



Ash Nomads

NECROMUNDA GANG

By Chris Ward

Chris is a veteran gamer from Nottingham and has been playing for about six years. He has a huge Blood Angels army but is slowly building his Ork hordes because he just loves their crazy, unpredictable style! Apart from Warhammer 40,000 and obviously Necromunda (which he has been addicted to since its release) he plays Warhammer Quest, Blood Bowl, Epic 40,000 and Gorkamorka.

Chris was recently reading his back issues of White Dwarf when he came across the old Confrontation system, the forerunner to Necromunda, and stumbled across the original Ash Nomads. Being an obstinate sort, he simply had to make his own!

In the great Hive Cities of Necromunda, most people never see the outside world. They never see the sun, or breathe air that hasn't already been breathed by hundreds before them, and recycled over and over again. Of course, most people are happy living like this, or are at least aware that outside the Hives life is very different indeed. The whole surface of Necromunda is covered in a massive ash desert, full of toxins and corrosive chemicals. The sun is almost completely blocked out by a planet wide layer of toxic smog. However, for some people this is life. Where most Necromundans would die, the Ash Nomads traverse the ash dunes, up to hundreds of miles from Hive to Hive.

Ash Nomads survive in a variety of ways. From discovering and exploiting age-old Archeotech in the ash deserts that can once more be sold back to the Hive Guilders as raw materials, to acting as middlemen between traders, a vital link between Hives. There is another way to make a living, though, and that is to raid the Hives. Many transport vehicles in the ash wastes disappear without trace after Ash Nomads attack. Hive walls are strong, but there is a myriad of ways in to be found by the quick, the cunning, and those with a missile launcher. So here are the rules for including these masters of survival in the bleakest of wildernesses.

STARTING AN ASH NOMAD GANG SPECIAL RULES

Outlaws: Ash Nomads are not allowed inside the Hive at all. Many years since, their ancestors committed a crime and were expelled from the hive, to die. They are still being punished for that crime, but have learned to live with it. The Ash Nomads do not have a guild price.

Territory: Ash Nomads only have an *Ash Wastes* territory. They may work it in a special way as detailed later. Other territories may be worked as usual. However, *Guilder* contacts are particularly valued, because *Guilders* use the Ash Nomads as inter-hive couriers. For this reason the *Guilder Contact* territory income is not halved, as other territory income is.

Income: Ash Nomads collect income from scavenging in their wastes as detailed later.

Trading: Ash Nomads roll on the Outlaw Trading Post as normal.

Hired Guns: Ash Nomads may hire any Hired Guns except for Bounty Hunters, but this is only for one game. After each game the Nomads retreat into the Ash Wastes, and the Hired Guns will not follow. New Hired Guns may be generated before each game.

Starvation: Nomads are a very hardy people; they wouldn't be able to survive in the Ash Wastes if they had to eat rat burgers on a

regular basis. Ash Nomads only require 2 Creds each rather than the normal 3 in order to avoid starvation.

Bounty: The Ash Nomads are each worth a bounty equal to their total cost, just like any outlaw.

Capture: No special rules apply to Ash Nomads concerning capture.

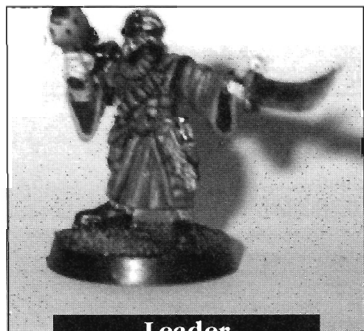
Scenarios: Ash Nomads roll on the outlaw scenario table.

Ammo: It is difficult to keep and maintain some weapons in the ash wastes, so some Nomad weapons have different ammo rolls (See later).

Equipment: All Nomads have respirators (included in their cost). Without them they would certainly die outside the Hive.

Hardy: Ash Nomads only require two creds of food per game instead of the usual three.

Treacherous Conditions: Ash Nomads are not affected by any of the High Winds (p21-26), or Ash Layer (p64), as they have been brought up to cope in these conditions outside the Hive.



Leader

1 NOMAD LEADER 120 creds

The Nomad Leader is an inspirational character who has lived in the Ash Waste Desert all his life. To survive at all in these conditions is difficult, but to survive for as long as he has is legendary.

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

Leader: All the leader rules apply to the Nomad leader (pinning and Ld etc).

Weapons: The Nomad Leader may be given any equipment from all the Nomad lists except the heavy weapons list.

Initial Experience Points: 60+D6



Heavy

0-2 NOMAD HEAVIES 65 creds

Nomad Heavies specialise in armour busting. The Nomads need to break into the Hive and knock out transports to perform raids.

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

Weapons: The Nomad Heavy may be given any weapons from any of the Nomad weapons lists. However, at least one Nomad Heavy must be armed with either krak grenades, krak Missiles and a Missile Launcher, a Lascannon, Autocannon, Heavy Plasma Gun or Melta Bombs. This means that you could not have two Heavies, one with a Heavy Bolter and one with a Plasma Gun for example. However, if one of these Heavies had krak grenades this would be fine. This is to allow access to the Hive even if it becomes sealed up.

Initial Experience Points: 60+D6

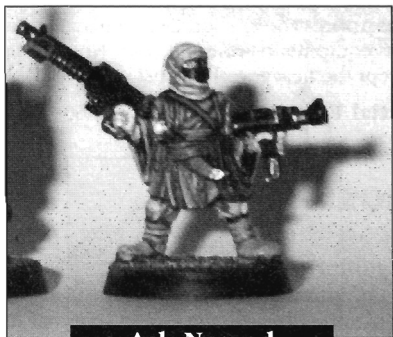
NOMADS 55 creds

Every Nomad is an absolute master of survival, able to walk hundreds of miles across the poisonous ash desert, and only eat and drink once every 'blue moon'.

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 basic, pistol, close combat and grenades and shells lists.

Initial Experience Points: 20+D6



Ash Nomad

NOMAD JUVES **30 creds**
Although young and relatively inexperienced, every Nomad has to be a master of survival from the minute of birth. It is not long before these young Nomads either join the fight or die in the appalling conditions of Necromunda.

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

Weapons: Nomad Juvies may be armed with weapons from the pistol, close combat and grenades and shells lists.

Equipment: All Nomads have respirators (included in their cost above). Without them they would certainly die outside the hive.

Initial Experience Points: 0



Juve

ASH NOMAD WEAPONS

In the toxic wastes that are the ash deserts of Necromunda ammunition is often hard to come by, especially rare ammo, and some weapons are completely worthless. For instance flamers are of little use in high wind. For these reasons Ash Nomads tend to use laser weapons and those which fire at a slower rate with more effect, so there is as little waste as possible. The following weapons lists therefore include new ammo rolls for some weapons, and some are missing completely.

Close Combat Weapons	Cost
Knife.....	free/5 creds
Sword.....	10 creds
Club/Maul/Bludgeon.....	10 creds
Massive Sword/Axe.....	15 creds
Chains, Flails.....	10 creds
Chainsword.....	25 creds

Pistol Weapons	Cost	Ammo Roll
Plasma Pistol.....	25 creds	4+
Stub Gun.....	10 creds	4+
Autopistol.....	12 creds	5+
Laspistol.....	15 creds	2+

Basic Weapons	Cost	Ammo Roll
Lasgun.....	25 creds	2+
Autogun.....	17 creds	5+
Shotgun.....	17 creds	5+ (solid & scatter)

Special Weapons	Cost	Ammo Roll
Plasma Gun.....	70 creds	4+
Meltagun.....	95 creds	4+
Grenade Launcher.....	130 creds	auto
Bolter.....	35 creds	6+

Grenades and Shells	Cost/Ammo Roll
Frag Grenades.....	30 creds.....auto
Krak Grenades.....	30 creds.....auto
Dum Dum Bullets.....	5 creds.....auto
Krak Missiles.....	115 creds.....auto
Frag Missiles.....	35 creds.....auto

Heavy Weapons Cost/Ammo Roll

Heavy Stubber.....	110 creds.....	5+
Missile Launcher.....	110 creds.....	auto
Lascannon.....	400 creds.....	4+
Heavy Plasma Gun.....	285 creds.....	4+
Autocannon.....	280 creds.....	5+

GAINING EXPERIENCE

Experience Points	Title	
0-5	Nomad Juve	1
6-10	Nomad Juve	
11-20	Nomad Juve	
21-30	Ash Nomad	2
31-40	Ash Nomad	
41-50	Ash Nomad	
51-60	Ash Nomad	
61-80	Survivor	3
81-100	Survivor	
101-120	Survivor	
121-140	Survivor	
141-160	Survivor	
161-180	Survivor	
181-200	Survivor	
201-240	Survival Master	
241-280	Survival Master	
281-320	Survival Master	
321-360	Survival Master	
361-400	Survival Master	
401+	Survival Expert	4

1=Starting level for Juves.

2=Starting level for Nomads.

3=Starting level for Nomad Leaders and Heavies.

4=Anyone reaching this level may not improve any further.

Nomad Advances: Nomads roll on the usual advance table, and their maximum values for characteristics are the same as standard, gang fighters. There is a new skill list available only to Nomads. The Nomad Skills

list shows who may take these skills. The new Nomad skills are detailed below.

As usual, when a Nomad Juve acquires 21 experience points he may gain Nomad skills (i.e shooting skills), and he may have Nomad basic weapons bought for him.

NOMAD SKILLS**D6 Roll Skill**

1 Loner. May not be taken by the gang leader. This skill allows pinned models to attempt to escape from pinning even if there are no friendly models within 2", just like leaders.

2 Dealer. Nomads only. This skill means the Nomad adds +D3 rare trades when he accompanies the leader to the trading post, instead of just +1.

3 Nerves of Steel. Exactly the same as the ferocity skill.

4 Steady. A model with this skill which does not move in its turn may not be pinned by enemy fire.

5 Explosives Expert. A model with this skill may plant any grenade where he stands in the shooting phase, instead of shooting. The grenade will then detonate in the shooting phase of a nominated turn, either your own or your opponents.

6 Resilient. A model with this skill can re-roll injuries just like Ratskins can.

ASH NOMAD SKILL TABLE

Skill	Juve	Nomad	Heavy	Leader
Agility	-	-	-	Y
Combat	-	-	-	Y
Ferocity	-	-	-	Y
Muscle	-	-	Y	Y
Shooting	-	Y	Y	Y
Stealth	Y	Y	Y	Y
Techno	-	-	Y	-
Nomad	Y	Y	Y	Y

THE ASH WASTES

The Ash Nomads move back to either outside of the Hive, or a section of the Hive where the outer wall is breached, and the ash deserts

have blown in, after each fight, unless they decide to hold another territory that they capture. The Ash Wastes Territory has a varying effect after each game. Gangers may be able to scavenge a variety of age old waste products and mineral deposits; roll a D6 before determining income and consult the following table.

D6 Roll Result

1 The Nomads can find nothing much of value in the wastes. They can only scavenge as normal for D6 creds each.

2-4 There may be some mineral streaks under the ash sands. Each Nomad may scavenge as normal, but if a 6 is rolled then they find another D6 creds worth of 'stuff'. If a further 6 is rolled another D6 creds are found etc.

5 The Nomads find a colony of animals that have somehow survived, mutated and twisted in the ash desert. As well as scavenging for D6 creds the gang may eat the animals. This means that they don't have to spend 2 creds per model. However, on a roll of a 1 a randomly determined model must miss the next game through food poisoning.

6 The Nomads find a supply convoy and ambush it. No income may be earned by scavenging but the supplies from the convoy earn the gang 2D6 x 5 creds.

THE MODELS

By now it may well have occurred to you that the ideal models to represent the Nomads, who live in the Ash Deserts of Necromunda are Tallarn Desert Raiders. These models, when painted up in a suitably grubby, unwashed manner, are ideal Nomads. The sergeant models make excellent close combat Gangers, and are easy to convert. Also many Nomads use Lasguns, which most Tallarn Desert Raiders are armed with, and with the Necromunda weapons sprue you should have no problems fielding an Ash Nomad gang.

TIPS AND TACTICS

The Ash Nomads work similar to an Outlaw Delaque gang, but with a few major differences. The Nomads aren't as agile as the Delaques, but, with the special Nomad skills, they can be used effectively on their own, (i.e. single Gangers) and can take a lot of punishment before they are disabled. The Nomad skills should be carefully used, as they can provide many advantages.

The Ash Nomads may at first seem weak in close combat, but in fact can stop close combat gangs before they even get close. Using the *Explosives Expert* skill with gas grenades which stay in place can be particularly effective.

Finally, if you can, try to get a *Guilder Contact* Territory.

Good luck with your Ash Nomads, and may your bottle be forever full!



'The Waste Wanderers' – Ash Nomad Gang