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SCAVENGER GANG SURVIVAL & AUSPEX MAPPING GUIDE

ASH WASTE EXPLORATORS 0.8

INTRODUCTION

During a hellishly smoggy and perilously violent Ash Storm, hundreds of miles south of Hive Ceres, a small group of wanderers make the first in a series of very lucky finds. After navigating their way into what is left of a vast and towering circle of rigorously mined out mountain ranges, the group are somewhat protected from the Ash Storms and corrosive fogs that flow through the wastes regularly.

After sheltering in this area for some time, resting from the storms, drinking and eating what little that is left, they notice a toxic swamp very close by. While a mostly deadly area, resulting from a sump run-off coming from deep under the Ash Wastes, swamps like this are infested with a multitude of dangerous fauna. If the group stayed here longer they could hunt round this area in order to restock the gang's dwindling meat supplies.

More like minded people are drawn to the area, some joining the group, some trading and moving on, saying they will return to hopefully trade again in future if any of the group remain. As the group are able to rest here, and can hunt, they agree to stay for some time longer in a recently discovered, partially destroyed storage depot, nestled next to an old plant facility of some kind. Scrap metals scavenged from the wastes are used to repair ceilings and walls, slowly building the ruins into something more suitable for a longer stay, designating different areas to be used for storage or rest areas.

Eventually, they find a very valuable thing indeed out here. A mostly undrinkable source of water is coming from a spring, from what must be a massive underground resource, that is not completely toxic and irradiated. Upon further inspection, your gang discover this site is what used to be a very remote water supply and treatment facility. Abandoned a long, long time ago, probably due to attacks from outlaws, or other waste inhabitants.

The water source is not clean enough to drink directly, and the plant is not working yet, but can be fixed. A leader steps forward, suggesting they work on the area, fix up the plant and the storage depot as a place to shelter and start building up from. Whether you decide to stay here and build up a base for the long term, or just use it as a place to organise yourselves before moving on, you are in charge of the gang's fate now.

After repairing the water reclamation plant, and setting up some Hab Zones in the gigantic storage depot, you find you will be able to make a small amount of credits supplying water to scavengers in your new Settlement.

During the repairs on the water reclamation plant, one of your gangers found a Prospector's Auspex. This type of Auspex, while very basic, can be used to map out the surrounding waste terrain and features.

Your gang has taken in a wandering Rogue Doc, who was desperately seeking water and shelter after an injury, and is eager to join your gang for free. They will be useful out here, so far from any known Doc's Shop. Your gang has had a troublesome start, and may be somewhat under equipped, yet this is a good position to build up from.

A collection of old rules, fan rules, and my rules, use or do not use what rules you wish to make your own campaigns. This is designed to be a one or two player, randomly generated, smaller yet much larger, very long, very different, more RPG, campaign of Necromunda. It is set in the deepest, most remote, regions of the Ash Wastes. This optional set of rules adds Random Map Generation, Random Encounters and a Law System, to be used on top of the usual Necromunda rules for skirmishes.

EXPLORE, SCAVENGE, BUILD, STEAL

Starting out from a newly reclaimed water treatment facility, in a defensible area, explore and map out the surrounding wastes. Generate surrounding terrain, scavenge for materials and loot, all through dice rolls.

RANDOM ENCOUNTERS

Wildlife & enemy gang encounters, varying based on your gang's Legality.

LAW SYSTEM, ROLE-PLAY & POSSIBILITIES

Every gang, unless they choose otherwise, may start off classed as Law-Abiding. It is through their actions that they may become outlaws.

While initially planned as a set of rules for an up and coming, yet struggling, outcast scavenger gang, it could still suit a new Orlock gang, or a remote and hidden cult. Use what rules would compliment your gang and role-play style of campaign you have planned and enjoy.

WHAT WILL I NEED?

At least one player. A second player may control some gangers in the main gang, or npcs and enemy gangs. There are optional details for help with "AI" control of different types of gangers, creatures for one player. Creature models (Or any proxy), Ganger models for your gang, and at least four other types of gang (Or any proxy).

Your Necromunda usual gaming tools. Dice, Tokens, Ash Wastes terrain etc. Spreadsheet software, or square graph paper for your map.

Links

Ash Waste Explorators - <https://drive.google.com/drive/folders/1GUqEqk97pRp0tIRg4SivCo0-Fmr6FYU0?usp=sharing>

Discord - discord.gg/xVX9frrA85 - *Join the discord ash waste campsite channel, Offer your opinions, support and ideas.*

Resources

Download The Book of Life - https://drive.google.com/drive/folders/1-4gsg3KCngVHxIHe5bsia2QrEpvyI_NQ

It is required for creature encounter stats that are not available in the usual game rulebooks.

Credits

All the people who made the game, the rules I use and the rules I changed to fit into this current mess.

fodzilla - For his fighter decision trees from Necromunda:AI - An abominable intelligence for Necromunda – v0.1 (Experimental) [instagram.com/f_dzilla/](https://www.instagram.com/f_dzilla/) - fodzilla.itch.io/

ASH WASTE EXPLORATORS

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Future Plans

More RNG, more RPG.

Re tweaked Terrain, Explore & Encounter tables, especially Explore II (Unfinished).

Expanding the Rumours gang behaviour rolls and try to add more life to the Wastelands.

There is, no doubt, a lot of fixing tweaking to do first , in order to make all these systems play well together. And error corrections galore. And economy tweaks to make. So things will take time to be refined and added to.

I would be happy to hear any feedback, or helpful suggestions, that may help me expand this further. I would also be interested to hear how people get on and maybe see some maps. This version of Ash Waste Explorators is a very early version, put together in order to get the dice rolls play tested thoroughly. Which will take time, any help would be appreciated.

RULES

SUGGESTED RULE CHANGES

These are suggested rules that are intended to slow the influx of credits and experience to your gang to a large degree. There could be endless post-battle sequences and skirmishes with these campaign rules, so the following rule changes are recommended for game balance reasons within this campaign rule-set.

STARTING GANG SETUP

A gang starts with 1000 credits and has access to their House List, as normal, yet they may only start with one heavy weapon and one special weapon (Both weapons can be of any rarity).
The gang can then also purchase any items of a Common rarity from the Trading Post before starting a new campaign, intended to reflect the travels and trading the more seasoned members of the gang have experienced.
If starting with a vehicle, a gang may start with 1400 credits, as normal.
A new campaign's starting gang get a free Rogue Doc Hanger-On (Which does not count towards the Hangers-on limits from a gang's Reputation), as explained further below.

CAMPAIGN ECONOMY

To avoid a quickly bloated gang, as a campaign can be long, it is considered essential to use the following campaign economy rules.

PROFITS & GANG UPKEEP

The more members in a gang, the more it costs to maintain, to buy ammo, and grub, booze, entertainment, and so forth. The number indicated in the chart below is the net credits earned after deducting basic costs from a gangs income during the post-battle sequence. The remaining Profit is only then added to the gang's stash, to be used in visits to the Trading Post etc. Compare the number of members of the Gang, including Brutes but not including Exotic Pets, Mounts, Hired Guns or Hangers-On (Pets and Mounts are fed out of their owners' share, while Hangers-On and Hired Guns are using the gang to supplement their income already), to the amount of Income the gang has generated, on the following chart:

INCOME	NUMBER OF MODELS IN GANG						
	1-3	4-6	7-9	10-12	13-15	16-18	19+
0-29	15	10	5	0	0	0	0
30-49	25	20	15	5	0	0	0
50-79	35	30	25	15	5	0	0
80-119	50	45	40	30	20	5	0
120-169	65	60	55	45	35	15	0
170-229	85	80	75	65	55	35	15
230-299	105	100	95	85	75	55	35
300-379	120	115	110	100	90	65	45
380-459	135	130	125	115	105	80	55
460-559	145	140	135	125	115	90	65
560-669	155	150	145	135	125	100	70

Income Chart

Difference In Gang Rating	Income Bonus For Winning
1-49	+5
50-99	+10
100-149	+15
150-199	+20
200-249	+25
250-499	+50
500-749	+100
750-999	+150
1,000-1,499	+200
1,500+	+250

Giant Killer Bonus

Number of Fighters in Gang						
Pieces of Scrap Sold	1-3	4-6	7-9	10-12	13-15	16+
	10	45	40	35	30	25
	20	60	55	50	45	35
	30	75	70	65	60	50
	40	90	80	70	65	55
	50	110	100	90	80	65
	60	120	110	100	90	70
	70	145	130	120	110	90
	80+	155	140	130	120	100

Scrap Prices

An example gang consists of a Leader, two Champions, four Gangers, and three Jues. The gang fights a scenario and two of the Gangers go out of action. They both survive to fight another day, but are in Recovery. After the game is over, the player works out their Income. There were no Credits Rewards from the Scenario itself, so they move on to consider their territories. They have only two remaining Gangers at this time to work the gang's territories. These are naturally sent to work the two best territories held by the gang. One gives a Boon of 10 credits, the other gives a Boon of D6x10 credits. A roll of 4 gives a total of (10+40=50) credits. There are 10 surviving fighters to support, so the gang is left with a total of 15 credits profit to add to their stash and spend.

The second chart above is the Giant Killer bonus Chart. When a gang fights and wins against a gang with a higher gang rating, it receives extra Income. The gang's contacts are impressed by its success and local traders are keen to expand their dealings with the new Giant Killers. This is added to the Income earned from working territories, before working out the Profits added to the gang's Stash.

The third chart reflects the prices of scrap sold to the trader, again with deductions for haulage, fighter wages and to reflect market prices. After Profits have been added to a gang's stash, the gang are given their meat rations. Each Ganger, Brute and Exotic Beast or Pet is given one meat ration each, per week, or game cycle.

UNIVERSAL SCENARIO REWARDS & GANG INCOME

Credits: None. Only receive rewards from scenarios in which the gang discovers or steals Loot caskets for example. Which is important for role-play as thieves. Loot caskets and scenario rewards like this, are added straight to the gang's stash and the Income Chart is not applied.

Only income from scenarios, gang tasks, selling scrap and trading goes straight to the stash and not through the Income Chart. A gang will mostly earn from scavenging and their settlement's rackets. During a cycle, a gang collects any scavenged or earned credits, before adding them to the gang's stash. During a post-cycle Collect Income phase, all earned income gained during that cycle, is totaled along with all other territory income and has the Income Chart applied, only then what Credits remain are added to the stash.

Experience: A gang Leader and each fighter who took part in a skirmish against another gang, earns 1xp after fighting. No experience is rewarded for fighting beasts and fauna of the wastes unless otherwise stated.

Reputation: A gang who defeats another gang in a skirmish, earns 1 Reputation. Any gang who loses to another gang in a skirmish loses 2 Reputation. No reputation is rewarded, or lost, for fighting beasts.

OTHER SUGGESTED RULES

Other suggested rules are playing with Starvation and Meat mechanics in play, or using the Scavenging Gang Task rolls supplied, or for Cannibals, butcher your enemies corpses for one unit of meat after each fight.
More seasoned players should always consider using the Badzone Environment rules from the Book of Peril when playing.

OVERVIEW

Ash Waste Explorators is a collection of rules, some custom, some old, some customised old, to make a rule set which could be used to generate an endless campaign of exploration, skirmishes, power building, with an open choice on how to play the campaign from Settlement and Racket building, running an Outlaw raiders crew, to a spreading Chaos Cult.

Using the previous tweaks to the usual campaign rules, the following rules, and the random generation tables, a player should be able to create an interesting variety of long campaigns.

ROAMING TRADERS, MAKING CONTACTS & ITEM WASTE RARITY PENALTY

Out in the wastes you mostly have to rely on Roaming Traders, who are reliable for only Common items. During the usual trading post stage in the Post Battle sequence, a gang can at first only buy Common weapons and wargear and equipment.

Only once a gang has acquired a ganger or Hanger-On with the Savvy Trader skill can they buy rarer items. The gang are then able to send them to make a Seek Rare Equipment Trade Action, through the usual rules, with a Roaming Trader applying the following penalty due to being so far out in the Wastes. Apply a **-(D6+3) Rarity Check Penalty** to all deals with the Roaming Traders.

A Roaming Trader is able to buy scavenged scrap metals during the trading post phase also, consult the Scrap Prices chart above for profits offered. Credits earned from selling equipment and scrap go straight to the gang's stash.

HANGERS-ON, DOC VISITS & BRUTES

Due to the harsher environments and difficulties of life in the remote wastes, it costs a gang an extra 10 Credits to hire or buy any Hanger-On, Brute, Hired-Gun or Exotic Beast not on their House List.

During the Post-Battle Medical Escort phase of a cycle, a gang out in the wastes may no longer send a Medical Escort to the Docs. Instead, they may try to heal one fighter, per Rogue Doc the gang has recruited.

A Rogue Doc Hanger-On charges 2D6x10 credits to attend to an injured ganger, as per the usual Rogue Doc rules, taken from the gang's Stash. Due to the importance of Docs to an Ash Wastes gang, Rogue Docs do not count towards the gang's usual Hanger-On limits, and a gang may support up to 3 Rogue Docs, regardless of the gang's Reputation.

For a further 10 Credits, an Outlaw gang may choose to hire any type of non house exclusive Hanger-On, whether it is intended for a Law-Abiding, or an Outlaw gang.

A GAME CYCLE, EXPLORATION, SCAVENGING & MAP MAKING

A game cycle, or turn, is as long as you wish it to be. It could be after a few lucky finds while staying low. Or as long as it takes you for one of your gangers to go into convalescence, recovery, or get a critical injury and need a Rogue Doc. However, if you take an injured ganger's wargear and leave them in the Wastes to die and carry on, that is your choice.

Fighters with wounds, bandage and reset them before a new square exploration.

Fighters with flesh wounds, carry them over to new square explorations.

A gang explores their surrounding terrain and fills out a map of the wastes around their settlement using the Terrain & Explore tables provided. Roll on the Terrain table to fill out a map square you choose, marking features like mountains etc. After rolling for new terrain, you may be directed to make a one time Exploration roll after you have filled out your map. This Explore roll may lead to finding scrap metal, loot, credits, or a gang may need to make an Encounter roll which could result in a skirmish with beasts or an enemy gang.

Scrap metal is used for building up features in a Settlement, and can be traded as explained above with a Roaming Trader.

When a gang retreats to its Settlement to recover, hopefully after a successful exploratory scavenging trip, they enter the post battle sequence of the cycle.

EARLY CAMPAIGN GOALS

A gang just starting out in the wastes would be wise to keep a good supply of meat in stock to stave off starvation, and to make sure a good supply of scrap metals and credits for building and trading is available.

It is recommended to build up your settlement walls and add a gate to help during base defense skirmishes against gangs who are ever increasing in power. Explore the surrounding wastes, scavenge and trade, grow in strength and keep an eye out for Ruins & Buildings you can observe activity of and possibly attack later when your gang is stronger and are looking to evolve beyond simple scavengers.

It is a good idea to obtain a Hanger-On or gang member with the Savvy Trader skill, as discussed above, in order to enable access to rarer items from Roaming Traders.

As explained in further detail later, a scavenging gang should only stray so far from an undefended base or it may be taken from them. For now, it is safer to explore, map out just the surrounding ten tiles from your bases walls and save up for a Support Gang, who only defend the base and hunt critters for the primary gang in the settlement. Once this secondary gang is installed in the base, a primary gang can explore farther from their base without fear of the base being lost. When both gangs are in the base and it is attacked, there is a two stage defense scenario as explained on the next page.

MODELS & TERRAIN PREPARATION AND RECOMMENDATIONS

Make your primary gang, on your usual list builder, following the rules on the previous page. Add one free Rogue Doc. Open your map in your chosen spreadsheet software (recommended), or print out a blank map, or just use any square graph paper.

A lot of models are required ideally, to represent the gangs and beasts of the wastes, though proxies and paper models would suffice.

Use what your map sometimes suggests to influence your skirmishes. For example during base defense, if your gang has built no walls or a gate yet, have enemies coming onto the skirmish tabletop from various angles.

Once walls and a gate have been built, have a large skirmish defending your gates outside the base during the later game.

Attacking an established settlement or large ruins occupied by an enemy gang, should be a large skirmish. Apply scenarios to any generated skirmishes as you wish and as is fun, but taking a valuable area and resources from a desperate gang should be a larger fight. Maybe for skirmishes like this make it a list vs list skirmish, full gangs fighting for valuable resources.

ROUND EXAMPLE & TERMS USED

Ash Waste Explorators Mechanics

Using dice rolls on the following **Terrain**, **Explore I**, **Explore II** and **Encounter** tables, a gang fills out their map auspex, explores for scrap metals and loot, encounters enemies and builds up their base and its features.

Round Example

Following is an example of the first steps exploring out into the Wastes from the your gang's Settlement, after the Ash Storms have subsided, in an average intended game.

Turn one, you are not far from unexplored territory in your new Settlement, so decide which surrounding unmapped area you wish to explore with your gang.

Roll 3D6 to discover the terrain type. Find the results on the table and mark it on your map.

For this example we roll 3, 3, 4, result of 10. Which turns out to be mostly featureless wastes, as expected for Deep Waste explorations.

We are directed to make an Explore I roll. So we roll D66 on the Explore I table, rolling 6, then 1, result of 61. Good scavenging, the gang find D3x5 of scrap metals.

We have not rolled on a table that has directed us to make any type of Encounter check yet, so the gang is free to explore another tile as no suspicious movement has been noticed by them.

So choose another square on the map, and once again roll 3D6 on the Terrain table. Giving a result of 13, again empty wastes.

We are directed to roll on the Explore I D66 table and get a result of 41. Directing us to make an Encounter Roll!

Following the instructions and results on the Encounter table, we find we are facing an Outcast gang.

Our gang is overwhelmed and bottles, unable to claim any rewards, which in this case Explore I 41 would have been D3 Scrap Metals.

One of our gangers sustains a critical injury, another is put into recovery. Very unlucky rolls.

The gang retreats to their base and enters what would normally be the Post Battle Sequence, to recover and visit the Rogue Doc etc.

The Post Battle, or Post Cycle, Sequence

Gang Tasks- Before Trading, a gang can choose to send any able bodied fighters out to scavenge further on their own for meat, or in small teams to do more complex tasks. A fighter, while trading, is able to inquire after Rumours from the visiting Traders.

Settlement Defense Phase- After a gang has done all steps in the usual Post Battle Sequence as per usual Necromunda rules, a settlement makes a 4D6 Gang Encounter roll of its own.

Building Phase- Once a gang has made Encounter rolls for its Settlement, the gang can build structures in their base, as explained further below.

Law & Judgement Phase- At the very end of the Post Cycle Sequence, a gang makes its Judgement Rolls.

Rolls Terms Explained

Terrain roll- 3D6 roll on the Terrain table - Used to fill out the Prospector Auspex map.

Explore I- D66 roll on the Explore I table - A basic scavenger life for me.

Explore II- 3D6 roll on the Explore II table - Something possibly of note has been discovered.

Encounter roll- Follow directions on the Encounter table. No encounter, beast encounter, or a gang encounter, depending your rolls.

Beast Encounter roll- 4D6 roll on the Encounter Beast table - 14+ is a skirmish.

Gang Encounter roll- 4D6 roll on the Encounter Gang table. Outlaws add 4 to their rolls - 12 or 13 is a wanderer, 14+ is an attack.

Judgement roll- 2D6 and apply modifiers as explained in the rules. Outlaws roll 3D6.

Settlement Defense Phase

As explained more below and on the next page, a gang may need to defend its base every end of cycle from raiders and enemy gangs. When starting out it is best not to stray too far from your settlement and base, ideally a gang all on foot would stray no more than 10 squares away from the outer walls of their base. Any further and a gang has to make a temporary camp for the night, ending the Cycle and leaving their base undefended!

If available and fully built, a Support Gang fights instead of the initial Primary gang while they rest. Each member of the Support Gang gains 1xp for taking part in the skirmish.

Make a 4D6 Gang Encounter roll, on 14+ your settlement and available Gang need to defend their base.

If your gang loses against an attacking gang in the Settlement Defense Phase then you must face possible catastrophe.

Roll D6 if facing defeat when defending your base and its buildings -

1-2 Lose base (Gang is now nomadic again by force), 3-4 Lose all Scrap in storage, 5-6 Lose half Scrap in storage.

Support Gangs

A Support Gang requires a Settlement level II[slI] for room for their barracks. It is recommended to make a support gang early on, as they may be relied on during the Settlement defense Phase and can help in the following three ways.

Firstly they defend the Settlement and base they are assigned to when the settlement is attacked by a gang in the Settlement Defense Phase, as above.

Secondly they are able to hunt in the local area while guarding and defending the base. As a result, once your main gang has a support gang with a corresponding member, the support ganger will be able to supply the meat rations for themselves and their counterpart. For example, when starting out a new settlement's Support Gang, once a Support Gang Leader is hired, armed and can hunt and guard the base. The primary gangs Leader, while in proximity of the base, has all their meat supplied by that Support Gang's Leader from then on.

The Support Gang perform this task during their duties automatically. As a result a well established gang, with a full support gang, no longer need to monitor and maintain their food stocks unless traveling away from the base into the deeper parts of the Wastes. It is wise to still keep a good stock of meat rations ready for when traveling The Wastes.

Lastly a Support Gang can run built up Rackets, though only while a Primary Gang is away from the base during the Post Cycle phase.

Once a Support Gang is properly established, the initially founded Primary Gang is free to roam further out into the wastes without having to worry about defending the settlement, or collecting from their usual rackets. See the following page for rules on travel distances per game cycle, long distance travel and vehicle travel.

BUILDING IN THE WASTES

SUPPORT GANGS & SETTLEMENT DEFENSE

When a base has a fully equipped Support Gang, as mentioned before, they will takeover initial base defense duties in the current state the base is in. If the base has fully built walls, your gang can defend against attackers at the entrance to your base. If there are gates or a watchtower, these will aid in the entrance defense scenario. When both your primary gang and a Support Gang are both in the base and it is attacked during the Settlement Defense Phase, there is a two stage defense scenario.

Firstly there is an entrance defense scenario, then there is a second defense scenario or skirmish with your other gang to defend the Settlement beyond its walls should the attackers get through the first scenario.

Currently an enemy gang is leveled around your gang, see the Encounter table for more information on power levels of enemy gangs.

BUILDING PHASE MECHANICS & COSTS

As stated, during the Building phase, a gang may build in their base using Scrap and sometimes credits to equip the new structure.

Upgrading the starting level I [sl] Settlement in your base to level II [sll] costs 100 Scrap, plus 50 credits to equip. You need this in order to house a Support Gang for that base.

Walls and CornerWalls - Cost 50 Scrap to build per section on the map **Gates** - Cost 100 Scrap per section on the map.

Watch Tower - Costs 100 Scrap to build, plus 50 credits to equip properly. Built on the walls or surrounding mountains. Allows your gang to place a Watchtower in their deployment area during a base defense skirmish.

Shrine - Costs 50 Scrap, or 25 Scrap & 1 **Sacrificed Captive (-1 to Judgement Rolls)**, to build. Always has the Home Turf Advantage. And gives +1 to rolls when performing a Dark Ritual.

Wasteland Workshop - Costs 100 Scrap to build and 50 credits to equip, required to maintain and store vehicles.

Gaol - Costs 100 Scrap to build, plus 50 credits to equip fully. Adds +3 to the dice roll to Capture enemy fighters.

BUILDING RACKETS

Once a gang has built up the defenses they want for their base, they should consider ways to make money besides scrounging for scrap.

As shown on the following example map, once a settlement has sufficient walls and gates, it can expand the buildings within its walls.

The settlement in the example map, on the next page, has in the Northeast corner a Narco Distribution racket [ND].

To build a Racket, your gang needs 100 Scrap Metal to construct the building it will operate from first.

Each Racket, listed in The Book of Judgement, each cost a gang 100 credits to start up and run from within your new building.

RUNNING YOUR RACKETS

Once built and invested in, a Racket is up and running by the following game cycle and will offer all Income and Boons etc and operate as per the rules in the Book of Judgement. As shown on the example map, while a base like this has room for six Rackets, each Racket requires a Leader or Champion to run it and to collect Income from it each cycle during the Post Cycle Collect Income stage.

BUILDING A NEW SETTLEMENT & WATER RECLAMATION PLANT

After exploring and mapping out the Deep Wastes for a while you may choose, or be forced, to find a new place to build a new base.

To build a Settlement, it would first need a working Water Reclamation Plant in its vicinity. Once a gang has found a suitable Toxic Swamp *~* to build in and process from, the following costs would apply.

Water Reclamation Plant [~] - Costs 200 Scrap, 100 credits, 1 x Isotropic Fuel Rod - This can support a new Settlement, which can be built in any area adjacent to the Water Reclamation Plant.

Settlement Lv I [sl] - Costs 100 Scrap, 50 Credits, 1 x Isotropic Fuel Rod - Functions as a standard Settlement as per usual campaign rules. Then, in following Build Phases, a gang can build walls etc and expand their new base. This is a costly process and a gang could be considered out in the open till sufficient defenses are built up.

LONG DISTANCE TRAVEL

While exploring and mapping tiles within 10 squares of the base walls, the gang is considered close enough to still return to, rest in and defend the base by end of cycle. When all of a gang are considered in vehicles, the limit is 20 squares. Therefore any gang who moves over these "travel limits", must make a temporary camp and rest out in the wastes, like above on the example map in the Northwest corner. See below for temporary camp rules.

In the following example map, the gang has explored all squares within the on foot Travel Limits (10 squares) and can no longer count anything out of that within the "on foot travel limit" from their base. After traveling to the top left corner of their map, they had reached the limit and had to camp for the evening. Marked on the map with a temporary ^X.

Normally when operating within the travel limit of their base, a gang does not need to mark their exact location with an X, unless it helps with personal memory between sessions when out in the wastes or marking down a camp for nomadic gangs.

Long Distance Travel temporary camps are required after reaching a gangs travel limit in all situations (Counting from one square outside of the walls and gates of your settlement, temporary camp, or shelter point), as on the example map.

TEMPORARY CAMPS IN THE WASTES

When resting out in the wastes, a gang makes a temporary camp, as shown in the Northwest corner of the example map ^X.

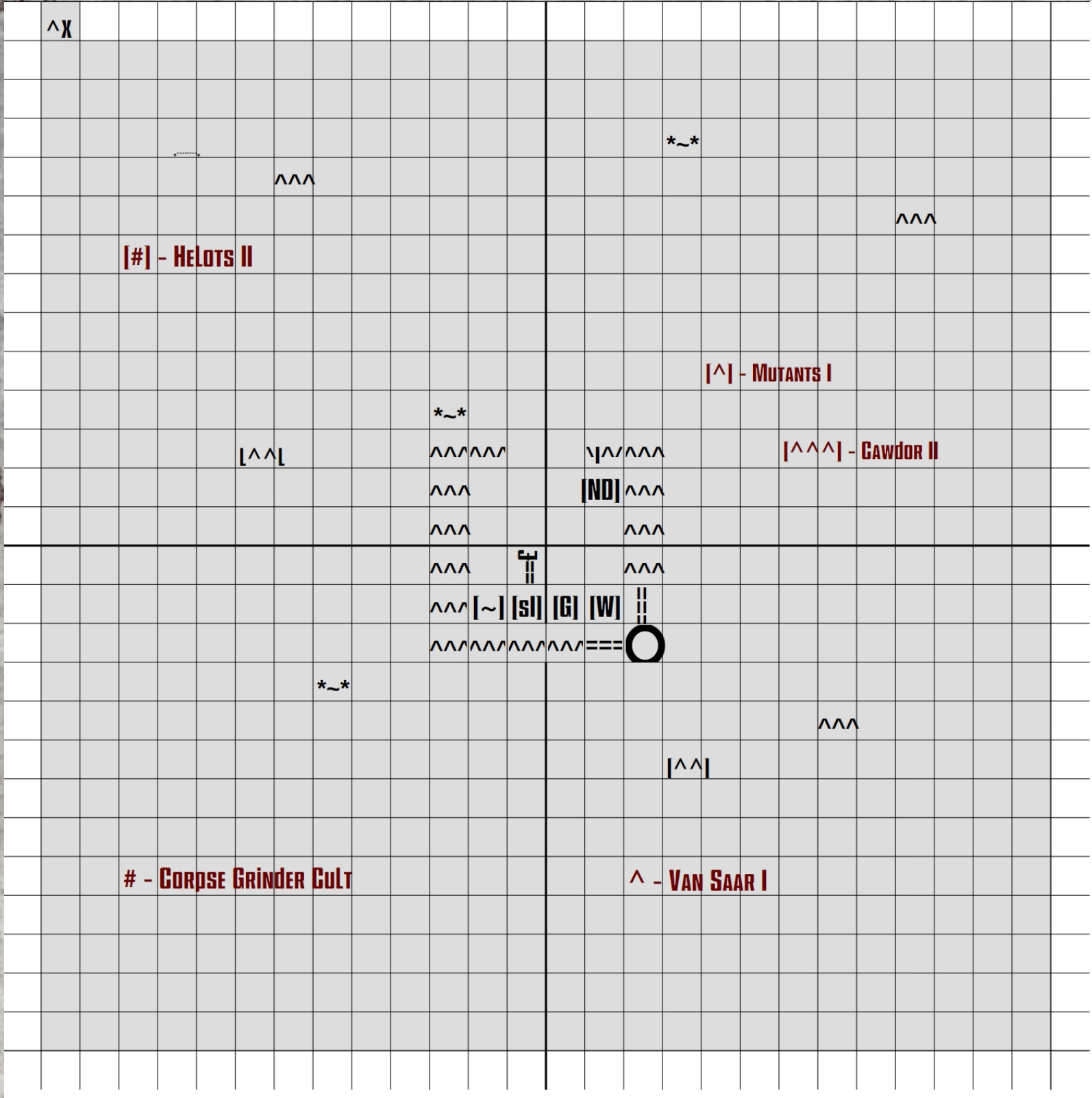
A gang who camps in the wastes can make an **Explore I** roll once per cycle, as they have more time to survey the area, and at the end of cycle they must make an **Encounter** roll to make sure they make it through the night without visiting traders, raiders or vicious fauna.

After their home settlement or base, if they have one, has made its Settlement Defense Phase roll, the temporary camp makes their Encounter roll to check if they had any encounters during their camp out in The Wastes.

A gang may use an empty Ruins or building they find in the wastes to make a temporary camp in. If attacked at night, they could make sure to be resting in a more favourable position as far as a possible skirmish layout would go.

After the new Cycle begins, a gang may operate from their temporary camp in the same way as they would their base, to a certain extent, while exploring the area. Or the gang take down the temporary camp and travels on, removing it from the map.

PROSPECTOR AUSPEX OVERVIEW



Legend

- Wastes - Empty ash grey wastes.
- Mountains - ^^^
- Toxic Swamp - *~*
- Ruins - [^],[^^],[^^^]
- Buildings - ^ Camp, # Outpost,[#]Stronghold
- Walls - ===,Corner Walls - O,Gates - *----
- Water Reclamation Plant - [~]
- Settlement Level I - [sI], Settlement Level II - [sII] Wasteland
- Workshop - [W], Gaol - [G]
- Shrine - ==£
- [ND] - Narco Distribution Racket

Custom Map Setup

When starting a new campaign, setup the terrain as you wish. You should make sure to have at least five gaps in the natural walls created by the mountain ranges. A starting Settlement should have 1x[~]Water Reclamation Plant, 1x[sI]Settlement, and a local Toxic Swamp just outside the walls (Or where the walls will be).

Toxic Swamps

While a good place for a gang to hunt and stock up their meat rations, the many beasts who dwell here can be dangerous.

Ruins & Building

Scavenger crews shelter from the toxic winds and store their scrap metal finds in Ruins, and gangs accrue power and credits in more secure Buildings.

Initial Discovery

When initially discovering a wastelands ruin or building, It is first marked on the gang's map, then a few steps need to be taken after mapping, such as checking for enemies, searching for scrap metals, or credits, or anything else of interest. If you rolled Terrain 3D6 result 7, there is no Gang Encounter roll. It is just an empty ruins, though something valuable may be found in the debris. If finding a ruins through Terrain 3D6 results 15-18, a Gang Encounter roll is performed as directed on the Terrain table. Only Terrain table result 7 is exempt from the Gang Encounter check. If the resulting Gang Encounter roll results in 13 or less (no gang encounter), or if your gang defeats any encountered enemies and they bottle or flee etc, only then are you free to Explore the area properly.

Properly Defeating A Territory, Making It Safe To Explore

Only once a defending enemy gang is defeated by all bottling out, fleeing, going OOH etc, and the Ruins or Building is fully cleared, can your gang then fully take the time to Explore it as per the Terrain table roll. Over time, it will be re-settled. If your gang encounters an enemy and is defeated in a skirmish, your gang must pick up their wounded and flee the ruins or building and forfeit the Explore I or Explore II it generated. If you are unable to remove the gang from an area you initially discover them in, mark them on your map like above, and grade them level I.

Ruins Generation & Loot

On Terrain table results below, use these steps after filling out a map.

- Ruins Level I** - [^] - On initial discovery : Gang Encounter roll, if this results in no skirmish or your gang wins the skirmish and the enemy gang flees its territory or is defeated, discovery reward : Explore I. Once a Ruins Level I is re-inhabited it can be attacked again. After a winning attack where an enemy gang flees its territory or is defeated, a Ruins Level I rewards: D6 Scrap, plus an Explore I roll.
- Ruins Level II** - [^^] - On initial discovery : Gang Encounter roll, if this results in no skirmish or your gang wins the skirmish and the enemy gang flees its territory or is defeated, discovery reward : Explore I. Once a Ruins Level II is re-inhabited it can be attacked again. After a winning attack where an enemy gang flees its territory or is defeated, a Ruins Level II rewards: D6x2 Scrap, plus an Explore I roll.
- Ruins Level III** - [^^^] - On initial discovery : Gang Encounter roll, if this results in no skirmish or your gang wins the skirmish and the enemy gang flees its territory or is defeated, discovery Reward : Explore II. Once a Ruins Level III is re-inhabited it can be attacked again. After a winning attack where an enemy gang flees its territory or is defeated, a Ruins Level III rewards: D6x3 Scrap, plus an Explore II roll.

Buildings Generation & Loot

On Terrain table results below, use these steps after filling out a map.

- Camp** - ^ - On initial discovery : Gang Encounter roll, if this results in no skirmish or your gang wins the skirmish and the enemy gang flees its territory or is defeated, discovery reward : Explore I. Once a Camp is re-inhabited it can be attacked again. After a winning attack where an enemy gang flees its Camp or is defeated, gain rewards: D3x10 Credits, plus an Explore I roll.
- Outpost** - # - On initial discovery : Gang Encounter roll, if this results in no skirmish or your gang wins the skirmish and the enemy gang flees its territory or is defeated, discovery reward : Explore I. Once an Outpost is re-inhabited it can be attacked again. After a winning attack where an enemy gang flees its Outpost or is defeated, gain rewards: D6x10 Credits, plus an Explore I roll.
- Stronghold** - [#] - On initial discovery : Gang Encounter roll, if this results in no skirmish or your gang wins the skirmish and the enemy gang flees its territory or is defeated, discovery reward : Explore II. Once a Stronghold is re-inhabited it can be attacked again. After a winning attack where an enemy gang flees its Stronghold or is defeated, gain rewards: 2D6x10 Credits, plus an Explore II roll.

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TERRAIN

Roll 3D6 for terrain to fill out your map.

MOUNTAIN CAVE*Stash place found.*

^^^

Once terrain is generated, roll to explore.

Gang Encounter Roll

MOUNTAINS*Impassable terrain.*

^^^

Explore I

MOUNTAINS*Impassable terrain.*

^^^

Explore I

Toxic Swamps*Stinking sump waste.*

~

No Explore roll

Beast Encounter Roll

Empty Wasteland Ruins*Old Abandoned Ruins.*

[]

Ruins Roll D6
1-3[^], 4-6[^^],

No Encounter Roll

Explore I

WASTES*Endless Ash Wastes.*

Explore I

WASTES*Endless..*

Explore I

WASTES*Ash..*

Explore I

WASTES*Irradiated..*

Explore I

WASTES*Corrosive..*

Explore I

WASTES*Ash storms..*

Explore I

WASTES*Ash...Movement?*

If no encounter or a win -

Encounter Roll

Explore I

WASTELAND RUINS*Old ruins.*

[]

2-5[^], 6-9[^^],
10-12[^^^]

2D6 Ruins Roll

Gang Encounter Roll

WASTELAND HABS*Buildings?*

^, #, [#]

1-3 ^, 4-5 #,
6 [#]

D6 Habs Roll

Gang Encounter Roll

WASTELAND RUINS*Old ruins.*

[^^]

If no encounter or a win -

Gang Encounter Roll

Explore I

WASTELAND STRONGHOLD*Buildings.*

[#]

If no encounter or a win -

Gang Encounter Roll

Explore II

^, #, [^], [^^]

[#], [^^^] If win
or no Encounter,
Explore II15-18
RESULTS

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EXPLORE I

*nothing of
note, endless
wastes.*

11-12

Beast Encounter Roll

*Nothing of
note, endless
wastes.*

13-14

Beast Encounter Roll

What is that?

15-16

If no encounter or a
win - Scrap D3

Beast Encounter roll

*Nothing of
note, endless
wastes.*

21-22

Gang Encounter Roll

*Nothing of
note, endless
wastes.*

23-24

Gang Encounter Roll

*Someone sees
something!*

25-26

If no encounter or a
win - Scrap D3

Gang Encounter roll

*Nothing of
note, endless
wastes.*

31-32

Encounter Roll

*Nothing of
note, endless
wastes.*

33-34

Encounter Roll

*Someone sees
something!*

35-36

If no encounter or a
win - Scrap D3

Encounter roll

Someone sees
something!

41-42

If no encounter or a
win - Scrap D3

Encounter roll

Someone sees
something!

43-44

If no encounter or a
win - Scrap D3

Encounter roll

Someone sees
something!

45-46

If no encounter or a
win - Scrap D3

Encounter roll

Scrap spotted!

51-52

Scrap D3

Scrap spotted!

53-54

Scrap D3

Vehicle Wreck

55-56

Credits D3x10

Scrap pile spotted!

61-62

Scrap D3x5

Vehicle Wreck

63-64

Credits D6x10

Something spotted!

65-66

Explore II

Roll 3D6 on the Terrain table and update your Auspex accordingly. Roll Explore, or Encounters as indicated.

3

EXPLORATOR'S REMAINS Credits 406x10 Found.

4

VEHICLE WRECK Credits 306x10 Found.

5

TRADER'S REMAINS Credits 306x10 Found.

6

GANGER'S REMAINS Credits 206x10 Found.

7

RUINED ABODE Credits 206x10 Found.

8

RUINED HOVEL Scrap 06x5 Found.

9

SCRAP AMIDST THE DEBRIS Scrap 03x5 Found.

10

SCRAP IN THE RUBBLE Scrap 03x5 Found.

11

OVERTURNED CART Credits 06x10 Found.

12

WANDERER'S REMAINS Credits 06x10 Found.

13

RUINED HOVEL Scrap 06x5 Found.

14

RUINED ABODE Credits 206x10 Found.

15

GANGER'S REMAINS Credits 206x10 Found.

16

TRADER'S REMAINS Credits 306x10 Found.

17

VEHICLE WRECK Credits 306x10 Found.

18

EXPLORATOR'S REMAINS Credits 406x10 Found.

4D6	GANG MODIFIERS	
	ENCOUNTER ROLL : Roll D6 to make an Encounter roll. Outlaws Add 1 to result. 1-2 Beasts Roll, 3-4 No encounter, 5-6 Gangs Roll, 7 +150 points Gang.	BEASTS ROLL : Roll 4D6 on the Beasts table below in the first column. GANGS ROLL: Roll 4D6 on the Gangs table below. Outlaws Add 4 to result. Gang Rolls resulting in 12 or 13, then roll on the Wanderers table on the next page.
12	BEASTS	GANGS
13		
14	D3 YOUNG THRESHER SCORPIONS	OUTCASTS
15	D6 NECROMUNDIAN GIANT RATS	HOUSE CAWDOR
16	D6 ARACHNIMORPH SPITTERS	HOUSE ORLOCK
17	D3 GIANT ARACHNIMORPHS	ASH WASTE NOMADS
18	D3 PLAGUE RATS	REDEMPTIONISTS
19	D3 GIANT ROT FLIES	HOUSE DELAQUE
20	D3 MILLISAURS	HOUSE GOLIATH
21	D3 ROT FLY SWARM	HOUSE ESCHER
22	D3 RIPPERJACKS	CHAOS HELOTS
23	D3 SUMP BEASTS	HOUSE VAN SAAR
24	D3 THRESHER SCORPIONS	SLAVE OGRYN
25		BADZONE ENFORCERS
26		VENATOR BOUNTY HUNTERS
27		PALANITE ENFORCERS
28		SUBJUGATOR ENFORCERS

Roll D6 for encounter type. Outlaws Add 1 to result. 1-2 Beasts, 3-4 Hid or it fled etc, 5-6 Gang, 7 150+ points Gang roll. Roll 4D6 to decide outcome. Outlaws Add 4 to result.

WANDERERS

	Roll for type of Wanderer	Follow any directions given	React if they are receptive	Issue possible orders
3	BRUTE Attacked by (Roll D6)	1-2 Warp Horror 3-4 Awakened Ogryn 5-6 Mutated Ogryn		
4	CORRUPT Approached by (Roll D6), with D6 followers	Attacks any gang unlike them 1-2 Xenos 3-4 Mutant 5-6 Helots	Ganger Disposition Disposition of 6+ Trades I&II items with other Corrupt gangs.	Attack Butcher (<i>Cannibal Action</i>)
5	MUTANT Leader has 2 Mutations. With D6 followers, each has 1 Mutation	Attacks any Non Mutant gangs	Ganger Disposition Disposition of 6+ Trades I&II items with other Mutant gangs.	Attack Butcher (<i>Cannibal Action</i>)
6	BEASTMASTER Attacks with D3 (Roll D6)	1-2 Wasteland giant rat 3-4 Millisaur 5-6 Ripperjack	Attacks with D3 followers.	
7	INJURED GANGER Roll for 1 Lasting Injuries Roll for House & Variant Items 1xI & 1xII	Attacks any gangs not in their own House Ganger Disposition check	Disposition of 6+ Help - Offer Meat, rewards 1x item I. Recruit - Leadership test	Capture Steal (<i>Outlaw Action</i>) Attack Butcher (<i>Cannibal Action</i>)
8	TRADER With D3 followers Items 1xI & 1xII 2D6x10 Credits	If openly corrupt, they flee Scummer Disposition check	Disposition of 6+ Trades Items I&II	Attack (<i>Outlaw Action</i>) Butcher (<i>Cannibal Action</i>)
9	SCAVENGER Items 1xI	If openly corrupt, they flee Scummer Disposition check	Disposition of 6+ Trade - 2D6 Scrap to swap for 1 meat each.	Capture Steal (<i>Outlaw Action</i>) Attack (<i>Outlaw Action</i>) Butcher (<i>Cannibal Action</i>)
10	WANDERER Items 1xI	If openly corrupt, they flee Scummer Disposition check	Disposition of 6+, roll D6 1-2 Scrap tip - D3 Scrap 3-4 Scrap tip - D6 Scrap 5-6 Trades I	Capture Steal (<i>Outlaw Action</i>) Attack (<i>Outlaw Action</i>) Butcher (<i>Cannibal Action</i>)
11	WANDERER Items 1xI & 1xII	If openly corrupt, they flee Scummer Disposition check	Disposition of 6+, roll D6 1-2 Scrap tip - D3 Scrap 3-4 Scrap tip - D6 Scrap 5-6 Trades II	Capture Steal (<i>Outlaw Action</i>) Attack (<i>Outlaw Action</i>) Butcher (<i>Cannibal Action</i>)
12	SCAVENGER Items 1xI & 1xII	If openly corrupt, they flee Scummer Disposition check	Disposition of 6+ Trade - 2D6 Scrap to sell for 5 Credits each.	Capture Steal (<i>Outlaw Action</i>) Attack (<i>Outlaw Action</i>) Butcher (<i>Cannibal Action</i>)
13	BEASTWRANGLER With D6 Necromundian Giant Rats	If openly corrupt, they flee Scummer Disposition check	Disposition of 6+ Selling 1 Necromundian Giant Rat for 40Cr. Buys meat for 5 Credits per ration.	Attack (<i>Outlaw Action</i>) Butcher (<i>Cannibal Action</i>)
14	TRADER With D6 followers Items 1xIII & 1xIV 4D6x10 Credits	If openly corrupt, they flee Scummer Disposition check	Disposition of 6+ Trades Items I-III	Attack (<i>Outlaw Action</i>) Butcher (<i>Cannibal Action</i>)
15	GANGER Roll for House & Variant Items 1xIV	Attacks any gangs not in their own House Ganger Disposition check	Disposition of 6+ Recruit - Leadership test	Capture Steal (<i>Outlaw Action</i>) Attack Butcher (<i>Cannibal Action</i>)
16	PROSPECTORS Items 1xIII & 1xIV 2D6x10 Credits	If openly corrupt, they flee Scummer Disposition check	Disposition of 6+ For 50 Credits per time, generate 1 square by an already generated tile.	Capture Steal (<i>Outlaw Action</i>) Attack (<i>Outlaw Action</i>) Butcher (<i>Cannibal Action</i>)
17	WASTES PREACHER With D6 followers Items 1xIII D6x10 Credits	If openly corrupt, they flee Scummer Disposition check	Disposition of 6+ When passing, the entourage bandage a ganger. Heal 1 wound.	Attack (<i>Outlaw Action</i>) Butcher (<i>Cannibal Action</i>)
18	EXPLORATOR Items 1xIII & 1xV 3D6x10 Credits	If openly corrupt, they flee Uphiver Disposition check	Disposition of 7+ Trades Items 1xV	Capture Steal (<i>Outlaw Action</i>) Attack (<i>Outlaw Action</i>) Butcher (<i>Cannibal Action</i>)
	<i>Wanderers have the stats of Hive Scum, their leaders have increased Leadership & Cool.</i>	<i>A wanderer with followers cannot be so easily overpowered. Attacking a small group will result in a skirmish with usual rules.</i>	<i>Wanderers who flee from you can still be reacted to, though with a -1 penalty to any initiative checks.</i>	<i>A map tile bought from a Prospector, of course does not have any Encounter or Explore rolls made for it.</i>

Gang Rolls resulting in 12 or 13 make a Wanderer roll. Roll 3D6 on the table, use the random rolls on the next page as directed, to build up wanderer encounters.

WANDERER CHARACTERISTICS

Roll on the table on the left, use the random rolls on this page as directed, to build up wanderer encounters.

VARIANT - Roll 2D6

2-3 Chaos, 4-6 Outlaws, 7-11 Lawful, 12 Crusading.

AFFILIATION - Roll D6

1-2 Cult, 3-4 Unaffiliated, 5-6 House

--D6 CULTISTS

1-2 Corpse Grinder, 3-4 Genestealer, 5-6 Helots

--D6 UNAFFILIATED

1 Ash Waste Nomads, 2-4 Outcasts, 5-6 Mutants

--D6 HOUSES

1 House Cawdor, 2 House Delaque, 3 House Escher 4 House Goliath, 5 House Orlock, 6 House Van Saar

SCUMMER DISPOSITION - Roll 2D6

2-5 Leaves, 6-8 Neutral, 9-11 Friendly, 12 Positive.

GANGER DISPOSITION - Roll 2D6

2-5 Attacks, 6-8 Neutral, 9-12 Friendly.

UPHIVER DISPOSITION - Roll 2D6

2-6 Flees, 7-8 Neutral, 10-12 Friendly.

LASTING INJURIES - Roll 2D6

2 Impressive Scars, 3 Horrid Scars, 4 Old Battle Wound, 5 Partially Deafened, 6 Eye Injury, 7 Hand Injury, 8 Hobbled, 9 Spinal Injury, 10 Enfeebled, 11 Head Injury, 12 Critical Injury.

OUTCAST MUTATIONS - Roll 2D6

2 Void Soul, 3 Eye Stalks, 4 Extra Appendages, 5 Horrific Appearance, 6 Massive Claws, 7 Scaly Skin, 8 Tentacles, 9 Vast Bulk, 10 Two Heads, 11 Toxic Blood, 12 Wing Membranes.

HELOT MUTATIONS - Roll 1D6

1 Dark Madness, 2 Bestial Senses, 3 Disturbing Appendage, 4 Warped Limbs, 5 Crooked Body, 6 Twisted Flesh.

WANDERER ENCOUNTERS

Capture -

Roll Initiative tests on your fastest 3 fighters.

Pass 2+ checks - Succeed -

You manage to capture your quarry and restrain them. Roll for any listed Items & Credits for that wanderer and add it to their inventory before treating them as a Captive fighter.

Pass 1 or less checks - Fail -

Too quick for you maybe? The target escaped.

Steal - Outlaw Actions -1 to Judgement Rolls

Roll Initiative tests on your fastest 3 fighters.

Pass 2+ checks - Succeed -

Easily outnumbered and outpaced, you help yourselves to their possessions. Roll for any listed Items & Credits for that wanderer.

Pass 1 or less checks - Fail -

Despite your best efforts, they escape.

Attack - Outlaw Actions -2 to

Judgement Rolls

Would result in an uneven skirmish similar to Caravan Heist.

Rewards on win : Credits amount and item rolls listed.

Followers share stats and value with Hive Scum, as do the wanderers, though they are leaders and have better leadership, cool and ballistics skill.

Butcher - Outlaw Cannibal Actions -4 to

Judgement Rolls

Roll Initiative tests on your best 3 fighters armed with suitable close combat weapons.

Pass 2+ checks - Succeed -

Butcher one ration of meat from each carcass created. Roll for any listed Items & Credits for that wanderer.

Pass 1 or less checks - Fail -

Partially wounded they all managed to flee.

WANDERERS & THEIR FOLLOWERS

Wanderers are varied but if fought in a skirmish can be represented by either the usual for their faction, or by Hive Scum with improvement by 1 point to Leadership, Cool, and Ballistics skill. They are armed by rolling on the Ganger IV table till they have a weapon.

Their followers can be represented by Hive Scum, or their appropriate faction usual, armed with a roll on the Scummer II table till they have a weapon.

CAPTIVE FIGHTERS

For Captive House Gangers -

Roll D6 - 1-3 The gang attempt the Rescue Mission Scenario. 4-6 The gang do not attempt to rescue and negotiate a 50% payment for their return if you accept.

Any non House gangers, not owned by a player's gang, will not have a trade offered for them.

Only Houses will consider paying to retrieve their fringe gang members out here.

All other non House gangers or Wanderers will not be rescued or ransomed.

A Law Abiding gang may claim a bounty on an Outlaw Captive fighter and will get 50% of the fighter's total worth.

Any gang can sell any Captive character to the guilders as a slave for 50% of their total value.

I SCAVENGER ITEMS - Roll 3D6

3	Photo-Lumen	20
4	Flares	20
5	Smoke Grenade	15
6	Kalma	15
7	Flak Armour	10
8	Lock-Punch	10
9	SawnOff Solid Rnds	5
10	LHO Sticks	5
11	Dum Dum Rnds	5
12	Filter Plugs	10
13	Drop Rig	10
14	Hazard Suit	10
15	Strip Kit	15
16	Respirator	15
17	Second Best	15
18	Wild Snake	30

II SCUMMER ITEMS - Roll 3D6

3	Chainsword	25 R8
4	Flail	20
5	Fighting Knife	15
6	Autogun	15
7	Axe	10
8	Autopistol	10
9	Flak Armour	10
10	Stub Gun	5
11	Reclaimed Autopistol	5
12	Reclaimed Autogun	10
13	Laspistol	10
14	Mesh Armour	15
15	Sawn-Off Shotgun	15
16	Lasgun	15
17	Long Las	20
18	Shotgun	30

III PROSPECTOR ITEMS - Roll 3D6

3	Scare Gas Grenade	45 R10
4	Harrier-Skulls	40 R8
5	Incendiary Charge	40 R7
6	Photo-Goggles	35 R9
7	Bio-Booster	35 R8
8	Industrial Respirator	30 R7
9	Armoured Undersuit	25 R7
10	Grapnel Launcher	25
11	Ablative Overlay	20
12	Bio-Scanner	30 R8
13	Cred Sniffer	35 R8
14	Cameleoline Cloak	35 R9
15	Suspensor Harness	40 R9
16	Grav-Chute	50 R10
17	Demolition Charge	50 R12
18	Isotopic Fuel Rod	60 R10

IV GANGER ITEMS - Roll 3D6

3	Web Pistol	90 R9
4	Grenade Launcher	65 R8
5	Power Claw	55 R11
6	Power Hammer	45 R8
7	Two Handed Hammer	35
8	Long Rifle	30 R7
9	Sword	20 R6
10	Mesh Armour	15
11	Fighting Knife	15
12	Flail	20
13	Chainaxe	30 R9
14	Shotgun	30
15	Bolt Pistol	45 R8
16	Plasma Pistol	50 R9
17	Bolt Gun	55 R8
18	Heavy Stubber*	130 R7

V UPHIVER ITEMS - Roll 3D6

3	Archaeo-Carapace	120 R12
4	Heavy Carapace	100 R11
5	CombiBolt Plasma Pstol	80R11
6	Light Carapace	80 R10
7	Sensor Skull	60 R12
8	Choke Gas Grenade	50 R9
9	Uphive Raiments	50 R10
10	Spur	35 R11
11	Isotopic Fuel Rod	60 R10
12	Exotic Furs	50 R12
13	Gun Skull	65 R12
14	Medi Skull	80 R12
15	Plasma Grenade	90 R10
16	Power Fist	100 R11
17	BolterCmb Plasma Gn	115 R10
18	Archaeotech Device	120 R13



IN COMBAT

1" of an enemy, or already in melee.

- 1 - Cunnin'
- 2 - Spooked
- 3 - Attack!
- 4 - Attack!
- 5 - Attack!
- 6 - Carnage

ACTIVATING AN ENEMY

During the Combat Phase, activate the fighters in the enemy gang, one at a time, always choosing the fighter that is closest to any members of your gang that has not yet activated in that round. To activate a fighter in the enemy gang, determine which fighter is closest and then roll a dice and consult the behaviour table.

If there are two enemy fighters that are an equal distance apart from a fighter in your gang (for example, multiple fighters are in base to base contact), use the following priority order to determine which fighter to activate:

The Leader of the opposing gang

The Ganger with the highest point value

The Ganger who's suffered the most wounds

If this results in a tie, use a D6 to randomly determine which Ganger activates

Quick tip: If you prefer, you can randomize which enemy is activated with a dice roll or some other such method. The rules here are intended to allow solo players to have a skirmish as simply as possible.

CLOSE

From 1-12" to an enemy.

- 1 - Cunnin'
- 2 - Attack!
- 3 - Attack!
- 4 - Brutal Charge
- 5 - Brutal Charge
- 6 - Brutal Charge

ATTACK!

If this Fighter begins its activation in range of an attack based on one or more of their weapon profiles. They make all attack and charge actions available. If there are no visible enemies in range, it moves towards the closest friendly fighter and searches for enemies, till end of turn. If aware of an out of range, visible enemy, move closer to them till end of turn.

BRUTAL CHARGE

This fighter immediately makes a charge action if possible, or must move directly towards the nearest visible enemy to attack.

If this movement brings them within weapon range of an enemy, this fighter immediately makes an attack action. If this movement does not bring them within attack range of an enemy fighter, the activation ends.

If there are no visible enemies in range, it moves towards the closest friendly fighter and searches for enemies, till end of turn. If aware of an out of range, visible enemy, move closer to them till end of turn.

FAR

Located 12" + of a visible enemy.

- 1 - Cunnin'
- 2 - Attack!
- 3 - Attack!
- 4 - Hurry!
- 5 - Hurry!
- 6 - Hurry!

FIRE FROM A DISTANCE!

If a fighter has a ranged weapon preference, they follow a different sequence for ATTACK! & BRUTAL CHARGE. First determine if there is already a enemy in range of this weapon. If not, they make a Move action directly towards the nearest enemy, ending if they come into range of their longest range attack profile; they then make a shoot action as soon as possible.

If however this fighter begins its activation in range to shoot an enemy using their longest range weapon profile, they do not move, and instead make the maximum amount of shoot actions with the longer ranged weapon option. If there are no enemies in range after the first attack action, this fighter uses the move action instead.

If this fighter begins its activation within 1" of a enemy, they instead make charge, or make attack actions with their shortest range weapon (i.e. melee weapon, or fists) if already engaged.

ABOMINABLE INTELLIGENCE OVERVIEW

NECROMUND:AI

An abominable intelligence for Necromunda – v0.1 (Experimental) by fodzilla (See Credits)

NECROMUND:AI is a simple decision-tree based AI system for Necromunda (N17+). It can be used to run AI gangs for solo play or third forces within adversarial scenarios.

Necromunda is a complex ruleset but this is a simple AI. It works best with simple Fighters and gangs, and in simple scenarios, so minimise special rules and synergies for best result. If in doubt, roll off or choose whatever best fits the narrative.

This is in an experimental state and all feedback is appreciated.

GENERAL PRINCIPLES

Weapons and Roles: Nominate a primary weapon for each fighter. This determines both their decision tree and the priority of some actions within trees. If a primary weapon is disabled (e.g. via Limited/Scarce), re-nominate.

Decision Trees: Each time a fighter activates or can otherwise perform an action, consult the relevant Decision Tree to determine their action priority. Each time they perform an action, return to the top of the tree for any further actions.

Activation Priority: Fighters in Charge range activate first, then Fighters with LOS and range, then other Fighters, then Seriously Injured fighters. Within these categories, Fighters with higher credit value activate first. Always use Group Activation where available.

Conditions: Seriously Injured fighters will always Crawl towards cover. Fighters suffering Blaze will always become Pinned.

Target priority: When shooting, Fighters will prioritise targets by ease of shot, then distance. When charging, Fighters will prioritise the closest target. When fighting in melee, Fighters will prioritise the weakest target (by T then W).

Measuring: The AI requires pre-measurement for its decision-making. A target is only considered to be within Charge range when a Charge is possible.

Objectives: Necromunda scenarios vary wildly. Some finesse will be needed to determine how Fighters should behave in relation to objectives, e.g. when objectives should change, whether multiple Fighters are required, etc.

Psychic powers: Select Psychic Powers carefully. Those that can act as or buff Shoot or Fight actions are most appropriate; if an additional action is available when a Shoot or Fight is indicated, attempt to use the power to buff that action. Fighters will attempt to disrupt casting where possible.

Special Actions: Scenario actions, interactions with terrain and any non-combat skill or psychic power actions.

Skills: Select skills carefully. Passive is better than active. Fighters will always make use of skills where available.

Rapid Fire (X): At 4+ or better to hit roll all Rapid Fire dice, otherwise roll only one.

FIGHTER DECISION TREES

Activation Priority	Charge Range > LOS > Other > Seriously Injured; Highest > Lowest Cr. Value
----------------------------	--

Type	Melee	Ranged	Heavy
Primary Weapon	Melee	Ranged <=24"	Ranged >24": Ranged Unwieldy
Action Priority	1	Coup de Grace	Coup de Grace
	2	Stand Up	Stand Up
	3	Fight	Retreat
	4	Charge	Charge (Coup de Grace)
	5	Shoot	Shoot
	6	Reload	Charge (Coup de Grace)
	7	Special	Reload
	8	Move (Objective)	Special
	9	Move (Range)	Move (Range)

Action	Test	Behaviour
Charge	Is there a target within maximum Charge range?	Yes: Attempt a Charge action directly towards the closest target.
Charge (Coup de Grace)	Is there a Seriously Injured target within maximum Charge range?	Yes: Attempt a Charge action directly towards that target.
Coup de Grace	Can the Fighter perform a Coup de Grace action?	Yes: Perform this action.
Fight	Is the Fighter in engagement range?	Yes: Make a Fight action.
Move (Objective)	Does the scenario feature an objective?	Yes: Make a Move action towards the closest objective, preferring to remain in cover.
Move (Range)	Are all other options exhausted?	Yes: Make the shortest Move action to achieve LOS and range on a target, preferring cover where available.
Reload	Is at least one reloadable weapon out of ammunition?	Yes: Attempt the easiest available Reload action.
Retreat	Is the Fighter in engagement range?	Yes: Attempt a Retreat directly away from the closest enemy.
Shoot	Is there a target within Range and Line of Sight of the Fighter's best available weapon?	Yes: Make a Shoot action with the Fighter's best available weapon. If an additional action is available, Aim first.
Special	Is the Fighter able to perform a use a scenario/objective action, terrain interaction or non-combat skill or psychic power action?	Yes: Perform this action.
Stand Up	Is the Fighter prone (pinned)?	Yes: Make a Stand Up action.

GANG TASKS

Before Trading, all gang members can be sent out to hunt for food, or search for scrap metal, loot from wreckages and bodies after skirmishes, or to perform Outlaw Actions looking for items to steal and weaker people to raid (Which is seen as Outlaw Actions, to be taken in account in the Judgement Rolls). The following can all be done once per week, during the Scavenging phase, leading upto the Rumours and Trading phase. Hired guns and special characters cannot be sent out, only the required gang fighters mentioned.

Gang Tasks, which range from the gathering of anything from resources to information, is always a very valuable tool to an up and coming gang boss out in the wastes.

MONITORING LOCAL RUIN & BUILDING ACTIVITY

Any fighter, even a simple ganger or juve on a waster's dirtbike or in any vehicle, can be sent out to any known empty ruins or buildings in order to see if it has been re-inhabited.

Roll Gang Encounter 4D6 on chosen ruin or building, on a 14+ result the building has been re-inhabited by the resulting gang.

Update the Ruin or Building on the map with the residing gang at power level I. The ganger then hastily retreats to their closest base or temporary camp. It pays to keep a cheap vehicle, at least a Waster's Dirtbike at your base or camp.

SCAVENGER TASKS

D6 - Hunting for food - Scavenger Task

(1 Leader/Champion/Ganger/Juve required, fully armed)

1 Heavy Footed

The fighter scares off any potential prey.

2-3 A Giant Rat

They killed a Giant Rat, though is attacked by more and unable to butcher it fully, they gain 1 meat portions.

4 A Giant Rat

The fighter killed and fully butchered a Giant Rat, they gained 2 meat portions.

5 A Sumpkroc

The fighter took down and fully butchered a Sumpkroc, they gained 3 meat portions

6 A Giant Spider

The fighter safely shot and killed a Giant Spider! After butchering they gain 3 meat portions, then sells the trophies for 5 credits.

D6 - Scavenge scrap from the wastes - Scavenger Task

(1 Leader/Champion & 1 Ganger/Juve required, both fully armed)

1 Bad luck

Something terrible happened. Fighter goes into Recovery.

2 Nothing useful

They find some useless trash.

3-4 Some scrap

Add 1 Scrap to the gang's stash.

5 Valuable scrap

Add 2 Scrap to the gang's stash.

6 Big loot

Surprisingly, the fighter found something useful. 4 Scrap found.

2D6 - Looting - Scavenger Task

(1 Leader/Champion & 1 Ganger/Juve required, both fully armed)

2 Unfortunate Encounter

Both fighters go into Recovery.

3-4 Paid in Blood

The ganger/juve goes into Recovery.

Spend D3x5 credits on items from the House Weapon List.

5-6 Useful Items

Spend D6x5 on items from the House Weapon List.

7-8 Hidden Cache

Spend D6x10 credits on items from the House Weapon List.

9-10 A Lone Wanderer

Gain a free Ganger including additional items worth D6x10 credits from the House Weapon List.

11-12 Lost Holestead

Roll a D6:1-5: Gain a free Ganger, 6: Gain a free Champion.

Includes 2D6x10 credits worth of items from the House Weapon List.

OUTLAW TASKS

D6 - Ambush! Seek lone travellers to ambush - **Outlaw Actions -1**
(1 Leader/Champion/Ganger/Juve required, fully armed)

1 Heavy Footed

The fighter scares off any potential victims.

2-3 Easy Target

The fighter finds a lone scavenger, they brought back 1 scrap.

4 A Wanderer

The fighter finds a wanderer, they brought back 2 scrap metal.

5 A Scavenger

The fighter finds a weak scavenger, they brought back D3x10 Credits and 2 scrap metal.

6 Easy Targets

The fighter got lucky and snook up on two wasteland scavenger sleeping in a ruins, they found D3x10 credits and 3 scrap metal.

2D6 - Rush them! - Raid across the wastelands - **Outlaw Actions -4**
(1 Leader/Champion & 2 Ganger/Juve required, all fully armed)

2 Unfortunate Encounter

Randomly select one of the Gangers/Juves and make a roll on the Lasting Injury table for them.

3-4 Paid in Blood

Randomly select one of the Gangers/Juves and they go into Recovery.

Spend D3x5 credits on items from the House Weapon List.

5-6 Useful Items On a Lone Wanderer

Spend D6x5 on items from the House Weapon List.

7-8 Hidden Cache In A Hovel

Spend D6x5 credits on items from the House Weapon List.

9-10 A Lone, Wily Scavenger

Scrap D3, Spend D6x5 credits on items from the House Weapon List.

11-12 Lost Holestead

Scrap D6x2, Spend 2D6x10 credits worth of items from the House Weapon List.

2D6 - Reave flesh! Hunting the weak, also stealing & raiding - **Outlaw Cannibal Actions -8**

(1 Leader/Champion & 2 Ganger/Juve required, all fully armed)

2 Unfortunate Encounter

Randomly select one of the Gangers/Juves and make a roll on the Lasting Injury table for them.

3-4 Paid in Blood

Randomly select one of the Gangers/Juves and they go into Recovery. Gain one meat ration.

5-6 Useful Items

Gain one meat ration and D3 scrap metal.

7-8 A Lone Scavenger

Gain one meat ration and D6 scrap metal.

9-10 A Lone Wanderer

Gain one meat ration and additional items worth D6x10 credits from the House Weapon List.

11-12 Lost Holestead

Gain two meat rations and additional items worth 2D6x10 credits worth of items from the House Weapon List.

WASTELAND RUMOURS

Roaming Traders, Their Entourage and Wasteland Rumours

Rumours are, after all, just rumours. Though if a Roaming Trader, or their entourage, has some information to share about any changes out in the wastes, you can be certain it is truth. Their reputation relies on it.

Once per Cycle a Leader, or Champion, may talk to their usual Roaming Trader about any rumours heard whilst traveling.

First, roll D6. If the result is 3+, the Trader has information for you, in the resulting area. NorthEast etc refers to the direction from the settlement, or temporary camp, to where the Rumour is located.

Then discern what type of Rumour it is, Gang, Ruins, or Building news. Roll on the resulting table to the right, and update your map accordingly.

D6 - Any rumours from The Wastes?

- 1-2 None
- 3 NorthEast
- 4 SouthEast
- 5 SouthWest
- 6 NorthWest
-

D6 - Rumour Type

- 1 Gang Rumours
- 2 Gang Rumours
- 3 Ruins Rumours
- 4 Ruins Rumours
- 5 Building Rumours
- 6 Building Rumours

D6 Gang Rumours

- 1 Closest Level II gang has grown in size.
- 2 Second closest Level II gang has grown in size.
- 3 Closest Level I gang has grown in size.
- 4 Second closest Level I gang has grown in size.
- 5 Closest Level II gang has been defeated and is now Level I in strength.
- 6 Closest Level III gang has been defeated and is now Level II in strength.
-

D6 Ruins Rumours

- 1 Closest Level II Ruin has grown in size.
- 2 Second closest Level II Ruin has grown in size.
- 3 Closest Level I Ruin has grown in size.
- 4 Second closest Level I Ruin has grown in size.
- 5 Closest empty Ruin activity has been noticed. Free Monitor roll on closest Ruin.
- 6 Second closest empty Ruin activity has been noticed. Free Monitor roll on Second closest Ruin.
-

D6 Building Rumours

- 1 Closest Outpost # has grown in size to a Stronghold [#].
- 2 Second closest Outpost # has grown in size to a Stronghold[#].
- 3 Closest Camp ^ has grown in size to an Outpost #.
- 4 Second closest Camp ^ has grown in size to an Outpost #.
- 5 Closest empty Building activity has been noticed. Free Monitor roll on closest Building.
- 6 Second closest empty Building activity has been noticed. Free Monitor roll on Second closest Building.

WARFARE IN THE ASH WASTES

A Prospectors Auspex can be a useful tool when running a large gang out in the wastes. Update your auspex map through the Rumours and Monitor Gang Tasks, exploring more of the area around your settlement.

Keep an eye on gangs that you may see as troublesome, or someone you may plan on attacking for resources. They may gain power and become more of a problem, or maybe a more worthwhile target.

Ruins tend to harbour scavengers and they only keep scrap metals there, Buildings house gangs that are more settled and have had time to accrue credits.

THE BADZONES WATCHMEN DECREE

The further you descend into the depths of The Underhive, or charter the more remote parts of The Ash Wastes, the harder life gets. In the desperate and dark corners of The Hive lurk countless and sometimes insurmountable dangers. Life is cheap here, and generally short, but if you can carve yourself out a reputation there is a living to be made.

There are those that sift the debris hoping for valuable resources, scavenging for food, cleaner sources of water or possibly some scrap to sell. There are those who have to rely on stealing what they need to survive, those who prey on the weak for food, and those who make it their livelihood hunting down the crazed Heretics of the Badzones.

This is a campaign that is intended to focus on the harsh lives of the hive scum who are just trying to survive in the more remote areas of the hive, the criminal gangs who hide there, and the law makers who hunt them down. For one or more players, it is made for someone who wants to play a law-abiding Bounty Hunter, or paid official lawman gang, or the other side of the coin, be it Raiders, Redemptionists, Cannibals, Mutants or even secretive cults plotting the hives fall to Chaos. This was made using the great "Outlaws : Dead or Alive" rule set, from the Fanatic Magazine, as a starting point. There are rules for being monitored and judged by local law officials, influenced by your gangs actions, and rules for feeding, trading, hunting scavenging and raiding for Outlaw gangs that hide in the more dangerous areas of The Wastes.

BEING AN OUTLAW GANG

Being an outlaw makes life very difficult. Food has to be scavenged from the tumbled rocks and rusted pipes of the wastes, be it rats, edible fungus, or nutritious slime. Even getting enough food to stay alive can be problematic. If not already playing with Meat & Starvation mechanics, a player should consider this.

BECOMING A PAID ARBITRATOR WATCHMAN GANG

Bounty hunter gangs come to the Wastes to get rich from hunting notorious outlaws, hoping to catch the eye of the Guilders, and to be offered the chance to become one of their paid Watchmen gangs. Watchmen gangs get a bonus of 50 credits each time they fight against an Outlaw gang.

THE LAWS, HIDDEN OUTLAWS & JUDGEMENT ROLLS

Only through brutality and constant vigilance can order be maintained. If the agents of order were to loosen their grip around the throat of the people but for a moment, the discontent of the masses might boil over, extinguishing Necromunda in a cycle of madness, chaos and blood. The troubles caused by all types of outlaw gangs, in all areas of the hive are becoming most untenable, and are starting to cause great unrest amongst those who live in the higher levels of the hive.

The Lords of Necromunda called for discussions with Arbitrators and Guilders who operate mostly in the most isolated and remote parts of the Wastes. The High-Lords have passed a new decree.

The Guilders in the Wastes have been given a large amount of funding, and political power, in order to have them deputise some of the more trustworthy gangs that they come across. These deputised unofficial Arbiters "Watchmen" will investigate and judge the endless tides of lawless and heretical gangs rising up of late, as Outlaws.

Using knowledge the Guilders have provided, all areas usually somewhat safe for Outlaws, such as Corpse-Starch and Nutri-Slime supply points, Black Markets, Medical Services, will all be guarded and patrolled heavily, in order to make their use impossible for all outlaw elements.

Given permission and financial backing from their superiors in the upper echelons of the hive, The Guilders have started building a vast network of informants and paid gangs, all who help protect their varied interests. Many shadowy hidden gangs, from cultists, to crime organisations, are staging vicious and often devastating raids on the territories and many profitable enterprises the Guilders own on the edges of the Badzones. This campaign is based on the gangs who take part in both sides of this struggle.

A mechanic this campaign uses to monitor, judge, and change a gangs legal status, is called the Judgement Rolls.

In the end phase of the Post-battle Sequence, after collecting income, scavenging and trading so on, each player with a Law-Abiding gang rolls **2D6** to see if the gang has come to the attention of the local Guilders and their Watchmen. Then apply a series of modifiers representing laws, rumours, or evidence working against or for your gang.

HIDDEN OUTLAW GANGS

Hidden in shadowy, remote corners of the Wastes, and sometimes even in plain sight, there are many "Hidden" outlaw gangs of criminals, cannibals, Redemptionists, Outcasts, Mutants, Chaos-Tainted Houses, Gene-Stealer Cults etc, who either have stayed well hidden, or have just been cunning enough to not have been discovered by authorities.

All gangs, apart from Enforcers, may choose to start out a campaign as a Law-Abiding "Hidden Outlaw" gang, as they may be Outlaw in nature, yet have not revealed their true intent, or been proven outlaws. "Hidden Outlaw" describes any gang with Outlaw intent, that is created to "hide in plain sight", as a Gene-Stealer Cult arguably would.

These types of gangs roll **3D6** instead of the usual two, during the Judgement Rolls, and keep the lower of the two results rolled. A lot of influences may sway the Guilders and their Watchmen on its opinion of your gang and its activities, from forgotten evidence or witnesses left behind on a raid, to an informant that is just fearful, or envious, of your gangs power. If your chosen gang usually starts as Outlaw, and seem to obviously start as Outlaw by definition, you do not need to make Judgement rolls. Outlaw gangs who "operate out in the open" would not need to.

Once a gang is outlawed they no longer need to make Judgement Rolls.

After paying their bounty off to the Guilders, a gang would need to stay on the right side of the law, so would once again make the Judgement Rolls every cycle.

JUDGEMENT ROLLS & MODIFIERS

In the end phase of the Post-battle Sequence, after collecting income, scavenging and trading, a gang makes their Judgement Rolls.

Roll **2D6**. Or, for a "Hidden Outlaw" gang, roll **3D6** and keep the lowest two of the three results (See previous page for details on HIDDEN OUTLAW GANGS). Then apply the following result modifiers to discover the Judgement on your gang.

RESULT MODIFIERS - LAWS OF THE WASTES

- 1 For attacking in an ambush scenario or Outlaw Gang Task this turn.
- 2 For each Guilder operative, Enforcer or official your gang has attacked or killed this turn.
- 2 If a member of your gang has been Outlawed previously.
- 4 Attacking in any outlaw scenario this turn.

- 1 For each mutation that fighters in your gang have.
- 1 For each Unsanctioned Psyker in the gang.
- 2 If you have performed a Dark Ritual this turn.
- 2 For each human killed for their meat during a scenario, or Outlaw Gang Task.
- 3 If you have an Outlaw Brute, in your gang.
- 8 Attacking in any Chaotic Outlaw or Cannibalistic scenarios this turn.

- + 1 If none of the above modifiers have ever applied to the gang.
- + 1 If your gang rating is under 1,000.
- + 3 Defending against an outlaw gang this turn.
- + 6 Defending in any Cannibalism & Chaotic Outlaw scenarios this turn.

VERDICT, JUDGEMENT AND RESULTS

Results of Judgement roll, after the above result modifiers, **AND ALL OTHER OUTSTANDING MODIFIERS**, have all been applied.

1 - Guilty. If a gang is Outlawed by the Watchmen and the Guilders, all its members are now considered wanted Outlaws.

3-11 - Not of current interest. Go your way.

12 - Deputy Offer. If a gang is able to impress (or fool) the Guilders with their law-abiding manner, you are given the chance to become Deputy Watchmen. See **BEING DEPUTIZED** below.

PAYING FOR YOUR GANGS PAST CRIMES

A gang that has been outlawed may be able to buy off its Outlaw status by paying a Guild Price through a Proxy Hanger-On. The exceptions to this are as follows :

Any gang with members who are repeat offenders.

Any gang with members who have ever attacked or killed a member of the Guild, or an Enforcer.

Any gang with previously proven Redemptionists, Cannibals, Wyrds, Mutants, Chaos-Tainted house, Chaos Helot Cult, Corpse Grinder Cult, Gene-Stealer Cult or any "Chaotic Outlaw" gang members.

Otherwise, the Guild Price cost is the outlaw gangs rating, plus 50% to answer for past crimes, all in one payment of credits. Once fully paid, the gang are fully pardoned, no longer considered Outlaws, and are free to go their way. The gang members are then never able to accept an offer to be Deputised by the Watchmen.

BEING DEPUTIZED

Becoming the lowest of backup to law enforcement is not for everyone, but there are a few perks. Sometimes even Enforcer gangs will join for the bonus pay and benefits.

A Watchman gang can inflict a -2 modifier against another player when they make a Judgement Roll after a skirmish with you.

50 credits is paid to a Watchman gang each time they fight against an Outlaw gang.

A Watchman gang can add +1 to all rarity rolls when trading.

Your gang can leave the Watchmen at any time. They will be thrown out after breaking any laws openly (Cannibal attack scenarios, dark rituals, attacking in outlaw scenarios etc), though may choose to see their power as a mean of intimidating other players.

Enforcer gangs may choose to start a campaign as a paid Watchmen gang.

