

HOUSE CATALLUS (ASH WASTES NOMADS) GANGS

GANG COMPOSITION

An ash wastes nomads gang must follow these rules when it is founded, and when new fighters are added to the gang.

- There must be one Leader (if the Leader is killed, see page 24 of Gang War)
- There can be no more than two Champions, plus one for every full 10 Reputation the gang has – for example, a gang with Reputation 24 could have up to four Champions
- The total number of Gangers in the gang must be equal to or higher than the total of other fighters (Leaders, Juves, and Champions) in the gang, not counting Hangers-on (see page 16 of Gang War II)
- 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

SKILL ACCESS

Ash wastes nomads fighters have access to the following skills

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	Secondary	--	Secondary	Primary	--	Primary	Primary	--
Champion	--	Secondary	Secondary	Primary	--	--	Secondary	Primary
Juve	Secondary	--	Secondary	Primary	--	--	--	--
Specialist	Secondary	---	Secondary	Primary	--	--	Primary	--

FIGHTERS

A starting Ash Wastes Nomads gang is made up of the following fighters:

LEADER.....120 CREDITS										
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil
5"	3+	3+	3	3	3	4+	2	4+	5+	5+

EQUIPMENT

An Ash Wastes Nomads Leader is equipped with a respirator. They have no equipment restrictions.

STARTING SKILL

Ash Wastes Nomads Leaders start with one skill chosen from their Primary skill sets.

CHAMPION.....95 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	3+	3	3	2	4+	2	5+	6+	6+	6+

EQUIPMENT

An Ash Wastes Nomads Champion is equipped with a respirator. They have no equipment restrictions. At least one *must* be armed with one of the following: meltagun, krak grenades, demo charges, grenade launcher (with frag and krak grenades)

STARTING SKILL

Ash Wastes Nomads Champions start with on skill chosen from their Primary skill sets.

JUVES.....30 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6+	5+	5+	3	3	1	3+	1	7+	8+	8+	8+

EQUIPMENT

An Ash Wastes Nomads Juve is equipped with a respirator. They can be equipped with Pistols and Close Combat Weapons, but cannot be given any weapon that is worth more than 20 credits.

GANGERS.....55 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	4+	1	6+	7+	7+	8+

EQUIPMENT

An Ash Wastes Nomads Ganger is equipped with a respirator. They can be equipped with basic Weapons, Close Combat Weapons, Grenades, Pistols, and Wargear

WEAPONS AND EQUIPMENT

UNRELIABLE

In the Ash Wastes parts and quality is less readily available than in the Underhive. As such, Ash Wastes Nomads gangs' weapons are more likely to run out of ammo or jam. Consult the following table to determine the new ammo rating for ALL weapons used by the Ash Wastes Nomads (note this applies to weapons looted, stolen, etc. not just those bought from the gang armory). "AUTO" below means the weapon will automatically jam or run out of ammo if an ammo symbol is rolled.

Old Ammo Roll	New Ammo Roll
2+	3+
3+	4+
4+	5+
5+	6+
6+	AUTO

NEW WEAPONS

The Ash Wastes Nomads use a couple of pieces of unique equipment all but unseen in the Underhive. These have become as iconic to the gang as their respirators.

DOUBLE BLADE KNIFE (COMMON)

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. Although only a knife it allows the fighter to parry as if it was a sword.

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
Double Bladed Knife	-	E	-	-	S	-1	1	-	Melee, Backstab, Parry

LONG RIFLE

This is the weapon of choice for Ash Waste Nomads and any Ash Waste Denizen looking to pick off a lone driver at long range and scavenge the vehicle.

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
Long Rifle	12"	48"	-1	+1	4	-1	1	5+	Move or fire

ASH WASTES NOMADS EQUIPMENT LIST

Weapons

Basic Weapons

- Autogun.....10 credits
- Sawn-off shotgun.....10 credits
- Shotgun
(with solid and scatter ammo)..... 20 credits
- Combat shotguns
(with salvo & shredder ammo).....50 credits

Close Combat Weapons

- Double bladed knife.....15 credits
- Flail.....20 credits
- Chainsword.....25 credits
- Maul.....25 credits
- Servo claw.....30 credits
- Two-handed hammer*.....35 credits

Pistols

- Stub gun.....3 credits
- Autopistol.....5 credits
- Bolt pistol.....45 credits
- Plasma pistol.....45 credits

Special Weapons

- Grenade launcher
(with frag & krak grenades).....65 credits
- Plasma gun..... 95 credits
- Melta gun..... 130 credits
- Long rifle (0-1).....45 credits

Heavy Weapons

- Harpoon launcher*.....110 credits
- Heavy stubber*.....125 credits
- Heavy bolter*.....155 credits
- Krak Grenades.....45 credits

Wargear

Armour

- Flak armour.....10 credits
- Mesh armour.....15 credits

Wargear

- Dumdum rounds
(for stub gun)..... 5 credits
- Respirator.....15 credits
- Telescopic sight.....25 credits
- Photo goggles.....35 credits

Grenades

- Blasting charges.....30 credits
- Frag Grenades.....30 credits
- Demo charges.....45 credits

TERRITORY AND INCOME

Since the Ash Wastes Nomads are invaders to the Underhive they do not work territory in the same way as the Houses do. Instead they attack, loot, and fade back through the breach in the wall to the wastes once again.

THE POST-BATTLE SEQUENCE

Ash Wastes Nomads gangs modify the post-battle sequence as follows (specifically to reflect their raiding)

2. Collect Income

This is modified as follows:

Instead of the usual process, an Ash Wastes Nomads gang may roll on the Ash Wastes table (below) once. If they have captured a piece of special territory instead they may also work it for double value but after this they no longer retain this territory (they abandon it to return to the wastes).

3. Receive Rewards

Gaining, Losing and Stealing Turf

This section is modified as follows:

Any time an Ash Wastes Nomads gang would gain a turf they roll D6 as usual to see if they gain a special territory as usual. If they would gain normal turf or steal it from their opponent as a reward but do not gain a special territory instead they gain D6+1 credits. From what they scavenge from said turf.

4. Post-Battle Actions

This is unchanged except for

Work the Gang's Turf

This is modified as follows:

They may elect to send any number of Champions, Specialists, or Leader to scavenge in the ash wastes and roll once on the table, applying the results to all fighters sent to scavenge.

THE ASH WASTES

After a fight the Ash Nomads move back to their base, unless they decide to hold another territory that they capture. The Ash Wastes territory has a varying effect after each game. Gangers may be able to scavenge a variety of age old waste products and mineral deposits. Roll a D6 before determining income and consult the following table.

D6 Roll Result

- | | |
|------------|---|
| 1 | The Nomads can find nothing much of value in the wastes. They can only scavenge as normal for D6 creds each. |
| 2-4 | There may be some mineral streaks under the ash sands. Each Nomad may scavenge as normal, but if a 6 is rolled then they find another D6 creds worth of 'stuff'. If a further 6 is rolled another D6 creds are found etc. |
| 5 | The Nomads find a colony of animals that have somehow survived, mutated and twisted in the ash desert. As well as scavenging for D6 creds the gang may eat the animals. This means that they don't have to spend 2 creds per model. However, on a roll of 1 a randomly determined model must miss the next game through food poisoning. |
| 6 | The Nomads find a supply convoy and ambush it. No income may be earned by scavenging, but the supplies from the convoy earn the gang 2D6 x 5 creds. |