw traders are simply too powerful to dislodge. What remains is an unstable and nervous tolerance of Outlaw Traders.

TRADERS IN GAMES

Traders can fit easily into most Necromunda campaigns and make a flavorful addition to many scenarios already available in print, such as Hit and Run and The Hit. In fact, any scenario involving one gang defending a given territory against an attacking gang will work. Of course, I should note



Necromunda Trader

Trader with a contingent of house bodyguards



before getting too deep into the rules, that traders work best when used only rarely. They are best used when both characters agree and work well to spice up a game now and then.

Representing such a powerful character as a trader means there will be all manner of thugs, bodyguards and servants in his company. Thus, Traders play more like a full gang than a single character. When playing with a trader, he and his retinue must be purchased in much the same way as a normal gang. Players must decide between themselves how large a retinue may be. An Arbitrator may also make this decision. Generally, if the Trader and his retinue are being played by a third player, the Trader's retinue will usually be up to 2D6 fighters strong. When controlled by a player who is already controlling a gang, the Trader's retinue should usually about D6 fighters strong. This number does include the Trader himself.

The Trader's retinue must include one trader; no more, no less. The remainder of the retinue may be made up of the Mercenaries detailed below, or any hired guns allowed by the player's campaign. When making the retinue, purchase fighters, weapons and hired guns as you would for an ordinary gun. There is no cred limit to the retinue, however everything is given a rating for purposes of calculating Underdog bonuses, etc.

Traders and their retinue do not gain experience, or advance as other fighters. They are used for one off games only. If you are playing a campaign, you may choose to roll for injuries for returning characters if you wish.

During gameplay, the Trader and his retinue will function in a variety of ways. Normally, if played by an Arbitrator or third player, the Trader and his retinue will function as an entirely separate gang, taking its own bottle tests, etc. When controlled by a player who is using another gang, they are treated as add-ons to that game and play exactly as if they were hired guns.

THE TRADER'S RETINUE

Trader **Rating: 120 Creds**
Traders can have various skills and fighting abilities, though most can defend themselves in a fight. They have access to weapons and equipment unavailable to other fighters in the Underhive and the resources to bring some truly frightening weapons to bear against those who would threaten their profits.

Profile	M	WS	BS	S	T	W	I	A	Ld
Trader	4	4	4	3	3	3	4	1	9

Weapons: Traders may carry any weapons from the Necromunda: Underhive rulebook or from the Outlaw Tradeport list. The trader is subject to the same rules for carrying weapons as any other gang fighter. Any equipment he carries must be visible on the model. If purchasing rare items, traders always pay their base cost.

Leader: Traders have the Leadership special skill allowing them to test to avoid pinning even if not within 2" of another model. Allies may also use the Trader's leadership value if within 6".

Stats: Traders may be given stat changes to help define their character in games. A trader may increase one characteristic by 1 for 10 creds. They may also subtract one characteristic by 1, reducing their rating by 5 points. Traders may not increase any characteristic beyond the limits described on page 95 of Necromunda: Underhive

Skills: Traders have the Nerves of Steel Ferocity skill. A Trader may also have up to three additional skills chosen from any skill table for 10 creds each.

Bookman Rating: 25 Creds

Most well established Traders will hire a Bookman to keep track of accounts and customers. These number crunchers are highly trusted and generally very loyal to their employees who ensure them a lavish lifestyle. The Bookman possesses all records of a Trader's business, which can sometimes make them tempting targets for a Trader's enemies. Of course, Bookmen are no fools, quite tough and well protected in their own right.

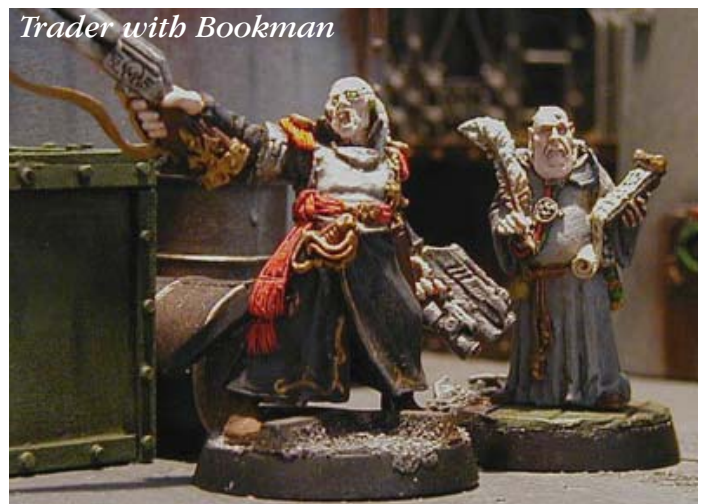
Profile	M	WS	BS	S	T	W	I	A	Ld
Bookman	4	2	2	3	3	1	3	1	6

Weapons: A Bookman may be armed with weapons from the pistol and hand to hand sections of the Tradeport list.

Skills: A Bookman may have a single skill chosen from any skill table.

Servant: A Bookman must always remain within 4" of his Trader. If the Trader is taken down or out of action, the Bookman will automatically break and run for cover.

Protect the Books!: While the Bookman is up and moving, any other members of the Trader's retinue will be more committed to protecting him. Any Retinue model with a line of sight to the Bookman may always test to avoid pinning. If the Bookman goes down or out of action, leave him in place. Any Bodyguard mercenaries must make their way to within 8" of the fallen Bookman and secure his records. For the remainder of the game, they may not move further than 8" from the fallen Bookman.



Bodyguard

Rating: 50 creds

The bulk of a Trader's retinue is made up of bodyguards. Some are veteran fighters looking for some action, but most are gang fighters hoping to repay a debt or secure amicable trade in the future. Bodyguards are experienced and hardened fighters, able to handle about anything a Trader may come across. They are also, as can be expected, completely dedicated to the welfare of their employer.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bodyguard	4	3	3	3	3	1	3	1	5*

House: Each bodyguard must be recruited from one of the 6 major houses in the Underhive. Next to their entry on the gang roster, note which house the bodyguard is from. This will decide the skills and weapons with which he will be equipped.

Weapons: Bodyguards may be given any equipment from the hand to hand, pistol, basic and grenades and shotgun shells list of their house weapons list.

Skills: As they are typically more experienced fighters, Bodyguards may have additional advancements. Each advancement costs an additional 10 creds and must be rolled for in the same way as a standard gang fighters advance.

Guard: Bodyguards will fight with an iron will to protect their employer. As long as the trader is not down or out of action, bodyguards will automatically pass any leadership tests they are required to make. Note that this does not include rolls for bottling out. If the Trader is taken down or out of action, Bodyguards will test on their normal leadership value of 5.

Pack Slave

Rating: 20 Creds

Pack Slaves are the dregs of settlement life. Purchased by Traders like cattle, they are put to work as unskilled laborers. In a fight they will be forced to the front to defend the trader.

Their lives are worthless in the eyes of the traders and are often mercifully short.

Profile	M	WS	BS	S	T	W	I	A	Ld
Slave	4	2	2	3	3	1	3	1	5

Weapons: Pack slaves may be armed with weapons from the hand to hand weapons list.

Gun Servitor

Rating: 20 creds + cost of weapon

Gun Servitors are half-man, half-machine constructs whose higher brain function has been completely eradicated. As a result of either enslavement or judicial order, servitors are slaves to their masters' will. Gun Servitors are fitted with Heavy weapons to operate as mobile weapon platforms in more remote parts of the Trader's compounds. However, they are rarely seen except in the service of the most wealthy traders as they are complex and difficult to maintain.

Profile	M	WS	BS	S	T	W	I	A	Ld
Gun Servitor	4	1	5	3	4	2	2	1	0*

Weapons: The Servitor must be given one basic, special or heavy weapon. This weapon is grafted onto the Servitor and is treated as a part of its body.

Weapon Platform: The Servitor is fitted with several sensors and diagnostic computers to help keep its weapon functioning. Cooling systems, reserve power couplings and ammunition supplies are all part of the Servitors platform. As a result, the Servitor receives a +1 to any ammo rolls it is required to make.

Brainless: Gun Servitors have no leadership value of their own and will fail any leadership test they are required to make on their own. However, if they have a line of sight to the trader, they will automatically pass any leadership tests.

ABOUT THE AUTHOR

Nick Jakos is a very friendly Canadian and all round nice chap. He's a Necromunda expert and is on the Necromunda rules committee making sure that any rules tweaks and adjustments stay within the spirit of the game. Nick's been cranking out quite a few necromunda articles out recently and long may it continue!