

BABY GANGS

[NCE] Level Zero Campaign Format by TTS 40k Discord

Until you have reached the point of being recognized as a “gang”, you follow the following gang restrictions and you may not hire Hired Guns. You can be outlawed as normal.

FORMING THE BAND

Select a House Gang as normal. A gang must have at least three models and you start with 350 creds.

Gangers 1-3: One ganger must be nominated as the “Top Ganger”, they will be treated as the leader of your “band” as described below.

Juves: Your band may contain no more than two-thirds Juves.

Knives: All fighters are assumed to be armed with knives as detailed in the Necromunda Community Edition rulebook.

Top Ganger:

While not a gang worth recognition, one will always stand out of the crowd as the one who calls the shots. This is represented by your Top Ganger. This model is considered the leader of the band for the purposes of Scenarios only.

When your Top Ganger achieves 61 experience, Gang Champion Level, they spend their advance at 61 experience to become promoted to Gang Leader and gain all the skills and special rules for being a Gang Leader.

If your Top Ganger is ever removed from the roster, such as due to death or capture, then the model is replaced just as if it were the Gang Leader. (ie: The model with the highest Leadership, or xp if there is a tie for highest, will become the Top Ganger.) However, in the unlikely scenario that your band is comprised of only Juves, a Juve may become Top “Ganger”..

Heavy:

A scrappy band of fighters setting off on their own are not guaranteed to have the skills at their disposal to acquire and maintain heavy equipment.

To represent the gang coming into their own and a few members taking the responsibility of maintaining the band’s equipment, up to two gangers may choose to spend their advance at 61 experience to become a Heavy, benefitting from all special rules that affect Heavies.

Weapons:

All purchases of starting equipment is done following the normal restrictions. For example, Gangers cannot purchase Special Weapons or Heavy Weapons; they are not renowned nor skilled enough!

Post-Game Sequences are done as normal. Remember: In order to access Rare Trade Table, you must send a Ganger as per the usual rules for trade. *You have no Gang Leader!*

Income:

All credits earned are ‘washed’ through the income chart from the Necromunda Community Edition as normal to represent necessary expenses.

Territories:

Newly started gangs have to have a hideout from which to stake their claim. This is treated as a *Holestead* territory and generates D6x10 credits when worked as normal.

LAND DEEDS

In order to expand one’s band in power and influence, they must first gain a profitable enterprise to fund their goals. You may commit to give up 1 rare item, prior to rolling to determine what they are, and spend the money to purchase a Land Deed. A Land Deed costs 45+D6x5 credits. Once you have purchased the Land Deed you are given the directions to your new estate! Roll on the NCE Territory Table to determine what kind of deal you struck and with what territory you are stuck.

BECOMING A FULL-FLEDGED GANG

Once you have done one of the following:

- Achieved 1250 rating
- Achieved 5 territories

You are now considered a fully fledged gang and follow all the normal rules for House Gangs as described in the NCE rulebook.

