

Ash Waste Nomads

Updated House Rules for Ash Wastes Gangs in Necromunda

Redux by Commissariat

Based on the Update by John Houchins, Robert J. Reiner, and Mark Mitchell

Which was based on the original work by Chris Ward and Stuart Witter

SPECIAL RULES

Outlaws: The Ash Wastes Nomads are Outlaws as described in the rules for such. Ash Wastes Nomads do not have a guild price and all rules for Outlaws apply except as noted below.

Ash Wastes Territory: All Ash Wastes Nomads start with the Ash Wastes Territory. Not all of Necromunda is covered in massive hive spires. When the Ash Wastes Nomads work this territory they roll a d6 once and consult the 'Ash Wastes Territory' Chart below. This roll affects all Nomads that forage during that same Pre-Game Sequence.

- 1 The Ash Wastes Nomads find nothing much of value in the wastes. Each Ash Wastes Nomad can only forage their normal D6 credits each.
- 2-4 There may be mineral streaks under the ash wastes. Each Ash Wastes Nomad may forage as normal, but if a '6' is rolled then they have located a harvestable vein of recyclable material and find another D6 credits worth of salvageable materials. If a further '6' is rolled you continue to roll another D6 until a '6' is not rolled. All the results are added together to get the total salvageable materials worth in credits.
- 5 The Ash Wastes Nomads find a colony of mutant animals that have somehow survived, albeit mutated and twisted in the Ash Wastes. In addition to foraging for a D6 credits each, the gang eats the animals. This means that they do not have to spend the 2 credits per fighter to avoid starvation; however, roll a D6. If the result is a '1' then a randomly determined fighter must miss the next game due to food poisoning.
- 6 The Ash Wastes Nomads find a Guilder convoy traversing the ash wastes and ambush it. No income may be earned from foraging because all Ash Wastes Nomads are needed to ambush the convoy. The result of the ambush is a profit of XD6x5 credits worth of salvageable materials where 'X' is the number of Ash Wastes Nomads in the gang who would be able to collect income. Note: This precludes any Nomads from working any captured territories as explained below.

Captured Territories: Ash Wastes Nomads may capture territories from those they defeat (using the guidelines found for each particular scenario). However, being not just an Outlander, but an Outhiver they will not be able to linger long. If the territory is from the "Territory Table" found on page 75 & 76 of the NCE Rulebook then the Ash Wastes Nomads will loot it for all they can get out of it and retreat back into the Ash Wastes following the rules for Looting Territories on page 6 of the Outlander Community Edition Rulebook. If the territory is an Outlaw territory then it may be kept and worked in addition to their Ash Wastes territory above (Note: This will take a single Nomad to work (one that did not suffer a serious injury during the previous battle) and that Nomad may not forage or help the Leader at the trading post.

The only exception to the looting of a 'Standard Territory' is the 'Guilder Contact'. Guilders work with the Ash Wastes Nomads to expand their trade across the Ash Wastes. As such these men are respected enough to retain their services and this territory may be kept and worked at half the normal rate since the Ash Wastes Nomads are an Outlaw gang working a 'legal' territory.

So Many Mouths to Feed: Ash Wastes Nomads are a very hardy people and have been known to eat only 'once every sun rise', though no one has seen an actual sunrise on Necromunda in well over a Millennium. As such, each member of an Ash Wastes Nomad gang only requires 2 credits worth of sustenance per battle to put off the effects of starvation.

Note: Hired guns are not counted as a member of the gang. Their hiring fees are used to pay for their own upkeep. The credits to pay for this upkeep comes from either foraging, and/or working of their territories. Anything left over may be placed in the gang's stash.

Income and Profits: Ash Wastes Nomads that get 'extra' income from giant killer, loot counters, looting territories, and other similar sources in excess of 75 credits must 'wash' the income from those sources through the standard income chart on page 74 of the Necromunda Community Edition Rulebook.

Example: A gang that earns 70 credits keeps 70 credits, but a gang that loots a gambling den (120 credits) will wash 45 credits through the table. The end result being 75+ whatever is left over.

Outlaw Trading Post: Ash Wastes Nomads roll and conduct all trading on the Outlaw Trading Post. However, in the rare instances when a Nomad inventor invents something he may roll on the 'Rare Trade Chart' found on page 97 of the NCE. Nomads have been wandering the Ash Wastes for several millennia and have an uncanny ability to search out crashed strato-planes, take advantage of the shifting wastes that uncover derelict domes and even hives and plunder them before they are reclaimed by the ash wastes, and an eye for usable scrap at the trading posts. As a result they have collected many spare parts that are hoarded by the various bands of Nomads as well as readily available as spare parts at the trading posts for them to assemble into useful items to be used on their raids.

Ash Wastes Nomads may buy all 'common' items from the Outlaw Trading post to include weapons not listed below on their initial weapons table. However, this is similar to the 'House Gangs' in that they must forgo a 'rare-trade' search and all ammo rolls for such weapons are at -1 to what is listed. If a weapon has a normal ammo roll of 6+ it becomes an 'auto' fail for example

Hired Guns: The Ash Wastes Nomads may hire any Hired Gun that they can afford except for Bounty Hunters; however, since Ash Wastes Nomads will not remain within the hive for very long hired guns will not follow them and therefore, new Hired Guns are generated for each game with the exception of the Ash Wastes Shaman, the Ash Wastes Nomad Guide, and Wyrds. If an Ash Wastes Nomad gang hires a Wyrd and chooses to retain their services, then the Ash Wastes Nomads must pay any additional 5 credits to obtain a respirator for the Wyrd. The Wyrd will then also benefit from having a respirator as well. This is possible because, let's face it, no one else really wants a Wyrd around and the Ash Wastes Nomads actually see them as a natural progression of humankind.

Bounty: An Ash Wastes Nomad is worth a bounty equal to his total cost, just like any other outlaw.

Capture: Ash Wastes Nomad clans are tight-knit groups and have an ingrained hatred and distrust of all hive dwellers. To this end they will most likely launch an attempt to free any captured members of their gang instead of negotiating any ransom (The Nomads are allowed to negotiate such a ransom - this is to indicate tendencies of the Nomads). If this attempt fails there are no lasting effects; however, if they do not make any attempt to rescue their comrade then they will be shunned by their fellow Ash Wastes denizens and will not be allowed to conduct trade for one post battle sequence. (Negotiation for a ransom of a capture gang member is counted as an attempt to free an Ash Wastes Nomads gang member.)

In the event of the Ash Wastes Nomads capturing an opponent then they have all of the normal options open to them that a house gang would have. That is Guilders and slave traders will accept turn in of Outlaws and fresh slaves.

Scenarios: Ash Wastes Nomads roll on the Outlaw scenario table, but if they are given the option to choose a scenario they may pick from either the 'Standard Scenario Table' or the 'Outlaw Scenario Table'.

Equipment: All Ash Wastes Nomads are equipped with respirators (included in their costs). Without respirators Ash Wastes Nomads would certainly die outside in the toxic wastes.

Additionally, it is hard to maintain equipment that is not specifically made to withstand the conditions of the wastes. Any weaponry that is not found on the Nomad Weapon List has -1 to all Ammo-Rolls that must be made. Note: this does not affect checks to see if your weapon explodes, which is described on page 29 of the NCE Rulebook, as the 'standard ammo rating' hasn't changed.

Busting the Wall: Each Ash Wastes Nomad gang must include

one Heavy and at least one Ash Wastes Nomad must be equipped with at least one of the following weapons (using the equipment guidelines for each category of gang member):

- Krak Grenades,
- Krak Missiles (w/Launcher)
- Autocannon
- Melta Bombs
- Heavy Plasma Cannon
- Lascannon

These weapons are how the Ash Wastes Nomads gain entry into the Hive's interior at their leisure. Without this they will be 'left out in the wastes'. To reflect their reliance on such weapons and expertise of their heavies all income rolls (foraging, rolls on their Ash Wastes territory chart, and/or rolls for any captured territories) are all at -1 until they have re-met the criteria outlined above. In addition the Ash Wastes Nomads may only work one territory (their choice) during the post-battle sequence.

Treacherous Conditions: Games played that involve the Ash Wastes Nomads may use the rules for Treacherous Conditions. Ash Wastes Nomads are not affected by 'High Winds' (21-26) or 'Ash Layer' (64) as they have been brought up to cope in these conditions outside the hive.

Gangers and Juves: 'Ash Waste Nomad's count as Gangers and 'Ash Waste Youth's count as Juves.

RECRUITING THE GANG

An Ash Wastes Nomad gang is recruited in the same way as a normal gang. You have 1000 credits to spend on recruitment and armament within the following guidelines:

- Minimum of 3 fighters – A gang must include no less than 3 fighters.
- Ash Wastes Nomad Leader – Your gang must include a Leader.
- Ash Wastes Nomad Heavy – Your gang must include 1, but no more than 2 Ash Wastes Nomad Heavies
- Ash Wastes Nomads – Your gang may include any number of Ash Wastes Nomads so long as the first two criteria are met.
- Ash Wastes Juves – Your gang may include any number of Ash Wastes Juves up to half of the total number of fighters in the gang.

1 ASH WASTES NOMAD LEADER

Cost to recruit: 120 credits **60+d6 Experience**

The Ash Wastes Nomad Leader is an inspirational leader that has lived his entire life in the Ash Wastes. Many of these long lived survivors are famous among the Outhivers.

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

Weapons: An Ash Wastes Nomad Leader may select weapons from the Hand-to-Hand, Pistol, Basic, Special, and Extras Nomad Weapon Lists.

Independent: The Gang Leader is unlike the rest of the gang's fighters in that he can fight efficiently and effectively even on his own. He always counts as having a friend within 2", regardless of whether this is the case or not. This means he can always test to avoid pinning early.

Leader: Any fighter within 6" of the Leader can use the Leadership characteristic of the Gang Leader when taking any nerve tests. In addition, any fighters within 6" of the Gang Leader can use the Initiative characteristic of the Leader when testing to see if they escape pinning at the start of their turn. This represents the leader's ability to encourage and inspire his fellow gang members and push them beyond their normal limits.

However, a leader cannot confer these benefits if he is down or broken himself. The sight of an injured gang leader bleeding out or wildly running for cover is far from encouraging.

1-2 ASH WASTE NOMAD HEAVIES

Cost to Recruit: 70 credits **60+d6 Experience**

Ash Wastes Nomad Heavies specialize in armor busting. They are called upon to crack open the Guilder crawlers that dare to cross the wastes, as well as to gain entry into the hives themselves. They often accomplish this when the shifting oxides reveal a long abandoned transport tube, or a forgotten wastes dumping station.

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

Weapons: Ash Wastes Nomad Heavies may select weapons from the Hand-to-Hand, Pistol, Basic, Special, Heavy, and Extras Nomad Weapon Lists.

ASH WASTES NOMADS

Cost to Recruit: 60 credits **20+d6 Experience**

Every Nomad is an absolute master of survival. From infancy they are taught how to read the winds and shifting ash, how to filter potable water and breathable air. They are able to walk hundreds of miles across the poisonous ash desert and only eat and drink once every 'sunrise'.

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

Weapons: Ash Wastes Nomads may select weapons from the Hand-to-Hand, Pistol, Basic, and Extras Nomad Weapon Lists.

ASH WASTES NOMAD YOUTHS

Cost to Recruit: 35 credits **0 Experience**

Although young and relatively inexperienced, they have survived their trials and have proven that they are able to contribute to their Nomadic Clan and participate in raids.

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

Weapons: Ash Wastes Nomad Youths may select weapons from the Hand-to-Hand, Pistol, and Extras Nomad Weapon Lists.

NOMAD WEAPONS LIST

In the toxic environment of the ash wastes ammunition is often hard to come by. Especially for rare or exotic weapons and some are just completely worthless. For example, the Flamer is impossible to wield effectively in the high winds of the Wastes. Favored weapons of the Ash Wastes Nomads are the 'Long Rifle' as its long range ideally suited for the vast expanses of the Ash deserts and the 'Double Bladed Knife: a traditional weapon dating back to House Catallus' prominence.

Leader Only Weapons

Plasma Pistol	30
Autosluggger	45

Hand-to-Hand

Club/Maul/Bludgeon	10
Double-Bladed Knife	10
Knife	1stFree/5

Pistol Weapons

Autopistol	15
Laspistol	15
Stub Gun	10

Basic Weapons

Autogun	20
Lasgun	25
Hunting Rifle	25
Shotgun (w/ Solid & Scatter)	20

Special Weapons

Long-Rifle	40
Grenade Launcher (Grenades are extra)	60

Heavy Weapons

Autocannon	260
Heavy Stubber	120
Missile Launcher	140

Extras

Frag Grenades	25
Krak Grenades	40
Frag Missiles	35
Super Krak Missiles	50
Dum-dum Bullets	5
Hot Shot Shells	5
Manstopper Shells	5
Photo-contacts	15

THE LONG RIFLE

The Long Rifle is a term used to describe a weapon commonly employed by Ash Wastes Nomads. These long barreled rifles, usually mounted with a scope or sight, are useful in the wide open spaces of the ash wastes where an enemy can be easily spotted at greater distances. The long rifle is often used to pick off caravan guards at long range as the rest of the gang springs forward from close in during ambushes

Range		To Hit		S	Dam	Sv	Ammo
Short Long	Long	Short Long	Long				
0-12	12-48	-1	-	4	1	-1	5+

Special Rules: Move or Fire, Critical Shot (Page 40 NCE)

DOUBLE BLADED KNIFE

A common hand-to-hand weapon among Ash Wastes Nomads and other Outhivers is the Double Bladed Knife. This ritual weapon was traditionally carried by members of House Catallus, but its use has become symbolic of the Ash Wastes Nomad's struggle.

Range	Str	Dam	Save
Close Combat	As User	1	As User

Special Rules: The wielder does not grant Fumble bonuses.

MAXIMUM STATS

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

ASH WASTES NOMAD ADVANCES

When an Ash Wastes Nomad gains enough experience to get an advance, roll on the standard gang Advance Table (pg. 68 NCE Rulebook)

When an Ash Wastes Nomad Juve acquires 21 experience points he gains access to the Nomad skill set and equipment tables but his initial cost does not change.

RESOURCES

These Ash Wastes Nomad rules were developed to bring the Ash Wastes Nomads from the era of the Necromunda Magazine into the era of the Necromunda Living Rulebook into the era of the Necromunda Community Edition.. Original rules for the Ash Wastes Nomads were published in the old Confrontation

Supplements, Necromunda, White Dwarf Articles, Gang War Magazines, Necromunda Magazines, Citadel Journals, and various online and original sources.

VEHICLES AND BEASTS

In the event that you desire to use the rules for Vehicles in the Ash Wastes, then feel free to use the various rules available on Yaktribe.org, this list does not contain rules for vehicles yet.

Ash Wastes Nomad Skill Lists

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Youth	-	Yes	-	-	-	Yes	-
Nomad	-	Yes	-	-	Yes	Yes	-
Heavy	-	-	-	Yes	Yes	Yes	Yes
Leader	-	Yes	Yes	Yes	Yes	Yes	Yes

CHANGELOG

- Reworded to fit closer to the NCE Rulebook Patterns
- Reduced cost of Long Rifle to 40 to compete with the Grenade Launcher's adjusted cost.
- Moved the Ammo Roll modifications to be a faction-wide special rule for off-list weapons.
- Removed Experience Table, as is the case with most all factions.
- Increased cost of Gang Member Base Cost by 5 to match the change in Respirator access and to be closer to the cost.
- Left out Vehicle and Beast rules.
- Changed Doubled-Bladed Knife to ignore fumbles instead of parry.
- Moved Long Rifle to Special Weapons
- Reduced Weapon Access for Ash Wastes Nomads