

Demiurg Engineer (beta 1.4)



Demiurgs are a race of intelligent life forms that are content to be among themselves, but being that they are allied with the forces of the Imperium they owe it to humans to be diplomatic and militaristic when they are on Imperial worlds. Necromunda is no exception to this rule and since there are ample opportunities for Demiurgs to express their superiority in the arts of Engineering, mining, and manufacturing, Necromunda is a prime place for Demiurgs to be found. Demiurg engineers can be seen in all the major manufacturing centers, although not in great quantities. Every once and a while a lone Demiurg technician will get lost or will venture down hive to see what is out there beyond the confines of Hive Primus and the safety of up-hive. Since Demiurgs are great engineers and understand all things that are technological their expertise is at a premium down hive and most Demiurgs that venture down hive are never seen again. Demiurg Engineers find that their knowledge of all things mechanical and their warrior nature from battling orks very useful in the Underhive.

Recruiting Demiurg Engineers

If a player wants to hire a Demiurg Engineer he must pay the standard hire fee of 30 credits. A gang can have only one Demiurg Engineer. The profile and skills for Demiurg Engineer is worked out after they are hired. For purpose of calculating the gang rating a Demiurg Engineer has a value of 150 (30x5).

Demiurg Engineer profile

Demiurg Engineer have special skills as different profile because he's not human. This is worked out only after the Demiurg Engineer is recruited. The basic characteristic profile is given below. In addition to this, the Demiurg Engineer will have a number of advances as explained below .

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	1	2	1	9

The Demiurg Engineer has 3 further advances which are either additional bonuses to his profile or skills. Roll a D6 three times and consult the chart below, noting down the increases and skills as you go along. A Demiurg Engineer may not improve any characteristic by more than +2, nor may he increase his wounds beyond 3, nor increase his Initiative beyond 3. If a further increase is rolled re-roll the result. Similarly, if you roll the same skill twice re-roll to get another.

D6 Roll	Advance
1-2	Roll a further D6 1: + 1 Weapon skill 2: + 1 Ballistic skill 3: + 1 Initiative 4-5: Roll a further D6 : 1-3 : +1 Strenghth 4-6 : +1 Toughness 6: Roll a further D6 : 1-3: Crack shot (Shooting skill) 4-6: Rapid fire (Shooting skill)
3-6	Roll a further D6 1-2: True Grit (Ferocity skill) 3-4: Nerves of steel (Ferocity skill) 5-6: Roll a further D6 1-2: Head butt (Muscle skill) 3-4: Iron Jaws (Muscle skill) 5-6: Hurl opponnent (Muscle skill)

Special Rules

Demiurg Engineers are very useful during and after a battle. They have unique abilities which are represented by the following rules.

Advanced Armourer

The engineer is skilled at maintaining and repairing weaponry on the battlefield. Any model in the gang may add +1 to any ammo rolls (1 always fails). In addition any model within 2 inches of the engineer may add a further +1 to any ammo roll.

During the post game phase the Demiurg Engineer must choose one of these Special rules.

Greedy Inventor:

Roll a D6 after each battle the Demiurg Engineer participated in. On a roll of 6 the Engineer has invented something. Randomly select an item from the rare trade chart in the Trading post section. Since Demiurges are greedy they don't give inventions like that. If the gang leader wants the invention he must pay 50% price (round up) + random value of the item listed on the price chart (ex: Flak armor: 5 + 2D6), otherwise the Demiurg Engineer sells his invention to the nearest trading post and the gang leader gets nothing.

Treasure hunter/Prospector.

The Demiurges vast knowledge of technology, weaponry, rare minerals and an insatiable lust for creds and rare technology often lead to these individuals wandering the wastes of the underhive searching for long forgotten artefacts which can be repaired, reproduced and sold for a great profit.

After any game the Demiurg Engineer may go hunting in the wastes for something to sell. Should the player choose to use this skill he may not use the inventor skill.

At least one ganger who can work territory must be sent to accompany the engineer to ensure the gang receives its share of any profits made during the expedition.

Roll a D6:

1: 'This is a real genuine...' The Engineer locates a stash of precious stones or a piece of archeotech, but wants it for himself. He manages to conceal the items about his person and fobs off the gang leader of with some piece of worthless junk which he gives a suitably impressive (and entirely fictional) name, before promptly making his get away before the deception is discovered. The gang gains nothing and the Squat Engineer leaves immediately. The gang, soon discovering they have been cheated, try to pursue the engineer. After the next game the player may attempt to find the Engineer. After the next game the player may attempt to find the Engineer. Any number of fighters able to work territory may be assigned to this task (and cannot do anything else). Each ganger adds +1, on a D6 roll of 6 the gang tracks down the squat cowering in some drinking hole and 'extracts' 2d6x10 credits for their troubles.

2: 'This fool...' During the course of the expedition something goes wrong - the party is attacked, triggers a hive quake, is attacked by some wild creature or falls off something. The squat engineer, of course, would never admit being wounded in such a fashion or take responsibility for the incident - the ganger takes D3 strength 3 hits.

3: 'This oaf was slowing me down!' Found nothing.

4: 'Better than nothing...' The party find a collection of baubles, trinkets, semi precious stones and mineral nuggets. The gang share amounts to 2d6 creds.

5: 'Theres a whole seam of adamantine down there!'

The party locates a mineral rich, and seemingly undiscovered mine shaft. For a cost of 100 credits the gang can establish a mine, add a Mine territory to the gang roster.

6: 'By the Ancestors, Archeotech!'

The party discovers a piece of archeotech which turns out to be a rare STC, which the Engineer wants for himself! He offers the gang 150 credits to keep it or the gang leader can fight him in a duel shoot to shoot to steal it. If the leader wins, he can roll 1D66 on the rare trade chart and keep the rare object. If the engineer wins he keeps the archeotech, leaves the gang and the gang can't hire another engineer.

Demiurg Workshop

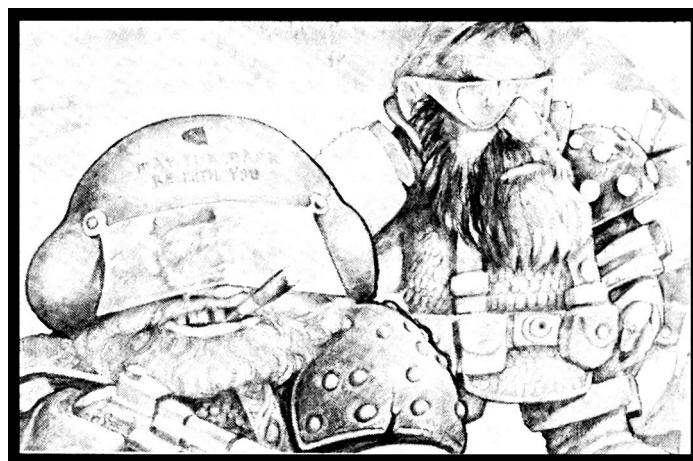
When a gang hires a Demiurg Engineer they are also hiring the services of his workshop. The gang cannot work the territory, but as long as they continue to hire the same Demiurg Engineer they will benefit from the effects of having and working a Workshop Territory.

Demiurg Engineer Weapons

Demiurg Engineers fight with their own weapons as described below, they cannot buy or use other equipment or weapons.

Demiurg Engineer are armed with the following.

- Pick axe (massive axe)
- Bolt pistol or Plasma pistol
- Boltgun or Lasgun with Hotshot pack
- Monosight for Boltgun or Lasgun
- Frag grenades
- Flak armour
- Photo visor
- Plus any one of the following:
 - Any one Bionic part
 - Grapnel
 - Infra Goggles
 - Weapon Reload (choose weapon)



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 Fan rules by Yogourt, still in beta test. To any feedback mail me :
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 Special thanks to: Arbitrator General, TheologianOfGash, the widowmaker, Infinity Salad and others members of the forum.