

ASH WASTES

HIVE PROSPECTOR TEAMS

EXPERIMENTAL RULES

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Necromunda's ash wastes, an inhospitable desert of industrial detritus created over millennia of pollution. Here ash storms can whip up without warning and strip the skin from flesh within seconds. Those that live there usually do so out of necessity rather than choice, but there are individuals that make a living from the wastes. Scavengers search for materials discarded by industry. Now, hundreds of years later, these materials, once seen as useless by-products,

have become valuable for use in factories of the great houses. Guilders will pay many credits for locations of mineral finds so that they can sell the produce to hive family contacts. Derelict vehicles and spacecraft buried by the continually shifting ash may also be uncovered and salvaged. It is this type of find that scavengers dream of because cargos that are sent across the wastes from hive to hive are usually very valuable and ancient spacecraft hold the most prized treasure of all, archeotech.

The Houses of Hive Primus send out teams of workers to find potential areas to mine for valuable materials. Prospector teams consist of highly skilled engineers supported by servitors to do much of the physical labour. All teams leave the hive suitably armed so that they may defend themselves from the hostile inhabitants of the wastes. Each team will have access to a number of industrial vehicles, which they use to survey and take samples from areas surrounding the local spires. When a team finds an area that is worth mining first it is claimed in the name of their house. Then, House workers erect semi-permanent structures in that area and slaves are brought in to quickly recover the find before ash storms reclaim it. The more areas a House prospector team identifies, that recover profit-making materials for the House, the more expensive and effective equipment its house will invest in it.



SPECIAL RULES

HOUSE: Each prospector team comes from one of the rival Hive City Houses: Orlock, Goliath, Van Saar, Escher, Cawdor or Delaque. This choice will determine the skills that your engineers may gain in campaign games.

TERRITORY: Prospector teams do not have territory as such and generate income in a slightly different way. Each time they venture into the wastes they gather information on an area for mining potential. The house will offer more valuable equipment if the area is of greater interest. After each game roll on the Prospector Territory chart (later).

INCOME: The normal table is not used to work out income, this is because the engineers of a prospector team have food and shelter provided by their House. On their return to the hive the creds they earn from the Territory chart do not get modified in any way.

TRADING: Prospector teams have access to all types of weaponry and rare items and as such weapons, rare items and gang members should be bought from the usual non-outlaw trading post to represent the house's armoury.

HIRED GUNS: Prospector teams may not have any hired guns.

CAPTURE: No special rules apply to prospector teams regarding capture.

SCENARIOS: Prospector teams roll on the Ash Wastes Scenario table (use the Outlaw scenario table and your imagination until this is available).

EQUIPMENT: All prospector teams have respirators included in their cost. Without them they would certainly die outside the hive.

VEHICLES: House Prospector teams may buy any vehicles they can afford.

BEASTS: House Prospector teams may not buy any beasts, all equipment is returned to the hive after each expedition.

JUVES: Only two Juvies can be part of a prospector team at any one time. These apprentices need to be constantly trained in the operation of the complicated mining

machinery and it is considered bad practice to have too many on an expedition.

1 PRINCIPAL ENGINEER

Cost to recruit: 120 Creds

A Principal Engineer coordinates the team's activities. He will be the most experienced member of the team both in the recovery of samples and defending himself from nomad and shanty attacks. Members of his team will take orders from him without question or hesitation.

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

Leader: All the Leader rules apply to the Principal Engineer (pinning and Ld etc).

Weapons: The Principal Engineer may be armed with weapons chosen from the Hand-to-hand, Pistols, Basic, Special Weapons and Grenades lists.

Vehicles: The Principal Engineer may drive or ride on any of the gang's vehicles.

ENGINEER

Cost to recruit: 50 creds

Engineers are the workhorses of the team and form the bulk of the team's numbers. They are tough and dependable fighters.

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

Weapons: Engineers may be armed with any weapons from the Hand-to-hand, Basic, Pistol or Grenades lists.

Vehicles: Engineers may drive or ride any of the gang's vehicles.



0 - 4 SERVITORS

Cost to recruit: 90 Creds

These are cyborgs; half-men, half-machines, that have had their higher brain functions erased. They are treated more as property than as people and can carry out simple tasks without independent thought.

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

Immune to Psychology: A Servitor's mind is completely blank so it is not effected by *Fear* or *Terror*.

Experience: Servitors cannot gain experience as their ability to learn was removed during their creation. They start with an initial experience of 50+D6 to reflect their programming and they never receive any further experience. Ever! Not even if they get 'Survived against the odds'.

Armour: Due to its partly mechanical body, a Servitor receives a 5+ saving throw.

Weapons: Servitors may only be armed with up to two weapons from the Servitor weapon list below and can never be armed with any other weapon (Servitor weapons follow the rules for Pit Slave weapons in Outlanders).

Vehicles: Servitors may not drive, but may ride in any of the gang's vehicles.

SERVITOR WEAPONS

ITEM	COST IN CREDITS
Rock Drill	15
Claw	15
Shears	15
Hammer	20
Buzz Saw	25
Chainsaw	25



0 - 2 ENGINEERING APPRENTICES

Cost to recruit: 20 Creds

Apprentices are inexperienced engineers eager to join a team of prospectors and explore the foreboding ash wastes. They are poor workers and even worse fighters but given training they can become valuable members of the team.

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

Weapons: Engineering Apprentices may be armed with any weapons from the Hand-to-hand, Pistol or Grenade weapon lists.

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



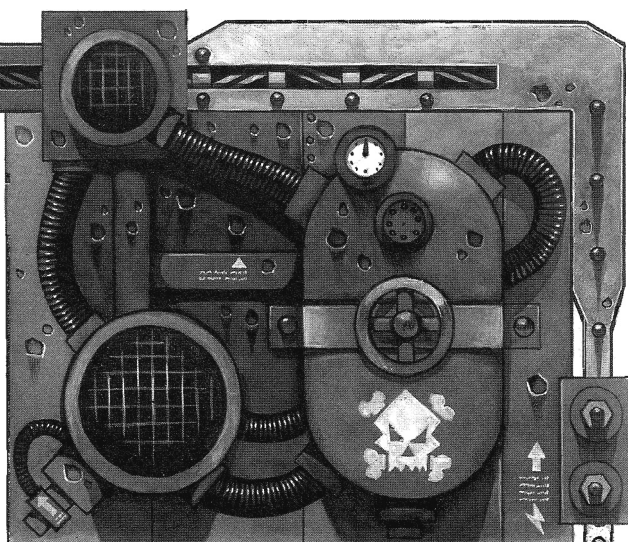
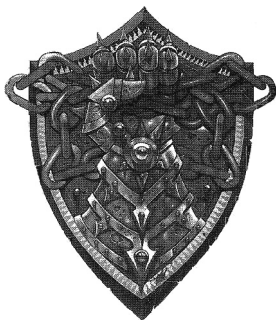
GAINING EXPERIENCE

Experience Points

Title

0-5	Engineering Apprentice
6-10	Engineering Apprentice
11-20	Engineering Apprentice
21-30	Engineer (starting level of Engineer)
31-40	Engineer
41-50	Engineer
51-60	Engineer (starting level of Servitor)
61-80	Advanced Engineer (starting level of Principal Engineer)
81-100	Advanced Engineer
101-120	Advanced Engineer
121-140	Advanced Engineer
141-160	Advanced Engineer
161-180	Advanced Engineer
181-200	Advanced Engineer
201-240	Engineer Adept
241-280	Engineer Adept
281-320	Engineer Adept
321-360	Engineer Adept
361-400	Engineer Adept
401+	Mechanicus Acolyte

Hive Prospector teams use the Advance Roll table and the skill table as per their House detailed in the Necromunda Sourcebook.



EXPERIENCE

When you recruit a Hive Prospector team 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 fighter's Experience points on your gang roster.

Type	Starting Experience Points
Engineering Apprentice	0
Engineer	20 + 1D6
Servitor	50 + 1D6
Principal Engineer	60 + 1D6

MAXIMUM STATS

FOR PRINCIPLE ENGINEERS, ENGINEERS AND ENGINEERING APPRENTICES

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

ADVANCES

When a prospector team Engineer gains enough experience to get an Advance Roll, roll on the Standard Gang Advance Roll table in the Necromunda Rulebook. As usual, when an apprentice (Juve) acquires 21 experience points he may gain ganger skills (i.e. ferocity skills), and may have basic weapons.

Hive Prospector Team Territory Table

D66	Territory	Income	Notes
11-15	Ash Wastes	0	Nothing but worthless ash, no income is generated.
16	Outflow	2D6	Chemicals recovered from an ancient outflow prove some use for research; 2D6 creds income is given to the team.
21-25	Ruins	3D6	Taking samples from this area creates some interesting findings and the team receive 3D6 creds.
26	Sludge Sea	4D6	Samples dredged from this sea reveal chemicals of some use to the House; the prospector team receives 4D6 creds incentive.
31-35	Hard-Baked Ash Pan	5D6	The pan is shielding an area worthy of more research, 5D6 creds are given to the team as income.
36	Scrap Wreckage	6D6	A sizable portion of scrap materials are taken back to the house to break down, the team receives 6D6 creds.
41-45	Chemical Find	D6x10	An area that is of sufficient resource to set up a chemical reclamation plant is reported and the team is rewarded with D6x10 creds income.
46	Transport Tube Wreck	D6x10	A cargo that has lain in a destroyed transport tube for hundreds of years is recovered by the team's surveys. The team receives 2D6x10 creds from the House.
51-55	Vehicle Wreck	2D6x10	A massive crawler containing valuable commodities is found beneath the ash. The cargo is of such importance that the team receives 2D6x10 creds reward.
56	Ore Find	3D6x10	The samples taken from this area reveal it is a prime ore mine, work to set up a semi-permanent mining facility are soon under way and the House gives the team 3D6x10 creds income.
61-63	Mineral Find	2D6x10	The minerals found to be present in the samples taken in this expedition give the House confidence that a mine should be erected in that area, the team is given 2D6x10 creds income.
64-65	Spacecraft Wreck	2D6x10	A craft buried in the ash has a massive cargo that will take huge teams of pit slaves to recover. This find is worth thousands of credits to the House and the team receives 2D6x10 income.
66	Archeotech	6D6x10	A pocket of materials covers ancient wreckage containing several items of archeotech. The gang may choose to roll a random item of archeotech from the Outlanders supplement or claim a hefty 6D6x10 cred income.

