

Prospector Gang

v1.3 by Anthony Case

The structural network of the Underhive and Hive Bottom is constantly shifting. Unstable tunnel systems and building complexes regularly collapse due to hive tremors or through the activities of the warring gangs, which can cut off vast swathes of territory that are later forgotten through the ages. Even entire domes can fall victim to the vicious hive quakes, compacting its contents to be mined by future generations or excavated for settlement constructions. Much of the Underhive and Hive Bottom still remains fully unexplored or inaccessible and riddled within its obscure tombs lies stashes of materials that can offer unimaginable wealth.

Most law abiding Underhivers are content living their lives in the larger settlements or the domes that surround them. Few stray from such populations as they provide generous trading markets and ample protection against raiding outlaws and marauding monsters. But there are always those willing to venture out into the gloomy depths of the deadzones in search of valuable undiscovered treasure. Some are lured through financial greed, to rid themselves of poverty or depravity by searching for untapped profits. Others seek emotional freedom from the established traditions of the Underhive, perhaps even forming their own homestead or settlement deep into the wastes free from Merchant Guild and Enforcement control. Ultimately the deadzones can ensnare the most ambitious of dreamers, but realising that dream comes with immense risk.

The majority of the deadzone domes are remote and desolate wastelands, comprised solely of choking ash, pollutant mists, cramped labyrinths or mountainous debris. Monstrous and often grossly mutated creatures skulk in the shadows stalking the unwary and even the smallest of direct contact with numerous species of plant life can incapacitate or kill the unprepared. Outlaw gangs also roam freely, untamed by any law they prepare traps to ambush and pillage those that wander idly. Despite these ever present dangers prospecting remains popular due to an array of untapped resources that can be exploited for huge profits.

Over millennia pollutants can transmute or permeate into other wastes solidifying into new precious compounds, ores and metals. Rare mutant fungous can fetch a fist full of credits in the trading posts, especially if it has intoxicant or narcotic properties. Exotic creatures with medical, vocational or aesthetic uses can be trapped and sold to a myriad of traders. The most prized discoveries though are the ancient technological artefacts known as archeotech, such a find can often secure the financial future of even lavish prospectors.

Special Rules

Prospector Gangs follow all of the usual rules for House Gangs, however, to represent their unique vocation and specialist skills they are subject to a number of special rules.

Income: Prospector Gangs follow the outlaw rules when working out the gang's upkeep expenses, starvation and any profits. Prospector Gangs can work their single territory as normal and any Prospector Gang members can forage following the usual outlaw rules.

Foraging: Prospector Gangs have specialised equipment and knowledge allowing them to forage more efficiently and in the most optimum spots. All members of a Prospector Gang generate D6+1 credits when foraging.

Leadership: Only Mercenaries can challenge for leadership of the gang or take over when the Prospector dies.

Territory: Prospectors start the campaign with a single territory and can only ever be in possession of a single territory at any one time. Due to their specialist knowledge and equipment this territory is rolled for on the Prospector Territories table. If the gang loses its territory, immediately make a roll on the Prospector Territories table to find out their new base camp. At the end of any Post Game Sequence the prospector player can choose to move on from their base camp to further explore the deadzone depths, in which case strike your existing territory from the gang roster and roll a new territory on the Prospector Territories table.

Territories generated from the Prospector Territories table count as House Territories so outlaw gangs suffer an income penalty when working them following all of the usual rules.

If a Prospector Gang captures a territory from a rival gang then you can choose to occupy it, in which case strike your old territory from the gang roster. If a Prospector Gang chooses not to occupy a captured territory then it is simply struck off the opposing gang's roster and plays no further part in the campaign. Just like House Gangs, Prospector Gangs are still bound by the downhive code so cannot loot any captured enemy territories.



Recruiting Your Gang

You have 1,000 credits to spend on recruiting and arming your gang within the following guidelines.

Prospector: Your gang must include one.

Specialist: Your gang can include up to two.

Mercenary: Your gang can include any number.

Slave: The number of Slaves cannot exceed the number of Mercenaries. If there are more Slaves recruited than Mercenaries then you cannot recruit any more Slaves.

The Warhammer 40,000 Imperial Guard line has a variety of unique and characterful miniatures that can represent your Prospector Gang leaders.



Prospector

Cost to recruit: 120 credits

Only Underhivers motivated by an intense greed, ambition or need for solitude brave to venture deep into the malignant deadzones without any guarantee of returning alive or with their sanity intact. But despite the innumerable deadly hazards, even the most wary of fighters have to be careful not be ensnared by a prospector's tall tales of huge undiscovered lucrative hoards that would assure them a home forever in the opulent and extravagant Spire.

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

Weapons: A Prospector can be given equipment chosen from the Hand-to-Hand Weapons, Pistols, Basic Weapons, Special Weapons and the Extras sections of the Prospector Gang Weapons list.

Leadership: A Prospector commands respect from his gang who are emboldened by his presence. Any gang members within 6" of the Prospector can use his Leadership value when taking any Leadership tests. A Prospector can always attempt to recover from being pinned even if there are no gang members within 2".

Specialist

Cost to recruit: 60 credits

Specialists are techie gang members, usually from House Van Saar, who have grown disinterested with settlement gang warfare and chosen to seek the adventure, challenge and hopeful fortune that prospecting offers. It is the specialists that are tasked with testing and scrutinising the surrounding dome structures for any remnants of age old valuable minerals, archeotech or secret passageways.

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

Weapons: A Specialist can be given equipment chosen from the Hand-to-Hand Weapons, Pistols, Basic Weapons, Special Weapons and the Extras sections of the Prospector Gang Weapons list.

Prospector Gangs offer the opportunity to use a wide variety of converted fighters to form a posse with a unique style. Marc Harrington raided his bitz box to create the Mercenaries on the right. He combined the Empire Militia, Cadian and Catachan boxed sets to give a uniform but still distinctive look.

Mercenary

Cost to recruit: 50 credits

Only hardened and experienced Underhiver gangers are hired by prospectors as only they can be expected to survive and protect the gang in the deathly deadzones. Such is the inherent dangers of the wastes, few return to recount their riches, nevertheless, when recruiting posters are slapped up at the trading posts there is a lengthy queue of desperate fighters hungry to hunt for legendary riches.

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

Weapons: A Mercenary can be given equipment chosen from the Hand-to-Hand Weapons, Pistols, Basic Weapons and the Extras sections of the Prospector Gang Weapons list.

Slave

Cost to recruit: 15 credits

Slaves are often sought after by prospectors to perform labour intensive jobs, such as excavating, removing rubble or lugging heavy equipment. They are commonly contracted out by the Merchant Guild for a specific job or amount of time, but they can also be bought outright through the slave markets. Slaves that work hard can in return expect perks and eventually be rewarded with their freedom, but for those dissident slaves reluctant to commit to the will of their master there are a variety of devices and implants designed to inflict excruciating pain to prevent their escape.

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

Weapons: Slaves can be given equipment chosen from the Hand-to-Hand Weapons, Pistols and the Extras sections of the Prospector Gang Weapons list.

Pit Slave Weapon: Slaves can be equipped with a single pit slave weapon (refer to the Pit Slave Gang rules for full details). Note you can recruit a Slave without a pit slave weapon and equip him with one at a later time. Prospector Gangs can freely buy, sell and replace pit slave weapons.



Prospector Weapons

Prospector gangs often use unique equipment for exploring the deadzones and exploiting its resources. The following weapons require specialist knowledge or have little practicality outside of prospecting so only Prospector Gang members can be equipped with them. Note if you roll Melta Bombs when searching for rare trade, re-roll the result.

Rotary Blitizers, Scything Torches, Crag Drills and Thunder Saws are all subject to the follow rules.

Two-handed: This weapon requires two hands to wield in hand-to-hand combat.

Ponderous: Any hand-to-hand combat which ends in a draw will always be won by your opponent. If both fighters are armed with a *ponderous* weapon (e.g. a Massive Weapon or Eviscerator) then the result is a stand-off and no blows are struck by either fighter.

Noisy: This weapon emits a loud and distinctive sound and so must test to sound the alarm when used in hand-to-hand combat during scenarios such as The Raid.

Scything Torch

Scything torches are used by prospector gangs to cleave through hardened materials, such as armaplas bulkheads and support beams. Although awkward to wield against an upclose opponent, the super heated flame can easily scythe through any armour that confronts it.

Range	Strength	Damage	Save Mod.
Close Combat	6	1	-6

Rotary Blitzer

Rotary Blitizers are fitted with numerous contra-rotating heads each lined with keen tipped teeth. They are used by prospector gangs for mining or explorative operations to quickly churn through masonry and loose slag. When used as a weapon it can strip flesh from bone within seconds.

Range	Strength	Damage	Save Mod.
Close Combat	5	D3	-2

Crag Drill

Crag drills are used to swiftly bore through obstructing slag and debris for mining and explorative operations. It can also make for a fearsome weapon as its sharp rotary teeth can strip through flesh and bone causing horrendous wounds.

Range	Strength	Damage	Save Mod.
Close Combat	6	1	-3

Bore: If you roll a 6 when working out if a hit from this weapon wounds then that wound will inflict D6 Damage instead of the usual 1. When used against a stationary target, such as a Gateway, this weapon always inflicts D6 Damage.

Prospector Gang Weapons

Weapon Type	Cost
Leader Only	
Chainsword	25
Bolt Pistol	20
Plasma Pistol	25
Boltgun	35
Hand-to-Hand Weapons	
Knife (first Knife free)	5
Club, Maul or Bludgeon	10
Chain or Flail	10
Sword	10
Massive Axe, Sword or Club	15
Scything Torch	20
Rotary Blitzer	25
Crag Drill	30
Thunder Saw	40
Pistols	
Stub Gun	10
Autopistol	15
Laspistol	15
Hand Flamer	20
Basic Weapons	
Autogun	20
Shotun (+ Solid and Scatter Shells)	20
Lasgun	25
Special Weapons	
Flamer	40
Plasma Gun	70
Meltagun	95
Grenade Launcher	130
Extras	
Dum-dum Bullets	5
Hotshot Shells	5
Manstopper Shells	5
Bolt Shells	15
Frag Grenades	30
Melta Bombs	40
Krak Grenades	50

Thunder Saw

Thunder saws are hugely destructive weapons with a fearsome reputation. They are fitted with either a single large rotary disc or several smaller blades that are lined with razor sharp teeth. Commonly they are used by prospector gangs to slice through hardened slag and debris, but when used as a weapon it can inflict horrific injuries on those struck by it.

Range	Strength	Damage	Save Mod.
Close Combat	7	D3	-4

Prospector Territories

D66	Territory	Income
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11-13	Attacked	0
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Unfortunately your gang stumbles into the home of a swarm of ripper jacks, plague zombies, giant rats or some other nesting of foul monstrosities. Immediately roll a D6 for every member of the Prospector Gang, including any hired guns. On a roll of 1 the fighter is struck down by an ambushing creature! Roll on the Serious Injuries chart to determine his fate, treating any Captured rolls as a Dead result and any Bitter Enmity rolls as a Full Recovery result instead. The Medic skill cannot be used on any injured fighters but a Ratskin Scout's Resilience ability will still confer its bonus. Once you have rolled for every gang member, roll again on the Prospector Territories table to generate another which may be worked in the following post game sequence as usual. Note if you roll an Attacked result as the gang's initial base camp or have already rolled an Attacked result this post game sequence then re-roll the territory instead.

14-16	Scrofulous Wastes	0
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Your gang finds nothing but a putrefying refuse dome to hole up in. Any gang fighters sent to forage will only find D3+1 credits worth of stuff instead of the usual D6+1 credits.

21-24	Wastes	0
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Your gang sets up camp in a disused dome. Although there isn't much profit to be made from the surrounding piles of ruined debris, it remains a relatively safe area to set base.

25-26	Chem Pit	2D6
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Your gang discovers a large pit filled with a hazardous chemical concoction. A gang member can collect 2D6 credits of chemicals, however, working the pit is extremely dangerous as the foul substances are highly poisonous and corrosive. If you roll a double or a 6 when working out the credits then the ganger has fallen into the chem pit! He manages to haul himself out but his horrifically scarred and blistered appearance means he now causes fear. No income is collected.

31-32	Drained Sludge Lake	0
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Your gang stumbles upon a vast lake of fetid sludge. Their expertise and specialist equipment allows them to drain the lake uncovering valuable scrap and artefacts. A gang member can descend into the slimy bottom, in which case roll a D6.

1: The model is attacked by a monster that was once home to the sludge lake. Roll on the Serious Injuries chart to determine his fate, treating any Captured rolls as a Dead result and any Bitter Enmity rolls as a Full Recovery result. The Medic skill cannot be used on any injured fighters.

2-4: The model discovers something worth D3x5 credits.

5-6: The model discovers something worth D6x10 credits.

33-34	Old Ruins	10
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Your gang finds an exposed area of ancient ruins. If a gang member searches through the ruins he may find scrap pieces of archeotech, bits of old metal or interesting old curios.

35-36	Tunnels	10
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Your gang uncovers a buried entrance to a labyrinth of ancient service tunnels beneath the dome floor.

When the gang fights a battle it can use these tunnels to position up to three fighters anywhere on the battlefield at ground level. Models are set up at the end of the player's first turn and cannot be deployed within 8" of enemy fighters.

41-42	Vents	10
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Your gang prizes open a hidden entrance to a large network of ancient ventilation shafts.

When the gang fights a battle it can use these tunnels to position up to three fighters anywhere on the battlefield above ground level. Models are set up at the end of the player's first turn and cannot be deployed within 8" of enemy fighters.

43-44	Slag	15
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Your gang tunnels into a reservoir of iron slag and other solidified chemical wastes. A gang member can mine the slag ready to sell at the local trading post for 15 credits.

45-46	Exposed Mineral Vein	2D6x5
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Your gang discovers a concentrated vein of valuable gems, ores or stones, which with their expertise and specialist equipment they can fully expose. A gang member can chip out the minerals earning the gang 2D6x5 credits, however, if a double is rolled then the mineral vein deposit has been exhausted. Cross the territory off your roster and generate another which may be worked in the following post game sequence as usual.

51-52 Holestead D6x10

Your gang moves into a set of old abandoned buildings. Within them lie crops of nutritious slime and fungi and bits of old machinery which a gang member can collect and sell on at the local settlement for D6x10 credits.

53-54 Mineral Outcrop D6x10

Your gang discovers an outcrop of mineral wastes that have solidified into valuable crystals such as adontite and sparstones. A gang member can work the mineral outcrop collecting D6x10 credits worth of crystals.

55-56 Mine Workings D6x10

Your gang has managed to tunnel into an old mine that yields valuable ores and stones such as carnotite gems. A gang member can be sent to mine D6x10 credits worth of material. If you capture an enemy fighter then you can put him to work in your mine instead of selling him to slavers. Each captive worker adds +1 to the D6 roll when determining any income from this mine.

61 Settlement 30

Your gang stumbles upon a remote settlement struggling to exist deep in the deadzones. You help guard and train the hivers in exchange for food, shelter and other supplies. A gang member can visit the various workshops, holesteads and other establishments collecting 30 credits worth of materials. In addition, whether the territory is worked or not, roll a D6 after each game. On a roll of 6 you can recruit a green Juve for free, though you will have to pay for any equipment.

62 Guilder Contact D6x10

A local guilder offers you favourable rates on supplies and slaves in return for your business. A gang member can visit the guilder earning D6x10 credits. In addition, if you recover any loot during a fight you can trade it in to your guilder contact for an extra +5 credits for each loot counter.

63 Structural Contract 3D6x5

Your gang is offered a lucrative structural contract, such as burrowing new transit tunnels, repairing dome pillars or reinforcing damaged dome structures. A gang member can work full time on the project earning 3D6x5 credits, however, if a double or triple is rolled then the contract is completed. Cross the territory off your roster and generate another which may be worked in the following post game sequence as usual.

64 Spore Cave 2D6x10

Your gang stumbles upon discovered a hidden cave where many kinds of rare fungi grow, such as pearl spore and iron mould. A gang member can harvest the fungi and sell it to local traders for 2D6x10 credits. If you roll double 1 when harvesting fungus the collecting ganger has contracted spore sickness. This is a fungal disease in which plump and colourful fungi sprout from all over the victim's body. Spore sickness is not lethal and recovery is automatic, but the gang member will not be able to take part in future battles until he recovers by rolling a 4+ at the start of a game.

65 Archeotech Hoard 2D6x10

Your gang has discovered a hidden entrance into a small unexplored dome teeming with technoarcana. A gang member can collect remnants of ancient technical devices which can be sold for 2D6x10 credits. So long as your gang is careful not to sell too many items at once no one will suspect that you have discovered an archeotech hoard. No risk is incurred by collecting 2D6x10 credits, however, if you want to work the dome more intensely you can do so. A gang member can collect 3D6x10, 4D6x10, 5D6x10 or even 6D6x10 from the hoard, but if he rolls any doubles at all then he has been spotted entering the hoard. You still collect the income rolled but the hoard is no longer a secret and it is immediately stripped bare by treasure hunters. The territory then becomes an area of Old Ruins instead.

66 Lost Hivers Choose

The prospectors save a group of settlers out in the distant inhospitable deadzones. Possibly your gang has stumbled upon the lost settlers without provisions or badly injured, or perhaps your gang saves them from a band of marauding outlaws or a huge vicious monster. Thanks to your actions the hivers are naturally grateful for your assistance and only too pleased to help in return. You can choose any type of territory from the Prospectors Territories table. The territory represents the vocation of the hivers or a resource they have discovered in the local domes that surrounded them.



Experience

Prospector Gang members follow the usual experience and advances rules. However, Slaves are cowardly, unskilled and degenerate fighters so use the modified maximum characteristics profile shown below.

Fighter Type	Starting Experience
Prospector	60 + D6
Specialist	40 + D6
Mercenary	20 + D6
Slave	0

M	WS	BS	S	T	W	I	A	Ld
4	5	5	4	4	2	5	2	7

Advance Roll

2D6	Result
2	New Skill: Choose from any of the skill tables and randomly determine a skill from it.
3-4	New Skill: Choose from any of the selectable skill tables associated to the fighter and randomly determine a skill from it.
5	Characteristic Advance, roll a further D6: 1-3: +1 Strength 4-6: +1 Attacks
6	Characteristic Advance, roll a further D6: 1-3: +1 Weapon Skill 4-6: +1 Ballistic Skill
7	Characteristic Advance, roll a further D6: 1-3: +1 Initiative 4-6: +1 Leadership
8	Characteristic Advance, roll a further D6: 1-3: +1 Weapon Skill 4-6: +1 Ballistic Skill
9	Characteristic Advance, roll a further D6: 1-3: +1 Wounds 4-6: +1 Toughness
10-11	New Skill: Choose from any of the selectable skill tables associated to the fighter and randomly determine a skill from it.
12	New Skill: Choose from any of the skill tables and randomly determine a skill from it.



Experience Advances

Experience	Title
0-10	Green Slave
11-20	Slave
21-30	Green Slagger
31-40	Slagger
41-50	Slagger
51-60	Mighty Slagger
61-80	Green Prospector
81-100	Prospector
101-120	Prospector
121-140	Prospector Champion
141-160	Prospector Champion
161-180	Mighty Prospector Champion
181-200	Prospector Hero
201-240	Prospector Hero
241-280	Mighty Prospector Hero
281-320	Legendary Prospector Hero
321-360	Prospector King
361-401	Mighty Prospector King
401+	Legendary Prospector King

Prospector Gang Skills

Fighter Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Prospector	x	x	x	-	x	x	x
Specialist	-	x	x	-	x	-	x
Mercenary	-	x	x	-	x	-	-
Slave	x	x	-	-	-	-	-

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