

SQUATS IN NECROMUNDA

In the wastelands, the slag heaps, rad zones, ruins and the like, freelance Squat miners set up operations and scrape a living out of the unforgiving landscape, looking for that one big strike. Some Miners come to the hive world Outlands voluntarily whilst some come to hide from the unforgiving eyes of the Imperium. Aliens are not tolerated in the Imperium let alone in the hive cities but the authorities are not too concerned about the politics of the near inhospitable Ash Wastes, provided it doesn't become a nuisance.

OUTLANDERS

Squats are outlanders so all of the usual outlaw rules apply to them unless stated otherwise. As outlanders, Squats do not have a guild price and so cannot ever pay off their outlaw status.

SLOW AND PURPOSEFUL

Squats are a stubborn and hardy race. All Squats have the *Nerves of Steel* skill.

TERRITORY

Squat Miners follow all of the normal territory, income, foraging, upkeep and starvation rules for Outlander gangs found on page 5 & 6 of the Outlanders Community Edition. They have their own unique territory table as follows.

D66	Territory	Income
11-13	Wastes	0
14-16	Rad Zone	2D6
21-23	Power Cable Tap	5
24-33	Scrap Yard	5
34-43	Mineral Vein	3D6
44-46	Slag Heap	15
51-54	Tunnels	10
55-62	Drinking Den	D6 x 10
63-66	Mine Workings *	2D6 x 10

* Note that Squat Mining Gangs are more adept at extracting value from their Mine Workings so the territory generates 2D6 x 10 credits. But, due to a combination of Squat efficiency and the fact that most Mine Workings they are able to claim as their own are close to being struck out, after any roll of a double the mine workings becomes a Wastes territory.

RARE TRADE

Use the normal Outlaw Rare Trade table except on a roll of 32 or 42 the gang is offered a Prospector Map at a cost of D6 x 10 instead of the usual item.

PROSPECTORS MAP

You have found an old Prospector's Map for sale in a secluded corner of an Outland bazaar. There have always been rumours of secret mines hidden in the wastes, and well, the map seems cheap enough...

After buying the map, roll to see how accurate it is before you play your next game. The map is only good for one use.

D6 Result

1	<i>Fake</i> – The map is worthless.
2	<i>Worn & Incomplete</i> - You didn't realise it when you bought it, but you have worked this mine before. It does point out a section that you originally missed so you can scrape out another D6 x 5 credits for your trouble.
3-4	<i>Vague & Inaccurate</i> – Trying to follow the map proves fruitless, but it does give you some clues about the surrounding area. The next time you move territory you can roll twice on the territory table and choose the result you prefer.
5	<i>Ancient & Faded</i> – The map is barely legible, but genuine. You can work out 2D6 x 10 credits before the mine is exhausted and the map also reveals the location of ancient tunnels nearby. You can swap a territory for a Tunnels if you wish but this must be done now.
6	<i>Recent & Accurate</i> - You may add an additional Mine Workings to your territory.

CHOOSING THE CREW

You have 1000 credits to spend on recruiting and arming the Squat Mining Gang. Just like a House gang it must have at least three models and all fighters come with a free knife.

- Prospector:** A gang must have one Prospector.
- Drillers:** A gang can have up to 2 Drillers.
- Miners:** You can include as many Miners as you can afford.
- Slaggers:** No more than 50% of the gang can be Slaggers.

PROSPECTOR

Cost to recruit: 140 credits

The Prospector is the senior member of the Mining gang that all others will turn to for guidance and leadership. Not content to labour in the mines of other Lords of the Imperium, or on the payroll of a Rogue Trader, a Prospector is out, for his own gain, looking for the 'big strike' that will cover him in the riches he craves... if he can avoid the many hazards of the Wastes in the meantime.

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

Weapons: The Prospector may be given equipment chosen from the Prospector Only, Hand-to-Hand, Pistols, Basic and Extras sections of the Squat Weapon List.

Leader: The Prospector counts as the Gang Leader and as such has the Leader special rule as detailed in the Gang Recruitment section of the Necromunda Community Edition.

Grudge Bearer: Prospectors are well known for holding grudges against anyone perceived to have slighted them in the past – let alone injured them! When making a serious injury roll for the Prospector due to being taken out of action by an enemy ganger, automatically apply a *Bitter Enmity* injury towards the ganger in question, in addition to the injury rolled.

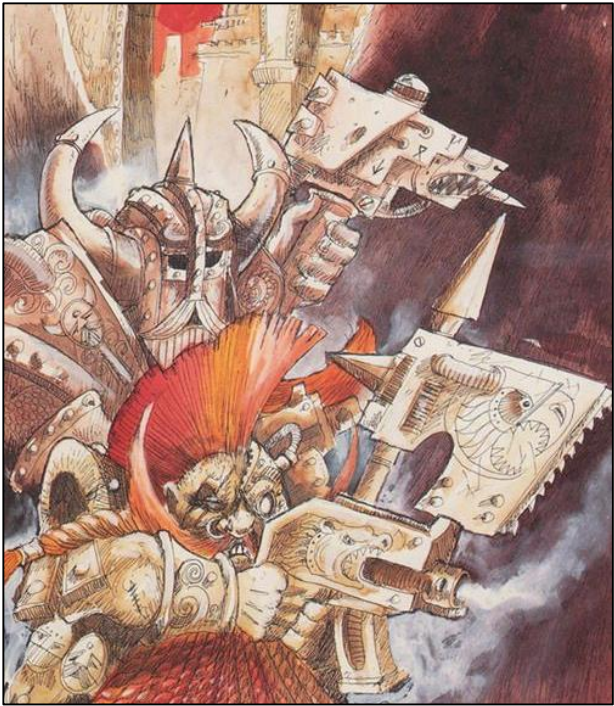
DRILLER

Cost to recruit: 75 credits

Drillers are the Prospector's senior crew members and are entrusted with the use and maintenance of the most destructive drilling equipment. In battle, they often wield the crew's heavy weapons.

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

Weapons: The Driller may be given equipment chosen from the Heavy, Special, Hand-to-Hand, Pistols, Basic and Extras sections of the Squat Weapon List.



MINER

Cost to recruit: 60 credits

Miners are the mainstay of the crew a Prospector needs to work the claim as efficiently as possible. It also helps to have a few extra guns about! Squat Miners come from all walks of Squat society and most are reluctant to talk about it. A ganger would be advised not to talk to them about their business or he may be looking at the business end of a pick axe!

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

Weapons: Miners may be given equipment chosen from the Hand-to-Hand, Pistols, Basic and Extras sections of the Squat Weapon List.



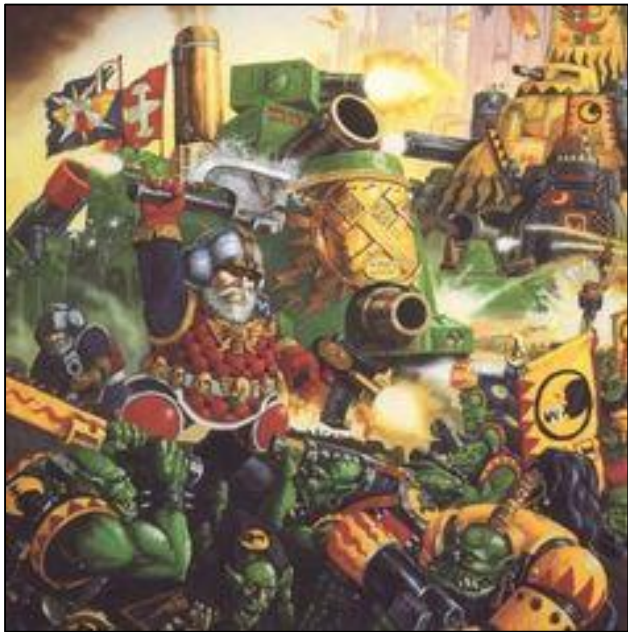
SLAGGER

Cost to recruit: 30 credits

Slaggers are the Miner equivalent of Juves. Squat Miners must be trained, and a Squat being hired by a Miners' Gang is in for some back-breaking work. Slaggers are generally young Squats and do all of the scutty jobs - loading and pushing ore carts, cleaning mining equipment and the gunk out of the bottom of the shafts and so on.

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

Weapons: Slaggers may be given equipment chosen from the Hand-to-Hand, Pistols and Extras sections of the Squat Weapon List.



SQUAT WEAPON LIST

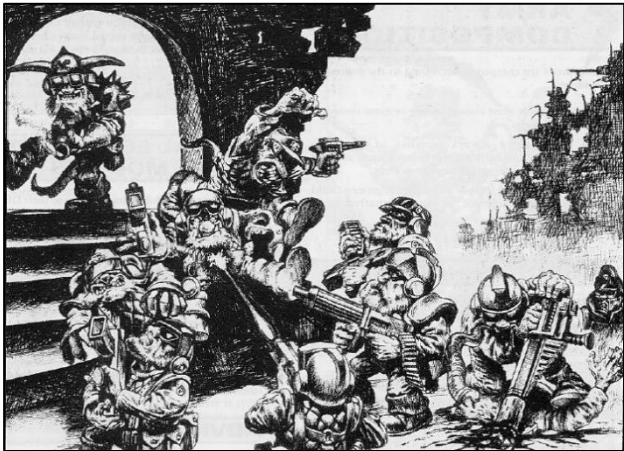
Each fighter you recruit can be armed with one or more of the weapons listed on the relevant weapons list for their house. In addition to being restricted to weapons available to their house, different types of fighter are restricted to different types of weapon. Juves, for example, can only have hand-to-hand weapons, pistols and grenades. Squats have access to most of the commonly available weapons on Necromunda, but also a few items of unique equipment to reflect their technological heritage and occupation.

WEAPON LIST

Leader Only Weapons	Cost
Melta Gun	95
Chainsword	35
Chainaxe	45
Hand to Hand Weapons	Cost
2 nd Knife	5
Mining Pick	5
Chain	10
Bludgeon/Hammer	10
Massive Axe	15
Rock Drill	15
Pistols	Cost
Stub Gun	10
+ Dum Dum Bullets	5
Autopistol	15
Laspistol	15
Bolt Pistol	25
Basic Weapons	Cost
Boltgun	35
Autogun	20
Lasgun	25
Shotgun	20
+ Manstopper Shells	5
+ Bolt Shells	15
Special Weapons	Cost
Grenade Launcher	60
Autoslugger	45
Heavy Weapons	Cost
Mole Mortar	140

+ Mole Missiles	35
Heavy Stubber	120
Autocannon	260

Extras	Cost
Mining Charges	40
Frag Grenades	25
Krak Grenades	40
Clip Harness	10
Filter Plugs	10
Photo-contacts	10
Lobo-chip	20
Weapon Reload	Half Weapon Cost



CHAINAXE

The Chainaxe takes the form of an axe with motorised chainsaw teeth and is able to tear through both flesh and armour with relative ease. It is even more lethal than the Chainsword, but cannot be used to parry.

Range	Str.	Damage	Save	Special
Combat	5	1	-3	Noisy

MINING PICK

Some Squat miners are so attached to the tools of their trade that they take them into battle with them as well! A mining pick is a crude weapon, and while it affords some additional hitting power it is difficult to wield at the best of times.

Range	Str.	Damage	Save	Special
Combat	+1	1	-	<i>Draws, Clumsy</i>

ROCK DRILL

Unlike the Pitslave Rock Drill, the Squat version is a hand held tool rather than a bionic implant! Like its bionic namesake however it makes a fearsome weapon, its piercing strikes causing horrific injuries against opponents.

Range	Str.	Dam.	Save	Special
Combat	4	4	-3	<i>Two Handed, Draws</i>

Demolition: If a rock drill is used against a stationary target (e.g. a Gateway), then its Strength is doubled.

MOLE MORTAR

The Mole Mortar is a specialized missile launcher known more formally as a breaching torpedo. The weapon fires burrowing warhead capable of digging through obstacles and detonating on the other side. The explosive charge is contained within a shoulder-mounted launch tube, which can lock in place facing the ground or the side of a tunnel. When fired the torpedo is launched into the earth, where a powerful drill and small power field generator allow it to slice through rock very quickly.

The Mole Mortar’s primary purpose is for blasting into enemy tunnels, causing a sudden and catastrophic collapse. It can also be used against

surface targets, burrowing up to the surface and exploding underneath the enemy.

The Mole Mortar counts as a missile launcher with Frag Missiles, except it may only target models at ground level and may target models that cannot be seen by the user, providing another friendly model can see the target.



MINING CHARGES

Sometimes the explosives used in prospecting find their way into the hives as improvised weapons. A stick of explosives is difficult to throw accurately and is not particularly aerodynamic, a problem exacerbated by the diminutive stature of their throwers! However, they are particularly destructive, a quality that appeals to many Squats.

Mining Charges count as Krak Grenades except they are *Blast* weapons and may only be thrown at a distance of twice the users strength, not three times. They may not be loaded into Grenade Launchers.

When used as Demolition Charges, Mining Charges have a 1 turn fuse meaning they will explode during the Squat players following shooting phase. This gives the Squat time to run away from the blast of his own explosives!

EXPERIENCE

Squat Mining Crews advance just like any other gang. Roll for starting experience as per the table below then during the post-game sequence consult the normal advancement table to see if any of your Squats have advanced.

INITIAL EXPERIENCE

Fighter Type	Initial Experience
Prospector	60 + 1D6
Driller	60 + 1D6
Miner	20 + 1D6
Slagger	0

MAXIMUM CHARACTERISTICS

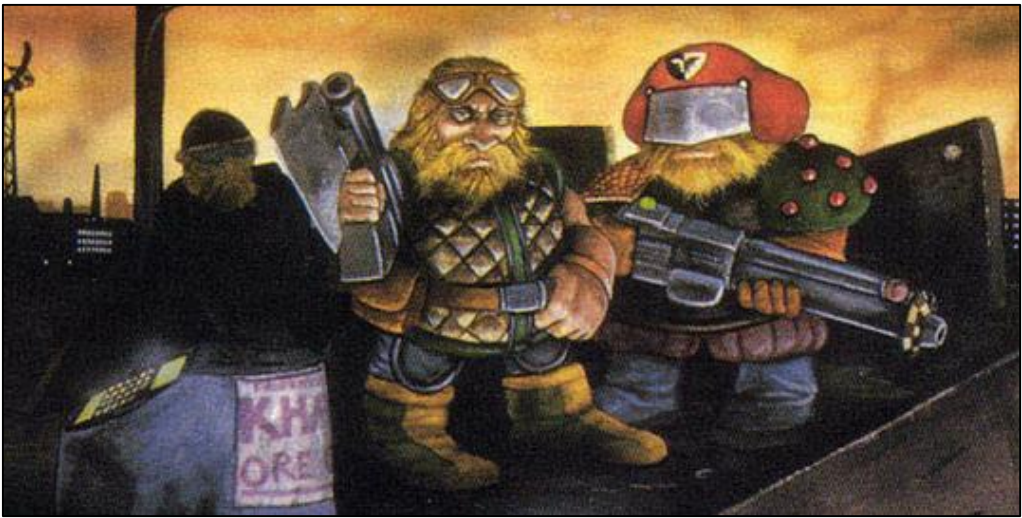
M	WS	BS	S	T	W	I	A	Ld
3	6	6	4	5	3	5	3	9

SQUAT ADVANCE TABLE

2D6	Result
2	New Skill (any table)
3-4	New Skill
5	Characteristic Increase 1-3 +1 Strength 4-6 +1 Attack
6	Characteristic Increase 1-3 +1 WS 4-6 +1 BS
7	Characteristic Increase 1-2 +1 I 4-6 +1 Ld
8	Characteristic Increase 1-3 +1 WS 4-6 +1 BS
9	Characteristic Increase 1-3 +1 Wound 4-6 +1 Toughness
10-11	New Skill
12	New Skill (any table)

SQUAT MINER SKILL LIST

Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Slagger			✓				✓
Miner			✓	✓			✓
Driller			✓	✓	✓		✓
Prospector		✓	✓	✓	✓		✓



HIRED GUN: SQUAT LONGBEARD

RECRUITING LONGBEARDS

Any gang that can hire hired guns may hire a maximum of one Squat Longbeard. The hiring fee is 25 credits and they add 125 to your gang rating.

PROFILE

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

In addition to their powerful basic profile, Squat Longbeards have 3 advances. Roll a D6 three times and consult the chart below. A Longbeard cannot improve any stat more than +2. Reroll any increases rolled a third time or any duplicate skills.

D6	Result
1	Roll a further D6: 1-3 +1 WS 4-6 +1 BS
2	Roll a further D6: 1-3 +1 W 4-6 +1 T
3	Roll a further D6: 1-3 +1 S 4-6 +1 A
4-6	Roll a further D6: 1 Iron Jaw 2 True Grit 3 Killer Reputation 4 Weaponsmith 5 Crack Shot 6 Counter Attack

SLOW AND PURPOSEFUL

Squats are a stubborn and hardy race. All Squats have the *Nerves of Steel* skill.

LOBEARD GEAR

A Longbeard fights with his own weapons as described below and is invariably armed to the teeth (it goes with the job). Longbeards cannot buy or use other weapons or equipment.

Longbeards are armed with the following:

- Knife
- Mining Charges
- Grapnel
- Autopistol
- Shotgun with Solid, Scatter & Manstopper shells
- Boltgun or Autoslugger
- Chainaxe or Chainsword
- Respirator or Filter Plugs
- Photo-visor or Photo-contacts

Plus any one of the following:

- Infra-red Goggles
- Weapon Reload (for all weapons)
- Flak Armour
- Any one Bionic