

SCAVVIES

Scavvies are the very dregs of humanity, though they are so devolved and twisted that they can be hardly considered human any more. They are severely deformed and often mutated by the toxic environment they live in. Scavvies dress in rags and are caked in the most indescribable foulness. Their skin is a yellow and disgusting mass of sores, warts, blisters and cracks. Their limbs are often so withered or shrivelled that crude hooks and peg legs are a common sight, though any Scavvy too crippled to defend himself is easy prey for his fellows.

Scavvies scratch out an existence in the most foul and polluted wastelands of the Underhive, hungrily watching for an opportunity to murder, rob and pillage anyone and anything nearby. Scavvies have to band together to survive and a typical band will be made up of several extended and severely inbred families. The dominant male in the band rules through brute strength, low cunning and having as many siblings as possible to exert his will. Though individual Scavvies pose little threat to a well-armed gang they are cunning enough to use traps, ambushes and weight of numbers to even the odds.

Occasionally a Scavvy king will arise and unite several Scavvy bands into a ramshackle tribe. Such coalitions can create a ragged horde of Scavvies big enough to overrun settlements and trading holes. The excesses of King Blacknose the 81st are still remembered with a shudder in the Underhive, and the settlement of Downtown has yet to recover from its period of rulership by the so-called Beggar King.

Fortunately Scavvy kings are usually more concerned with avoiding the attention of the authorities than conquest. They are far more likely to use fear, intimidation and extortion to get what they want. Their scrofulous subjects move in to blockade vital resources and charge Underhive dwellers "tolls" and "taxes" whenever they have the numbers to get away with it. At times like these the honest, hard-working settlers will look to gangs and Bounty Hunters to run the Scavvies off until life gets back to normal again.

SPECIAL RULES

OUTLANDERS. Scavvies are an Outlander gang and as such all of the Outlaw rules apply to them with the exceptions noted below. As Outlanders, Scavvies do not have a guild price and may never pay off their outlaw status.

STARTING TERRITORY. Scavvies start with one piece of territory generated on the Outlaw Territory Table. This forms their scrofulous camp. Scavvies may move their camp to another piece of territory if they capture it, but they cannot hold more than a single piece of territory at a time. If the Scavvies lose their current base camp generate another on the Outlaw Territory Table.

INCOME. Scavvies collect income from their one piece of territory and from foraging like any other Outlaw gang. They can trade using the Outlaw Trade Table and recruit



extra gang members from the Scavvy list after each game. Scavvies may use Hired Guns but will struggle to pay them!

CANNIBALS. Scavvies are not above a spot of cannibalism when starvation looms. If a Scavvy gang can't or won't pay out 3 credits per gang member to avoid suffering the effects of starvation, the Scavvy player can decide to put either a member of the gang or a prisoner in the pot instead. If this foul and degenerate practice is observed the gang is immune to the effects of starvation until after the next game.

BOUNTY. A bounty is paid on all Scavvies by the Guilders, just to keep their numbers in check.

SCAVVY WEAPONS. Scavvy weapons are unreliable, rusty and generally badly treated, added to which they are usually short of ammunition. To represent this, any Scavvies must make an Ammo roll if they get a natural 1 or 6 on their to hit roll. This does not apply to Scaly weapons.

SCAVVY BOSS

Cost to recruit: 100 credits

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

Weapons. The Scavvy Boss may be given equipment chosen from the Ranged Weapons, Close Combat Weapons, plus the Grenades and Shotgun Shells sections of the special Scavvy list.

Special Rules

Leadership. A Scavvy Boss commands fear and respect from his followers and they are emboldened by his presence. This means that any Scavvies within 6" of the Boss may use his Leadership value when they take Leadership tests. A Scavvy Boss can always attempt to recover from being pinned even if he has no gang members within 2" of him.

SCAVVIES

Cost to recruit: 25 credits

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

Weapons. Scavvies may be given equipment chosen from the Ranged Weapons and Close Combat Weapons sections of the list.

Special Rules

Mutants. Scavvies are often mutated by their dreadful living conditions. Most of these mutations are simply horrible and inconvenient: webbed fingers, extra toes, tentacles for noses, skin colours ranging from bright orange to sickly green and so forth. However, some Scavvies are born with useful mutations and other mutants hide out amongst the Scavvies for fear of the Redemption and Imperial authorities. These creatures may have lashing tentacles, bony spikes, crab-like claws and other natural weaponry. Scavvy Bosses ruthlessly exploit these mutants as enforcers and gangers, though the mutants also enjoy a chance to make the normals pay for their repression.

Any Scavvy may be purchased as a mutant when he is recruited, by choosing a mutation from the list below. A mutant may only have one mutation and it is rare for mutations to be duplicated within the same gang. To represent this the first mutant to take a mutation pays the cost shown for it. The second mutant to take the same mutation must pay double the cost shown, the third one to take the same mutation pays triple the cost and so on.

For example: A Scavvy gang has already got one tentacled mutant and recruits a second: this mutant costs 25 credits for the Scavvy plus 20 credits for the tentacle (double normal cost) for a total of 45 credits. If the same gang subsequently recruited a third tentacled mutant (don't ask me why) he would cost 55 credits.

Recruitment. Unsurprisingly enough, Scavvies always make up the bulk of a Scavvy gang. To represent this, at least half of the models in the gang must be Scavvies (not mutants). If the number of Scavvies falls below half the strength of the gang only Scavvies can be recruited until at least half the gang is made up of Scavvies again.

MUTATIONS

- Eyestalks** (10 credits) The mutant gains a 180° fire and vision arc and can squeeze behind cover better. Count an extra -1 to hit modifier when the mutant is behind cover or partial cover.
- Claw** (5 credits) The mutant gains +1 Strength in hand-to-hand combat.
- Tentacle** (10 credits) The mutant may re-roll Initiative tests for falling and in hand-to-hand combat may grapple his opponent to reduce his number of Attacks by 1, to a minimum of 1.
- Two Heads** (25 credits) Increases model's vision and fire arc to 180°, and allows them to fire two pistol weapons in the same shooting phase.

- Spikes** (30 credits) A mutant with spikes gains an armour save of 5+, but may not wear any other form of armour.
- Extra Arm** (10 credits) The mutant may use up to three pistols and/or hand-to-hand combat weapons in hand-to-hand combat (+2 attack dice), or hold a basic weapon with one hand and still use 2 close combat weapons with the others (+1 attack dice).
- Wings** (30 credits) The mutant can fly up to his normal Movement characteristic in a turn, or double that if he charges or runs (flaps). The mutant must land at the end of his move. Flying upwards costs 2" per 1" up, flying down only costs 1/2" per 1" down.

O-2 SCALIES

Cost to recruit: 120 credits

Even in the hellish pit of the Underhive wastes some mutant strains stabilise after a time to form distinct sub-species. The most common Human sub-species in the Imperium are the abhuman races of Ogryns, Ratlings and Squats. The Scalies are another such sub-species, though they are still a highly unstable strain compared to normal abhumans. Scalies are massive reptilian mutants almost as broad as they are tall. Their durability and strength are legendary among Underhive scum and they have a fearsome reputation to match.

Scalies are rarely seen creatures, but they are at their most numerous in the Underhives of Necromunda. They are undoubtedly intelligent but they seldom speak, their altered necks and twisted voice boxes have changed too much to speak human languages any more. This means little is known about their origins and whether hidden clans or tribes of Scalies exist in the most severely polluted badzones of the Underhive. Why individual Scalies choose to ally themselves with Scavvies is unknown, but any Scavvy Boss worth his salt will do everything in his power to recruit and hang on to as many Scalies as he can find.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	5	4	2	2	2	9

Weapons. A Scaly may be given equipment chosen from the Scavvy Close Combat Weapons, Ranged Weapons and Scaly Weapons lists.

Special Rules

Scaly Skin. A Scaly's tough skin confers a 5+ armour saving throw.

Killer Rep'. Scalies cause *fear*.

Regenerate. Scalies can regenerate lost fingers, toes and even whole limbs in time, though the process is painfully slow. Roll a D6 for each serious injury a Scaly has after each game regardless of whether the Scaly fought in it or not. On a roll of a 6 the Scaly has recovered from the effect of the injury, erase it and the effect it has on his statistics from the gang roster. Note that this applies to all injuries, regardless of whether they are beneficial (eg, 'Impressive Scars') or not.

PLAGUE ZOMBIES

Cost to recruit: 10 credits for D6 Plague Zombies

Long ago Necromunda was swept by a mysterious neurone plague which boiled up from the Underhive and touched even the highest peaks of the Spire. Victims of the plague fell ill for weeks, days or hours depending on their strength. If they succumbed to the fever their brains were rotted by the terrible disease, all higher reasoning was lost and the victims became little more than beasts.

Unfortunately beasts still need to eat and soon thousands of

brainless, half-dead plague victims roamed the boulevards and thoroughfares of the great hives seeking flesh to feast on. Each time they pulled down some luckless citizen and tore into his flesh with teeth and nails another victim was infected and another Plague Zombie was added to their ranks. Anarchy and chaos swept through the hives as Necromundans struggled to fight off the hordes of Plague Zombies and drive the surviving ones down into the Underhive.

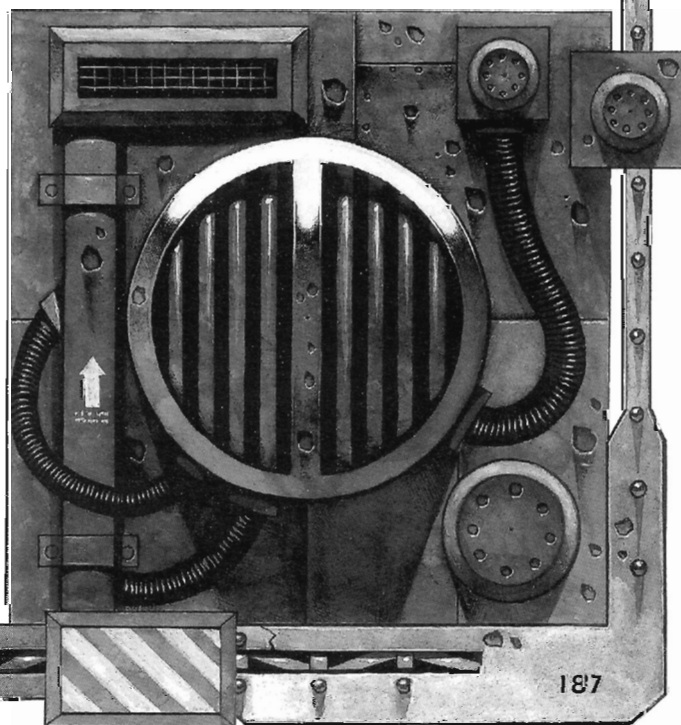
Zombie plague still breaks out from time to time in the Underhive and packs of Plague Zombies are yet another of the many dangers in the dark underbelly of the hive. The Zombies live in wild packs like dogs, fighting each other and living off what carrion they can find or anything that's stupid enough to let itself be caught. Scavvies often round up packs of Zombies and send them against outposts, settlements and rival gangs that they are attacking. In sufficiently large numbers these creatures can be fearsome opponents.

Plague Zombies have forgotten the meaning of fear and do not experience pain so they are hard to stop. Also, any wound inflicted by a Plague Zombie carries the dreaded plague and may turn its victim into another Plague Zombie.

A Scavvy gang can 'buy' Plague Zombies for a game, the cost representing bits of food which are used to lure the Zombies to the right place. Every 10 credits' worth of food will bring D6 Plague Zombies along to fight. The Plague Zombies are under the control of the Scavvy player for the duration of the game but they do not join the gang and will go back to their wandering existence when the game is over.

M	WS	BS	S	T	W	I	A	Ld
2D6	2	0	3	3	1	1	1	5

Weapons. Plague Zombies do not have any wargear; they are armed with a variety of spikes, sharpened bones, claws and teeth.



Special Rules

Zombie Shuffle. Plague Zombies usually stagger around with broken, faltering steps. Occasionally when they get the scent of blood in their decaying nostrils, they will break into a loping, shambling run. To represent their unpredictable gait Plague Zombies move 2D6" in the movement phase. Each Plague Zombie is rolled for individually and the controlling player may move them as he wishes up to the distance rolled on the dice.

Plague Zombies may not run or charge, they always move 2D6". However, Plague Zombies always count as charging into hand-to-hand combat if they manage to move into base-to-base contact with an enemy model.

No Pain. Plague Zombies feel no pain whatsoever: you can burn them, shoot them or cut them and they'll just keep trying to bite you until you manage to inflict crippling damage on them. Because of this Plague Zombies ignore being pinned and are not affected by flesh wounds.

No Fear. As the reasoning parts of their brains are long gone Plague Zombies lack the intellect to be afraid of anything. This means that Plague Zombies ignore all Psychology rules and never have to roll Leadership tests to see whether they lose their nerve. If the gang controlling the Plague Zombies bottles out the Zombie pack loses its motivation and scatters as well.

Plague! Naturally, Plague Zombies carry the zombie plague, if you see what I mean. If another model is wounded by a Plague Zombie in hand-to-hand combat he may contract the disease and (ulp) turn into a Plague Zombie. Note which gang members are wounded by Zombies on the gang roster and at the end of the game roll a D6 on the table below to see whether they are infected. Note that this is in addition to the Serious Injury roll if the fighter goes out of action.

D6 roll Result

- 4-6** **Zombie Time!** The gang member is infected and suffers brain death within hours. Roll a D6: on a roll of 4-6 the new Zombie wanders off into the wastes to join his fellows. On a roll of 1-3 the Zombie attacks a randomly determined gang member, fight out the close combat immediately. In either event all of the model's equipment is infected and counts as destroyed.
- 2-3** **Sickness.** The victim feels weak and ill for days and must miss the gang's next fight while he recovers.
- 1** **Clear.** After a few tense days no symptoms of zombie plague have emerged and the gang member is in the clear.

D6 Modifiers

Only suffered flesh wound	-2
Not reduced to 0 wounds	-2
Friendly Doc is part of gang's territory	-2
Member of gang has <i>Medic</i> skill	-1
Gang owns a medi-pack	-1

SCAVVY WEAPONS LIST

RANGED WEAPONS

Note: Scavvy weapons must make an Ammo roll if they roll a to hit score of 1 or 6.

Weapon	Cost in Credits
Autogun	16
Autopistol	12
Blunderbuss/Scatter Gun	7
Hand Bow	4
Musket	5
Shotgun	
(with solid shot and scatter shells)	16
Stub Gun	8

SCALY WEAPONS

Weapon	Cost in Credits
Spear gun	55
Scatter cannon	80
Discus/Throwing axe	6

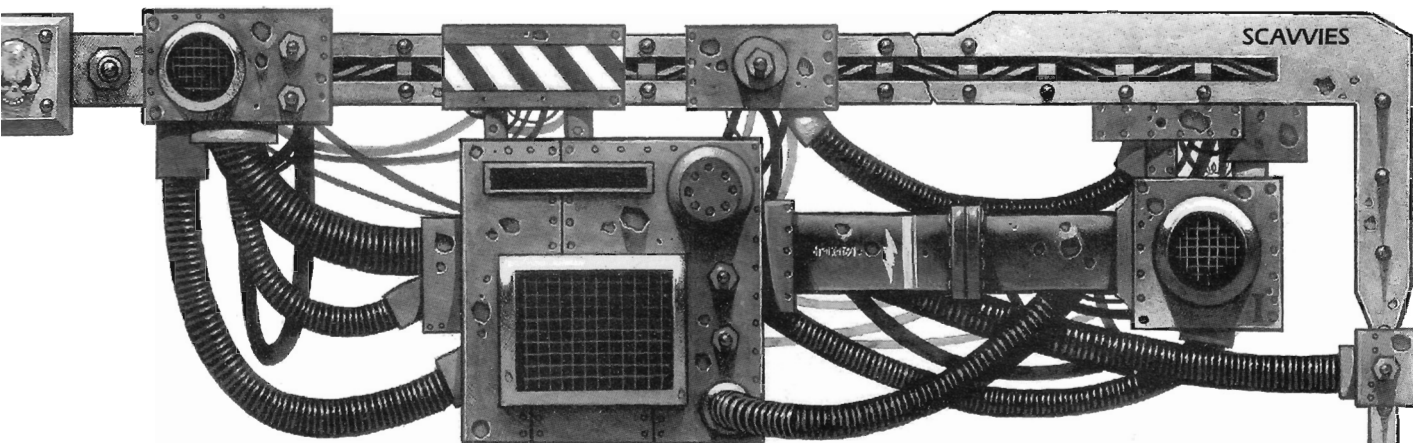
CLOSE COMBAT WEAPONS

Weapon	Cost in Credits
Clubs, Mauls and Bludgeons	free/10*
Chains and Flails	5
Massive Axe, Sword or Club	10
Knife	free
Sword	15

* The first club/maul etc a Scavvy has is free. If the Scavvy is equipped with an extra club it will cost 10 credits.

GRENADES & SHOTGUN SHELLS

Weapon	Cost in Credits
Frag Grenades	30
Tox Bombs	20
Man-Stopper Shell	5
Hot Shot Shell	5
Bolt Shell	15
Dum-dum bullets for Stub gun	5



SCAVVY EXPERIENCE SYSTEM



STARTING EXPERIENCE

Type	Starting Experience Points
Scavvy	0
Scaly	60+1D6
Boss	60+1D6

GAINING EXPERIENCE

Experience Points	Title	Notes
0-5	Scavvy	Starting level for Scavvies.
6-10	Scavvy	
11-20	Scavvy	
21-30	Scavvy	
31-40	Scavvy	
41-50	Scavvy	
51-60	Scavvy	
61-80	Boss	Starting level for Bosses and Scalties.
81-100	Boss	
101-120	Boss	
121-140	Boss	
141-160	Boss	
161-180	Boss	
181-200	Boss	
201-240	King	
241-280	King	
281-320	King	
320-360	King	
361-400	King	
401+	Great King	Anyone who reaches this level may not improve any further.



ADVANCE ROLL TABLE

2D6 Result

- | | |
|----|---|
| 2 | New Skill (any table). |
| 3 | New Skill. |
| 4 | New Skill. |
| 5 | Characteristic Increase. Roll again:
1-3 = +1 Strength
4-6 = +1 Attacks |
| 6 | Characteristic Increase. Roll again:
1-3 = +1 Weapon Skill
4-6 = +1 Ballistic Skill |
| 7 | Characteristic Increase. Roll again:
1-3 = +1 Initiative
4-6 = +1 Leadership |
| 8 | Characteristic Increase. Roll again:
1-3 = +1 Weapon Skill
4-6 = +1 Ballistic Skill |
| 9 | Characteristic Increase. Roll again:
1-3 = +1 Wounds
4-6 = +1 Toughness |
| 10 | New Skill. |
| 11 | New Skill. |
| 12 | New Skill (any table). |

SCAVVY SKILL LISTS

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Scavvies	✓	—	✓	—	—	✓	—
Scalies	—	—	✓	✓	—	✓	—
Boss	✓	✓	✓	✓	✓	✓	—

MAXIMUM VALUE TABLE

Boss or Scavvy

M	WS	BS	S	T	W	I	A	Ld
4	6	5	4	4	3	6	3	8

Scaly

M	WS	BS	S	T	W	I	A	Ld
4	7	6	6	5	4	5	4	10

