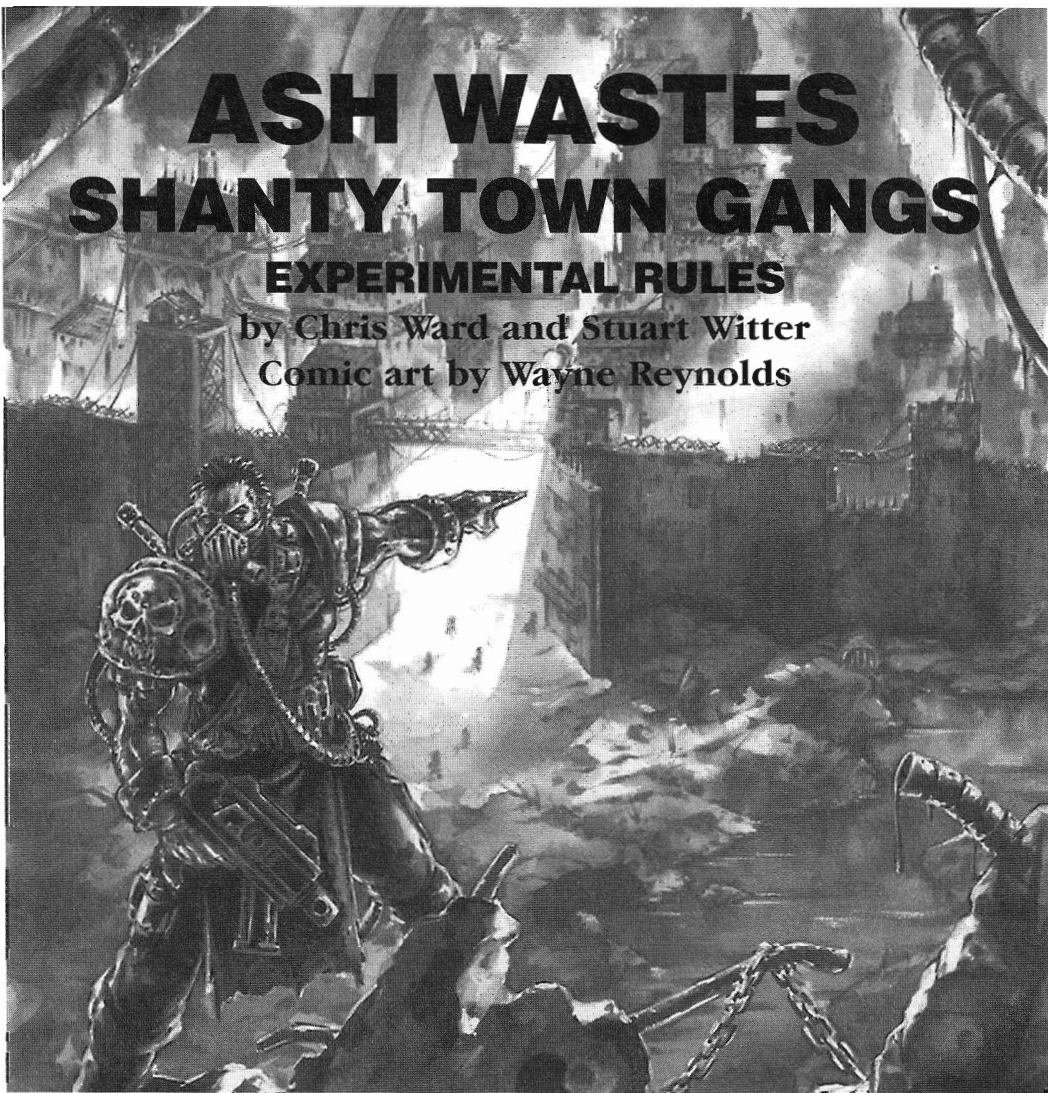


# ASH WASTES SHANTY TOWN GANGS

## EXPERIMENTAL RULES

by Chris Ward and Stuart Witter

Comic art by Wayne Reynolds



At the base of every hive lies a number of sprawling shanty towns. Made from simple corrugated sheeting and plascrete blocks, the shanty buildings are built to try and keep out at least some of the appalling conditions of the wastes. However, they are temporary structures at best, and are invariably destroyed by the next ash storm to sweep the area. Shanty dwellers are unhealthy people, who rarely live into their twenties, the constant exposure to toxins and radioactivity taking its toll. Nevertheless, they are a determined and remarkably friendly people, and would rather live to fifteen in the open air than spend a minute in the dismal hives. Shanty gangs are formed by town Elders to repel raiding Nomads and to journey into the wastes to scavenge for scrap.

## SPECIAL RULES

**OUTLAWS:** Shanty dwellers are NOT outlaws, providing they keep themselves to themselves. They may become outlaws as normal. Any shanty gang that raids a hive becomes immediately outlawed, however. (See Outhivers opposite for details on accessing the hive.) Note that this means the rules for Starvation do not apply unless the gang becomes outlawed. Outlawed shanty gangs that lose their single territory may roll a new one on the Shanty Territory table.

**TERRITORY:** Shanty dwellers have five territories generated as normal on the Shanty Territories table.

**INCOME:** The normal table is used to work out income. Any gangers not working a

territory may scavenge, but will receive only D6-1 creds per ganger.

**TRADING:** Shanty dwellers roll on the special Shanty Trading table (use Outlaw Trading Post until this is available).

**HIRED GUNS:** Shanty dwellers may hire any of the hired guns available outhive unless stated in their description (you'll have to wait for the hired guns I'm afraid!).

**CAPTURE:** No special rules apply to shanty dwellers regarding capture.

**SCENARIOS:** Shanty dwellers roll on the Ash Wastes scenario table (use the Outlaw scenario table and your imagination until this is available).

**AMMO:** It is difficult to keep and maintain some weapons in the ash wastes, so some Shanty weapons have different ammo rolls (see later). Note that this applies whether the weapons were purchased at the start of a campaign or later from the trading post. Note also that some weapons are not available to the Shanties at all – they are just too rare or hard to maintain.

**EQUIPMENT:** All shanty dwellers have respirators or plugs (cheap and easily home made) included in their cost. Without them they would certainly die outside the hive.

**TREACHEROUS CONDITIONS:** Unlike Ash Nomads, Shanty dwellers do not wander the ash wastes regardless of the conditions. Instead, they normally take shelter in the shanties. Shanty dwellers are therefore affected by treacherous conditions as normal (outhive or inhive).

**OUTHIVERS:** Shanty dwellers live in the shanties at the base of Necromunda's hive cities. They live and fight outside the hive. Shanty dwellers may not enter the hive unless they hold a territory that allows them to do so (eg, hive wall breach). Gangs that have one or more of these territories may also take part in normal Necromunda games. Note however that gangs entering the hive must fight on foot – vehicles and beasts may never enter the hive. Ever!

**VEHICLES:** Shanty gangs may buy any vehicles they can afford and maintain.

**BEASTS:** Shanty gangs may buy any beasts they can afford.

**JUVES:** At least half the starting gang must be made up of juves, as the death rate in the shanties is so high that few survive into their late teens. See also the special rules that apply to Juves later.

**WEAK CONSTITUTION:** All shanty dwellers are taken Out of Action on a D6 roll of a 5+, rather than a 6 as is normally the case, when rolling for injury and recovery.

## 1 SHANTY ELDER

Cost to recruit: 120 Creds

The Shanty Elder is a wise and experienced man, of maybe twenty five years of age. To survive this long in the shanties is remarkable, and there are very few tricks the Elder doesn't know. It is the shanty town's Elders who coordinate the rebuilding of the shanties, torn down by the inevitable ash storms.

| Profile | M | WS | BS | S | T | W | I | A | Ld    |
|---------|---|----|----|---|---|---|---|---|-------|
|         | 4 | 4  | 4  | 3 | 3 | 1 | 4 | 1 | (7)8* |

**Leader:** All the Leader rules apply to the Shanty Elder (pinning and Ld, etc). \*However, his Leadership is 7 until the gang have won a game, at which point it automatically increases to 8.

**Weapons:** The Shanty Elder may be given any weapons from any of the Shanty lists, except heavy weapons.

**Vehicles:** The Shanty Elder may drive or ride on any of the gang's vehicles.



## 0-2 SHANTY HEAVIES

Cost to recruit: 60 creds

Shanty Heavies are big burly individuals with an impressive physique developed by lugging around the biggest weapons.

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

**Weapons:** Shanty Heavies may have any of the weapons allowed by the Shanty lists.

**Vehicles:** A Shanty Heavy may be the gunner of a fixed weapon on a vehicle. If this is to be the case then the weapon should be purchased 'for him' as normal but the cost added to the vehicle cost, not the heavy on the roster. Fixed weapons are the only way move or fire weapons can be fired from moving vehicles in Necromunda: Battles in the Ash Wastes. Shanty Heavies who are not gunners may ride any vehicle as normal, and may still take over as driver in an emergency (see the vehicle rules for more detail).

## SHANTY DWELLER

Cost to recruit: 50 creds

Shanty Dwellers are the mainstay of a shanty gang. They are tough, serious people with a will to survive.

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

**Weapons:** Shanty Dwellers may be armed with any weapons from the Close Combat, Basic, Pistol or Primitive weapons lists.

**Vehicles:** Shanty Dwellers may drive or ride any of the gang's vehicles.

## SHANTY JUVES

Cost to recruit: 20 creds

Shanty Juves are unhealthy, pasty individuals, their bodies yet to fully cope with their world of toxins. Nonetheless, they are cunning fighters, and band together in groups to overwhelm a more powerful opponent.

| Profile | M | WS | BS | S | T | W | I | A | Ld    |
|---------|---|----|----|---|---|---|---|---|-------|
|         | 4 | 2  | 2  | 3 | 3 | 1 | 3 | 1 | (6)7* |

**Weapons:** Shanty Juves may be armed with any weapons from the Close Combat, Pistol or Primitive weapon lists.

**Vehicles:** Shanty Juves may not drive a vehicle until they become gangers, except in an emergency (see the Vehicle rules for more details on this). Juves are allowed to ride bikes as normal, and may ride on any vehicle as a passenger.

**Leadership:** Shanty Juves band together in tight groups that work together in combat. A Juve making a Leadership test of any sort does so on a value of 0 unless another friendly model is within 2", whereupon they may use the Leadership of the other model for the test. This is because Shanty Juves are cowardly and rarely act on their own initiative, relying upon more experienced members of the gang to suggest courses of action. If more than one model is within 2" the player may choose which Ld value to use. If another Juve is within 2", that model's Ld of 6 may be used (ie, groups of Juves spur each other on, using one another's leadership - peer pressure!). A Juve that has no friendly models within 2" and is required to take a Leadership test will fail automatically.



## THE HANDBOW

The handbow follows the normal rules for handbows in the New Weapons section of *Outlanders*. However, it must also be noted that a handbow cannot damage a vehicle.

## Shanty Town Territory Table

| D66   | Territory                | Income | Notes                                                                                                                                                                                                                                                                                                                          |
|-------|--------------------------|--------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 11-15 | <i>Ash Wastes</i>        | 0      | Shanty dwellers may not work this territory as Ash Nomads do, no income is generated.                                                                                                                                                                                                                                          |
| 16    | <i>Sludge Outpouring</i> | 2D6    | By extracting chemicals from the sludge 2D6 creds income are generated by the Ganger.                                                                                                                                                                                                                                          |
| 21-25 | <i>Shanty Ruins</i>      | 10     | Searching through the rubble of a shanty destroyed by the last storms yields 10 creds.                                                                                                                                                                                                                                         |
| 26    | <i>Sludge Sea</i>        | 15     | Not a bit of the sump but a real sludge sea. This may be dredged by the Ganger for 15 creds worth of chemicals and detritus.                                                                                                                                                                                                   |
| 31-35 | <i>Shanty</i>            | 20     | A shanty town may produce Juvies to aid in your fight. Each time the territory is worked roll a D6. On a 6 a new Juve joins your gang for free (you must buy his equipment).                                                                                                                                                   |
| 36    | <i>Storm Shelter</i>     | D6x5   | Some shanties are lucky enough to have a substantial bunker or other shelter to escape to during the storms. Of course, as owner of a storm shelter it is only fair to charge for its use, giving you D6x5 creds income.                                                                                                       |
| 41-45 | <i>Gambling Den</i>      | Any D6 | The shanty towns have as many gambling dens as the hives, if not more. To work the gambling den roll as many D6 as you wish and add the results. However, if more than a single 1 is rolled you lose the total amount shown on the dice.                                                                                       |
| 46    | <i>Nutrient Vats</i>     | 20     | The nutrient vats of a shanty town are the main source of food, and thus a great source of income for a shanty gang. An outlawed shanty gang with this territory need not spend any money on feeding the gang; the nutrient vats supply all their needs. Non-outlawed shanty gangs get no special benefit from this territory. |
| 51-55 | <i>Windtrap</i>          | 30     | A windtrap and its catchbasin are one of the few sources of water in the ash deserts of Necromunda. This water may be sold to a purifier for 30 creds income.                                                                                                                                                                  |
| 56    | <i>Slave Trader</i>      | 2D6    | By offering the slave trader tips on where to find potential 'employees' you earn 2D6 creds. In addition any captured enemy models may be sold to the slave trader for D6x5 creds each.                                                                                                                                        |
| 61-63 | <i>Shanty Guilder</i>    | D6x5   | A low on his luck guildier earns your gang D6x5 creds worth of trade                                                                                                                                                                                                                                                           |
| 64-65 | <i>Hive Wall Breach</i>  | D6x5   | This allows the gang to make profitable raids on the hive. With this the gang can take part in normal games of Necromunda.                                                                                                                                                                                                     |
| 66    | <i>Water Purifier</i>    | D6x10  | A water purifier may turn over a tidy profit by purchasing water from outside. However, if the gang also owns a windtrap and catchbasin then 2D6x10 income is generated instead.                                                                                                                                               |

**HAND-TO-HAND WEAPONS**

| ITEM                      | COST IN CREDITS |
|---------------------------|-----------------|
| Knife                     | Free/5          |
| Sword/Double Bladed Knife | 10              |
| Clubs/Mauls/Bludgeons     | 10              |
| Chain/Flail               | 10              |
| Massive Axe/Sword         | 15              |
| Chainsword                | 25              |

**BASIC WEAPONS**

| ITEM                              | COST IN CREDITS |
|-----------------------------------|-----------------|
| Autogun                           | 20              |
| Shotgun<br>(solid+scatter shells) | 20              |
| Lasgun                            | 25              |

**PISTOL WEAPONS**

| ITEM          | COST IN CREDITS |
|---------------|-----------------|
| Stubgun       | 10              |
| Autopistol    | 15              |
| Laspistol     | 15              |
| Plasma Pistol | 30              |

**PRIMITIVE WEAPONS**

| ITEM                    | COST IN CREDITS |
|-------------------------|-----------------|
| Musket                  | 6               |
| Hand Bow                | 5               |
| Blunderbuss/Scatter Gun | 8               |

**SPECIAL WEAPONS**

| ITEM       | COST IN CREDITS |
|------------|-----------------|
| Long Rifle | 45              |
| Plasma Gun | 70              |
| Meltagun   | 95              |

**HEAVY WEAPONS**

| ITEM                                 | COST IN CREDITS |
|--------------------------------------|-----------------|
| Heavy Stubber                        | 120             |
| Missile Launcher<br>(missiles extra) | 185             |
| Heavy PlasmGun                       | 285             |
| Autocannon                           | 300             |
| Lascannon                            | 400             |

**GRENADES**

| ITEM            | COST IN CREDITS |
|-----------------|-----------------|
| Krak Grenades   | 50              |
| Frag Grenades   | 30              |
| Dum-dum Bullets | 5               |
| Frag Missiles   | 35              |
| Krak Missiles   | 115             |

**SHANTY DWELLER CONVERSIONS**

Shanty dwellers are bottom feeding scum who live in terrible polluted conditions, normally only a couple of layers of corrugated metal away from toxic ash storms and pollutant sludge raining down from up hive. Although the conditions they live in are harsh, they are the trading points for the inhabitants of the wastes and a particularly successful town's elder will be able to raise a gang with which to protect himself from nomad raids or even to launch ambushes on unsuspecting convoys.

The following guy is a Shanty Elder and the leader of my shantytown gang. He is based on a Delaque leader, with the head, boltgun, hand holding stubgun, knife holster and snake designs, including the pendant round his neck, carefully removed with clippers. The head was a bit tricky to remove but persevere using little snips, removing a bit at a time.

The shotgun I used is from 'Iron Hand' Straken and was chosen for its cool single barrel pump action. A pistol crossbow from a Ratskin brave was put in the other hand, and a club taken from the hand of a Gorkamorka Rebel Grot was added to his belt. The head is from a Vampire Counts Ghoul and has hair and a respirator sculpted from green stuff.

When I came to paint him I gave the hair a couple of coats of gloss varnish to really make it look dank and greasy. For the rest of the miniature I used natural colours, adding stains and dirt for a rough dirty look.

The ganger is based on a Steel Legion trooper, his head and arms have been removed. The head and gas mask have been sculpted with green stuff. The gas mask was fairly easy to do. Sculpt the basic shape first then press in eyeholes using a piece of round sprue. When this is dry cut an area for the pipe to be added. This was made using guitar string. The blunderbuss that he sports is taken from the Mordheim Henchmen sprue.

Shanty Juvies make up the main bulk of your gang and are rather fragile. These models are supposed to represent unruly gangs of street kids, not hardened fighters. Any opportunity to make them look small or weak should be taken.

## GAINING EXPERIENCE

| Experience Points | Title                                                     |
|-------------------|-----------------------------------------------------------|
| 0-5               | Shanty Juve                                               |
| 6-10              | Shanty Juve                                               |
| 11-20             | Shanty Juve                                               |
| 21-30             | Shanty Dweller<br>(starting level of Shanty Dwellers)     |
| 31-40             | Shanty Dweller                                            |
| 41-50             | Shanty Dweller                                            |
| 51-60             | Shanty Dweller                                            |
| 61-80             | Shanty Champion<br>(starting level of Elders and Heavies) |
| 81-100            | Shanty Champion                                           |
| 101-120           | Shanty Champion                                           |
| 121-140           | Shanty Champion                                           |
| 141-160           | Shanty Champion                                           |
| 161-180           | Shanty Champion                                           |
| 181-200           | Shanty Champion                                           |
| 201-240           | Shanty Hero                                               |
| 241-280           | Shanty Hero                                               |
| 281-320           | Shanty Hero                                               |
| 321-360           | Shanty Hero                                               |
| 361-400           | Shanty Hero                                               |
| 401+              | Great Elder                                               |

Shanty Dweller gangs use the Advance Roll table detailed in the Necromunda Sourcebook.

## EXPERIENCE

When you recruit a Shanty Dweller gang the fighters will already have some experience in how to fight. The table below shows how much experience the different types of fighters have to begin with. You should record each fighters Experience Points on your gang roster.

| Type           | Starting Experience Points |
|----------------|----------------------------|
| Juve           | 0                          |
| Shanty Dweller | 20 + 1D6                   |
| Heavy          | 60 + 1D6                   |
| Elder          | 60 + 1D6                   |

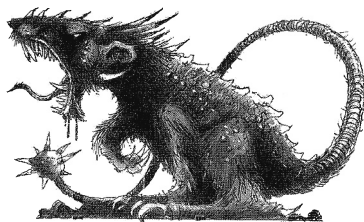
## MAXIMUM STATS

### FOR ELDERS, HEAVIES, SHANTY DWELLERS AND JUVES

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 4 | 6  | 6  | 4 | 4 | 3 | 6 | 3 | 9  |

## ADVANCES

When a Shanty Dweller gains enough experience to get an Advance, roll on the standard Gang Advance Roll table in the Necromunda Sourcebook.



## SHANTY DWELLER SKILL LISTS

|                | Agility | Combat | Ferocity | Muscle | Shooting | Stealth | Techno |
|----------------|---------|--------|----------|--------|----------|---------|--------|
| Juve           | --      | -      | -        | -      | -        | Yes     | -      |
| Shanty Dweller | --      | -      | Yes      | -      | -        | Yes     | -      |
| Heavies        | -       | -      | Yes      | Yes    | -        | Yes     | Yes    |
| Elder          | Yes     | Yes    | Yes      | Yes    | Yes      | Yes     | -      |