



The Ash Wastes

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Thank you again to all of you. Now, on with the topic at hand, how to play Necromunda out in the perils of the Ash Wastes...

Sincerely,

Arbitrator General

a.k.a. Mod_Arbitrator General

a.k.a. Robert J. Reiner



INTRODUCTION

Is there life outside of the hives of Necromunda? Can anything truly live in the toxic, violate wastes between the great hive cities on the surface of Necromunda? The answer is simple, the Ash Wastes are a harsh environment and the people who dwell there are just as hardy. Be they the native Ash Waste Nomads scavenging what they can or the mighty Hive Prospector Teams out in search of new mineral outcroppings, the denizens of the Ash Wastes are almost as diverse as those of the Underhive.

Elder Khanst emerged from the bunker with little fanfare. But that was to be expected. The ash storm had lasted for 3 days and his town was just beginning to dig itself out from under the carnage. Behind him Telila, the town's doc, kicked at a partially submerged piece of plasteel.

"Doesn't look too bad," was all she said.

Khanst just nodded without looking over his shoulder. He looked around at what was left. The walls had held up well, although he was sure there would be digging involved to remove any natural ramps that formed from the shifting wastes outside. The nomads would quickly realize the strategic importance of being able to get over the walls so easily thus making the removal of wastes from around the walls his town's first priority.

"Thank you for the Shelter 'Tel'," Khanst said as he turned to face the doc.

"It was my pleasure Khanst," she said as she winked.

There wouldn't be much time. Nomads and scavvy bands were quick to immerge from the dust and debris. With the storm lasting so long hunger would be a powerful motivator, and his town was now vulnerable.

Walking down the main street through town Khanst noticed the merchants were quickly setting up shop. 'They're always the fastest to get back to normal' he chuckled to himself. Taking advantage of the empty paths through the market Khanst eyed the wares. In the last three years he had served as town Elder he gotten to know the usual guilders, or their representatives, that braved the wastes. On the surface they all paid homage to Lord Helmawr and their wares were perfectly legal. But outside the hive walls Lord Helmawr's strong arm was not quite so firm. Many traders also dealt with black market items. After all 'slaught', 'spook' and the various other drugs of choice were so much more profitable.

"Glad to see that you weathered the storm Gaul. Looks like you got some new hardware I see," Khanst said picking up a rectangular device with tubes and wires protruding out at odd angles.

"You have an eye for quality Elder Khanst," the slightly rotund merchant said with a smile. "But, I am sure this is out of reach of even your deep pockets." And with that the guildier reached out and relieved the elder of the device.

"Perhaps, but has my shipment arrived?"

The guildier looked around, slightly nervous.

"Relax Gaul. The Enforcers won't learn of your little side business, just so long as you keep Talila supplied with the Stinger patches – unofficially of course." The Elder let the words hang in the air momentarily before moving on his way.

Khanst left the guildier's quarter and headed towards the gates – his little town's 'red light' district. Emira and Jinty were a pair of Delaque who had left the hive for reasons all their own. Not only did they run some highly profitable businesses catering to various pleasures, but they were an invaluable source of information of what was happening. Not just within the walls of 'Hive's End', but also the occasional tidbits of information from out in the waste. And at times – even within the hive itself. As he drew near to the gates the above ground portions of the buildings were in ruin – but not to worry. Peeling apart some smaller sections of what used to be a wall he found what he was looking for, a tube extending four meters into the air. As he climbed the ladder he pulled at the stock of his nomad long rifle – a specialized weapon afforded to him by his position – bringing it over his right shoulder. As he reached the top of the ladder he was able to rap the bulkhead door with one hand.

After a few moments a distant metallic clang resounded. He was sure the two had sheltered a large portion of the population, for a slight fee of course. Still this is where the bulk of his work force would come from.

"There you are boss."

The Elder turned around to face his second, the town's former leader. "Do you have the rest of the boys Zatar?"

"Everyone except Gurst and his juves, apparently they threw some kind of 'ash storm' party and paid the price."

"It doesn't matter. There will be other to replace them."

Khanst sighed. Not many of the buildings above ground had survived. Who knows how many perished because they had tried to brave the elements. But one thing was for sure, "Hive's End" would rebuild. He would see to that.





ASH WASTE RULES

The following are rules for playing games of Necromunda in the Ash Wastes. Play is similar in all fashions as to Necromunda in the Underhive, but the differences are less terrain, vehicles of all sorts, and mutated beasts.

Modifications to the Necromunda ORB: All rules as set forth in the Necromunda ORB and all findings of the Necromunda Rules Committees are applicable to games in the Ash Wastes with the only exceptions being those listed in these rules. This is an alternative setting and not a new game. If a rule or ruling is listed differently here it is due to the harsh nature of the Ash Wastes. The findings here are to be used in those few cases.

CHARACTERISTICS

Denizens of the Ash Wastes are a hardy bunch. The maximum statistic line from the ORB is modified as follows for all denizens of the Ash Wastes:

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	4	6	4	11

MOVEMENT IN THE ASH WASTES

Movement in the Ash Wastes is slightly different than movement in the Underhive. The major form of locomotion is not foot like the Underhive, but rather by vehicles and beasts. Ash Waste Denizens are usually going long distances, racing ahead of a fierce storm, or just racing to loot a new find. Fighters-on-foot can be left behind in some cases and in other cases getting out of a vehicle or getting off the back of a beast could spell instant death for a fighter. The following are modifications for movement the Ash Wastes.

RUNNING

Fighters in the Ash Wastes need to be hardier and quicker on their toes in a fire fight. With vehicles zooming all over and relatively no cover, the normal ORB restrictions for not running when you are within 8" of another fighter is ignored. Let's face it, when all you have is dust to prevent you from being crushed by a tracked vehicle or foot of a big nasty beast you learn to move out of the way quickly and not worry about the fact that you may get shot when you will get crushed. This means that any fighter can run, anytime, anywhere that their Movement Characteristic will allow.

TERRAIN

In the Ash Wastes the terrain types from the ORB still apply, but are modified in the following manner for movement in the Ash Wastes.

Open Ground: This ranges from flat ash plains to the rolling dunes and shallow mounds. Open Ground may be moved over at no penalty for vehicles, beasts, and fighters-on-foot.

Difficult Ground: This ranges from steep slopes to loose ash pockets. Fighters-on-foot move over difficult ground as described in the ORB. (i.e. half movement rate). Tracked vehicles, skimmers, walkers, and crawlers may move through difficult terrain with no penalty at any of their speeds. Wheeled Vehicles moving at slow speed and Beasts walking can move over difficult ground with no penalty. Vehicles moving at combat or fast speeds must roll a D6 and consult the Difficult Terrain Table unless the driver can pass an initiative test by rolling under their initiative. If this test is failed then a +1 is added to the Difficult Terrain Table D6 roll. Beasts may not run (but may charge) over difficult ground.

Very Difficult Ground: This ranges from sludgy ground to deep ash pockets to pools of chemicals to thick rubble. Fighters-on-foot move over very difficult ground in the same manners as listed in the ORB (i.e. at quarter movement rate). Tracked vehicles may move over very difficult terrain at slow speed with no penalty. Skimmers and crawlers may move through very difficult ground without penalty at any of their speeds. Walkers moving at slow speed may move through very difficult ground without penalty at any of their speeds. Vehicles moving through very difficult terrain must roll a D6 and consult the Difficult Terrain Table unless the driver can first pass an initiative test by rolling equal to or under their initiative. Beasts may move at half their normal movement rate and may not run or charge through very difficult terrain.

Impassable Ground: This ranges from steep rocks to cliffs, to sludge rivers, to deep pockets of ash to pools of acid. Impassable ground cannot be moved through by fighters-on-foot, vehicles, or beasts. This terrain is just too dangerous to deal with. The only except is that skimmers may move through this type of terrain. Under any circumstances, any fighter that falls off or lands in this terrain is automatically taken out-of-action and must roll for injury during the post game sequence.



Buildings: Buildings are considered impassable terrain for vehicles and beasts, but fighters-on-foot may enter and use buildings per the ORB. Crawlers are a special case. You and your opponent must decide before the game if crawlers are involved whether or not to allow the particular crawler to destroy a building by moving through it. Some crawlers are big enough to justify this and others are not. Use your own best judgment with this one.

Walls and Obstacles: This category includes obstacles over 1" high, or that could reasonably prevent a vehicle from crossing it. Fighters-on-foot cross obstacles in the manner described in the ORB. Common sense is required for this terrain type. If a vehicle or beast looks like it can cross an obstacle or push it aside or simply plow it under (i.e. flimsy fence) then they should be able to cross it without penalty. Otherwise, the obstacle is treated like impassable terrain in the sense that it may not be moved through/over. It is recommended that these be determined before the game and as they come up because you never know when you want to just run your heavily tracked vehicle through a ruined barn to get to the loot instead of going around it as your opponent tries to gun you down. Walkers may cross an obstacle that the model could feasibly step over without penalty. Skimmers may not cross obstacles as they float on a cushion of air. Crawlers are a special case. Crawlers move forward, crushing everything in their path with their wide, massive tracks or reinforced wheels. Any wall or obstacles a crawler moves over are destroyed and removed from the table. Beasts follow the rules for walkers, but also may pass over lower obstacles like fighters-on-foot.

<i>Difficult Terrain Table</i>				
<i>Speed</i>	<i>Slow</i>	<i>Combat</i>	<i>Fast</i>	<i>Effect</i>
D6 Result	-	1	1-2	The driver loses control and the vehicle swerves before spinning wildly. Roll a D6 to determine which direction the vehicle swerves: 1-3 is 45 degrees left, 4-6 is 45 degrees right. The vehicle then moves forward D6" before coming to a halt facing a random direction determined by rolling the scatter die. The vehicle's movement ends here. Any fighters on board may not shoot this turn and may not dismount from the vehicle. If fighters on board are engaged in a boarding action then it continues as normal.
	1-3	2-4	3-5	The driver wrestles with the vehicle's steering before bringing it under control. The vehicle swerves. Roll a D6 to determine which direction the vehicle swerves: 1-3 45 degrees left, 4-6 is 45 degrees right. Following the swerve the vehicle may continue its movement as normal. Fighters on board may not shoot this turn, but may dismount or fight in boarding actions as normal.
	4+	5+	6+	The driver negotiates the terrain superbly. The vehicle may continue its move as normal. Fighters on board may continue with their actions as normal as well.

MOUNTED MOVEMENT

When mounted on a vehicle or beast a fighter's movement rate is not used. The movement rate of the vehicle or beast is utilized instead. Please refer to the Vehicle or beast rules as applicable.

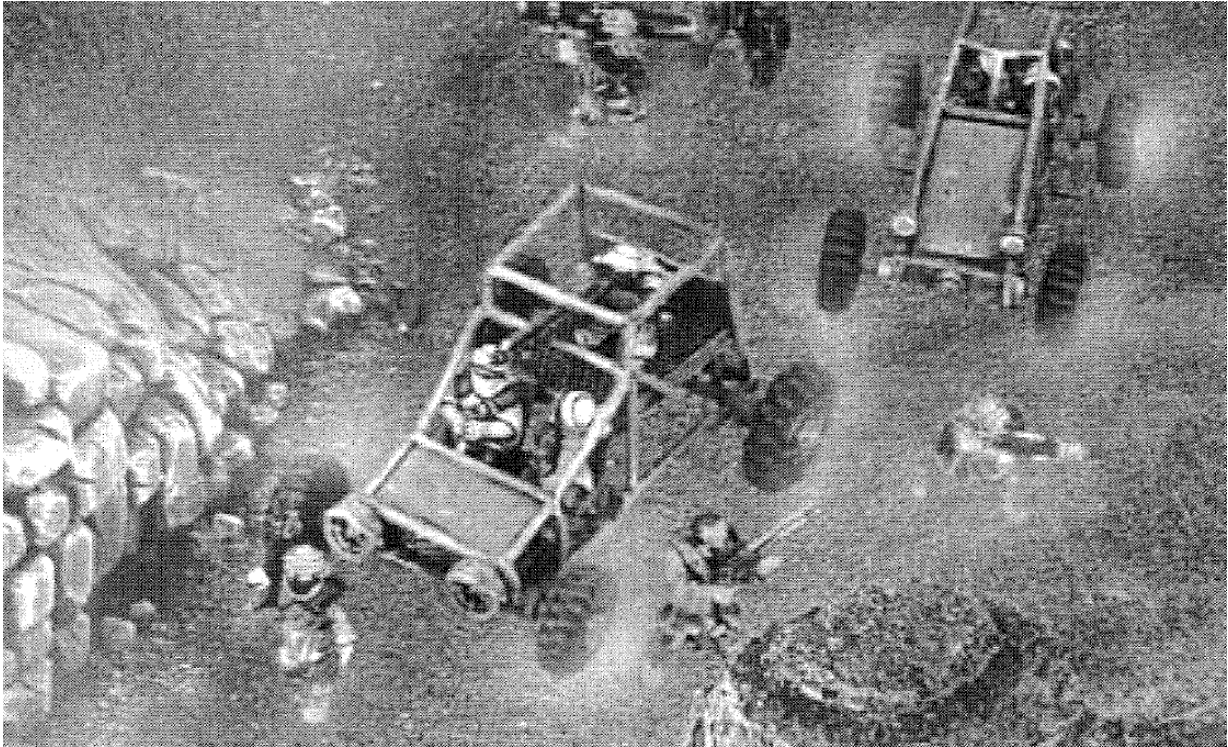
LEFT BEHIND ON FOOT

In certain situation a fighter that is on foot may be left behind. This generally will happen in Rolling Road Scenarios when the battlefield moves and the fighter is now left behind and no longer on the battlefield. When this happens the fighter is treated as having gone out-of-action. Fighters that are left behind must roll a D6 at the end of the game like fighters that were 'down' at the end of the fight. On a result of 1 they are treated as having been injured and must roll for serious injury. The Ash Wastes are a harsh environment after all. On any other result they are treated as not having an injury and may participate in the post game sequence as if they were not injured. If the fighter-on-foot was already down then the standard 4+ will prevent them from being injured then roll again for being left behind.



VEHICLE MOTIVATION

All vehicles in the Ash Wastes have one of the five following modes of motivation: wheeled, tracked, walker, crawler, or skimmer. Each type of Vehicle Motivation is described below.



WHEELED VEHICLES

Wheeled vehicles are the most abundant vehicles in the Ash Wastes. They are easy to maintain, use, modify, and loot. They are easy to drive and everyone generally knows what they are. No special rules apply to wheeled vehicles.

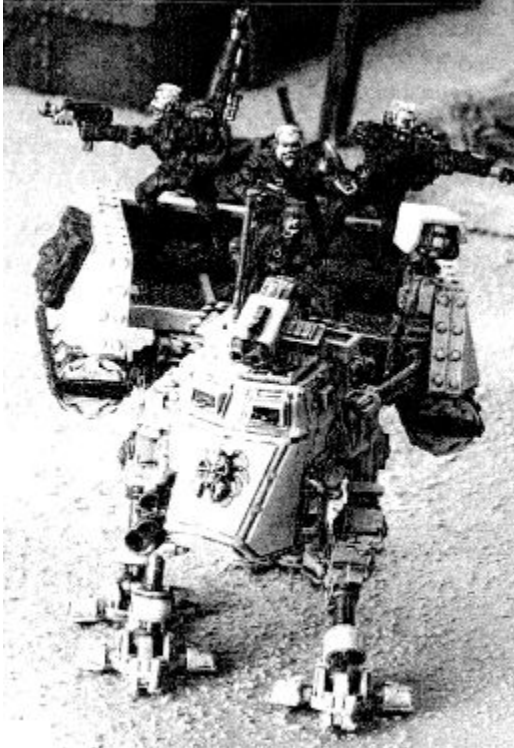


TRACKED VEHICLES

Tracked vehicles can be very useful in the harsh environment that is the Ash Wastes. Not only can they find traction in the worst of conditions, they generally travel easier over the long distances Ash Waste Denizens tend to travel. They also travel easier over rougher terrain. They may be harder to maintain than wheeled vehicles and are usually slower, but they also tend to be better armoured and protected from the elements, raiders, and damage. The following special rules apply to tracked vehicles:

Difficult Terrain: Tracked Vehicles may move over difficult terrain without penalty.

Very Difficult Terrain: Tracked Vehicles may move over Very Difficult Terrain at slow speed without penalty.



WALKERS

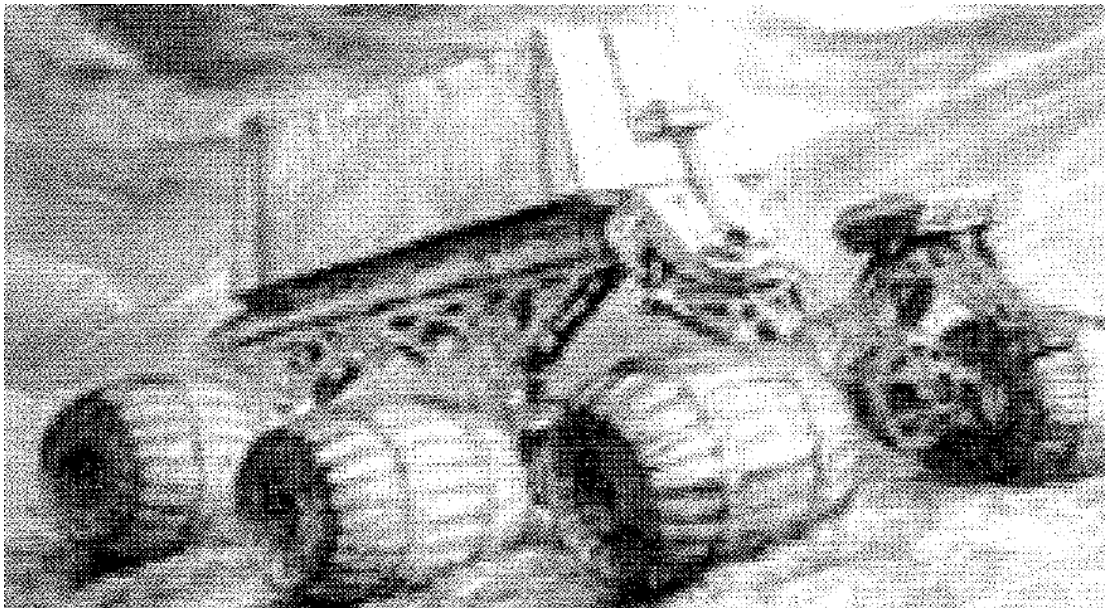
Walkers are generally based on the same Imperial technology as the Sentinels. They are a nightmare to maintain, hard to fix, near impossible to find parts for, tricky to drive, yet, they are still seen due to their ability to navigate uneven ground. They even seem to be able to stroll right through rough terrain. The following special rules apply to walkers:

Difficult Terrain: Walkers can move through difficult terrain with no penalty.

Very Difficult Terrain: Walkers can move through very difficult terrain with no penalty at slow speed.

Walls/Obstacles: Walkers can move through obstacles that the model can reasonably cross with no penalty.





CRAWLERS

Crawlers are gargantuan, slow moving, behemoth platforms that perpetually roll across the Ash Wastes crushing everything in their path. A variety of special rules apply to crawlers as follows:

Crawl Speed: Crawlers do not move at the same speeds as other vehicles. Crawlers move only 3" maximum in a turn and may only make one 45 degree turn per turn.

Ramming: Crawlers may never ram other vehicles. If a crawler moves into another vehicle it will simply be pushed aside instead of being rammed. No damage is incurred by either of the vehicle when this happens unless the other vehicle is immobilized. In this case the target vehicle takes one automatically penetrating hit to each location it still has as the crawler grinds it into the wastes.

Terrain: Crawlers simply move 3" over any terrain without penalty. However, they cannot move through buildings or other large structures unless agreed to by both players before hand. Small obstacles like barrels or rocks that a crawler moves over are automatically destroyed and are removed from play.

Move or Fire Weapons: Fighters on a crawler may fire move or fire weapons even if the crawler moves as long as the fighter did not move on the crawler. A crawler is a stable platform.

Fixed Weapons: Crawlers are so massive and do not generally turn quickly. Crawlers are treated more like moving terrain than vehicles. Crawlers may have up to one fixed weapon in each of the four fire arcs of the vehicle. Keep in mind that any gang may still only every have two heavy weapons though.

Fighters-on-foot: Fighters-on-foot automatically dodge a crawler if it attempts to run them over. The crawler is moving too slow to actually surprise a fighter. If a crawler attempts to run over a 'down' fighter then they are automatically taken out-of-action and are assumed to have rolled 'Multiple Injuries' for their injury result in the post game sequence due to being flattened.

Armour: Due to their massive size and monstrous inner workings, all crawlers are automatically heavily armoured.

SKIMMERS

Skimmers are the rarest type of Ash Waste Vehicles. They move on a cushion of air and hover just above the ground. Massive turbines or jets propel the vehicle over ash, rubble, liquid, or whatever. As a price for this versatility they are the hardest to maintain, the most finicky, and use large amounts of fuel. The following special rules apply to skimmers:

Terrain: Skimmers ignore the penalties of all terrain types except wall and obstacles and certain types of impassible terrain. See the terrain section for further details.



SPEEDS

There are four speed for vehicles in the Ash Wastes. The four speeds are called crawl, slow, combat, and fast. All vehicles have a motivation type as listed in the Vehicle Design rules. Some vehicles, like heavily armoured trucks may only be able to travel at slow speed; whereas, light vehicles, bikes and quads will be able to travel at fast speed; and only crawlers may move at crawl speed. The following Vehicle Maximum Speed Table limits their speeds:

<i>Vehicle Maximum Speed Table</i>				
	<i>Bike</i>	<i>Transport</i>	<i>Armoured</i>	<i>Heavily Armoured</i>
Crawler	N/A	N/A	N/A	Crawl
Skimmer	Combat	Combat	Slow	Slow
Tracked	Fast	Combat	Combat	Slow
Walker	Combat	Combat	Slow	Slow
Wheeled	Fast	Combat	Combat	Slow

CHANGING SPEEDS

In your movement phase you may move any of your vehicles that are not disabled or destroyed. Before moving each vehicle you must declare to your opponent what speed you are moving that vehicle at. It is recommended that counters be used to represent what speed your vehicles are traveling at to avoid confusion. Your choices of speed are slow, combat, or fast as determined by your vehicle's motivation type; unless you are moving a crawler and then you may only move crawl speed. You may not declare a speed faster then you can currently travel in regards to you current damage as well. You can freely change speeds between any of your applicable speed categories at the start of each of your turns. This means you can go fast from a start or stop if you are going fast without spending a turn at combat and a turn at slow.

SLOW SPEED

All vehicles (except crawlers) are able to move at Slow Speed. Slow Speed allows the vehicle to be moved up to 6" in the movement phase and make up to four 45-degree turns. Turns may be combined in any way you chose. An example is two turns is a 90-degree turn. Turns may be made at any point during your vehicle's movement. Slow Speed also allows you to use some or all of the vehicle's movement in the reverse direction. This is done by moving the vehicle backwards.

COMBAT SPEED

Vehicles that are allowed to move at Combat Speed may be moved up to 12" in the movement phase and make up to two 45-degree turns.

FAST SPEED

Vehicles that are allowed to move at fast speed, like bikes and light vehicles, move 12" (exactly) in the movement phase and may make up to one 45-degree turn. Then, at the end of the shooting phase a fast moving vehicle may move between 6" and 12" more. If the vehicle did not make its one turn in the movement phase then it can be used now. This extra movement is extra and takes place between the shooting and hand-to-hand combat phases in a special phase called the Fast Movement Phase.

TURNING

Ash Waste vehicles and beasts are always turned/pivoted about the center of the vehicle or beast. Also, when making optional turns you do no need to turn exactly 45-degrees, but rather, no more than 45-degrees and combinations are perfectly permissible. For example, when weaving through rocky outcroppings or debris a vehicle may turn one 20-degree and then a 25-degree turn, even at fast speed. This is possible because movement is fluid motion and vehicles do not stop, pivot, then continue, but rather these rules try to cover this in the most realistic manner possible.



Karsh threw open the throttle and raced the engine as fast as he could. 'Hold'n to yer arse back there!' He shouted as his buggy threw over the ash dune and bounced hard. 'Cricky little git. Hans, you got them in your sights yet?'

'Sure do, but they are too far out, can we close?' Hans asked as stubber rounds bounced off the rocks beside the buggy.'

Karsh put his hand out the netting and waved a finger at the tracked transport ahead. 'Ya missed you son of a shanty juve!!!' he shouted over the noise of his engine. "We'll get em now.' Karsh flipped a little box open beside his gear shift. He turned to Hans and they both smiled. 'NITROOOO!!!' Karsh screamed as the two boys in the back seats held on for life.

The ash wastes zoomed by the buggy faster then should have been allowed but Karsh was a master at the race. He brought his buggy in tight behind the tracked transport in front of him. He weaved back and forth as his boys got ready.

THUMP THUMP THUMP

Hans opened up his heavy bolter on the transport and hit something or someone because whatever it was flew out the side and bounced off a rocky outcropping. 'You two ready yet?'

'Drive a little straighter and we can get over the sides better.' Tweaner had his foot set to leap and his chainsword was already running. He wanted to be over those rails badly.

The return fire from the transport was sporadic, but then a grenade flew into the cab. Frankie casually picked it up and threw over the side on his way up to the buggies boarding spike. It exploded a second or two later. 'Watch the paint moron!' Karsh screamed again.

To close the gap Karsh executed a quick move or two to throw off another volley from the transport as Hans pelted the treads and even hit a passenger square in the chest too. Luck was on their side as he pulled up along side. The boys needed no invitation. They dropped the boarding ramp as Hans sent another volley at the transport. The Boys leap over the side and used the ramp to vault over the sides of the transport.

The scheme was almost not real, except that Karsh had to slam on the breaks and skid turn to get back behind the transport as the boys made quick work of the guilders on board. It was sometimes too easy for this band of mercenaries to raid the guilders, but then again, good drivers are hard to find and Karsh was the best.

TAILING AND RACING

When you end your vehicle's movement within 2" of the rear facing of an opposing vehicle you may declare that you are going to tail the enemy. You must be roughly facing the same direction as the vehicle you wish to tail. When you end your vehicle's movement alongside an enemy, so that you are side-by-side, and no more than 2" away, you may declare that you are going to race the enemy. Tailing and Racing are both 'chases' and use the same special rules. Once in position, a chasing vehicle cannot make turns unless the lead vehicle makes one to follow. Once in the tail or race position you may move in your opponent's turn as well as your own. This is done in the following manner:

Positioning: You are tailing your opponent if you are behind them. You are racing your opponent if you are on either side of them.

Moving Target: As your opponent moves the vehicle you are chasing you may move your vehicle to keep within 2".

Turning Target: The first time the target vehicle makes a turn you must take a Driving Test. If you pass then you continue to chase. No further tests for turning are taken this player turn. If you fail then your opponent has shaken you off, you are no longer chasing, and stop moving right where you are.

Target Moves Too Fast: In the event that the target vehicle moves too fast for the chasing vehicle to keep up, it immediately shakes the chaser as soon as it moves further then the chaser would normally allow. For example, if a Slow vehicle tried to chase a Fast vehicle, as soon as the Fast vehicle moves farther than the Slow vehicle can move, the slow vehicle is shaken off. Since Fast moving vehicles move again in the Fast movement phase, Fast moving vehicles chased by Fast moving vehicles will remain chased if the chaser can keep up.

Racers and Obstacles: If the enemy vehicle moves in such a way that a racer cannot move without hitting something, then the driver must take a Driving Test to reposition the vehicle either behind or to the other side of enemy. If successful, the drive continues the race or falls back into a tailing position. If he fails, then he has been shaken off and ceases to chase. A chasing vehicle can always opt to give up the chase voluntarily and simply stop moving instead of hitting an obstacle.

Racers and Sideswipes: Once per turn, either vehicle involved in a race may attempt to sideswipe the other once at any point in the movement phase. Follow the rules for sideswipes.



Special Race Shooting: Racing vehicles keep up with each other and have each other dead in their sights. This is the perfect opportunity for racers to open up all guns on each other. Every fighter on the racing vehicle can shoot at the target vehicle in the target vehicle's shooting phase as well as their own. In fact, these shots are taken at the start of the shooting phase, before your opponent takes any shots. However, there is also a drawback, the target vehicle may also shoot at his race opponent during their shooting phase too, but only after their opponent has fired all his shots.

Special Tailing Shooting: Tailing vehicles have their target dead in their sights. This is the perfect opportunity to open up all guns on the target. Every fighter on the tailing vehicle can shoot at the target vehicle in the target vehicle's shooting phase as well as their own. In fact, these shots are taken at the start of the shooting phase, before your opponent takes any shots.

Special Chase Shooting Targeting Rules: When a vehicle is involved in a chase all fighters and weapons must be fired at the other target, unless they are in not in the weapons fire arc (i.e. Drivers and Fixed Weapons). When it is your player turn you do not have to shoot at the other chase vehicle if you do not want to.

Ending A Chase: Just because you start your turn chasing one of your opponent's vehicles does not mean that you must continue to chase them. You may stop chasing at the start of any of your turns by stating that you no longer wish to race or tail, as long as you were the vehicle that started the race.

Stopped Target: All chasing target vehicles must move at least slow speed. This means that they may not voluntarily stop, unless damage or other affects cause them to that is.

VEHICLES WITHOUT A DRIVER (OUT-OF-CONTROL)

If a vehicle is in the unfortunate situation that is has no driver, maybe he is pinned, down, or been thrown out of the vehicle, then the vehicle is 'Out-Of-Control.' Out-of-Control vehicles are moved at the start of the owning player's movement phase before any other movement takes place. If the vehicle was not stopped last turn then the following procedure takes place:

Step 1: If an Out-of-Control vehicle has any other fighters on board they may attempt to take over on a D6 roll of 4+. You may elect one fighter and roll. If you are successful they take over as the driver and movement is continues as normal. If they fail, they are the driver, but you must continue to step 2.

Step 2: Roll a D6 to determine the direction the vehicle will move. On a result of 1-2 the vehicle angles 45-degrees to the left. On a result of 3-4 the vehicle continues on its path. On a result of 5-6 the vehicle angles 45-degrees to the right. Continue to Step 4.

Step 3: Roll 1D6 (slow), 2D6 (combat) or 3D6 (fast) for the speed the vehicle was traveling last turn. That is the number of inches the vehicle immediately travels in the direction determined by step 2. After this the vehicle will come to a stop. A bike will fall over at the end of this moment and will count as being immobilized for the duration of the game.

TRANSPORTING FIGHTERS

Some vehicles can carry fighters other then drivers. These additional fighters are crewmembers or passengers. Although there are two type of transported fighters, both are collective referred to as crewmembers throughout these rules. Vehicles are split into two categories. The two categories are bikes and transports. Bikes are single-seat vehicles that typically consist of motorcycles, quads, and gyro-coptors. Transports are all other vehicles. They range from scratch built wagons to caravan trucks to looted imperial tech.

DRIVER DESIGNATION

When a gang purchases a vehicle it must designate one fighter in the gang as its driver. That fighter can be anyone that the rules allow to be a driver. If the designated driver cannot participate in a game then another fighter may temporarily be designated as the driver for that game only; however, if it was a bike then no one else can drive it. If a driver is killed then a new permanent driver may be designated. In addition, drivers may be required to take driving test. These are leadership tests using the driver's leadership characteristic. No other leadership may be used unless specifically listed as effecting driving tests. The following are special rules for drivers:

Pinning/Fear/Terror/Nerve Tests: Drivers can be pinned by enemy fire that hits them just like any other fighter. Drivers that are pinned automatically recover from pinning at the start of the turn, but their vehicles will automatically move out-of-control first. Drivers are too fully engrossed in driving to realize what they are doing sometimes. As a result, they are immune to fear and terror test. Drivers do not take any Nerve Tests as they are fully engulfed in what they do, drive.

Frenzy/Stupidity: Fights that are frenzied may not be drivers, even in emergency situations. Fighters that have stupidity may still be drivers, but remember that you need to roll each turn for what they will do. If he cannot do anything this turn then the vehicle will move out-of-control this turn.

Dismounting: Drivers may not dismount from a moving vehicle.



Bike Drivers and Dismounting: Drivers of a bike are allowed to dismount and re-mount if they are directly on top of a loot counter (or similar item) for the sole purpose of picking that item up only and must remain stationary the entire turn to accomplish this.

MOUNTING A VEHICLE

Fighters may mount any friendly vehicle they can move into contact with in their movement phase. Fighters may mount a vehicle before or after it has moved, but not during the vehicle's movement. Fighters may only mount a vehicle traveling at slow speed without penalty. If a fighter wishes to mount a vehicle that is traveling at combat or fast speed it is treated like a boarding action and those rules must be followed; however, if you are successful no hand-to-hand combat obviously happens. In addition, fighters may not mount a vehicle if they dismounted this turn. A prime example of this is moving a vehicle up to a loot counter, having a fighter jump out, pick it up, and then re-mount. This cannot happen.

DISMOUNTING FROM A VEHICLE

Fighters on board of a vehicle may get out, or dismount, at any point during the movement phase. Simply place the dismounted fighter next to the side or rear of the vehicle and continue their movement from there; however, dismounting may only be done before or after a vehicle has moved. For example, a vehicle may not move 4", dismount a fighter, then move 2" more. Fighters that dismount are treated as having moved this turn for the purposes of move-or-fire weapons etc.

If the vehicle is traveling at combat speed then dismounting fighters must roll equal to or under their initiative or take a single automatic hit at strength 3 and be automatically pinned. This hit cannot be saved by armour or skills, you just have to suck it up and take it when you jump off a vehicle. You still place the fighter next to the vehicle in the desired location because they did exit the vehicle. If the fighter is successful in his initiative test then he may continue his turn as normal.

Fast Speed: Fighters may not dismount from a vehicle traveling at fast speed.

Same Turn: Fighters may not dismount any vehicle the turn in which they mounted any vehicle.

CREWMEMBERS AND INJURY

Fighters on a vehicle that are not drivers are called crewmembers. Crewmembers man machinery, fire fixed weapons, or are simply passengers. Passengers are considered crewmembers for these rules. A few special rules apply to crewmembers.

Pinning: Crewmembers may be pinned on a vehicle. They follow all the rules for pinned fighters except that being on a vehicle allows them to test to escape pinning as if they had a friendly fighter within 2".

Breaking Nerve: Crewmembers on a vehicle do not need to test to break their nerve when a friendly fighter goes down or out-of-action. They are on a vehicle and that gives them a sense of safety and that the other guy was just unlucky.

Fear and Terror Tests: Crewmembers on a vehicle seem to think they have more protection against the horrors of the Ash Wastes when they are in the relative safety of a vehicle or on a beast. To represent this, if a fighter takes a fear or terror test and fails it, then they will not run and hide, but may not shoot in their next turn and if they are charged, or are in a hand-to-hand combat already then they will fight with a WS of half (rounded up) until the end of the turn.

Down: Crewmembers that are taken down as a result of injury remain with the vehicle when it was a shooting attack and are thrown off the vehicle if in vehicular hand-to-hand combat. Please refer to vehicular hand-to-hand combat for more on this.



RAMMING, COLLISIONS, AND CRASHES

This section covers vehicles hitting other vehicles, vehicles running fighters-on-foot over and vehicles crashing into scenery. This section also references damage to vehicles. Rules for damage to vehicles will be covered later.

VEHICLE DIAGRAM

Vehicles are separated into four zones for damage purposes. These are Front, Side, Side, and Rear. A simple diagram is as follows:

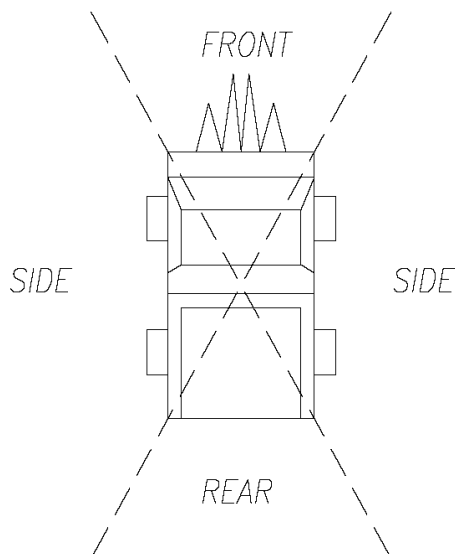


Diagram 1: Vehicle Zones

RAMMING

Ramming occurs when a vehicle contacts another vehicle. Damage is worked out immediately. This is an interruption to the movement phase similar to over-watch fire.

Swerving: Whenever a ram is attempted the target vehicle may ‘Swerve’ to avoid the ram, except in the case of a head on ram attempt (see later). Vehicles may also attempt to ‘Swerve’ to avoid a collision with an out-of-control vehicle in the same fashion. To ‘Swerve’ the target vehicle driver must roll equal to or under their leadership on 2D6. If the test is successful then the target vehicle is shifted as far as necessary to the left or right and turned 45-degrees in that direction. The ramming vehicle then continues its full remaining distance. If the test is failed then the ram is successful and damage takes place as described later.

It will usually be obvious which way to ‘Swerve’ the target vehicle; however, in situations where a ‘Swerve’ in either direction would be equally likely the target vehicle’s driver may choose which way he wants to ‘Swerve.’

When a Ram contacts consult the appropriate Ram Section for details on how to work it out.



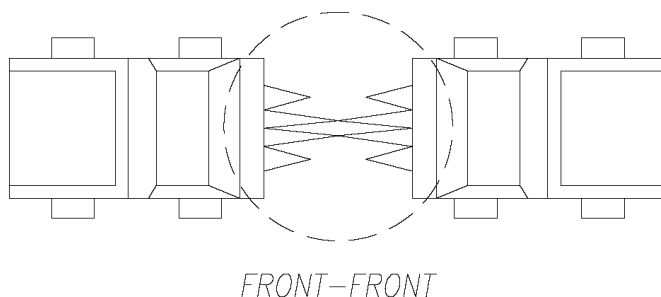


Diagram 2: Head-On Ram

Head-On Rams: A Head-On Ram is where the front of one vehicle hits the front of another vehicle head-on. This is by far the most deadly of rams as both vehicles could end up taking tons of damage. Definitely not to be tried by the light-hearted. Once a driver initiates a head-on ram the target does not get to ‘Swerve’ out of the way. Instead, both drivers play chicken. Each driver takes a D6 and secretly places it on a number to represent his choice of direction. 1-2 represents 45-degrees to the right. 3-4 represents no change, or straight on. 5-6 represents 45-degrees to the left. Once both players are ready they reveal their choices and move their vehicles accordingly. If both vehicles are still facing each other after playing chicken, both vehicles automatically take D6 penetrating hits. In addition, each driver must roll a 4+ on a D6 or his vehicle will be immobilized at the end of all its damage results. If both vehicles are not facing each other then the rammer is moved his remaining movement. Move the target vehicle to their indicated side if necessary.

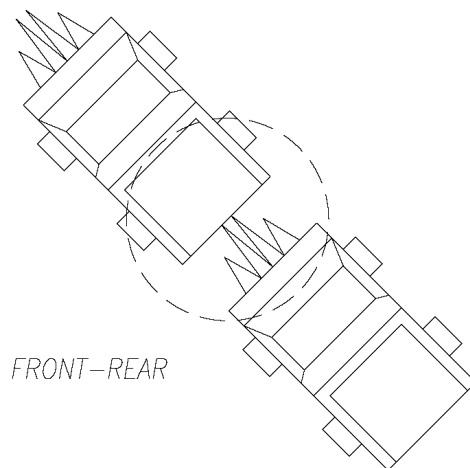
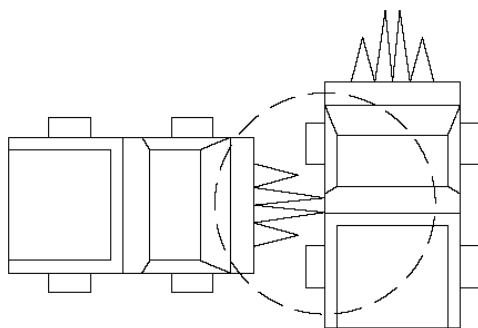


Diagram 3: Shunt Ram

‘Shunt’ Ram: A Shunt is a ram where the front of the ramming vehicle hits the rear of the target vehicle. A shunt inflicts one automatic penetrating hit on a target vehicle that does not ‘Swerve’ out of the way. Shunting does no damage to the ramming vehicle. Bikes that are involved in shunts inflict no damage to larger vehicles (i.e. non-bikes) and take D3 automatic penetrating hits instead of one when they are ‘shunted’ by a larger vehicle (i.e. non-bike).





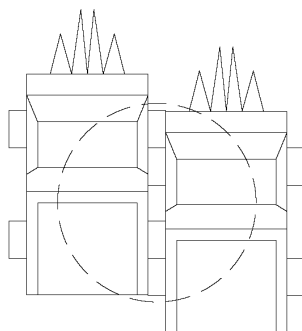
FRONT-SIDE

Diagram 4: T-Bone Ram

T-Bone Ram: The T-Bone ram occurs where the front of the ramming vehicle clearly strikes the side of the target vehicle. A T-Bone ram inflicts D3 automatic penetrating hits to a target vehicle that does not ‘Swerve’ out of the way. A successful T-Bone ram also deals one automatic penetrating hit to the ramming vehicle. Bikes that are involved in a T-Bone ram inflict no damage to larger vehicles and larger vehicles T-Bone ramming a bike will not incur any damage themselves.

RAKES AND SIDESWIPE

This category of ramming can be executed anytime one vehicle passes side-by-side with another vehicle. Rakes occur when the vehicles are traveling in the same direction. Sideswipes occur when the vehicles are traveling in opposite directions. In all other ways these two maneuvers follow the rules for ramming, i.e. damage, swerving, etc.



SIDE-SIDE (SAME DIRECTION)

Diagram 5: Sideswipe

Sideswipe: Sideswipes are the least effective rams in the Ash Wastes, although they can still cause some damage, occasionally. A sideswipe is executed when a vehicle draws alongside the target vehicle, being within 2”, and is traveling in the same direction. Drivers will see each other and attempt to bump the other out of the way. Each driver rolls a D6. On a successful result of 4+ the opposite driver’s vehicle will take a single automatic penetrating hit. Any vehicle that takes damage will ‘Swerve’ away from the collision. Do not roll randomly for ‘Swerve’ direction. Bikes involved in sideswipes are affected as normal, but if their target vehicle is a different vehicle type then it will not take any damage and does not ‘Swerve.’



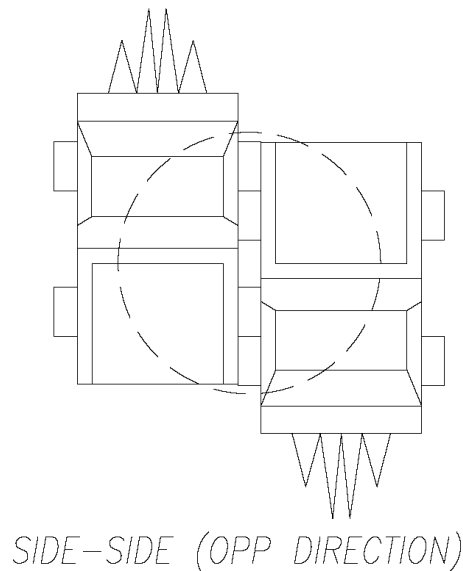


Diagram 6: Rake

Rakes: To execute a rake is not for the slow of mind. The damage from a rake can be tremendous and devastating. A rake is executed when a vehicle draws alongside the target vehicle, being within 2", and is traveling in the opposite direction. A successful rake will inflict D3 automatic penetrating hits on both vehicles and each vehicle will 'Swerve' away from the impact. Do not roll randomly for 'Swerve' direction. If a bike is involved in a rake with another vehicle type it is affected as normal, but the other vehicle will take D3-1 (zero minimum) automatic penetrating hits instead of the usual D3 and will not 'Swerve' after the rake.

IMPACT

If a successful ram is made then apply the appropriate amount of damage to each vehicle using the applicable Vehicle Damage Chart. Ram damage does not take location armour values into account because all ram impact damage automatically penetrates that location.

COLLISIONS

Any vehicle that intentionally or accidentally moves, swerves, spins, or in any other way makes contact with a vehicle they have collided with it. If a vehicle spins or 'Swerves' into another vehicle move it into contact and then orientate it as described in the applicable rules that placed it there. This will have a hand in how or where damage is applied.

Any vehicle on the receiving end of a collision, friend or foe, can attempt to 'Swerve' out of the way to avoid it. Please refer to the 'Swerving' rules in the ramming section. If you elect not to 'Serve' then your movement will end quite abruptly and sometimes spectacularly. Keep in mind that immobilized vehicles or vehicles without a driver cannot 'Swerve' out of the way. There are a few different types of collisions. They are worked out as follows:

FRONT TO FRONT

The damage for this type of collision is worked out in the same manner as Head-On Ram.

FRONT OR REAR STRIKES SIDE OR REAR

These types of collisions are rare but Hollywood spectacular. Both vehicles take one point of automatically penetrating damage. Bikes colliding in this fashion take D3 automatically penetrating hits instead of one.

SIDE TO SIDE

Strange as it might seem, these do occur. An example is when a vehicle 'Swerves' to one side to avoid a ram and ends up alongside another. The resulting collision is worked out like a rake or sideswipe.

CLIPS

If a vehicle touches another vehicle but only by a sump rat's whisker and there is debate between you and your opponent then simply roll a D6. On a result of '1-3' the vehicles bounce harmlessly off each other, no damage is applied to either vehicle, the driver's motion to each other accordingly, and movement continues. On a result of '4-6' you must work out the appropriate ram or collision.



CRASHES

Not all collisions are with out-of-control vehicles or randomly moving ones. These are called crashes. This is where a vehicle hits an obstacle, piece of scenery, building, or something else. Drivers may not ‘Swerve’ to avoid a crash, they just white-knuckle the wheel and take it. There are three types of crashes as follows:

FRONT ON CRASH

This type of crash occurs when the front of a vehicle hits a piece of scenery. The vehicle abruptly stops at the edge of the scenery and immediately takes D3 automatically penetrating hits.

SIDE OR REAR CRASH

If somehow the side or rear of your vehicle manages to hit a piece of scenery then the vehicle will take one automatically penetrating hit. However, since this is rare, the driver may take a driving test to avoid the damage. This is done by rolling under his initiative on a D6. It just does not happen that often, or does it?

CLIPS

Vehicles will often only ‘clip’ a piece of scenery instead of totally crash into it. In these cases where a driver is trying to cut a corner or two he must take a driving test. If the driver rolls under his initiative on a D6 then he continues to move, takes no damage to his vehicle. If he rolls equal to or over his initiative he has failed. He has over compensated and crashed into the scenery and must follow the rules as if he had crashed into.

<i>Ram Damage Summary Table</i>		
<i>Ram Type</i>	<i>Rammer Damage*</i>	<i>Target Damage*</i>
Head-On	D6	D6
T-Bone	1	D3
Shunt	0	1
Sideswipe	1 on a D6 roll of 4+	1 on a D6 roll of 4+
Rake	D3	D3
* Bikes need to consult the Ramming rules for their special rules		

RUNNING FIGHTERS OVER

One of the most effective ways to take a fighter-on-foot out of action in the Ash Wastes is to simply run them over. This is not as easy as it sounds, but it is fun nonetheless! If at any point in a vehicle’s movement their path takes them straight over a fighter-on-foot, friend or foe, then they may have run them over. The fighter-on-foot must take an immediate initiative test to get out of the way. There are no horns in the Ash Wastes either. If the result is equal to or below the fighter’s initiative then they have leapt clear, but keep in mind that a ‘6’ will always fail. Immediately move the fighter to the left or right of the vehicle at the fighter’s choice and place them pinned. If the test is failed then the fighter-on-foot may have not gotten out of the way or may have even jump into the path of the vehicle, we may never know, but the fighter-on-foot has been run over. He will take a single hit at the following strength with no save allowed (and no skills like Dodge can be used either):

- Bike = S3
- Light = S4
- Armoured = S5
- Heavily Armoured = S6

After successfully hitting a fighter and working out the damage he is also then thrown D3” to a random side. Roll a D6. A result of 1-3 means he is knocked to the vehicle’s right. A result of 4-6 means he is knocked to the vehicle’s left.

Run Over by a Bike: If a fighter-on-foot that is run over by a bike then the bike will also take one automatic penetrating hit at the strength of the fighter-on-foot’s toughness.

Blinded/Smoke: If a fighter is blinded or in a smoke cloud or other similar effect that blocks LOS out of it or through it then the fighter’s initiative value is halved, rounding down.



RAKING AND SIDESWIPING

Fighters-on-foot can also be victims of vicious rakes and devious sideswipes. If a vehicle passes within 2" of a fighter-on-foot the driver can perform a simple and free quick jog of the steering wheel and knock the fighter sprawling in the ash. This is done in the same fashion as running fighters-on-foot over except that the strength of the hit will always be 3. Bikes do not take a hit as it is assumed the driver simply kicks the fighter-on-foot. The fighter-on-foot is also knocked D3" away from the vehicle since no one in the Ash Wastes is dumb enough to dive for cover under an opponent's moving vehicle. You may only attempt one rake/sideswipe in the movement phase and then once in the fast movement phase, if you have one that is.



RUNNING OVER DOWN FIGHTERS

Fighters-on-foot that are down cannot attempt to get out of the way. The driver angles towards them, feels a slight bump, and a body rolls somewhere in the dust. A 'down' fighter that is run over is automatically taken out-of-action.

VEHICLE ARMOUR

Some vehicles have armour. Those that do have armour tend to be slower, but will also tend to last longer. There are two type of armoured vehicles. They are armoured and heavily armoured.

ARMoured VEHICLES

The following special rules apply to armoured vehicles:

Ramming: Armoured vehicles will increase all damage they inflict from ramming by +1.

Save: Armoured vehicle have a 6+ save versus each point of damage inflicted to it due to any reason except shooting attacks or hand-to-hand combat.

HEAVILY ARMoured VEHICLES

The following special rules apply to heavily armoured vehicles:

Ramming: Heavily armoured vehicles will increase all damage they inflict from ramming by +2.

Save: Heavily armoured vehicle have a 5+ save versus each point of damage inflicted to it due to any reason except shooting attacks or hand-to-hand combat.

SHOOTING FROM A VEHICLE

Everyone uses vehicle's in the Ash Wastes and everyone has a gun or three too. This section covers what happens when you want to fire your weapons from your vehicle. All fighters on a vehicle may fire any weapons they are carrying just as if they were moving on foot, with the exception of drivers. This means that if a vehicle moves then your heavy cannot fire his heavy stubber, unless it is a fixed weapon. Naturally, if a vehicle is for some reason stationary then move or fire weapons can be fired. It is also important to note that fighters on a vehicle, except the driver, have a 360-degree fire arc.



'TO HIT' MODIFIERS

Being a passenger on a vehicle has its advantages and disadvantages. The following additional shooting modifiers apply when a fighter shoots from a vehicle. These stack with all other shooting modifiers.

Moving Fast: If the vehicle is moving at 'fast' speed then the fighter will incur a '-1' to hit modifier.

Drivers: Drivers shooting from a moving vehicle shoot as normal with pistols and grenades. However, when shooting with a basic or special weapon they incur an additional '-1' to hit modifier. In addition, a driver may only ever shoot at targets in the front zone of the vehicle (i.e. the front 90-degree arc). Note: This penalty stacks with the Moving Fast modifier when applicable.

Bikers: Drivers of bikes may only shoot with pistols or throw grenades. They still have a 360-degree fire arc. This is because they can quickly turn in the saddle to fire a weapon or shift side to side to shoot at targets as they appear.

Gun Sights: The only gun sight that may be used by a fighter on a moving vehicle is the Red-Dot Laser Sight. And no, the vehicle does not get a '6+' save to 'Spot the Dot.'

Overwatch: Fighters on a moving vehicle may not be placed on overwatch.

FIXED WEAPONS

Any ranged weapons may be mounted to any vehicle except a single seat vehicle. When this is done the weapon is then classified as a Fixed Weapon. Fixed weapons may not be removed from vehicles during a game; however, fixed weapons may be moved from vehicle to vehicle between games. The following special rules apply to fixed weapons:

Gunners: Fixed weapons may only be used by fighters classified as gunners. This is either a heavy or a fighter with the 'Gunner' Crew Skill.

Fire Arc: Fixed weapons may only fire in their designated fire arc. This is the same as the zone of the vehicle that they are mounted in, front, rear, or either side.

Moving: Fixed weapons that are move-or-fire weapons may be fired while the vehicle is in motion.

Quantity: Each vehicle, except single seaters, may have one fixed weapon on it. This may be a basic, special, or heavy weapon. Crawlers may have up to one in each vehicle fire arc. The only restriction is that your gang may never field more than two heavy weapons total, fixed or not.

Cost: Fixed weapons cost the same credits as a regular weapon of the same type. Their cost is added to the cost of the vehicle though, and not the fighter that uses it.

Equipment: Some equipment may be fitted to weapons. This is not the same for fixed weapons. Most techniques for fixing weapons to vehicles are not pretty. No gunsights may be fitted to fixed weapons.

Ammunition: Because ammunition on vehicles is treated differently from that of a fighter-on-foot, all weapons that are fixed have an ammunition check value of 4+ instead of whatever they had before. This is even the case with weapons that are 'automatic' i.e. grenade launchers or that are 2+ i.e. lasguns.

Explosions: Since a fixed weapon is mounted on a vehicle, if they explode due to ammunition check failure then the strength of the hit is reduced a further -1 for a total of -2.

SHOOTING AT VEHICLES

The ORB handles shooting at moving targets, but in the Ash Wastes things are vastly different. Shooting at fighters-on-foot is handled in the same fashion as the ORB, but no matter what, the rules for shooting at the closest target still apply.

Remember that most vehicles are easier to hit since they are mostly at a '+1' to hit. This means that you can pass up the closest target for a more distant, easier target. The prime example is that the Juve screen does not work for vehicles because the vehicle will most likely have a '+1' to hit it meaning you can pass up the Juve to hit the vehicle, if you so choose.

HITTING VEHICLES

Although there are modifiers for shooting at large targets and fast moving targets in the ORB, those modifiers are ignored when shooting at vehicles and the following apply in their place:

Large Target: Shooting at a vehicle other than a bike or crawler incurs a '+1' to hit modifier at any range.

Massive Target: Shooting a crawler incurs a '+2' to hit modifier at long range and a '+3' to hit modifier at short range. Can you hit the broad side of a barn?



Fast Speed: If the target vehicle is traveling at fast speed (or a target beast that is galloping), either last turning during the shooting phase, or has been declared as fast moving (or galloping) this turn for overwatch, then a '-1' to hit modifier is applied. The modifier for moving 10" or more from the ORB does not apply to vehicles or beasts.

VEHICLES AND COVER

The rules for cover and their applicable to hit modifiers also apply to vehicles and beasts. If a vehicle is partially blocked from a fighter's LOS by a piece of terrain then the partial cover to hit modifier applies. However, vehicles and beasts, with the exception of small beasts, cannot ever hide. They can be out of sight, but not hidden. They are just too big.



DOING DAMAGE TO VEHICLES

After a vehicle has been hit, rammed, or collides with a building, or other scenery, damage is resolved in three steps. They are: Roll Location, Penetrate Armour, and Apply Damage.

STEP 1: ROLL LOCATION

This step is already completed for rams and collisions, but where does your shot land if you are shooting at a vehicle with spikes, passengers, armour, and weapons? To establish where your shot actually lands you roll a D6 on the appropriate Vehicle Chart. In the event that the location is not present on the vehicle (i.e. crew on a bike) then the roll is increased by one until a location is hit. The Vehicle Charts are included at the end for the Ash Wastes Rules.

STEP 2: PENETRATE ARMOUR

Unlike fighters-on-foot, vehicles have armour that can prevent damage. To penetrate armour you must roll a D6 and add the strength of your weapon to the hit. If the result is less than the vehicle's armour value in that location then your shot has glanced off the vehicle harmlessly. If the result is equal to the armour value in that location then your shot has hit, but not too well. This is called a 'Glancing Blow.' Proceed to the Vehicle Damage Chart and apply a -1 modifier. If the result is over the armour value in that location then your hit has penetrated the vehicle. Proceed to the Vehicle Damage Charts. The following are special rules for armour penetration:

Special Weapons: If your weapon is a plasmagun, meltagun or krak grenade then you may re-roll your attempt to penetrate armour, but only if your initial roll was less than the armour value and you must accept the results of the second roll.

Heavy Weapons: If your weapon is a heavy weapon then you will penetrate armour on a roll that is equal to or greater than the location armour value. Heavy Weapons will not glance.

High Impact Weapons: Weapons that are high impact will add +1 to the damage chart result if the shot glances or penetrates.

Multiple Damage: Weapons that inflict one or more wounds per hit (i.e. heavy bolter does D3) will only get one penetration attempt, but weapons that inflict multiple dice (i.e. lascannon 2D6) will get one attempt per dice per hit. An example is a heavy bolter that hits rolls one penetration attempt per hit, whereas a lascannon that hits will get two attempts at penetration.

Rams and Collisions: Damage from rams and collisions automatically penetrate armour values and this damage proceed straight to the vehicle damage charts.

Armoured Vehicles: Armoured vehicles add +1 to the armour values of all locations.

Heavily Armoured Vehicles: Heavily armoured vehicles add +2 to the armour values of all locations.

Template Weapons: Template weapons, other than flamers, that hit a vehicle will inflict D3 hits if roughly centered on the vehicle. If the vehicle is only partially under the template then one hit will be caused on a D6 result of 4+.



Flamer Template: Flame weapons that use the flamer template that hit a vehicle after modification for being used in the Ash Wastes will not affect the vehicle, but rather will hit each fighter on board on a D6 roll of 6+ for heavily armoured vehicles, 5+ for armoured vehicles, and 4+ for all other vehicles. Due to the nature of the Ash Wastes Vehicles will not catch fire.

Lucky Shots: In the event that rolling for penetration does not achieve at least a Glancing Blow and you roll a '6' then you have actually gotten a 'Lucky Shot' on the vehicle. Roll a D3 on the location's damage chart.

STEP 3: APPLY DAMAGE

Once vehicle armour is penetrated the result rolled on the applicable Vehicle Chart is applied. The following rules also apply:

TERMINOLOGY

The following terms apply in regards to vehicle damage:

Scenery: Terrain that requires the driver to take a driving test.

Spin: The vehicle spins wildly. The vehicle will move D6" straight forward then will spin randomly. Roll a scatter die to determine which way it will face when it is done spinning. Rotate the vehicle so that the front of the vehicle is facing that direction. Vehicles that collide with scenery or crashes before completing the compulsory move that involves this spin hit that obstacle or crash facing that direction. If the scatter die result does not appear to have re-orientated the vehicle facing simply means the vehicle spun a full 360-degrees.

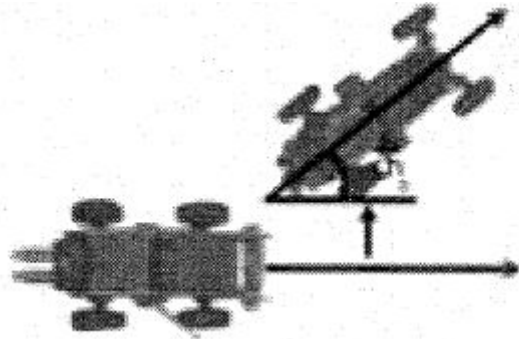


Diagram 7: Swerve

Swerve: This is identical to 'Swerving' in the ram section without a test. Roll a D6. A result of '1-3' swerves the vehicle 45-degrees to the left. A result of '4-6' swerves the vehicle to the right.

Roll: When a vehicle rolls it may do so once or twice or on and on and on before coming to a rest. Even then, the vehicle may be on a side or its roof when it stops rolling. Roll a D6 on the Vehicle Roll Chart. If additional damage results indicate that the vehicle moves somehow after it has rolled, then they are ignored since a rolling vehicle the worst thing that can happen out in the Ash Wastes.

<i>Vehicle Roll Chart</i>	
<i>D6 Result</i>	<i>Roll Effect</i>
1-2	The vehicle lands back on its wheels/tracks/whatever. The vehicle will take one automatic penetrating hit on a D6 result of 4+. This is applied to a random location on the vehicle. The vehicle may move again next turn but is stopped for this turn.
3-4	The vehicle lands on its roof. The vehicle will take one automatic penetrating hit on a D6 result of 4+. This is applied to a random location on the vehicle. In addition, the vehicle is immobilized for the remainder of the game.
5-6	The vehicle rolls over-and-over-and-over, flips, and flops. It travels D6" in its current direction and will take one automatic penetrating hit on a D6 result of 4+. This is applied immediately to a random location on the vehicle. Roll again on this chart immediately. This result can be applied over and over again. Any additional damage that results in the vehicle being immobilized with cause the vehicle to be immobilized after all roll results are applied.



DAMAGED VEHICLES

Once a vehicle is damaged it will either continue on, be immobilized, or be crippled. A vehicle that continues on continues on. Vehicles that are crippled and immobilized have a few special rules as follows:

Immobilized: A vehicle that is immobilized is left in place. All fighters on board may remain on board. The vehicle is no longer treated like a vehicle, but rather difficult terrain with the exception that a crawler will not destroy it etc. The vehicle may be targeted but fighters may also be targeted as if they are in hard cover (-2 to hit them). Any fixed weapons may still be used in their fire arcs. Shots that target the vehicle are treated as if they had no driver or crew and normal location and penetration rules are used to damage the vehicle further.

Crippled: A vehicle that is crippled is left in place as a wreck. It is considered impassible terrain for fighters-on-foot and difficult terrain for vehicles with the exception that a crawler will not destroy it etc. All fighters that are not thrown from the wreck when the crippling hit takes place are placed 1" from the vehicle in a random direction determined by rolling a scatter die. If the crippling hit brings the vehicle to what can be considered a soft stop then the direction can be chosen instead of randomly determined. Crippled vehicles take no further part in a game and cannot be targeted any further.

PERMANENT DAMAGE TO VEHICLES

Just as a fighter can be seriously injured, so can vehicles. In actuality, vehicles get shot up, beat up, and driven to death, sometimes literally. Gangs must pay maintenance on vehicles but sometimes the damage is just too severe and permanent damage is applied. So, how does a vehicle get permanent damage? Immobilized vehicles have the potential to be permanently damaged and crippled vehicles must roll on the Vehicle Permanent Damage Table Below.

IMMOBILIZED VEHICLES

Not all vehicles that are immobilized will have permanent damage. Roll a D6 for each of your vehicles that are immobilized at the end of the game. On a roll of '1' they are considered crippled and must roll on the Vehicle Permanent Damage Chart. On a roll of '2-6' your gang has successfully gotten off the battlefield with your vehicle and it will be repaired in time for the next game. However, if your gang bottled out then the chance of your immobilized vehicles being crippled changes '1' to '1-3.' If the scenario is totally played out and you lost, but did not lose because you bottled out then your immobilized vehicles will only be crippled on a result of '1.' This is because you did stick out the entire game, you just lost.

CRIPPLED VEHICLES

All vehicles that are crippled at the end of the game or who were immobilized and become crippled at the end of the game roll once on the Vehicle Permanent Damage Chart.



<i>Vehicle Permanent Damage Chart</i>	
<i>D66 Roll</i>	<i>Permanent Damage</i>
11-13	Destroyed: The vehicle is completely destroyed. Your gang leaves the wreckage behind. If you did not bottle out then you can assign an eligible fighter to salvage what they can. Instead of scavenging or doing anything else this post game sequence he will strip 2D6x10 credits worth of parts from the wreckage. If you did bottle out, the winner can salvage in the same manner instead.
14-16	Wrecked: The vehicle has not been completely destroyed, although it is badly mangled. Roll a further D3+1 times on the Vehicle Permanent Damage Table. Re-roll any results of 'Destroyed,' 'While We Were At It,' 'Fixed,' or 'Wrecked.' Re-roll any duplicate 'Captured' results.
21-22	Armour Weakened: The armour plates on the vehicle that protect its vital components and crew are twisted, holed, and buckled or are simply missing. The vehicle's armour is reduced by '-1' to all of it locations.
23-24	Twisted Chassis: The vehicle's chassis or frame is bent, mangled, or missing components that make it almost impossible to control at high speeds. For each turn you wish to make the driver must first roll a D6. On a result of '1' the turn is not made at all and still reduces your allotment of turns at that speed. i.e. a result of '1' at high speed means no turns.
25-26	Engine Problems: The vehicle's propulsion system, be it a turbine, motor, or power plant, has taken serious damage. Each time you wish to change speeds the driver must pass a driving test by rolling equal to or under their leadership. A failure means you must travel at the same speed as last turn. This also means you must test to see if you can start a stationary vehicle or bring a moving vehicle to a stop.
31-32	Boneshaker: The suspension system has taken serious damaged in the last fight. The vehicle bounces around wildly as is travels through the Ash Wastes. While moving, all shooting attacks made from fighters onboard must apply an additional '-1' to hit modifier.
33-34	Annoying Squeak: Some minor problems have resulted in a truly annoying sound. This sound is heard even over the roar or the ash waste storms when the vehicle is moving. This so baffles and annoys the driver that he takes all driving tests based on his leadership at a '-1.'
35-36	Unreliable: The vehicle just has its bad days. Roll a D6 before each game. On a result of '1' the vehicle cannot participate in the game just like a fighter with an old battle wound. If this result is attained more than once, then roll a D6 for each 'Unreliable' results and any results of '1' prevent the vehicle from participating.
41-56	Fixed: It looks a lot worse then it truly is. The vehicle just looks like crap, just like every other vehicle out there.
61-63	Captured: The vehicle is towed away by the opposing gang. Captured vehicles may be exchanged, ransomed or striped for parts. If both gangs possess captured vehicles then they will be exchanged on a one-for-one basis starting with the most expensive vehicles. Any captured vehicles remaining after exchanges may be bought back at whatever the players can agree to. Alternatively, once exchanges are done vehicles may be rescued per the rescue scenarios, although some modifications may be needed. And lastly, after all of these options are used up, the capturing gang has two options: keep it or strip it. Keeping it adds the vehicle to their stash. Stripping a vehicle will place any fixed weapons in the gang's stash and the vehicle will net 3D6x10 credits in parts.
64-65	Reputation: The knocks, holes, rake marks, and bullet holes mark the vehicle as being owned by an experienced gang of merciless killers. The effect of this pride is that all friendly fighters on board get a '+1' to their leadership while on board.
66	While We Were At It: The gang's mechanics work the vehicle over after the last battle and seem to have also fixed some other long-standing fault too. All permanent damage, positive or negative, is now fixed.

ASH WASTE HAND-TO-HAND COMBAT

Fighters-on-foot fight in hand-to-hand combats per the rules in the ORB. However, vehicles do not. Unless a vehicle is immobilized a fighter may not attack a vehicle directly; however, fighters may attempt to leap onto enemy vehicles to engage their crew, throw out their drivers, and try to loot the vehicle. The rules for boarding actions are as follows:

BOARDING ACTIONS

Jumping On: A fighter may attempt to board a vehicle by declaring he wants to board it during the charge portion of the movement phase. Fighters may declare a boarding action even if they plan to wait until the vehicle they are on moves first. In this case, the declared boarders may do nothing that turn and if the vehicle they are on does not get them in range then they may do nothing else that turn. They do not leave the vehicle either. To complete a boarding action the fighter-on-foot must be within 1" of the side or rear of the target vehicle and a fighter on a vehicle must be within 2" of the other vehicle when they attempt to jump on. Once the boarders are within range they must take individual initiative tests. Any fighter that rolls equal to or under their initiative has successfully boarded and will fight a vehicle hand-to-hand combat. Any fighter that rolls over their initiative has misjudged the distance, hit the vehicle, and/or bounced off. They will land D3" away from the vehicle, take a S3 hit (S4 if the target vehicle was moving fast) on a 4+, and is pinned at a minimum. Bikes and single seat vehicles may be boarded just like other vehicles, although caution is advised as the vehicle will most likely just move out-of-control and become immobilized without a driver.

Vehicle Hand-To-Hand Combat: Once a fighter successfully boards a target vehicle he will fight the crew in the hand-to-hand combat phase. As soon as a boarder jumps on a vehicle the vehicle's owner must assign a crewmember to engage the boarder. Vehicle hand-to-hand combatants are assigned one-on-one and multiple combats are not possible, there just is not enough room to maneuver on a vehicle barreling down the ash dunes. The vehicle owner must always pick crewmembers that are not pinned first. The last fighter to be assigned into hand-to-hand combat is the driver. Vehicular hand-to-hand combat is more fluid and dynamic than regular hand-to-hand combat and the following modifiers apply:

Charge Modifier: Successful boarders get the '+1' charging bonus in the round that they board.

Fighting Over an Obstacle: The usual '-1' for fighting over an obstacle does not apply to boarding actions. The fighter jumps over the side and is on the vehicle; hence he needed to board the vehicle in the first place.

Crawlers: Since crawlers are large and generally stable, fighting hand-to-hand on crawlers is not vehicular hand-to-hand combat. Instead, you must still roll to board a moving crawler, but then hand-to-hand combat is performed as stated in the ORB.

Losing Vehicular Hand-To-Hand Combat: Vehicular hand-to-hand combat is quicker and more brutal than regular hand-to-hand combat. The fight is more intense. A fighter that is taken down in a vehicular hand-to-hand combat is not automatically taken out-of-action. Instead, roll all injuries one at a time. Then, if the fighter is not taken out-of-action by his injuries he is thrown D6" in a random direction determined by rolling the scatter die from the vehicle, takes an additional S3 hit (S4 if the vehicle is moving fast) on D6 result of 4+, and is pinned at a minimum. This means that a fighter involved in a vehicular hand-to-hand combat could lose combat, not get injured (or be down), but still get thrown from the vehicle.

Draws/Continuing in Vehicular Hand-To-Hand Combat: In the event that a round of hand-to-hand combat is a draw then both fighters continue to fight per the ORB. Additionally, when there are other fighters not assigned in vehicular hand-to-hand combat then they may now be assigned as multiple component hand-to-hand combat; however, the driver can never fight more than one opponent at a time.

Breaking Nerve from Vehicular Hand-to-Hand Combat: A fighter in a vehicular hand-to-hand combat may always elect to exit hand-to-hand combat after the first round. To do so, they simply jump off the vehicle. Their opponent does not get a free hit like regular hand-to-hand combats, but they will take a S3 hit (S4 if the vehicle is moving fast) when they hit the ground. The direction they jump is randomly determined by rolling the scatter die since hand-to-hand combat is a swirling dervish of death.

Drivers in Vehicular Hand-To-Hand Combat: When a driver is involved in a hand-to-hand combat his vehicle is considered an out-of-control vehicle, but no other friendly fighter may try to take over driving. Remember that if a driver loses hand-to-hand combat he is still thrown overboard like any other fighter.

End Result: If at any time there is no friendly fighters on a vehicle as a result of a boarding action then the vehicle will come to a halt and be stationary for the remainder of the game. It will count as immobilized until a friendly fighter can get to it and drive it away. If there are no friendly fighters on board at the end of the game and at least one enemy fighter on board then the vehicle will automatically be captured. Note: During the game the vehicle may not be used by the enemy, not even to use its fixed weapons unless a scenario specifically allows a captured vehicle to be used by the captors (see Scenario 5: The Raid, etc.)



HIT AND RUN ATTACKS

A bike driver can make a hand-to-hand attack against a fighter-on-foot as they pass them during the movement phase. This is a special attack and is called a Hit and Run. This is different from trying to run a fighter-on-foot over as described elsewhere in these rules. The hit and run is worked out when the bike passes within base-to-base contact of the target fighter-on-foot. Each fighter rolls only a single attack die, no matter how many attacks, skills, or equipment modifiers either fighter has. Neither fighter may parry as the attack happens in the split second the bike passes by. The bike driver gets a '+1' for charging and wins in the event of a draw. Damage is done as normal and applied immediately. If the bike driver is still able he can complete his movement. Performing a Hit and Run prevents the bike driver from shooting this turn. Additionally, a bike driver may only perform one Hit and Run per turn.

ATTACKING VEHICLES IN CLOSE COMBAT

The only way to attack a vehicle in close combat without a special skill or scenario event is when they are stationary.

Stationary Vehicles: Stationary vehicles include any vehicle that did not move at all in its last movement phase, driverless vehicles, and immobilized vehicles. Stationary vehicles may be shot at point blank range or hit with close combat weapons. Vehicles that moved at all last turn may not be attacked as stationary vehicles because they are not stationary. Treat stationary vehicles as terrain and scenery. Close combat against a stationary vehicle is worked out like a fighter-on-foot to fighter-on-foot close combat and not a boarding action. If the vehicle then moves the hand-to-hand combat changes into a vehicular hand-to-hand combat. Fighters do not need to pass an initiative test to get on a stationary vehicle, they simply walk right on board. A stationary vehicle may be attacked in close combat or shot at long range. If a fighter declares a charge against a vehicle there are two options: point blank shooting and hand-to-hand combat. In both cases it is impossible to target the driver and crew locations as they fight back.

Point Blank Shooting: This is conducted in the shooting phase, applies only to shots at stationary vehicles, and applies only to fighters that did not move over their base movement this turn. There is no need to roll to hit, you simply hit. In addition, you may hit any location you want that you can draw LOS to. Although you hit wherever you want to, you must still roll to penetrate and damage the vehicle as normal.

Hand-to-Hand Combat: A fighter that declares a charge against a stationary vehicle may charge any location that he can feasibly get to with his charge movement. Roll to penetrate for each attack the fighter would normally get in hand-to-hand combat. This means you can double your attacks with berserker charge or add one attack for second close combat weapons or add attacks etc. The only modifier that does not apply is the +1 for being a vehicle's second or more combatant. Again, hits are automatic but you must roll for penetration and damage as normal.

EXPERIENCE FROM USING VEHICLES

Since life in the Ash Wastes revolves around vehicles as well as scavenging and fighting, the following are special cases where experience is awarded that involve vehicles. They apply no matter the scenario played and are generally more expansive than the experience awards in scenarios. Where a scenario and these combine, say by running over a fighter-on-foot and Wounding Hit experience the intent is to give one +5 award, not 2 (aka +5 and +5), so please do not use these as a way to uber up the experience unfairly.

DRIVING

Since driving is a tough job the following are awards pertaining to driving a vehicle:

Successful Test: If you are the driver of a vehicle and you are required to take driving test, except for those due to difficult terrain and you pass it then you will receive +1 experience. You can get this award multiple times in a game, but never more than once per your turn. These tests are typically taken against your leadership, initiative, or strength. This also includes successful test because a vehicle has permanent damage.

Tailing/Racing: If you are the driver of a vehicle and you successfully initiate a tail or race then you will earn +1 experience.

Ram: If you are the driver of a vehicle that initiates a ram and are successful in impacting the target vehicle then you will earn +5 experience points for penetrating the target vehicle's armour. No matter how much the ram damages the target vehicle you will only earn +5 experience points.

Run Down: If you are the driver of a vehicle and successfully injure a fighter-on-foot (except if they were already down) by running them over you will earn +5 experience points.



SHOOTING

The following are experience awards pertaining to vehicle and shooting:

Penetrating Hit: If your shot penetrates a vehicle's armour then you are awarded +5 experience points. Further injuries as a result of your shot do not get you any more experience. An example is that if you hit a vehicle and the fuel explodes then four crewmembers are taken down or out-of-action you would still only receive +5 experience total for the shot.

Immobilized Vehicle: If your shot ends up immobilizing a vehicle, either by the result on the damage tables or by the driver messing up and ending up immobilizing his vehicle you will receive an additional +2 experience points. This means that if you shoot a vehicle and then end up immobilizing it you would receive +5 for penetrating the armour and +2 for immobilizing it for a total of +7 experience for the shot.

Crippled Vehicle: If your shot ends up crippling a vehicle, either by the result on the damage tables or by the driver messing up and ending up crippled you will receive an additional +3 experience points. This means that if you shoot a vehicle and then end up crippling it you would receive +5 for penetrating the armour and +3 for crippling it for a total of +8 experience for the shot.

ASH WASTE ARMOURY

The Ash Wastes are not a nice place to live. The environment is harsh on everything, from the men, women, and children who call it home to the buildings and structures, to the machines and beasts too. Very few things are spared from the forces of the environment. Weapons and equipment are no exception.

Revised Ammunition Checks: The Ash Wastes makes all weapons harder to maintain. Parts can become scarce really quickly out in the shantytowns and scattered way stations. To represent this all weapons in the Ash Wastes have revised ammunition checks as follows:

<i>Ash Waste Ammo Check Chart</i>	
<i>ORB</i>	<i>Ash Wastes</i>
One-in-a-million	2+
2+	3+
3+	4+
4+	5+
5+	6+
6+	6+
Auto	Auto

House Weapons Lists: All house weapons lists do not apply in the Ash Wastes. The trading is not regulated by individual houses unless a gang's specific rules state that they are. When a gang is recruited in the Ash Wastes they will have access to all common weapons unless their gang rules state otherwise.

Fixed Weapon Ammunition Checks: See the vehicle rules.

Flamer Weapons: All flame weapons are useable in the Ash Wastes. However, they are not as predicable as in the hive. After you place your flame template leave it on the board. Roll the scatter die and rotate the flame template to point that direction. The rotation is taken from the point on the base of the model that you placed it. As an example, if the rotation places the template behind your model, rotate it from the front of your model. This means that you have hit the firing model as well. This represents the constant shifting wind currents in the ash wastes. Roll to wound any fighters hit by the initial placement of the template and then all those that the flames sweep over. All fighters, no matter when in the template or during what part of its placement will only be hit on a D6 roll of 4+. This does not apply if a flame weapon is used in a building with four distinct walls or in a structure that is determined (prior to the start of the game) to shelter fighters from the environment. Some examples are forts, shelters, buildings etc.

Lasgun and Autogun: Since weapons are not as refined in the Ash Wastes and technology is not usually up-kept to the standards as the Underhive, the Autogun and Lasgun are different in the Ash Wastes. Lasguns do not have a '-1' armour penetration in their profiles and Autoguns do. This is representative of the fact that most gangs will make their own shells for autoguns and do not really have the ability to fine-tune the optics of a lasgun due to the constant degradation the Ash Wastes causes them.

Multiple Wounds Versus Beasts: Since ash beasts of all sizes are resilient, the damage from weapons that cause more than 1 wound (i.e. D3 etc.) only do 1 wound per dice versus beasts no matter what they do otherwise. This means the 2D6 for a lascannon will be reduced to 2 wounds.



In-Hive: The general rule of thumb is that if you take your gang into the Ash Wastes they will not be allowed back into the hive. If your arbitrator allows you to take your Ash Wastes gang in hive and play games then ammunition check rules and Ash Waste Armoury rules do not apply. The Ash Waste Armoury rules apply in the Ash Wastes Only.

Primitive Weapons: The denizens of the Ash Wastes all know how to use Primitive Weapons. If you want, you may also purchase and use Primitive Weapons on any of your gang fighters.

NEW WEAPONS

The Ash Wastes are home to a lot of new weaponry. Some is straight out of looted caravans heading to the spires, some are modifications for use in the harsh environment of the Ash Wastes, and others are brutal creations made up on the fly that never seem to go away. Weapons with an ammo check listed here do not modify their ammunition check values as these are Ash Waste weapons. The following are Ash Waste weapons:

DOUBLE BLADE KNIFE (COMMON)

A common hand-to-hand weapon among Ash Wastes Nomads and other Outhivers is the Double Bladed Knife. This ritual weapon was traditionally carried by members of House Catallus, but its use has become symbolic of the Ash Wastes Nomad's struggle. Although only a knife it allows the fighter to parry as if it was a sword.

Range	Strength	Damage	Save Mod	Cost
Close Combat	As User	1	S Based	15 credits

Special: Parry

GLAIVE (COMMON)

The Glaive is a large, two-handed weapon that is usually used by mounted fighters. It is cumbersome, but deadly in the proper hands.

Range	Strength	Damage	Save Mod	Cost
Close Combat	As User +1	1	S Based	30 credits

Special: Two-Handed, if you wound at least once then you may roll one extra chance to wound

SPEAR (COMMON)

The spear is a primitive weapon that Ash Waste Denizens have learned to fashion for almost anything out there that they can get their hands on.

Range	Strength	Damage	Save Mod	Cost
Close Combat	As User	1	S Based	15 credits

Special: May be thrown once per game (Range 0-8) If this is done then it may no longer be used in HTH.

SAWED-OFF SHOTGUN (COMMON)

This is just what it sounds like. Ash Waste Denizens typically cut off the long barrels of shotguns for use on vehicles.

Type	Range		To Hit		Strength	Save			Ammo	Cost
	Short	Long	Short	Long		Dam	Mod			
Pistol	0-4	4-12	+2	-1	-----By Shell-----					20 credits

Special: Uses standard shotgun rounds but cannot use Bolt rounds. All ranges are per this profile. Drivers and Bike Riders can use this weapon without the -1 penalty. This pistol may not be used in HTH.

COMBAT SHOTGUN (RARE 40+3D6)

The Combat Shotgun is a military version of the standard shotgun. It has better parts and jams less often. Out in the Ash Wastes this is a plus. In addition, the Combat Shotgun is the only type of shotgun capable of using special, or rather, modified rounds called Executioner Shells.

Type	Range		To Hit		Strength	Save			Ammo	Cost
	Short	Long	Short	Long		Dam	Mod			
Basic	---	By Shell ---	---	By Shell ---	---	By Shell ---				60 credits

Special: Knockback, Can use Executioner Shells, All ammunition checks are 1 point better.



CROSSBOW (COMMON)

The crossbow is a mechanical bow that fires a sharp tipped something or other. Ash Waste Denizens will use almost anything relatively straight in a crossbow.

Type	Range		To Hit		Strength	Dam	Save		Ammo	Cost
	Short	Long	Short	Long			Mod			
Primitive	0-12	12-18	-	-1	4	1	-		4+	20 credits

Special: Knockback, Silent, *Reload*: It takes one turn to reload the Crossbow. No shooting may be done the next turn with any other weapons while the crossbow is being reloaded and the fighter must be able to act next turn as well.

ASSAULT GUN (RARE 70+3D6)

Some gangs have access to the Assault Gun. On the outside it looks like simply an autogun or bolt gun with extra ammunition drum and an extra handle, but inside the weapon is complex and has an increased rate of fire. This weapon is usually used to sweep and fill small rooms and vehicle compartments with lots of lead and rounds in short bursts.

Type	Range		To Hit		Strength	Dam	Save		Ammo	Cost
	Short	Long	Short	Long			Mod			
Special	0-12	12-18	-	-1	3	1	-		5+	70+3D6 credits

Special: Must always use 1 SF, no gunsights



LONG RIFLE (RARE 40+2D6)

This is the weapon of choice for Ash Waste Nomads and any Ash Waste Denizen looking to pick off a lone driver at long range and scavenge the vehicle.

Type	Range		To Hit		Strength	Dam	Save		Ammo	Cost
	Short	Long	Short	Long			Mod			
Special	0-12	12-48	-1	+1	4	1	-1		5+	40+2D6 credits

Special: *Move or Fire*



ROCKET LAUNCHER (COMMON)

The Rocket Launcher is rough, dirty, and generally unsafe version of the Missile Launcher from the ORB. The only difference is that you must purchase Rockets instead of Missiles to use in it.

Type	Range		To Hit		Strength	Dam	Save		Ammo	Cost
	Short	Long	Short	Long			Mod			
Heavy	0-20	20-48			--- As Rocket ---				Auto	150 credits
	Krak Rockets				7	2D3	-3		Auto	95 credits
	Frag Rockets				4	1	-1		Auto	35 credits

Special: *Move or Fire*, Rockets Extra, Frag Rockets are Blast Template

EXECUTIONER ROUNDS (RARE 20+2D6)

Executioner Rounds are modified rounds that are better at penetrating armour and doing greater damage at longer ranges.

Type	Range		To Hit		Strength	Dam	Save		Ammo	Cost
	Short	Long	Short	Long			Mod			
Shell	0-4	4-24	-1	+1	4	1	-2		6+	20+2D6 credits

NEW EQUIPMENT

The Ash Wastes is extremely hostile to its denizens. Combat is brutal and quick. Vehicles and beasts run long distances via caravanning. The denizens of the Ash Wastes have created a few new items for use in the Ash Wastes. Each is outlined below.

BEAST TETHER (COMMON 15 credits)

Beasts tend to wander and do what they want. When they are ridden by a fighter then they are somewhat under control or dare we say, tamed? Even the best mounts will revert to their natural instincts when they are not ridden, so denizens of the Ash Wastes use Beast Tethers to control their beasts. Beasts with a Beast Tether will not wander when the rider voluntarily dismounts. The fighter dismounts and quickly uses the Beast Tether's rocket dart to sink it into the Ash Wastes and prevents the beast from wandering from the spot. This does not count as an action, can be done any number of times the rider voluntarily dismounts in a game, and can never be used as a weapon.

BIONIC HAND (RARE 50+3D6 credits)

The Bionic Hand is a just what is sounds like. The Bionic Hand is a cheaper relative to the Bionic Arm, but it is not as invasive as replacing the entire arm. The Bionic Hand has the following special rules:

One User: Once equipped on a fighter this item may not be switched to another fighter.

Replacement: A fighter that equips a Bionic Hand to a hand that has suffered a Hand Injury (or more than one hand injury to that hand) will cancel out the injury effects. Bionic Hands are not part of the Bionic Arm but may be used in conjunction with a Bionic Arm.

Grab: A fighter equipped with a Bionic Hand will subtract one from the Initiative result to avoid falling due to the extra grip that the Bionic Hand gives its user. Multiple Bionic Hands do not stack.

Further Injury: If a fighter equipped with a Bionic Hand suffers further 'Hand Injury' results to the hand that has been fitted with a Bionic Hand then roll the appropriate number of fingers lost. Lost fingers may be replaced at a cost of 10 credits each and can be done in any post game sequence.

BIONIC IMPLANT (RARE 100+4D6 credits)

The Bionic Implant is a mechanical device implanted into a fighter to cancel out any injury not covers by another piece of bionics. The Bionic Implant has the following special rules:

One User: Once equipped on a fighter this item may not be switched to another fighter.

Replacement: A fighter that equips a Bionic Implant will cancel out any injury effects not covered by another piece of bionics.

Further Injury: If a fighter equipped with a Bionic Implant suffers a further injury of the same type that it replaced will destroy the implant and the injury will then take effect once more.



BLIND FIGHTING EQUIPMENT (COMMON – Various credits)

The Ash Wastes always has shifting light conditions. These items are explained fully in Fanatic Magazine 4. All of these items are common.

Blue-Light (5)
 Rocket Flare (20)
 Tracers – Autopistol (5)
 Tracers – Bolt Pistol (15)
 Tracers – Autogun (5)
 Tracers – Bolt Gun (15)
 Tracers – Autocannon (20)
 Tracers – Heavy Bolter (35)
 Tracers – Heavy Stubber (15)

CYBER-MASTIFF (RARE 25+6D6 credits)

A Cyber-Mastiff has the following profile

M	WS	BS	S	T	W	I	A	Ld	Save
6	4	-	5	4	1	3	1	-	4+

The following Special Rules apply to Cyber-Mastiffs:

Handler: Once purchased a Cyber-Mastiff must be assigned to any gang fighter but Juve types. The Cyber-Mastiff must stay within 18” of the Handler at all times. If the Handler is taken ‘down’ or ‘out-of-action’ then the Cyber-Mastiff must remain within 18” of his body, but may otherwise continue to move and fight normally.

Follower: The Cyber-Mastiff is a follower and is a piece of equipment. If the Handler participates in game so does the Cyber-Mastiff at no additional cost to number of fighters in a scenario as it is a piece of equipment. As a follower the Cyber-Mastiff does not count for nearest fighter to escape pinning or for testing nerve if it goes out of action near a friendly fight etc.

Injury: The Cyber-Mastiff ignores ‘flesh wound’ results. Treat a roll of 1 as having no effect.

Experience: The Cyber-Mastiff is a piece of equipment and will not gain any experience.

Skills: The Cyber-Mastiff has Dodge plus one of the following (roll a d6): 1-3 Leap and 4-6 Sprint.

Ladders: A Cyber-Mastiff can go up or down ladders (or items following the rules of ladders) by itself; however, the Cyber-Mastiff pays double the distance moved.

Out-of-Action: If a Cyber-Mastiff goes out of action then roll a d6. On a 1-3 the Cyber-Mastiff has sustained too much damage and is reduced to slag and is removed from the gang roster. On a 4-6 the Cyber-Mastiff recovers fine and will be ready for the next battle.

Psychology: Cyber-Mastiffs do not need to test for nerve and are automatically assumed to pass all leadership tests they are required to take. The Cyber-Mastiff is a machine after all.

FLASH SUPPRESSOR (RARE 20+2D6 credits)

A Flash Suppressor works like a silencer for an Autogun and follows all the rules for silencers.



The rushing wind raised to a howl and caused the ash dust to rain against the rock hard industrial waste throughout the canyon. As the light filtered down through the chemical cloud cover above a purple hue was cast on everything. As the inevitable ash storm prepared to whip through, a lone figure nestled into a crevice high upon the canyon wall. Pulling a telescope from his hooded long coat the man peered down at the shanty town on the canyon floor below.

About four dozen shacks, with no apparent forethought, huddled within a seven meter tall make shift wall. Everything within the settlement was a patchwork of salvaged industrial wastes. Girders, sheet metal, old vehicle parts, or whatever the particular occupants could manage to find and thrown together for shelter. It didn't matter if the hovel was used for as a personal residence or a gambling den it all looked the same.

The man lowered the telescope then glanced up at the wall of the massive hive. It continued up well beyond his field of view. It was not the wall that he was interested in. From somewhere within the toxic clouds lights began to flicker on causing not only a slight increase in the light level, but a shift in the shadows below. Beneath his respirator a grin formed. It was only a matter of time, and he had survived his entire life out here.

At twenty three he was a seasoned veteran. Since childhood he had known how to change the filter and adjust his respirator. From adolescence he could read the shifting ash dunes and blowing toxins in the winds. Once he was allowed to join the band of nomads he quickly learned how to navigate between the hives. Even so he was better than most. He was a scout for his band. Entrusted to recon routes, gather information, and to report back anything of interest. It was the later that brought him to edge of this cliff on the eve of the biggest ash storm he had seen in many seasons.

A bolt of electricity cracked the sky between the hive and cavern wall having been grounded from somewhere in the eighteen kilometer skyline above. Raising the telescope back to his eye the nomad noticed that the activity level had increased dramatically within the shanty town. Some tried to board up their flimsy shelters while others sought entry into under ground bunkers, handing a few coins in barter to the owners. People were running everywhere. But there was a group of men walking around a rather large shack right against the hive wall. They neither looked scared nor rushed. This is what he was watching for.

Ten men had formed a semi-circle perimeter in front of the building, small arms at the ready. As the wind picked up the nomad barely detected the roar of a very large engine coming to life. He watched the makeshift building behind the men as it imploded. Out of the newly formed pile of scrap a large vehicle began to move. In pairs the men moved from their perimeter and climbed aboard a slowly moving crawler as it emerged from its self inflicted shroud.

It didn't move all that fast, but it was mammoth. It was twice the height of the shanty town's defenses and weapon stations covered its armored shell. As it lumbered towards the gate it became obvious that unless someone opened up the gates it was going to just plow on through them. Faint alarms could now be heard and several figures changed their course to move to the gates. As the behemoth reached the gateway the pair of doors began to swing outwards barely keeping pace. Without any noticeable hesitation the crawler squeezed through the gates. When it cleared the gates the gatekeepers did not waste any time and closed the gates behind it.

The sheer mass of the vehicle caused the ground to tremor slightly as it rolled beneath the nomad. He no longer needed his telescope and tucked it back into its pocket inside his long coat. Shifting his weight he turned to watch the crawler slowly disappear. Once out of sight the lone figure climbed back up over the edge of canyon wall. Jumping into a waiting buggy he quickly gunned the engine and raced out into the wastes. His fellow nomads would be very interested to learn about this.



ASH WASTE SKILLS

All the skills as described in the ORB still apply in the Ash Wastes. In addition to these skills the denizens of the Ash Wastes have adapted to an alternative lifestyle to their brothers and sisters in the Underhive. The Ash Wastes revolves around vehicles, beasts, and the imposing hostile environment that is the Ash Wastes.

NEW SKILLS

The following are new skills list and who can take them. These skill lists can be used instead of your fighter's normal skill lists unless they already have access to them. In order to use one or more of these lists you must give up access to one of your normal skill lists. Lists are traded on a one-to-one basis. If you roll 2 or 12 and can choose any skill list you may choose one of these lists. As an example, if you give up combat and shooting on a Van Saar you could pick up Crew and Boarding. The following are qualifications for the new skill lists:

- Ash Waste Skills – All fighters
- Boarding Skills – All fighters except designated drivers/riders and classified as 'heavies'
- Crew Skills – Fighters classified as 'ganger,' 'heavy,' and 'juve'
- Driving Skills – Designated Drivers
- Riding Skills – Designated Riders

Ash Waste Skills: The Ash Wastes are a harsh reality and its denizens are even harder. Any fighter may take Ash Waste Skills. This class of skills may be rolled on when you gain a 'skill' advance and follows all rules for 'skill' advances in Necromunda ORB. When you select this skill category roll a D6:

1. *Headlong Leap:* When this fighter gets into hand-to-hand combat on vehicles he is overwhelmed with 'road rage.' The fighter gains +1 to his initiative when attempting to board enemy vehicles and may choose who he fights if he successfully boards, even the driver.
2. *Gotcha:* A fighter with this skill may leap from a moving vehicle onto an opponent that is on foot. The fighter may leap at any point in the vehicle's movement at any enemy that is within 2" of the vehicle. The fighter does not take any damage from the leap and the opponent takes a single hit at the fighter toughness. If the opponent survives then the two models are locked into hand-to-hand combat and the leaper counts as charging in the first round.
3. *Play Chicken:* If a vehicle attempts to run over, swipe, or rake a fighter with this skill the fighter will instead stand his ground as the vehicle closes in and points a gun while grinning widely. If the fighter manages to jump out of the way he may then take a free shooting attack at the vehicle. The shot is made immediately as the fighter dives away. He is still pinned but the shot is taken with all modifiers as normal.
4. *Looter:* A fighter with this skill is especially good at scavenging the battlefield. If the fighter did not go 'out-of-action' then he takes D3X5 credits worth of valuables from the battlefield. These credits are profit and added directly to your stash and does not count as a post game action or the fighter.
5. *Play Dead:* If a fighter with this skill is wounded and goes 'down' but not 'out-of-action' they may not be attacked by enemy fighters because he makes such a good job of looking like they are 'out-of-action.' If a fighter with this skill is actually taken 'out-of-action' then this skill has no effect since you are instead removed from play
6. *Tough as Steel:* A fighter that is Tough as Steel is harder to wound. The fighter subtracts one from the strength of all attacks that attempt to wound him.



Boarding Skills: Battles in the ash waste mostly involve vehicles. The base concept is you need to take over your opponent's vehicles. How do you do this? By boarding, of course! Any fighters except designated drivers/riders and those classified as 'heavies' may take Boarding Skills. This class of skills may be rolled on when you gain a 'skill' advance and follows all rules for 'skill' advances in Necromunda ORB. When you select this skill category roll a D6:

1. *Iron Grip:* This fighter is adept at grabbing onto a vehicle, even when being madly bounced about. If the fighter fails his initiative test when boarding an enemy vehicle he may re-roll it. No matter the result, the second die result stands.
2. *Follow Me!:* The fighter's daring feats serve as a great example to his fellow gangers who will copy his effective boarding style. If the fighter successfully boards an enemy vehicle then any other friendly fighters have a -1 modifier to their initiative roll to board that vehicle while the fighter is on board.
3. *Cling On:* Despite the enemy's best efforts, it is very difficult to throw this fighter off a vehicle. If the fighter is forced off a vehicle for loosing a combat instead roll a D6. If the score is less than or equal to the fighter's strength he hangs on and is not thrown overboard. If the result is over his strength he is thrown off as normal.
4. *Surprise Leap:* The fighter is an expert at jumping onto a vehicle that tries to run him over. If the fighter successfully dodges a vehicle that is about to run him over he has instead jumped onto the vehicle and counts as charging. If he does not dodge then he follows the normal rules for being run over.
5. *Counter-Punch:* Good timing is the key to repelling enemy boarders and this fighter has the knack for doing just that by throwing a punch at just the right time. If the fighter fights an enemy boarder on the first turn they board he gains a +1 to his WS.
6. *Grapple:* The fighter is so dedicated to the gang that he will willingly throw himself off a moving vehicle and try to take as many enemy fighters with him as he can. At the start of any hand-to-hand combat on a vehicle the fighter may attempt to drag his opponent(s) off the vehicle. The fighter automatically falls off as if he'd lost a round of hand-to-hand combat. His opponent(s) must roll less than their strength(s) on a D6 or they are dragged off with the fighter. All fighters fall D3" in random directions (roll a scatter die for each fighter, not all at once) and take a strength 3 hit on a D6 result of 4+.



Crew Skills: Any fighter classified as a ‘ganger,’ ‘heavy,’ or ‘juve’ can take Crew Skills. This class of skills may be rolled on when you gain a ‘skill’ advance and follows all rules for ‘skill’ advances in Necromunda ORB. When you select this skill category roll a D6:

1. *Tinkerer:* When this skill is rolled up the model immediately creates a free piece of vehicle equipment. The cost of the equipment is still added to the cost of the vehicle. From now on after each game that this fighter does not go out-of-action and does not scavenge or work a territory or do any thing else you may nominate one piece of equipment. Roll a D6. On a result of ‘6’ he has created it. It still adds its cost to a vehicle. In addition, the fighter gains D6 experience. Items created this way may not be sold due to the jury-rigging nature of a tinkered item.
2. *Wrecker:* A fighter with this skill can attempt to grab onto an enemy vehicle and slide underneath it to sabotage it. If the fighter successfully boards another vehicle he does not have to fight a crewmember, but instead in each hand-to-hand phase he may attack one location, just as if there were no crew on board. Fighters on the target vehicle cannot attack the Wrecker but each time the vehicle turns he must roll equal to or under his strength on a D6. If he fails he falls and is placed 2” behind the vehicle. He takes a ST 3 hit. Work out injury as normal.
3. *Back Seat Driver:* This fighter is very good at suggesting courses of action to the driver of a vehicle. If the fighter is in a vehicle, but not driving, the vehicle’s driver must use the fighter’s leadership instead of his own on any driving test he has to make.
4. *Gunner:* This fighter may now fire fixed weapons, even if they cannot normally fire these weapons on their own except for heavy weapons. You may have as many gunners in your gang as you want but you are still limited to 1 fixed weapon per vehicle. If a ‘heavy’ rolls this skill then they can pick any skill on this skill list.
5. *Mechanic:* A fighter with this skill can fix damage to vehicles between games. To do this the gang spends D6x10 credits. Once the credits are paid you roll a D6. On a result of ‘1-2’ the repairs are ineffectual and the credits are lost. On a result of 3+ you have fixed one permanent damage result of your choice. Alternatively you may assign the mechanic to maintain one of your gang’s vehicles during the post game sequence. He may only do this if he did not go ‘out-of-action’ in the last game and may not do anything else this post-game sequence as well. A mechanic used this way counts as having paid one vehicle’s maintenance costs. The mechanic will also fix any temporary maintenance related damage as well.
6. *Dead Eye:* When a fighter with this skill shoots vehicle and hits it then roll a D6 prior to determining the location hit. On a result of 1-3 nothing special happens and you continue with location selection, penetration, and damage as normal. On a result of 4+ you may instead select the location you hit. Roll for penetration with a +1 modifier and apply damage as normal.

Driving Skills: Any fighter that is designated as a driver can take Driving Skills. This class of skills may be rolled on when you gain a ‘skill’ advance and follows all rules for ‘skill’ advances in Necromunda ORB. When you select this skill category roll a D6:

1. *Shadow:* The driver is especially skilled in the art of tailing and racing other vehicles. The driver may re-roll any leadership tests he has to take while tailing or racing another vehicle. Whatever the result of the second leadership test it stands.
2. *Get Away Driver:* The driver is well practice in loosing following vehicles. The driver dodges and weaves through the ash wastes and aims for obstacles to shake tailing and racing vehicles. The chasing driver must pass a leadership check at the start of your turn. If the test fails then you have shaken them off and they are no longer tailing or racing you.
3. *Stunt Driver:* The driver has lots of experience with out-of-control vehicles. If the vehicle is required to spin for any reason then the driver can re-roll the scatter die. The die cannot be re-rolled more than once per phase and the second result always stands. If the vehicle swerves then the driver may pick which way the vehicle turns.
4. *Emergency Stop:* If compulsory movement makes the driver’s vehicle crash into scenery or collide with another vehicle then the driver may choose to make an emergency stop. Before working out the effects of the crash or collision the driver takes a leadership test. If the test is passed the vehicle stops just short of the obstacle and no damage occurs but each fighter besides the driver must roll equal to or under their strength on a D6 to remain on the vehicle. If a fighter fails then he is thrown D6 inches in the direction of travel and will take a strength 3 hit on a D6 result of 4+. If the driver fails the leadership test the crash or collision is worked out as normal.
5. *Skid Turn:* A driver with this skill may make one additional turn of up to 90 degrees per turn (not phase). A driver of a bike may make up to a 180-degree turn. Roll a D6. On a result of 1-3 the vehicle instead goes out-of-control and moves D6 inches in a random direction. Roll the scatter die to determine the random direction. The vehicle will then spin at the end of the movement. On a result of 4+ the skid turn is successful. The vehicle may continue to finish its move after a skid turn, even if it was unsuccessful.



6. *Jink*: The driver moves his vehicle sporadically, never being in one spot too long. Shooting attacks against the driver's vehicle suffer an additional -1 to hit it. In addition, if the vehicle is going at 'fast' speed the driver gets a special save against all successful hits. Any successful hit can be 'jinked' on a D6 roll equal to or under the driver's initiative.



Riding Skills: Any fighter that is designated as a rider can take riding Skills. This class of skills may be rolled on when you gain a 'skill' advance and follows all rules for 'skill' advances in Necromunda ORB. When you select this skill category roll a D6:

1. *Master Rider*: The rider and his steed act with a single mind, dodging enemy fire and leaping into the fray with fluid grace. A fighter with this skill may re-roll any tests against Initiative, including dodging rams, attacking vehicles, etc. The second roll always stands.

2. *Expert Aim*: The rider is highly adept at firing whilst on the move and can pick off targets even from the back of a galloping beast. The fighter does not suffer the normal -1 to hit when shooting from a running beast.

3. *Sweeping Blow*: Fighting from the back of a beast gives a warrior a distinct advantage, which the fighter exploits to the fullest. When the mounted fighter fights against a fighter-on-foot he adds +1 to his combat score in addition to any other modifiers.

4. *Pounce*: The fighter has developed a unique style of attacking vehicles. Bunching its muscles, the fighter's beast leaps high into the air and lands right in the middle of an enemy vehicle, clawing, kicking, and biting. The fighter may board an enemy vehicle to attack it following the same rules as a fighter-on-foot can.

5. *Riding Evade*: The fighter is an expert at ducking behind his mount's thick hide to avoid being shot. This fighter gains a further +1 to his armour save when mounted, but only against shooting attacks. This bonus does not apply in hand-to-hand combat.

6. *Hit and Run*: The fighter is adept at charging into combat, striking the enemy, and then riding on before his opponent can fight back. The fighter can make sideswipe attacks at enemies he passes within 2" during his movement. This is handled in exactly the same way as vehicle sideswipes, so the target can dodge the blow by testing against their initiative and will suffer a strength 3 hit if they fail. The fighter may do this during normal movement or while running but not during a declared charge.



ASH WASTE VEHICLE DESIGN

The Ash Wastes of Necromunda are vast. They cover what is left of the surface of Necromunda outside and between the great spires. Rules for vehicle movement are outline earlier, but the following are the rules for creating an Ash Waste Vehicle. There are multiple types of vehicles that the denizens of the Ash Wastes use, but here are the rules for buying Vehicles for your gangs.

VEHICLE DESIGN

There are three steps to designing your vehicle for use in the Ash Wastes. They are Transport Capacity, Vehicle Type and Armour, and of course, Cost.

VD STEP 1: TRANSPORT CAPACITY

This is the easiest step. Your choices are either single seat or transport. A single seat is a typically a bike or quad. A transport is all others and can carry as many fighters as it physically can in a reasonable fashion. There are no strict guidelines like 10 troops in a chimera or as many as you can fit with an orky style battlewagon, just be reasonable and model it accordingly.

VD STEP 2: VEHICLE TYPE AND ARMOUR

In this step you must determine if your vehicle will be a crawler, skimmer, tracked, walker, or wheeled and what type of armour it will have. Sounds simple enough, but again, you must model it appropriately. Certain vehicles can only have certain types of motivation. For armour your choices are none, armoured, and heavily armoured. Keep in mind that if you choose a crawler they are all automatically heavily armoured. Consult the Vehicle Motivation and Armour Table below.

<i>Vehicle Motivation Type and Armour Table</i>				
	<i>Single Seater</i>	<i>Transport</i>	<i>Armoured</i>	<i>Heavily Armoured</i>
Crawler	No	Yes	No	Yes
Skimmer	Yes	Yes	Yes	No
Tracked	Yes	Yes	Yes	Yes
Walker	Yes	Yes	Yes	Yes
Wheeled	Yes	Yes	Yes	Yes

VD STEP 3: COST

This is the step everyone dreads. You can now determine your vehicle's base cost to recruit into your gang. Simply follow the Vehicle Cost Table below.

<i>Vehicle Base Cost Table</i>				
	<i>Single Seat</i>	<i>Transport</i>	<i>Armoured</i>	<i>Heavily Armoured</i>
Crawler	N/A	N/A	N/A	350
Skimmer	150	175	200	325
Tracked	125	150	175	300
Walker	100	125	150	275
Wheeled	75	100	125	250



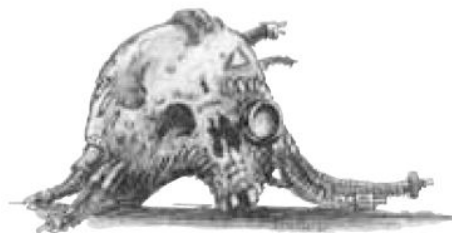
VEHICLE MAINTENANCE

All vehicles in the Ash Wastes take a beating. To represent this find your Vehicle Type and Motivation Type in the chart below then add your Armour Type. This is the vehicle's maintenance cost after each battle that the vehicle is used in. If you do not pay this cost then you must roll once on the 'Un-Maintained Vehicle Chart' below. These penalties are cumulative and will all be removed once you pay maintenance again.

<i>Vehicle Maintenance Table</i>					
	<i>Wheeled</i>	<i>Tracked</i>	<i>Walker</i>	<i>Crawler</i>	<i>Skimmer</i>
<i>Single Seat</i>	3	6	9	-	12
<i>Transport</i>	6	9	12	-	15
<i>Armoured</i>	+6	+5	+6	-	+9
<i>Heavily Armoured</i>	+9	+8	+9	12	-

As an example if your gang had a Heavily Armoured Tracked Transport its maintenance cost would be $9+8 = 17$ credits per post game sequence. 9 of this is from being a tracked transport and the +8 is for being heavily armoured.

<i>'Un-Maintained Vehicle Chart'</i>	
<i>Roll</i>	<i>Temporary Penalty</i>
<i>1</i>	<u>Finicky:</u> Roll a D6 before each battle that you intend to use this vehicle. On a result of '1' the vehicle cannot be used. Multiple finicky results mean you roll a D6 for each one like multiple 'Old Battle Wounds.'
<i>2</i>	<u>Holes:</u> You have not repaired the battle scars from the last battle. All of this vehicle's locations reduce their armor values by -1. Multiple Holes results are cumulative to a maximum of -3.
<i>3</i>	<u>Stuck Engine:</u> Each time you want to change speeds the driver must first pass a leadership test. If the test is failed then the vehicle must move at the same speed as it did last turn. Multiple Stuck Engine results after the first add a +1 to the Leadership test result to a maximum of +3.
<i>4</i>	<u>Damaged Controls:</u> The driver must roll a D6 after declaring that the vehicle is making a turn. On a result of '1' the turn cannot be made. Multiple Damaged Controls results will increase the D6 result by 1 to a maximum of '1-3.'
<i>5</i>	<u>Damaged Suspension:</u> All shooting attacks made from the vehicle if it is moving, even at slow speed, are made at a -1. Multiple Damaged Suspensions increase this negative modifier to a maximum of -3.
<i>6</i>	<u>Strange Noises:</u> The vehicle is making strange noises that are distracting to the driver. All leadership tests taking by the driver that pertain to driving the vehicle at taken with a +1 modifier. Multiple strange noises stack to a maximum of +3.



It was the center of his entire world and he hated it. A vein of some strange metallic ore twisted into a mockery of a long extinct tree. The “Killer Angels” had first been attracted to it because they thought it was something to be salvaged, but even back then it mocked him. There was nothing that could cut it, and he had tried. Saw blades, cutting torches, even demo charges. Not even a scratch. Then it became a symbol of their band’s strength and resistance to the elements of Necromunda.

Once Halleck had discovered the ruins of that crashed drop ship his fate was forever tied to that thing. Within the hulk they discovered scores of vehicles and spare parts. There was no way Halleck would walk away from such a find and he established what he called a way-station. You got it, right at the base of that... thing. Since then he had barely traveled more than a half a kilometer from that visage of metal. Buggies, trucks, and even a walker all hung from that “tree” like marionettes – all of them in some state of disrepair.

His latest challenge was a two-seater buggy, and of course the owners just had to have it yesterday. The rear axle had been knocked at such an angle as to cause it to continually pull to the left. Its roll cage had been caved in just above a pile of bloody goop in the “gunner” seat (he had know it was a gunner’s station by the pintle mount now smashed). And to top it off the engine had seized. They couldn’t have discovered a batch of electrical motors – no! But like a craftsman he had put it back together and now it only needed one last piece.

Picking up a mesh of respirator’s that had been jury rigged into some sort of air filter he set to the task of mounting it to the engine. Once the last bolt was in place he stood up and reached into the crew area. Hitting the starter button the engine roared to life spewing a cloud of black smoke. That’s when the urge hit him. Jump in and take it for a test run out on the dunes, no body would miss him for a few hours.

As he lifted his leg to slip into the driver’s seat a small truck raced in and slid to a stop only a meter from his boots.

“Gunder! She’s took a round to right rear axle. Think you could have it fixed in a day or so?”

He could almost hear the “tree” laugh at him as the winds blew through its boughs.

VEHICLE EQUIPMENT

Vehicles may only have a limited number of pieces of equipment. Single-seat vehicles may have one piece of equipment. Transports may have four pieces of equipment. Crawlers may have unlimited pieces of equipment. All equipment must be modeled on the vehicle in order to be used. Equipment may not be moved to another vehicle once it is installed unless used as a bargaining chip when exchanging and ransoming fighters and vehicles that have been captured. Once installed the cost of the equipment is added to the cost of the vehicle. In addition, unless specifically stated only one copy of a piece of equipment may be installed on a vehicle at a given time.

Ablative Armour (35 credits)

You stack boxes, extra armour, sand bags, and random pieces of ‘stuff’ all over your vehicle in an attempt to protect your vehicle from damage. Ablative armour will absorb the first armour penetration of the game. After this use the ablative armour plays no further roll in this game but will automatically be reconfigured in time for your next game.

Amphibious Package (50 credits)

Your vehicle may move through water, sump, liquid, etc without penalty. You essentially ‘float’ on the substances; however, if you are crippled or immobilized at the end of the game in one of these conditions then you will automatically be able to recover your vehicle at the end of the game with no crippled/immobilized roll required.

Boarding Plank (75 credits)

Once per game if your vehicle is within 2” of an enemy vehicle you may drop your boarding plank. Once attached, if either vehicle separates then they both take 1 automatically penetrating hit to a random location as the ties, hooks, and other aspects of the boarding plank rip free. Until the plank is dislodged the two vehicles vaguely follow the tailing moves, but no free shooting. Each model that wishes to go either way on the boarding plank rolls a D6 instead of an initiative check. On a result of ‘1’ they fall off as if they had lost a round on HTH. On a ‘2+’ they freely ‘charge’ across to the other vehicle. Follow the remaining rules for boarding actions.

Crash Webbing (20 credits)

Crash webbing is a series of belts and nets that help keep the driver and certain passengers in place during a crash. Vehicles may be equipped with crash webbing for the driver and/or a fixed weapon gunner, but you must pay the price for each one. If a vehicle is equipped with Crash Webbing then that fighter cannot be thrown from a vehicle, not even if he loses a round of vehicular hand-to-hand combat.



Gyro-copter (50 credits)

You want a one way ticket to hell? Why not fly around the battlefield in a Gyrocopter then! A single seater can be converted into a gyro-copter. The orcs call them Deth Koptas for a reason. They are extremely fragile out in the Ash Wastes, but surprisingly very useful. The standard bike tables and rules apply to a gyro-copter, except the following:

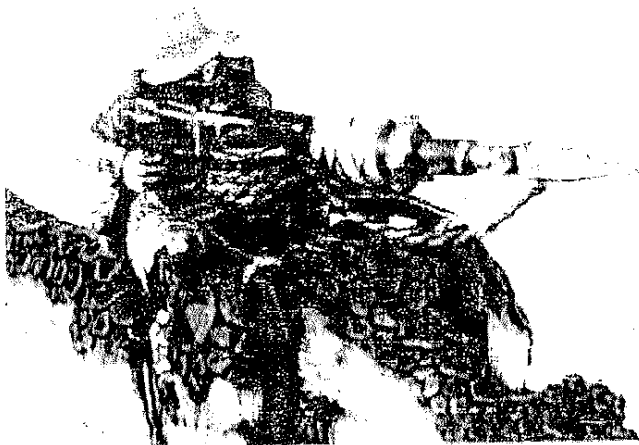
Bike: A gyro-copter is treated as a single seater with the exception that hits to Wheels are considered to hit the “Whirly Bits” instead.

Boarding and Ramming: A gyro-copter cannot be boarded or rammed.

Crashing: If a gyro-copter is immobilized or collides with a something taller then 6” the gyro-copter crashes and take D3 random location automatic penetrating hits.

Driver: Any fighter other then a Juve may drive it. Drivers mount and dismount just like a single seat bike.

Terrain: A gyro-copter can fly over terrain or models 6” or less in height without penalty.



Harpoon Gun (70 Credits)

Similar to the harpoon gun used by Skavvies in the Underhive, Harpoon Guns are mechanically compressed springs that launch spears great distances. When used against fighters-on-foot they are effective at taking them out of action. When used against vehicles this weapon tears chunks out of armour, pulls equipment off, and has been seen to pin fighters to vehicles, literally. This piece of equipment may only be fitted to a large beast or any vehicle besides a bike.

Type: Vehicle/Beast (Fixed Only)

Short Range: 0-12, -

Long Range: 12-18, -1

Strength: 5

Save Modifier: -2

Damage: D6 (D3 see below)

Ammo Check: 4+

Special: *Vehicles:* Against vehicles a harpoon gun that hits will indeed do D3 point of damage if it penetrates. Roll once to penetrate then D3 times on the appropriate Vehicle Damage Table. *Fighters-On-Foot:* Fighters-on-foot that are hit and wounded by a Harpoon Gun are taken out-of-action on an injury result of 4+ instead of the standard ‘6’.

Industrial Machinery (60 credits)

There are several types of industrial machinery that Hive Prospectors and ingenuitive gangs use to scavenge raw materials from the Ash Wastes. Prime examples are buzz saws, rock drills, shears, and hydraulic hammers. These are all typically mounted on vehicles to stabilize their use. And you guessed it, some gangs even employ these devices to damage other vehicles. When you purchase industrial machinery for your vehicle you must select either an automated or manned piece of machinery. If you decide to go with automatic a program and sensors run the machinery. If you go with manned then you must dedicate a crewmember to its use. Whatever the type of machinery you select it will only be used when you declare a ram against another vehicle. When you declare a ram action and are successful you will do an addition hit at S4+2D6. This hit is automatic if the machinery is manned and will hit on a D6 result of 4+ if automated.



Loot Grabber (50 credits)

A vehicle can have one loot grabber. Bikes/trikes/sidecars etc. cannot have a loot grabber. A vehicle with a loot grabber can attempt to pick-up loot counters by moving over them. If a vehicle with a loot grabber moves over a loot counter roll a D6. On a result of 4+ the loot is wrenched out of the wastes and is caught in the loot grabber. Loot grabbers cannot be used at slow speed or fitted to vehicles that can only move slow speed or less. A loot grabber can only hold one loot counter at a time but a crewmember who does nothing else for an entire turn (shoot, repel boards, etc) may unload the loot and place it in the vehicle. If a loot grabber is damaged through the damage chart when it has a loot counter on it rolls a D6. On a result of '1-3' the loot counter is dislodged and is placed 2" behind the vehicle. On a result of 4+ the loot counter is lodged on the loot grabber and remains with the vehicle and counts as being loaded onto the vehicle.

Mine Layer (60 credits – Frag / 100 credits – Krak)

A minelayer is a rack of two mines, either frag or krak, which can be dropped behind the vehicle as it moves. If the enemy moves close or over the mines they will explode. Each minelayer carries two mines of the same type as the layer. At any point in the vehicle's movement you may declare that you are laying a mine. Place a mine counter directly behind your vehicle. The second mine is laid after the vehicle moves another D6". If the vehicle doesn't move this full distance it is placed behind the vehicle when it stops moving. If any model moves within 2" of a mine counter it will explode on a D6 roll of 3+. If a model moves over a mine counter it explodes automatically. Mines explode with the same effect as a grenade of the same name. When a mine explodes remove the mine counter. If an un-exploded mine counter is damaged due to a hit on the damage table then roll a D6. On a 1-3 it explodes affecting the vehicle as if it had set off the mine. On a roll of 4+ the minelayer cannot be used for the rest of the game. Mine layers are stocked up between games for no extra cost. You may purchase this item twice, but you must purchase a different type of mine each time.

Nitro (50 – credits)

Nitro can be fitted to any non-crawler vehicle. Once per game you may use your nitro at the end of any movement. Nitro can only be used if the vehicle is still capable of moving, i.e. is not immobilized. Once activated the vehicle moves 2D6 straightforward. If you roll doubles other than 1-1 then the vehicle has literally been lifted off the ground and taken flight. The vehicle's movement is in the air and takes it over any models and terrain in its path. When it moves the entire distance it lands violently taking D6 automatic damage. Roll random locations and effects as normal. If an unused Nitro has been damaged by the damage chart then roll a D6. On a '1-3' it will ignite immediately using the movement rules above. On a '4-6' the Nitro simply cannot be used for the rest of the game and further damage results to the Nitro are ignored.

Ram Bar (50 credits)

A ram bar is a rather simple device. It is usually a reinforced piece of steel or similar material that is placed on the front of the vehicle to make ramming harder on its targets. Any vehicle that is rammed by a vehicle with a ram bar in the front inflicts one automatic penetrating hit on a D6 result of 4+ in addition to any other damage. As an example, a shunt would cause one automatic penetrating hit plus one more on a D6 result of 4+. Rakes and sideswipes are not affected. Ram bars may only be fitted to wheeled and tracked vehicles. Crawlers, walkers, bikes, and skimmer may not have ram bars.

Run-Flat Tires (40 credits)

Run-flat tires are almost a must in the Ash Wastes. Rugged terrain and shooting tend to make changing tires a common practice for all Ash Waste denizens. A vehicle that is equipped with run-flat tires ignores any wheel damage results of '1-3' or bike wheel results of '1-3.'

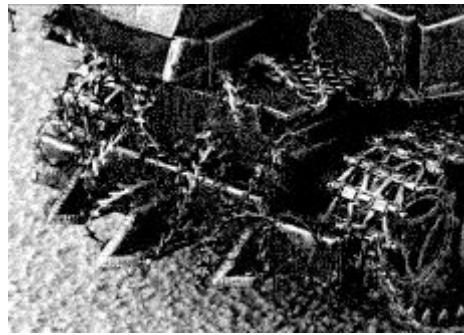
Scanner (70 credits)

A vehicle-mounted scanner has a considerable increased range over hand held ones due to their larger power supply. A scanner is automatically and freely used by the vehicle's driver, needs no other user, and does not cost the driver any actions. All hidden fighters within 16" of the center of the vehicle are instantly revealed at the end of its movement phase.

Searchlight (50 credits)

With the treacherous and normal conditions of the Ash Wastes being what they are, searchlights are a common piece of vehicle equipment. A crewmember may operate a searchlight once per turn at the start of the shooting phase instead of shooting. Place the blast template anywhere on the board within 24" of the searchlight. The searchlight must have LOS to the spot, so no moving through solid walls etc. Any fighters or vehicles under the blast template are instantly revealed if they are hiding and may be seen and shot at by any fighters within range this shooting phase. Fighters and vehicles revealed by a searchlight may even be targeted if the lighting conditions have limited the sight distance to them, after all, they are under a searchlight. In addition, anyone who can draw line-of-sight to the vehicle with an active searchlight may shoot at it regardless of lighting or visibility restrictions.





Sharpened Spikes (25 credits)

Many gangs in the Ash Wastes attach spikes, blades, razor wire, or similar nastiness to their vehicles. This does not affect vehicles in any way except that boarding actions undertaken to get on a vehicle fitted with Sharpened Spikes are taken at a '-1' to their initiative.

Sidecar (50 credits)

A single seater can be fitted with a sidecar. Once done, this will allow the single seater to be fitted with a fixed weapon and one additional rider. The following special rules apply to a single seater with a sidecar:

Shooting: If a fixed weapon is purchased for the single seater then it may not be fired if the vehicle travels at fast speed.

Shoots that Hit the Bike: If a damage result hits the Bike Rider location then a further D6 is rolled before attempting to penetrate armour. A result of '1-2' is applied to the Bike Rider location. A result of '3-4' is applied to the Fixed Weapon Location. A result of '5-6' is applied to the Crew Location.

Spare Tires/Tracks (30 credits)

Spare tires and tracks are a must in the Ash Wastes. The rough terrain almost makes it impossible to get from point A to point B without some sort of vehicular trouble. This modification can be fitted to any bike, wheeled vehicle, or tracked vehicle. If the vehicle remains stationary for one entire movement phase then the driver may spend the entire turn 'repairing' all damage to his vehicle's tires or tracks. This means that he may not shoot or fight in hand-to-hand combat. During the recovery phase the driver finishes up, gets back in the driver's seat, and the all damage to the tires or tracks are removed. This piece of vehicle equipment may only be used once per game.

Spiky Wheels (50 credits)

Any wheeled vehicle, including bikes, can use spiky wheels. Spiky wheels allow the vehicle to travel over difficult ground without having to test; however, every inch traveled over difficult ground is treated as 2 inches. Spiky Wheels can be damaged like any other piece of equipment and will be useless for the rest of the game if this happens.

Tow Cable (50 credits)

Tow bars, cables, and winches all have their uses in the Ash Wastes. If at the end of the game you have any vehicles with a tow cable that are still operational (not immobilized or crippled) then you may recover one vehicle that is immobilized and prevent them from becoming crippled per operational vehicle with a tow cable. Alternatively, you may attempt to drag a crippled vehicle off instead of an immobilized vehicle. To do this you declare what vehicle you are attempting to tow off and roll a D6. On a result of '4+' the crippled vehicle is towed off. Crippled vehicles that are towed off re-roll all 'Captured' or 'Destroyed' vehicle damage results.

Twin-Linked Fixed Weapon (Special)

In true imperial technological fashion the best way to get more lead and lasers down range is to fire more weapons. Twin-Linked weapons are fashioned by connecting two weapons of the same type to one trigger. Sounds good, eh? But it does have its drawbacks. The cost of this vehicle equipment is two and a half times the cost of the weapon you wish to twin-link (weapon x 2.5). The twin-linked version has all the same characteristics as the regular one except that when you pull the trigger you fire twice as much. This means that a twin-linked bolt gun would cost 87 (35 x 2.5) credits and fires two shots; whereas, a twin-link heavy stubber would cost 300 (120 x 2.5) credits and fires 4SF shots.

Wheel Slashers (30 credits)

Only wheeled vehicles (excluding bikes) can be fitted with wheel slashers. When the vehicle is involved in a rake or sideswipe the enemy vehicle automatically suffers one point of damage to the wheel/track location in addition to any other damage that may be inflicted. Wheel Slashers can be damaged like any other pieces of equipment through the damage chart.



GANG RATING

Although not tracked to a specific fighter, vehicles still add their costs to the gang's gang rating. The total cost of a vehicle is its base cost plus an equipment that has been installed on it.

Elder Khanst wandered through the market. His little shanty had recovered nicely since the last storm. The barricades where rebuilt and the gates repaired. Even the local businesses had been restored to their previous glory. As a matter of fact, the recovery had been getting along so well he was now in the market for some new rides for his newly recruited defenses. Having to recruit almost an entirely new gang afforded him the opportunity to be more aggressive in his tactics. No longer would they sit and wait for the Nomads to attack, they would go out on patrol. Maybe even venture in-hive to forage from time to time.

"Ah, Gaul! How are we doing this fine day?" Khanst's voice reverberated nicely through his respirator.

"Elder Khanst! So good to see you well this morning. What can my humble little trading post offer you today?"

Khanst despised the rotund little man. He was always scarce when the town needed work done, but impossible to get rid of when things needed to be acquired. Still, the man was resourceful in getting those hard to find items – either sanctioned by the ruling house or otherwise.

"Mobility Gaul, mobility. What can you do for me in the way of transportation for me and my boys?"

"Ah, yes, right this way my friend." The Guilder led his client to the back of the little shack where he bartered goods and then out through a little door. Once out back Khanst looked upon a sizable stable, fully enclosed of course. Roaming among several vehicles was a wide variety of animals. "Let us start with a wonderful truck. Right over here."

It was a truck in name only. There were no doors, no windows, the cargo area was the only thing with a complete floor, but it was sizable. With eight wheels, and such a large cargo area it was not really what the Elder had in mind.

"Gaul, I said I need mobility. Does it look like I'm going to be running caravans back and forth across the wastes to you?"

"Ha ha ha, perhaps I misunderstood you," the man said with a smile. "Perhaps a buggy, or a few cycles then? Right this way."

Walking around the back of the truck the guilder had to shoo away several dog sized reptiles. "They are not much now, but once they reach their full size they will tower over these bikes," the guilder said as he waved his hand to direct Khanst's attention. As the elder followed the guilder's hand he saw some very nice specimens. Three hefty looking bikes with good dust gripping tires, and one sported a small side car with a pintle mount. This was more of what he was looking for. Slightly behind the bikes was a buggy. A two-seater with a pintle welded to the roll bar above the riders seat. And in the back, just behind the engine, was small cargo area.

"Much better Gaul, much better. But what about something that does not require as much maintenance?"

The guilder seemed to hesitate for a moment. Almost as if he was distressed – like he had lost a sale. "Perhaps these animals would suit you better Elder Khanst?" The little man pointed just over Khanst's shoulder to a small herd of reptilian-like animals.

No two were identical. Several were bipedal, most had four legs. There was even one with eight. They ranged in size from about the size of the cycles he had just seen to one larger than the truck. The range of colors was also widely varied, but all of them were suited for their harsh environment.

"Wonderful Gaul. Let's get down to business..."



BEASTS IN THE ASH WASTES

Despite the harsh environment of the Ash Wastes, it is not uncommon for beasts to mutate into new species that can tolerate and thrive in the Ash Wastes. Life has found many a foothold out in the Ash Wastes both above and below the surface. Mutated creatures that roam the Ash Wastes have long been herded by Ash Waste Denizens as food, pack animals, and cavalry for their gang fighters to use. Any suitable model for a beast can be used. There are a variety of types of genetically, mutated, and unusual beasts in the Ash Wastes.

TYPES OF BEASTS

Generally speaking there are only four types of beasts in the Ash Wastes: Small, Medium, Large, and Gigantic. These types are based solely on the physical size of the beast.

Small: A small beast is the equivalent to a horse or pack animal. A small beast is only large enough only for a single rider and his equipment.

Medium: A medium beast is larger than a small beast, but still only suitable for a single rider and his equipment.

Large: A large beast is considerably larger than a medium beast but still only suitable for one rider. Although a large beast may only have one rider, it may also have a fixed weapon. Please make sure you model this accordingly.

Gigantic: Gigantic beasts are rare, but not unseen in the Ash Wastes. They are like crawlers in the sense that they are slow and can carry whole tribes of nomads all by themselves.

RIDING BEASTS

So, who can ride a beast? Any gang fighter can ride a beast, if you pay the points cost for them that is. The only exceptions are that Juves may not be the only rider on a gigantic beast.

RIDERLESS BEASTS

Medium, large, and gigantic beasts may find themselves riderless in the course of a game. Any fighter may take over the reigns of a riderless beast in the same fashion as a riderless vehicle. Unlike vehicles, beasts have minds of their own. At the start of each turn that a beast has no rider you must roll a D6. On a result of '1-3' the beast will stay where it is. On a result of '4-6' the beast will wander D6" in a random direction, although a beast will never intentionally harm itself by walking off a ledge or into a hazard so some judgment is needed. If this moves the beast within 1" of an enemy fighter then the beast counts as having charged the fighter and hand-to-hand combat must be worked out. Also, a riderless beast that is charged by an enemy will fight back as normal.

FIXED WEAPONS

Like vehicles, beast may utilize fixed weapons. Beasts follow all the rules for fixed weapons as stated earlier for fixed weapons except the rider may be the firer on a large beast.

BEASTS AND THE UNDERHIVE

Beasts will never enter the depths of the Underhive. The Underhive is just too scary to them. Gangs will leave all their beasts at the wall breach and venture into the Underhive, if applicable, without them.

BEASTS AND MOVEMENT

Beasts all have a set movement characteristic like fighters.

Running: Small Beasts, like fighters-on-foot, may run and charge, but may not board vehicles or other beasts except per the 'Pounce' skill. In addition, if a beast runs then its riders are treated as if they had run.

Charging: All beasts may charge. When a beast charges its movement rate is doubled. If a beast charges then its riders are treated as if they had run.

Climbing: Beasts may not climb ladders but riders may dismount to climb ladders on their own. When this is done the riderless beast will follow the riderless beast rules. Remember that small beasts cannot be dismounted.

Cover and Hiding: Beasts may not hide, but will benefit from applicable cover when they are shot at.

Small Beasts: Small beasts and their riders are considered one model for movement purposes.

Medium/Large/Gigantic Beasts: Medium, Large, and Gigantic beasts and their riders have their movement rate determined by the movement characteristic of the applicable beast.



BEASTS AND BOARDING ACTIONS

Beasts follow all the vehicle rules for boarding actions with the exception that small and medium beast cannot be boarded. They are considered cavalry and treated as a fighter-on-foot. Additional, beasts may not attempt to board vehicles except per the 'Pounce' skill.

BEASTS AND RACING/TAILING

Beasts may not perform races or tails.

BEASTS AND RAMMING

Large and Gigantic beast may ram and attempt to run fighters-on-foot over. These actions simply are not in their nature, so the rider must first pass a leadership check to get the beast to respond to the command. In addition, beasts will naturally avoid collisions. The only way for a beast to move into contact with another fighter is via charging it. On the other hand, vehicles are free to ram beasts per the ramming rules. Beasts use the rider's initiative to attempt to get out of the way. If hit, randomly determine if the rider or beast is hit. Bikes attempting to run down a beast take a single hit at the toughness of the beast and not the rider.

SHOOTING FROM A BEAST

Any fighters that are riding on a beast, no matter what size it is, may shoot as normal. If the beast moved then there is a -1 to hit for shooting from a moving beast. Also, any move or fire weapons that are not fixed to the beast may only be fired if the beast is stationary. Fixed weapons may be fired if the beast moves.

SHOOTING AT BEASTS

The ORB handles shooting at moving targets, but in the Ash Wastes things are vastly different. Shooting at fighters-on-foot is handled in the same fashion as the ORB, but when you shoot at a fighter riding a beast the following modifications are to be used:

Target Size: Only shots taken at a gigantic beast receives a '+1' to hit modifier.

Running: If a beast ran or charged then the shot will have an additional '-1' to hit modifier. This is applied no matter the size of the beast because it is a shifting mass instead of a solid target.

Hit Randomization: If a shot hits a beast then the shot will be randomly assigned to the beast or a rider. Roll a D6. On a result of '1-4' the beast is hit. On a result of '5-6' a rider is hit. If there is more than one fighter on a beast and the rider is hit, then simply randomize which rider is hit. Roll for damage, armour save, and injury against the applicable hit target. Remember that small beasts and their riders are considered one target.



Small sized beast with Ganger rider

SMALL BEAST (25 credits)

Only a single fighter may ride a small beast and they are considered as one model. The rider of a small beast has an effective movement of 8" and may charge and run. The rider receives a +1 armour save bonus or 6+ armour save if he is not wearing armour. This represents the mass of the beast that he is protected by. In addition, in hand-to-hand combat the rider will receive an additional +1A to represent the beast tearing at the opponent. Small beast riders have a 360-degree (all around) fire arc just as if they were riding a bike. In addition, riders of small beasts cannot be pinned and cannot dismount. When the rider or beast is taken out-of-action only the rider rolls on the serious injury table. Any injury to the small beast is ignored in the Post Game Sequence.





Medium sized beast with Ganger rider

MEDIUM BEAST (50 credits)

Medium beasts are larger than small beasts, but still only suitable for one rider. They are often used by guilders for transporting goods across the Ash Wastes from spire to spire. A medium beast has the following profile and special rules:

M	WS	BS	S	T	W	I	A	Ld	Save
6	3	-	3	4	1	2	1	4	5+

Save: 5+ due to its armoured hide. If the rider is not wearing armour of his own he will receive a 6+ armour save to represent the mass of the beast that he is protected by. The beast's save is unmodified.

Leadership: The rider's leadership is used for all of the beast's leadership tests, but if the rider is taken down or out-of-action then the beast's leadership must be used.

Upgrades: Not all medium beasts are the same. Some are mutants and others are genetically engineered. To represent this a medium beast may have the following upgrades: +1 W, +1 S, +1 A, or +1 Save. You may only purchase one of each characteristic upgrade. The cost of the first upgrade is 10 credits, the second is 20 credits, the third is 30 credits, and the fourth is 40 credits. This means that if you wanted all four upgrades you would have to spend an extra +100 credits on this beast. Upgrades must be purchased at the time of the beast is added to the gang.



Large beast with Heavy rider armed with harpoon

LARGE BEAST (100 credits)

Large beasts are substantially bigger than medium beasts. They are usually used to carry an entire gang's stash across the ash dunes or as passenger beasts between remote areas. These are the smallest beasts that can be fitted with a harness to carry a fixed weapon. Although a large beast is big, they still are only suitable for one rider. A large beast has the following profile and special rules:

M	WS	BS	S	T	W	I	A	Ld	Save
4	3	-	4	5	2	2	2	4	5+



Save: 5+ due to its armoured hide. If the rider is not wearing armour of his own he will receive a 5+ armour save to represent the mass of the beast that he is protected by. If the fighter is wearing armour of its own then it is modified by a further '-1' to its protection. This means that Flak Armour would be a 5+ armour save (etc.). The beast's save is unmodified.

Leadership: The rider's leadership is used for all of the beast's leadership tests, but if the rider is taken down or out-of-action then the beast's leadership must be used.

Fixed Weapons: The large beast is the smallest beast that can carry a fixed weapon. Fixed weapons follow all the rules for fixed weapons in the vehicle rules section above except the rider is the gunner and must be able to fire the fixed weapon to have the beast equipped with it.

Fearsome: Large beasts are so big and frightening up close that they cause *Fear* as described in the ORB. This also means that any riders are immune to *Fear* as well.

Upgrades: Not all large beasts are the same. Some are mutants and others are genetically engineered. To represent this a large beast may have the following upgrades: +1 W, +1 S, +1 A, or +1 Save. You may only purchase one of each characteristic upgrade. The cost of the first upgrade is 20 credits, the second is 30 credits, the third is 40 credits, and the fourth is 50 credits. This means that if you wanted all four upgrades you would have to spend an extra +140 credits on this beast. Upgrades must be purchased at the time of the beast is added to the gang.

GIGANTIC BEAST (250 credits)

Gigantic beasts are rare in the Ash Wastes, but are also the most powerful. These range from giant lizard looking creatures to mastadons. They are usually brought in from other planets and escaped or mutate out of control. Gigantic beasts may be ridden by any number of fighters, as long as the carriage is constructed in such a fashion as to accommodate them all. A gigantic beast has the following profile and special rules:

M	WS	BS	S	T	W	I	A	Ld	Save
4	2	-	5	6	5	2	2	4	5+

Save: 4+ due to its armoured hide. If the rider is not wearing armour of his own he will receive a 4+ armour save to represent the mass of the beast that he is protected by. If the fighter is wearing armour of its own then it is modified by a further '-2' to its protection. This means that Flak Armour would be a 4+ armour save (etc.). The beast's save is unmodified.

Leadership: The rider's leadership is used for all of the beast's leadership tests, but if the rider is taken down or out-of-action then the beast's leadership must be used.

Fixed Weapons: Gigantic beasts are almost always fitted with fixed weapons. Gigantic Beasts follow all the rules for fixed weapons in the vehicle rules section above and is treated as a crawler.

Fearsome: Gigantic beasts are so big and frightening up close that they cause *Terror* as described in the ORB. This also means that any riders are immune to *Fear* and *Terror* as well.

Hand-to-Hand Combat: Gigantic beasts fight a little differently in hand-to-hand combat. When a gigantic beast is charged or charges only it will fight in hand-to-hand combat. Fighters riding a gigantic beast may continue to shoot or declare charges even if the gigantic beast is engaged in hand-to-hand combat. Additionally, a gigantic beast may be boarded like a vehicle to engage fighters riding it.

Upgrades: Not all gigantic beasts are the same. Some are mutants and others are genetically engineered. To represent this a gigantic beast may have the following upgrades: +1 W, +1 S, +1 A, or +1 Save. You may only purchase one of each characteristic upgrade. The cost of the first upgrade is 30 credits, the second is 40 credits, the third is 50 credits, and the fourth is 60 credits. This means that if you wanted all four upgrades you would have to spend an extra +180 credits on this beast. Upgrades must be purchased at the time of the beast is added to the gang.



BEASTS AND INJURY

Any time that a beast (other than a small beast) is reduced to '0' wounds it will not move or fight for the remainder of the game. Beasts fall over and all fighters on board take a S4 hit on a 4+. At the end of the game the beast will suffer a Serious Injury roll a D6 result of '1.' If their gang bottled out the beast will suffer a serious injury on a D6 result of '1-3' instead. Roll serious injuries on the Beast Serious Injury Table below:

<i>Beast Serious Injury Table</i>	
<i>D66</i>	<i>Injury Result</i>
11-13	Dead: The beast's injuries are to great. It is dead, remove it from your roster
14-16	Multiple Injuries: The beast's injuries are extensive, but it still lives. Roll a further D6 times on this Injury Chart. Re-roll 'Dead,' 'Multiple Injuries,' and 'Full Recovery' results.
21-22	Weakened: The shot holes the beast pretty good. Reduce the beat's Toughness by 1 to a minimum of 1.
23-24	Constitution: The shot hits the beast's muscular system. Reduce the beast's Strength by 1 to a minimum of 1.
25-26	Mobility: The shot damages the beast's legs. Reduce the beast's Movement by 1 to a minimum of 1.
31-32	Wobbly: The shot shakes the beast up pretty good. From now on the beast is skidish. All riders suffer a further -1 to hit when shooting from this beast.
33-34	Distracting Groan: The shot hurts the beast in a nasty way. All riders suffer a -1 to all Leadership tests due to the beast constantly groaning in pain.
35-36	Unreliable: The beast suffers from an Old Battle Wound as described in the ORB.
41-56	Full Recovery: The beast fully recovers.
61-63	Captured!!! The beast is captured if the owner's gang bottled out. If the owner's gang did not leave the battlefield then treat this result as a 'Full Recovery.'
64-65	Reputation: The beast has earned a reputation in the Ash Wastes. All riders (rider or passenger) gain a +1 to all Leadership tests when they are on this beast.
66	It's a Miracle!!!: The beast heals from the injuries, fully. As a side effect all other existing injuries are healed as well.

BEASTS AND HAND-TO-HAND COMBAT

Beasts fight in hand-to-hand combat like other fighters with the following additional rules:

Small Beasts: Small beasts do not fight separately, but rather add +1A to their rider's attack characteristic.

Medium and Large Beasts: Medium and Large beasts fight separately from their riders. This means that the combat will be treat as a multiple combatant hand-to-hand combat with the rider fighting from higher ground as well.

Gigantic Beasts: Gigantic beasts are treated differently entirely. In the hand-to-hand combat phase only the gigantic beast can be fought because the riders are too high up and out of harms way. Fighters may continue to shoot as normal when a gigantic beast is engaged in hand-to-hand combat. To account for this, a gigantic beast can be boarded using the boarding rules section of the Vehicle Rules above.

BEAST MAINTENANCE

Beasts need to be fed too. The following are the costs to feed your gang's beasts:

- Small – 0 credits each
- Medium – 3 credits each
- Large – 6 credits each
- Gigantic – 9 credits each

If these credits are not paid then you must roll once on the Beast Serious Injury table. Re-roll any "Full Recovery" and "Captured" results. This represents the beast foraging for itself out in the wastes.



Harten watched his new boss pace back and forth before him and the rest of the “recruits”. He had been itching to get out of that rats nest of a shanty since his thirteenth birthday, and when the guilders came recruiting he jumped at the chance.

“Anyone here that does not own their own weapons take one step forward!”

The scrappy kid to his left stepped up and was immediately escorted out the back door, and Harten’s was very grateful that his respirator hid the smirk now plastered all over his face. Reaching down with his left hand he patted the hefty stub gun in its holster. Good thing that scavvy didn’t need it anymore – served him right for wandering into town all alone like that.

“Right... anyone else? Good!” The man stopped his pacing and turned to face the rest of the men. “You all will be riding with the outgoing caravan tonight. We didn’t have time to be picky so y’all will just have to do.” He paused to let that sink in. “We leave in fifteen minutes. Report to the caravan and get your assignments.”

Harten walked from the warehouse. The wind was howling and whipping up the wastes around him. He would finally shake off this shanty town and get out and see what Necromunda was really about. ‘Fortune favors those who seek her,’ he thought to himself. And that is exactly what he was setting out to do.

GANGS IN THE ASH WASTES

Gangs in the Ash Waste follow a few different rules then gangs in the Underhive. Those differences are explained below.

GANG CREATION

It will quickly be found that starting gangs with 1000 credits in the Ash Wastes provides very small gangs of fighters with one or two vehicles. To help alleviate this, at the start of your gang creation you may spend 1000 credits on your gang and an additional 300 credits to be spent on vehicles and beasts. The additional 300 credits can only be spent on vehicles, beasts and their equipment, not weapons. This means that you can buy vehicle and beast upgrades from the start. If you want to buy a weapon for a vehicle keep in mind that it is purchased by a heavy and the cost is applied to the vehicle. In this case the weapon is paid for out of the gang’s starting 1000 credits and the vehicle is paid for out of the additional 300 credits. If you want to spend more then 300 credits on vehicles then the extra credits comes out of the gang’s starting 1000 credits. In addition, any credits over 100 that are not spent from your starting credits are lost to the gang once it plays its first game. The Ash Wastes is a hard place to save money in.

NON ASH WASTE GANGS IN THE ASH WASTES

When using standard gangs from the ORB or supplemental gangs in the Ash Wastes the following rules are applied to them. It is generally anticipated that once a gang leaves the relative safety of the hive they will not be able to get back into the Underhive.

Beasts: Gangs may purchase any beasts that they can afford.

Drivers/Riders: Any member of the gang may be designated as a driver or rider except a Juve. Juves may be a passenger or rider on a beast, but may only take control in an emergency situation.

Equipment: All equipment from the Underhive will work in the Ash Wastes as well as Ash Wastes equipment will work in the Underhive.

Fixed Weapons: Fixed Weapons are purchased for a fighter and left on the vehicle. The cost is added to the vehicle and not the fighter. Keep in mind that only a fighter that can use a weapon will be able to fire it if it is designated as a fixed weapon on a vehicle.

Returning to the Hive: Once a gang enters the Ash Wastes it will not be able to return to the Hive. All the gang’s current territories, contacts, loyalties, you-name-it are left at the wall as they start their new life of desperation out in the Ash Wastes. The gang gains the Ash Waste Territory and now follows all the rules for that type of gang as listed below. This means that a Cawdor gang that exits the Hive and enters the Ash Wastes will now follow the rules for House Gangs below.

GANG SPECIFIC RULES

The following are the gang lists for gangs that start in the Ash Wastes. You may have seen some of these before, but they have been tweaked a little to make them truly fit here in the Ash Wastes during the era of the ORB.



ASH WASTE NOMADS

Outside the hives of Necromunda only the tough and resilient survive. The constantly shifting factory wastes, the sudden appearances of toxic sludge seas, and acid rain storms all compete to claim the unwary. Yet out of this inhospitable terrain come the Ash Wastes Nomads.

House Catallus was once a proud house among the elite of Necromunda. Unrivaled by all save the ruling house of Lord Helmawr itself, until it was torn apart by internal power struggles that ultimately brought them low and cast out into the wastelands. It was supposed to be a death sentence, but their resiliency was under estimated and they have not only survived, but have thrived to the point where they must be reckoned with if one is to travel, trade, and sometimes even communicate across this toxic desert. Guilders acknowledge that if they need to make any movement across the Ash Wastes that the Nomads are a force to be reckoned with.

The land that the Ash Wastes Nomads now occupy was once fertile plains, but millennia upon millennia of industrial wastes being dumped indiscriminately have in turn eaten away at every natural resource to the point where there is nothing but shifting dunes of toxic wastes left. On occasion thick mucus-like sludge rises to the surface to form slick-lakes, or short rivers or streams only to disappear back beneath the wastes – often leaving behind a crust like surface which is not to be trusted. Sink holes abound ever ready to reach out and take those that wander too close. And yet the Nomads, and even some hive dwellers if they were to ever see it, would call the landscape beautiful. The abundance and variety of wastes allows for a wide variety of colors and textures, Sulphur Yellow, Cobalt Blue, Mauve, Citric Green, intertwined compounded resins that resemble a diseased tree (if any Necromundan outside of the ruling elite even know what one looks like), rock outcroppings, and much more. And yet the Ash Wastes Nomads must never let down their guard for the same things that create such beauty, can become equally deadly. An Ash Storm can whip up seemingly out of nowhere to strip an unguarded man to the bone and his bones into a handful of dust in minutes, or the very ground they walk upon swallow one up without a trace. Despite all this there are algae, fungi, bacteria, and even mutated animals that have survived alongside the humans.

If the natural obstacles are not enough there are Guilder war parties (sanctioned by Lord Helmawr himself) and even Imperial Fists Space Marine patrols (ever on guard for the infiltration of xenos) that view anything not living within the massive hive walls as rogue and a threat. Thus the Ash Wastes Nomads must vie against even their fellow humans for survival.

And yet the Ash Wastes Nomads wander this waste land and conduct trade among all the hives of Necromunda. The distances between such cities can be anywhere from a hundred to several thousand kilometers. They are the curriers, traders, and guards of things that cross the ash deserts. Things that someone can either not afford a more secure route, or would prefer to keep secret. Still other Nomads conduct raids on the same Guilder caravans, and even upon the hives themselves. There is nothing that escapes their attention. Even with the sanctioned war parties of Lord Helmawr the Guilders know that if they need to cross the wastes – they will have to deal with the tenacious Ash Wastes Nomads – if they are to succeed with any regularity.

ASH WASTE NOMAD SPECIAL RULES

Territory: Ash Waste Nomads follow the Ash Wastes Territory Rules.

Captured Territories: Ash Wastes Nomads may capture territories from those they defeat (using the guidelines found for each particular scenario) and follow the rules for territories as outlined in the Ash Waste Rules. Although this gang started as a gang that busts into the Hive and retreats to the Ash Wastes, out here in the Ash Wastes they do not go into the Hive. Additionally, Ash Waste Nomads always loot territories they capture by sending a fighter to work it. This fighter may do nothing else this post game sequence.

So Many Mouths to Feed: Ash Wastes Nomads are a very hardy people and have been known to eat only ‘once every sun rise’ (no one has seen an actual sunrise on Necromunda in well over a Millennium). As such each member of an Ash Wastes Nomad gang only requires 2 credits worth of sustenance per battle to put off the affects of starvation. The credits to pay for this upkeep comes from either foraging, and/or working of their territories. Anything left over may be placed in the gang’s stash.

Income and Profits: Ash Waste Nomads follow the Ash Wastes income rules.

Trading Post: Ash Waste Nomads follow the Ash Wastes trading rules.

Hired Guns: The Ash Wastes Nomads may hire any Hired Gun that they can afford except for Bounty Hunters; however, since Ash Wastes Nomads will not remain in one spot for too long hired guns will not follow them and therefore, new Hired Guns are generated for each game with the exception of the Ash Wastes Shaman, Nomad Guide, and Wyrds.



Bounty: Ash Waste Nomads follow the Ash Wastes Bounty Hunting Rules.

Capture: Ash Wastes Nomad clans are tight-knit groups and have an ingrained hatred and distrust of all others. To this end they will most likely launch an attempt to free any captured members of their gang after negotiations of a ransom fail. If the rescue attempt fails there are no lasting affects; however, if they do not make any attempt to rescue their comrade then they will be shunned by their fellow Ash Wastes denizens and will not be allowed to conduct trade for one post battle sequence. (Genuine negotiation for a ransom of a capture gang member is counted as an attempt to free an Ash Wastes Nomads gang member.)

Scenarios: Ash Wastes Nomads use the Ash Waste Scenario Table.

Equipment: All Ash Wastes Nomads are equipped with respirators (included in their costs). Without respirators Ash Wastes Nomads would certainly die outside in the toxic wastes.

Raiders: All Ash Waste Nomads know that raids, ambushes, and traps are the best method to lay waste to caravans and to drive off enemies. Some Nomads learn to hone these techniques to a fine art, and often act as, scouts, outriders, look-outs, and snipers. Often, these loners use the traditional Long Rifle as it suits their fighting style best. An Ash Waste Nomad with a Long Rifle who sets-up on foot in any scenario may also start the game in hiding. This may be combined with Infiltration in scenarios where Infiltration can be used. If the Nomad also has the Ambush skill then they may also start the game in over-watch as well. Ash Waste Leaders are too busy preparing their men for battle to be able to be able to do this, even if armed with a Long Rifle.

Heavy Hitting Raiders: Each Ash Wastes Nomad gang must include one Heavy and at least one Ash Wastes Nomad must be equipped with at least one of the following weapons (using the equipment guidelines for each category of gang member): Krak Grenades, Krak Missiles (w/Launcher), Krak Rockets (w/Launcher), Heavy Bolter, Lascannon, Auto Cannon, Heavy Plasma Gun, or Melta Bombs. These weapons are how the Ash Wastes Nomads gain entry into settlements, shanties, vehicles, and guilder caravans. Without this they will be 'left out in the wastes'. To reflect their reliance on such weapons and expertise of their heavies all income rolls (foraging, rolls on their Ash Wastes territory chart, and/or rolls for any captured territories) are all at -1 until they have re-met the criteria outlined above. In addition the Ash Wastes Nomads may only work one territory (their choice) during the post-battle sequence.

Treacherous Conditions: Ash Wastes Nomads are not affected by Ash Conditions (11-16) or Wind Conditions (21-26) on the Ash Wastes Treacherous Conditions Rules.

Vehicles and Beasts: Ash Waste Nomad gangs may purchase any vehicles or beasts that they can afford.

RECRUITING THE GANG

An Ash Wastes Nomad gang is recruited in the same way as a normal gang. You have 1000 credits to spend on recruitment and armament and 300 credits on vehicles and beasts within the following guidelines:

Minimum of 3 fighters: A gang must include no less than 3 fighters.

Nomad Leader: Your gang must include a Nomad Leader.

Nomad Heavy: Your gang must include 1, but no more than 2 Nomad Heavies.

Nomads: Your gang may include any number of Nomads so long as the first two criteria are met.

Nomad Juves: Your gang may include any number of Nomad Juves, but only up to half of the total number of fighters in the gang. Hey it's hard to find good help in the wastes.





1 NOMAD LEADER

Cost: 120 credits

Starting Experience: 60+D6

The Nomad Leader is an inspirational leader that has lived his entire life in the Ash Wastes. Many of these long lived survivors are famous among the Outhivers.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

Weapons: The Nomad Leader may select weapons from the Close Combat, Pistol, Basic, Special, Leader, and the Grenades and Shells (for any weapon he can use) lists.

Leadership: The Nomad Leader has earned the respect of his fellow Nomads. His skills have enabled him to not only survive in the hostile environment of Necromunda, but also become a local legend with tales of his exploits. He always counts as having a friend within 2" to escape pinning. Any fighter within 6" of the Nomad Leader may use his leadership characteristic instead of their own when taking leadership tests as long as he is not down or broken himself.

Vehicles and Beasts: The Nomad Leader may drive or ride any of the gang's vehicles or beasts.

1-2 NOMAD HEAVIES

Cost: 60 credits

Starting Experience: 60+D6

Nomad Heavies specialize in armor busting. They are called upon to crack open the Guilder crawlers that dare to cross the wastes, as well as to gain entry into the settlements, caravans, and crawlers themselves. They often accomplish this when the shifting oxides reveal a long abandoned transport tube, or a forgotten wastes dumping station.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: Nomad Heavies may select weapons from the Close Combat, Pistol, Basic, Special, Heavy, and the Grenades and Shells lists.

Vehicles and Beasts: Nomad Heavies may be the gunner of a fixed weapon on a vehicle or beast. If this is to be the case then the weapon should be purchased 'for him' as normal, but the cost of the weapon is added to the vehicle or beast's cost, not the Nomad Heavy's on the roster. Fixed weapons are the only way move or fire weapons can be fired from a moving vehicle or beast in Necromunda. Nomad Heavies who are not gunners may ride any vehicles or beasts as normal and may still take over as driver or rider in an emergency (see the vehicle rules for more detail).





ANY # OF NOMADS

Cost: 50 credits

Starting Experience: 20+D6

Every Nomad is an absolute master of survival. From infancy they are taught how to read the winds and shifting ash, how to filter potable water and breathable air. They are able to walk hundreds of miles across the poisonous ash desert and only eat and drink once every 'sunrise'.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: Nomads may be equipped with any weapons from the Close Combat, Pistol, Basic, and the Grenades and Shells (for any weapon he can use) lists.

Vehicles and Beasts: Nomads may drive or ride any of the gang's vehicles or beasts.

NOMAD JUVES

Cost: 25 credits

Starting Experience: 0

Although young and relatively inexperienced they have survived their trials and have proved that they are able to contribute to their Nomadic clan and participate in the clan's raids.

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

Weapons: Nomad Juvies may select weapons from the Close Combat, Pistol, and Grenades and Shells (for any weapon he can use) lists.

Vehicles and Beasts: Nomad Juvies may not drive a vehicle or be the primary rider of a beast, except in the event of an emergency (see the vehicle rules of more detail). Nomad Juvies are allowed to ride bikes as normal and may ride on any vehicle or beast as a passenger.

ASH WASTE NOMAD WEAPON LISTS

The following are the starting weapons lists for an Ash Waste Nomad Gang:

Close Combat Weapons

Club / Maul / Bludgeon

Double Bladed Knife

Knife - 1st free / 5 credits Each Additional

Pistol Weapons

Auto Pistol

Las Pistol

Stub Gun





Basic Weapons

Autogun
Lasgun
Shotgun (w/solid, scatter)

Special Weapons

Boltgun
Grenade Launcher (Grenades Extra)
Long Rifle – 45 credits (yes cheaper for Nomads)
Plasma Gun

Heavy Weapons

Autocannon
Heavy Bolter
Lascannon
Missile Launcher (Missiles Extra)
Rocket Launcher (Rockets Extra)

Leader Weapons

Chainsword
Meltagun

Grenades and Shells

Dum Dum Bullets
Frag Grenades
Frag Missiles
Frag Rockets
Krak Grenades
Krak Missiles
Krak Rockets
Melta Bombs

<i>Ash Wastes Nomad Experience Table</i>	
<i>Experience Points</i>	<i>Title</i>
0-5	Nomad Juve
6-10	Nomad Juve
11-20	Nomad Juve
21-30	Nomad
31-40	Nomad
41-50	Nomad
51-60	Nomad
61-80	Survivor
81-100	Survivor
101-120	Survivor
121-140	Survivor
141-160	Survivor
161-180	Survivor
181-200	Survivor
201-240	Survival Expert
241-280	Survival Expert
281-320	Survival Expert
321-360	Survival Expert
361-400	Survival Expert
401+	Survival Expert



ASH WASTES NOMAD ADVANCES

When an Ash Wastes Nomad gains enough experience to get an advance, roll on the standard gang Advance Table in the ORB. When a Nomad Juve acquires 21 experience points he gains access to the Nomad skill set and equipment tables but his initial cost does not change.

Ash Wastes Nomad Skill Lists								
	Agility Skill	Ash Waste Skill	Combat Skill	Ferocity Skill	Muscle Skill	Shooting Skill	Stealth Skill	Techno Skill
Nomad Juve	-	Yes	Yes	-	-	-	Yes	-
Nomad	-	Yes	Yes	-	-	Yes	Yes	-
Nomad Heavy	-	Yes	-	-	Yes	Yes	Yes	Yes
Nomad Leader	-	Yes	Yes	Yes	Yes	Yes	Yes	Yes

BOUNTY HUNTER GANGS

'Hey Stormcaller, we've been set in this ambush for over two days, brah! When we gonna see some action? This here autocannon ain't getting any lighter either.'

'Settle down Zek and cut the chatter. Two-Time says they will be here by mid day today. We wait. We ambush. We take back the supplies and take down their leader and deliver him back to the Guild and collect our pay.'

'Roger that Stormcaller. I got movement at 500 clicks. The scanners has three large blips and 4 smaller ones. Analysis gives us and armoured transport, two light buggies, and four bikes in outrider formation. The target is here boss.'

'Ok boys. Let's set the trap. Get Guilder Tram into the open and make sure his armour is on and his bolt pistol is loaded this time. I do not want to explain to Guilder Jiles again why his nephew is riddles with holes. Howie, get up on that low rock and range in on the caravan...'

The Bounty Hunter Leader, known to his team as Stormcaller for his ability to hide in the ash storms, continued to lay their plans out move by move. The Ash Waste Nomads had no idea of the sump-vipers nest they were running full throttle through.

'Boys, time to rock and roll, lock and load. Howie, take out the engines and Dozer bear down into that transport, foot ETA 2 minutes.'

The Ash Nomads pulled up to the transport and got out, guns pointed at the two figures in cloaks standing along side there vehicle, apparently changing a tire.

'You boys need some assistance? For the right price me and my brothers can barter a new tire for you? Say half your take?'
The nomad said as he and two of his brothers drew their weapons and took aim at the bounty hunters.

'Hey now friend, we don't need to do it this way,' Guilder Tram said as he tightened the grip on his already primed photon flash grenade under his dust cloak. 'Bring your trader out and we can negotiate for that tire, no problems friend.'

'That is me, FRIEND,' said the Nomad as he pushed his lasgun more toward Tram and took a few steps towards him as well.

'Howie on line boss,'

'Dozer on line boss.'

'Zek on line boss.'

Tram's heart raced. That was all he needed. He gave the quick com squelch, but Stormcaller reacted first. Four quick shots rang out as he threw back his cloak and rolled to his side. Two plasma pistol shots took the left Nomad square in the chest as two bolt pistol rounds struck the Nomad on the right in the upper chest and lower leg. Not his best shots, but both hit the ground hard. Tram threw the grenade at the feet of the Nomad leader and drew his own bolt pistol. At the same time autocannon fire ripped threw the Nomad caravan and well placed sniper rounds disabled vehicle after vehicle. At almost the same time Tram had his captive flex cuffed, Dozer had their transport up and the remained of the team started policing vehicles, weapons, and Nomads.

'You can run, but you will only die tired!' Tram told the Nomads as he took their respirators off. 'That will keep you from trying to run. Guilder Jiles sends his regards.'

As the all clears came down the line Stormcaller took a look at his team's haul. 'Good job boys. Take what we need, tow what we can, we need to make Dusted Grove by night fall and get this trash buried. Again, good job to you too Tram. Roll out in 5 minutes.'



Before the Nomads had even been aware their caravan had been taken from them. Guilder Jiles would exact whatever vengeance on them he wanted, but for now it was up to Stormcaller to get his team back, fed, and ready for their next mission, whatever Guilder Jiles needed them for, he would lead them to it.

Bounty Hunters are notorious for being harsh, closed minded, brutal, and devastating when they are on the hunt. What is it that every hunter wants, is it the thrill of the chase? Is it the thrill of the capture? Maybe, but for sure it is the look on the face of the mark as it wakes up all alone in the custody of a bounty hunter on the way to the guilders to collect their bounty. That is what it is all about, the credits. Did you know you have a price on your head too? Out in the Ash Wastes the Guilders do have their mercenaries, but sometimes they need to call out their big guns, their Bounty Hunter Gangs. Bounty Hunter Gangs are sanctioned by the Bounty Hunter Guild and are definitely to be feared out in the Ash Wastes.

BOUNTY HUNTER GANG SPECIAL RULES

Territory: Bounty Hunters do not have any territories per say, but rather complete missions for their Guilders. Bounty Hunter gangs will not be able to hold or work any territories. If the gang loses a territory then the winner rolls once on the Ash Wastes Territory Chart and takes over that territory instead.

Starvation: Bounty Hunter gangs do not starve because they work for a Guilder. Bounty Hunter gangs do not need to spend any money on feeding their members, but must pay for vehicle and beast maintenance.

Income: Each member of the Bounty Hunter Gang protects their team, but occasionally (after every game) the gang must return to its Guilder for repairs, refitting, re-equipping, bounty collection, and the like. Bounty Hunter gangs do not scavenge like other gangs or work territories, but instead each member of the gang that did not go out-of-action can hire himself out at the local settlement. Roll a D6 for each non-mercenary member of the gang that did not go out-of-action in the last game on the Bounty Hunter Income Chart. If a Bounty Hunter managed to capture someone with their 'Capture' special ability then that member does not roll on the chart above and instead collects that bounty as income. If the Bounty Hunter had gone out-of-action with a captive and manages to still retain their captive (see individual Bounty Hunter Gang Member rules) because there was still an active Bounty Hunter with the 'Capture' special ability then those bounties are also added to the gang's income. Mercenaries may forage as normal.

<i>Bounty Hunter Gang Income Chart</i>	
<i>D6</i>	<i>Income</i>
1	Arrested: While searching for work/collecting bounties the gang member is actually accused of having a price on his head and thrown into jail. If this gang member is a 'leader' or 'specialist' then he is released with no further effect. If this gang member is a 'bounty hunter' then he is thrown in jail and you must pay 20 credits to get him out of jail. He will remain in jail until you pay the credits. He will still affect your gang rating until you pay the price. If this gang member is a 'novice bounty hunter' then he is thrown in jail and you must pay 10 credits to get him out of jail. He will remain in jail until you pay the credits. In addition the young punk needs to be taught a lesson. The 'novice hunter' immediately rolls once on the serious injury chart and applies the result. Re-roll death and captured results as he is only getting a beating.
2	Nothing: No work is found nor bounties collected by this member.
3	Quick Job: 'Hey you, take this to so and so...' A guilder sends you on an errand and you collect D3x10 credits.
4	You for hire? A gang leader approaches you and offers to pay you to work for him. You roll him instead and collect D6x10 credits.
5	Can you find him for me? The hunter is hired out to find someone local. Roll a D6 and on a result of 4+ (2+ for leaders and specialists, 3+ for bounty hunters) you were successful. If you are successful collect 3D6x10 credits.
6	Can you roll this guy for me? A gang leader approaches you and offers to pay you to roll someone else for them and you accept. You capture the target and turn him in. You collect the bounty and tell the gang leader he wasn't worth anything. However, you know he was and collect 4D6x10 credits. Roll a D6. On a roll of 4+ (Leader automatically passes, 2+ for specialists, 3+ for bounty hunters) you can play in the next game, otherwise you are not available and will have to catch up with the gang. If a fighter misses the next game then their value is still added to the gang rating.

Trading: Bounty Hunter gangs are respected and feared because they are agents of the Guilders. This is not a bad deal when it comes to getting equipment and weapons. They do not go to the trading post per say, but instead are allowed to buy any items off their equipment list they can afford. Although bounty hunters train with a wide variety of weapons they will not





use any weapons not listed on their weapon charts unless it is obtained via the Techno Skill Inventor. Items obtained by the Techno Skill Inventor are rolled for on the Standard Rare Trade Chart in the Necromunda ORB.

Hired Guns: Are you mad? These guys might turn you in. No hired gun in their right mind would work for a Bounty Hunter Gang with the exception of Bounty Hunters. Special Characters will work for Bounty Hunters per their normal rules.

Capture Special Ability: Bounty Hunters that have the Special Ability 'Capture' follow all the rules for 'Capture' and 'Claim Bounty' as described in the Bounty Hunter Hired Gun in the Necromunda ORB.

Captured Bounty Hunters: Bounty Hunter gangs can ransom, exchange, run Rescue Scenarios and sell captives into slavery etc. just like all other gangs. When given the chance, Bounty Hunters prefer to run one of the Scenarios for a Captive Audience to get captives back.

Scenarios: Bounty Hunter gangs roll on the Ash Wastes Scenario Table. Bounty Hunters may choose any scenario if they are allowed to choose the scenario; however, Bounty Hunters will always defend a caravan and never attack it, even if they chose the Caravan Scenario. Defense Force Deserters hate Bounty Hunters and Bounty Hunters love the sport of hunting Deserters. Whenever a Bounty Hunter Gang plays Deserters the Deserters choose the scenario played, no matter what the difference in gang rating is.

Starting Equipment: Bounty Hunters all come equipped with respirators or filter plugs (choose one when the Bounty Hunter is recruited) at no additional cost. After the first game any Bounty Hunters can buy any items from any of their equipment lists, night fighting equipment list, and the bionics list. Bounty Hunters with the 'Capture' special ability may also purchase one item per game, as long as they did not go out-of-action, from the Bounty Hunter Special Equipment List. Items on the Bounty Hunter Special Equipment List may only be used by the Bounty Hunter that purchases it. The only exception being that the Guildier Liaison may purchase any and as many items as he can afford. Bionics may be purchased by anyone, but only to replace/heal/fix injuries.

Treacherous Conditions: Bounty Hunter gangs are affected by treacherous conditions as normal.

Vehicles and Beasts: Bounty Hunter gangs may buy any vehicles and/or beasts that they can afford.

RECRUITING THE BOUNTY HUNTER GANG

A Bounty Hunter Gang is recruited in the same way as a normal Ash Waste gang. You have 1000 credits to spend on recruiting and arming your gang and an additional 300 credits for vehicles and beasts within the following guidelines:

Minimum of 3 fighters: A bounty hunter gang must have at least 3 fighters.

Bounty Hunter Leader: You must have one, no more, no less.

Bounty Hunter Specialist: Your Bounty Hunter Gang can include up to two Bounty Hunter Specialists, but no more than two.

1-4 Bounty Hunters: Your Bounty Hunter Gang must include at least one Bounty Hunter, but never more than 4 at a time.

Mercenaries: Up to half your gang may be made up of Mercenaries.

Guildier Liaison: Your Bounty Hunter Gang must always include one Guildier Liaison at all times. Further rules for how this is accomplished are found in the Guildier Liaison special rules.





1 BOUNTY HUNTER LEADER

Cost: 145

Starting Experience: 60+D6

Each Bounty Hunter Gang must have one Bounty Hunter Leader when it is first created. He is the glue that holds the group together. No one in the gang will ever challenge him. In addition, usually the leader has strong ties with specific guilders who gladly offer him and his gang bounties, rewards, and other incentives to beat on his competitors.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

Starting Weapons and Equipment: A Bounty Hunter Leader can be given any weapons and equipment from the bionics, close combat, pistol, basic, special, and grenades and shells lists.

Bounty Hunter Leader Special Rules: The following special rules apply to Bounty Hunter Leaders:

Special Ability: Capture: A Bounty Hunter Leader can capture models like the bounty hunter hired gun. See ‘Capture’ rules above.

Vehicles and Beasts: A Bounty Hunter Leader may drive or ride any of the gang’s vehicles or beasts.

Leadership: A Bounty Hunter Leader has the leadership skill/trait. No one will challenge the leadership of the Bounty Hunter Gang unless the leader dies. In this case the Bounty Hunter (not Bounty Hunter Specialist or Mercenary or Guilder Liaison) with the highest leadership or most experience, in the event of a tie, will take over the leadership of the gang. If this occurs the new leader gains the leadership skill/trait but does not increase in cost.

0-2 BOUNTY HUNTER SPECIALIST

Cost: 65

Starting Experience: 60+D6

Each Bounty Hunter Gang may have up to two Bounty Hunter Specialists at any point in time. The Bounty Hunter Specialist is the heavy support of the Bounty Hunter Gang. In addition, most Bounty Hunter Specialists still have some ties to the guilders they once served and therefore have contacts to sell their bounties and services to.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons and Equipment: A Bounty Hunter Specialist can be given any weapons and equipment from the close combat, pistol, basic, special, and grenades and shells lists.

Special Ability: Capture: A Bounty Hunter Specialist will earn the ‘Capture’ special ability when he attains 121 experience points. This is in addition to his advance roll at 121 experience points. See ‘Capture Special Ability’ rules above.



Vehicles and Beasts: A Bounty Hunter Specialist may drive or ride any of the gang's vehicles or beasts. In addition, the Bounty Hunter Specialist may be the gunner of a fixed weapon on a vehicle or beast. This is the only way for a Bounty Hunter Gang to gain access to Heavy Weapons. If this is the case then the weapon is assigned to the Bounty Hunter Specialist but the cost is added to the vehicle or beast. Fixed weapons are the only way move or fire weapons can be fired from a moving vehicle. Bounty Hunter Specialists who are not gunners may ride any vehicle or beast as normal and may still take over as driver in an emergency (see vehicle rules for specific details).



1-4 BOUNTY HUNTERS

Cost: 55

Starting Experience: 20+D6

Each Bounty Hunter Gang must have at least one Bounty Hunter when it is created. The Bounty Hunters are the trusted members of the team and where the Bounty Hunter Leader knows he can find the skills he needs to get the job done.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons and Equipment: A Bounty Hunter can be given any weapons and equipment from the close combat, pistol, basic, and grenades and shells lists.

Special Ability: Capture: A Bounty Hunter will earn the 'Capture' special ability when he attains 101 experience points. This is in addition to his advance roll at 101 experience points. See 'Capture Special Ability' rules above.

Vehicles and Beasts: A Bounty Hunter may drive or ride any of the gang's vehicles or beasts.

MERCENARY

Cost: 30

Starting Experience: 0

Each Bounty Hunter Gang may have up half of its number of fighters in Mercenaries. Every Bounty Hunter Leader needs his muscle, shooters, cannon fodder and meat shields.

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

Weapons and Equipment: Mercenaries can be given any weapons and equipment from the close combat, pistol, and grenades and shells lists.

Advancement: When a Mercenary earns 21 experience points he will gain access to the basic weapons list.

Vehicles and Beasts: Mercenaries may drive or ride any of the gang's vehicles or beasts.





1 GUILDER LIAISON

Cost: 50

Starting Experience: 0

Each Bounty Hunter Gang must have one Guilder Liaison when it is created. The Guilder Liaison is the Bounty Hunter Gang's contact to the guilders. The Bounty Hunters work for the Guild, but his Liaison is the conduit through which they communicate. A typical Liaison is a Guild's son, daughter, cousin, niece, nephew, or other family member that the Guild wants to either get rid of or wants to have make a name for themselves.

M	WS	BS	S	T	W	I	A	Ld	Save
4	2	2	3	3	1	3	1	6	5+

Weapons and Equipment: A Guilder Liaison can be given any weapons and equipment from the bionics, close combat, pistol, basic, and grenades and shells lists. When created you must always purchase at least one Close Combat Weapon and one pistol weapon at a minimum. Guilder Liaisons come with a respirator and mesh armor that are already included in their cost. After each game the Guilder Liaison can purchase as much equipment off any list that you want including the Bounty Hunter Special Equipment and Bionics List, but only he can use that gear, even if he is not injured he can purchase bionics. You may not transfer gear from the Guilder Liaison to other gang members or other gang members to the Guilder Liaison.

Special Ability: Capture: A Guilder Liaison earns the 'Capture' special ability when he reaches 121 experience points. See 'Capture Special Ability' rules above.

Vehicles and Beasts: A Guilder Liaison may only be a passenger on any of the gang's vehicles or beasts but may attempt to take over in emergency situations if they are the last fighter not 'down' or 'out-of-action' on the vehicle or beast.

Leadership: A Guilder Liaison will never challenge for the leadership of the gang and does not benefit from the Bounty Hunter Leader's leadership at all. When the leader is removed from the gang the Guilder Liaison cannot be used to determine highest leadership. In addition, in scenarios that target the leader, the Guilder Liaison is automatically the target instead. The Guilder Liaison might not be calling the shots on the battlefield, but he is the link to the Guilders and everyone in the Ash Wastes knows of this weak link.

Income: Guilder Liaisons do not work territories or scavenge and will only turn in bounties; however, their equipment is still purchased by the Bounty Hunter Gang. Its tough putting up with the bosses relatives.

Capture: Guilder Liaison's always fight along side the Bounty Hunter Gangs and gain experience as normal, but if a Guilder Liaison is captured then there will be hell to pay. If Captured and not ransomed back or rescued by the Bounty Hunter Gang then the Guild will demand that the family member be returned to the Guild immediately after genuine negotiations and any rescue attempts. If the capturing gang does not give the Guilder Liaison back then that gang can sell them into slavery for 4D6x10 credits. If the Guilder Liaison is not returned to the Guild then the Bounty Hunter Gang is also penalized by having to pay double for all items they wish to purchase and only common items will be available to them. The only exception is if a new Bounty Hunter Gang Member is recruited then normal recruitment equipment purchasing rule apply. Once a new Guilder Liaison is on board this penalty will be lifted (see Death rules below).



Death: Since Guilder Liaison's always fight along side the Bounty Hunter Gang they run the chance of being killed. If a Guilder Liaison is killed during the course of a game (even post battle sequence) roll a D6. On a result of '4-6' The Guilder believes that it was a legitimate kill, no matter the story told, and forgives the Bounty Hunter Leader. He will replace the Guilder Liaison with a new one, at no initial cost (you still must pay to equip him) to the Bounty Hunter Gang, but only after first rolling a D6 and getting a result of '4+' in the post game sequence. You roll once each Post Game Sequence. Until then, all purchases are at normal cost but only D3 rare items of your choice will be available. On a result of '1-3' The Guilder does not believe the story and will take action against the Bounty Hunter Leader. The Bounty Hunter Leader is stripped of all of his gear and sold into slavery. The Bounty Hunter Gang is immediately provided with a new Guilder Liaison and the next in command is chosen from the remaining Bounty Hunters. The next in command is the Bounty Hunter with the highest exp, excluding Bounty Hunter Specialists, Mercenaries, and the Guilder Liaison, to Bounty Hunter Leader.

BOUNTY HUNTER GANG WEAPON LISTS

The following are the starting weapons lists for Bounty Hunter gangs:

Close Combat Weapons

Club / Maul / Bludgeon

Chain / Flail

Chainsword

Knife - 2 free / 5 credits Each Additional

Pistol Weapons

Auto Pistol

Bolt Pistol

Las Pistol

Basic Weapons

Autogun

Boltgun

Lasgun

Shotgun (w/solid, scatter)

Special Weapons

Grenage Launcher (Grenades Extra)

Plasma Gun

Heavy Weapons

Autocannon

Heavy Bolter

Heavy Stubber

Grenades and Shells

Frag Grenades

Hot Shot Laser Power Pack

Krak Grenades

Shotgun Shell – Bolt

Shotgun Shell – Hot Shot

Shotgun Shell – Manstopper

Blind-Fighting Equipment

Blue-Light

Rocket Flare

Tracers

Bionics (Injury Replacement Only)

Arm

Eye

Hand

Implant

Leg



Bounty Hunter Special Equipment

Armour – Flak
 Armour – Mesh
 Bio-Booster
 Bio-Scanner
 Clip Harness
 Gunsight – Red-Dot Sight
 Infra-Goggles
 Lobo-Chip
 New Item – Cyber-Mastiff
 New Item – Flash Suppressor
 Photo Contacts
 Photo Visor
 Rare Weapon – Combat Shotgun
 Rare Weapon – Choke Grenades
 Rare Weapon – Executioner Rounds
 Rare Weapon – Hallucinogen Grenades
 Rare Weapon – Long Rifle
 Rare Weapon – Photon Flash Flares
 Rare Weapon – Smoke Grenades
 Silencer
 Skull Chip
 Weapon Reload

<i>Bounty Hunter Gang Experience Table</i>	
<i>Experience Points</i>	<i>Title</i>
0-5	Mercenary
6-10	Mercenary
11-20	Mercenary
21-30	Bounty Hunter
31-40	Bounty Hunter
41-50	Bounty Hunter
51-60	Bounty Hunter
61-80	Bounty Hunter
81-100	Bounty Hunter
101-120	Bounty Hunter
121-140	Bounty Hunter Champion
141-160	Bounty Hunter Champion
161-180	Bounty Hunter Champion
181-200	Bounty Hunter Champion
201-240	Bounty Hunter Champion
241-280	Bounty Hunter Champion
281-320	Master Bounty Hunter
321-360	Master Bounty Hunter
361-400	Master Bounty Hunter
401+	Grand Master Hunter

BOUNTY HUNTER GANG ADVANCES

When a Bounty Hunter gains enough experience to get an advance, roll on the standard gang Advance Table in the ORB.
 When a Mercenary acquires 21 experience points he gains the title Bounty Hunter, but not the abilities of a Bounty Hunter, but rather just gains access to the Basic Weapons List. When a Bounty Hunter gains 101 experience points they earn the 'Capture' special ability in addition to the advance rolled.



Bounty Hunter Gang Skill Lists							
	Agility Skill	Combat Skill	Ferocity Skill	Muscle Skill	Shooting Skill	Stealth Skill	Techno Skill
Guilder Liaison	Yes	-	-	-	Yes	Yes	-
Mercenary	Yes	-	Yes	-	Yes	-	-
Bounty Hunter	Yes	-	Yes	-	Yes	-	-
Bounty Hunter Specialist	-	-	Yes	Yes	Yes	-	-
Bounty Hunter Leader	Yes	Yes	Yes	-	Yes	Yes	Yes

ENFORCERS

Although Lord Helmarw controls all of Necromunda he does not have the resources to monitor and administer law in the Ash Wastes. Enforcer Gangs cannot be used in the Ash Wastes. I would recommend Bounty Hunters if you are looking to play law-dawgs in the Ash Wastes.

HIVE PROSPECTOR TEAMS

Originally by Chris Ward, Stuart Witter, & Rob Atkins revised by Robert J. Reiner and Mark Mitchell

The Ash Wastes of Necromunda are inhospitable deserts, sump seas, sludge outfalls, and even toxic chemical rivers. These are all the byproducts of the industrial debris and refuse created by the millennia of pollution with out a care by the Imperium. The ash storms twirl the ash and sludge around like a small breeze does a paper on most Imperial planets, but these storms can strip the skin and flesh and leave only your bones in mere minutes. Those that call the Ash Wastes their home do it out of necessity, not desire. Some are scavengers and others are hiding from this or that. For hundreds of years the Ash Storms have ravaged the surface on Necromunda and swallowed up whole hives, never to be seen again. Then, a mere hundred or thousand years later the same Ash Storms will uncover these hives to be salvaged by the brave few scavengers in the Ash Wastes. The first on the scene are usually the large scale industrial scouts of the Necromunda Houses, the Hive Prospector Teams.

Hive Prospector Teams have vast resources at their disposal. They use large industrial machine and constructs to scour the Ash Wastes in an attempt to get minerals, salvage, and scrap to take back to the house and convert into profits. They leave the hive suitably armed to handle any conceivable circumstance but the native of the Ash Wastes or even Nomads take runs at Hive Prospector Teams from time to time. No one is safe in the Ash Wastes.

HIVE PROSPECTOR TEAM SPECIAL RULES

House: Each Hive Prospector Team must be from one of the six Underhive Houses. You must select Cawdor, Delaque, Escher, Goliath, Orlock, or Van Saar. This choice will determine the skills that your engineers may gain. Principal Engineers advance as Leaders. Engineers advance as Gangers. Engineering Apprentices advance as Junes. In addition, all Hive Prospector Team members have access to the Driver and Crew Ash Wastes Skill Charts.

Territories: Hive Prospector Teams do not have territory as such and generate income in a different way then other Ash Waste gangs. Each time that a Hive Prospector Team ventures out into the Ash Wastes they gain enough information to report to the Engineering Guild of their House to make a determination on whether or not a spot is profitable. After each game roll once on the Hive Prospector Territory Chart.

Income: Hive Prospector Teams do not need to feed themselves or maintain their vehicles. Their House will pay to maintain their equipment and will provide food and ammunition to re-stock the Hive Prospector Team. This is a direct result of the exploration and samples that the Hive Prospectors Teams perform for the noble houses. Samples are given once and then discarded meaning that the Team must roll after each game.

Trading: Hive Prospector Teams follow all the rules for trading in the ORB and must adhere to their House Weapon's List as well.

Hired Guns: Due to the nature of their business out in the Ash Wastes, Hive Prospector Teams may not hire any Hired Guns.

Capture: No special rules apply to Hive Prospector Teams regarding capture.

Scenarios: Hive Prospector Teams use the Ash Waste Scenario Table.

Equipment: All Hive Prospector Teams members have a respirator included in their starting cost. Without respirators even some of their equipment would surely kill them, let alone other gang fighters.

Treacherous Conditions: Hive Prospector Teams are affected by treacherous conditions as normal.



Vehicles and Beasts: Hive Prospector Teams may purchase any vehicles that they can afford. Hive Prospector Teams will never purchase or use beasts as they are too slow for the long treks across the Ash Wastes and their mutant rides would never be allowed back into the Underhive. All members of the Team must be able to be transported by the Teams vehicles.

Apprentices: Only two Apprentices may be part of the Hive Prospector Team at any one time. These Engineering Apprentices need to be trained in the operation and maintenance of the complicated mining, surveying, and salvaging machinery and it is considered bad practice to have too many of them around at once.

RECRUITING THE GANG

A Hive Prospector Team is recruited in the same way as a normal gang in the rules from the Battles of the Ash Wastes.

Minimum of 3 fighters: A gang must include no less than 3 fighters.

Principal Engineer: Your gang must include a Principal Engineer. This is the Hive Prospector Team's Leader.

Engineer: Your gang may include any number of Engineers.

Servitors: Your gang may include up to four servitors at any one time.

Engineering Apprentice: Your gang may include no more than two Engineering Apprentices at any one time.



1 PRINCIPAL ENGINEER

Cost: 125 credits

Starting Experience: 60+D6

A Principal Engineer is the Hive Prospector Team's Leader. He will coordinate the Team's efforts and activities to get the best results. He will be the most experienced member of the team both in the recovery of samples and in defending the machinery. Members of his team will take orders from him without question or hesitation

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

Leader: All Leader rules apply to the Principal Engineer (pinning and Ld, etc.).

Weapons: The Principal Engineer may be armed with weapons chosen from the Hand-To-Hand, Pistols, Basic, Special Weapons, Leader, and Grenades and Shells Lists from his House Weapons List.

Vehicles: The Principal Engineer may drive on any of the team's vehicles.

ANY # ENGINEERS

Cost: 55 credits

Starting Experience: 20+D6

Engineers are the workhorses of the Hive Prospector teams and form the bulk of the team's numbers. They are tough as nails and dependable in a fight.



M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: Engineers may be armed with weapons chosen from the Hand-To-Hand, Pistols, Basic, and Grenades and Shells Lists from his House Weapons List.

Vehicles: Engineers may drive any of the team's vehicles.



0-4 SERVITORS

Cost: 90 credits

Starting Experience: 50+D6

Servitors are mindless, half-man, half-machines cyborgs that have had their higher brain functions erased. They are treated as mere property instead as people and can carry out simple tasks without independent thought.

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

Immune to Psychology: A Servitor's mind is completely blank so it is not effected by fear or terror and will automatically pass an psychology based tests.

Experience: Servitors cannot ever gain any more experience then their starting amounts.

Armour: Due to a Servitor being grafted with plates, machinery, and parts it receives a 5+ armour save.

Function: Servitors are meant to man the machines of the Hive Prospector Team's vehicles and help repel boarders. When you buy (aka recruit) a Servitor then you must select either a defensive or offensive servitor.

Defensive: Any of your Servitors may be Defensive. Defensive Servitors must purchase one or two of the following weapons: Buzz Saw (25), Chainsaw (25), Claw (15), Hammer (20), Rock Drill (15), and/or Shears (15). The rules for these may be found in the Pit Slave Rules.

Offensive: Up to 2 of your Servitors may be Offensive. Offensive Servitors may be the gunner of a fixed weapon (any type of weapon) on a vehicle. If this is to be the case then the weapon should be purchased 'for him' as normal but the cost added to the vehicle's cost, not the Servitor on the roster. Fixed weapons are the only way move or fire weapons may be fired from moving vehicles in Necromunda: Battles in the Ash Wastes.

Vehicles: Servitor's may never drive, even in an emergency, any of the gang's vehicles but must instead always be a passenger.



0-2 ENGINEERING APPRENTICES

Cost: 30 credits

Starting Experience: 0

Engineering Apprentices are the potential future of the Hive Prospector Team. They are all inexperienced and eager to be trained as engineers while exploring the Ash Wastes. They are poor workers and even worse fighters but given time and training they can become valuable members of the team.

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

Weapons: Engineering Apprentices may be armed with weapons chosen from the Hand-To-Hand, Pistols, and Grenades and Shells Lists from his House Weapons List.

Vehicles: Engineering Apprentices may not drive a vehicle until they become Engineers, except in the event of an emergency (see the vehicle rules of more detail). They are allowed to ride bikes as normal and may ride on any vehicle as a passenger.

<i>Hive Prospector Team Experience Table</i>	
<i>Experience Points</i>	<i>Title</i>
0-5	Engineering Apprentice
6-10	Engineering Apprentice
11-20	Engineering Apprentice
21-30	Engineer
31-40	Engineer
41-50	Engineer
51-60	Engineer
61-80	Advanced Engineer
81-100	Advanced Engineer
101-120	Advanced Engineer
121-140	Advanced Engineer
141-160	Advanced Engineer
161-180	Advanced Engineer
181-200	Advanced Engineer
201-240	Engineer Adept
241-280	Engineer Adept
281-320	Engineer Adept
321-360	Engineer Adept
361-400	Engineer Adept
401+	Mechanicus Acolyte



Hive Prospector Sample Log			
D66	Territory	Income	Special
11-15	Ash Wastes	0	Nothing but worthless ash here. What, you want to get paid for this?
16	Outflow	2D6	Chemicals recovered from this ancient outflow prove to be of some value for research purposes.
21-25	Ruins	3D6	The samples brought back yield some interesting results. Further tests will be needed.
26	Sludge Sea	4D6	Samples you dredge from this particular sludge sea reveal chemicals of some use to the House.
31-35	Hard Baked Ash Pan	5D6	The samples yield that the hard pan must be shielding something more valuable. Hopefully the House can find the spot again.
36	Scrap Wreckage	6D6	You salvage a whole lot of little things worth some credits.
41-45	Chemical Find	D6 X 10	The area should yield sufficient resources to set up a chemical reclamation plant at the site.
46	Transport Tube Wreck	D6 X 10	Your information leads to the recovery of a long thought lost cargo that is very valuable.
51-55	Vehicle Wreck	2D6 X 10	Your information leads to a massive crawler containing valuable commodities long since swallowed whole by the Ash Storms. The cargo will be beneficial to the House.
56	Ore Find	3D6 X 10	Nice find. Your samples yield a prime ore location to establish a semi-permanent mining facility that should get the House huge profits.
61-63	Mineral Find	2D6 X 10	Your samples contain mineral quantities great enough to give the House confidence that a mine should be constructed in the area as soon as possible.
64-65	Spacecraft Wreck	4D6 X 10	You find a craft buried in the ash that has cargo that will take a huge team of pit slaves to recover. This find is well worth thousands to the House.
66	Archeotech	6D6 X 10	A pocket of materials in your samples is of alien nature. The House investigates further and finds an ancient wreck contains several items of archeotech. You may choose to roll one random archeotech item from the Outlaw Trading Post (at no cost to the team) or D3 items from the Ash Waste Rare Trade Chart (at no cost to the team) or you may collect the income listed of 6D6 x 10 credits.

HOUSE GANGS

It is inevitable that a House Gang can get ousted by its Noblemen. What really happens when a house gang is outlawed in the Underhive and then continues to degrade itself and continually laughs in the face of the house masters? Well, they get exiled. House Gangs in the Ash Wastes are banished, outlawed, and forgotten remnants of the Underhive Houses. They still adhere to their former house rules and lineage in an attempt to one day be accepted back into the house structure.

When you play a House Gang in the Ash Wastes you must choose one of the six houses of Necromunda from the ORB. This is your house affiliation.

HOUSE GANG SPECIAL RULES

Territories: House Gangs follow all the Ash Wastes Territory Rules except that they start with three territories, can control up to ten territories, and cannot work the Ash Wastes. They may also work up to three of their territories instead of the standard one.

Income: House Gangs use all the Ash Wastes Income Rules except that when scavenging they receive D3-1 credits since they are not used to having to scrounge around to find food, credits, or salvage in the Ash Wastes.



Trading: House Gangs use the Ash Wastes Trading Rules.

Hired Guns: House Gangs may hire any of the hired guns available unless stated in their description.

Capture: No special rules apply to House Gangs regarding capture.

Scenarios: House Gangs use the Ash Wastes Scenario Rules.

Equipment: House Gangs must use their House Weapons List from the ORB when they are first created. This represents them starting in the Underhive and then being exiled. Once you play one game in the Ash Wastes, or come into the Ash Wastes after creation (see Exile Rules below) you no longer have to use the house weapons list and may purchase any common weapons for your fighters, even new recruits.

Treacherous Conditions: House gangs suffer from Treacherous Conditions just like any other gang.

Vehicles and Beasts: House Gangs may purchase any vehicles or beasts that they can afford using the rules in the Battle in the Ash Wastes. Refer to the Exile Rules below if you are not starting your House Gang in the Wastes.

Juves: No more than half of the House Gang may be Juves.

Experience and Advances: House Gangs follow all the ORB rules for skills and advance by the selected house. The only exception is that they also follow the Ash Wastes Skills rules for selecting Ash Wastes specific skills.

Exile Rules: If your House Gang was started in the Underhive and you want to transfer them to the Ash Wastes then you may freely do this as long as the gang rating is 1500 points or less and you have your Arbitrator's Approval. In-Hive gangs do have advantages over Ash Waste Gangs so higher gang ratings are not advised. Once you make this determination you may immediately spend 300 credits on vehicles and beasts for use in the Ash Wastes. If you have credit in your stash you may also use those. Any part of the 300 credits that is not used is forfeited.

RECRUITING THE GANG

A House Gang follows all the Recruitment Rules in the ORB with the following additions:

Leaders – Vehicles and Beasts: The Leaders may drive or ride on any of the gang's vehicles or beasts.

Heavies – Vehicles and Beasts: Heavies may be the gunner of a fixed weapon on a vehicle or beast. If this is to be the case then the weapon should be purchased 'for him' as normal but the cost added to the vehicle or beast cost, not the heavy on the roster. Fixed weapons are the only way move or fire weapons may be fired from moving vehicles or beasts in Necromunda: Battles in the Ash Wastes. Heavies who are not gunners may ride any vehicle or beast as normal, and may take over as driver in an emergency (see the vehicle and beast rules for more detail).

Gangers – Vehicles and Beasts: Gangers may drive or ride any of the gang's vehicles or beasts.

Juves – Vehicles and Beasts: Juves may not drive a vehicle or be the primary rider of a beast, except in the event of an emergency (see the vehicle rules of more detail). They are allowed to ride bikes as normal and may ride on any vehicle or beast as a passenger.

JOURNEYMEN

Originally by Chris Ward & Stuart Witter, revised by Robert J. Reiner

'Jimbo, the cargo is bouncing around something fierce back here, but it is all still in one piece.'

'Good, we need to make Sump Harbour in less then three days. Guilder Sanderz wants this stuff for some bigger deal his has got for us to then move over to Last Chance.'

The three outriders dropped off the back of the crawler from their refueling pit and spread out again. The wastes were no place for sitting back. There is no rest for the outriders. They constantly ride out to the perimeters and check for hostiles, whether it be an ash pit or a Nomad Gang ready to pounce, the Outriders need to report it back.

'South corridor clear.'

'West corridor clear.'

'North corridor clear.'

'Jimbo, Hep here. I got signs of an encampment 2 clicks out on the east corridor. Looks like there were some nomads here. From my estimate there were AAAHHHHHHHHHH hhhhhhhhhiiiiiiisssssss'

'All right people, get the goons to the railings and get Rex and Bran up on the guns. Looks like we got ourselves some Nomads on our six.'

'Alright Boss,' Rex called as he took the rungs up to the aft heavy bolter pit. 'Let's paste us some Nomads Bran.'



'Bran here, locked an loaded. Looks like a trap boss, contact in 30 seconds.'

'Great, we can handle this. I'm gonna head up to the rigging Kev. Keep on line and push forward. Goons, keep it tight and I might make some mercs out of you yet.'

Jimbob took a deep breath through his respirator and adjusted his bionic arm's capacitor. He drew his plasmagun and made sure his chainsword and auto pistol were also readied. No nomad was gonna take his cargo today or any day, at least while he was still living.

Heavy bolter fire chopped through the thick waste storm and pelted a bike into oblivion. It careened wildly, flipped, and threw the rider off into the storm before exploding on a rock outcropping. It has begun...

In the hives of Necromunda sometimes a Guilder needs to get something across the Ash Wastes in a hurry. It is the Journeymen that get those goods to market. These Ash Wastes truckers get it there on time, every time, or not at all. Their crawlers and outriders set out in the best and worst conditions to get their cargo to its destination. The following are special rules for using Journeymen Gangs.

JOURNEYMEN SPECIAL RULES

Territory: Journeymen do not have or work territories. Instead, they have a guilder Contract that is worked as outlined below. If a Journeymen Gang captures a territory then they will turn it over to their Guilder Contact. The Journeymen will be rewarded with credits as if the Journeymen had looted the territory. If a Journeymen Gang loses a territory then their opponent rolls once on the Ash Waste Territory Chart and adds it to their territory list. In addition, Journeymen Gangs are treated as having the Guilder Contract Territory when they sell loot and other similar things.

Income: Journeymen earn their income by fulfilling their contracts. They have different income generation than other gangs. If the Journeymen Gang wins take the total gang rating of both gangs at the start of the game (combined) and divide it by ten. Next, cross reference that number as income on the Income Chart in the ORB to see how much the gang gets in profits. The Journeymen Gang may then visit the Ash Wastes post and re-equip as normal. If the Journeymen Gang loses then they are forced to sell themselves out for work instead as they have breached their current contract. Each fighter, aside from the Journeymen, that did not go out-of-action earns D6 profit from selling their services. The Journeyman spends his time, even if taken out-of-action, looking for another contract. The Journeymen Gang may not go to the rare trading post, but no money needs to be spent on upkeep either.

Hired Guns: Journeymen Gangs may hire any hired gun they can afford to.

Capture: There are no special rules for fighters captured by Journeymen Gangs. They are no special rules for Journeymen that are captured unless it is the Journeyman himself. If this happens the Guilders will send a Bounty Hunter to lead the Rescue Mission, if one is undertaken that is, at no cost to the gang.

Scenarios: Journeymen use the Ash Waste Scenario Table.

Treacherous Conditions: Journeymen are affected by Treacherous Conditions just like any other gang.

Rig: Journeymen Gangs live, work, and breath for their rigs. All Journeymen Gangs must have a suitable rig. To represent this, the Journeymen Gang gets a free Crawler or Gigantic Beast. Upgrades and equipment are extra. This is in addition to the extra 300 credits Ash Waste Gangs get to spend on vehicles. If the Journeymen Gang selects the Gigantic Beast option then it will have two upgrades for free as well. Although no credits are spent on the 'Rig' the cost is still added to gang rating like any other vehicle or beast.

Vehicles or Beasts: Journeymen need to move at a constant speed. This means that a Journeymen gang will be comprised of all vehicles or all beasts.

Outriders: Journeymen Gangs must have Outriders to protect their rigs during transport runs. Each one must be mounted on a bike or small/medium/large beast. See the Outrider Rules for more details.

RECRUITING THE GANG

When a Journeymen Gang is recruited you have 1000 credits to spend on recruitment and armament of fighters, 300 credits to spend on vehicles, and a free 'Rig' (crawler or gigantic beast).

Minimum of 3 fighters: A gang must include no less than 3 fighters.

Journeyman: Your gang must include a Journeyman.

Mercenary Heavies: Your gang may include up to two Mercenary Heavies.

Outriders: Your gang must include two to four Outriders.



Mercenaries: Your gang may include any number of Mercenaries.

Goons: Your gang may include any number of Goons'

1 JOURNEYMAN

Cost: 125 credits

Starting Experience: 60+D6

The Journeyman is the leader, center, and most experienced fighter in the Journeymen Gang. He is the link to the Guilders and he is the one to train the others. He has worked his way up the ranks and worked every station and position on the rig.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

Weapons: The Journeyman is equipped with a knife, respirator, photo-visor and may select weapons from the Close Combat, Pistol, Basic, Special, and the Grenades and Shells (for any weapon he can use) lists.

Leadership: The Journeyman is the leader of the Journeymen Gang. He follows all rules for leaders. In addition, only Mercenaries (not Mercenary Heavies) and Goons may challenge for leadership. All other fighters ignore any leadership challenges.

Vehicles and Beasts: The Journeyman may drive or ride any of the gang's vehicles or beasts.

0-2 MERCENARY HEAVIES

Cost: 65 credits

Starting Experience: 60+D6

Mercenary Heavies are the ones that the Journeymen relies on to protect his assets. They typically use the rigs heavy weapons. In their spare time they generally maintain the rig and fix things on the fly too.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: Mercenary Heavies are equipped with a knife, respirator, and may select weapons from the Close Combat, Pistol, Basic, Special, Heavy, and the Grenades and Shells lists.

Vehicles and Beasts: Mercenary Heavies may be the gunner of a fixed weapon on a vehicle or beast. If this is to be the case then the weapon should be purchased 'for him' as normal, but the cost of the weapon is added to the vehicle or beast's cost, not the Mercenary Heavy's on the roster. Fixed weapons are the only way move or fire weapons can be fired from a moving vehicle or beast in Necromunda. Mercenary Heavies who are not gunners may ride any vehicles or beasts as normal and may still take over as driver or rider in an emergency (see the vehicle rules for more detail).



2-4 OUTRIDERS

Cost: 55 credits

Starting Experience: 20+D6

Every Journeyman relies on his Outriders to be his eyes and ears. They typically work alongside a rig on their bikes and beasts. They scout paths and search for traps. They favor fast moving bikes and beasts to report things as soon as possible to their Journeyman brothers.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: Outriders may be equipped with any weapons from the Close Combat, Pistol, Basic, and the Grenades and Shells (for any weapon he can use) lists. Outriders come equipped with a respirator and knife. The cost of the respirator is included in the hire fee.

Scout Ahead: Typically Outriders are not in with the gang when the fighting breaks. To represent roll a D6 for each Outrider that your gang has during deployment. On a result of 2+ they are out scouting and are placed in reserve. Roll a D6 at the start of your second turn and subsequent turns until all Outriders are in play. On a result of '1-2' no Outriders make it back. On a result of '3-4' one Outrider of your choice is be placed this turn on a random table edge. On a result of '5' two Outriders of your choice are placed this turn on a random table edge. And on a result of '6' all remaining Outriders, no matter what turn this is, are placed this turn on a random table edge. All reserves in a turn come on from the same random table edge. No matter the scenario, as long as vehicles and beasts can be used, these reserves will come on from a random table edge at the start of your second (or later) turn based on the reserves result above. If vehicles and beasts are not used in the scenario then the Journeyman must be camping out or at a settlement and the Outriders are with the gang.

Vehicles and Beasts: Outriders must be mounted on a vehicle or beast. Typically Outriders are loners and have bikes or small/medium/large beasts. The base cost for his vehicle or beast is extra. Because of his special bond an Outrider only pays half the base cost (rounding down) of the vehicle or beast; however, the total cost of the bike or beast is still added to the Outrider once recruited and the vehicle must be a single-seater. Additionally, if the Outrider is killed then his bike or beast will also be lost to the gang and no other fighter may ever use the Outrider's bike or beast, even another Outrider. The only exception to the single-seater is if multiple Outriders team up and get a sidecar equipment option, but remember, both fighters must still be Outriders and are considered 'one' unit for deployment rules.

ANY NUMBER OF MERCENARIES

Cost: 50 credits

Starting Experience: 20+D6

Mercenaries are the professional crew that the Journeyman hires to run, protect, and maintain his rig. They respect the Journeyman for his reputation and also know that his word is law on his rig.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: Mercenaries may be equipped with any weapons from the Close Combat, Pistol, Basic, and the Grenades and Shells (for any weapon he can use) lists.

Vehicles and Beasts: Mercenaries may drive or ride any of the gang's vehicles or beasts.

ANY NUMBER OF GOONS

Cost: 25 credits

Starting Experience: 0

Rather poorly skilled these mercenaries are cheap labor for the Journeyman Gangs. They walk the rigging to protect the rig from boarders. The good ones eventually become Mercenaries.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	7

Weapons: Goons may select weapons from the Close Combat, Pistol, and Grenades and Shells (for any weapon he can use) lists.



Vehicles and Beasts: Goons may not drive a vehicle or be the primary rider of a beast, except in the event of an emergency (see the vehicle rules for more detail). Goons are allowed to ride bikes as normal and may ride on any vehicle or beast as a passenger.

Advancement: Goons that earn 21 experience points are promoted to Mercenaries. Their cost does not increase but they are then treated and follow the rules for Mercenaries.

JOURNEYMEN WEAPON LISTS

The following are the starting weapons lists for Ash Waste Nomad Gangs:

Close Combat Weapons

Chain/Flail

Club / Maul / Bludgeon

Knife - 1st free / 5 credits Each Additional

Pistol Weapons

Auto Pistol

Las Pistol

Stub Gun

Basic Weapons

Autogun

Boltgun

Lasgun

Shotgun (w/solid, scatter)

Special Weapons

Grenade Launcher (Grenades Extra)

Long Rifle

Plasma Gun

Heavy Weapons

Autocannon

Heavy Bolter

Heavy Stubber

Leader Weapons

Boltgun

Chainsword

Meltagun

Grenades and Shells

Dum Dum Bullets

Frag Grenades

Krak Grenades



<i>Journeyman Experience Table</i>	
<i>Experience Points</i>	<i>Title</i>
0-5	Goon
6-10	Goon
11-15	Goon
16-20	Goon
21-30	Mercenary/Outrider
31-40	Mercenary/Outrider
41-50	Mercenary/Outrider
51-60	Mercenary/Outrider
61-80	Mercenary Champion/ Outrider Ranger
81-100	Mercenary Champion/ Outrider Ranger
101-120	Mercenary Champion/ Outrider Ranger
121-140	Mercenary Champion/ Outrider Ranger
141-160	Mercenary Champion/ Outrider Ranger
161-180	Mercenary Champion/ Outrider Ranger
181-200	Mercenary Champion/ Outrider Ranger
201-240	Journeyman Protector
241-280	Journeyman Protector
281-320	Journeyman Protector
321-360	Journeyman Protector
361-400	Journeyman Protector
401+	Trusted One

JOURNEYMEN ADVANCES

When a Journeyman Gang fighter enough experience to get an advance, roll on the standard gang Advance Table in the ORB.
When a Goon acquires 21 experience points he becomes a Mercenary, but his initial cost does not change.

<i>Journeyman Skill Lists</i>							
	Boarding Skills	Crew Skills	Riding/Driver Skills	Combat Skills	Ferocity Skills	Shooting Skills	Techno Skills
Goon	Yes	Yes	-	-	Yes	-	-
Mercenary	Yes	Yes	Yes	Yes	Yes	Yes	-
Outrider	-	-	Yes	Yes	Yes	Yes	-
Mercenary Heavy	Yes	Yes	-	Yes	-	Yes	Yes
Journeyman	Yes	Yes	Yes	Yes	-	Yes	Yes



PIT SLAVE GANG

Pit Slave Gangs have the perfect background to be used in the Ash Wastes. Please use the experimental rules for Pit Slaves from the SG Website with the following modifications:

Territories: Pit Slave Gangs follow all the Ash Wastes Territory Rules.

Income: Pit Slave Gangs follow all the Ash Waste Income Rules

Trading: Pit Slave Gangs use the Trading Rules from the Ash Wastes.

Hired Guns: Pit Slave Gangs may hire any of the hired guns available unless stated in their description.

Special Characters: Pit Slave Gangs may use any special character that will work for them.

Scenarios: Pit Slave Gangs use the Ash Waste Scenario Table.

Treacherous Conditions: Pit Slave Gangs are not immune to Ash Waste Treacherous Conditions.

Vehicles and Beasts: Being that Pit Slaves are half machine they will only purchase vehicles and not beasts.

RECRUITING THE GANG

A Pit Slave Gang follows all the Recruitment Rules from their rules with the following additions:

Vehicles at Creation: Pit Slave Gangs get the standard 300 credits to purchase vehicles with.

Chief – Vehicles: The Chief may drive any of the gang's vehicles.

Techno – Vehicles: The Techno may drive any of the gang's vehicles.

Pit Slave – Vehicles: Pit Slaves may drive any of the gang's vehicles.

Servitor – Fixed Weapons: The Servitor may be the gunner of a fixed weapon (any type of weapon) on a vehicle. If this is to be the case then the weapon should be purchased 'for him' as normal but the cost added to the vehicle's cost, not the Servitor on the roster. Fixed weapons are the only way move or fire weapons may be fired from moving vehicles in the Ash Wastes.

Servitor - Vehicles: Servitor's may never drive, even in an emergency, any of the gang's vehicles but must instead always be a passenger.

PLANETARY DEFENSE FORCE DESERTER GANG

We all know that Guilders's pay the best for their mercenaries. Whether they hire out the best gangs in the area or if they just want to hire out all the Bounty Hunters and Scummer or better yet, hire out some veterans. When Planetary Defense Force members age out or simply desert, they look for a way to keep alive. They look for Guilders in need of their skills...

'Jethro, you sure that Shamis ain't gonna be cross with us for tak'n this here loot from his caravan?'

'Why would he? How he gonna know it was us Frankie? So just shut up and get the credits from the other merchants as quick as possible.'

The two gangers spread out in the holestead of Slime Bend to sell their goods and equipment and get back to the rest of their Orlock buddies. They had no clue that two of Shamis's Mercenaries were trailing their every move.

'Roger that Dev, we copy. Ok Leo, we are to follow them to the crossroads to the harbor district and meet up with the Cap and the rest of team. They are setting up a perimeter and when we get their we will raid their rat hole.'

'About time Shamis let us pop these punks one good.'

The two guilder mercenaries checked their gear, primed their weapons, and made sure that no one got in the way of this one. They would not let Shamis down, not now, or ever. He was their Guilder after all and they were Defense Force Deserters, the best credits could buy.

DEFENSE FORCE DESERTER SPECIAL RULES

Defense Forcer Deserter, gangs tend to be smaller then gangs since they are used to following a stricter regime. They are almost all former Imperial Guardsmen or Mercenaries or Scummers. Because they are ex military they need the sponsorship of a powerful person, like a Nobleman or Guilder to remain 'hidden' from the authorities uphive. Here are the special rules for Defense Force Desert Gangs, aka PDFD.

Gang Size: PDFD gangs are limited in size to 10 members. When a PDF Gang is first started you will have 1000 credits to recruit who you want and purchase what you can off of the PDF Weapons Equipment Lists and 300 credits to spend on



vehicles and beasts. In addition, at no time may a PDF Gang have more than 1 Officer, 1-2 Specialists, and 2-7 Deserters. This means that you must start with at least four fighters, an Officer, a Specialist, and two Deserters

Loyalty: Unlike standard gangs, all PDF Deserters are fiercely loyal to their Officer. If a Deserter gains enough leadership advances to challenge for leadership then roll a D6 instead. On a result of '1-2' the Deserter will instead leave the gang, taking all of his equipment with him. On any other result the challenge ends with no further affect, as the Deserter will remain loyal to the Officer and never challenge again.

Recruitment: PDFD Gangs can recruit up to their gang size limits like other gangs, by paying the required credits.

Gang Rating: PDFD Gangs calculate their gang rating like all other gangs, costs plus equipment.

Hired Guns: PDFD Gangs can hire any hired gun that they can afford to pay.

Special Characters: PDFD Gangs may find and use any Special Character that they can afford with the exception that they tend to shy away from redemptionist styles of religious fanatics.

Territory: PDFD Gangs hold and work territories just like other gangs. They roll five territories on the Ash Waste Territory List. Their territories are not theirs, but rather they work their Sponsor's territories.

Income: PDFD Gangs follow the Ash Waste Income Rules. In addition, if the PDFD Gang is successful (wins a game) then the Officer will roll once on the Sponsor Bonus Chart.

Scenario Selection: PDFD Gangs can choose any scenario and play any scenario. The only modifications are that if the scenario is a Caravan and they are defending and the PDF Deserters are successful then they get to roll an addition time on the Sponsor Bonus Chart. And, if a PDF Deserter Gang fails to defend in a Caravan scenario then their next opponent may use a Bounty Hunter or two Scummers at no cost as the Sponsor takes his revenge out on the gang in a round about way.

<i>Sponsor Bonus Chart</i>	
<i>D6</i>	<i>Result</i>
1	What, you want a reward? Isn't my thanks enough?
2-3	As a reward the Guilder pays the Officer a bonus of (D6+1) x5 credits
4-5	As a reward the Guilder pays the Officer a bonus of (D6+1) x10 credits.
6	The Guilder is very pleased with the work of the PDFD Gang. Roll a further D6:
1-2	As a reward for a job well done the Officer is given one 'free' rare trade roll. The item is placed in the stash at no cost to the gang.
3-4	As a reward the Guilder pays for the PDFD Gangs' upkeep this post game sequence.
5-6	As a reward the Guilder gives the Officer another piece of his territory to work for him. Roll once on the Territory Chart and add that territory to the PDFD Gang's territories.

Trading: PDF Deserter Gangs trade in a unique way. The PDFD Gang Equipment Lists are the only weapons and equipment that a PDFD Gang will use, unless it is obtained via a 'Captured' prisoner exchange or via the Inventor Skill. Once a game is played any Deserter may purchase items off any list, assuming that they can use the item, except the Rare Equipment List. When an Officer goes to find rare trade and rolls his D3 items he can elect to buy one item from his Sponsor off the Rare Equipment List instead by using up one of his rare trade offers. This must be done before rolling the D66 on a Rare Trade Chart.



PDFD OFFICER

Base Cost: 135

Starting Experience: 60+D6

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

PDFD OFFICER SPECIAL RULES:

Leadership: PDFD Officers follow all the rules and are identical to a Leader.

Starting Equipment: A PDFD Officer starts play with a knife, photo-visior, respirator, and any equipment you purchase for him from the Blind-Fighting, Close Combat, Pistol, Basic, Special, Grenades and Shells, and Armour PDF Deserter Equipment Lists.

Vehicles: The PDFD Officer may drive or ride on any of the gang's vehicles or beasts.

PDFD SPECIALISTS

Base Cost: 75

Starting Experience: 20+D6

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

PDFD SPECIALIST SPECIAL RULES:

A PDFD Specialist had the role of fire support. They are trained in all Necromundian heavy and special weapons as well as ordinance and tactics. They are identical to a Heavy.

Starting Equipment: PDFD Specialists start play with a knife, photo-visior, respirator, and any equipment you purchase for him from the Blind-Fighting, Close Combat, Pistol, Basic, Special, Heavy, Grenades and Shells, and Armour PDF Deserter Equipment Lists.

Leadership: PDF Deserter Specialists will never challenge for leadership of the gang.

Restrictions: Unlike standard gangs, PDFD Gangs are almost always in need of heavy support and mobile firepower. To represent this, a PDFD Gang must always have at least one PDFD Specialist in it and may never have more than one heavy weapon. If a second PDFD Specialist is recruited then you may not purchase a heavy weapon for him, but must purchase a special weapon instead. The only exception to this is if the PDFD Gang may still utilize two fixed heavy weapons and the PDF Deserter Specialists will most likely be the gunners.

Vehicles: A PDFD Specialist may be the gunner of a fixed weapon on a vehicle or beast. If this is to be the case then the weapon should be purchased 'for him' as normal but the cost added to the vehicle or beast cost, not the heavy on the roster. Fixed weapons are the only way move or fire weapons may be fired from moving vehicles or beasts in the Ash Wastes. PDFD Specialists who are not gunners may ride any vehicle or beast as normal, and may take over as driver in an emergency (see the vehicle and beast rules for more detail).

2-7 PDF DESERTERS

Base Cost: 65

Starting Experience: 20+D6

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

PDF DESERTER SPECIAL RULES:

PDF Deserters follow all the rules and are identical to gangers.

Leadership: PDF Deserters are the only ones that may challenge for leadership of the gang.

Skills: All PDF Deserters have access to Combat and Shooting skills and one other skill category of your choice (except Techno) that is selected when they are recruited. This may be a third standard skill category or one of the Ash Waste Skill categories.

Starting Equipment: PDF Deserter start play with a knife, photo-visior, respirator and any equipment you purchase for him from the Blind-Fighting, Close Combat, Pistol, Basic, and Grenades and Shells PDF Deserter Equipment Lists.

Vehicles and Beasts: PDS Deserters may drive or ride any of the gang's vehicles or beasts.





PDF DESERTER GANG EQUIPMENT LISTS

The following are the PDF Desert Gang Starting Equipment Lists. The prices for each are listed for each of the items:

BLIND FIGHTING EQUIPMENT

Blue-Light
Rocket Flare
Tracers

CLOSE COMBAT WEAPONS

Bludgeon/Club/Maul
Chain/Flail
Chainsword
Knife - 1st free / 5 credits Each Additional
Massive Axe/Club/Sword

PISTOL WEAPONS

Autopistol
Laspistol

BASIC WEAPONS

Autogun
Combat Shotgun w/Solid, Scatter
Lasgun

SPECIAL WEAPONS

Flamer
Grenade Launcher (Grenades Extra)
Plasmagun

HEAVY WEAPONS

Autocannon
Heavy Bolter
Heavy Stubber

GRENADES AND SHELLS

Frag Grenades
Krak grenades
Shotgun Shell – Hotshot
Shotgun Shell – Manstopper

COMMON EQUIPMENT LIST

Clip Harness
Lobo-Chip

RARE EQUIPMENT LIST

Armour – Flak
Armour – Mesh
Concealed Blade
Infra-goggles
New Item – Assault Gun
New Item – Cyber-Mastiff
New Item – Flash Suppressor
New Item – Long Rifle
Rare Weapon – Choke Grenades
Rare Weapon – Executioner Rounds
Rare Weapon – Hallucinogen Grenades
Rare Weapon – Photon Flash Flares
Rare Weapon – Plasma Pistol
Rare Weapon – Power Sword
Silencer
Weapon Re-Load – 1 per fighter



PDFD SKILL ADVANCES

When a PDF Deserter gains enough experience to roll an advance the rules in the ORB are followed with the exceptions noted in the PDFD Gang Special Rules above. When a skill advance is rolled consult the PDF Deserter Skill List below.

<i>PDF Deserter Experience Table</i>	
<i>Experience Points</i>	<i>Title</i>
21-30	Deserter
31-40	Deserter
41-50	Deserter
51-60	Deserter
61-80	Deserter
81-100	Deserter
101-120	Veteran
121-140	Veteran
141-160	Veteran
161-180	Veteran
181-200	Veteran
201-240	Elite
241-280	Elite
281-320	Elite
321-360	Elite
361-400	Elite
401+	Hero

PDF DESERTER ADVANCES

When a PDF Deserter gains enough experience to get an advance, roll on the standard gang Advance Table in the ORB.

<i>PDF Deserter Skill Lists</i>							
	Agility Skill	Combat Skill	Ferocity Skill	Muscle Skill	Shooting Skill	Stealth Skill	Techno Skill
PDF Deserter	???	Yes	???	???	Yes	???	-
PDF Deserter Specialist	-	Yes	-	Yes	Yes	-	Yes
PDF Deserter Officer	Yes	Yes	Yes	-	Yes	Yes	Yes

??? = Depending on the third skill list chosen when recruited.

RATSKIN GANGS

Although the Ash Wastes are un-hospitable, there are native dwellers just the Underhive. These native dwellers are the Ratskins. They are similar in breeds and styles and tribes, just like the Ratskins in the Underhive. When you want to play a Ratskin Gang in the Ash Wastes all rules from the Ratskin Renegades rules in FM5 and the Ratskin Tribe Variants from FO52 apply with the following Special Rules.

RATSKIN GANG SPECIAL RULES

Territories: Ratskin Gangs follow all the Ash Wastes Territory Rules.

Income: Ratskin Gangs follow all the Ash Waste Income Rules

Trading: Ratskin Gangs use the Ash Wastes Trading Rules.

Hired Guns: Ratskin Gangs may hire any of the hired guns available unless stated in their description.

Special Characters: Ratskin Gangs may use Brakkar, The Caller, and The Rat God per their individual special character rules.

Capture: No special rules apply to Ratskin Gangs regarding capture.



Scenarios: Ratskin Gangs use the Ash Waste Scenario Table.

Treacherous Conditions: Ratskin Gangs in the Ash Wastes are not immune to Ash Waste Treacherous Conditions but are still immune to Underhive Treacherous Conditions in the Underhive.

Vehicles and Beasts: Ratskin Gangs may only purchase beasts. Every Ratskin must be able to be mounted. In addition, a Ratskin Gang may have no more than one Gigantic Beast and two Large Beasts. The costs of their beasts is also reduced by 50% to represent the fact that they herd the animals instead of buy them out right; however, once purchased the full cost is added to the gang rating.

Braves: No more than half of the Ratskin Gang may be Braves.

RECRUITING THE GANG

A Ratskin Gang follows all the Recruitment Rules from the Ratskin Renegades Rules in FM5 with the following additions:

Purchasing Beasts: Ratskin Gangs get the standard 300 credits to purchase beasts with.

Chief – Beasts: The Chief may ride on any of the gang's beasts.

Shaman/Shaman Adept – Beasts: Shaman and Shaman Adepts follow all the rules from FO52 and may ride any of the gang's beasts.

Totem Warriors – Beasts: Totem Warriors may ride any of the gang's beasts, although they prefer to ride into battle on their own beasts to prove their worth as a warrior.

Ratskin – Beasts: Ratskins may ride any of the gang's beasts.

Braves – Beasts: Braves may only ride small beasts or be passengers on a gigantic beast. In addition, they may not be the only rider of a gigantic beast, except in the event of an emergency (see the beast rules of more detail).

Fixed Weapons: Up to two Ratskins (ganger classification, not anyone in the gang) may be designated as gunners when they are recruited into the Ratskin Gang. These two Ratskins may use fixed weapons, even heavy weapons, when they are mounted on a beast. If one dies during the course of a game you must recruit another Ratskin to designate as a gunner and not elect another member of the gang. If these weapons are removed from the beasts then they may not be used. The spirits or the Ash Wastes will assist these two Ratskins when they wish to use the fixed weapons, allowing them to use them. If fixed weapons are used then the weapon should be purchased 'for Ratskin X' as normal but the cost added to the beast's cost, not the Ratskin on the roster. Fixed weapons are the only way move or fire weapons may be fired from moving beasts in the Ash Wastes. Ratskin Gangs in the Ash Wastes may purchase Autocannons, Heavy Stubbers, and Rocket Launchers with Frag and/or Krak Rockets.

SCAVVIE GANGS

So, you want to use your band of mutants and Scalies out in the Ash Wastes? Why not, the Scavvies are a hardy breed after all, right? And hey, who wouldn't think that a mutation or two isn't the norm out in the toxic ash wastes? When you want to play a Scavvie Gang in the Ash Wastes all rules from the Scavvie Rules in FM9 apply with the following Special Rules.

SCAVVIES GANG SPECIAL RULES

Territories: Scavvy Gangs follow all the Ash Wastes Territory Rules.

Income: Scavvy Gangs follow all the Ash Waste Income Rules.

Trading: Scavvie Gangs use the Ash Waste Trading Rules.

Hired Guns: Scavvie Gangs may hire any of the hired guns available unless stated in their description.

Special Characters: Scavvie Gangs may use King Redwart and Karloth Valios per their individual special character rules.

Capture: No special rules apply to Scavvie Gangs regarding capture.

Scenarios: Scavvie Gangs use the Ash Wastes Scenario Rules.

Treacherous Conditions: Scavvie Gangs are affected by Ash Waste Treacherous Conditions just like any other gang.

Experience and Advances: Scavvie Gangs follow all the Scavvie Rules from FM9 for skills and advances with the only exception being that they also follow the Ash Wastes Skills rules for selecting Ash Wastes specific skills.

RECRUITING THE GANG

A Scavvies Gang follows all the Recruitment Rules from the Scavvies Rules in FM9 with the following additions:

Scavvy Boss: The Scavvy Boss may drive or ride on any of the gang's vehicles or beasts.

Scavvies: Scavvies may drive or ride any of the gang's vehicles or beasts.



Scalies: Scalies may be the gunner of a fixed weapon on a vehicle or beast. If this is to be the case then the weapon should be purchased 'for him' as normal but the cost added to the vehicle or beast cost, not the heavy on the roster. Fixed weapons are the only way move or fire weapons may be fired from moving vehicles or beasts in Necromunda: Battles in the Ash Wastes. Scalies who are not gunners may ride any vehicle or beast as normal, and may take over as driver in an emergency (see the vehicle and beast rules for more detail). In addition, Scavvie Gangs may purchase heavy stubbers, grenade launchers with frag and/or krak grenades, or rocket launchers with frag and/or krak rockets as fixed weapons.

Followers: Followers may only be passengers on vehicles and beasts and may never be the driver or rider, even in an emergency.

Purchasing Vehicles and Beasts: Scavvy Gangs get the standard 300 credits to purchase vehicles and beasts with. Anytime a Scavvie gang purchases a vehicle or beast it pays 50% for the cost of vehicles and beasts, but they all start with one random damage or injury that cannot ever be repaired or healed by any means. This represents the fact that Scavvie Gangs do not maintain or really care about their vehicles or beasts. And no, you may not throw a beast in to the stew to feed your gang. Once purchased the full cost is added to the gang rating.



SHANTY TOWN DWELLER GANGS

Originally by Chris Ward & Stuart Witter, revised by Robert J. Reiner

At the base of every hive lies a number of sprawling shanty towns. Made from simple corrugated sheeting and plascrete blocks, the shanty buildings are built to try and keep out at least some of the appalling conditions of the wastes. However, they are temporary structures at best, and are invariably destroyed by the next ash storm to sweep the area. Shanty Dwellers are unhealthy people, who rarely live into their twenties, the constant exposure to toxins and radioactivity taking its toll. Nevertheless, they are determined and remarkably friendly people, and would rather live fifteen in the open than air then spend a minute in the dismal hives. Shanty gangs are formed by town Elders to repel raiding Nomads and to journey into the wastes to scavenge for scrap.

SHANTY TOWN DWELLER GANG SPECIAL RULES

Territories: Shanty Town Dweller gangs follow all the Ash Wastes Territory Rules except that they start with five territories, may control up to ten, cannot work the Ash Wastes, and they may work up to three of their territories instead of the standard one.

Income: Shanty Town Dweller gangs use all the Ash Waste Income Rules except that when scavenging they receive D6-1 credits.

Trading: Shanty Town Dweller gangs use the Ash Waste Trading Rules.

Hired Guns: Shanty Town Dweller gangs may hire any of the hired guns available unless stated in their description.

Capture: No special rules apply to Shanty Town dwellers regarding capture.

Scenarios: Shanty Town Dweller gangs use the Ash Waste Scenario Table.



Equipment: All Shanty Town Dwellers have respirators or plugs (cheap and easily home made) included in their cost. Without them they would certainly die outside their shanty.

Treacherous Conditions: Unlike Ash Waste Nomads, Shanty Town Dwellers do not like the ash wastes regardless of the conditions. Instead, they normally take shelter in the shanties. Shanty dwellers are therefore affected by treacherous conditions as normal.

Vehicles and Beasts: Shanty Town Dweller gangs may purchase any vehicles or beasts that they can afford.

Shanty Juves: At least half the starting gang must be made up of Shanty Juves, as the death rate in the shanties is so high that few survive into their late teens.

Weak Constitution: When rolling for injury or recovery all Shanty Town Dwellers are taken out-of-action on a roll of 5 or 6 instead of the standard 6 only.

RECRUITING THE GANG

A Shanty Town Dweller gang is recruited in the same way as a normal gang. You have 1000 credits to spend on recruitment and armament and 300 credits for vehicles and beasts within the following guidelines:

Minimum of 3 fighters: A gang must include no less than 3 fighters.

Shanty Elder: Your gang must include a Shanty Elder.

Shanty Heavy: Your gang may include up to 2 Shanty Heavies.

Shanty Dweller: Your gang may include any number of Shanty Dwellers as you can afford.

Shanty Juve: Your gang must start out with half its total number of fighters composed of Shanty Juves. After that, the normal rule of no more than half the gang may be Shanty Juves.

1 SHANTY ELDER

Cost: 100 credits

Starting Experience: 60+D6

The Shanty Elder is a wise and experienced man, of maybe twenty five years of age. To survive this long in the shanties is remarkable, and there are very few tricks the Elder doesn't know. It is the shanty town's Elders who coordinate the rebuilding of the shanties, torn down by the inevitable ash storms.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	7(8)

Leader: All Leader rules apply to the Shanty Elder (pinning and Ld, etc.); however, his Leadership is 7 until the gang has won a game. Once a game is won his leadership automatically increases to 8.

Weapons: The Shanty Elder may be given any weapons from any of the Shanty Town Dweller lists except Heavy Weapons.

Vehicles: The Shanty Elder may drive or ride on any of the gang's vehicles or beasts.

0-2 SHANTY HEAVIES

Cost: 50 credits

Starting Experience: 60+D6

Shanty Heavies are big burly individuals with an impressive physique developed by lugging around the biggest weapons and heaviest equipment.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: Shanty Heavies may have any of the weapons allowed by the Shanty lists.

Vehicles: A Shanty Heavy may be the gunner of a fixed weapon on a vehicle or beast. If this is to be the case then the weapon should be purchased 'for him' as normal but the cost added to the vehicle or beast cost, not the heavy on the roster. Fixed weapons are the only way move or fire weapons may be fired from moving vehicles or beasts in the Ash Wastes. Shanty Heavies who are not gunners may ride any vehicle or beast as normal, and may take over as driver in an emergency (see the vehicle and beast rules for more detail).



ANY # SHANTY DWELLERS

Cost: 40 credits

Starting Experience: 20+D6

Shanty Dwellers are the mainstay of a Shanty gang. They are tough, serious people with a will to survive.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: Shanty Dwellers may be armed with any weapons from the Close Combat, Basic, Pistol, or Primitive weapons lists.

Vehicles and Beasts: Shanty Dwellers may drive or ride any of the Shanty Gang's vehicles or beasts.

SHANTY JUVES

Cost: 20 credits

Starting Experience: 0

Shanty Juvies are unhealthy, pasty individuals, their bodies yet to cope with their world of toxins. Nonetheless, they are cunning fighters, and band together in groups to overwhelm a more powerful opponent.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	2	3	1	3	1	0(6)

Weapons: Shanty Juvies may be armed with any weapons from the Close Combat, Pistol, or Primitive Weapons lists.

Vehicles and Beasts: Shanty Juvies may not drive a vehicle or be the primary rider of a beast, except in the event of an emergency (see the vehicle rules of more detail). They are allowed to ride bikes as normal and may ride on any vehicle or beast as a passenger.

Leadership: Shanty Juvies band together in tight groups that work together in combat. A Juve making a Leadership test of any sort does so with a value of 0 unless another friendly model is within 2", whereupon they may use the Leadership of the other model for the test. This is because Shanty Juvies are cowardly and rarely act on their own initiative, relying upon more experienced members of the gang to suggest courses of action. If more than one model is within 2" the player may choose which Ld value to use. If another Juve is within 2", that model's Ld value of 6 may be used (I.E. groups of Shanty Juvies spur each other on, using one another's leadership – peer pressure!). A Shanty Juve that has no friendly models within 2" and is required to make a Leadership test will fail automatically. Once the Shanty Juve earns 21 experience points and becomes a Shanty Dweller this rule no longer applies to the fighter.

SHANTY TOWN DWELLER WEAPON LISTS

The following are the starting weapons lists for Ash Waste Nomad Gangs:

Close Combat Weapons

Chain / Flail

Chainsword

Club / Maul / Bludgeon

Double Bladed Knife

Knife - 1st free / 5 credits Each Additional

Massive Sword/Axe

Pistol Weapons

Auto Pistol

Las Pistol

Plasma Pistol

Stub Gun

Basic Weapons

Autogun

Lasgun

Shotgun (w/solid, scatter)





Primitive Weapons

Blunderbuss / Scatter Gun
Crossbow
Hand Bow
Musket

Special Weapons

Grenade Launcher (Grenades Extra)
Long Rifle
Melta-gun
Plasma Gun

Heavy Weapons

Heavy Plasma Gun
Heavy Stubber
Missile Launcher (Missiles Extra)
Rocket Launcher (Rockets Extra)

Leader Weapons

Chainsword
Meltagun

Grenades and Shells

Dum Dum Bullets
Frag Grenades/Rockets/Missiles
Krak Grenades/Rockets/Missiles

<i>Shanty Town Dweller Experience Table</i>	
<i>Experience Points</i>	<i>Title</i>
0-5	Shanty Juve
6-10	Shanty Juve
11-20	Shanty Juve
21-30	Shanty Dweller
31-40	Shanty Dweller
41-50	Shanty Dweller
51-60	Shanty Dweller
61-80	Shanty Champion
81-100	Shanty Champion
101-120	Shanty Champion
121-140	Shanty Champion
141-160	Shanty Champion
161-180	Shanty Champion
181-200	Shanty Champion
201-240	Shanty Hero
241-280	Shanty Hero
281-320	Shanty Hero
321-360	Shanty Hero
361-400	Shanty Hero
401+	Great Elder

SHANTY TOWN DWELLER ADVANCES

When a Shanty Town Dweller gains enough experience to get an advance, roll on the standard gang Advance Table in the ORB. When a Shanty Town Dweller Juve acquires 21 experience points he gains access to the Shanty Dweller skill set and equipment tables but his initial cost does not change.



<i>Ash Wastes Nomad Skill Lists</i>							
	Agility Skill	Combat Skill	Ferocity Skill	Muscle Skill	Shooting Skill	Stealth Skill	Techno Skill
Shanty Town Juve	-	-	-	-	-	Yes	-
Shanty Town Dweller	-	-	Yes	-	-	Yes	-
Shanty Heavy	-	-	Yes	Yes	-	Yes	Yes
Shanty Elder	Yes	-	Yes	Yes	Yes	Yes	-

SPYRERS

The Noble Houses of Necromunda send their young down into the Underhive to fight, gain experience, and hopefully return above the wall to be the next ruling line. The Ash Wastes do not have anything a Spyrrer Gang would want. Spyrrer Gangs cannot be used in the Ash Wastes without lots of modifications, so consult your campaign's arbitrator and ask them what they think about you using Spyrrers. I recommend excluding Spryrer Gangs.

HIRED GUNS IN THE ASH WASTES

Just like in the Underhive there are hired guns out in the Ash Wastes. The hired guns are a tougher breed then those in the Underhive, but so are the Ash Waste denizens themselves. All hired guns may ride on any of the gang's beasts and vehicles and may take over in an emergency (see the vehicle and beast rules). In the listing of the hired guns some list bounties and outlaw status. All of these rules are replaced by the standard Ash Waste rules for bounties. The following rules apply to Hired Guns in the Ash Wastes:

ASH WASTE SHAMAN

The Ash Waste Shaman is ideal for use in the Ash Wastes. Please refer to the Forgotten Guns article in FO86 for their rules. No special rules apply to the Ash Waste Shaman in the Ash Wastes.

CRAZY DOC

What better place for a Crazy Doc to hid in then some shanty or hovel out in the middle of nowhere? Please refer to the Forgotten Guns article in FO86 for their rules. No special rules apply to the Crazy Doc in the Ash Wastes.

BOUNTY HUNTER

The Bounty Hunter is used in the same fashion as in the Underhive. Please refer to the Necromunda ORB for further details. No special rules apply to Bounty Hunters in the Ash Wastes.

DEFENSE FORCE DESERTER

Defense Force Deserts are now a gang. The Defense Force Deserter hired gun may not be used in the Ash Wastes.

HOUSE AGENT

The houses of the Spire have no control out in the Ash Wastes. The House Agent hired gun may not be used in the Ash Wastes.

NOMAD GUIDE

The Nomad Guide is a denizen of the Ash Wastes and will help any gang out for the right price. Please refer to the Forgotten Guns article in FO86 for their rules. No special rules apply to the Nomad Guide in the Ash Wastes.

OGRYN BODYGUARD

Ogryn Bodyguards are rare in the Ash Wastes, but they are still seen from time to time. Please refer to the Ogryn Bodyguard rules in the Forgotten Guns article in FO86 for their rules. No special rules apply to Ogryn Bodyguards in the Ash Wastes.

PIT SLAVE

Is there a more harsh working environment then the Ash Wastes? Even slavers and guilders out in the Ash Wastes have a few Pit Slaves run off now and again. Please refer to the Forgotten Guns article in FO86 for their rules. No special rules apply to the Pit Slave in the Ash Wastes.

RATSKIN SAVAGE

Ratskin are a little less prevalent out in the Ash Wastes, although they still exist. Since there are Ratskins there will be Ratskin Savages. Please refer to the Forgotten Guns article in FO86 for their rules. The following special rules apply to Ratskin Savages in the Ash Wastes:

Ratskins Only: Only Ratskin Gangs may hire Ratskin Savages.



Immunity: Ratskin Savages are not immune to Ash Waste Treacherous Conditions, although they are still immune to Underhive Treacherous Conditions.

Vehicles: Ratskin Savages can only ever be passengers on the gang's beasts.

RATSKIN SCOUT

Ratskin Scouts are a little less prevalent out in the Ash Wastes, although they still exist. Please refer to the Necromunda ORB for further details. The following special rules apply to Ratskin Scouts in the Ash Wastes:

Immunity: Ratskin Scouts are not immune to Ash Waste Treacherous Conditions, although they are still immune to Underhive Treacherous Conditions.

ROGUE HANDLER

What better place for a Rogue Handler to escape to than the Ash Wastes to get away from the Enforcers? Besides, they were crazy enough to leave the Enforcer already, right? Please refer to the Forgotten Guns article in FO86 for their rules. The following special rules apply to Rogue Handlers in the Ash Wastes:

Vehicles/Beasts: Rogue Handlers and their Cyber-Mastiffs can only ever be passengers on a vehicle or beast and will count as two separate models for transport capacity purposes.

SCUMMER

Scummers out in the Ash Wastes follow all the rules for Underhive Scum. Please refer to the Necromunda ORB for further details. The following special rules apply to Scummers in the Ash Wastes:

Vehicles/Beasts: Scummers may ride any of the gang's beasts and vehicles and may drive in emergency situations as defined in the vehicle and beast rules. Scummer may be purchased as a biker for the additional cost of +15 credits to hire and +75 points to your gang rating.

SNIPER

A single, lone fighter waiting forever for a shot sounds like an Ash Waste Nomad to me. Please refer to the Forgotten Guns article in FO86 for their rules. No special rules apply to the Sniper in the Ash Wastes.

WYRD

A dark figure wielding awesome powers against their opponents in a fight? Seems no different than Gigantor, the seven foot tall, three armed, two headed mutant with a spiked tail ripping his way into the Shanty. Please refer to the Wyrd and the Wonderful article in FM7 for their rules. The following special rules apply to Wyrds in the Ash Wastes:

Vehicles/Beasts: Wyrds can only ever be passengers on a vehicle or beast.



TERRITORIES IN THE ASH WASTES

Territories in the Ash Wastes are altered a little from the Underhive. All gangs have one territory and the Ash Wastes at gang creation unless stated in their gang's rules. Roll a D66 on the Ash Wastes Territory Chart to determine what territory you have when you first create your gang. If your gang loses its last or only territory then it will gain another one off the Ash Waste Territory Table after your next game, meaning you can only work the Ash Wastes this post game sequence. A gang may only control a total of three territories and the Ash Wastes unless their gang's rules state otherwise.

<i>Ash Waste Territory Table</i>		
<i>D66 Roll</i>	<i>Income</i>	<i>Territory</i>
11-12	2D6 x 5	Chem Pit: The Ash Wastes are full of chemical pits. If you send a fighter to work this territory you gain the listed income. In addition, if the result is doubles (same on both dice) then the amount collected is cut in half and the fighter immediately gains the 'Horrible Scars' serious injury.
13-15	D6 x 5	Old Ruins: Your gang controls an area that is constantly shifting and exposing minerals, salvageable materials, and junk at the whim of the Ash Waste storms. If you send a fighter to work this territory you gain the listed income.
16	D6 x 10	Mineral Outcropping: Your gang controls an area that is rich in minerals that can be sold. If you send a fighter to work this territory you gain the listed income. In addition, you may elect to work this territory for 3D6 x 10 credits. If you elect to do this and the any two of the three dice match each other (i.e. 4, 4, and 6) then the minerals have run out and this territory reverts to an Old Ruins.
21-23	30	Shanty: Your gang controls a shantytown. Your gang is either the enforcers for the local corrupt government or your gang just lives there from time to time. If you send a fighter to work this territory then you will receive the listed income. In addition, if this territory is worked you may also roll 2D6 and add them together. If the result is 5 or less then the fighter sent to work the territory also brings in a 'free' Juve with a knife and respirator. If your gang does not have anything that is a Juve then you earn an additional D6x5 credits.
24-25	50	Settlement: Your gang controls a large shanty town that is truly a settlement. Your gang is either the enforcers for the local corrupt government or your gang just lives there from time to time. If you send a fighter to work this territory then you will receive the listed income. In addition, if this territory is worked you may also roll 2D6 and add them together. If the result is 5 or less then the fighter sent to work the territory also brings in a 'free' Juve with a knife and respirator. If the result was a 2 then the 'free' fighter is a Ganger with a knife and respirator. If your gang does not have anything that is a Juve then you earn an additional D6x5 credits. If your gang does not have anything that is a Ganger then you earn an additional D6x10 credits.
26	D6 x 10	Mine Workings: Per ORB
31-33	D6 x 10	Farm: Your gang controls a farm that is luckily hidden from view and from most of the dangers of the Ash Storms. The farm grows food, brews water, and herds animals. If you send a fighter to work this territory then you gain the listed income or you may collect enough food and sundries to stave off 30 credits worth of starvation. These starvation credits may be spent on fighters or beasts as you see fit. Any extra is lost.
34-35	3D6 x 10	Water Still: Your gang controls a water still out in the Ash Wastes. Your gang gets a cut of the profits and since water is a high priced item, you can get a lot. If you send a fighter to work this territory then you gain the listed income.
36	3D6 x 10	Mechanic's Shed: Your gang controls a small shed that your heavies use to fix equipment, specifically vehicles. If you send a fighter to work this territory then you gain the listed income or if you sent a heavy, you may fix one permanent damage to a single vehicle or you may pay all the maintenance on your gang's vehicles.

<i>Ash Waste Territory Table</i>		
<i>D66 Roll</i>	<i>Income</i>	<i>Territory</i>
41	D6 x 10	Drinking Hole: That is right, your gang controls a bar in a shanty. If you send a fighter to work this territory you gain the listed income.
42-45	D6 x 10	Holestead: Your gang controls a holestead. If you send a fighter to work this territory you gain the listed income.
46	2D6 x 10	Power Tap: Your gang controls a power tap to a large area. Your gang has learned how to siphon off the power and sell it. If you send a fighter to work this territory then you gain the listed income.
51	D6 x 10	Hive Dump: Your gang controls an area around the hive bottom. Your gang has learned to sift through the trash, debris, and general filth to gain salvageable parts. If you send a fighter to work this territory then you gain the listed income. In addition, roll a separate D6 as if the fighter had the inventor techno skill. This represents the fighter finding something of value as well as salvage.
52	D6 x 10	Workshop: Per ORB
53	2D6 x 10	Crash Site: Your gang controls and old crash site. You have learned to cover up what you do not take so others cannot find it. You sell a piece here and there to make sure the find lasts, hopefully. If you send a fighter to work this territory then you gain the listed income. In addition, if either dice is a '6' you roll an additional 2D6 x 10 credits and add those credits to your income as well; however, if the second set of 2D6 rolled are doubles the find is discovered and this territory reverts to an Old Ruins.
54	D6 x 10	Healer: Your gang controls an area that has an old hermit who claims to be a healer living in it. He helps the sick and poor, oh wait, that is everyone. If you send a fighter to work this territory then you gain the listed income. In addition, you may bring up to one fighter per post-game sequence to the healer. You must pay 50 credits then roll a D6. On a result of '4+' the healer will remove one permanent injury to the fighter. Any other result and the credits are gone and no injury is healed.
55	D6 x 10	Friendly Doc: Per ORB.
56	Special	Sea of Sludge: Your gang not only controls a portion of the Ash Wastes near a lovely sludge sea, they also have boats. You may send a fighter to work this territory. He uses a boat, his knife, and his respirator to swim through the sludge to salvage anything he can find. Roll a further D6. On a result of '1' he mysteriously disappears. The gang only finds his gear when they go looking for him. Immediately cross him off your roster and put his gear (except knife and respirator) in your stash. Obviously, no income is collected. On a result of '2' the fighter immediately takes a serious injury, no matter his number of wounds. Apply the result immediately. No income is collected. On a result of '3-4' he finds some salvageable items worth 2D6 x 5 credits. On a result of '5' he finds some great stuff worth 2D6 x 10 credits. On a result of '6' he finds stuff worth 2D6 x 10 credits and a 'free' rare trade item that is rolled up on the rare chart in the ORB.
61	D6 x 5	Guilder Contact: Your gang controls a guilder or traveling salesman or similar entity. If you send a fighter to work this territory then you gain the listed income. In addition, each time that your gang obtains and sells a loot counter you may instead fence it through your Guilder Contact for an additional D3x5 credits over the standard D6x5 price.

<i>Ash Waste Territory Table</i>		
<i>D66 Roll</i>	<i>Income</i>	<i>Territory</i>
62	Special	Urchins: Your gang has a group of street urchins that you can send a fighter to coordinate. The fighter must make a leadership test. If the result is equal to or under his leadership then 2D6 Street Urkins will work the area for you. Each Urkin will collect D6 income for your gang. In addition, if the leadership result is a '2' then the fighter spots a better than average Urkin and recruits them into your gang. You must add a Juve with a knife at no cost to your gang roster. If your gang does not have anything that is a Juve then you earn an additional D6x5 credits.
63	2D6 x 10	Gambling Den: Per ORB
64	2D6 x 10	Grifter: Your gang controls an area that has an old hovel used by a retired hired gun. The hired gun wants your protection. You must immediately roll up one Hired Gun of your choice and keep track of him like a gang fighter. If you send a fighter to work this territory to collect your protection money then the hired gun will either pay you 2D6 x 10 credits for protection or will fight with you at no cost for one game. You must choose before generating income. Track all serious injuries to this hired gun and apply them. The Grifter may be worked after every game but he will not fight for you in back-to-back games. You may not purchase any extra equipment, rescue, heal, etc. the Grifter as he is not a member of your gang. If the hired gun is captured or killed then this territory reverts to an Old Ruins Territory.
65	2D6 x 10	Spore Cave: Your gang controls a spore cave. If you send a fighter to work this territory then you gain the listed income. In addition, roll a D6 for the fighter sent. On a result of '1' he contracts spore sickness and must miss the next D3 games. There is no cure, he will simply let the sickness run its course. On a result of '2-5' nothing special happens. On a result of '6' the fighter also finds enough spores that the entire gang, (fighters and beasts) does not need to have any money spent on them to feed them.
66	4D6 x 10	Green Hivers: Your gang controls the area around a tube station, small landing strip, or other form of locomotion that typically brings hivers to the Ash Wastes. This is not a standard territory in a sense, but if you send a fighter to work this territory then you must first roll a D6. On a result of '1' the fighter is caught trying to con the newcomers and is never seen again, unless he has escape artist. Immediately cross him off your roster. On a result of '2-3' no income is collected and the fighter is added to the foraging fighters. This still counts as your one fighter that is sent to work a territory though. On a result of '4-5' the fighter is able to find a good con target and you collect the listed income. On a result of '6' not only does the fighter find a good target and collect the income, but he also gets one free (at no cost) rare trade item as well. (Immediately roll once on the Rare Trade Table in the ORB) or you may roll ad one additional Territory (immediately roll once on this table).

ASH WASTES TERRITORY

The Ash Waste Territory represents the area of the Ash Wastes that the gang has settled into for the moment. Each gang will have its own slice of the wastes. When you elect to work your Ash Wastes Territory you roll a D6 on the Ash Waste Territory Chart below. This roll will affect all fighters sent to forage this turn:

<i>Ash Waste Territory Chart</i>	
<i>D6 Result</i>	<i>Territory Effect</i>
1	The gang finds nothing of interest in this area of the Ash Wastes. Each fighter sent to forage will collect D6 credits from salvageable parts to edible plant materials to raw materials.
2-4	One of your fighters sent foraging finds a mineral outcropping and the rest of the gang searches the area. Each fighter sent to forage will collect D6 credits, but if a '6' is rolled another D6 credits is rolled and added to the total. If a further '6' is rolled another D6 credits is rolled and added until a result other than '6' is obtained.
5	The foraging fighters happen on a colony of mutant animals. Each fighter sent to forage will collect D6 credits and will bring back animal meat to eat. This means that you do not have to pay any credits for any fighter to stave off starvation. However, the animals were mutants after all. You must roll a D6. On a result of '1' a randomly selected fighter has gotten food poisoning and will automatically miss the next fight.
6	The gang happens on a caravan and raids it. All fighters sent to forage do not scavenge, but rather track, plan, and raid the caravan. The ambush will earn the gang XD6x10 credits worth of equipment, materials, food, you name it; where 'X' is the number of fighters sent to forage.

ASH WASTE INCOME

Income in the Ash Wastes is treated differently than in the Underhive. There is no income chart in the Ash Wastes. All income is profit, so the terms mean the same, money in the gang's stash. All gangs can control a minimum of one territory. In addition, all gangs have access to the Ash Wastes Territory. No gang needs to add it to their gang rooster and it is not their territory. In regards to income and credits there are 3 steps in the post game sequence:

STEP 1: COLLECT INCOME

During the 'collect income' phase of the post game sequence your gang's leader must decide what resources to utilize. He may send one fighter (Juvies included) that did not go out-of-action in the last game to work one of his territories. If your gang rules allow you to work more than one territory then you may send more per your gang's rules, but never more than one per territory that you can work. Even if you have more than one territory it is assumed that the gang is traveling between them all the time. The gang leader then decides who will be going with him to the rare trade post, if anyone. The remaining fighters, even those that went out-of-action, are then all sent to forage. The gang leader then rolls a D6 on the Ash Wastes Territory Chart. There are a few special rules that apply to income:

Looting Territories: Looting Territories (per the outlaw rules) is not allowed in the Ash Wastes. There is so little out there to be had already and no gang leader would be stupid enough to waste what he has.

Bounties: There are no lawful gangs and outlaws in the Ash Wastes. Every gang is just that, a gang. Bounties are income and the rules for bounty hunting are in the Ash Waste Bounty Hunting section below; however, to collect a bounty a fighter must be sent to collect it. This fighter cannot be one that goes to the trading post with the leader, works the territory, went out-of-action, or forages.

STEP 2: PAY UP-KEEP COSTS

Once all income is collected the gang must pay upkeep costs. The cost to upkeep vehicles and beasts are in the vehicle and beast rule's sections above. All Ash Waste Denizens, unless specifically stated, require a total of 3 credits be spent on them. If upkeep is not paid then you must follow the rules for starvation in the Fanatic Articles on Outlaws and Starvation, Vehicle Maintenance Rules above, and Beast Maintenance Rules above as well.



STEP 3: TRADING

Once up-keep is handled the leader and any applicable fighters head to the trading post. The Ash Wastes is full of guilders, traders, and random caravans that set up their bazarres to sell their wares. To represent this, each trading session roll a D6 to see which rare trade table is used. A result of '1-2' means that the standard rare trade table from the ORB is used. A result of '3-4' means that the outlaw trade table from the outlaw rules is used. And, a result of '5-6' means that you use the Ash Wastes trading chart. *Inventor Note: items invented with the Inventor skill still come from the standard rare trade table per the rules in the ORB.* No matter which table is used vehicles, beasts, common items, common ash waste weapons, and all vehicle equipment is always available to a gang leader with enough credits. In the event that an item's cost differs from the price listed in the trading post sections of the ORB and Outlaw Rules from FM5 then the cost listed in your individual gang creation rules is your gang's price for things. Some gangs just have better contacts. For reference all three trading charts are provided on the Ash Waste Trade Charts Quick Reference.

ASH WASTE BOUNTY HUNTING

Bounty hunting is a far more prevalent and profitable thing in the harsh environment of the Ash Wastes. There is a whole code and even an entire gang composed of all bounty hunters. Unlike the Underhive where Guilders place bounties and enforcers up hold the law, the Ash Waste has its guilders and its bounty hunting guild. Any fighter can have a price on their head, guilder credits are the only law out in the Ash Wastes. This means that every Ash Waste Denizen can have a bounty on them. Follow all the rules for bounties as listed in the ORB with the exception that the credits are handled per the Ash Waste Income Rules.

ENVIRONMENTAL CONDITIONS

There are two types of environmental effects out in the Ash Wastes. There are local, shifting wastes and the more drastic Treacherous Conditions. Shifting Wastes are not optional and must be used in all your games. Treacherous Conditions are optional based on what the players want to use.

SHIFTING WASTES

Even though there are harsh treacherous conditions in the Ash Wastes, there are also always shifting winds, ash dunes, heat pockets, cool vents etc. no matter where you are. These are environmental conditions. No one is immune to these and no one can ignore them. Each game has the following special conditions rules.

Shooting: The winds and shifting sands prevent gangs from maneuvering, posturing, and sometimes even from seeing their opponents. All shooting taken at a range of 36" or more suffers an additional -1 to hit.

Weather: At the start of each of their turns players must roll a D6. On a result of '1' the weather shifts. Roll a further D6 to see what the new weather condition is.

- '1-2' The weather shifts to low light conditions. All shots suffer a '-1' at 20" or less and all shots at 20" or more suffer a '-2'. This '-2' replaces the '-1' at over 36".
- '3-4' The weather shifts to extremely bright. Randomly select one table edge. All shots taken at that direction have a '-1' applied to them.
- '5-6' The weather shifts to total blackness. Ash and toxic chemicals swirl up all around the gangs. Apply the night conditions from the Blind Fighting Rules in FM4.

TREACHEROUS CONDITIONS

Outside the relative protection of the Underhive, the Ash Wastes are the most dangerous of places for people to live, yet, they still do just that, and some even manage to thrive. Survival for green hivers in the Ash Wastes is usually short, but those that are born to the Ash Wastes usually live longer. The ecosystem of the Ash Wastes has evolved over the millennia into its current form with the help of mankind. From slag wastes to hivers dumping things over their walls into the wastes, the Ash Wastes are most particularly scared by the early strip mining of the imperial settlers. The strip mining left huge areas barren, slag heaps where watering holes used to be, and corrosive materials were left wherever they fell. Necromunda's natural weather patterns evolved into the great Ash Waste storms that are common everyday now. Massive ash dunes are interspersed with areas of completely flat ash plains kilometers wide. These areas are the least of a gang's worries when they are racing to raid a caravan of goods. Even the simplest thing, clean air, is almost non-existent in the Ash Wastes and Ash Waste Denizens always have their respirators at hand. Windstorms change temperatures drastically, taken hot to cold and cold to hot or boiling to freezing in mere minutes. Some of these storms are not even wind or ash, but waves of sludge or chemicals sweeping across the landscape. However, the most terrifying of all the hazardous weather in the Ash Wastes is when a storm blocks out the sun. Many a ganger has never returned from the wastes when the lights suddenly go out.



USING TREACHEROUS CONDITIONS

Unlike games that are played in the Underhive, games in the Ash Wastes tend to have more treacherous conditions. To include Ash Waste Treacherous Conditions in your games in the Ash Wastes roll D66 and consult the Ash Waste's Treacherous Conditions Table.

<i>Ash Waste Treacherous Conditions Table</i>		
<i>D66</i>	<i>Treacherous Condition</i>	
11-16	Ash Condition: The ash surfaces are not always firm, level, or consistent. The ash may be sludge, uneven, moving, or shifting. Roll a further D6 below.	
	1	Sludge: The ash is sludgy and clings to the boots of fighters and the tires and tracks of vehicles; however, there are no other affects on the game. Continue as normal.
	2	Drifting Ash: The ash is dry, fine, and drifting fast. Visibility is limited, but not too much. Continue as normal.
	3	Thick Ash Layer: The whole area is covered with a hick coating of ashen sand. The thick layer means all fighters-on-foot move at half rate. All vehicles must roll a D6 at the start of each turn if they were stationary or moving at slow speed last turn. On a result of '1-2' the vehicle may not move this turn as the wheels or tracks or legs struggle. This does not affect skimmers and crawlers.
	4	Uneven Surface: The ash in this area has settled unevenly with hard lumps and soft pockets throughout at random intervals. The driver has a hard time avoiding holes, ruts, and mounds. As a result, all shooting attacks made from moving vehicles are taken at an additional '-1' to hit. This does not affect skimmers, crawlers, and walkers.
	5	Quickash: Small pockets of quickash litter the battlefield. These pockets are completely hidden from view. Roll a D6 at the start of each fighter-on-foot's and vehicle's movement. If the result is a '1' then the fighter or vehicle is stuck and may not move this turn but will break free in time to test again next turn. Beasts have a natural ability at avoiding these areas. There is no need for beasts to roll.
	6	Heat-Baked Ash Pan: The surface is baked completely hard in this area. This has no further effect on the game.
21-26	Wind Conditions: It is always windy in the wastes of Necromunda. It is constantly blowing up ash, swirling chemicals, and shifting Ash Dunes. Roll a further D6 below.	
	1	Poisonous Wind: The wind contains a nasty mix of chemicals. Thankfully you brought your respirator, eh? Continue as normal.
	2	Blustery: The wind is blustery and corrosive. Continue as normal.
	3	Strong Winds: The winds are shifting constantly and are becoming extremely difficult to move around in. Fighters-on-foot have their movement reduced by '-1' this game. Vehicles continue as normal.
	4	Swirling Ash: The winds are blowing up great clouds of ash and dust. The swirling ash and dust means that all shooting at long range has an additional '-1' to hit penalty and all shoots over 36" are prohibited.
	5	Heavy Ash: The wind picks up extremely quickly and thick clouds of loose ash are immediately thrown into the air. The ash cakes onto everything mechanical. All shooting is taken with an additional '-1' to hit penalty. In addition, the dust and ash is so thick it can clog engine intakes and baffles. All vehicles must roll a 4+ on a D6 at the start of the game (or turn) or be immobilized.
	6	Dead Calm: This is the worst wind condition of all. Ash Waste Denizens are always freaked out by dead calm conditions in the Ash Wastes. All fighters suffer a '-1' penalty to their leadership for all leadership based tests including, but not limited to bottle test and driving tests.



<i>Ash Waste Treacherous Conditions Table</i>		
<i>D66</i>	<i>Treacherous Condition</i>	
31-36	<p>Light Conditions: Light in the Ash Wastes is not controlled by glow-globes and halogen strips like it is in the Underhive. The Ash Wastes are a murky place due to the light of Necromunda's sun being kept out by the thick ash, toxin gases, and corrosive materials stirred up by the numerous Ash Storms. The light of Necromunda's sun that does penetrate the thick ash layers is burning to all since the ozone of Necromunda has long been replaced with the toxic ash wastes. Roll a further D6 below.</p>	
	1	Gloomy: It is clouded and poorly lit, as expected. Continue as normal.
	2	Bright: The ashen smog layer is relatively thin in this area, but not too bad. Continue as normal.
	3	Bad Light: Night is quickly approaching. Vision is reduced to 16".
	4	Darkness: It is night. Night in the Ash Wastes is not always fully dark. Vision is reduced to 8". All Leadership tests are taken at '-1' or you may use the rules for night fighting (blind fighting) instead.
	5	Radiation: A gap in the ash clouds allows deadly radiation through to the surface, burning it on contact. Roll a D6 for every fighter at the start of the game. On a result of '1' the fighter takes a S3 hit with no saving throw allowed. Any fighter that is injured in this fashion automatically gets a 'Horrible Scars' permanent injury applied to them immediately.
	6	Changing: For the remainder of the game roll a D6 at the start of each turn on the Light Conditions Table (31-36) and immediately apply the result. Further results of '6' are treated as result '1.'
41-46	<p>Temperature Change: Vast pressure differences exist in the Ash Wastes. All the various chemicals react differently with each other and the natural hazardous of the Ash Wastes. The planet is superheated on the day-side and below freezing on the night-side. Roll a further D6 below:</p>	
	1	Cold: The temperature is cold, but that is nothing new. Continue as normal.
	2	Hot: The temperature is hot, but this is nothing new. Continue as normal.
	3	Chilled Wind: The temperature has plummeted recently. Ice forms on weapons and vehicle control surfaces, but this is nothing new. Continue as normal.
	4	Heat Wave: The temperature has risen drastically recently. Boy is it hot, but that is nothing new. Continue as normal.
	5	Freezing: The temperature suddenly has dropped to well below freezing levels. When you want to move a vehicle roll a D6 after declaring that you are moving. On a result of '1' the vehicle moves out-of-control instead as the driver finds a patch of frozen ash. This does not apply to fighters-on-foot, skimmers, or crawlers.
	6	Baking Hot: The temperature has risen so hot everything seems to be bursting into flames. Fighters-on-foot must roll a D6 at the start of their turn. A result of '1' means that they pass out and are pinned. Vehicles that move must first roll a D6 after declaring that you are moving. On a result of '1' the vehicle has overheated and may not move this turn and will count as being stationary.



<i>Ash Waste Treacherous Conditions Table</i>		
<i>D66</i>	<i>Treacherous Condition</i>	
51-56	Stormy Conditions: There is a storm brewing in the area of the fight. The Ash Wastes are notorious for their shifting, massive ash storms and toxic clouds. Most storms are so severe that they can be seen by up-hivers hundreds of kilometers away. Many a fighter has perished when forced to fight in an ash storm. Roll a further D6 below:	
	1	Storm's Coming Angus: A really nasty storm is heading this way and it has already started to blow ash everywhere and rain toxins down everywhere. Each player must roll a D6 at the start of their turn. On a result of '1' a storm wave blows through and no fighters or vehicles may move this turn. Shooting and hand-to-hand combat is continued as normal. The wave passes in time for the next player's turn to start and they must roll for themselves.
	2	Cyclone: As the two gangs approach each other a huge cyclone rips through the area, forcing up ash, raining down toxins, and forcing fighters to retreat. Each leader must take a leadership test after both gangs are set up, but before who goes first is determined. The leader that passed by the greatest amount may reset up his entire gang. Re-roll in the event of a tie.
	3	Acid Rain: Acid rains down all over the area in waves. At the start of the game all fighters-on-foot must roll a D6. On a result of '1' they suffer a single S4 hit causing one wound with no save allowed. If a fighter goes out-of-action as a result of this damage then they immediately apply the 'Horrible Scars' permanent injury result. At the end of the game each player must roll a D6 for each of his or her vehicles or beasts that participated in the game. On a result of '1' a vehicle must roll once on the Vehicle Permanent Damage Table and a beast must roll once on the Beast Serious Injury Table.
	4	Chemical Rain: It is raining chemicals and toxins, but this is normal for the Ash Wastes. Continue as normal.
	5	Toxic Rain: The chemicals and toxins are raining down heavily in this area and are mixing with the ash and other materials. Visibility is reduced to a maximum of 24" for this game.
	6	Lightning Storm: This ash waste storm is a particularly bad one. Lightning is dancing off everything in the area. At the start of each player's turn they must roll 2D6. On a result of doubles a vehicle or beast has been struck by lightning. This vehicle or beast is not necessarily the players who turn it is, so randomly determine one among all vehicles and beasts on the table to see which one is hit. A vehicle that is hit by lightning will automatically explode. Apply vehicle damage result '6' to their engine or power plant or etc. to the vehicle. A beast that is hit will automatically be taken out-of-action. This treacherous condition can be ignored on turns that no vehicles or beasts are on the tabletop.



<i>Ash Waste Treacherous Conditions Table</i>		
<i>D66</i>	<i>Treacherous Condition</i>	
61-65	Miscellaneous Condition: There are a lot of miscellaneous things that can go wrong when you are fighting in the Ash Wastes. Here are a few that can hamper your efforts to destroy your opponent. Roll a further D6 below:	
	1	Ash Clams: The whole area is littered with Ash Clams. All fighters-on-foot must roll a D6 when they declare they are moving. On a result of '1-2' they are held fast by Ash Clams and may not move again until they roll under their strength on a D6 at the start of the turn. They may shoot and fight in hand-to-hand as normal, but will be treated as a 'down' fighter if a vehicle attempts to run them over. This has no effect on vehicles or beasts.
	2	Radiation: The area has pockets of high radiation, but this is nothing new in the Ash Wastes. Continue as normal.
	3	Parasites: The Ash Storms have stirred up a nasty parasite in the area. Each player must roll a D6 at the start of each of their turns. On a result of '1' a randomly selected fighter applies a '-1' to their strength as they are eaten by parasites. Fighters that are reduced to a strength of '0' are taken out-of-action. All strength penalties are removed after the game and have no further effect on the fighter, although, if they were taken out-of-action they will still need to roll on the serious injury table. Note: fighters on vehicles and beasts can be selected randomly by this, even drivers.
	4	Effluent Flood: A massive chemical effluent pipe has burst in the area and floods the area. Each fighter and vehicle must roll a D6 after they declare they are going to move each turn. On a result of '1' a fighter-on-foot will slip and slide and end up in the same location and a vehicle will be unable to find traction and simply be stationary this turn. Crawlers and skimmers are not affected.
	5	Rad Zone: The area has too high of a radiation count for even the Ash Wastes. Each player must roll a D6 at the start of each of their turns. On a result of '1' a randomly selected fighter succumbs to the radiation is taken immediately out-of-action. In addition, roll a D6 for that fighter. On a result of '4+' the fighter also suffers an 'Impressive Scars' serious injury result as well. Note: Fighters on vehicles and beasts can be selected randomly by this, even drivers.
	6	Pitfalls: The area is actually a dormant, or so you thought, flume area. Flumes of what you have no idea, but there seem to be pitfalls all over the place. Each player must roll a D6 at the start of their turn. On a result of '1' a randomly selected fighter-on-foot, vehicle, or beast has opened up a pitfall. Fighters-on-foot and beasts must pass an initiative test (beasts test using the riders) by rolling equal to or under their initiative or immediately be taken out-of-action. Vehicles traveling at slow speed and stationary vehicles are immediately removed from the board with all fighters on board as well. Vehicles traveling at combat or fast immediately move out-of-control. Any fighters or beasts taken out-of-action or vehicles removed from the board in this fashion must roll on the appropriate serious injury or permanent damage tables as well as have any fighters on board roll for serious injury.
66	The Mother of All Storms!!! The mother of all storms, or the perfect storm, whatever you want to call it, has crested the horizon is upon both gangs before they can react. The storm is intense and totally unpredictable. Roll a D6 at the start of each player's turns below. In addition, if a new result is 'Continue as normal' then the previous roll still applies.	
	1	Roll on Ash Conditions (11-16)
	2	Roll on Wind Conditions (21-26)
	3	Roll on Light Conditions (31-36)
	4	Roll on Temperature Conditions (41-46)
	5	Roll on Stormy Conditions (51-56)
	6	Roll once on each: Ash Conditions (11-16), Wind Conditions (21-26), Light Conditions (31-36), Temperature Conditions (41-46), and Stormy Conditions (51-56). Apply each of these results.



SCENARIOS IN THE ASH WASTES

Scenarios in the Ash Wastes are just like those in the Underhive, but they tend to be more dramatic, more explosive, faster due to vehicles, and sometimes have that movie-like quality of Mad Max. Because of the vast scale of Ash Wastes, battles rarely take place without one gang planning it out in advance, whether it is a raid, ambush, or general skrag. To represent this a few changes need to be made to some scenarios and some do not need any tweaking.

SELECTING SCENARIOS

Just like in the ORB, the gang with the lowest gang rating rolls 2D6 on the Ash Waste Scenario Table to determine what scenario is to be played.

<i>Ash Waste Scenario Table</i>	
<i>Result</i>	<i>Scenario</i>
2	The high gang rating chooses the scenario and the game is played in an ash storm. All visibility (shooting ranges) is limited to 16" maximum.
3	The high gang rating chooses the scenario.
4-6	Play Gang Fight with D3+3 loot counters.
7-9	Low gang rating chooses which rolling road scenario to play.
10-11	Low gang rating chooses any scenario (legal per your house rules) to play.
12	Low gang rating chooses any scenario (legal per your house rules) to play and both gangs get double experience (excluding giant killer).

ORB SCENARIOS

The following tweaks are needed to play the standard scenarios from the ORB:

SCENARIO 1: GANG FIGHT

The hostile environment of the Ash Wastes means that gang fights in the Ash Wastes can happen in desolate places to the hovels; or shantytowns; to the open road. No modifications are needed to this scenario.

SCENARIO 2: SCAVENGERS

The hostile environment of the Ash Wastes can mean that the 'Monster Roll' in this scenario is not necessarily a monster, but could be an environmental hazard instead. The following modifications are made to the 'Monster Roll' in Scavenger Scenarios:

Isolated Fighter: Only fighters-on-foot are affected by the 'Monster Roll.'

Effect: A result of '1' represents the fighter losing equipment as he struggles out of a hazard or cargo hold, while a result of '6' means they are crushed to death by wreckage, or has fallen down into a corrosive pool of liquid, or some other unsavory affect.



SCENARIO 3: HIT AND RUN

From time to time all gangs in the Ash Waste have to set up their encampments. Whether it is to re-stock or maintain vehicles or even to simply feed their beasts, they all need to set up camp. The Hit and Run Scenario as outlined in the ORB needs some tweaking. Follow all the rules as listed in the ORB, but missions should be as follows:

General: In general, both attackers and defenders must split their gangs up into one or more groups. Remember that a vehicle or beast does not count, but still must be allocated to groups.

1- Blitz! The attackers are trying to wreck some important piece of equipment. Pick a piece of scenery to represent a generator, auto repairer, workbench, fuel dump, etc. The attacker wins if they manage to destroy the objective. The objective will have an armour value of 12. If you hit the objective and then roll equal to or over the armour value then roll a D6. On a result of '1-3' the armour is weakened and all further shots will add +1 to penetrate the objective (cumulative). On a result of '4-6' the objective is destroyed.

2-Bushwhack! No modifications needed.

3-Junk it! The attackers aim to ambush and 'junk' one of the defenders vehicles or take one of their beasts out-of-action. The target is chosen randomly and must be on the board at the start of the game. If the defender has only beasts then any beast other than a small beast is the target. The attacker wins by immobilizing the target vehicle to taking the target beast out-of-action.

4-Jack that Ride! This scenario is the only way for a gang to steal another gang's vehicles or beasts. The target is chosen randomly among the vehicles and beasts on the board at the start of the game. If the defender only has beasts then any beast other than a small beast is the target. The attacker wins by taking the driver or rider out-of-action and then driving/riding it off any table edge. If the attacker gets off the table edge with the vehicle or beast it is automatically considered 'Captured.'

5-Stick-up! No modifications needed. Keep in mind the scavenger monster roll modifications.

6-Choose! No modification needed. It is recommended that you try Jack that Truck! Not only is it the hardest to win, but it is always cool to jump onto a truck and steal it, if you have the guts that is...

SCENARIO 4: AMBUSH

Despite the vast open spaces of the Ash Wastes it seems only logically that no one would be able to set up a decent ambush, right? Oh, how wrong. With the constantly shifting nature of the Ash Wastes, from the massive Ash Dunes to the tremendous variations in the landscape to the general harsh nature of the elements it is almost too easy to ambush caravans and traders in the Ash Wastes. Traps are easily hidden in the open and some times; even the hardened Ash Waste Nomads and Hive Prospectors forget that the dunes themselves can shift to reveal armoured transports waiting to ambush them. The only modification to this scenario is the recommendation (not requirement) that all defending gang members be mounted on vehicles and/or beasts and be facing the same direction to simulate going from point 'A' to point 'B,' as if they had just driven into an ambush.

SCENARIO 5: THE RAID

This is the ideal scenario for a small band of traveling nomads. Rather than an all out attack, Nomad gangs can sneak into another's camp to try inflicting damage or disabling a vehicle, or poisoning a beast, or similar scenario idea. In raids, the gateway is not used, ALL fighters start on foot, and that a defending vehicle or beast is the target. In addition, the attacker cannot use any vehicles or beasts because they are too noisy. The defender may only mount their vehicles and beasts after the alarm is sounded. Roll a D6 for the objective. A result of '1-2' is to steal a vehicle or beast. The attacker is successful by getting a fighter into it and starting it up then getting it off a table edge. Starting up a vehicle or mounting an enemy beast sounds the alarm. A result of '3-4' the object is to disable a vehicle or poison a beast. This is done by getting into base-to-base contact with the vehicle or beast. After one turn the action is successful, but you must then get off the table edge. In addition to other raid alarm sounding aspects, the disabled vehicle or poisoned beast will make enough sound on a D6 roll of 4+ at the start of the defenders turns to sound the alarm. The attacker is successful if they can get off the table edge with the fighter that was in base-to-base with the vehicle/beast. A result of '5-6' the objective is to scrag a vehicle. The attacker wins if they can immobilize the target vehicle or take the target beast out-of-action.





SCENARIO 6: RESCUE MISSION

The Ash Wastes are not a forgiving place, nor are the denizens. Often times, fighters get left behind on mission, vehicles get captured, and beasts end up in encampments of other gangs. Even winning gangs can regroup and find out that a straggler was not picked up and another gang has their comrade. In these cases it may be necessary to mount a rescue to recapture what is rightfully yours. The Rescue Mission needs no real modifications except that defenders may not drive or ride vehicles or beasts that are captured. This means that an attacking gang only needs to get in the vehicle or get on the beast and then get it off the table edge. They will abandon the vehicle after the game.



SCENARIO 7: SHOOT OUT

Shanty towns and smaller places out in the Ash Wastes are the only places that Ash Waste denizens come together to trade, stock-up on supplies, hire mercenary scum, and recruit. There are no laws in these places, but the town elders usually enforce some sort of code that everyone generally follows. When tensions rise, especially when two rival gangs end up in the same place to re-supply, the tension can get thick enough to cut with a knife. One might even be looking to off another gang's leader. In a Shoot Out, the conflict takes place in town. All vehicles and beasts are left at the edge of town and cannot take any part in the Shoot Out. Other than that, all the other Shoot Out scenario rules apply.

OUTLAW SCENARIOS

The following are tweaks that are needed to the outlaw scenarios listed in the Outlaw Rules:



SCENARIO 1: THE HIT

In the vast wasteland of the Ash Wastes the home base or encampment of a gang can be hard to find, and catching a gang on the move is nearly impossible. For this reason many attacks take place in or around the shantytowns where gangs are more likely to be found re-supplying, trading, drinking, and gambling. Of course, the best way to cripple a gang is to take out its leader. The Hit is played in a similar fashion as listed in the outlaw rules, but the following changes are made to make it fit into the Ash Wastes. The defending leader must attempt to make it to his vehicle or beast and escape before the attackers take him out-of-action. The attackers in this scenario are all on foot and are not allowed to use their vehicles or beasts. The defending gang is also not allowed to use any vehicles or beasts except for the one the leader is attempting to get away in. The leader's vehicle or beast is placed at the same time as the leader is and must be placed 12" away from him. Other friendly fighters may drive the vehicle or beast, but only after the leader has gotten onboard. The defender may choose which of his vehicles or beasts will be used, but as stated, only one. The game ends per the scenario rules in the Outlaw Rules or if the defending leader gets off a board edge chosen by the attacker once the leader's vehicle is placed on the board.

SCENARIO 2: LOOT AND PILLAGE

Travelers in the Ash Wastes invariably have something of value to defend and there is always someone trying to get it from them. This means that every time a gang moves from place to place they need to guard themselves and keep a close watch on everything. This can turn a simple overnight stop into a nightmare. This scenario does require a few modifications to make it work out in the Ash Wastes. First, the terrain section should be modified and the watchtower is not to be used, as it would be unlikely to survive single night of Ash Storms. The last change is that the number of defenders is increased. The defender must split his gang into roughly two parts, splitting things as equally as possible, including vehicles and beasts. Then, the defender rolls to see which half is set on the table and which half is set-up for the scenario. After those changes the scenario is played out per normal.

SCENARIO 3: THE HUNTERS

In the shanties, just like the underhive settlements, many shoot-outs and fistfights occur. Some of these may be simple coincidences and others are deliberate attempts to ambush rivals. This scenario is perfect for the Ash Wastes, but unfortunately, neither gang may use vehicles or beasts.

SCENARIO 4: CARAVAN

In many ways Guilder Caravans are even more vulnerable out in the Ash Wastes than they are in the underhive, if they can be found. When they are found, they tend to be poorly defended and often contain highly prized commodities. This scenario is roughly designed for use in the hive. It even had its problems when played in the hive. When played with vehicles and beasts this scenario can be abused. To counteract this, no vehicles or beasts are used in the Caravan. This scenario represents a band of fighters harassing a local trader or trying to cut off a shanty of supplies. No other modifications are needed to play this scenario.

ROLLING ROAD SCENARIOS

With so many vehicles and beasts out in the Ash Wastes, some scenarios will work nicely, while others require the gang to dismount. The following scenarios are what are called 'Rolling Road' scenarios. They represent fights on the run, running gunfights, chases, and anything else where one gang is trying to get away from another.

ROLLING ROAD

To create the illusion of speed in rolling road scenarios, a few base rules need to be applied first.

Table Size: Due to the fact that you will be traveling great distances, or at least moving lots of terrain and maneuvering vehicles and beasts, it is best to play rolling road scenarios on a 4'x6' or 4'x8' table. 4'x4' tables do not tend to have enough space.

Terrain: It is usually best to use wide-open terrain. This terrain will be moving, so it is usually best to use 6 to 10 pieces of terrain, at most. It is also best not to use buildings.

Direction of Movement: Once terrain is set-up the direction of movement is selected. This must be in the direction of a short table edge. Once selected, the direction of movement will not change during the game. The direction of movement will always point away from the front edge.

Rolling Road Phase: At the start of each player's turn, before anything else is done, there is a special phase called the Rolling Road Phase. This is the first phase of the turn. Everything on the table, except vehicles facing in the direction of movement and who are traveling at slow or fast speed, is moved 6" down the table. This means fighters-on-foot, vehicles and beasts facing in different directions, terrain, everything. Only vehicles facing in the direction of movement, or up to 45-degrees to the left or right of it 'keep up' with the rolling road.



Movement Phase: During the movement phase everything may then move as normal, except that vehicles that ‘kept-up’ with the table have already traveled at slow speed (moved 6”). Any vehicle may elect not to ‘keep-up’ with the table. Why would you do this you ask? Well, sometimes that rock outcropping just moves right at you and you might want to avoid it, or hit it, your choice.

Off the Edge: Fighters, vehicles, and beasts that fail to ‘keep-up’ with the table and who are placed off the edge of the board by the Rolling Road Phase are considered to have gone out-of-action for bottle check purposes, but do not suffer any serious injuries or damage as they are just left behind. This is called the back edge. When scenery goes off the edge it is placed at the front edge, to signify new scenery. This way, you always have scenery as you speed through the Ash Wastes.

Beasts: Beasts are treated like fighters-on-foot. They just cannot keep up with vehicles for too long.

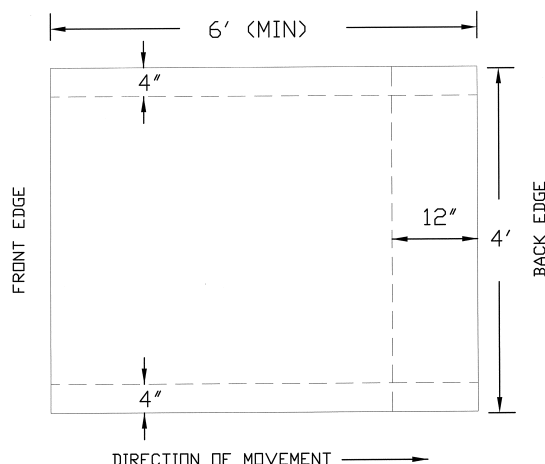


SCENARIO 1 – CONVOY ASSAULT

This is the classic ambush of an un-suspecting band of travelers in the Ash Wastes. One gang has waited for just the right moment to strike.

Terrain: This scenario requires a board that is at least 4’x6’ in dimension. Taking turns, each player places a piece of terrain. This scenario works best with 6-8 pieces of terrain.

Gangs: Both players will use their entire gangs in this scenario. The defending player sets up in the approximate center of the back short board edge, but no more than 12” on the board with all vehicles facing against the front edge. The defending vehicles have D6 loot counters spread out amongst them. The defender’s must be close together, with no more than 4” between fighters-on-foot and vehicles or beasts. The attacker then sets-up by placing his gang within 4” of either (or both) long table edges, but must be 12” away from any defenders.



Starting the Game: Both players roll a D6 to determine who will take the first turn. The player that rolls the highest takes the first turn. Remember, the Rolling Road Phase!

Ending the Game: The game ends when either the defender or the attacker exits the front table edge with all the loot counters or one gang bottles out. The defender is defending his livelihood and will not take bottle tests until he has taken 50% down or out-of-actions instead of the standard 25%. The road will only roll for 4+D3 turns in this scenario. Vehicles, beasts, and fighters-on-foot may exit sooner than this, but obviously they will be moving fast. This means that you do not have to get all the loot off at once and both the defender and attacker can split loot.

Experience: The following are experience point awards for this scenario:

Standard: The standard Ash Waste Experience Awards are applicable.

+D6 Survives

+5 per Wounding Hit

+10 Defending Leader: If the defenders exit the front table edge with all the loot, the defending gang leader earns 10 experience points.

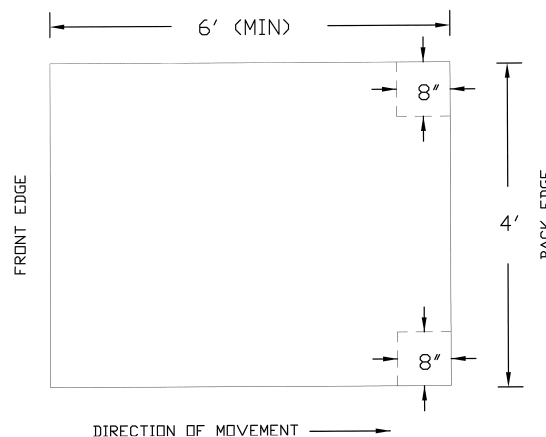
Special: Each one of the loot counters is worth D6x5 credits to the gang who is in possession of them at the time the game ends. Loot counters that are in the possession of a gang that voluntarily bottles out are forfeited to the winning gang, but if a gang bottles out by failing a bottle test then they keep whatever loot counters are in their possession. Naturally, loot counters that are unclaimed at the end of the game go to the winning gang.

SCENARIO 2 – THE RACE

The various drinking holes and gambling dens that thrive in the shanties and holesteads of the Ash Wastes are very useful for gaining information, be that through bribery or intimidation. In this scenario, two gangs have stumbled onto the same information and want to make use of it before the other can. Disposing of the other gang is sometimes an option when you find out an ore transport just crashed outside the shanty and you want to get there first to salvage it...

Terrain: This scenario requires a board that is at least 4'x6' in dimension. Taking turns, each player places a piece of terrain. This scenario works best with 6-8 pieces of terrain.

Gangs: Both players will use their entire gangs in this scenario and all fighters must be mounted. Both players roll a D6. The player that rolls the lowest chooses one corner of the back edge of the table and deploys all of his vehicles and beasts within 8" of that corner as depicted in the diagram below. Once you have deployed your opponent then deploys all of his vehicles and beasts within the 8" of the other corner depicted below. All vehicles must start facing in the front edge.



Starting the Game: Both players roll a D6 to determine who will take the first turn. The player that rolls the highest takes the first turn. Remember, the Rolling Road Phase!

Ending the Game: The game ends when one gang moves all fighters off the front edge of the table. The road will only roll for 4+D6 turns in this scenario. After this the road stops moving and movement is handled in the 'normal' fashion. The game will also end if one gang bottles out.



Experience: The following are experience point awards for this scenario:

Standard: The standard Ash Waste Experience Awards are applicable.

+D6 Survives

+5 per Wounding Hit

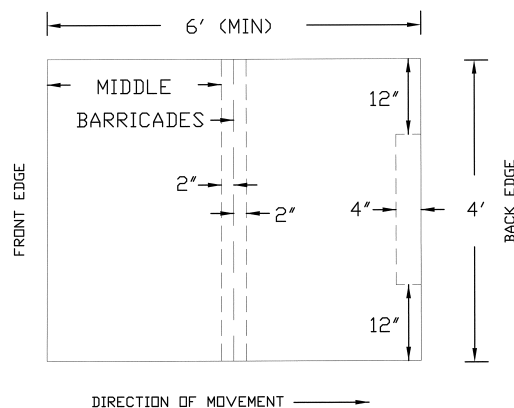
Special: The winning gang claims 3D6x5 credits from getting to the find first.

SCENARIO 3 – ROADBLOCK

Parts of the Ash Wastes are isolated from the barren seas of sludge and massive ash dunes by tight passages and barely known routes. These routes may be ways to pass through drifting dunes of loose ash and chemicals or paths through sludge seas used to cross them. Enterprising shanty dwellers, nomads, or gangs will take advantage of these routes and set up toll camps around the narrowest parts of the routes and will charge huge fees to travelers. Occasionally, of course, there are those who just do not want to pay the toll.

Terrain: This scenario requires a board that is at least 4'x6' in dimension. Taking turns, each player places a piece of terrain. This scenario works best with 6-8 pieces of terrain. Next, the defender places up to six barricades. The ones from the old Outlanders expansion work best, but scratch built ones work just as well. These barricades are placed in the center of the table, but there must be a set path for vehicles to pass through, like a toll both parse. Rolling Road rules are used in this scenario.

Gangs: The defender places his fighters first. He may deploy one of his vehicles/large (or gigantic) beasts and up to D6 fighters of his choice. These fighters and vehicle(beast) are the look-outs. They are placed anywhere on the board as long as they are within 2" of a barricade or another look-out. The defender then groups his remaining fighters on his vehicles and beasts. All his remaining fighters must be mounted. The attacking player then sets up half (divided as evenly as possible) of his gang within 4" of the back edge of the table, facing in the direction of travel, and at least 12" away from a long board edge. The attacker may choose which fighters, vehicles, and beasts are used and which are not. Any fighters, vehicles, and beasts not set-up now will enter as a second wave later. Before starting the game the attacker will have D6 loot counters that he must divide up, as he sees fit, between vehicles and beasts that are set-up first or are in the second wave with at least once being placed in the initial placement.



Starting the Game: The attacker gets the first turn. Remember, the Rolling Road Phase, but not yet (see Busting the Roadblock below).

Busting the Roadblock: As soon as one of the attackers gets completely across the barricades the rolling road begins. The rolling road phases start on the next attacker turn. In addition, the defending player receives reinforcements to his roadblock.

Defender Reinforcements: Starting with the defender's turn after the attackers break the roadblock, roll a D6 for each of the defender's reinforcement vehicles and beasts. On a result of '4+' that vehicle or beast is brought in anywhere on the long table edge, but on the front table edge of the barricades. All defenders grouped on the vehicle or beast come on the board mounted on that vehicle or beast.

Attacker's Second Wave: Starting with attacker's turn after they have broken the roadblock, the attacker's second wave enters during the movement phase from the back edge.



Rolling Road: Once the rolling road starts it will not stop until the game ends.

Ending the Game: The game ends when the attacker exits the front edge of the board with all the loot counters, or when one gang bottles out. Neither gang needs to take bottle tests until they reach 50% instead of the standard 25%. This represents the attacker making a determined push to get through the roadblock without paying and the defender wants his toll.

Experience: The following are experience point awards for this scenario:

Standard: The standard Ash Waste Experience Awards are applicable.

+D6 Survives

+5 per Wounding Hit

+10 Successful Defense: If the defending gang prevents the attackers from exiting with any loot then the defending gang leader earns 10 experience pints.

Special: Each loot counter is worth D6x5 credits. Any gang that bottles out voluntarily drops any loot counters that they did not get off the table edge. Any gang that bottles out as a result of failing their bottle check retains all loot counters that they got off the table edge and are in their possession. The winner claims all other loot counters.



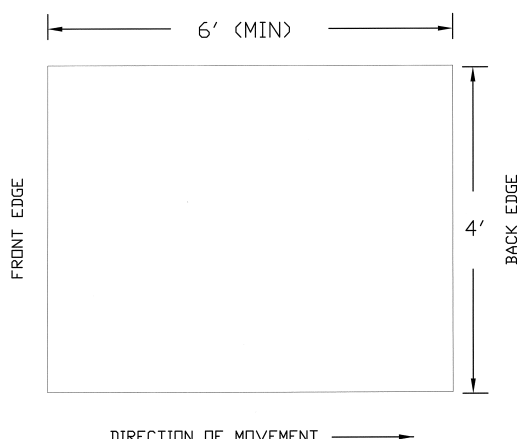
SCENARIO 4 – THE TRAP

It is not unknown for experienced gangs of nomads to lay extremely well hidden ambushes and traps along trade routes and to simply wait somewhere for the trap to be sprung. This can take hours days and in some rare cases, weeks with the nomads waiting for the right victim to enter their trap.

Terrain: This scenario requires a board that is at least 4'x6' in dimension. Taking turns, each player places a piece of terrain. This scenario works best with 6-8 pieces of terrain. Rolling Road rules are used in this scenario.

Gangs: Both gangs use their entire gangs in this scenario. The attacker deploys first. The attacker splits his entire gang up by secretly noting each fighter with a number. If he elects to he may place more than one fighter on a vehicle or beast and in those cases, all the fighters are grouped together and given one number. The attacker then gets a bonus blank counter for each group or individual counter he has. He then places them anywhere on the board. The defender does not setup any fighters, but instead will start to move on in the first turn.





Starting the Game: The game starts as the defender moves onto the board from the back edge. It is recommended that the defender start all of his fighters on vehicles and beasts because starting with the defenders second turn the Rolling Road Phase applies.

Ambush Counters: The attacker's counters may be revealed in one of two ways:

1. The defender moves within initiative distance of the center of a counter (don't forget to use scanners etc.)
2. The attacker voluntarily reveals the fighters the counter represents at the start of one of his own turns.

Once revealed, all fighters are placed within 4" of the center of the ambush counter. Do not forget to move the counters along with the terrain during rolling road phases. Any unrevealed ambush counters that fall off the back edge are immediately placed at the front edge because the ambush area is just that big.

Rolling Road: The Rolling Road Phase continues for D6 turns after the last ambush counter is revealed.

Ending the Game: The game ends when the defender escapes via the front edge of the board or if one gang bottles out.

Experience: The following are experience point awards for this scenario:

Standard: The standard Ash Waste Experience Awards are applicable.

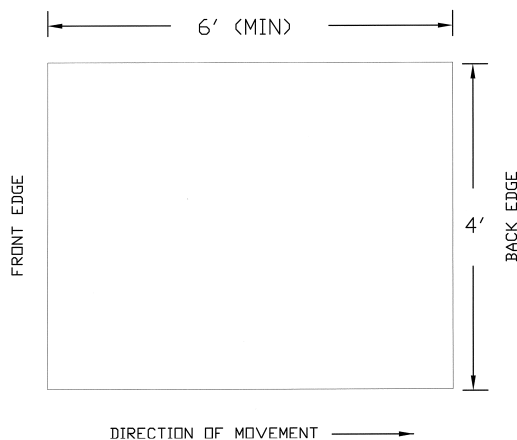
+D6 Survives

+5 per Wounding Hit

SCENARIO 5 – DOUBLE CROSS

Nomads, Journeymen, Guilders, and other gangs are well known for their bartering skills. Everyone in the Ash Waste needs to know how to buy or sell something just to survive. Less common are illicit trades, bribes, and the occasional double cross.

Terrain: This scenario requires a board that is at least 4'x6' in dimension. Taking turns, each player places a piece of terrain. This scenario works best with 6-8 pieces of terrain. Rolling Road rules are used in this scenario. Randomly determine the front edge.



Gangs: Both gangs use their entire gangs in this scenario. Each player numbers creates a number slip for each of their fighters. Drivers and beast riders are put together with their respective vehicle or beast, but no passengers are allowed at the start of the game. Once all the slips are done they are placed in a hat or other suitable container and shaken up. Each player rolls a D6. Starting with the player that rolled the highest, take turns pointing to a spot on the board and randomly drawing and placing a slip on that spot, but not within 8" of table edge or 24" of the front edge. The last slip to be placed is given a loot counter. No slip may be closer than 2" to another slip of paper.

Starting the Game: Once all the slips are placed and the loot counter is assigned all the counters are flipped to reveal what they are. Once all are revealed and the corresponding fighter, vehicles, and beasts are placed a special Panic Fire phase takes place. Each fighter immediately opens fire on the nearest fighter of the opposing gang, provided someone is in range, in the following order:

1. All fighters armed only with pistols fire simultaneously.
2. All fighters with basic weapons (hand grenades) fire simultaneously.
3. All fighters with special weapons (grenade launchers) fire simultaneously.
4. All fighters members with heavy weapons fire simultaneously.

Panic fire results in a single shot (SF still applies, but not skills) and will requires a '6' to hit, regardless of the fighter's ballistic skill, skills, equipment, etc. All successful hits will cause an ammunition check as normal, it is panic fire after all. Once the Panic Fire Phase is done, the gang with the fighter that had the loot counter goes first. Due to the intense nature of the Panic Fire Phase no nerve tests are taken during the Panic Fire Phase.

Rolling Road: The Rolling Road Phase starts on the second turn of the game and continues to roll the entire game.

Ending the Game: The game ends when one gang gets the loot counter off the front table edge. Neither sides takes bottle checks until it has taken 50% instead of the standard 25%, both sides know that Panic Fire Phase will be a blood bath so fighters taken out-of-action in the Panic Fire Phase reduce your gang size for the game for determining when to take a bottle test. If you bottle out while in possession of the loot counter you will leave it to be claimed by the winning gang.

Experience: The following are experience point awards for this scenario:

Standard: The standard Ash Waste Experience Awards are applicable.

+D6 Survives

+5 per Wounding Hit

+10 Loot Counter: If a fighter gets off the front table edge with the loot counter then he will receive 10 experience points. If the loot counter is on a vehicle then it must be assigned to a fighter before it leaves the table.

Special: The loot counter is worth 3D6x10 credits to the winning gang that captures it, either by getting off the front table edge with it or by claiming it as a result of failed bottle check.

PLAYER AIDS

For easy of game play and flow the following Player Aids have also been included here. The Player Aids are as follows:

- Flamer, Blast & gas Cloud Templates
- Quick Reference: Weapons In The Ash Wastes
- Quick Reference: Ash Wastes Price Chart
- Blank Roster Sheet

VEHICLE DAMAGE CHARTS

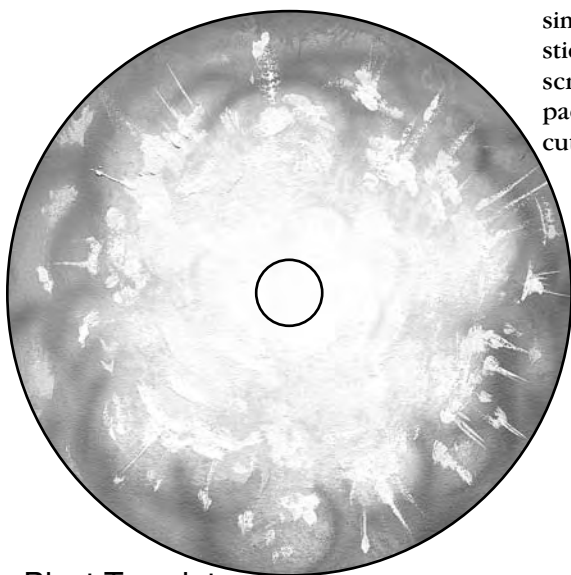
For easy of game play and flow the following Vehicle Damage Charts have also been included here:

- Vehicle Damage Chart – Bikes
- Vehicle Damage Chart – Crawlers
- Vehicle Damage Chart – Skimmers
- Vehicle Damage Chart – Tracked
- Vehicle Damage Chart – Walkers
- Vehicle Damage Chart – Wheeled

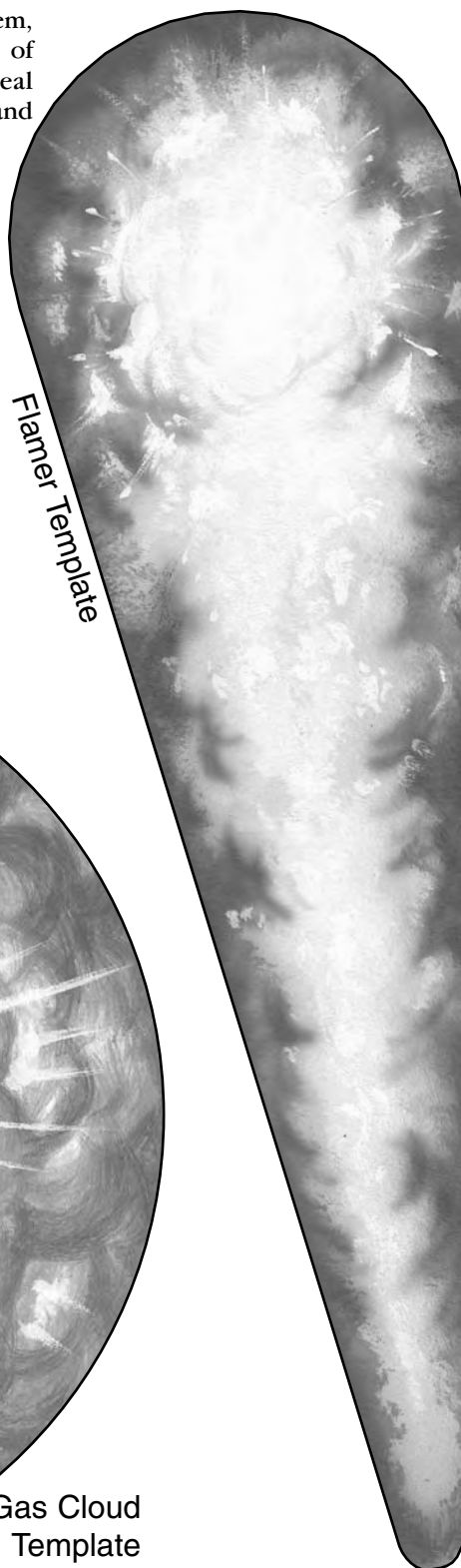


FLAMER, BLAST & GAS CLOUD TEMPLATES

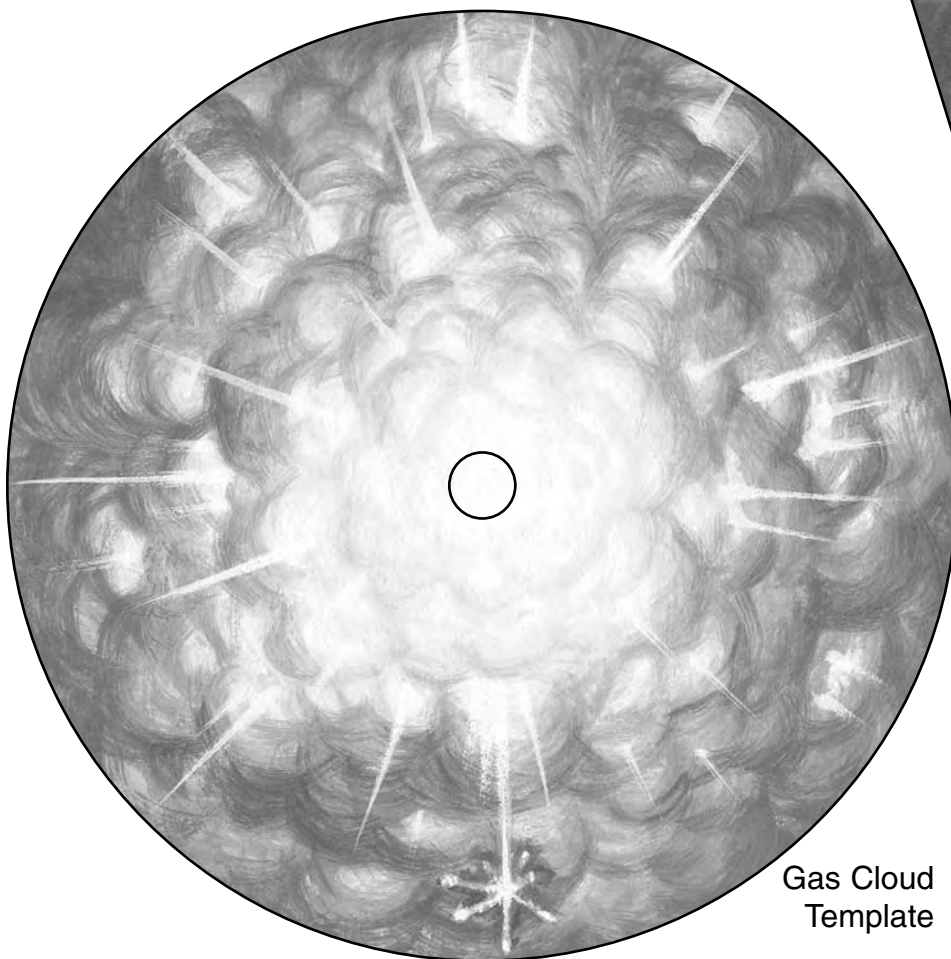
To use these templates simply photocopy them, stick them to a piece of scrap card (old cereal packets are ideal) and cut them out.



Blast Template



Flamer Template



Gas Cloud Template

GANG
RATING

HOUSE/
GANG TYPE

GANG
NAME

TERRITORY

CREDITS

NAME

CHARACTERISTICS

EQUIPMENT, SKILLS & INJURIES

COST EXP.

STASH

NECROMUNDA

TOTAL



QUICK REFERENCE: WEAPONS IN THE ASH WASTES

<i>Hand-to-Hand Weapons</i>					
<i>Weapon</i>	<i>Strength</i>	<i>Damage</i>	<i>Save</i>	<i>Ammo</i>	<i>Special</i>
Buzz Saw	5	1	-2	-	See Pit Slave Rules
Chains, Flails	User +1	1	-	-	Opponent may not Parry, Your Fumbles count double
Chainsaw	4	1	-1	-	See Pit Slave Rules
Chainsword	4	1	-1	-	Parry
Claw	4	1	-1	-	See Pit Slave Rules
Clubs, Mauls, Bludgeon	User +1	1	-	-	None
Doublebladed Knife	User	1	-	-	Parry
Glaive	User+1	1	-	-	Two Handed, Wound at least once and get one additional hit
Eviserator	User +3	D3	-3	-	Opponent Wins Draws, Opponent may not Parry
Hammer	4	1	-1	-	See Pit Slave Rules
Knife	User	1	-	-	None
Massive Axe, Club, Sword	User +2	1	-	-	Opponent Wins Draws
Power Sword	5	1	-3	-	Parry
Power Axe					
One-Handed	5	1	-2	-	None
Two-Handed	6	1	-3	-	None
Power Fist	8	1	-5	-	None
Power Maul	5	1	-3	-	Does not Serious Injury Opponents, Down Opponents go OOA instead
Rock Drill	4	1	-3	-	See Pit Slave Rules
Shears	4	1	-1	-	See Pit Slave Rules
Spear	User	1	-	-	May throw once (R 0-8) but may not then be used in HTH
Suppression Field	3	1	-1	-	+2 to Save
Swords	User	1	-	-	Parry
* All Hand-To-Hand Weapons have the Special of Close Combat.					

<i>Pistol Weapons</i>									
<i>Weapon</i>	<i>Range</i>		<i>To Hit</i>		<i>Strength</i>	<i>Damage</i>	<i>Save</i>	<i>Ammo</i>	<i>Special</i>
	<i>S</i>	<i>L</i>	<i>S</i>	<i>L</i>					
Auto Pistol	8	16	+2	-	3	1	-	4+	Close Combat
Bolt Pistol	8	16	+2	-	4	1	-1	6+	Close Combat
Hand Flamer	<i>Template</i>				4	1	-2	4+	No Close Combat, 1-Shot Template
Laspistol	8	16	+2	-1	3	1	-	2+	Close Combat
Needle Pistol	8	16	+2	-	3	1	-1	6+	Close Combat, Toxin Darts, Injuries
Plasma Pistol									
Low Power	6	12	+2	-1	4	1	-	4+	Close Combat
Max Power	6	18	+2	-1	6	1	-1	4+	Close Combat – 1 Turn to Recharge
Sawed-Off Shotgun									May be used by fighters on Bikes
Solid Shot	4	12	+2	-1	4	1	-	4+	None
Scatter Shot	4	12	+2	-1	3	1	-	4+	Base-to-Base Hits, Ignores Cover
Man-Stopper	4	12	+2	-1	4	1	-2	4+	None
Hot Shot	4	12	+2	-1	4	1	-	6+	Re-Roll to Wound
Stub Gun									
Normal	8	16	-	-	3	1	-	4+	Close Combat
Dum-Dums	8	16	-	-1	4	1	-1	4+	Close Combat
Web Pistol	4	8	-	-1	<i>Special</i>			6+	Close Combat, Entanglement



QUICK REFERENCE: WEAPONS IN THE ASH WASTES

Basic Weapons									
<i>Weapon</i>	<i>Range</i>		<i>To Hit</i>		<i>Strength</i>	<i>Damage</i>	<i>Save</i>	<i>Ammo</i>	<i>Special</i>
	<i>S</i>	<i>L</i>	<i>S</i>	<i>L</i>					
Autogun	12	24	+1	-	3	1	-	4+	None
Boltgun	12	24	+1	-	4	1	-1	6+	None
Exterminator	<i>Template</i>				4	1	-2	4+	Template, 1-Shot, Redemptionists
Lasgun	12	24	+1	-	3	1	-1	2+	None
Rocket Flare	6	12	-	-	2	1	-	Auto	See Blind Fighting Rules
Shotgun									
Solid Shot	4	18	-	-1	4	1	-	4+	None
Scatter Shot	4	18	+1	-1	3	1	-	4+	Base-to-Base Hits, Ignores Cover
Man-Stopper	4	18	-	-	4	1	-2	4+	None
Hot Shot	4	18	-	-1	4	1	-	6+	Re-Roll to Wound
Bolt	12	24	+1	-	4	1	-1	6+	None
Shotgun, Combat									
Solid	4	18	-	-1	4	1	-	4+	None
Scatter	4	18	+1	-1	3	1	-	4+	Base-to-Base Hits, Ignores Cover
Executioner	4	18	-1	+1	4	1	-2	6+	None

Special Weapons									
<i>Weapon</i>	<i>Range</i>		<i>To Hit</i>		<i>Strength</i>	<i>Damage</i>	<i>Save</i>	<i>Ammo</i>	<i>Special</i>
	<i>S</i>	<i>L</i>	<i>S</i>	<i>L</i>					
Assault Gun	12	18	-	-1	3	1	1	5+	Must use 1SF only, no Gunsights
Flamer	<i>Template</i>				4	1	-2	4+	Template
Grenade Launcher	20	60	-	-1	<i>By Grenade Type</i>			Auto	As Grenade, Move or Fire
Long Rifle	12	48	-	+1	4	1	-1	5+	Move or Fire
Meltagun	8	12	+1	-	8	D6	-4	4+	None
Needle Rifle	16	32	+1	-	3	1	-1	6+	Toxin Darts, Injuries
Plasma Gun									
Low Power	6	16	+1	-	5	1	-1	4+	None
High Power	6	24	+1	-	7	1	-2	4+	1SF, One Turn to Recharge

Heavy Weapons									
<i>Weapon</i>	<i>Range</i>		<i>To Hit</i>		<i>Strength</i>	<i>Damage</i>	<i>Save</i>	<i>Ammo</i>	<i>Special*</i>
	<i>S</i>	<i>L</i>	<i>S</i>	<i>L</i>					
Auto-Cannon	20	72	-	-	8	D6	-3	4+	1SF
Heavy Bolter	20	40	-	-	5	D3	-2	6+	2SF
Heavy Plasma Gun									
Low Power	20	40	-	-	7	D3	-2	4+	Blast
High Power	20	72	-	-	10	D6	-6	4+	Blast, One Turn Recharge
Heavy Stubber	20	40	-	-	4	1	-1	4+	2SF
Lascannon	20	60	-	-	9	2D6	-6	4+	None
Missile Launcher									
Frag	20	72	-	-	4	1	-1	Auto	Blast
Krak	20	72	-	-	8	D6	-6	Auto	None
Rocket Launcher									
Frag	20	48	-	-	4	1	-1	Auto	Blast
Krak	20	48	-	-	7	2D3	-3	Auto	None

*All Heavy Weapons are Move or Fire weapons.

Scaly Only Weapons									
<i>Weapon</i>	<i>Range</i>		<i>To Hit</i>		<i>Strength</i>	<i>Damage</i>	<i>Save</i>	<i>Ammo</i>	<i>Special</i>
	<i>S</i>	<i>L</i>	<i>S</i>	<i>L</i>					
Discus	6	12	-	-	5	1	-1	6+	None
Scatter Cannon	8	16	+3	+1	4	1	-1	6+	Blast
Spear Gun	12	24	-	-1	6	D3	-3	6+	Penetration
Throwing Axe	6	12	-	-	5	1	-1	6+	None



QUICK REFERENCE: WEAPONS IN THE ASH WASTES

<i>Unique Weapons</i>									
<i>Weapon</i>	<i>Range</i>		<i>To Hit</i>		<i>Strength</i>	<i>Damage</i>	<i>Save</i>	<i>Ammo</i>	<i>Special</i>
	<i>S</i>	<i>L</i>	<i>S</i>	<i>L</i>					
Coup Stick	<i>Close Combat</i>				-	0	-	-	Ratskins, See Ratskin Rules
Ogryn Ripper Gun	4	8	+2	-1	4	1	-	4+	Ogryn, 2SF
Spirit Staff	<i>Close Combat</i>				6	D3	-4	-	Ratskins, Spirit Weapon
Spirit Totem	<i>Close Combat</i>				5	1	-3	1	Ratskins, Spirit Weapon

<i>Primitive Weapons</i>									
<i>Weapon</i>	<i>Range</i>		<i>To Hit</i>		<i>Strength</i>	<i>Damage</i>	<i>Save</i>	<i>Ammo</i>	<i>Special</i>
	<i>S</i>	<i>L</i>	<i>S</i>	<i>L</i>					
Blunderbuss	6	9	+3	-1	3	1	-	6+	None
Crossbow	12	18	-	-1	4	1	1	4+	Silent, One Turn reload w/no firing other weapons while reloading
Handbow	8	16	-	-1	4	1	+2	6+	Move or Fire, Silent
Musket	12	24	-	-1	3	1	-1	6+	Move or Fire
Scatter Gun	6	9	+3	-1	3	1	-	6+	None

<i>Grenades</i>				
<i>Type</i>	<i>Strength</i>	<i>Damage</i>	<i>Save</i>	<i>Area</i>
Choke	<i>See Grenade Rules</i>			
Frag	3	1	-1	Ord
Hallucinigen	<i>See Grenade Rules</i>			
Krak	6	D6	-3	None
Melta Bombs	8	D6	-4	None
Photon Flash Flare	<i>See Grenade Rules</i>			Blast
Plasma	5	1	-2	Blast
Scare	<i>See Grenade Rules</i>			
Smoke Bombs	<i>See Grenade Rules</i>			
Tox Bomb	4	1	0	Ord



QUICK REFERENCE: ASH WASTES PRICE CHART

Common Items:

Beast Tether	15
Bluelight	5
Clip Harness	10
Filter Plugs	10
Lobo Chip	20
Respirator	10
Photo-Contacts	15
Photo-Visor	10
Pocket-Full-Of-Nails	4

Rare Items:

Archeotech	D6x10
Armour	
Flak	10+2D6
Carapace	70+3D6
Mesh	25+3D6
Auto-Repairer	80+2D6
Bio-Booster	50+4D6
Bio-Scanner	50+3D6
Bionics	
Arm	80+3D6
Eye	50+3D6
Hand	50+3D6
Implant	100+4D6
Leg	80+3D6
Blade Venom (1 dose)	10+D6
Blindsnake Pouch	30+2D6
Bottle of Wildsnake	10+D6
Concealed Blade	10+D6
Cyber-Mastiff	25+6D6
Grav Chute	40+4D6
Grapnel	30+3D6
Gunsight	
Infra Red	30+3D6
Mono	40+3D6
Red-Dot	40+3D6
Telescopic	40+3D6
Hot Shot Power Pack	15
Icrotic Slime	50+3D6
Infra-Goggles	30+3D6
Isotropic Fuel Rod	50+4D6
Kalma (1 dose)	5+D6
Medi-Pack	80+4D6
Mung Vase	D6x10
One-In-A-Million Weapon	Special
Rad Counter	10+3D6
Ratskin Map	D6x10
Screamers (1 use)	10+3D6
Silencer/Flash Suppressor	
Auto Pistol	10+2D6
Autogun	20+2D6
Stub Gun	10+2D6
Skull Chip	30+3D6

Slaught (1 dose)	5+2D6
Spook (1 dose)	10+3D6
Spur (1 dose)	5+3D6
Stinger Mould (1 patch)	15+2D6
Weapon Reload	½ Wpn

Hand-To-Hand Combat Weapons

Bludgeon	10	Common
Chain	10	Common
Chainsword	25	Common
Club	10	Common
Double Bladed Knife	15	Common
Eviscerator	30	Common
Flail	10	Common
Glaive	30	Common
Knife	5	Common
Massive Axe	15	Common
Massive Club	15	Common
Massive Sword	15	Common
Maul	10	Common
Power Axe	35+3D6	Rare
Power Fist	85+3D6	Rare
Power Maul	35+3D6	Rare
Power Sword	40+3D6	Rare
Spear	15	Common
Sword	10	Common

Pistol Weapons

Autopistol	15	Common
Bolt Pistol	20	Common
Hand Flamer	20	Common
Laspistol	15	Common
Needle Pistol	100+4D6	Rare
Plasma Pistol	25	Common
Sawed-Off Shotgun	20	Common
Stub Gun	10	Common
Web Pistol	120+4D6	Rare

Basic Weapons

Autogun	20	Common
Boltgun	35	Common
Combat Shotgun (S/SC)	40+3D6	Rare
Lasgun	25	Common
Shotgun (S/Sc)	20	Common

Special Weapons

Assault Gun	70+3D6	Rare
Flamer	40	Common
Grenade Launcher	130	Common
Long Rifle	40+2D6	Rare
Meltagun	95	Common
Needle Rifle	230+4D6	Rare
Plasmagun	70	Common



QUICK REFERENCE: ASH WASTES PRICE CHART

Heavy Weapons

Auto-Cannon	300	Common
Heavy Bolter	180	Common
Heavy Stubber	120	Common
Heavy Plasma Gun	285	Common
Lascannon	400	Common
Missile Launcher	185	Common
Rocket Launcher	150	Common

Primitive Weapons

Blunderbuss	8	Common
Crossbow	20	Common
Hand Bow	5	Common
Musket	6	Common
Scatter Gun	8	Common

Pit Slave Weapons

Buzz Saw	25	Common
Chainsaw	25	Common
Claw	15	Common
Hammer	20	Common
Rock Drill	15	Common
Shears	15	Common

Unique Weapons

Discus	6	Common
Coup Stick	15	Common
Ogryn Ripper Gun	40	Not for Sale
Scatter Cannon	80	Common
Spear Gun	55	Common
Spirit Weapons		
Staff	55	Common
Totem	55	Common
Throwing Disc	6	Common

Grenades

Frag	30	Common
Gas Grenades		
Choke	15+2D6	Rare
Hallucinogen	40+4D6	Rare
Scare	20+2D6	Rare
Smoke	10+3D6	Rare
Krak	50	Common
Melta Bombs	40+3D6	Rare
Photon Flash Flare	20+2D6	Rare
Plasma	30+3D6	Rare
Tox Bombs	20	Common

Missiles/Rockets

Frag Missile	40	Common
Frag Rocket	35	Common
Krak Missile	115	Common
Krak Rocket	95	Common

Special Ammunition

Dum-dum Rounds	5	Common
Exterminator Cartridge	15	Common
Hot Shot Laser Pwr Pack	15	Rare
Shotgun Shells		
Bolt	15	Common
Executioner	20+2D6	Rare
Hot Shot	5	Common
Man-Stopper	5	Common

Tracers

Auto Pistol	5	Common
Auto-Cannon	20	Common
Autogun	5	Common
Bolt Pistol	15	Common
Boltgun	15	Common
Heavy Bolter	35	Common
Heavy Stubber	15	Common

Beasts

Small	25
Medium	50
Upgrades	+10/+20/+30/+40
Large	100
Upgrades	+20/+30/+40/+50
Gigantic	250
Upgrades	+30/+40/+50/+60

Vehicles

Crawler	350
Skimmer	
Single Seat	150
Transport	175
Armoured	200
Heavily Armoured	325
Tracked	
Single Seat	125
Transport	150
Armoured	175
Heavily Armoured	300
Walker	
Single Seat	100
Transport	125
Armoured	150
Heavily Armoured	275
Wheeled	
Single Seat	75
Transport	100
Armoured	125
Heavily Armoured	250



QUICK REFERENCE: ASH WASTES PRICE CHART

Vehicle Equipment

Ablative Armour	35	Common
Amphibious Package	50	Common
Boarding Plank	75	Common
Crash Webbing	20	Common
Gyro-Copter	50	Common
Harpoon Gun	70	Common
Industrial Machinery	60	Common
Loot Grabber	50	Common
Mine Layer		
Frag Mines	60	Common
Krak Mines	100	Common
Nitro	50	Common
Ram Bar	50	Common
Run-Flat Tires	40	Common
Scanner	70	Common
Searchlight	50	Common
Sharpened Spikes	25	Common
Sidecar	50	Common
Spare Tires/Tracks	30	Common
Spiky Wheels	50	Common
Tow Cable	50	Common
Twin-Linked Fixed Wpn	Varies	Common
Wheel Slashers	30	Common



QUICK REFERENCE: ASH WASTES TRADE CHARTS

ASH WASTE TRADE CHARTS

<i>STANDARD TRADE</i>		<i>OUTLAW TRADE</i>		<i>ASH WASTE TRADE</i>	
<i>D66</i>	<i>RESULT</i>	<i>D66</i>	<i>RESULT</i>	<i>D66</i>	<i>RESULT</i>
11-14	Power Weapon (D6) 1: Power Axe 2: Power Fist 3: Power Maul 4-6: Power Sword	11	Gamble and Loose	11	Gamble and Loose
15	Rare Weapon (D6) 1-3: Needle Weapons (D6) 1-4: Needle Pistol 5-6: Needle Rifle 4-5: Web Pistol 6: One-In-A-Million	12-13	Robbed	12-13	Robbed
16	Gas Grenade (D6) 1-2: Choke 3-4: Scare 5-6: Hallucinogen	14-15	Cheated	14-15	Cheated
21-22	Grenades (D6) 1: Melta Bombs 2-3: Photon Flash Flare 4: Plasma 5-6: Smoke Bomb	16	Gamble and Win	16	Gamble and Win
23-24	Hot Shot Laser Power Pack	21	Power Weapon (D6) 1: Power Axe 2: Power Fist 3: Power Maul 4-6: Power Sword	21	Power Weapon (D6) 1: Power Axe 2: Power Fist 3: Power Maul 4-6: Power Sword
25-31	Gunsight (D6) 1-2: Red Dot Laser Sight 3: Mono-Sight 4: Telescopic Sight 5-6: Infra Red Sight	22	Gas Grenade (D6) 1-2: Choke 3-4: Scare 5-6: Hallucinogen	22	Gas Grenade (D6) 1-2: Choke 3-4: Scare 5-6: Hallucinogen
32-34	Armour (D6) 1-4: Flak 5: Mesh 6: Carapace	23	Grenades (D6) 1: Melta Bombs 2-3: Photon Flash Flare 4: Plasma 5-6: Smoke Bomb	23	Grenades (D6) 1: Melta Bombs 2-3: Photon Flash Flare 4: Plasma 5-6: Smoke Bomb
35	Bionics (Choose One)	24	Gunsight (D6) 1-2: Red Dot Laser Sight 3: Mono-Sight 4: Telescopic Sight 5-6: Infra Red Sight	24	Gunsight (D6) 1-2: Red Dot Laser Sight 3: Mono-Sight 4: Telescopic Sight 5-6: Infra Red Sight
36	Auto-Repairer	25	Armour (D6) 1-4: Flak 5: Mesh 6: Carapace	25	Armour (D6) 1-4: Flak 5: Mesh 6: Carapace
41	Bio-Booster	26	Bionics (Choose One)	26	Bionics (Choose One)
42	Bio-Scanner	31	Archeotech	31	Rare Weapon (D6) 1-3: Combat Shotgun 4: Long Rifle 5: Assault Rifle 6: Cyber-Mastiff
43	Blindsnake Pouch	32	Bio-Scanner	32	Archeotech
44	Concealed Blade	33	Blade Venom	33	Blade Venom
45	Grav Chute	34	Blindsnake Pouch	34	Blindsnake Pouch
46	Grapnel	35	Bottle of Wildsnake	35	Bottle of Wildsnake
51	Infra-Goggles	36	Infra-Goggles	36	Rad Counter
52	Isotropic Fuel Rod	41	Icrotic Slime	41	Screamers
53-54	Medi Pack	42	Kalma Fixer	42	Stummers
55	Mung Vase	43	Rad Counter	43	Infra-Goggles
56	Ratskin Map	44	Ratskin Map	44-46	Stinger Mould Patch
61	Screamers	45	Screamers	51-52	Mung Vase
62	Skull Chip	46	Silencer	53	Skull Chip
63	Silencer	51	'Slaught Fixer	54	Silencer
64	Stummers	52	Spook	55	Flash Suppressor
65-66	Weapon Reload	53	Spur Fixer	56	Weapon Reload
		54	Stinger Mould Patch	61-62	Rumour
		55	Stummers	63-64	Tip-Off
		56	Weapon reload	65-66	Insider Information
		61-62	Rumour		
		63-64	Tip-Off		
		65-66	Insider Information		



VEHICLE DAMAGE CHART BIKES

Bike Damage Location Chart

<i>D6 Roll</i>	<i>Location</i>	<i>Armour</i>
1-2	Biker	8
3-4	Bike Wheel	8
5-6	Bike	10

<i>Location 1-2 – Biker* - Armour 8</i>	
<i>D6 Result</i>	<i>Damage Result</i>
1	The hit jolts the bike. The driver must roll equal to or under his leadership or the bike will swerve.
2	The hit surprised the driver and hits the brakes hard. The bike swerves to a halt and the driver must roll equal to or under his strength on a d6 to remain on the bike. If the test is failed place the driver d3" in the direction determined by rolling the scatter die. Upon landing the driver will take a S3 hit with no save allowed on a d6 result of 4+. The bike is not considered out-of-control because it was brought to a stop, so the driver gets back on the bike at the start of his next turn or when he recovers if he is injured.
3	The driver ducks behind the controls but is still hit by shrapnel from vehicle pieces or the shell exploding all around him. The driver is hit by a strength 2+d3 hit causing one wound.
4-6	The driver tried to avoid the shot and instead of the bike taking the hit, he actually takes the hit. If the hit was a ram or collision then he takes one S3 hit (S4 for armoured vehicle rams and S5 for heavily armoured vehicle rams etc.) or takes the actual strength of the weapon. Even though the hit is from the weapon if it did multiple wounds it will still only do one per damage die to represent having to penetrate the vehicle first.
*If this hit causes the driver to become pinned or down then the bike will immediately swerve again (if the damage result swerves the vehicle), move forward d6", and fall over and take an automatically penetrating hit to the Bike Location on a d6 result of 4+ to represent the driver laying his bike down. If the driver is taken out-of-action so is the bike, but only after any effects are applied to the bike.	

<i>Location 3-4 – Bike Wheel – Armour 8</i>	
<i>D6 Result</i>	<i>Damage Result</i>
1	The hit nicks a tire and slowly punctures it. You must roll a d6 at the start of each turn. A result of '2-6' will not affect your bike this turn. On a result of '1' the nick is now a puncture. Apply result '2-3' and stop rolling for this nick.
2-3	The hit punctures a tire. Reduce slow speed to 4", combat speed to 8" and fast to 16" (8" + 8")
4-5	The hit damages the front forks. The bike spins.
6	The shot blows out a tire. The bike swerves, moves d6" forward, spins, and is then immobilized.

<i>Location 5-6 – Bike – Armour 10</i>	
<i>D6 Result</i>	<i>Damage Result</i>
1	The shot jams the throttle in the open position. The driver struggles to regain control of the speed but move at fast speed next, usually 24" (12" + 12")
2	The hit jams the bike's gears. The bike now has a top speed of combat for the remainder of the game. In the event that combat is already your top speed this hit is ignored.
3	The hit twists the front forks. The bike spins and now has a top speed of slow for the remainder of the game. In the event that slow is already your top speed this hit is ignored.
4	The hit is a lucky one. It damages the gear train and the bike is immobilized.
5	The hit damages the engine and penetrates the fuel tank. The bike spins and is then immobilized. The rider is pinned but may recover as normal. At the start of each of each player's turn roll a d6. On a result of '1' the leaking fuel explodes per result '6' below.
6	The hit penetrates the fuel tank and the bike explodes. The bike is immediately crippled and immobilized. The driver is thrown clear out of the saddle d6" in the direction rolled on a scatter die, takes a S4 hit from the explosion, takes a S3 hit from landing, and then is pinned at a minimum.

<i>Fixed Weapon* - When Sidecar Equipped – Armour 8</i>	
<i>D6 Result</i>	<i>Damage Result</i>
1	The weapon's ammo clip has been destroyed. The weapon must be reloaded and cannot be fired next turn. The gunner may do nothing next turn except reload the weapon.
2	The weapon's barrel has been hit. The weapon may now only be fired with an additional –1 to hit. If this result is rolled again then an additional –1 to hit is applied. If this result is rolled a third time apply result '5' instead.
3	The weapon's ammo feed is destroyed. The weapon will repeatedly jam. After declaring your shot roll a d6. On a result of 4+ you may fire this weapon otherwise the gunner spends the turn clearing the jam instead. If this result is rolled a second time the d6 result will instead be 5+. If this result is rolled a third time apply result '6' instead.
4	The weapon's mounting hit. The weapon is not as sturdy as it was a moment ago. Apply an additional –2 to hit. If this result is rolled a second time apply result '6' instead.
5	The weapon is hit and badly damaged. It may not be fired any more this game. If this result is rolled a second time then apply result '6' instead. Also, if another result refers to this result and it is the second time for this result then apply result '6' instead.
6	The weapon's ammunition stores are hit. The weapon immediately explodes inflicting one strength 4 hit to the gunner or a random crewmember if there is no gunner at the time of the hit. The weapon may no longer be used this game but will be repaired for the next battle. In addition, future hits to this location will be applied to the crew location.
* If this location is already destroyed then further results are applied to the Crew Damage Table.	

<i>Crew* - When Sidecar Equipped – Armour 8</i>	
<i>D6 Result</i>	<i>Damage Result</i>
1-3	Ricochet. Roll a d6. If you roll over the number of crew on board then nobody is hit. If you roll equal to or under the number of crew on board then on randomly selected crewmember is hit. If the hit was a ram or collision then he takes one S3 hit (S4 for armoured vehicle rams and S5 for heavily armoured vehicle rams etc.) or takes the actual strength of the weapon. Even though the hit is from the weapon if it did multiple wounds it will still only do one per damage die to represent having to penetrate the vehicle first.
4	One randomly selected crewmember is hit by a strength 2+d3 hit causing one wound. If the crewmember is taken down (not just pinned) then he is also thrown from the vehicle. Place the crewmember d3" in the direction determined by rolling the scatter die. He is not hurt further by being thrown from the vehicle in this manner.
5	One randomly selected crewmember is hit. If the hit was a ram or collision then he takes one S3 hit (S4 for armoured vehicle rams and S5 for heavily armoured vehicle rams etc.) or takes the actual strength of the weapon. Even though the hit is from the weapon if it did multiple wounds it will still only do one per damage die to represent having to penetrate the vehicle first. The crewmember must then roll equal to or under their initiative or be thrown from the vehicle. If the test is failed place the crewmember d3" in the direction determined by rolling the scatter die. Upon landing the thrown crewmember will take a S3 hit with no save allowed. Being thrown from a vehicle in this manner will pin the crewmember, even if no damage is done to him.
6	One randomly selected crewmember is hit. If the hit was a ram or collision then he takes one S3 hit (S4 for armoured vehicle rams and S5 for heavily armoured vehicle rams etc.) or takes the actual strength of the weapon. Even though the hit is from the weapon if it did multiple wounds it will still only do one per damage die to represent having to penetrate the vehicle first. The crewmember is then thrown from the vehicle. Place the crewmember d3" in the direction determined by rolling the scatter die. Upon landing the thrown crewmember will take a S3 hit with no save allowed. Being thrown from a vehicle in this manner will pin the crewmember, even if no damage is done to him.
* Please note that 'crew' is anyone but a driver on a vehicle. If there are no crew on board then this hit is taken on the Body Damage Table.	



VEHICLE DAMAGE CHART CRAWLERS

Crawler Damage Location Chart

D6 Roll	Location	Armour
1	Driver	10
2	Fixed Weapon	10
3	Crew	10
4-6	Crawler	12

Location 1 – Driver – Armour 10

D6 Result	Damage Result*
1-2	The driver is unharmed as the blast rocks the vehicle or bounces around the inside of the vehicle harmlessly.
3	The driver ducks behind the controls but is still hit by shrapnel from vehicle pieces or the shell exploding all around him. The driver is hit by a strength 2+d3 hit causing one wound.
4-6	The driver is caught unexpectedly by the shot. He actually takes the hit and not the vehicle. If the hit was a ram or collision then he takes one S3 hit (S4 for armoured vehicle rams and S5 for heavily armoured vehicle rams etc.) or takes the actual strength of the weapon. Even though the hit is from the weapon if it did multiple wounds it will still only do one per damage die to represent having to penetrate the vehicle first.
*If this hit causes the driver to become pinned, down, or out-of-action then the vehicle will immediately swerve again (if the damage result swerves the vehicle) and move d6" ahead. In future turns it will move out-of-control until the driver, or another fighter if there is suddenly no driver, as noted in the rules, takes back control of the vehicle.	

Location 2 - Fixed Weapon* - Armour 10

D6 Result	Damage Result
1	The weapon's ammo clip has been destroyed. The weapon must be reloaded and cannot be fired next turn. The gunner may do nothing next turn except reload the weapon.
2	The weapon's barrel has been hit. The weapon may now only be fired with an additional -1 to hit. If this result is rolled again then an additional -1 to hit is applied. If this result is rolled a third time apply result '5' instead.
3	The weapon's ammo feed is destroyed. The weapon will repeatedly jam. After declaring your shot roll a d6. On a result of 4+ you may fire this weapon otherwise the gunner spends the turn clearing the jam instead. If this result is rolled a second time the d6 result will instead be 5+. If this result is rolled a third time apply result '6' instead.
4	The weapon's mounting hit. The weapon is not as sturdy as it was a moment ago. Apply an additional -2 to hit. If this result is rolled a second time apply result '6' instead.
5	The weapon is hit and badly damaged. It may not be fired any more this game. If this result is rolled a second time then apply result '6' instead. Also, if another result refers to this result and it is the second time for this result then apply result '6' instead.
6	The weapon's ammunition stores are hit. The weapon immediately explodes inflicting one strength 4 hit to the gunner or a random crewmember if there is no gunner at the time of the hit. The weapon may no longer be used this game but will be repaired for the next battle. In addition, future hits to this location will be applied to the crew location.
* If this location is already destroyed then further results are applied to the Crew Damage Table.	

<i>Location 3 - Crew* - Armour 10</i>	
<i>D6 Result</i>	<i>Damage Result</i>
1-3	Ricochet. Roll a d6. If you roll over the number of crew on board then nobody is hit. If you roll equal to or under the number of crew on board then on randomly selected crewmember is hit. If the hit was a ram or collision then he takes one S3 hit (S4 for armoured vehicle rams and S5 for heavily armoured vehicle rams etc.) or takes the actual strength of the weapon. Even though the hit is from the weapon if it did multiple wounds it will still only do one per damage die to represent having to penetrate the vehicle first.
4	One randomly selected crewmember is hit by a strength 2+d3 hit causing one wound. If the crewmember is taken down (not just pinned) then he is also thrown from the vehicle. Place the crewmember d3" in the direction determined by rolling the scatter die. He is not hurt further by being thrown from the vehicle in this manner.
5	One randomly selected crewmember is hit. If the hit was a ram or collision then he takes one S3 hit (S4 for armoured vehicle rams and S5 for heavily armoured vehicle rams etc.) or takes the actual strength of the weapon. Even though the hit is from the weapon if it did multiple wounds it will still only do one per damage die to represent having to penetrate the vehicle first. The crewmember must then roll equal to or under their initiative or be thrown from the vehicle. If the test is failed place the crewmember d3" in the direction determined by rolling the scatter die. Upon landing the thrown crewmember will take a S3 hit with no save allowed. Being thrown from a vehicle in this manner will pin the crewmember, even if no damage is done to him.
6	One randomly selected crewmember is hit. If the hit was a ram or collision then he takes one S3 hit (S4 for armoured vehicle rams and S5 for heavily armoured vehicle rams etc.) or takes the actual strength of the weapon. Even though the hit is from the weapon if it did multiple wounds it will still only do one per damage die to represent having to penetrate the vehicle first. The crewmember is then thrown from the vehicle. Place the crewmember d3" in the direction determined by rolling the scatter die. Upon landing the thrown crewmember will take a S3 hit with no save allowed. Being thrown from a vehicle in this manner will pin the crewmember, even if no damage is done to him.
* Please note that 'crew' is anyone but a driver on a vehicle. If there are no crew on board then this hit is taken on the Body Damage Table.	

<i>Location 4-6 – Crawler* – Armour 12</i>	
<i>D6 Result</i>	<i>Damage Result</i>
2	Our weapons are no use. The shot ricochets without further effect. No damage is done to the crawler.
3-5	The hit does superficial damage. The vehicle is undamaged but one randomly selected piece of vehicle equipment is hit and is useless for the rest of the game on a d6 result of 4+. This is ignored if no vehicle equipment has been installed on the vehicle.
6	The hit destroys a control mechanism. The vehicle cannot turn for the rest of the game and must move its full 3" each turn.
7	The hit damages the something somewhere on the crawler and the automatic emergency cut-off kicks in. The driver has to flip switches to get the vehicle moving. The vehicle may not move in its next turn.
8	The hit damages the motivator. This causes the driver power to cut out intermittently. You must roll a d6 at the start of each of your turns. On a result of '1' the vehicle may not move this turn.
9	The hit causes a fire to break out on the vehicle. Before you move your vehicle each turn you must roll a d6. On a roll of '1' the fire goes out, but on a roll of 2-6 the keeps burning. Roll one automatic penetrating hit on a random location. Alternatively, you may assign crewmembers at the start of the turn to put the fire out. Each crewmember may do nothing else that turn and will modify the fire roll by -1. However, each turn that the fire is still going one random crewmember will take a single S3 hit.
10	The hit penetrates the thick armour and with a dull thud the vehicle grinds to a stop and is immobilized.
11	The hit causes the vehicle to grind to a stop. An armour plate buckles under the shot, jamming the wheels or tracks and brings the entire vehicle to a standstill. The vehicle is immobilized. In addition all crewmembers must roll equal to or under their initiative. Those that fail will take a single S3 hit. Those that fail within 2" of the edge of the vehicle will also automatically fall off. Work out the falling damage per the rules for falling off buildings in the ORB.
12	What a hit!!! The hit impacts on an electrical system that sparks a patch of leaking fuel. A wondrous chain of explosions leads up to the vehicle detonating where it is. The vehicle is crippled and immobilized. All fighters on board are thrown d6" in the direction rolled on a scatter die, take a S4 hit from the explosion, take a S3 hit from landing, and then are pinned at a minimum. In addition, any fighters within 6" of the vehicle take a S3 hit on a d6 roll of 4+. Any other vehicles within 3" of the vehicle when it explodes automatically take a single automatically penetrating hit to a random location.
* Hits on this table roll 2d6 instead of 1d6 and add the results together.	



VEHICLE DAMAGE CHART SKIMMERS

Skimmer Damage Location Chart

D6 Roll	Location	Armour
1	Driver	8
2	Fixed Weapon	8
3	Crew	8
4	Body	10
5-6	Power Plant	10

Location 1 – Driver – Armour 8	
D6 Result	Damage Result*
1	The driver is unharmed as the blast rocks the vehicle or bounces around the inside of the vehicle harmlessly.
2	The driver is violently jolted by the ram, collision, or shot. The driver must immediately take a driving test. If he rolls under his leadership then he maintains control. If the driver fails the test the vehicle will immediately swerve. In addition, if the driving test result was a '12' then the driver is thrown out of the vehicle after the swerve. Place the driver d3" in the direction determined by rolling the scatter die. He is not hurt, but is pinned.
3	The driver ducks behind the controls but is still hit by shrapnel from vehicle pieces or the shell exploding all around him. The driver is hit by a strength 2+d3 hit causing one wound.
4-6	The driver is caught unexpectedly by the shot. He actually takes the hit and not the vehicle. If the hit was a ram or collision then he takes one S3 hit (S4 for armoured vehicle rams and S5 for heavily armoured vehicle rams etc.) or takes the actual strength of the weapon. Even though the hit is from the weapon if it did multiple wounds it will still only do one per damage die to represent having to penetrate the vehicle first.
*If this hit causes the driver to become pinned, down, or out-of-action then the vehicle will immediately swerve again (if the damage result swerves the vehicle) and move d6" ahead. In future turns it will move out-of-control until the driver, or another fighter if there is suddenly no driver, as noted in the rules, takes back control of the vehicle.	

Location 2 - Fixed Weapon* - Armour 8	
D6 Result	Damage Result
1	The weapon's ammo clip has been destroyed. The weapon must be reloaded and cannot be fired next turn. The gunner may do nothing next turn except reload the weapon.
2	The weapon's barrel has been hit. The weapon may now only be fired with an additional -1 to hit. If this result is rolled again then an additional -1 to hit is applied. If this result is rolled a third time apply result '5' instead.
3	The weapon's ammo feed is destroyed. The weapon will repeatedly jam. After declaring your shot roll a d6. On a result of 4+ you may fire this weapon otherwise the gunner spends the turn clearing the jam instead. If this result is rolled a second time the d6 result will instead be 5+. If this result is rolled a third time apply result '6' instead.
4	The weapon's mounting hit. The weapon is not as sturdy as it was a moment ago. Apply an additional -2 to hit. If this result is rolled a second time apply result '6' instead.
5	The weapon is hit and badly damaged. It may not be fired any more this game. If this result is rolled a second time then apply result '6' instead. Also, if another result refers to this result and it is the second time for this result then apply result '6' instead.
6	The weapon's ammunition stores are hit. The weapon immediately explodes inflicting one strength 4 hit to the gunner or a random crewmember if there is no gunner at the time of the hit. The weapon may no longer be used this game but will be repaired for the next battle. In addition, future hits to this location will be applied to the crew location.
* If this location is already destroyed then further results are applied to the Crew Damage Table.	

<i>Location 3 - Crew* - Armour 8</i>	
<i>D6 Result</i>	<i>Damage Result</i>
1-3	Ricochet. Roll a d6. If you roll over the number of crew on board then nobody is hit. If you roll equal to or under the number of crew on board then on randomly selected crewmember is hit. If the hit was a ram or collision then he takes one S3 hit (S4 for armoured vehicle rams and S5 for heavily armoured vehicle rams etc.) or takes the actual strength of the weapon. Even though the hit is from the weapon if it did multiple wounds it will still only do one per damage die to represent having to penetrate the vehicle first.
4	One randomly selected crewmember is hit by a strength 2+d3 hit causing one wound. If the crewmember is taken down (not just pinned) then he is also thrown from the vehicle. Place the crewmember d3" in the direction determined by rolling the scatter die. He is not hurt further by being thrown from the vehicle in this manner.
5	One randomly selected crewmember is hit. If the hit was a ram or collision then he takes one S3 hit (S4 for armoured vehicle rams and S5 for heavily armoured vehicle rams etc.) or takes the actual strength of the weapon. Even though the hit is from the weapon if it did multiple wounds it will still only do one per damage die to represent having to penetrate the vehicle first. The crewmember must then roll equal to or under their initiative or be thrown from the vehicle. If the test is failed place the crewmember d3" in the direction determined by rolling the scatter die. Upon landing the thrown crewmember will take a S3 hit with no save allowed. Being thrown from a vehicle in this manner will pin the crewmember, even if no damage is done to him.
6	One randomly selected crewmember is hit. If the hit was a ram or collision then he takes one S3 hit (S4 for armoured vehicle rams and S5 for heavily armoured vehicle rams etc.) or takes the actual strength of the weapon. Even though the hit is from the weapon if it did multiple wounds it will still only do one per damage die to represent having to penetrate the vehicle first. The crewmember is then thrown from the vehicle. Place the crewmember d3" in the direction determined by rolling the scatter die. Upon landing the thrown crewmember will take a S3 hit with no save allowed. Being thrown from a vehicle in this manner will pin the crewmember, even if no damage is done to him.
* Please note that 'crew' is anyone but a driver on a vehicle. If there are no crew on board then this hit is taken on the Body Damage Table.	

<i>Location 4 – Body – Armour 8</i>	
<i>D6 Result</i>	<i>Damage Result</i>
1-2	The hit causes minor structural damage to the vehicle. The vehicle is intact but one randomly selected piece of vehicle equipment is hit and is useless for the rest of the game on a d6 result of 4+. This is ignored if no vehicle equipment has been installed.
3	The hit causes a weak point in the vehicle's structure. All damage table rolls now have a +1 to them.
4	The hit is to the vehicle's suspension system. The vehicle immediately swerves and has its maximum speed reduced to slow for the remainder of the game.
5	The hit twists the vehicle's chassis. The driver can only hold tight as the vehicle immediately swerves, moves ahead 6" forward, and spins. All fighters on board, including the driver, must roll equal to or under their initiative or be thrown from the vehicle. If the test is failed place the fighter d3" in the direction determined by rolling the scatter die. Upon landing the thrown fighter will take a S3 hit with no save allowed. Being thrown from a vehicle in this manner will pin the fighter, even if no damage is done to him.
6	The hit snaps the vehicle's chassis. The driver utters an expletive as the vehicle swerves, lurches 6" forward, and then rolls. At the end of the roll all fighters on board are thrown d6" in random directions. Roll a scatter die for each fighter. Each fighter will take a S4 hit when they land unless they can roll under their initiative first. All fighters are pinned at a minimum. At the end of the roll the vehicle is crippled and immobilized.

<i>Location 5-6 – Power Plant – Armour 10</i>	
<i>D6 Result</i>	<i>Damage Result</i>
1	The hit destroys the vehicle's control gate. The vehicle must travel its full, maximum speed each turn.
2	The hit damages the power regulator. The driver must roll a d6 at the start of each turn. On a result of '1' the vehicle moves out-of-control instead of how he intended to move, even the driver is still in control.
3	The hit damages the flux capacitor. The vehicle freezes up repeatedly. The driver rolls a d6 at the start of each movement phase. On a result of 4+ the vehicle may move.
4	The hit causes a power drain. All moves are halved for the rest of the game. This means slow speed is 3", combat is 6" and fast is 12" (6" and 6").
5	The hit cracks the power plant housing. Irradiated and toxic fuels leak out of the power plant. At the start of each of your turns every fighter on board must roll a d6. On a result of '1' they take an automatic hit at S3 from the fumes. Injured fighters are not thrown from the vehicle. Skimmers must also roll for the vehicle itself each turn and on a result of '1' the vehicle detonates as in result '6' below. The timing of a skimmer explosion is before the fighters have to test for fumes.
6	Nice Shot!!! The hit strikes the power plant and detonates it. The vehicle explodes in place where it is crippled and immobilized. All fighters on board are thrown d6" in the direction rolled on a scatter die, take a S4 hit from the explosion, take a S3 hit from landing, and then are pinned at a minimum.



VEHICLE DAMAGE CHART TRACKED VEHICLES

Tracked Damage Location Chart

D6 Roll	Location	Armour
1	Driver	8
2	Fixed Weapon	8
3	Crew	8
4	Track	8
5	Body	10
6	Engine	10

Location 1 – Driver – Armour 8	
D6 Result	Damage Result*
1	The driver is unharmed as the blast rocks the vehicle or bounces around the inside of the vehicle harmlessly.
2	The driver is violently jolted by the ram, collision, or shot. The driver must immediately take a driving test. If he rolls under his leadership then he maintains control. If the driver fails the test the vehicle will immediately swerve. In addition, if the driving test result was a '12' then the driver is thrown out of the vehicle after the swerve. Place the driver d3" in the direction determined by rolling the scatter die. He is not hurt, but is pinned.
3	The driver ducks behind the controls but is still hit by shrapnel from vehicle pieces or the shell exploding all around him. The driver is hit by a strength 2+d3 hit causing one wound.
4-6	The driver is caught unexpectedly by the shot. He actually takes the hit and not the vehicle. If the hit was a ram or collision then he takes one S3 hit (S4 for armoured vehicle rams and S5 for heavily armoured vehicle rams etc.) or takes the actual strength of the weapon. Even though the hit is from the weapon if it did multiple wounds it will still only do one per damage die to represent having to penetrate the vehicle first.
*If this hit causes the driver to become pinned, down, or out-of-action then the vehicle will immediately swerve again (if the damage result swerves the vehicle) and move d6" ahead. In future turns it will move out-of-control until the driver, or another fighter if there is suddenly no driver, as noted in the rules, takes back control of the vehicle.	

Location 2 - Fixed Weapon* - Armour 8	
D6 Result	Damage Result
1	The weapon's ammo clip has been destroyed. The weapon must be reloaded and cannot be fired next turn. The gunner may do nothing next turn except reload the weapon.
2	The weapon's barrel has been hit. The weapon may now only be fired with an additional -1 to hit. If this result is rolled again then an additional -1 to hit is applied. If this result is rolled a third time apply result '5' instead.
3	The weapon's ammo feed is destroyed. The weapon will repeatedly jam. After declaring your shot roll a d6. On a result of 4+ you may fire this weapon otherwise the gunner spends the turn clearing the jam instead. If this result is rolled a second time the d6 result will instead be 5+. If this result is rolled a third time apply result '6' instead.
4	The weapon's mounting hit. The weapon is not as sturdy as it was a moment ago. Apply an additional -2 to hit. If this result is rolled a second time apply result '6' instead.
5	The weapon is hit and badly damaged. It may not be fired any more this game. If this result is rolled a second time then apply result '6' instead. Also, if another result refers to this result and it is the second time for this result then apply result '6' instead.
6	The weapon's ammunition stores are hit. The weapon immediately explodes inflicting one strength 4 hit to the gunner or a random crewmember if there is no gunner at the time of the hit. The weapon may no longer be used this game but will be repaired for the next battle. In addition, future hits to this location will be applied to the crew location.
* If this location is already destroyed then further results are applied to the Crew Damage Table.	

<i>Location 3 - Crew* - Armour 8</i>	
<i>D6 Result</i>	<i>Damage Result</i>
1-3	Ricochet. Roll a d6. If you roll over the number of crew on board then nobody is hit. If you roll equal to or under the number of crew on board then on randomly selected crewmember is hit. If the hit was a ram or collision then he takes one S3 hit (S4 for armoured vehicle rams and S5 for heavily armoured vehicle rams etc.) or takes the actual strength of the weapon. Even though the hit is from the weapon if it did multiple wounds it will still only do one per damage die to represent having to penetrate the vehicle first.
4	One randomly selected crewmember is hit by a strength 2+d3 hit causing one wound. If the crewmember is taken down (not just pinned) then he is also thrown from the vehicle. Place the crewmember d3" in the direction determined by rolling the scatter die. He is not hurt further by being thrown from the vehicle in this manner.
5	One randomly selected crewmember is hit. If the hit was a ram or collision then he takes one S3 hit (S4 for armoured vehicle rams and S5 for heavily armoured vehicle rams etc.) or takes the actual strength of the weapon. Even though the hit is from the weapon if it did multiple wounds it will still only do one per damage die to represent having to penetrate the vehicle first. The crewmember must then roll equal to or under their initiative or be thrown from the vehicle. If the test is failed place the crewmember d3" in the direction determined by rolling the scatter die. Upon landing the thrown crewmember will take a S3 hit with no save allowed. Being thrown from a vehicle in this manner will pin the crewmember, even if no damage is done to him.
6	One randomly selected crewmember is hit. If the hit was a ram or collision then he takes one S3 hit (S4 for armoured vehicle rams and S5 for heavily armoured vehicle rams etc.) or takes the actual strength of the weapon. Even though the hit is from the weapon if it did multiple wounds it will still only do one per damage die to represent having to penetrate the vehicle first. The crewmember is then thrown from the vehicle. Place the crewmember d3" in the direction determined by rolling the scatter die. Upon landing the thrown crewmember will take a S3 hit with no save allowed. Being thrown from a vehicle in this manner will pin the crewmember, even if no damage is done to him.
* Please note that 'crew' is anyone but a driver on a vehicle. If there are no crew on board then this hit is taken on the Body Damage Table.	

<i>Location 4- Track – Armour 8</i>	
<i>D6 Result</i>	<i>Damage Result</i>
1-2	The shot ricochets harmlessly off the vehicle's tracks.
3	The track controller has been hit. All moves are halved for the rest of the game. This means slow speed is 3", combat is 6" and fast is 12" (6" and 6").
4	The hit jolts the vehicle and driver. The driver cannot react quickly enough and the vehicle swerves.
5	The hit destroys the track links. Some of the links on the tracks nearest the shot are destroyed. This causes the vehicle to constantly steer in one direction. From now on turns may only be made in the direction of that hit. If it is not clear which direction, i.e. from a shunt, then randomly determine the direction.
6	The track nearest the hit is cracked open and flies off. The driver utters an expletive as the vehicle swerves, moves 6" forward, and then rolls. At the end of the roll all fighters on board are thrown d6" in random directions. Roll a scatter die for each fighter. Each fighter will take a S4 hit when they land unless they can roll under their initiative first. All fighters are pinned at a minimum. If the vehicle survives the roll then its maximum speed is reduced to slow.

<i>Location 5 – Body – Armour 10</i>	
<i>D6 Result</i>	<i>Damage Result</i>
1-2	The hit causes minor structural damage to the vehicle. The vehicle is intact but one randomly selected piece of vehicle equipment is hit and is useless for the rest of the game on a d6 result of 4+. This is ignored if no vehicle equipment has been installed.
3	The hit causes a weak point in the vehicle's structure. All damage table rolls now have a +1 to them.
4	The hit is to the vehicle's suspension system. The vehicle immediately swerves and has its maximum speed reduced to slow for the remainder of the game.
5	The hit twists the vehicle's chassis. The driver can only hold tight as the vehicle immediately swerves, moves ahead 6" forward, and spins. All fighters on board, including the driver, must roll equal to or under their initiative or be thrown from the vehicle. If the test is failed place the fighter d3" in the direction determined by rolling the scatter die. Upon landing the thrown fighter will take a S3 hit with no save allowed. Being thrown from a vehicle in this manner will pin the fighter, even if no damage is done to him.
6	The hit snaps the vehicle's chassis. The driver utters an expletive as the vehicle swerves, lurches 6" forward, and then rolls. At the end of the roll all fighters on board are thrown d6" in random directions. Roll a scatter die for each fighter. Each fighter will take a S4 hit when they land unless they can roll under their initiative first. All fighters are pinned at a minimum. At the end of the roll the vehicle is crippled and immobilized.

<i>Location 6 – Engine – Armour 10</i>	
<i>D6 Result</i>	<i>Damage Result</i>
1-2	The hit is to the engine block. Reduce the vehicle's maximum speed by one category. If the vehicle can only move at slow speed at the time of the hit, by design or damage, then its speed is reduced to a maximum of 3" per turn.
3	The hit is to the vehicle's gearbox. All moves are halved for the rest of the game. This means slow speed is 3", combat is 6" and fast is 12" (6" and 6").
4	The hit strikes the drive shaft is just the right place. The vehicle grinds to a halt is immediately immobilized.
5	The hit is to the vehicle's fuel feed system. The driver breaks a sweat as the vehicle spins and is then immobilized. Roll a d6 for the vehicle at the start of each player's turn (yours and your opponent's). On a result of 4+ the vehicle immediately explodes as in result '6' and is crippled.
6	The hit is to the vehicle's fuel tank. The vehicle explodes. It is immediately moved d6" straight forward where it is crippled and immobilized. All fighters on board are thrown d6" in the direction rolled on a scatter die, take a S4 hit from the explosion, take a S3 hit from landing, and then are pinned at a minimum.



VEHICLE DAMAGE CHART WALKERS

Walker Damage Location Chart

D6 Roll	Location	Armour
1	Driver	8
2	Fixed Weapon	8
3	Crew	8
4-5	Legs	8
6	Power Plant	10

Location 1 – Driver – Armour 8	
D6 Result	Damage Result*
1	The driver is unharmed as the blast rocks the vehicle or bounces around the inside of the vehicle harmlessly.
2	The driver is violently jolted by the ram, collision, or shot. The driver must immediately take a driving test. If he rolls under his leadership then he maintains control. If the driver fails the test the vehicle will immediately swerve. In addition, if the driving test result was a '12' then the driver is thrown out of the vehicle after the swerve. Place the driver d3" in the direction determined by rolling the scatter die. He is not hurt, but is pinned.
3	The driver ducks behind the controls but is still hit by shrapnel from vehicle pieces or the shell exploding all around him. The driver is hit by a strength 2+d3 hit causing one wound.
4-6	The driver is caught unexpectedly by the shot. He actually takes the hit and not the vehicle. If the hit was a ram or collision then he takes one S3 hit (S4 for armoured vehicle rams and S5 for heavily armoured vehicle rams etc.) or takes the actual strength of the weapon. Even though the hit is from the weapon if it did multiple wounds it will still only do one per damage die to represent having to penetrate the vehicle first.
*If this hit causes the driver to become pinned, down, or out-of-action then the vehicle will immediately swerve again (if the damage result swerves the vehicle) and move d6" ahead. In future turns it will move out-of-control until the driver, or another fighter if there is suddenly no driver, as noted in the rules, takes back control of the vehicle.	

Location 2 - Fixed Weapon* - Armour 8	
D6 Result	Damage Result
1	The weapon's ammo clip has been destroyed. The weapon must be reloaded and cannot be fired next turn. The gunner may do nothing next turn except reload the weapon.
2	The weapon's barrel has been hit. The weapon may now only be fired with an additional -1 to hit. If this result is rolled again then an additional -1 to hit is applied. If this result is rolled a third time apply result '5' instead.
3	The weapon's ammo feed is destroyed. The weapon will repeatedly jam. After declaring your shot roll a d6. On a result of 4+ you may fire this weapon otherwise the gunner spends the turn clearing the jam instead. If this result is rolled a second time the d6 result will instead be 5+. If this result is rolled a third time apply result '6' instead.
4	The weapon's mounting hit. The weapon is not as sturdy as it was a moment ago. Apply an additional -2 to hit. If this result is rolled a second time apply result '6' instead.
5	The weapon is hit and badly damaged. It may not be fired any more this game. If this result is rolled a second time then apply result '6' instead. Also, if another result refers to this result and it is the second time for this result then apply result '6' instead.
6	The weapon's ammunition stores are hit. The weapon immediately explodes inflicting one strength 4 hit to the gunner or a random crewmember if there is no gunner at the time of the hit. The weapon may no longer be used this game but will be repaired for the next battle. In addition, future hits to this location will be applied to the crew location.
* If this location is already destroyed then further results are applied to the Crew Damage Table.	

<i>Location 3 - Crew* - Armour 8</i>	
<i>D6 Result</i>	<i>Damage Result</i>
1-3	Ricochet. Roll a d6. If you roll over the number of crew on board then nobody is hit. If you roll equal to or under the number of crew on board then on randomly selected crewmember is hit. If the hit was a ram or collision then he takes one S3 hit (S4 for armoured vehicle rams and S5 for heavily armoured vehicle rams etc.) or takes the actual strength of the weapon. Even though the hit is from the weapon if it did multiple wounds it will still only do one per damage die to represent having to penetrate the vehicle first.
4	One randomly selected crewmember is hit by a strength 2+d3 hit causing one wound. If the crewmember is taken down (not just pinned) then he is also thrown from the vehicle. Place the crewmember d3" in the direction determined by rolling the scatter die. He is not hurt further by being thrown from the vehicle in this manner.
5	One randomly selected crewmember is hit. If the hit was a ram or collision then he takes one S3 hit (S4 for armoured vehicle rams and S5 for heavily armoured vehicle rams etc.) or takes the actual strength of the weapon. Even though the hit is from the weapon if it did multiple wounds it will still only do one per damage die to represent having to penetrate the vehicle first. The crewmember must then roll equal to or under their initiative or be thrown from the vehicle. If the test is failed place the crewmember d3" in the direction determined by rolling the scatter die. Upon landing the thrown crewmember will take a S3 hit with no save allowed. Being thrown from a vehicle in this manner will pin the crewmember, even if no damage is done to him.
6	One randomly selected crewmember is hit. If the hit was a ram or collision then he takes one S3 hit (S4 for armoured vehicle rams and S5 for heavily armoured vehicle rams etc.) or takes the actual strength of the weapon. Even though the hit is from the weapon if it did multiple wounds it will still only do one per damage die to represent having to penetrate the vehicle first. The crewmember is then thrown from the vehicle. Place the crewmember d3" in the direction determined by rolling the scatter die. Upon landing the thrown crewmember will take a S3 hit with no save allowed. Being thrown from a vehicle in this manner will pin the crewmember, even if no damage is done to him.
* Please note that 'crew' is anyone but a driver on a vehicle. If there are no crew on board then this hit is taken on the Body Damage Table.	

<i>Location 4-5 – Legs – Armour 8</i>	
<i>D6 Result</i>	<i>Damage Result</i>
1-2	The hit causes minor structural damage to the vehicle. The vehicle is intact but one randomly selected piece of vehicle equipment is hit and is useless for the rest of the game on a d6 result of 4+. This is ignored if no vehicle equipment has been installed on the vehicle.
3	The hit causes a hydraulic fluid leak. You must roll a d6 at the start of each movement phase. On a result of '1' the vehicle has seized up and cannot move this turn.
4	The hit is to the vehicle's servomotors. The vehicle moves with a distinct limp. All moves are halved for the rest of the game. This means slow speed is 3", combat is 6" and fast is 12" (6" and 6").
5	The hit knocks out one of the vehicle's actuators. The driver can only look on as the vehicle swerves, lurches 6" forward and swerves again. In addition, the driver is having a hard time keeping the vehicle under control. He must roll a d6 at the start of his movement. On a result of '1' the vehicle will swerve first.
6	Nice hit. The shot blows parts of a leg clean off. The twisted remnants buckle under the stress and the vehicle crashes to the ground. The vehicle is not only immobilized, but also crippled. All fighters on board are automatically pinned.

<i>Location 6 – Power Plant – Armour 10</i>	
<i>D6 Result</i>	<i>Damage Result</i>
1	The hit destroys the vehicle's control gate. The vehicle must travel its full, maximum speed each turn.
2	The hit damages the power regulator. The driver must roll a d6 at the start of each turn. On a result of '1' the vehicle moves out-of-control instead of how he intended to move, even the driver is still in control.
3	The hit damages the flux capacitor. The vehicle freezes up repeatedly. The driver rolls a d6 at the start of each movement phase. On a result of 4+ the vehicle may move.
4	The hit causes a power drain. All moves are halved for the rest of the game. This means slow speed is 3", combat is 6" and fast is 12" (6" and 6").
5	The hit cracks the power plant housing. Irradiated and toxic fuels leak out of the power plant. At the start of each of your turns every fighter on board must roll a d6. On a result of '1' they take an automatic hit at S3 from the fumes. Injured fighters are not thrown from the vehicle. Skimmers must also roll for the vehicle itself each turn and on a result of '1' the vehicle detonates as in result '6' below. The timing of a skimmer explosion is before the fighters have to test for fumes.
6	Nice Shot!!! The hit strikes the power plant and detonates it. The vehicle explodes in place where it is crippled and immobilized. All fighters on board are thrown d6" in the direction rolled on a scatter die, take a S4 hit from the explosion, take a S3 hit from landing, and then are pinned at a minimum.



VEHICLE DAMAGE CHART WHEELED VEHICLES

Wheeled Damage Location Chart

D6 Roll	Location	Armour
1	Driver	8
2	Fixed Weapon	8
3	Crew	8
4	Wheel	8
5	Body	10
6	Engine	10

Location 1 – Driver – Armour 8	
D6 Result	Damage Result*
1	The driver is unharmed as the blast rocks the vehicle or bounces around the inside of the vehicle harmlessly.
2	The driver is violently jolted by the ram, collision, or shot. The driver must immediately take a driving test. If he rolls under his leadership then he maintains control. If the driver fails the test the vehicle will immediately swerve. In addition, if the driving test result was a '12' then the driver is thrown out of the vehicle after the swerve. Place the driver d3" in the direction determined by rolling the scatter die. He is not hurt, but is pinned.
3	The driver ducks behind the controls but is still hit by shrapnel from vehicle pieces or the shell exploding all around him. The driver is hit by a strength 2+d3 hit causing one wound.
4-6	The driver is caught unexpectedly by the shot. He actually takes the hit and not the vehicle. If the hit was a ram or collision then he takes one S3 hit (S4 for armoured vehicle rams and S5 for heavily armoured vehicle rams etc.) or takes the actual strength of the weapon. Even though the hit is from the weapon if it did multiple wounds it will still only do one per damage die to represent having to penetrate the vehicle first.
*If this hit causes the driver to become pinned, down, or out-of-action then the vehicle will immediately swerve again (if the damage result swerves the vehicle) and move d6" ahead. In future turns it will move out-of-control until the driver, or another fighter if there is suddenly no driver, as noted in the rules, takes back control of the vehicle.	

Location 2 - Fixed Weapon* - Armour 8	
D6 Result	Damage Result
1	The weapon's ammo clip has been destroyed. The weapon must be reloaded and cannot be fired next turn. The gunner may do nothing next turn except reload the weapon.
2	The weapon's barrel has been hit. The weapon may now only be fired with an additional -1 to hit. If this result is rolled again then an additional -1 to hit is applied. If this result is rolled a third time apply result '5' instead.
3	The weapon's ammo feed is destroyed. The weapon will repeatedly jam. After declaring your shot roll a d6. On a result of 4+ you may fire this weapon otherwise the gunner spends the turn clearing the jam instead. If this result is rolled a second time the d6 result will instead be 5+. If this result is rolled a third time apply result '6' instead.
4	The weapon's mounting hit. The weapon is not as sturdy as it was a moment ago. Apply an additional -2 to hit. If this result is rolled a second time apply result '6' instead.
5	The weapon is hit and badly damaged. It may not be fired any more this game. If this result is rolled a second time then apply result '6' instead. Also, if another result refers to this result and it is the second time for this result then apply result '6' instead.
6	The weapon's ammunition stores are hit. The weapon immediately explodes inflicting one strength 4 hit to the gunner or a random crewmember if there is no gunner at the time of the hit. The weapon may no longer be used this game but will be repaired for the next battle. In addition, future hits to this location will be applied to the crew location.
* If this location is already destroyed then further results are applied to the Crew Damage Table.	

<i>Location 3 - Crew* - Armour 8</i>	
<i>D6 Result</i>	<i>Damage Result</i>
1-3	Ricochet. Roll a d6. If you roll over the number of crew on board then nobody is hit. If you roll equal to or under the number of crew on board then on randomly selected crewmember is hit. If the hit was a ram or collision then he takes one S3 hit (S4 for armoured vehicle rams and S5 for heavily armoured vehicle rams etc.) or takes the actual strength of the weapon. Even though the hit is from the weapon if it did multiple wounds it will still only do one per damage die to represent having to penetrate the vehicle first.
4	One randomly selected crewmember is hit by a strength 2+d3 hit causing one wound. If the crewmember is taken down (not just pinned) then he is also thrown from the vehicle. Place the crewmember d3" in the direction determined by rolling the scatter die. He is not hurt further by being thrown from the vehicle in this manner.
5	One randomly selected crewmember is hit. If the hit was a ram or collision then he takes one S3 hit (S4 for armoured vehicle rams and S5 for heavily armoured vehicle rams etc.) or takes the actual strength of the weapon. Even though the hit is from the weapon if it did multiple wounds it will still only do one per damage die to represent having to penetrate the vehicle first. The crewmember must then roll equal to or under their initiative or be thrown from the vehicle. If the test is failed place the crewmember d3" in the direction determined by rolling the scatter die. Upon landing the thrown crewmember will take a S3 hit with no save allowed. Being thrown from a vehicle in this manner will pin the crewmember, even if no damage is done to him.
6	One randomly selected crewmember is hit. If the hit was a ram or collision then he takes one S3 hit (S4 for armoured vehicle rams and S5 for heavily armoured vehicle rams etc.) or takes the actual strength of the weapon. Even though the hit is from the weapon if it did multiple wounds it will still only do one per damage die to represent having to penetrate the vehicle first. The crewmember is then thrown from the vehicle. Place the crewmember d3" in the direction determined by rolling the scatter die. Upon landing the thrown crewmember will take a S3 hit with no save allowed. Being thrown from a vehicle in this manner will pin the crewmember, even if no damage is done to him.
* Please note that 'crew' is anyone but a driver on a vehicle. If there are no crew on board then this hit is taken on the Body Damage Table.	

<i>Location 4 – Wheel – Armour 8</i>	
<i>D6 Result</i>	<i>Damage Result</i>
1-2	A wheel has been punctured. The vehicle's speed is reduced by 2" at slow speed, 4" at combat speed, and 6" at fast speed.
3	A wheel has been hit and bursts. The vehicle's maximum speed is reduced to slow. If this was already the vehicle's maximum speed, from design or damage, then this hit is ignored.
4	A wheel is hit and buckles. The vehicle immediately swerves. There is nothing the driver can do but hold on.
5	A wheel is hit and is damaged. The vehicle immediately swerves, moves 6", then spins.
6	A wheel is hit and blown off. The driver has no time to react as the vehicle immediately swerves, moves 6" ahead, and then rolls. At the end of the roll all fighters on board are thrown d6" in random directions. Roll a scatter die for each fighter. Each fighter will take a S4 hit when they land unless they can roll under their initiative first. All fighters are pinned at a minimum. If the vehicle survives the roll then its maximum speed is reduced to slow.

<i>Location 5 – Body – Armour 10</i>	
<i>D6 Result</i>	<i>Damage Result</i>
1-2	The hit causes minor structural damage to the vehicle. The vehicle is intact but one randomly selected piece of vehicle equipment is hit and is useless for the rest of the game on a d6 result of 4+. This is ignored if no vehicle equipment has been installed on the vehicle.
3	The hit causes a weak point in the vehicle's structure. All damage table rolls now have a +1 to them.
4	The hit is to the vehicle's suspension system. The vehicle immediately swerves and has its maximum speed reduced to slow for the remainder of the game.
5	The hit twists the vehicle's chassis. The driver can only hold tight as the vehicle immediately swerves, moves ahead 6" forward, and spins. All fighters on board, including the driver, must roll equal to or under their initiative or be thrown from the vehicle. If the test is failed place the fighter d3" in the direction determined by rolling the scatter die. Upon landing the thrown fighter will take a S3 hit with no save allowed. Being thrown from a vehicle in this manner will pin the fighter, even if no damage is done to him.
6	The hit snaps the vehicle's chassis. The driver utters an expletive as the vehicle swerves, lurches 6" forward, and then rolls. At the end of the roll all fighters on board are thrown d6" in random directions. Roll a scatter die for each fighter. Each fighter will take a S4 hit when they land unless they can roll under their initiative first. All fighters are pinned at a minimum. At the end of the roll the vehicle is crippled and immobilized.

<i>Location 6 – Engine – Armour 10</i>	
<i>D6 Result</i>	<i>Damage Result</i>
1-2	The hit is to the engine block. Reduce the vehicle's maximum speed by one category. If the vehicle can only move at slow speed at the time of the hit, by design or damage, then its speed is reduced to a maximum of 3" per turn.
3	The hit is to the vehicle's gearbox. All moves are halved for the rest of the game. This means slow speed is 3", combat is 6" and fast is 12" (6" and 6").
4	The hit strikes the drive shaft in just the right place. The vehicle grinds to a halt and is immediately immobilized.
5	The hit is to the vehicle's fuel feed system. The driver breaks a sweat as the vehicle spins and is then immobilized. Roll a d6 for the vehicle at the start of each player's turn (yours and your opponent's). On a result of 4+ the vehicle immediately explodes as in result '6' and is crippled.
6	The hit is to the vehicle's fuel tank. The vehicle explodes. It is immediately moved d6" straight forward where it is crippled and immobilized. All fighters on board are thrown d6" in the direction rolled on a scatter die, take a S4 hit from the explosion, take a S3 hit from landing, and then are pinned at a minimum.