

N17 – Scavvies Gang Rules, v0.1

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 shriveled 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 together 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

Scavvies may use Hired Guns (except for Bounty Hunters) and Hangers-on as normal, and will both take captives and try to rescue their own as other gangs. Other than that, Scavvies need some special rules of their own to cover the fact that they just aren't like 'normal' gangs such as Escher or van Saar.

Turf

Scavvies start with a Turf Size of 1 and they can never raise their Turf Size above 1. This original territory will always be Scrofulous Wastes. Scrofulous Wastes are foul-smelling and disease-ridden piles of refuse and decay that generate no income.

Scavvies may move their camp to another piece of territory if they capture it. However, their disgusting and degenerate way of life quickly reduces even the finest of territories to a similar level of degradation as their original home.

For this reason, the Scavvies can only gain income from a territory after the battle in which they capture it. This will yield D6x10 credits as everything useful in the territory is either removed or contaminated by filth. A Special Territory will yield 2D6x10 credits instead. Afterwards, the territory is turned into Scrofulous Wastes and all its original values are lost. If the Scavvies lose their current base camp, they quickly find another place to defile. Give them another Scrofulous Wastes.

If a reward lets another gang steal Turf from the Scavvies, they receive D6x10 credits instead as they raid the Scavvy camp.

Bounty

Scavvies are exactly the type of people that the Guild invented bounties for in the first place, and so there's always good coin waiting for those that turn up with proof they've helped reduce the population.

If an Orlock, Goliath, Escher, Van Saar, Delaque or Cawdor gang captures or kills a Scavvy they may claim this bounty. The bounty on a dead Scavvy is equal to his current cost in credits (including equipment). A captured Scavvy may be ransomed back or traded (after any rescue attempt), as with any other prisoner, or may be turned over to the Guilders for a bounty. The bounty on a live Scavvy is equal to his cost (without equipment) + D6x5 credits. You must decide whether or not to turn him over before you roll to see what the bounty is.

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.

Plague Zombie 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 D6+3" 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 make any actions, they always move D6+3". However, Plague Zombies always count as charging into Close Combat if they manage to move into base-to-base contact with an enemy model. When Engaged, Plague Zombies may make Close Combat Attacks as normal, but may not Retreat.

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. Toxin weapons must wound as normal.

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 Nerve Tests. If the gang controlling the Plague Zombies bottles out the Zombie pack loses its motivation and scatters as well.

Mindless

Plague Zombies are driven solely by a basic instinct to feed. They are not activated until all other fighters have completed their actions.

Lured to Battle

Even Scavvies know it is dangerous to lure too many Plague Zombies to a battle. Per full 1000 Gang Rating or part thereof, D6 Plague Zombies may be lured to a battle at the cost of 10 credits.

For example; a gang with a rating of 990 may lure D6 Plague Zombies for 10 credits, while a gang with a rating of 1500 may lure 2D6 Plague Zombies, for 20 credits.

After the battle, the Plague Zombies shuffle back into the Wastes in search of more food.

Plague

Naturally, Plague Zombies carry the zombie plague. If another model is wounded by a Plague Zombie in Close Combat he may contract the disease and 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
1	Clear After a few tense days no symptoms of zombie plague have emerged and the gang member is in the clear.
2-5	Sickness The victim feels weak and ill for days and goes into Recovery.
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.

Post-battle Sequence

Scavvies gangs follow the normal rules for the post-battle sequence, with the following exceptions:

Collect Income

Due to the scavenging and polluting habits of the Scavvies, they do not collect income from their Turf after the first battle of a Cycle.

Post-battle Actions

Scavvies Leaders and Champions can make the following post-battle actions:
(note that a Rogue Doc still enables the additional Medical Escort action as normal)

- Scavenge the Wastes:

The fighter generates D3x10 credits, which are immediately added to the gang's Stash.

- Ransom Captives (or worse):

The fighter can sell any number of captive fighters back to the gang they came from – as long as their gang has had a chance to rescue them first. Each captive is worth half their value, rounding up to the nearest 5 credits – this many credits are subtracted from the captive's gang's Stash and added to the Scavvies' Stash.

Should the captive's controlling player decide to decline the ransom demand, the Scavvies eat the captive and destroy his belongings. Delete the captive from the gang's roster.

Visit the Trading Post

Due to their disgusting nature (and looks), Scavvies cannot visit the Trading Post normally. Instead, they hire agents of a less scrupulous nature to procure items for them.

When purchasing equipment, a Scavvies gang can buy any Common Items as normal from the Trading Post or Scavvies Equipment List.

Hiring new fighters and recruiting hangers-on work as normal, following the rules for Scavvies gang recruitment. As their equipment is covered in filth and corrosion, when selling unwanted equipment the Scavvies gang deducts 2D6x10 credits from the item's value instead of the normal D6.

Instead of following the normal rules for purchasing rare equipment, the Scavvies player may purchase no more than one Rare item after each battle. Roll 2D6 to determine the availability of items, adding +1 to the result for every full 10 Reputation the gang has. The result is the Availability level – the higher it is, the rarer the equipment that is on offer. The gang can now purchase one Rare item from the Trading Post with a Rarity value equal to or lower than the Availability level. Any item purchased is immediately added to the gang's Stash.

Disloyal

One thing that Scavvies are seldom accused of is loyalty. They're fickle and untrustworthy (as well as smelly and disease-ridden) and this makes it hard to hold together a big horde for long. Couple this with the naturally conniving and untrusting Boss, and you've got a gang that suffers an appalling rate of desertion.

After each battle, once the Post-battle Actions have been completed, make a Leadership test for the Scavvy Boss. This represents how convincing he's been in his drunken speeches at the post-battle feast and how many gifts he's given out (and to whom). The more he passes this test by, the more of his merry band of scabrous vagabonds remain loyal.

For each point he passes the test by he retains the loyalty of an extra 3 gang members on top of a base of 16. For each point he fails his test by he loses 1 from this starting value.

If the Scavvies just ate a captive fighter, reduce the result of the test by 1. If multiple captive fighters were consumed, this effect stacks.

For example, if the Boss has a Leadership of 7 and rolls a 6 then he can have a maximum gang size of 19. If he rolled a 10 his gang will have a maximum size of 13. Followers don't count towards this maximum size, but the Boss does.

If the current gang size is equal to or smaller than this limit then all is fine. However, if the gang is larger than the current limit then the Scavvy player must choose which gang members stay (are bribed) and which leave, slinking off into the darkness. Any gang members that leave are lost to the gang permanently. Cross them off your roster.

What this means is that Scavvy Bosses can hold together a core of a dozen or more members fairly reliably with bribes and threats. However, really big gangs of over twenty members won't stay together for long (though they're really dangerous while they last).

Gang Composition

A Scavvies gang must follow these rules when it is founded, and when new fighters are added to the gang:

- There must be one Scavvy Boss (counts as Leader).
- There can be no more than two Scavvy Champions, plus one for every full 10 Reputation the gang has – for example, a gang with Reputation 24 could have up to four Champions.
- There can be no more than two Scalies.
- The total number of Scavvies in the gang must be equal to or higher than the total number of other fighters (Boss, Champions and Scalies) in the gang, not counting Hangers-on.
- A fighter can be equipped with a maximum of three weapons. Weapons with the Unwieldy Trait take up the space of two weapons – these are marked with an asterisk (*) in the equipment list.
- YAQ: If a fighter can equip a weapon, they can also use any attachment or special ammunition associated to that weapon. Those are not Wargear but included with the weapon itself.

Fighters

A starting Scavvies gang is made up of the following fighters:

Scavvy Boss.....130 credits

M	WS	BS	S	T	W	I	A	Ld	CI	Will	Int
4"	3+	3+	3	4	2	3+	3	6+	5+	7+	7+

Equipment: A Scavvy Boss is equipped with flak armour. They have no equipment restrictions except Scaly Weapons.

When the gang is created, the Scavvy Boss may choose up to 2 Mutations from the Scavvies Gang Equipment List.

Starting Skill: A Scavvy Boss starts with one skill chosen from its Primary skill sets.

Scavvy Champions.....95 credits each

M	WS	BS	S	T	W	I	A	Ld	CI	Will	Int
4"	3+	4+	3	4	2	4+	2	7+	6+	8+	8+

Equipment: A Scavvy Champion is equipped with flak armour. They have no equipment restrictions except Scaly

Weapons. When the gang is created, each Scavvy Champion may choose 1 Mutation from the Scavvies Gang Equipment List.

Starting Skill: Scavvy Champions start with one skill chosen from their Primary skill sets.

Scalies.....150 credits each

M	WS	BS	S	T	W	I	A	Ld	CI	Will	Int
4"	3+	4+	5	4	3	5+	3	10+	5+	8+	9+

Equipment: A Scaly starts with the Scaly Skin and Fearsome Form mutations. They can be equipped with Scaly Weapons and Close Combat Weapons. Scalies gain Experience and Advancements in the same manner as a Specialist Ganger, and their skill set access is detailed below.

Scavvies.....40 credits each

M	WS	BS	S	T	W	I	A	Ld	CI	Will	Int
5"	4+	5+	3	3	1	4+	1	8+	7+	9+	8+

Equipment: A Scavvy is equipped with flak armour. They can be equipped with Basic Weapons, Pistols, Close Combat

Weapons and Grenades. When the gang is created, each Scavvy may choose 1 Mutation from the Scavvies Gang Equipment List. Scavvies count as Gangers, and can become Specialists as normal.

Plague Zombies.....Special

M	WS	BS	S	T	W	I	A	Ld	CI	Will	Int
D6+3"	5+	-	3	3	1	6+	1	-	-	10+	11+

Plague Zombies cannot be given any equipment. They follow the Plague Zombie Special Rules stated above.

Scavvies Gang Skill Access

Scavvies gangs have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Boss	-	Primary	Secondary	Secondary	Primary	Primary	-	-
Champion	-	Primary	Secondary	Secondary	Primary	Secondary	-	-
Specialist	-	Secondary	Secondary	Primary	Primary	-	-	-
Scaly	-	Primary	Secondary	-	Secondary	-	-	-

Scavvies Gang Equipment List

Weapons

A fighter can be armed with up to three weapons. Some weapons (marked with a *) are particularly large and take up the space of two weapons.

Basic Weapons	
Autogun	15 credits
Blunderbuss	10 credits
Handbow	5 credits
Musket	5 credits
Shotgun (with solid and scatter ammo)	30 credits

Close Combat Weapons	
Axe	15 credits
Brute cleaver	20 credits
Maul (club)	5 credits
Fighting knife	25 credits
Flail	20 credits
Sword	25 credits
Two-handed axe*	20 credits
Two-handed hammer*	30 credits

Pistols	
Autopistol	10 credits
Stub gun	5 credits

Grenades	
Frag grenades	40 credits
Tox bombs	50 credits

Equipment	
Drop rig	10 credits
Filter plugs	10 credits
Grapnel launcher	25 credits
Skinblade	10 credits

Scaly Weapons	
Discus	25 credits
Scatter cannon	80 credits
Spear gun	80 credits

Mutations (see note below)	
Claw	5 credits
Extra arm	10 credits
Eyestalks	10 credits
Spikes	30 credits
Tentacle	5 credits
Two heads	25 credits
Wings	30 credits

Mutations cost

The first time a mutation is chosen in the gang, the cost is as per the table above. If the same mutation is chosen again while it is already on the gang's roster, the cost is doubled. If a mutation is chosen a third time, the cost is tripled, etc.

Scavvies Advancements

Scavvies Gangs follow the same rules for Advancements as other gangs, with the following exceptions:

- For Leaders, Champions & Specialists, add the following option for Advancement:
9XP – The fighter gains an additional mutation from the Scavvies Gang Equipment List (max. 3 per fighter). Add the cost of the mutation to the fighter's value.
- For Gangers, change the 3 and 11 result of the Advancement table to read the following:
The fighter gains an additional mutation from the Scavvies Gang Equipment List (max. 2 per fighter). Add the cost of the mutation to the fighter's value.

Scavvies Gang Armoury

Weapons

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
Discus	E	12"	-	-	S	-1	1	-	Melee, Versatile
Scatter cannon	8"	16"	+3	+1	4	-1	1	4+	Blast (3")
Spear gun	12"	24"	-	-1	6	-3	3	5+	Knockback, Impale, Scarce, Reload*
Blunderbuss	6"	9"	+3	-1	2	1	1	4+	Scattershot
Handbow	8"	16"	-	-1	4	-	1	4+	Unwieldy
Musket	12"	24"	-	-1	3	-1	1	5+	Unwieldy
Tox bombs	-	Sx3"	-	-	4	-	1	5+	Blast (3"), Grenade, Toxin, Lingers*

*Reload: After being fired, this weapon must always be reloaded before it can fire again.

*Lingers: After resolving the shot, the Blast marker stays in place for the rest of the game. Any time a fighter comes into contact with the Blast marker, resolve a hit from Tox bombs.

Mutations

Mutation	Effect
Claw	The mutant gains +1 Strength when making Close Combat Attacks.
Extra arm	The mutant may carry (and use) an extra weapon. Additionally, if the mutant uses three Melee weapons in Close Combat, he gains +2 Attacks rather than the normal +1 Attack.
Eyestalks	The mutant gains a 180° vision arc and can squeeze behind cover better. Count an extra -1 to hit modifier when the mutant is in full or partial cover.
Spikes	A mutant with Spikes gains a 5+ save roll, but cannot wear any other form of armour.
Tentacle	The mutant may re-roll Initiative tests for falling and in Close Combat may grapple his opponent to reduce the opponent's number of Attacks by 1, to a minimum of 1.
Two heads	The mutant gains a 180° vision arc and can use the Twin Guns Blazing rule without a to hit modifier for doing so.
Wings	The mutant can fly up to his normal Movement characteristic
Scaly skin (Scalies only)	A mutant with Scaly Skin has their save roll improved by 1. For example, if they are wearing Flak armour over their Scaly Skin, they would have a 5+ save, which would be increased to a 4+ save against blasts. If a fighter does not already have a save roll, Scaly Skin grants a save of 5+.
Fearsome form (Scalies only)	If an Orlock, Goliath, Escher, Van Saar, Delaque or Cawdor fighter is successfully charged by a mutant with Fearsome Form, the fighter must immediately take a Nerve Test. Additionally, any Orlock, Goliath, Escher, Van Saar, Delaque or Cawdor fighter that wishes to charge a mutant with Fearsome Form must first pass a Cool check before doing so. If the test is failed, the fighter loses his nerve. The fighter does not charge and its turn ends immediately. If the test is passed, the fighter grits his (or her) teeth and the charge is resolved as normal.

Exotic Beasts – Scavvy Dogs

0-3, Scavvies Only, 110 credits – Rare (9)

A Scavvy Dog has the following profile and weapons:

M	WS	BS	S	T	W	I	A	Ld	CI	Will	Int
5"	3+	-	3	3	1	4+	1	8+	7+	9+	8+

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
Mangy Claws & Teeth	-	E	-	-	S	-1	1	-	Melee, Rending, Backstab

Scavvy Dogs have access to the following skills:

- Ferocity (Primary)
- Cunning (Secondary)

Scavvy Dogs follow all the normal rules for Exotic Beasts, and can be purchased from the Trading Post as normal.