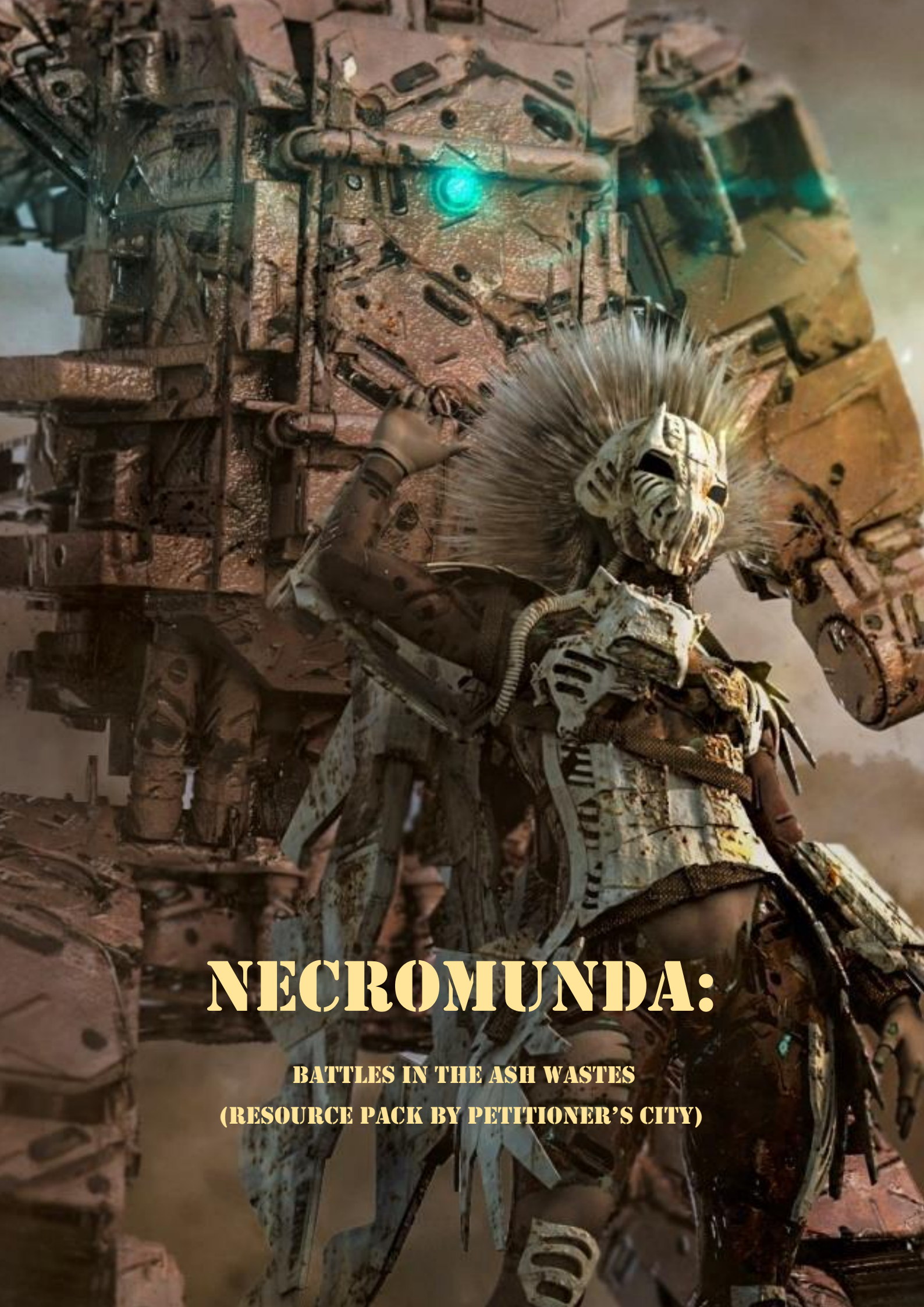


A Necromunda character, a small, armored figure with a white, mask-like head and a large, spiky, grey mohawk. The character is wearing a dark, heavily detailed suit with various mechanical and organic components. They are standing in a dark, industrial environment with large, rusted metal structures and glowing green lights in the background. The character's right arm is raised, holding a small, glowing green object.

# **NECROMUNDA:**

**BATTLES IN THE ASH WASTES  
(RESOURCE PACK BY PETITIONER'S CITY)**

# NECROMUNDA

## RULES SUPPLEMENT

### BATTLES IN THE ASH WASTES

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# THIS SUPPLEMENT

This supplement allows you to play battles in the Ash Wastes during your campaigns of Necromunda, as a kind of 'plug in and play' set of rules that can be used in ongoing or new campaign.

These rules owe a lot to *Gorkamorka*, the original *Ash Wastes rules* presented in Citadel Journal, Gang War and the Fanatic Necromunda Magazine, as well as more modern interpretations in *Speed Freeks*, and the fan rules of Crow Industries (which you can access [here](#)).

## THE ASH WASTES

*Necromunda is an ancient world; its endless ash deserts littered with half-buried ruins and lost settlements and only the nomadic tribes and mutant creatures who walk the wastes truly know what lies beyond the walls of the hive cities. However, certain locations in the Hives see contact between the hivers and outside.*

*Most important of Hive Primus's gates, Port Mad Dog sits between three worlds – the Hive City, the Underhive and the Ash Wastes. The gangs who operate in the Port often attempt to work in all three, working contracts, obtaining domains and exploring in each, where possible. The shanties and outer settlements outside the Great Ash Gate of the Port, however, recede into the wastes and underground tunnels that cover most of Necromunda. As such, the gangers of the Port require rides to fully succeed in the expanse, enabling them to watch – or seize – caravans and quickly attack other gangs' domains. Others use them to compete in legitimate and less-than-legitimate settlement and wild way races. What they might use varies. Sometimes gangs use banged up, repurposed Munitorum and Guild conveyors, sometimes a gang might dare to ride in scrap assemblages attached to an engine and wheels, sometimes gangs access sophisticated skimmers or walkers, and sometimes they rely on tried and tested beasts of burden. These rides and mounts give gangs a little bit of leeway to pursue their gang war and serve their Clans and Benefactors*

# FOUNDING GANGS FOR THE ASH WASTES

## NEED TO BREATHE

All fighters should have either Filter Plugs, a Respirator or an Industrial Respirator. If they do not, then they will have this added to their cost during a scenario (see later)

## RECRUITING MOUNTS

In addition to their starting 1000 credits, gangs can spend up to 250 **vehicle credits** on Ash Wastes Mounts – vehicles, bikes and beasts – for special scenarios set in the Wastes beyond Port Mad Dog. Any credits not spent can be saved for use in the campaign. Normal credits may not be spent on vehicles.

See later in this handout for the costs of Mounts (vehicles and riding beasts).

## ADDITIONAL MOUNTS

During the campaign, a gang may purchase more beasts and vehicles, and/or upgrade existing ones.

The amount allotted for this relates to the gang's Turf, Territories or Rackets. If playing a Dominion Campaign, Law & Misrule Campaign, etc., the gang gains an extra 50 vehicle credits to spend on new vehicles or upgrades for each Territory/Racket it gains in addition to its starting amount.

Similarly, if a gang loses a Territory it loses 50 vehicle credits for the vehicle income, and must either remove vehicles or upgrades enough to fit into the income it has.

A gang, however, will always have a minimum of 250 vehicle credits allowance, and cannot fall below this, even if it has less than its starting Territories/Rackets.

Any weapons a gang owns in its Stash (be it bought, found or gained another way) may be fitted to vehicles as fixed weapons – but these may not be removed from the vehicle once fitted.

Otherwise, a gang may not use its normal credits to upgrade existing vehicles or buy more vehicles.

## SPECIAL CONSIDERATION: NEOTEKS

In our House Rules, Neoteks ride a free bike with the skimmer upgrade; however the maximum move of the Neotek's Grav-Cutter is 7", not 12".

# USING VEHICLES AND BEASTS

## TYPES OF MOUNTS

There are three kinds of mounts in the game.

- Bikes or riding beasts usually only carry a single fighter, giving them very high speed but offering little protection.
- Vehicles or big beasts can carry several fighters, and give substantial protection to passengers.
- Caravans are featured in the Caravan Heist scenario, and are considered tough to destroy – however many of the rules below apply to caravans as well.

## DRIVERS AND PASSENGERS

Each mount, whether it is a bike, a riding beast, a vehicle or a big beast, has a key rider, who is the *driver* of the vehicle in a given battle. The driver and the vehicle/beast are treated as a single model during the battle, unless your driver leaves the vehicle or becomes incapacitated. If the vehicle is taken Out of Action, the driver is too. Please note, caravans' drivers are not members of the gang.

Any other fighters on a vehicle are *passengers*. Some mounts may not have passengers, but the larger they are the more they can have. On bikes and riding beasts, only members of the gang, not hangers on, brutes or hired guns, may drive or ride in them – all fighters take up 1 space on the bike. On vehicles, most fighters take up 1 space, but Slave Ogryn gang fighters and all gangs' Brutes take up the space of two passengers on a vehicle. For both bikes and vehicles, exotic beasts and servo skulls do not take up any passenger spaces, however.

## MOVEMENT

Mounts move differently from fighters-on-foot.

Movement is done by the driver in lieu of other actions they may do – there are four movement actions for mounts which drivers perform if they wish to move:

- Drive (Basic)
- Charge (Double)
- Fast Speed (Basic)
- Slow Speed Manoeuvre (Double)

Drivers may only make a single drive (Basic) or Charge (Double) action during a round; any other movement actions they make must be Fast Speed or Slow Speed Manoeuvre.

## Drive (Basic)

When doing this, the vehicle may move up the movement characteristic of the vehicle. It may not climb vertically upwards or downwards, nor use stairs.

A vehicle or mount may only cross a gap equal to half the length of its base, and it may only leap a gap to a lower level rather than the same level or a higher level.

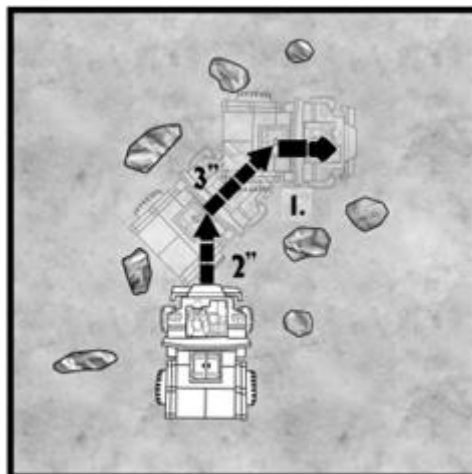
Finally, during a Drive (Basic) action, a mount can make up to two turns:

## Turning

In reality, a turning mount describes an arc, which we represent by a series of pivots of up to 45° to the left or right. A vehicle can turn up to twice during a Drive (Basic) action.

During that movement it may make two turns. Each turn can be up to 45° and the vehicle may not move less than 1" or more than half its Movement before a turn, and it must move at least 1" after each turn. Too slow and it's not able to traverse the turn, too fast and the driver will struggle to keep control. Note that a vehicle must move at least 1" before turning, it cannot turn at all if it does not move.

Astute players will also take note that vehicles pivot about their midpoint rather than from their front. This actually makes the turns slightly tighter and looks more convincing too.



*A Goliath vehicle with Movement 6" wants to get through a narrow gap in some rocks using its Move engines. The player controlling it makes it move 2" and then turns it 45°. It then has 4" of movement left and one turn. It may not move 4" and turn though – that's too fast to make the turn! Instead it can move 3" and then make a second 45° turn. The vehicle then needs to make a 1" movement to complete the turn.*

## Charge (Double)

A driver may also do a Charge (Double) action with their mount, either ramming, riding up to or riding over their target.

The mount moves by its Movement, adding half its Movement characteristic to the distance, as with a normal charge, in a straight line at the target. All unarmed attacks and attacks made using the fighter or mount's strength gain +1 Strength when Charging.

If a mount charges a vehicle/big beast or a stationary object like a door, it simply stops at the target and makes Close Combat Attacks as normal.

However, when a mount Charges a fighter-on-foot or a bike/riding beast, they can choose either to *stop* their charge at the target, or they make choose to *run over* the target.

- If they stop at the target, complete the close combat as normal, with each party making attacks as normal.
- If running over the target, the mount does not stop at the Enemy target, instead making its full Charge Movement (M + half") in a straight line bisecting the target. This occurs as long as there is space for the mount to proceed, including *over* the target.

A bike/riding beast's driver may only make a maximum of two Attacks against the enemy with either one of their weapons with the Melee trait, unarmed attacks, or one Sidearm.

A vehicle/big beast makes one unarmed attack using the vehicle's Strength.

If they survive the attack, the enemy fighter must pass an Initiative test in order to make any reaction attacks against the mount.

If the charge means that the mount encounters another enemy, combat may occur again. If the terrain prevents the charge from continuing, the charge stops.

Please note, flyers may only charge other Flyers.

### **Fast Speed (BASIC)**

If a driver wishes to make a second movement-based action during their activation after either Driving or Charging, they must make a Fast Speed (Basic) action, pushing the mount dangerously hard. A bike or riding beast can move up to its total movement, while a vehicle or big beast can move up to half its total movement. You may not make any turns during this action. Perform an Initiative test before moving, applying a -1 modifier if you move more than half its total movement. If passed, the movement succeeds as planned. If failed, roll a D6.

#### **D6 Result**

- 1 The vehicle spins – roll a scatter dice to determine which direction it's now facing
- 2 Move the vehicle D6" forward and then roll a scatter dice to see which way it's pointing.
- 3 Roll a D6 to determine which direction to turn the vehicle 45° (1 – 3 left, 4 – 6 right). Then move the vehicle D6" forward.
- 4+ Move the vehicle only D6" forward.

### **SLOW SPEED MANOEUVRES (3-Point Turns)**

This might come as a surprise but taking the time to perform tricky reverse moves is not a particularly good idea in combat! Vehicles can reverse but it's very slow compared to all other movement. That said if you get into a tight spot you'll have no choice!

To reverse you'll need to perform a Slow Speed Manoeuvre (Double) action. This happens instead of normal movement. During it you may move 3" in total split into three 1" increments. After each 1" move you may make a turn of up to 45°. These 1" moves can be forwards or backwards.

## **EMBARKING AND DISEMBARKING**

Many mounts can carry passengers; to get onto a mount, be it your own or an enemy's, you must embark it. To get off, usually you would want to safely disembark.

A model may embark a mount by being within 1"; if they are they may perform an Embark (simple) action. The fighter then becomes a passenger.

Similarly, a model on a mount – be it the driver or a passenger – can disembark by performing a Disembark (Simple) action.

### **Charging at a mount**

Generally you have to board a mount to perform close combat attacks against it. However, if the vehicle is stationary (it did not move in the last round, and hasn't moved yet this round), perform a charge as normal, and then perform attacks as normal, picking which part of the vehicle you are attacking. When the mount makes reaction attacks, the vehicle/big beast or the driver of the bike/riding beast makes reaction attacks as normal.

### **Charging on or off a Mount**

However if a vehicle has moved, you need to board it. During mounted combat in the Badlands, often gangers will board enemy mounts or jump off their own to attack the enemy.

A vehicle/big beast can be boarded. Any fighters on the ground may make a Charge and Embark (Double) action. They charge as normal directly towards an enemy vehicle/big beast, and embarks the mount if they reach within 1". If they do not have sufficient movement to get within 1", they must stop at the maximum distance of their charge. If they board the mount, they can immediately make a free Fight (Basic) action against the driver, passengers or vehicle in order of priority (1) any passengers, (2) either the driver or any part of the vehicle itself.

A fighter on a mount may make a charge action from the vehicle. Place the fighter in base-to-base contact with the vehicle, they then make a standard move directly towards an enemy fighter or biker/rider, becoming Engaged or boarding another mount if they reach within 1". If they do not have sufficient movement to get into base to base contact, they must stop at the maximum distance of their charge. If they are Engaged at the end of this move, or boarded the enemy vehicle, they can immediately make a free Fight (Basic) action.

To charge onto another vehicle from their vehicle, however, fighters need to leap. The vehicle should be within their Move distance, and the fighter must make an Initiative test, with a -1 modifier if the target vehicle has moved already that Round. If failed, they fall to the ground and are pinned, suffering one S3 Damage 1 hit if ground-vehicles, or one S5 Damage 1 Ap '-1' if a flyer. If successful, they complete their charge and embark the other vehicle.

### **Fighting and Retreating**

If a bike/riding beast or vehicle/big beast is engaged in combat by a fighter external to it, they may either perform fight (basic) actions using the vehicle's WS, S and A, or perform a Retreat (Basic) action. The driver or a bike or riding beast must pass an Initiative test as normal to move D6", but a vehicle automatically moves D6". Each enemy fighter that is Engaged with the mount can attempt reaction attacks as normal if they pass an Initiative check.

If enemy fighters are on the mount, the driver and any passengers may attempt to fight them off. Drivers of vehicles/big beasts may only make unarmed attacks, while drivers of bikes/riding beasts with sidecars may use one sidearm or melee weapon.

### **Passenger Actions**

Passengers have restricted actions as long as they are on a vehicle. They may shoot their own weapons, or use the fixed weapons of bikes/riding beasts and vehicles/big beasts. If a mount has moved more than 6", they suffer a -1 penalty to their BS when shooting their own weapons but fixed weapons are unaffected.

They may perform fight (basic) actions against enemy passengers or enemies engaged with the mount.

Finally, if a driver is ever incapacitated – either seriously injured or out of action – a passenger can perform a Takeover (Simple) action. If they pass an Intelligence test, they become the driver of the mount. A seriously injured driver becomes a passenger, unless the new driver flings them overboard, in which case they suffer a S3 D1 hit (or if from a flyer, a S5 D1 Ap-1 hit).

### **Being Pinned and Seriously injured**

When a mount is struck by fire, its driver and passengers may become pinned. This affects them differently than on the ground.

If a mount is ever subject to something which would see the driver be pinned (stunned or shaken in driving parlance), the driver and any passengers must take an Initiative test. If the test is passed, a fighter ignores the effects of pinning. If they fail, the fighter is pinned as normal. Seismic and Flash attacks will pin a driver or passenger automatically if they are hit by them.

If passengers are ever subject to something which sees them pinned, other passengers and the driver are unaffected.

If a vehicle's driver is ever seriously injured or goes out of action, the vehicle spins using the scatter dice, then moves D6" in that direction, and then all passengers must test to see if they are pinned. A bike is removed from play, but a vehicle/big beast remains in play as a stationary vehicle but cannot be driven for the remainder of the game, unless (a) the driver recovers in the End Phase of a round, or (b) another fighter (friend or foe) performs a Takeover (Simple) action while embarked on a vehicle/big beast. Perform an intelligence test for the fighter; if passed, they become the driver, if failed, they remain a passenger on the stationary vehicle.

If a seriously injured driver is on a vehicle when it is taken over, they either become a passenger, or are flung overboard, in which case they suffer a S3 D1 hit (or if a flyer, a S5 D1 Ap-1 hit).

If a passenger is Pinned or Seriously Injured, perform an Initiative test (with a -1 Modifier if Seriously Injured). If passed, they remain on the vehicle. If failed, they fall off behind it, and suffer a S3 D1 hit.

## STATIONARY VEHICLES

Vehicles that are not flyers that did not move in the past round, and have not yet moved this round, or flyers which have landed, are considered *stationary* until their driver moves them.

A stationary vehicle counts as a bit of static terrain and not a vehicle – at least in terms of boarding and hand-to-hand combat. Instead of using boarding action rules normal hand-to-hand combat rules apply – it's much easier to do horrible things to an opponent if you're not trying not to fall off a speeding buggy or beast!

## SKIMMERS

Bikes/riding beasts and vehicles/big beasts can be upgraded to skimmers, which are arcane vehicles that traverse above the ground but only a few metres.

In most respects, skimmers operate like other mounts except when making a Move or Charge action, the skimmer ignores all terrain 2" or less in height and can never fall. They may not, however, ignore impassable terrain or walls, and may not end their movement with their base overlapping an obstacle or another fighter's base.

However, If the driver is ever seriously injured or taken out of action, the skimmer crashes. Remove it from play. The driver and any passengers suffer each D3 hits at S3 D1 Ap '-', and if they survive are placed D3" away from the skimmer in places indicated by the scatter dice.

If the skimmer ever collides with something taller than 2" (for example, due to the driver being insane, being on fire, enemy psychic powers, etc), the driver and any passengers suffer D3 hits at S3 D1 and are considered to be pinned at the base of the object if they survive. The skimmer is removed from play.

If a passenger ever falls off the vehicle (due to knockback, being Dragged, being Pinned, etc.), they are placed D3" away from the vehicle, and suffer 1 hit at S3 D1 and are Pinned.

## FLYERS

Bikes/riding beasts and vehicles/big beasts can be upgraded to flyers. Flyers include airships, jetpack suits, gyro-copters, flying beasts and other arcane ways to cross the ash wastes, traversing from a few metres above ground to very high up. A flyer operates slightly differently, where in it trades protection from charges and attacks for greater vulnerability for passengers who might fall off.

A flyer may move over terrain or models 6" or less in height without penalty, and cannot be Charged or Engaged in Close Combat, except by other flying mounts and fighters with Jump Boosters.

Template weapons shot from the ground cannot hit a flyer, but blast weapons and other ranged weapons might. *Attacks against flyers should be measured against their bases, to a point 6" higher.*

Drivers and passengers may become pinned as normal. Make an Initiative test, if passed they are not pinned, if failed they are pinned as normal.

If the driver is ever seriously injured or taken out of action, the flyer crashes. Remove it from play. The driver and any passengers suffer each D3 hits at S5 D1 Ap -1, and if they survive are placed D3+1" away from the last position of the flyer in places indicated by the scatter dice (they may suffer further damage if they fall into Pitfalls, etc.)

If the flyer ever collides with something taller than 6" (for example, due to the driver being insane, being on fire, enemy psychic powers, etc), the driver and any passengers suffer D3 hits at S5 D1 Ap -1 and are considered to be pinned at the base of the object if they survive. The flyer is removed from play.

While flying it is very hard to embark or disembark a flyer.

- Fighters may only embark the flyer from the ground using Grapnel Launchers, using jump boosters, or by leaping or grapnelling from other Flyers.
- Passengers can only disembark safely by using drop rigs, grav-chutes, jump boosters, or grapnel launchers. They may choose to jump down from the flyer, or leap to nearby structure, be it voluntarily, because of being on fire, or for other reasons – the flyer is considered to be 6" high. If they do, they suffer 1 hit at S5 D1 Ap -1 and (if they fail an initiative test with the usual modifiers) are Pinned.

If a passenger ever falls off the vehicle (due to knockback, being Dragged, being Pinned, etc.), they are placed D3" away from the vehicle, and suffer 1 hit at S5 D1 Ap -1 and are Pinned.

To land the flyer, and allow passengers to safely embark or disembark, the driver may perform a Land (Basic) action. The flyer moves half its movement forward, then lands on the ground, counting as a stationary vehicle, and may not move until a driver performs a Take-Off (Basic) action. Any fighters may embark or disembark normally while it is on the ground. When taking off, the flyer lifts off, moving half its movement forward, and counts as a flyer again.

# VEHICLES AND BEASTS IN BATTLES

When a gang plays an Ash Wastes game (including any of the Ash Wastes scenarios or, if player agree, any other scenario), drivers are appointed for the scenario from the crew selected or randomly drawn for the battle. They start the battle in their vehicles. Any other fighter may, where there is space, start the battle as a passenger in one of the gang's vehicles.

Vehicles and beasts are never destroyed or killed; instead they are repaired, healed or replaced between battles. In addition, bikes and vehicles are not the gear of specific fighters, but instead are 'Gang Equipment', held in the stash and dispersed to the crew chosen or randomly determined for each battle.

# BUYING VEHICLES AND BEASTS

Any gang may purchase the following Wargear at the Trading Post or Black Market using the gang's vehicle credits (or normal credits for fixed weapons).

## Gang Equipment (Mounts)

| Item                                   | Price     | Rarity    |
|----------------------------------------|-----------|-----------|
| <b><i>Bike or Riding Beast</i></b>     | 25 vc     | Common    |
| – Drop Lines                           | +10 vc    | Common    |
| – Extra Seat                           | + 25 vc   | Common    |
| – 0-1/0-2 Fixed Weapon                 | As weapon | As weapon |
| – Flyer or Skimmer ( <i>pick one</i> ) | +25 vc    | Common    |
| – Nitro                                | +25 vc    | Common    |

| Item                                   | Price     | Rarity    |
|----------------------------------------|-----------|-----------|
| <b><i>Vehicle or Big Beast</i></b>     | 80 vc     | Common    |
| – Armoured Propulsion                  | +40 vc    | Common    |
| – Boarding Plank                       | +20 vc    | Common    |
| – Drop Lines                           | +25 vc    | Common    |
| – 0-4 Fixed Weapon                     | As weapon | As weapon |
| – Flyer or Skimmer ( <i>pick one</i> ) | +50 vc    | Common    |
| – Lightened Body                       | -20 vc    | Common    |
| – Nitro                                | +25 vc    | Common    |
| – 0-6 Passenger Space                  | +10 each  | Common    |
| – Ram Or Horns                         | +20 vc    | Common    |
| – Reinforced Hull/Body                 | +30 vc    | Common    |
| – Toughened Cabin                      | +50 vc    | Common    |

## BIKE OR RIDING BEAST

### 25 vehicle credits

A fighter equipped with a bike or riding beast may make Drive (Basic) actions up to 12" and Fast Speed (Basic) actions up to 12". They may no longer climb or use stairs, nor use any unwieldy weapons (or the profiles of weapons with the unwieldy trait), and suffer -1 A (to a minimum of 1) when Engaged (as one hand must control the mount).

If a fighter moves more than 6" during a round, they may only use one weapon with the Sidearm trait when shooting for the rest of that activation, or either a Sidearm or one-handed Melee weapon or weapon profile when they Charge.

### Upgrades

When recruited, a bike or riding beast may be bought with any of the following upgrades. With the exception of the flyer or skimmer upgrade, upgrades may also be bought later on in a campaign using the gang's vehicle credits. Each upgrade can only be purchased once per bike or riding beast:

**Drop Lines** (+10 *vehicle credits*): Any passenger in a flyer equipped with drop lines counts as having a drop rig when Embarked.

**Extra Seat** (+25 *vehicle credits*): The ride can fit one passenger, who sits in a sidecar or extra seat, or stands on a platform. The passenger is chosen after the Choose Crew stage of the battle. When the bike is shot at, roll a D6 to determine which fighter is hit; 1-3 it is the driver, 4-6 it is the fighter in the extra seat.

**Fixed Weapon** (+*weapon cost in vehicle credits*): A bike without a sidecar may have one pistol or basic weapon fitted as a fixed weapon, which the driver may shoot as a Shoot (Basic) action. Its fire arc is the bike's front facing. A bike or riding beast with a sidecar/extra seat may in addition or instead have one fixed weapon fitted to the sidecar. This weapon can be shot by a passenger as one of their Shoot (X) actions. The weapon has a fixed 90 degrees fire-arc – either a vehicle's front arc, side arc, or rear arc – which most closely matches its position on the mount. If a fixed weapon on a sidecar fails its Unstable test, only the gunner suffers hits or is taken Out of Action; on a bike without a Sidecar the driver will suffer hits.

**Flyer** (+25 *vehicle credits*): The ride is a small plane, jetpack, gyro-copter or a flying beast, making it a flyer.

**Nitro** (+25 *vehicle credits*): The driver of the bike may add D6" onto its Fast Speed Movement, but must roll their Initiative test twice if they do so, and choose the worse result, to see if they lose control. If they fail the test, the bike or beast cannot use Fast Speed actions again that battle.

**Skimmer** (+25 *vehicle credits*): The ride is a skimmer.

# VEHICLE OR BIG BEAST

80 vehicle credits

| M   | WS                                         | BS                    | S | I         | A | Ld        | Cl        | Will      | Int       |
|-----|--------------------------------------------|-----------------------|---|-----------|---|-----------|-----------|-----------|-----------|
| 10" | As driver's I when charging / Otherwise 5+ | As Passenger shooting | 5 | As driver | 1 | As driver | As driver | As driver | As driver |

| Part              | T | W |
|-------------------|---|---|
| Engine Block/Head | 6 | 1 |
| Body              | 5 | 3 |
| Propulsion        | 4 | 2 |

## Special Rules

**Passengers:** 1 driver; up to 2 passengers.

**Save:** 5+ Armour Save; passengers and drivers hit by Ranged attacks gain +2 to their Armour save, or count as having a 5+ armour save if they do not already have a save.

**Large Target:** Vehicles and big beasts are always large targets.

**Drivers and Driving:** During a battle using mounts, one fighter from the crew (with the exception of Juves and Prospects) must be chosen to be the driver of a vehicle or big beast.

## Attacking Vehicles:

Whenever a vehicle is hit by a shooting attack (even if stationary), you must then randomise the location of the hit:

| D6  | Location                                |
|-----|-----------------------------------------|
| 1   | Driver                                  |
| 2   | Engine Block/Head                       |
| 3-4 | Body                                    |
| 5   | Propulsion                              |
| 6   | Passenger (roll again if no Passengers) |

For blast weapons, roll D3 times on the table if the centre of the template is over the vehicle; once if the centre does not cover the vehicle. For templates, roll D3 times on the table.

If hit by a Melee attack while embarked, the attacking player must target in order of Priority (1) Passengers, then (2) either the Driver or any part of the vehicle as they see hit. The vehicle may make a single Reaction attack if the attacker hits any vehicle location, representing either the vehicle jinking or driving to remove the enemy, or the beasts claws, horns, tail or other appendage striking

at the nuisance attacker. If a vehicle/big beast is stationary, it cannot make reaction attacks if the head, body or propulsion is targeted.

**Machine/Resilient Biology:** Certain traits affect vehicles and big beasts in different ways from normal fighters:

- Toxin and Gas attacks have no impact on the vehicle or big beast, but may affect the drivers and passengers.
- If the vehicle or big beast is subject to the Blaze trait and set on fire, test to see if the driver and any passengers are set alight. The vehicle will suffer hits until the fire goes out, but will only move erratically (following the normal rules for Blaze) if the driver is on fire.
- Concussion attacks only affect the driver or any passengers, not the vehicle/beast itself.

## Upgrades

When recruited, a vehicle may be bought with any of the following upgrades. With the exception of the flyer or skimmer upgrade, upgrades may also be bought later on in a campaign using the gang's vehicle credits. Unless stated below, each upgrade can only be purchased once:

**Armoured Propulsion** (+40 vehicle credits): Add +1 W to the Propulsion of the vehicle/big beast.

**Boarding Plank** (+20 vehicle credits): Passengers moving from this vehicle/big beast to one within 2" do not need to leap; they successfully make a Charge instead.

**Drop Lines** (+25 vehicle credits): Any passenger in a flyer equipped with drop lines counts as having a drop rig when Embarked.

**0-4 Fixed Weapon** (+weapon cost in vehicle credits): One weapon may be bought for every two passenger spaces a vehicle has (a vehicle may always have a minimum of one weapon). The weapon has a fixed 90 degrees fire-arc – either a vehicle's front arc, side arc, or rear arc. If a fixed weapon fails its Unstable test, only the gunner suffers hits or is taken Out of Action.

**Flyer** (+50 vehicle credits): The vehicle or big beast is **Flyers**.

**Lightened Hull** (-20 vehicle credits): Decrease Toughness of the Hull by -1 and the vehicle's save by -1, increase its Movement by +2". *May not be combined with Reinforced Hull.*

**Nitro** (+25 vehicle credits): The driver of this vehicle may add move up to its full Movement when they perform Fast Speed (BASIC) actions, but must roll their Initiative test twice if they do so, and choose the worse result, to see if they lose control. If they fail the test, the vehicle cannot use Fast Speed again that battle.

**0-6 Passenger Space** (+10 vehicle credits each): +1 Transport capacity. Reduce Movement of a vehicle with passenger carrying capacity of 3-5 to 8", and 6-8 to 6".

**Ram, Spikes or Horns** (+20 vehicle credits): Increase the vehicle's Strength by +1.

**Reinforced Hull/Body** (+20 vehicle credits): Increase Toughness of the Body by +1, reduce Movement by -2". *May not be combined with Lightened Hull.*

**Skimmer** (+50 vehicle credits): The ride is a skimmer.

**Toughened Cabin** (+50 *vehicle credits*): The vehicle's armour save is increased to 4+, and passengers and the driver gain a +3 modifier to their armour save against ranged attacks. The vehicle's transport capacity is reduced by 1, to a minimum of 1.

# ASH WASTES BADZONE

Instead of using any of the six normal Badzones featured in *The Book of Peril*, if a battle takes place in the Ash Wastes, it is automatically set in the Ash Wastes Badzone and uses the following rules.

## ASH WASTES BADZONE

*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. Ratskins are not immune to these and no one can ignore them.*

### EFFECTS

For the duration of the game, the winds and shifting sands can prevent gangs from manoeuvring, posturing, and sometimes even from seeing their opponents. All shooting taken at a range of 36" or more suffers an additional -1 modifier to hit.

All fighters, including Brutes, Hangers On and Hired Guns, who do not have a Respirator, Industrial Respirator or Filter Plugs are considered to be equipped with a filter plugs; add 10 credits to their value for the purposes of crew rating. Without this cursory protections, fighters would be unable to stay alive for long.

## ASH WASTES EVENTS

### GENERATING EVENTS

Both players should familiarise themselves with the effects of the Environment, as it will generally affect the entire battlefield and can significantly change things, such as movement or interacting with terrain. The other component of the Badzone is Events. These are effects that will last for one or more rounds, adding additional perils to the battlefield, and over the course of a game it is likely that there will be several of these.

At the start of the first round, randomly generate an Event, either by rolling D66 on the table that follows, or using the Badzone Environments Events cards. The Event's effects are applied for that round. In the End phase, the players roll a D6 against the Event's Discard Trigger. If it is equal to or higher than this number, discard the Event and generate a new Event, placing it immediately into play.

If players are using dice to generate their Events and the same Event is generated twice in a row, the Event will instead either be Extreme Light (if the first dice of the D66 roll was an odd number), or Total Darkness (if the first dice of the D66 roll was an even number).

If an Event has been in play for three full rounds then there is no need to roll against its Discard Trigger, it is automatically discarded and replaced. When an Event is discarded, remove all of its effects from the board, such as markers, terrain or creatures it might have generated.

| D66             | Event                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|-----------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Double<br>– Odd | <p><b>EXTREME LIGHT</b><br/>Sunlight lances at the field from one direction, making sight in that direction impossible.</p> <p><b>EFFECTS</b><br/>Randomly determine one side of the battlefield, it shines extremely brightly. At the start of each round, when adding Ready markers, any fighters facing that direction must make an Initiative check for the target. If it is failed, they become blinded. They do not gain a Ready marker, and instead gain a Blinded marker. Until the next time the fighter is activated, they cannot make any attacks other than reaction attacks, for which any hit rolls will only succeed on a natural 6.<br/>In addition, any shots in the direction of the extreme light by non-blinded fighters suffer an additional -1 to hit.<br/><b>Discard on a 4+</b></p>                                                                                                                                      |
| 11-12           | <p><b>CRITTER SWARM</b><br/><i>A swarm of hive critters – rats, roaches, spiders or similar – burst from vents and grates, creating a crawling and biting carpet beneath the fighter's feet.</i></p> <p><b>EFFECTS</b><br/>In the End phase of each round, each player rolls a D6 for each of their fighters. On the roll of a 1, these fighters are attacked by Critter Swarms and must make a Strength check. If they fail, they become Prone. If the fighter was Prone already and they fail the Strength check, they must make a save roll or suffer a Flesh Wound, or if they are Seriously Injured must make a save roll or be taken Out of Action.<br/>Vehicles are unaffected, but their drivers and passengers may be.<br/><b>Discard on a 5+.</b></p>                                                                                                                                                                                  |
| 13-14           | <p><b>HOWLING WINDS</b><br/>A huge storm gale lashes the field, fighters battling the winds to keep their footing and find their targets.</p> <p><b>EFFECTS</b><br/>Shots taken at Long range suffer a -1 to hit in addition to any other modifiers, and Blast markers will always scatter even if a hit is scored.<br/>Hits from weapons with the Gas or Smoke traits have no effect on a roll of 4+. Roll after firing but before working out their effects. For Smoke weapons, after placing the Smoke marker in the desired location, roll the D6; if a 4+ is rolled, remove the Smoke marker as the smoke cloud is swept away by the Howling Winds.<br/>Fighters who go Prone within 1/2" of the edge of a platform or level, or on a vehicle, must re-roll successful Initiative checks to see if they fall.<br/>Flyers and skimmers may only move at half their Movement for any movement actions.<br/><b>Discard on a 5+.</b></p>        |
| 15-16           | <p><b>TOXIC DOWNPOUR</b><br/>Foul liquid rains down from above, perhaps released from some waste facility or run-off from one of the water reclamation facilities filled with pollutants.</p> <p><b>EFFECTS</b><br/>Toxic liquid rains down from overhead. Roll a D6 to see what kind of rain it is:<br/><b>1-2 Chem Rain</b> – Fighters and mounts count their save as 1 worse while this Event is in effect (note that Field Armours are not affected by Chem Rain).<br/><b>3-4 Irradiated Rain</b> – Fighters, mounts and other features lower their Toughness by 1 when making Toughness checks or for the purposes of Wound rolls. Fighters count as having Revealed markers on them if the Pitch Black rules are in effect.<br/><b>5-6 Normal Rain</b> – Fighters with a Blaze marker add 2 to the dice result if attempting to put out the flames. Otherwise, the rain is not harmful... just unpleasant.<br/><b>Discard on a 3+.</b></p> |

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| 21-22 | <p><b>SPORE CLOUDS</b></p> <p>Virulent spores fill the field, drifting on the winds and making the air dangerous to breathe as they seek out new hosts for their parent plant.</p> <p><b>EFFECTS</b></p> <p>After a fighter completes their activation, their controlling player must roll a D6. On a 1, they have attracted a swarm of spores. Roll a D6 to see what effects the spores have:</p> <p><b>1-2:</b> Centre a Choke Grenade on the fighter and work out its effects.</p> <p><b>3-4:</b> Centre a Scare Grenade on the fighter and work out its effects.</p> <p><b>5-6:</b> Centre a Smoke Grenade on the fighter and work out its effects.</p> <p><b>Discard on a 4+</b></p>                                                                                                                                                                                                                                                     |
| 23-24 | <p><b>RADIATION INCREASE</b></p> <p>A gap in the ash clouds allows deadly radiation through to the surface, burning anything it encounters.</p> <p><b>EFFECTS</b></p> <p>Roll a D6 for every fighter at the start of each round. On a result of '1' the fighter takes a Flesh Wound; in addition if any fighters are taken out of action due to this radiation-derived Flesh Wound, they automatically obtain a Horrible Scars Lasting Injury in addition to rolling for a second injury. Fighters in hazard suits ignore this event.</p> <p><b>Discard on a 4+.</b></p>                                                                                                                                                                                                                                                                                                                                                                      |
| 25-26 | <p><b>LOW LIGHT</b></p> <p>Ash or toxic fog fills the battlefield, making visibility even more difficult and covering fighters in a layer of grimy dust.</p> <p><b>EFFECTS</b></p> <p>Shooting attacks made at Short range are at -1 to hit, while shooting attacks at Long range are at -2 to hit. Blast markers will always scatter even if a hit is scored. Stray Shots potentially hit fighters within 2" of the line between attacker and target, rather than just 1".</p> <p><b>Discard on a 5+.</b></p>                                                                                                                                                                                                                                                                                                                                                                                                                                |
| 31-32 | <p><b>STATIC STORM</b></p> <p>A storm is coming - static collects on the surface of fighters and mounts.</p> <p><b>EFFECTS</b></p> <p>Energy weapons (arc, plasma, melta, las weapons, etc.) gain the Unstable trait if they did not already have it. If the weapon already has the Unstable trait, it automatically overloads if the Ammo symbol is rolled on the Firepower dice.</p> <p>When a fighter moves into base contact with another fighter, both fighters suffer a Strength 1 Damage 1 hit. Fighters who start their activation on a mount, or embark on one, suffer instead a Strength 2 Damage 1 hit. Work out these hits before completing any other actions, such as the attacks that are part of a Charge action.</p> <p>In a scenario using the Pitch Black rules, any fighter who moves during their activation gains a Revealed marker.</p> <p>Fighters in hazard suits are unaffected.</p> <p><b>Discard on a 3+.</b></p> |
| 33-34 | <p><b>UNEVEN ASH</b></p> <p><b>EFFECTS</b></p> <p>After a fighter or mount declares they will make movement-based action on the open ground of the battle, but before they actually make the action, roll a D6. On a 4+, the ash is especially uneven and they must treat every 1" moved as 2" of their movement allowance.</p> <p>Flyers, Skimmers and Grapnel (Double) actions are unaffected, as are movements on terrain.</p> <p><b>Discard on a 4+.</b></p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |

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| 35-36 | <p><b>EXPOSED LOOT</b><br/>The winds blow the ash away to reveal loot for the gangs to claim.</p> <p><b>EFFECTS</b><br/>At the start of the round, each player may deploy D3 Loot caskets on the board, not within 8" of any fighter or mount.</p> <p><b>Discard on a 3+</b></p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| 41-46 | <p><b>NORMAL CONDITIONS</b><br/>For a moment the conditions of the battle field become normal – not too cold, not too warm, not too windy, not too uneven.</p> <p><b>EFFECTS</b><br/>For this round, there are no special conditions.</p> <p><b>Discard on a 4+</b></p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| 51-52 | <p><b>WITCH'S LAIR</b><br/>A Wyrd has taken up residence in the area, and is none too pleased that fighters have disturbed their solitude, bringing both violence and the chance of discovery.</p> <p><b>EFFECTS</b><br/>In the End phase, each player randomly selects one of their fighters who is Standing. This fighter is the target of the Wyrd's attack. Make a Willpower test for the chosen fighter. If they fail, they must immediately make an attack against the nearest fighter. If they are Engaged, randomly choose one of their Melee weapons to make the attack with. If they are Active, randomly choose one of their ranged weapons instead.</p> <p><b>Discard on a 4+.</b></p>                                                                                                                                                                                                                                    |
| 53-54 | <p><b>NOMAD TRIBE</b><br/>A tribe of Nomads has claimed this region as theirs and want to drive off the invaders.</p> <p><b>EFFECTS</b><br/>At the end of the Priority phase of each round, each player rolls a D6 for each of their fighters that is Standing and Active. On the roll of a 1, that fighter is attacked by As Wastes Nomads armed with long rifles. Make shooting attacks against these fighters. These attacks are considered to be made at Long range, with a BS of 5+. Fighters do not benefit from cover against Nomad attacks.</p> <p>When a fighter is attacked by Nomads, they can choose to discard their Ready marker for this round and roll the Firepower dice for one of their ranged weapons (making an Ammo check if it comes up with the Ammo symbol). If they do so then ignore the effects of the Nomad attack for them and any other fighters within 6" of them.</p> <p><b>Discard on a 4+.</b></p> |
| 55-56 | <p><b>I'VE GOT A BAD FEELING ABOUT THIS</b><br/>The local wildlife scuttle back into their holes, as if the wastes are holding their collective breath – waiting for something terrible to happen.</p> <p><b>EFFECTS</b><br/>Fighters suffer a +2 penalty to any Nerve tests they are required to take. Hired Guns and Hangers-on who become Broken are removed from the battlefield and count as having gone Out of Action, though need not make a roll on the Lasting Injuries table.</p> <p><b>Discard on a 5+.</b></p>                                                                                                                                                                                                                                                                                                                                                                                                            |
| 61-62 | <p><b>LIGHTNING STORM</b><br/>A particularly bad ash waste storm strikes the area, with lightning dancing off everything in the area.</p> <p><b>EFFECTS</b><br/>At the start of each round, each player they must roll 2D6. For each double rolled by the players, one biker, vehicle, beast, or fighter-on-foot with a 4+ or better save, has been struck by lightning. Randomly determine for each double one among all vehicles, beasts and heavily armoured fighters on the table, not just the player's, to see which one is hit.</p>                                                                                                                                                                                                                                                                                                                                                                                            |

|                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
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|                          | <p>A vehicle that is hit by lightning will automatically explode, and is removed from the field. Any passengers and the driver, as well as anyone within 2.5" of the centre of the mount, suffers a hit from a plasma grenade. Any survivors of the lightning strike are placed pinned either where they were, or beside the location of the vehicle. If they were in a flyer, they also fall as normal, then if they survive are placed pinned beneath the flyer's last location.</p> <p><b>Discard on a 4+.</b></p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>63-64</b>             | <p><b>SINK HOLES</b></p> <p>Sink holes open up randomly beneath unlucky fighters, vehicles and beasts.</p> <p><b>EFFECTS</b></p> <p>At the end of the Priority Phase, each player must roll a D6 for each fighter-on-foot and mount on the board. On a result of '1' a pitfall is placed over the centre of the fighter or mount. Fighters-on-foot as well as the drivers of mounts who are affected must pass an initiative test, adding 1 to the result if they moved in the last round. If a driver passes, move them and the mount, alongside any passengers, forward so that no part of the vehicle is over the pitfall – they become pinned (shaken). If a fighter on foot passes, move the fighter forward to the edge of the pitfall and they become pinned. If a driver or fighter-on-foot fails, they fall into the pitfall and are removed (alongside any mount they are driving). If a driver fails, passengers may make an Initiative test to see if they manage to safely jump off the mount before the earth consumes it. Place any surviving passengers beside the pitfall, at a point indicated by the scatter dice. Any fighters taken out-of-action in this fashion must roll for a Lasting Injury. Flyers may not be affected by the sink holes.</p> <p><b>Discard on a 3+.</b></p> |
| <b>65-66</b>             | <p><b>TEMPERATURE CHANGE</b></p> <p>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.</p> <p><b>EFFECTS</b></p> <p>Roll a D6 each turn this effect is occurring to see what kind of temperature it is:</p> <p><b>1-2 Hot or Cold</b> – The temperature is hot or cold, but nothing new. Continue as normal.</p> <p><b>3-4 Freezing</b> – The temperature suddenly has dropped to well below freezing levels. When a fighter or mount wishes to make any movement-based actions, they must pass an Initiative test. If passed, they move as normal. If failed, they scatter D6 inches and face a random facing. Then test to see if they are pinned.</p> <p><b>5-6 Baking Hot</b> – 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, becoming pinned. Mounts 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 round, and must remain stationary</p> <p><b>Discard on a 3+.</b></p>   |
| <b>Double<br/>- Even</b> | <p><b>TOTAL DARKNESS</b></p> <p>Heavy clouds and thick ash reduces the battlefield to near-night conditions.</p> <p><b>EFFECTS</b></p> <p>The battlefield becomes subject to the Pitch Black fighting rules until this event is discarded.</p> <p><b>Discard on a 5+.</b></p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |

# ASH WASTES SCENARIOS

The following scenarios are adapted from *Gorkamorka*, the original *Ash Wastes* supplement, and *Speed Freeks*, and are designed for the spartan desert environments and vehicular combat of the Ash Wastes. For these scenarios, players require Mounts. Any other scenario may be an Ash Waste scenario too. Terrain in the Ash Wastes may include industrial terrain, habs, and the like, but should not look like part of the hive, or be claustrophobic. The Ash Wastes environment rules are in effect in these battles.

## ROAD BLOCK

*A bloody road to victory*

### Set-Up

#### ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. The player whose gang has the lower rating is the attacker. If both gangs have the same rating, players roll off and the winner decides whether they will attack or defend.

#### BATTLEFIELD

The defender sets up the battlefield to represent a 'road' going from one side of the battlefield to the other. This road can twist and turn, may include doors and other obstacles, but must be traversable from one battlefield edge to the other. The rest of the battlefield is considered impassable terrain. The defender then designates one end of the road as the entrance and the other as the exit.

#### Special Rule: ROAD BLOCKS

After the battlefield has been set up, the defender places three road blocks along the length of the road. These road blocks can be made up of barricades, crates or anything else that gives cover, and should completely fill a section of the road. Road blocks act as full cover for fighters behind them, but can be destroyed. A fighter can target a road block with a ranged or melee attack; count the road block as having Toughness 5 and 5 Wounds. Or, alternatively, if a fighter is in base contact with a road block it can be torn down using the same rules as for forcing open a door. Once a barricade has been destroyed or torn down, it is removed from the battlefield.

### CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses the Custom Selection (10) method to choose their crew. The defender uses the Random Selection (10) method to determine their crew.

### GANG TACTICS

The scenario follows the normal Campaign rules for Tactics cards. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew and mounts are less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference. However, if this player's gang also has a lower Gang Rating than their opponent, they are the Underdog and access instead Underdog benefits (see page **Error! Bookmark not defined.**).

### DEPLOYMENT

The defender deploys their crew within 6" of each of the road blocks. Each road block (see opposite) must have at least one fighter deployed within 6" of it. The attacker then deploys their crew within 6" of the road entrance.

### Scenario Rules

#### HOME RUN

The attacker is trying to break through to the defender's trade route. Whenever one of their fighters finishes a Move action in base contact with the road exit, they can be removed from the battlefield. Fighters

removed in this way do not count as having gone Out of Action, but are also not counted for the purposes of Bottle tests

### **ENDING THE BATTLE**

The battle ends when only one gang has fighters remaining on the battlefield.

### **VICTORY**

If the attacker managed to get three fighters off the battlefield via the exit, then they are the winner, otherwise the defender is the winner.

### **REWARDS**

### **CREDITS**

The attacker earns D6x10 for each fighter that exits the battlefield.

The defender earns D6x10 credits if they win the battle.

### **EXPERIENCE**

Each fighter who took part in the battle earns D3 XP.

Each of the attacker's fighters who manages to exit the battlefield earns D3 XP.

### **REPUTATION**

If the attacker is victorious, their gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

# THE RUMBLE

*Gangs have a natural hierarchy – the harder a gang is, the more important they are. However, gangs occasionally need extra clarification on this matter and send some of their finest to take on all comers. These are very brutal affairs, with no mercy given or expected.*

## Set-Up

### Battlefield

The warriors need lots of room to move in this scenario, so the terrain should be pretty sparse.

### Crews

Any number of gangs may take part in this scenario, and the game works well for multiplayer scenarios. Each gang is allowed to bring up to **four fighters**, who must start the battle either as the passengers or drivers of up to three mounts (only one vehicle or big beast may be brought, however). Only one fighter with the Gang Hierarchy (X) special rule may be used, and no Brutes, Hired Guns or Allies may be deployed by the gang. No other mounts or fighters may be taken.

### Tactics Cards

Each player may pick a single Tactics card from a draw of five, with the player with the lowest crew rating (including the mounts) drawing an additional card.

At the start of each round, the player with the lowest score for Revving and Shouting then draws another card, discarding it if it cannot be used during a battle and drawing another.

### Deployment

Each player should roll a D6. Starting with the highest scoring player, each player places their vehicle within 12" of any table edge and at least 12" from enemy mobs.

## Scenario Rules

## REVVING AND SHOUTING

At the start of each round instead of determining priority as normal, each player rolls a D6, and adds the number of leaders, champions, specialists and gangers (but not juves or prospects) in their crew on the table who are not Seriously Injured, set alight or Broken, to see who makes the loudest noise. The player with the highest score obtains priority for this round, the second highest goes next, and so on (re-roll any ties).

The player who won priority last round automatically goes last, however.

## ENDING THE BATTLE

Nobody can bottle out or flee from a rumble – there's far too much respect at stake for second thoughts. A gang has won once all enemy warriors are either seriously injured or taken out of action!

### Victory

The gang whose fighters solely remain on the field at the end of the battle wins.

### Rewards

#### Territory

If the winning gang does X, it may claim a random territory from amongst the losers' territories.

#### Credits

Each gang obtains D3x10 credits for each enemy fighter they take Out of Action.

#### Experience

- Any fighters who take part in the battle earn D6 Experience points.

- Each warrior in the gang that wins priority the most earns an extra 1 point of experience.
- The leader of the winning gang earns an additional D3 Experience points (even if they are not present).

#### Reputation

- The winner of the scenario obtains 1 Battle Reputation.
- Any losing gang loses 1 Battle Reputation.

## THE CHASE

*Loot found in the Ash Wastes can be used by a gang and its Hangers-On, or sold to the Guilders and Traders in Port Mad Dog or the smaller settlements near it either side of the Hive Wall. However some cunning gangs don't like to do all the digging and hard work of finding Loot, instead hanging around the overland and underland tunnels that approach the Port, giving chase to their rivals attempting to get to the Gate with their hard-earned loot.*

### Set-Up

#### Attacker and Defender

In this scenario, one gang is the attacker and the other is the defender – the player who chose this scenario is the attacker.

#### Battlefield

The Chase is set in the Ash Wastes, either representing an overland route to Port Mad Dog or in the large macro-tunnels underneath the ground that provide supposedly safer passage to the Port. It is recommended that the field be at least 6 feet long.

If set above ground, not much terrain should be used apart from a few rocks, low dunes and the occasional cliff lining one of the sides. If set below-ground, players should set up a Zone Mortalis board of 10 tiles, set two by five, providing at least one relatively open path from one side of the board to the other.

#### Crews

This scenario uses the standard rules for choosing a crew. Both players use Custom Selection – except that only vehicles and warriors riding on vehicles may take part in the Chase. No Brutes, Hired Guns or Allies may be used, and only one fighter with the Gang Hierarchy special rule may be used for three fighters with the Gang Fighter rule. Any fighters who cannot fit onto the gang's mounts may not participate.

#### Tactics Cards

The scenario follows the normal Campaign rules for Tactics cards. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew and mounts are less than their opponent's, then they may randomly draw an additional

Tactics card for each full 100 credits of difference. However, if this player's gang also has a lower Gang Rating than their opponent, they are the Underdog and access instead Underdog benefits (see page **Error! Bookmark not defined.**).

#### Deployment

The defending gang is deployed within 24" of one short table edge, all facing in the direction of the chase. The attacking gang is then set up 18" behind the defenders facing in the same direction (if a vehicle is too long to set up this far away, just deploy it on the table edge).

### Scenario Rules

#### Objectives

The attackers are attempting to collect as much Loot at possible, while the Defenders are attempting to race off the far edge with any Loot they hold.

#### The Rolling Road

The Chase takes place down the length of the table and you must decide which direction the chase is moving in. In this scenario movement works slightly differently to give the impression of speed. At the start of round after the first, before the start phase, there is a special Rolling Road phase.

During this phase, the players work out the effects of chasing along the Approach at high speed. The Rollin' Road is assumed to be moving backwards at 12" per round (or one tile if using Zone Mortalis tiles). All terrain, vehicles, fighters on foot, Loot counters and terrain are moved 12" back.

If a terrain piece moves off the table, or a tile recedes off the board, both players

should roll a D6. The highest scoring player may place the piece of terrain or tile anywhere along the leading table edge, creating a continuous stretch of the Approach.

With the exception of the defenders leaving their attackers behind (see below), any models that leave any table edge except the leading edge cannot return to the fight and are counted as out of action for the purposes of Bottle Tests.

### Loot

Each defending vehicle has D3+1 Loot counters strapped onto it, while each bike as 2 Loot counters strapped onto it. If a vehicle or bike is hit, one counter falls off automatically – place the counter next to the vehicle. If a vehicle is taken Out of Action, or the driver of a bike is taken Out of Action or Seriously Injured, place all the counters beside it.

Remember that Scrap counters do not move, so using the Rolling Road rules the counters are moved 12" down the board in each Rolling Road phase.

Each defending vehicle that moves off the short far table edge the direction of the chase is assumed to have escaped the attacker and does not count as a casualty. Vehicles which move off any other table edge count as being Out of Action for bottle tests and other tests as normal.

A driver may stop at a piece of scrap and can perform a **Pick Up Loot (Simple)** action without disembarking.

### Surprise Attack

The attackers take the Priority marker in the first round of the game. In addition, before activating their first fighter in the first round, the attacker rolls a D3 – they can activate that many fighters before the defender activates their first fighter.

### Loot and Unclaimed objectives

The defender gets any loot they were carrying at the end of the battle, including any vehicles which raced off the board. Any left behind Loot is treated as an Unclaimed Objective – roll a D6 for each fighter left on the field. On a 4+, that piece of loot is found. The attacker gets any loot they were carrying at the end of the battle, including any vehicles or fighters who fled the field or fell behind the Rolling Road. If the defender fled, and there are any Loot markers on the field, the left-behind loot is treated as an Unclaimed Objective – roll a D6 for each fighter left on the field. On a 4+, that piece of loot is found.

### Ending the Battle

The game ends when one gang bottles out or all of the defending gang's vehicles leave the table.

### Victory

If one side flees the field, then the other gang are the winners, otherwise the gang with the most Scrap counters at the end has won.

take out as many of the defenders as possible; the defenders are trying to either return the favour, or escape.

### Rewards

#### Territory

If the defender manages to escape with more than half the Loot they started with, roll a D6. On a 4+, they may generate a new Territory.

If the attacker manages to escape with more than half the Loot the defenders started with, roll a D6. On a 4+, they may generate a new Territory.

#### Credits

Each Loot token collected by either gang earns them D6x10 credits.

#### Experience

- Each fighter that took part in the battle earns D3 XP.

- Every driver in the winning gang earns an extra D3 Experience points.
- If none of the defenders escaped, the attacker's Leader earns D6 XP (regardless of whether they took part in the battle).

#### Reputation

- The winner of the scenario obtains 1 Battle Reputation.
- The loser of the scenario loses 1 Battle Reputation.

## BAIT

*Sometimes a gang sends one of its members to the drinking holes and prospect houses of Port Mad Dog to spread rumours about piles of loot in the wastes. The loot is being used as bait so the gang can ambush another gang and take their heads.*

### Set-Up

#### Attacker and Defender

In this scenario, one gang is the attacker and the other is the defender – the player who chose this scenario is the attacker.

#### Battlefield

The ambush will take place in a rocky, vegetative and/or ruined part of the wastes where the attackers have a lot of places to hide.

#### Crew

The defenders have Random Selection, where the total crew size is determined by the number of fighters who can fit onto the gang's mounts. The defenders must be split into groups, each one consisting on one vehicle, a driver and a number of fighters who can fit onto the vehicle as passengers. Any crew who cannot fit onto one of the gang's mounts cannot be used.

The attacker uses Custom Selection (10), but splits his gang into two parts. The first consists of any number of fighters but no mounts, and is deployed on the board as "hidden" troops, as described below. The second part consists of the rest of the crew and must be split into groups – each group consists of one mount and a driver, as well as any passengers you wish to deploy on the vehicle..

#### GANG TACTICS

The scenario follows the normal Campaign rules for Tactics cards. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew and mounts are less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference. However, if this player's gang also has a lower Gang Rating than their

opponent, they are the Underdog and access instead Underdog benefits (see page **Error! Bookmark not defined.**).

#### Deployment

The attacker takes one Hidden Set-Up counter for each fighter in his crew; each counter should be numbered to show which fighter they represent. The counters may be placed anywhere on the board. Note that you get one counter per warrior even if the fighter is in a reinforcement group (these are cunning traps laid by the ambushers).

After the Hidden Set-Up counters have been placed on the board, D3+3 Loot counters are placed anywhere on the board by the ambushing player.

Then largest group of the defender's crew (or two bikers if the gang only has bikers) is deployed in the centre of one table edge. The rest of the defending groups deploy as reinforcements.

#### Scenario Rules

##### Priority

The defender has priority in this battle, as the attacker will react to them at first.

##### Revealing hidden warriors

Hidden warriors may be voluntarily be revealed by activating them, and may complete the rest of its activation as normal.

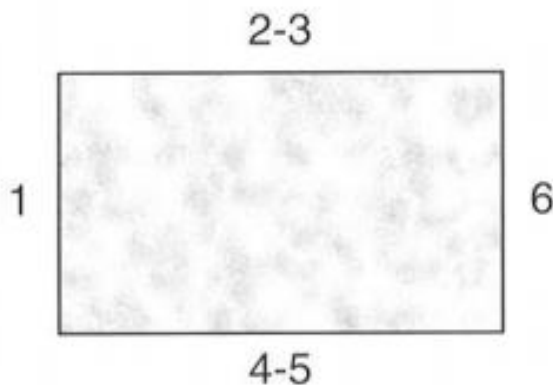
They may also be revealed if a defending fighter finishes an action within a certain distance of them – 7 subtracting their Initiative (2+ is 7-2=5"; 3+ is 7-3=4"; 4+ is 7-4=3"; etc). When a fighter is revealed the counter is discarded and the model it represents is put in its place. 'Empty' counters when revealed explode with the same effect as a frag grenade, centred on the counter.

Hidden set-up counters cannot be targeted at, shot at, or charged by defenders.

#### Reinforcements

At the start of each round (including the first), the defender rolls a D6 for each group in their crew. On a score of 4+, the group enters the field from a random table edge.

At the start of each round (excluding the first), the attacker rolls a D6 for each group in their crew. On a 4+, the group enters the field from a random table edge.



#### Escaping

Defenders may escape the field by leaving on any table edge. However, it is suggested they attempt to take the Loot and escape the trap!

#### Ending the Battle

The game ends when one gang flees, or has no fighters who are not Seriously Injured left on the field.

#### Victory

If one side flees the field, or has no fighters who are not Seriously Injured left on the battlefield, then the other gang wins. In this scenario, models which move off the edge of the battle do not count as going Out of Action – instead escaping.

#### Rewards

##### Territory

If a gang wins, and the losing gang has

- at least three models taken out of action (not fled the field, but including models

who succumb at the end of the battle), and

- suffers at least twice as many casualties out of action as the opposing gang (including fighters who succumb to their injuries),

then the winners can take over a random territory from the losers.

#### Credits

Each Loot token collected by the defenders earns them D3x10 credits; each loot token not claimed by the defenders earns the attackers D3x10 credits.

#### Experience

- Each fighter that took part in the battle earns D3 XP.
- The winning gang's Leader earns D6 XP (regardless of whether they took part in the battle).

#### Reputation

- The winner of the scenario obtains 1 Battle Reputation.
- The loser of the scenario loses 1 Battle Reputation.

## RACE 1: DEATH RACE

*The gangs of Port Mad Dog are often invited to a number of illicit speed matches in the shanties and settlements near the Port. These are opportunities to show off prowess while also perhaps taking out rival's prized drivers.*

### Set-Up

#### Battlefield

The Death Race may be set in the Ash Wastes, using an open board with Ash Wastes terrain (rocks, hills, light rubble, etc). A 6x4 table is recommended.

The track is determined – it can be an oval or a figure eight through the center of the table. A start/finish line should be placed across the track at one point, determined by a roll off and the winner picking where. The track should be at least wide enough to accommodate three vehicles side by side but you may vary it as players see fit (and fun).

#### Crews

Each gang uses Custom Selection, with a maximum of 6 fighters allowed, and may bring enough mounts to carry these six fighters.

### Tactics Cards

Each gang draw a single Tactics Card for the battle. The gang with the lowest gang rating may draw a second card, or exchange both cards for a random Underdog Card.

### Deployment

Divide the starting edge into equal widths, players roll off for pole position on a d6, with the winner picking which width they will set up in. They set up their vehicles on the table edge. The next player then picks one of the remaining widths, then the next player, and so on.



### Scenario Rules

#### The Rolling Road

The Death Race takes place down the length of the table and you must decide which direction the chase is moving in. In this scenario movement works slightly differently to give the impression of speed. At the start

of round after the first, before the start phase, there is a special Rolling Road phase.

During this phase, if any fighters or mounts are within 12" of the far edge, the Rolling Road comes into effect. All terrain, mounts, fighters on foot and terrain are moved 12" back.

If a terrain piece moves off the table, players should roll a D6. The highest scoring player may place the piece of terrain or tile anywhere along the leading table edge, creating a continuous stretch of the Track.

Any models that leave any table edge except the leading edge cannot return to the fight and are counted as out of action for the purposes of Bottle Tests.

### **Objectives**

The gangs are attempting to race ahead of their competitors.

### **Ending the Battle**

The game ends when only one gang remains on the field – either having been eliminated by their competitors or fallen far behind.

### **Victory**

If one gang remains, they have won. If any other result occurs the game is a draw.

## **Rewards**

### **Rare Find**

The winner of the game rolls on the Rare Trade Chart or Black Market Chart, and obtains the result for free.

### **Experience**

- Each fighter that took part in the battle earns D3 XP.
- Every driver in the winning gang earns an extra D3 Experience points.
- The winner's Leader earns D6 XP (regardless of whether they took part in the battle).

### **Reputation**

- The winner of the scenario obtains 1 Battle Reputation.
- Each losing gang loses 1 Battle Reputation.

## RACE 2: THE BIG RACE

*Every now and again a powerful shanty boss will set up a race to entertain their dwellers, offering some top-class loot to competitors. Finish in first place or die trying!*

### Set-Up

#### Battlefield

The Big Race is set in the Ash Wastes, on a 4 by 4 or 3 by 3 field. On the board create a figure of 8 track using 8 checkpoint markers, with number 8 forming the starting location. Around this starting location mark out enough 6" by 4" deployment areas to accommodate as many player who are participating.

#### Crews

Each gang uses Custom Selection, and may bring one mount – a vehicle/big beast or (if players are feeling brave) a single bike or riding beast. Only one driver and up to one passenger may participate in the Race.

### Tactics Cards

Each gang draw a single Tactics Card for the battle. The gang with the lowest crew rating may draw a second card, or exchange both cards for a random Underdog Card if they happen to have the lowest gang rating.

### Deployment

The player with the lowest crew rating (including the vehicle) picks one of the 6" x 4" deployment zones shown opposite and sets up their crew wholly within it. The player that has the next lowest crew rating picks one of the remaining 6" x 4" deployment zones shown opposite and sets up their gang wholly within it, and so on, until all players have set up their crews. If any ratings are tied, the tied players must roll off until one scores lower.



## Scenario Rules

### Objectives

The gangs are attempting to go around the racetrack 3 times.

### TOO MUCH TO LOSE

This scenario does not use the standard bottling out rules – nor can fighters voluntarily flee the field.

### Racetrack

Each racer must attempt to pass each checkpoint marker in sequence, starting with 1 and finishing with 8. For a mount to successfully pass a checkpoint it must move within 4" of it.

Checkpoint markers that are passed out of sequence are not counted, and the sequence does not reset if the model passes a checkpoint out of sequence. For example, if a model passes checkpoint 1 and then passes checkpoint 3, checkpoint 3 would not count – the model would have to go back and pass checkpoint 2 before being able to pass checkpoint 3. Once a model has passed all checkpoints in sequence it earns 1 **lap point**. Then the sequence resets for that model and the can start a new 'lap' by passing checkpoint marker 1.

### The Crowd

If a model finishes their activation within 3" of ny battlefield edge, they might be struck

by debris thrown by a raucous spectator. Roll a D6. On a 4+, the model is hit by a S3 D1 Ap '-' attack.

### Ending the Battle

The battle lasts until a player earns 3 lap points, or until only one player has models remaining on the battlefield.

### Victory

The gang which collected the most points wins the game. If no gang gains any points, or gangs obtain the same amount of points, the battle is a draw. In the case of a draw, there are no winners.

### Rewards

#### Rare Find

The winner of the game rolls on the Rare Trade Chart or Black Market Chart, and obtains the result for free.

#### Experience

- Each fighter that took part in the battle earns D3 XP.
- Every driver of the winning gang earns an extra D3 Experience points.
- The winner's Leader earns D6 XP (regardless of whether they took part in the battle).

#### Reputation

- The winner of the scenario obtains 1 Battle Reputation.
- Each losing gang loses 1 Battle Reputation.

# SIEGE

*A gang raids its rival's fort, hoping to make off with its Loot before reinforcements arrive!*

## Set-Up

### Attacker and Defender

In this scenario, one gang is the attacker and the other is the defender – the player who chose this scenario is the attacker.

### Home Turf Advantage

In this scenario, the defender benefits from Home Turf Advantage.

### Stronghold

In this scenario, the Defender uses a Gang Stronghold.

### Battlefield

The Siege can be set in the Ash Wastes or in the Underhive, and represents an ambitious assault on another's gang Ash Wastes territory.

The defender's Gang Stronghold should be set up in the middle of the battlefield by the defender (see below).

### Crews

This scenario uses the standard rules for choosing a crew.

The Defender's initial crew consists of Random Selection (D3+3). The rest of the defending mob must be formed into groups before the battle. Each group must comprise one vehicle and as many warriors as the defending player can (or wishes) to get onto it. These groups may enter the board as reinforcements (see below). Any warrior of the defending mob who is not deployed on the board at the start of the game or part of a reinforcement group does not take part in the fight.

The defender also gains an additional 100 credits to spend on fixed weapons for the walls – these can be any ranged weapon from the gang's house weapon list, common weapon from the Trading Post, or fixed weapons in the Terrain available to the gang. Multiple weapons may be bought but the maximum that can be spent is 100 credits. These weapons can be shot by any fighter within 1" of them as a Shoot (Basic) action.

After the defender has deployed his mob then the attacker may deploy using Custom Selection (\*), where Custom Selection equals the total amount of fighters the defender will be able to field in the battle as defender or reinforcement.

### Tactics Cards

**The scenario follows the normal Campaign rules for Tactics cards.** If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew **and mounts are** less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference. However, if this player's gang also has a lower Gang Rating than their opponent, they are the Underdog and access instead Underdog benefits (**see page** Error! Bookmark not defined.).

### Deployment

The defender's initial crew is deployed inside the Stronghold, as well as any terrain they have bought.

The attacker's crew is deployed anywhere on the board, not within 18" of the Stronghold.

## **Scenario Rules**

### **Objectives**

The attackers are seeking to break into the defender's Fort and steal their Loot; the defenders plan to fight off the attackers and keep their Loot.

### **Surprise Assault**

The attackers have priority in the first round.

### **Loot**

The defender deploys 4 Loot Caskets inside the Stronghold, not within 3" of one another.

### **Reinforcements**

Before rolling for Priority in each round after the first, roll a D6 for each group held in reserve. On the roll of 4+ it enter the table from a random board edge. On the score of 1-3 they do not enter the board this turn.

### **Ending the Battle**

The battle ends when one side flees the field, or no fighters are left from one side.

### **Victory**

The gang that remains on the battlefield at the end is the winner. If both gangs flee the field, the battle is a draw and no Loot is claimed.

### **Rewards**

#### **Unclaimed objectives**

The winner of the scenario automatically claims the Loot Counters.

#### **Territory**

If a gang wins, roll a D6. On a 4+, they take a randomly selected territory from the losers.

#### **Credits**

Each Loot Casket held by an attacking fighter at the end of the battle gives the gang D6x10 credits income.

Each Loot Casket not claimed by the attackers gives the defenders D6x10 credits.

#### **Experience**

- Each fighter that took part in the battle earns D3XP.
- Any attacker who enters into the defending fort earns D3 XP.
- Any defender who took an attacker Out of Action inside the fort earns an extra D3 XP.
- If all the Loot caskets are kept by or captured by a gang, their Leader earns D6 XP (regardless of whether they took part in the battle).

#### **Reputation**

- The winner obtains 1 Battle Reputation.
- The loser loses 1 Battle Reputation