

HIRED GUN

ASH WASTE SHAMAN

by Warwick Kinrade



Beyond the Hive lies the poisonous ash wastes, a toxic desert created by the pollution of ten thousand years of heavy industry. No-one can remember what Necromunda was originally like, nothing remains anymore. The planets ecology has been utterly destroyed, no native flora or fauna survive, it is replaced by a hellish vision of ash deserts and dunes, toxic chemical spills, rivers of sludge and acid rain.

Few survive in this harsh environment, only the most desperate of outlaws and mutants flee here, to scratch a living as scavengers and bandits, living a nomadic existence.

Amongst these outcasts are Shaman, strange religious madmen living as isolated hermits, ranting to themselves and the occasional passer-by. Why these deranged individuals choose to live in such an inhospitable place can only be guessed at. Some believe they are worshippers of a strange cult sent in to the wilderness as a test of faith, others that they are just criminals fleeing justice in the

Hive. One theory is that they believe the Underhive is a corrupt and blasphemous place, abandoned by the Emperor, condemned to sink into barbarity and chaos. They flee to the Ash Wastes, a place unsullied by mankind's corruption, to seek absolution and enlightenment, and escape the impending doom.

After years out in the Ash Wastes, their minds deranged by exposure to dangerous chemicals, these self styled shamans develop strange psychic powers. They claim they can commune directly with the Emperor, and in return for his wisdom and protection they must make Hive Primus aware of it's peril. To utilise their powers a Shaman uses a Focus, a valuable artifact used to focus his concentration and use his 'divine' powers. This is the shamans most valuable possession (often his only possession), without it he cannot use his powers, and cannot do the 'Emperor's work'.

After years in the wastes, with only themselves for company these mysterious hermits, their souls purged of the blasphemous taint of the Underhive, return to it to preach to the unconverted as profits of doom and apocalypse. These Shaman often attach themselves to gangs, in the belief that the gang can be converted to do his bidding. This suits many gang leaders, who also benefit from the Shamans powers

RECRUITING SHAMANS

If a player wants to hire a Shaman he must pay the standard hire fee, which is 15 credits. A gang can only recruit one Shaman. The profile and skills for the Shaman are worked out after they are hired. Any gang except for Redemptionsits and Spyrers can hire a Shaman. A Shaman also increases the gangs chances of being outlawed if they are reported to the Watchmen, just like a Wyrd.

For the purpose of calculating the gang rating a Shaman has a value of 75 (ie, his hire fee of 15 x5).

SHAMAN PROFILE

Shaman may have special skills and superior characteristic values. This is worked out only after the Shaman is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this Shaman will have a number of advances as explained below

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	4	1	4	1	7

Shaman are not noted for their ability as fighters, they rely on their special powers. None-the-less it is a dangerous world and nobody travels unarmed. A Shaman is always armed with the following.

Knife and Club or staff (counts as club).

SHAMAN SPECIAL RULES

Immunity

Living in the Ash Wastes builds up the Shamans immune systems to toxic gases



and chemicals. Shaman are not affected by any types gas grenades. They are also not affected by any of the Toxic Fog treacherous conditions, results 31-36 on the Treacherous Conditions chart.

Shaman Primary Powers

Shaman powers are treated exactly the same as Wyrd powers. He uses his powers in the same way as a Wyrd, and is also vulnerable to the Perils of the Warp just like a Wyrd. The Shaman gets 1 roll on the Shaman primary powers table below and one roll on the Wyrd Minor Powers table in Outlanders.

SHAMAN PRIMARY POWERS

1-2 Minor Psychic Powers

The Shaman actually has latent psychic powers. Out in the Ash Wastes these have developed and he has learnt to control them. Roll twice on the Wyrd Minor Powers table (page 234 of the Necromunda hardback rules).

3 Ash Storm

Long years in the wilderness have taught the Shaman to control the ash storms. He can summon a swirling tornado of ash. Position the 2" blast template anywhere within 24" of the Shaman. Any model under the template takes 1 strength 3 hit, normal armour saves apply, and is moved the closest edge of the template. The storm remains in place and cannot be fired through. Models cannot enter the storm.

4 Prophetic Curse

As a harbinger of doom the Shaman can curse individuals to a horrible death for their sins. If the Shaman passes his leadership test then he may choose a single enemy model within his line of sight. That model will fail all initiative test it attempts for the rest of the game. If the Shaman is injured then the curse ends.

5-6 Pyschic Bolt

The Shaman can use his focus to unleash a blast of psychic energy, powerful enough to fry an enemy's brains! If the Shaman rolls under his leadership then he may target one enemy model within his line of sight. The model is suffers 1 automatic hit at D6 strength, with no armour save allowed.