



Wild in the Streets!

Rubble Gangs for 1st / 2nd edition Gamma World™

By Scot Hoover

Radioactive craters a mile wide and filled with foetid acid rain. Patches of deadly *zeethh* grass growing over the bleached bones of the unwary. Massive decaying structures which collapse at the slightest tremor, burying all nearby. Freakish dust and hailstorms that rain poison almost hourly. This is why they call them 'Deathlands'. Yet, to those who live in them, this is home. Throughout Gamma Meriga only those who form groups or communities can even hope to survive, let alone in the blasted cities of the Ancients. In the wilderness and plains large primitive tribes of mutants rule the wilderness. In the new cities, the Cryptic Alliances and their minions have their seats of power. But here in the ruined deathlands, it is the gangs that hold sway. From a few struggling survivors to bands of thousands, these 'Rubble Gangs' are the ones who still live and scavenge and fight over the dead cities of Man.

Using the charts here, the GM can create a gang and with a little effort put an interesting group into his campaign. In my own 'Big Rubble' games, I've placed quite a few gangs in the ruins of Pitz Burke. The ruins have gone from being simply a dead wasteland, to being to a living breathing community that has rules and differing areas of influence. If your players like, they might even try to form their own rubble gangs. Obviously this shouldn't be easy; charisma, toughness, and sheer luck will play a big part and other gangs in the area WON'T take it lying down in any case. Keeping the campaign interesting is the most important goal, and dealing with different groups rather than just set-piece 'encounters' is ultimately more satisfying for GMs and players.

The Charts -

There are six charts used in creating a gang. Below is noted what each chart means, and how the results should be interpreted.

The "**Gang Type**" chart determines the general style or purpose of the gang, Tech Level, and Morale.

The "**Gang Composition**" chart will tell you whether it is a pure strain human, humanoid, mutant animal, mutant plant, or mixed membership gang. Hoops, Arks, Badders, Serfs, Menarl, Orlen, Katkin, and Carrin are all known to form their own gangs.

The "**Gang Age**" chart shows how long the gang has been around. Older gangs tend to be larger and more powerful. The largest gangs could be considered minor Cryptic Alliances, or might have some relationship to one of the major Cryptic Alliances.

The "**Gang Members**" chart determines how many members total belong to the gang.

The "**Gang Turf**" chart shows roughly how much territory the gang has under its control. Note that these areas are not really very large compared to the Cryptic Alliances. An example of a 'gang turf' would be the Restorationist and Carrin run parts of Pitz Burke.

The "**Gang Expansion**" chart will give you some idea as to how far the gang in question has spread from its native ruins. Most gangs will remain confined to one area, but some might grow large enough to branch out and expand their territory out of the rubble altogether, recruiting from and influencing nearby towns and villages.

The "**Gang Wealth**" chart shows roughly how many Domars and functioning artifacts the gang has in its possession. It is up to the GM to decide exactly what kind of artifacts the gang has, keeping in mind their type and turf. Major artifacts are generally anything REALLY powerful (like a broadcast power station, a

black ray gun, or power armor). Minor artifacts include portable things like laser pistols, energy cells, or a compass.

Lastly, the "**Gang Leadership**" chart tells how many and what kind of leaders the gang has. Chiefs (also called Big Bosses, High Priests, Warlords, Captains, etc) are most important. Larger gangs may have organized tribal leadership with chieftains, sub-chiefs, and so on. The GM may expand this, by rolling up NPC leaders for the gang. Generally leaders will control access to the gang's cache of artifacts and Domars and will naturally equip themselves with the best gear. In times of war, some won't risk losing their leader but will send a champion(s) instead to fight for the chief.

Fleshing Out the Gang -

After rolling on the tables below, the GM should have a general idea of the gang's goals and composition. The gang should then be assigned a Tech Level. Unless a specific level is required, the Tech Level will be based on the lower of the two Gang Type TL's. The GM should try to rationalize exceptionally low or high tech levels, to fit her campaign. (This article assumes an upgraded GW 4th edition Tech scale of 0~VI). Gang Morale should also be assigned now as well. This shows roughly how the gang as a whole feels about life-threatening situations. Average the morale scores from the two types, adding any bonuses for leadership. Low scores mean the gang isn't likely to put up a fight and will hide or flee from outsiders. High scores mean the gang will actively patrol its turf and assault outsiders. In play, the normal morale score of the particular creature or mutant should be used.

The next step should be designing the gang's leadership. How many chiefs are there? If it is a small gang, probably only one, but larger gangs may have warlords/subchiefs/etc. Gangs which have no leaders are either very diffuse (a collection of loners) or have recently suffered a setback. In either case, Gang Morale will suffer a -6 modifier.

Next, roll up stats for the NPC gang leader(s). Leaders with high charisma or exceptional mutations (like *Military* or *Economic Genius*) should modify the Gang Morale at the GM's discretion. Then do the same for an 'average' gang member. To keep it simple for mixed species gangs, note a list of 2 or 3 different mutations which can be mixed and matched to make various gang members.

Finally, decide exactly kind of equipment and artifacts the gang possesses and where their main headquarters is. If the gang is going to play an important part in the campaign, the GM may even map out their headquarters and turf. If many gangs are present in an area, the GM should also note their relationship with other local gangs, keeping in mind the basic gang 'style'.

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GANG TYPE DESCRIPTIONS

Description Format: After the gang type, any chart modifiers, gang Tech Level and Gang Morale is noted in parentheses. When rolling on the charts, the GM should disregard any results that don't fit together, rerolling when necessary (a Feral Tech gang for example).

Tech Gang : [TLIII/ML9/+1 WEALTH] These gangs possess functioning artifacts which they use regularly. Examples include gangs armed with guns or powered melee weapons, gangs who control or use a functioning cybernetic installation or who drive Ancient vehicles. Tech gangs often have one or more mechanics or 'artificians'. These gangs are always looking for more energy cells and artifacts and will buy or steal them if given a chance. These gangs may have ties to nearly any Cryptic Alliance, but especially the Restorationists, Followers of the Voice and the Created.

Scav Gang : [TLI/ML6/+1 EXPANSION] These gangs scavenge parts and artifacts from the rubble. Some may specialize in certain kinds of artifacts (e.g. energy cells) while others may take anything and everything (scrap plastisteel/duralloy dealers). These gangs usually have staked out their finds with signs or markers and will defend them against all trespassers. These gangs may have ties to nearly any Cryptic Alliance, but especially the Archivists and the Restorationists.

Combat Gang : [TLII/ML12] These gangs love to fight. Usually in man to man melee, often to the death. Their members are always armed and dangerous but not necessarily always mindlessly violent. Some may emphasize martial arts or some honorable system of combat while others may form squads of guerilla raiders and engage in ritual rumbles with other combat gangs. They may have ties to the Knights of Genetic Purity, the Iron Society, or the Ranks of the Fit.

Drug Gangs : [TLI/ML7] These gangs use, sell, or manufacture drugs – all three if possible. Typically, these gangs specialize in a certain drug. Examples include gangs that run drug dens, sell street dope, or low-tech herbal mystery cults. Leaders of these gangs may be dealers, chemists, herbalists, or witch doctors. In some cases, these gangs may be controlled or supplied behind-the-scenes by another group for nefarious reasons. They may have ties with almost any Cryptic Alliance, although the Healers will not knowingly deal with drug gangs, except to provide first-aid.

Feral Gangs : [Always TL 0] These are bands of animals. Whether made up of humans, humanoids, or animals, these gangs are all extremely primitive and usually violent. Many feral gangs do not even use language or tools but their animal cunning is legendary. Feral leaders are the biggest and most cunning and older members may be exiled or killed. They never have ties with any other groups, but are sometimes recruited by the Zoopremisists or Ranks of the Fit with promises of fresh meat.

Motor Gang : [TLIII/ML7/WEALTH+1/TURF+2] These gangs have transport or mounts. Examples include podog mounted gangs, motorcycle gangs, and Road Warrior-esque dunebuggy gangs. Usually these gangs have one or more mechanics and a steady source of feed or fuel. Leaders are the best drivers or riders, who will also ride the best vehicles or mounts. They may have ties with the Restorationists, Knights of Genetic Purity, Iron Society, or the Ranks of the Fit.

Red Death Gang : [TLII/ML12/AGE-1] These are nihilist thrill-kill cultists like the other free-ranging Red Death brethren except for their propensity for holding down a turf in the rubble. They are usually insane, incredibly violent, and decked out in all manner of leathers, chains, spikes, and mohawks. They'll never parley with

anyone, even in the face of overwhelming odds. Red Death gangs are always led by the strongest and most psychopathic and intergang violence is a way of life with them. While they recognize other members of the Red Death, they will gladly kill them just as quickly as anyone else.

Guardian Gang : [TLII/ML10/MEMBERS-2] These latter-day superhero teams have taken the defense of the rubble citizenry from the depredations of the Red Death, cannibals, or slavers. They usually have powerful mental and physical mutations and/or artifacts to complement their unusual costumes. These gangs may have large followings but will have few actual members.

Cult Gang : [TLI/ML9] These gangs are religious cultists off all stripes and creeds. Examples include Archivist-style dead bot worshippers, messianic movements, Old Age back-to-the-ruins groups, monastic engineer cults, sadomasochistic flagellants, and do-gooder Healer nuns. They may have ties to any of the Cryptic Alliances depending upon their beliefs. They may alternately be hostile or kind to outsiders. Or, in some cases, forcefully try to convert anyone they meet.

Purist Gang : [TLI/ML9/Always single species composition] There can be only one! Race, that is. Whether they hate pure strain humans, mutants, animals, or everyone except themselves, these gangs are all united by their obsession with racist hatred. Most are very violent when given any reason, and may enslave, torture, or kill those they consider from 'inferior races.' They may have ties with the Knights of Genetic Purity, the Ranks of the Fit, the Zoopremisists, or the Iron Society. Roughly 40% of these gangs are Pure Strain Human, 30% Mutant Humanoids, and 30% others.

Retro Gang : [TLII/ML6] These gangs seek to emulate the Ancients in all things. They dress and try to act like Ancients. They spend a lot of time looking for "incredibly rare" artifacts which only they truly appreciate (old music, vidshows, comics, or sports) Each retro gang usually has a central 'theme' which coincides with their interests. Examples include rock and roller 'bands', film and vid 'buffs', rabid gamer 'munchkins' and sports "teams". They don't usually look for trouble, but will defend their collections, opinions and reputations to the death if need be. Leaders of retro gangs are those with the coolest collection, best wardrobe, most authentic sound, etc. They may have ties to the Followers of the Voice, Archivists, or Restorationists.

Resource Gang : [TLII/ML8/WEALTH+1/AGE+1] These gangs control some important rubble resource like fresh water, food, or medical care. They will almost always be heavily armed and experienced in defending their resource. They may have ties with any group, and those gangs in the rubble who depend upon the resource will be hesitant to anger them.

Slaver Gang : [TLII/ML7/WEALTH +1] These gangs enslave sentients and sell them or press them into forced labor gangs. Some slavers will gladly capture anyone they can while others will concentrate on a particular enemy species. Slavers may have dealings with any groups except the Brotherhood, of Thought and the Seekers. The Healers will offer medical care, but despise slaver practices.

Rad Gang : [TLI/ML8/Mutants only] These gangs stake out a radioactive turf like a crater and soak up the gamma rays. They are always mutants of some sort, although they may be of any tech level. They may have ties with the Radioactivists or Iron Society.

Cannibal Gangs : [TL0/ML10/WEALTH-2/LEADERSHIP-2] These gangs kill and eat other humanoids. Examples of cannibals would include Ark pack gangs, some psychotic Red Death cultists, Plant gangs (they don't recognize mammals as intelligent), and other carnivorous mutant species which group together. In ruins where food is extremely scarce, almost any gang may become cannibals, feeding on the weaker members, other gang members and any trespassers in their turf. These gangs are sometimes known as Ghouls, as they are not too picky about whether the flesh is fresh or not. Many become insane or diseased from their habits, and while they don't usually carry artifacts, they may use traps, fire, or poison to bring down a meal.

Outcast Gangs : [TLII/ML7] These gangs are made up of members from another gang or Cryptic Alliance who either left to form a splinter group or were kicked out for some offense. They will be similar to whatever group they left, but with one or more important differences. Examples include exiled mutated Purists, Brotherhood heretics, renegade drug dealing Healers, murderous Seekers, tech worshipping/rejecting Restorationists and any other anomalous group the GM can imagine.

Transport Gangs : [TLII/ML8/WEALTH+2/TURF+1] These gangs control some form of transportation or thoroughfare through the rubble. Examples include tollgate extortionists, ferryboat operators, long distance merchants, heavy equipment salvage operators, or slavers. They may have ties to almost anyone, and will usually provide their 'services' for a fee to any who can pay. They are usually well-armed and experienced at defending themselves and their property.

Cyborg Gangs : [TLIV/ML9/WEALTH+3/Bots,Borgs, Androids only] These are made up of androids, robots, and cyborg humanoids. They always have access to high technology and may have access to a cache of parts or equipment for maintaining/building new borgs. They are amongst the most dangerous gangs, and almost always have ties to another group such as the Created or the Followers of the Voice.

Psi Gangs : [TLI/ML8/COMPOSITION+1] Members of psi gangs are always mutants (any kind) with substantial mental powers (at least two mental mutations). Otherwise, they may have ties to any Cryptic Alliance except the Knights of Genetic Purity.

Enclave Gangs : [TLII/ML10/TURF+1/EXPANSION+1] These gangs live inside well-organized and fortified communities inside the rubble. They have built their turf into a veritable fortress, and will not hesitate to defend themselves to the death if need be. They may or not be friendly to outsiders depending on their circumstances, or laws.

Amazon Gangs : [TLI/ML10/LEADERSHIP+1] All-women gangs. The post-apocalyptic world has never been kind to women, and these ladies have banded together to make sure no man ever abuses them again. They have a matriarchal leadership, and are usually led by the eldest amongst them. They might kill or enslave any men they happen across. Amazon gangs may have loose ties to other Cryptic Alliances, but will never accept dealings with male-dominated groups like the Knights of Genetic Purity or the Red Death.

Hunter Gangs : [TLI/ML9/TURF+1] These gangs spend most of their time and energy hunting other creatures for sport or food. They are usually well-organized and carry missile weapons of some sort. Near coastal areas these gangs may be fishing gangs with boats or canoes. Some of these gangs may even train hunting beasts such as podogs or hoppers.

GANG TYPE

Roll d00 *Twice*	Type
01-10	Tech Gang: they possess and use Ancient artifacts
11-20	Scav Gang: they scavenge and sell nearly anything
21-25	Combat Gang: they live for war
26-30	Drug Gang: dealers, users, & chemists
31-33	Feral Gang: TL 0 "beast men"
34-36	Motor Gang: wandering band of raiders, often mounted or with vehicles
37-43	Red Death Gang: nihilist maniacs
44-48	Cult Gang: cargo cultists and dead tech worshippers amongst others
49-52	Purist Gang: racial supremacists
53-55	Guardian Gang: the new superheroes of the city
56-59	Retro Gang: the love the Ancients and wish to emulate them
60-63	Resource Gang: they control a main source of drinking water, a power source, etc.
64-66	Slaver Gang: they take prisoners
67-71	Rad Gang: they love the hot zones
72-75	Cannibal Gang: they eat sentients
76-78	Outcast Gang: renegades from another community
79-80	Transport Gang: they control road traffic, a ferry, etc.
81-82	Hunter Gang: they track and trap for a living
83-88	Cyborg Gang: they have cybernetic implants or bots
89-94	Psi Gang: they use powerful mental mutations
95-98	Enclave Gang: founded and supported by an outside community
99-00	Amazon Gang: militant feminists

GANG COMPOSITION

1d10	Membership
1	Pure Strain Humans
2-3	Mutant humanoids
4-5	Mutant animals (20% mixed, 80% single species)
6-7	Mutant race (i.e. carrins, hoops, arks, etc.)
8	Mutant sentient Plants
9-10	Mixed membership from all types (PSH 25%, MH 40%, MA 25%, MP 10%)

GANG AGE

1d10	Age of the gang
1-4	New, active 1-12 months. -2 on member chart
5-7	Young, active 1-4 years. -1 on member chart
8-9	Established, active 5-10 years. +0 on member chart
10	Old, Active 10 or more years. +1 on the member chart

GANG MEMBERS

1d10+modifiers	Size
0	Tiny, 1d6 members. -3 on turf chart
1	Small, 1d10 members. -2 on turf chart
2-5	Mid-sized, 1d10+15 members. -1 on turf chart
6-8	Large, 2d10+30 members. +0 on turf chart
9	Huge, d00+25 members. +1 on turf chart
10	Gigantic, d00+100 members. +2 on turf chart
11+	Minor Cryptic Alliance, 3d00+100 members. +3 on turf chart

GANG TURF

1d10	Area controlled
0	None. -4 on expansion chart
1-2	Couple of buildings. -3 on expansion chart
3-5	One block. -2 on expansion chart
6-8	Two or three blocks. -1 on expansion chart
9	Four to six blocks. +0 on expansion chart
10+	Seven to ten blocks, hideouts everywhere, +1 on expansion chart

GANG EXPANSION

1d6 + modifiers	Growth
0-3	No growth, confined to this ruined city. -2 on wealth chart
4	Influence in nearby village or town. -1 on wealth chart
5	Influence in two or three nearby towns or villages. +0 on wealth chart
6+	Influence in four or six nearby towns or villages. +1 on wealth chart

GANG WEALTH

1d10+modifiers	Wealth
0	Destitute (nothing, not even proper clothing) 10% chance of 1d10 Domars
1-2	Struggling (25% of 1d6*100 Domars, 25% one artifact)
3-4	Poor (1d10*100 Domars, 25 % of 1 major artifact)
5-7	Average (1d4*1,000 Domars, 1d3 major artifacts, 1d10 various smaller artifacts)
8-9	Wealthy (1d6*1,000 Domars. 1d6 major artifacts, all members have 1d2 minor artifacts)
10	Very Wealthy (1d10*1,000 Domars, 1d10 major artifacts, all members have 1d4 minor artifacts)

GANG LEADERSHIP

1d6	Type
1	No leadership. The gang's leaders are dead, missing, or even non-existent. (Morale -6)
2	Single Chief
3-4	Single Chief with 1d4 aides
5	Shared Leadership amongst 1d3 Bosses (Chief, Warchief, Shaman)
6	Council (1d6 leaders and 1 Warchief)

Example of Gang Creation

Step 1: Rolling twice on the Gang Type chart gives a (98) Enclave Gang and a (70) Rad Gang. The GM notes down the gang type 'Rad Enclave' and also decides to name the gang at this point- the *Washing Crater Commune*, after their home turf in Pitz Burke, the Washing Crater.

Step 2: Next the GM rolls on the Gang Composition, Gang Age and Members Type charts. Results are 2,1, and 4 (modified to a 2). So the Washing Crater Commune is a new midsized gang established only *11* months ago. The *17* gang members are all mutant humanoids. At this point the GM decides the gang is a group of recent Radioactivist pilgrims who have come to the Crater to establish a permanent shrine.

Step 3: The GM rolls on the Gang Turf chart. Results are 4 (modified -1 because of they are a midsized gang). The Washing Crater Commune is therefore relatively small, only around 1 square kilometer. The GM decides that the group has established itself in the ruined basement of a factory on the outskirts of the Crater itself. Their enclave is considered fortified because of the Intensity 8 radiation emanating from the Crater itself, and the hidden nature of their actual hideout.

Step 4: The GM rolls on the Gang Expansion chart, with a modifier of -2 because of their small turf. The result is a 3. So, the GM notes that the Washing Crater Commune is still unknown outside the rubble, even to other Radioactivists.

Step 5: Lastly, the GM rolls for the Gangs Leadership and Wealth. The results are 5 (modified to 3) and 2. So the Commune is poor (only 900 Domars and no artifacts) and are led by a single mutant cult leader whom they call the "Bishop".

Step 6: At this point the GM may further detail the Commune with stats for the NPC leader, average Commune cultists' stats, and perhaps a map of the Crater and their nearby hideout.

RUBBLE GANG RECORD SHEET

Gang Name			Gang Symbol(s)
Gang Type			
Tech Level	Gang Morale		
Leader			
Members	<i>PSH</i>	<i>MH</i>	
	<i>MA</i>	<i>MP</i>	
Turf			Headquarters
Relationships			
Notes (gang history, beliefs, taboos, important caches, encounter notes etc.)			