

NECROMUNDA

ASHGATE



GUILD BULLETIN

Cycle
2-2

The guild has issued an urgent plea for reinforcements for Ashgate. The gang violence has far exceeded the predicted levels, and the lack of dedicated enforcer presence has resulted in gang conflicts that are more bloody and dangerous than ever.

This past cycle has seen a number of vicious skirmishes between a small number of gangs as they wrestle for control of key territories in and around the settlement of Ashgate.

The first reports came in, telling of a dispute over a collapsed hab-dome on the outskirts of town. The Void Witches seemed to be staking a claim when another of the Escher sponsored gangs, Swift Victory, swooped in and routed them from the area. The informant noted that more of the Void Witches were being dragged away than those who could walk, while Swift Victory seemed to have recovered after their disastrous initial conflicts and suffered no injuries. Rumours have begun to circulate that an illicit medical treatment facility was seized by the Silver City Psyrens. The third of the notable Escher gangs actively being monitored, tussled with The Forewarned. One of the ladies managed to gun down a mutant miner with a long range shot, and her subsequent bragging is credited as the source of this rumour.

A more reliable informant state that the Silver City Psyrens made a grab for the mines that border the territories already claimed by Swift Victory. The informant

claims that the grab was not only a failure, but resulted in Swift Victory making a solid claim on that territory. Reports continued to come in regarding Swift Victory. The band of diva's, led by a violent up-hive expat calling herself "headmistress", leveraged their expanding territories to oust the management of a gambling house, claiming the ex-Delaque establishment as theirs. Rumour has it, that the Void Witches timed a rescue attempt to coincide with Swift Victory's strong-arm manoeuvre and managed to rescue one of their sisters from the mines.

The Forewarned reportedly attempted to halt the advance of Swift Victory by taking the toll crossing near the entertainment district. The brutal Escher gang got the drop on the ex-miners though, and a well timed trap caught the mutant leader in a pitfall. The two gangs fought viciously for the territory but in the end, Swift Victory continued their streak.

The other two Escher gangs, Silver City Psyrens and the Void Witches, clashed on the other side of town. According to witnesses, the Void Witches caught the Psyrens guarding a dead-drop point, and picked off several of the defenders before they even knew they were under attack. Once the alarms were raised, both gangs slugged it out well into the night. Rumours are vague on who won that conflict but the Void Witches are now claiming the Bone Shrine near the inner gate as theirs.



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The Forewarned apparently took insult to the claiming of the Bone Shrine, and challenged the Void Witches to a battle. The Witches must have agreed, as the two gangs were seen fighting down near the Tech Bazaar. While the merchants who witnessed the fight claim that The Forewarned got the drop on the mysterious ladies, the word is that the Witches struck back with such ferocity that The Forewarned were fleeing almost as soon as the fight had begun.

An informant claiming to be close to Swift Victory has also reported that the gang has secured even more territory after back to back wins against the Void Witches and The Forewarned. The Swifts apparently ambushed the Witches. While the defenders narrowly escaped, the Swifts were unable to destroy the self destruct timer on the cache before it blew.

While Swift Victory must have thought the position was worth keeping and set up their own cache, The Forewarned ambushed the Swifts in turn. Unlike their lesser cousins, Swift Victory were able to hold onto the territory and drove off their attackers, capturing one of them in the

process. With a seemingly unbeatable streak of wins behind them, Swift Victory are now the dominant gang in the area.

The following areas of Ashgate and its surrounds are considered gang territory. Some have being claimed while others are still in dispute:

Workshop: The Forewarned
Refuse Drift:
Mine Workings: Swift Victory
Sludge Sea:
Generatorium: Swift Victory
Promethium Cache: Silver City Psyrens
Tunnels: Black Omega Delta
Stinger Mould Sprawl: Silver City Psyrens
Toll Crossing: Swift Victory
Corpse Farm: Swift Victory
Tech Bazaar: Void Witches
Collapsed Dome: Swift Victory
Bone Shrine: Void Witches
Settlement:
Narco Den: Swift Victory
Rogue Doc Shop: Silver City Psyrens
Old Ruins: Silver City Psyrens
Synth Still: Swift Victory

The following gangs are being monitored in the settlement of Ashgate:

Gang Name	Rating	Rep	Turf Size
Swift Victory	2805	16	8
Void Witches	1485	15	3
Silver City Psyrens	1360	4	4
The Forewarned	1205	17	2
Black Omega Delta	1000	4	2
Brethren of Bones	760	1	1

