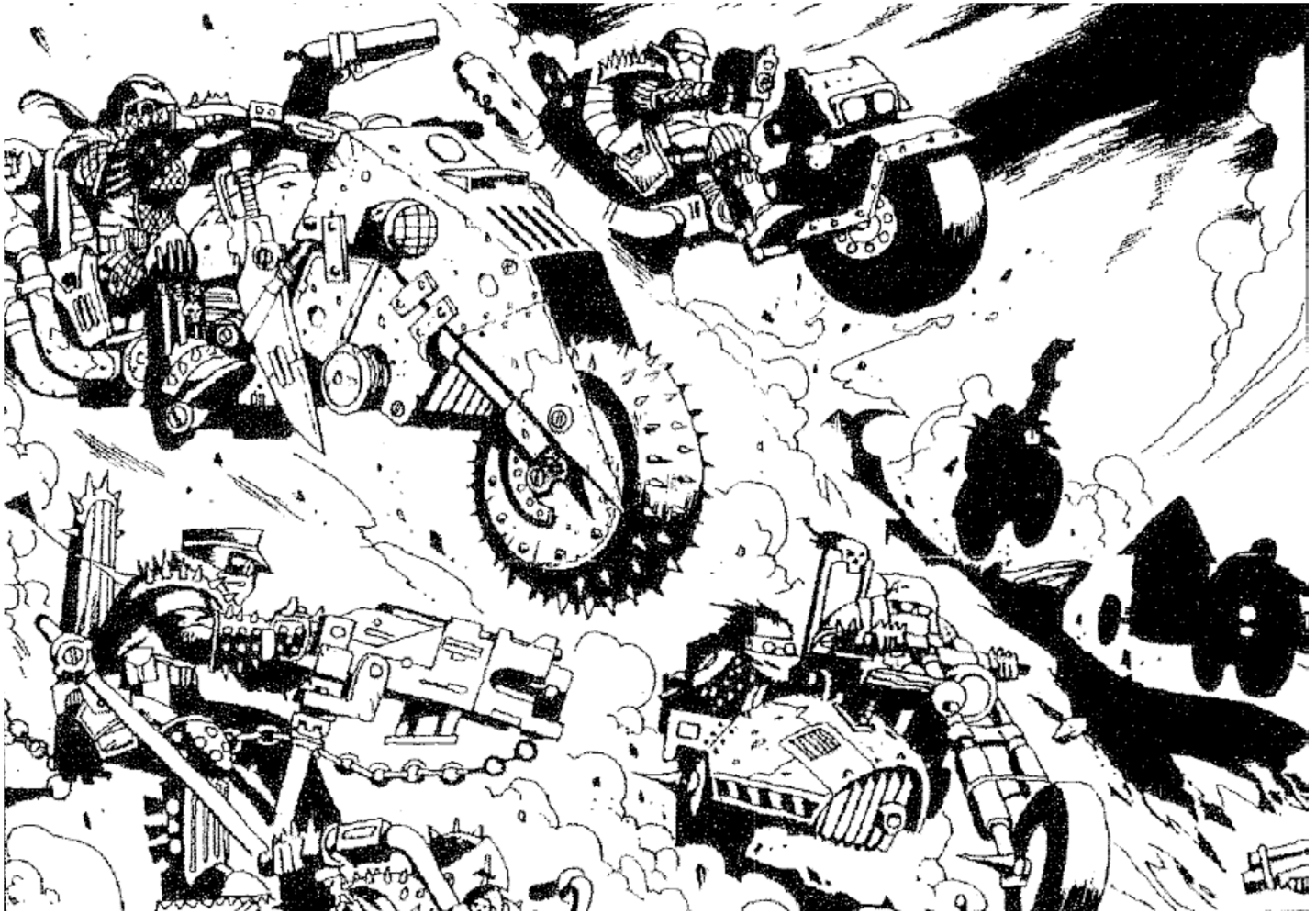


HOUSE CATALLUS (ASH WASTES NOMADS) GANGS



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 underestimated 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.

GANG COMPOSITION

An ash wastes nomads gang must follow these rules when it is founded, and when new fighters are added to the gang.

- There must be one Leader (if the Leader is killed, see page 24 of Gang War)
- There can be no more than two Champions, plus one for every full 10 Reputation the gang has – for example, a gang with Reputation 24 could have up to four Champions
- The total number of Gangers in the gang must be equal to or higher than the total of other fighters (Leaders, Juves, and Champions) in the gang, not counting Hangers-on (see page 16 of Gang War II)
- A fighter can be equipped with a maximum of three weapons. Weapons with the Unwieldy trait take up the space of two weapons – these are marked with an asterisk (*) in the equipment list



SKILL ACCESS

Ash wastes nomads fighters have access to the following skills

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	Secondary	--	Secondary	Primary	--	Primary	Primary	--
Champion	--	Secondary	Secondary	Primary	--	--	Secondary	Primary
Juve	Secondary	--	Secondary	Primary	--	--	--	--
Specialist	Secondary	---	Secondary	Primary	--	--	Primary	--

FIGHTERS

A starting Ash Wastes Nomads gang is made up of the following fighters:

LEADER.....120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	3	4+	2	4+	5+	5+	5+



EQUIPMENT

An Ash Wastes Nomads Leader is equipped with a respirator and flak armor. They have no equipment restrictions.

STARTING SKILL

Ash Wastes Nomads Leaders start with on skill chosen from their Primary skill sets.

CHAMPION.....95 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	3+	3	3	2	4+	2	5+	6+	6+	6+

EQUIPMENT

An Ash Wastes Nomads Champion is equipped with a respirator and flak armor. They have no equipment restrictions. At least one *must* be armed with one of the following: meltagun, krak grenades, demo charges, grenade launcher (with frag and krak grenades)

STARTING SKILL

Ash Wastes Nomads Champions start with on skill chosen from their Primary skill sets.



JUVES.....30 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6+	5+	5+	3	3	1	3+	1	7+	8+	8+	8+

EQUIPMENT

An Ash Wastes Nomads Juve is equipped with a respirator. They can be equipped with Pistols and Close Combat Weapons, but cannot be given any weapon that is worth more than 20 credits.

GANGERS.....55 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	4+	1	6+	7+	7+	8+

EQUIPMENT

An Ash Wastes Nomads Ganger is equipped with a respirator and flak armor. They can be equipped with basic Weapons, Close Combat Weapons, Grenades, Pistols, and Wargear

WEAPONS AND EQUIPMENT

UNRELIABLE

In the Ash Wastes parts and quality is less readily available than in the Underhive. As such, Ash Wastes Nomads gangs’ weapons are more likely to run out of ammo or jam. Consult the following table to determine the new ammo rating for ALL weapons used by the Ash Wastes Nomads (note this applies to weapons looted, stolen, etc. not just those bought from the gang armory). “AUTO” below means the weapon will automatically jam or run out of ammo if an ammo symbol is rolled. Note this does not apply to “reclaimed” weapons as they are already affected by this rule.

Old Ammo Roll	New Ammo Roll
2+	3+
3+	4+
4+	5+
5+	6+
6+	AUTO

NEW WEAPONS

The Ash Wastes Nomads use a couple of pieces of unique equipment all but unseen in the Underhive. These have become as iconic to the gang as their respirators.

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.

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
Double Bladed Knife	-	E	-	-	S	-1	1	-	Melee, Backstab, Parry



ASH WASTES NOMADS EQUIPMENT LIST

Weapons

Basic Weapons

- Reclaimed Autogun.....10 credits
- Sawn-off shotgun.....10 credits
- Shotgun
(with solid and scatter ammo)..... 20 credits
- Combat shotguns
(with salvo & shredder ammo).....50 credits
- Blunderbuss.....20 credits

Close Combat Weapons

- Double bladed knife.....20 credits
- Flail.....20 credits
- Chainsword.....25 credits
- Maul.....10 credits

Pistols

- Stub gun.....3 credits
- Reclaimed Autopistol.....5 credits
- Bolt pistol.....45 credits
- Plasma pistol.....45 credits

Special Weapons

- Grenade launcher
(with frag & krak grenades).....50 credits
- Plasma gun..... 95 credits
- Melta gun..... 130 credits
- Long rifle (0-1).....30 credits

Heavy Weapons

- Harpoon launcher* 110 credits
- Heavy stubber* 120 credits
- Heavy bolter* 155 credits

Wargear

Armour

- Flak armour.....10 credits
- Mesh armour.....15 credits

Wargear

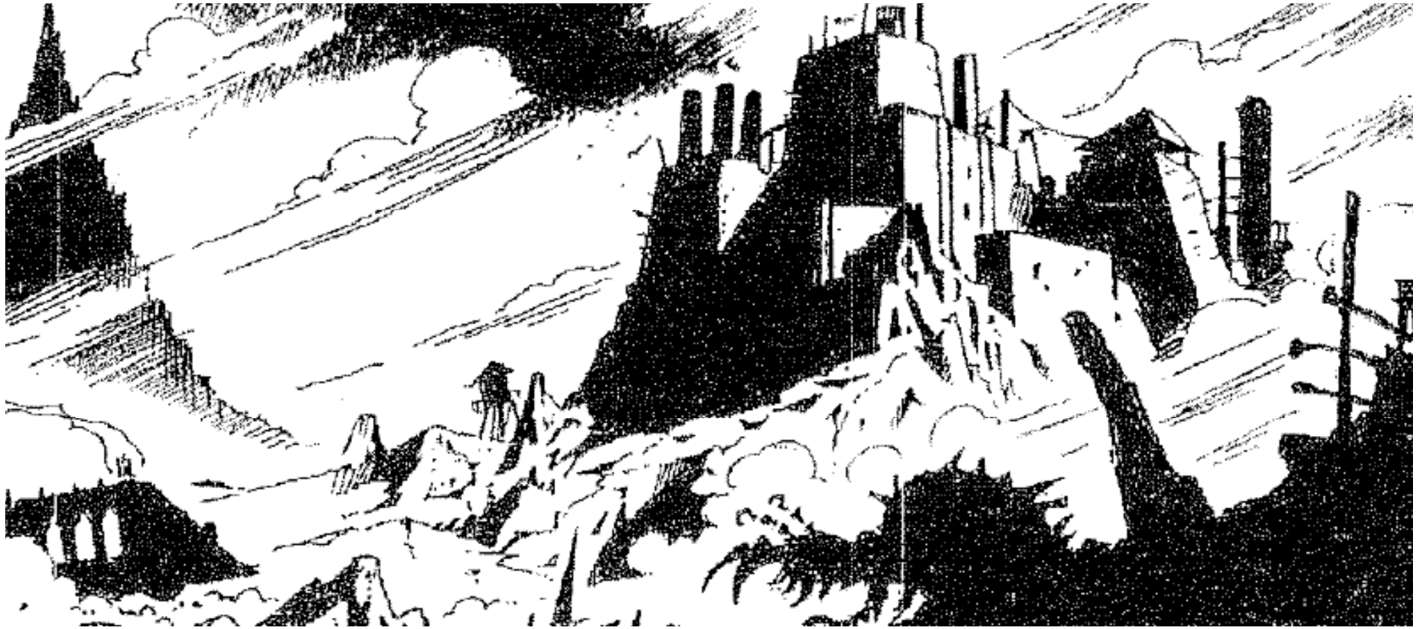
- Dumdum rounds (for stub gun)...5 credits
- Respirator.....15 credits
- Telescopic sight.....25 credits
- Photo goggles.....35 credits

Grenades

- Blasting charges.....25 credits
- Frag Grenades.....30 credits
- Krak Grenades.....45 credits
- Demo charges.....45 credits

ADDITIONAL RULES

Ash Wastes Nomads are not just another gang. Typically they enter the hive via a breach they make or some disused tunnels. As such, they tend to function a little differently.



Outlaws

Ash Wastes Nomads exist outside of the normal societal structure of the underhive. As such they also tend to prey upon merchant and guild convoys and raid settlements. This means they are considered by the Guild and by the local enforcers to be outlaws. They follow all the rules for Outlaw gangs on page 38 of the Book of Judgement.

ASH WASTES CAMPAIGNS

A campaign that is set in the ash wastes will be much tougher than a standard campaign and definitely much more about survival. As such any campaigns set in the ash wastes will always use the following rules:

Dark Uprising

The chaotic nature of the Dark Uprising campaign suits an ash wastes setting quite well. However, it is modified using the Survivors of Apocalypse rules in the Book of Ruin. In addition, all territories are ruined.