

NECROMUNDA

ASHGATE



GUILD BULLETIN

Cycle
2-3

The guild is urging members and affiliates to remain on guard for the next few cycles. A response to the request made for enforcer backup has been received from uphive, and any backup is likely to be several cycles away.

The situation in Ashgate seems to have settled somewhat, with only a few minor skirmishes taking place over the course of this cycle.

The first involved the Brethren of Bones trying to force The Forewarned off a claim near the manufactorum runoff pools, known locally as the 'Sludge Sea'. An informant told the guild that The Forewarned were consolidating their hold on the area, and were setting up a hidden arms cache. The Brethren of Bones were either tipped off or got lucky when they found the ex-mining gang before they had finished fortifying their position. The reportedly mutant gang were caught off guard by the Cawdor sponsored gangs use of reclaimed weaponry, and the smell of prometheum smoke still lingers in the area.

The Brethren of Bones then tried to leverage their victory to claim the Rusty Drain drinking hole as their territory. It seems that the seedy bar was also close to the existing Void Witch territory and violence broke out between the two gangs.

Witnesses have said that the ladies drew their fanatic foes into a crossfire and brought them low with judicial use of poisons. The Rusty Drain is now considered Void Witch territory.

Another skirmish is rumoured to have taken place out near the Refuse Drift between the dangerous Silver City Psyrens gang, and the mysterious Black Omega Delta Gang.

As yet, the guild has not managed to secure eye witness or informant reports on this scuffle, but the rumour is that this territory is now part of the Psyrens territory.

An uneasy peace seemed to have fallen over Ashgate then, with each of the gangs consolidating their territories and eying each other warily. Several recruits have been seen making their way into town and the guild predicts that the great houses are reinforcing sponsored gangs in preparation for an even more violent turf battle.

It was during this seemingly peaceful downtime, that guilder Percival reported that his latest caravan had not arrived. Guild trackers traced the last known location of the caravan and found the wrecked transport vehicle along the common route through the old processing plant, beyond Ashgate. The trackers report states that entire plant showed signs of widespread violence. All the caravan guard, including Percival's personal guards, were found dead on the scene and both the bodies and the transport had been looted.

At this stage the guild is opting to investigate further, however a report has been submitted to the guild headquarters and the enforcers. Percival is also calling in favours and is



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offering a substantial reward for any information leading to the death or capture of any of the scum who raided his caravan.

Even with increased guards, guilders in Ashgate are warned to be extremely cautious until such time as the perpetrators of this crime can be determined. Some within the guild suspect that an alliance of gangs from Ashgate were responsible, while others believe that the animosity between these most recent gangs makes that unlikely. The guild is even making enquiries as to whether this could have been an assault from the Antagonists stronghold.

It is clear to the guild that the Escher gang called Swift Victory has risen to become the lead actor in this most recent wave of gang violence. They seem to have the largest territory and, if rumours are to be believed, a reputation for brutal violence that surpasses that of most underhive gangs.

An guild tracker who has been trying to get into the tunnels has also reported that the Van Saar sponsored gang; Black Omega Delta, has relinquished their claim over the tunnels and the gang has retreated from Ashgate.

It seems that the recent wave of violence is too much for some gangs even.

The following areas of Ashgate and its surrounds are considered gang territory. The guild expects ongoing gang violence in these areas.

Workshop: The Forewarned
Refuse Drift: Silver City Psyrens
Mine Workings: Swift Victory
Sludge Sea: Brethren of Bones
Generatorium: Swift Victory
Promethium Cache: Silver City Psyrens
Tunnels: *
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: Void Withces
Narco Den: Swift Victory
Rogue Doc Shop: Silver City Psyrens
Old Ruins: Silver City Psyrens
Synth Still: Swift Victory

*Formerly held by Black Omega Delta

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

Gang Name	Rating	Rep	Turf Size
Swift Victory	3115	20	8
Silver City Psyrens	2020	7	6
Void Witches	1825	18	4
The Forewarned	1695	19	2
Brethren of Bones	1240	8	2

