

NECROMUNDA

ASHGATE



GUILD BULLETIN

Cycle
2-4

Investigations continue into the events of last cycle and the ambush of a guild caravan and the slaughter of guild porters and guild bodyguards.

Trackers in the employ of the guild now suspect that the attack was carried out by two or more gangs from Ashgate, working in concert. Signs of violence a short distance of the ambush bear the traits of infighting, and this casts doubt on the theory of a larger unified force from a neighboring settlement or stronghold. Guild members are advised to maintain vigilance when dealing with known gang members around town. Inter-gang violence has become more focused during the last cycle, with several gangs issuing formal challenges to dispute territory.

The accused mutants called The Forewarned made a play for the Rusty Drain. The two gangs clashed in the tunnels beneath, for which the establishment is named. While there were no witnesses to this skirmish, the drinking hole was abuzz with talk of the Void Witches victory.

The trading post noticeboard showed a challenge issued to the Silver City Psyrens by the Brethren of Bones. The Cawdor gang successfully ambushed the Psyrens using the Tunnels that they recently claimed as theirs. Later in the cycle, the Psyrens challenged the Brethren in return but failed to exact their revenge.

Another challenge issued this cycle was the Swift Victory Gang declaring that

the Workshop by the extraction tower was now part of their territory. The Forewarned chose to meet them in the street and a terse shootout occurred. Witnesses report that the ex-miners held their ground against the intimidating house-sponsored gang, but after the Swifts broke nerve and started shooting, the former were quickly scattered. Rumours of the valiant stand are spreading and while the Workshop is indeed now Swift Victory territory, there seems to be increased respect for The Forewarned.

Seeing an opportunity to reduce the Swifts territory while the larger gang was distracted, the lesser Escher gang, Void Witches, made their way to the outskirts and made a claim for the collapsed hab-dome. An informant has told the guild that the Swifts were glad to be rid of "that liability", however it seems that some kind of scuffle took place beneath the dome where a rumoured spook cave was located.

Our informant reported that two skirmishes took place in these forgotten levels, between four different gangs. While there is no eye witness reports on what happened between the Swifts and the Witches, rumours abound that the each gang was trying to harvest spook and got into a scuffle. Gang members of Swift Victory were later seen at the trading post claiming that their victorious streak is still unbroken, but were reportedly giving evil glares to Violetta and Stella from the Void Witches, who



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were seen spending creds well beyond their means.

Rumours of the extra recruits that the Witches brought on were quashed when they led a damaged and corroded ambot through to Ol' Rons shop in the Tech Bazaar and left later with a repaired and upgraded mech.

The guild informant who reported on events below the collapsed hab-dome had first hand account of the other two gangs that clashed on a level below the others.

It seems that they found greater concentrations of Spook spores surrounding a ██████████ that was discovered there. This ██████████ seemed to have a ██████████, and possibly a ██████████ influence upon both gangs who fell to infighting and obscene violence. Both the abberant ex-miners, and the fungal obsessed Escher were seen retreating with a high number of injured gangers.

The informant has been detained due to suspected exposure to ██████████ and will likely be shipped uphive for further questioning.

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

Workshop: Swift Victory
Refuse Drift: Brethren of Bones
Mine Workings: Swift Victory
Sludge Sea: Brethren of Bones
Generatorium: Swift Victory
Promethium Cache: Silver City Psyrens
Tunnels: Brethren of Bones
Stinger Mould Sprawl: Silver City Psyrens
Toll Crossing: Swift Victory
Corpse Farm: Swift Victory
Tech Bazaar: Void Witches
Collapsed Dome: Void Witches
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

Gang Name	Rating	Rep	Turf Size
Swift Victory	3685	22	8
Silver City Psyrens	2750	13	4
Void Witches	2075	8	5
The Forewarned	1890	4	1
Brethren of Bones	1240	14	4

