

NECROMUNDA

ASHGATE



GUILD BULLETIN



The merchants guild regrettably reports that the increased enforcer presence in Ashgate proper has not made a noticeable impact on the recent flare up of gang violence. Sergeant Volinski of the enforcers claims responsibility for the reported elimination of a house Cawdor supported gang and the guild informant who could support his claim is missing. Sadly, news of the Holey Rollers being purged from Ashgate does not decrease the gang activity in the area as civilian reports of a new zealot gang calling themselves 'The Returned' coincided with a turf dispute near the edge on House Milful territory. This face off has not resulted in any major change to either gang and is suspected to be the beginning of a feud.

A guild informant reported further poor fortune on behalf of the Shadow Aps as they clashed with the secretive new gang, Brotherhood Sigma and were forced into retreat by overwhelming numbers. What little information the guild can muster on the Brotherhood is concerning and there is speculation amongst guild personnel that it is a gang of mutants and heretics.

The Ashgate Antagonists were suspiciously quiet in the reports this week and guild intelligence believe that this may be the result of the gang relocating to a hideout outside of the Ashgate surrounds. No informants are currently available to support this information however, and guild staff are advised to remain cautious of further

violence by these deranged gangsters. The guild has lodged complaints with all major houses regarding the overstepping of boundaries by sponsored gangs

The following gangs are currently being observed in Ashgate:

NAME		Rep
Ashgate Antagonists	-	17
Brotherhood Sigma	-	7
Shadow Asps	-	6
The Returned	-	5
Rowdy 3	-	4
Wind Runners	-	2
House Milfull	-	1

Enforcer presence is expected to remain high while the shipment is processed this cycle but the guild expects this to decrease after the shipment is away, despite ongoing gang activity.

