

NECROMUNDA

SCAVVIES

By Jake Thornton

In this latest trip into the depths we find ourselves in the worrying company of the least savoury of all the Necromundan Gangs.

Scavvies are the very dregs of humanity, though they are so devolved and twisted that they can be hardly considered human any more. They are severely deformed and often mutated by the toxic environment they live in. Scavvies dress in rags and are caked in the most indescribable foulness. Their skin is a yellow and disgusting mass of sores, warts, blisters and cracks. Their limbs are often so withered or shrivelled that crude hooks and peg legs are a common sight, though any Scavvy too crippled to defend himself is easy prey for his fellows.

Scavvies scratch out an existence in the most foul and polluted wastelands of the Underhive, hungrily watching for an opportunity to murder, rob and pillage anyone and anything nearby. Scavvies have to band together to survive and a typical band will be made up of several extended and severely inbred families. The dominant male in the band rules through brute strength, low cunning and having as many siblings as possible to exert his will. Though individual Scavvies pose little threat to a well-armed gang they are cunning enough to use traps, ambushes and weight of numbers to even the odds.

Occasionally a Scavvy king will arise and unite several Scavvy bands together into a ramshackle tribe. Such coalitions can create a ragged horde of Scavvies big enough to overrun settlements and trading holes. The excesses of King Blacknose the 81st are still remembered with a shudder in the Underhive and the settlement of Downtown has yet to recover from its period of rulership by the so-called Beggar King.

Fortunately Scavvy kings are usually more concerned with avoiding the attention of the authorities than conquest. They are far more likely to use fear, intimidation and extortion to get what they want. Their scrofulous subjects move in to blockade vital resources and charge Underhive dwellers "tolls" and "taxes" whenever they have the numbers to get away with it. At times like these the honest, hard-working settlers will look to gangs and Bounty Hunters to run the Scavvies off until life gets back to normal again.

SPECIAL RULES

Scavvies may use Hired Guns (who will fight for them) as normal, and will both take captives and try to rescue their own as other gangs. Other than that, Scavvies need some

special rules of their own to cover the fact that they just aren't like 'normal' gangs such as Escher or Van Saar.

Territory

Scavvies start with a single piece of territory and they cannot hold more than a single piece of territory at a time. This original territory will always be Scrofulous Wastes. Scrofulous Wastes are foul-smelling and disease-ridden piles of refuse and decay that generate no income.

Scavvies may move their camp to another piece of territory if they capture it. However, their disgusting and degenerate way of life quickly reduces even the finest of territories to a similar level of degradation as their original home. For this reason, the Scavvies can only gain income from a territory after the battle in which they capture it. This will take one Scavvy to collect, and will yield the maximum value of the territory or 100 credits (whichever is smaller) as everything useful in it is either removed or contaminated by filth. After that it is changed to Scrofulous Wastes and all its original values are lost, even if it is subsequently recaptured.

If the Scavvies lose their current base camp they quickly find another place to defile. Give them another Scrofulous Wastes.

Feeding the Masses

Scavvies need to eat like everyone else, though they are famously broad-minded when it comes to deciding what counts as food. Each warrior needs 2 credits worth of supplies per battle. Work out what's needed between battles when you do all of the other bookkeeping. Hired Guns and special characters don't need to be given supplies as it's assumed that their pay is more than enough to keep them in rat burgers. Zombies, Ghouls and Scavvy Dogs are assumed to forage their own supplies and do not need to be accounted for by the gang.

Foraging

Anyone who wasn't seriously injured in the previous battle can go foraging. This includes Bosses, Scavvies and Scalies, though they can't perform any special tasks such as visiting the Outlaw Trading post or working the gang's territory if they forage. Each forager collects D3 credit's worth of stuff from the wastes. Hired Guns and special characters never forage. That's not what they're paid for.

Cannibals

Scavvies are not above a spot of cannibalism when starvation looms. If a Scavvy gang can't or won't pay out 2 credits per gang member to avoid suffering the effects of starvation, the Scavvy player can decide to put one or more members of the gang or prisoners in the pot instead. You may choose to feed your gang with bought supplies, a cannibal stew, or a combination of the two. Each victim that goes in the pot will feed a number of gangers equal to:

$$\text{Victim's Strength} \times \text{Toughness} \times \text{Wounds}$$

So, for example, if a normal Scavvy is put in the pot he will feed $3 \times 3 \times 1 = 9$ members of the gang.

You may not eat the Boss' followers (even Scavvies draw the line at that).

Disloyal

One thing that Scavvies are seldom accused of is loyalty. They're fickle and untrustworthy (as well as smelly and disease-ridden) and this makes it hard to hold together a big horde for long. Couple this with the naturally conniving and untrusting Boss, and you've got a gang that suffers an appalling rate of desertion.

After each battle, once all the Experience, Injuries, Trading Post purchases, hiring new gang members and so on have been completed, make a Leadership test for the Scavvy Boss. This represents how convincing he's been in his drunken speeches at the post-battle feast, and how many gifts he's given out (and to whom). The more he passes this test by, the more of his merry band of scabrous vagabonds remain loyal. For each point he passes the test by he retains the loyalty of an extra 3 gang members on top of a base of 16. For each point he fails his test by he loses 1 from this starting value. So, for example, if the Boss has a Leadership of 7 and rolls a 6 then he can have a maximum gang size of 19. If he rolled a 10 his gang will have a maximum size of 13. Followers don't count towards this maximum size, but the Boss does.

If the current gang size is equal to or smaller than this limit then all is fine. However, if the gang is larger than the current limit then the Scavvy player must choose which gang members stay (are bribed) and which leave, slinking off into the darkness. Any that leave are lost to the gang permanently. Cross them off your roster.

What this means is that Scavvy Bosses can hold together a core of a dozen or more members fairly reliably with bribes and threats. However, really big gangs of over twenty members won't stay together for long (though they're really dangerous while they last).

Trading

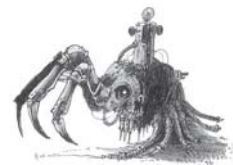
Scavvies use the Outlaw Trading post rather than the normal one (where they'd be shot on sight). See Fanatic issue 6.

In addition, Scavvies have access to a unique piece of equipment: the pockets full o' nails.

Bounty

Scavvies are exactly the type of people that the Guild invented bounties for in the first place, and so there's always good coin waiting for those that turn up with proof they've helped reduce the population.

If an Orlock, Goliath, Escher, Van Saar, Delaque or Cawdor gang captures or kills a Scavvy they may claim this bounty. The bounty on a dead Scavvy is equal to his current cost in credits (including equipment). A captured Scavvy may be ransomed back or traded (after any rescue attempt), as with any other prisoner, or may be turned over to the Guilders for a bounty. The bounty on a live Scavvy is equal to his cost (without equipment) + $D6 \times 5$ credits. You must decide whether or not to turn him over before you roll to see what the bounty is.



SCENARIOS

Scavvies choose scenarios in the same way as Outlaws (see Fanatic issue 6, page 31).

RECRUITING THE GANG

A Scavvy gang is recruited in the same way as a normal gang. You have 1,000 Guilder credits to spend on recruiting and arming your gang within the following guidelines.

Minimum of 3 fighters: A gang must have at least 3 models.

Scavvy Boss: Your gang must include one Scavvy Boss; no more, no less.

Scavvies: Your gang can include any number of Scavvies. Also, see the Recruitment special rule for Scavvies, below.

Scalies: Your gang can include up to 2 Scalies.

Note that Plague Zombies, Scavvy Dogs and Ghouls accompany the gang whether it likes it or not, and so are in addition to any restrictions above.

SCAVVY BOSS

Cost to recruit: 130 credits

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	1	4	1	7

Weapons: The Scavvy Boss may be given equipment chosen from the Ranged Weapons, Close Combat Weapons and Grenades and Shotgun Shells sections of the special Scavvy list.

Special Rules

Leadership: A Scavvy Boss commands fear and respect from his followers and they are emboldened by his presence. This means that any Scavvies within 6" of the Boss may use his Leadership value when they take Leadership tests. A Scavvy Boss can always attempt to recover from being pinned even if he has no gang members within 2" of him.

Followers: Among the scabrous mutants and vile dregs that share the margins of the wastes with the Scavvies are those that are either attracted to the warmth and smells of the Scavvy camp, or can be easily be enticed into fighting for a few scraps. These are treated as expendable cannon fodder by both sides in a battle and their chances of surviving are marginal at best.

To represent this, a Scavvy Boss can decide before each battle whether to be accompanied by either:

- D3+2 Plague Zombies
- D3+1 Scavvy Dogs
- D3 Ghouls.

Followers set deployed at the same time as their Boss, and are considered part of setting him up rather than setting up separate fighters. This means that they will turn up to a battle or not depending on whether the Boss is fighting. This also means that they do not count towards any scenario limits on gang numbers present.

Followers are completely ignored for purposes of Bottle tests, are never counted as closest model when determining the ability to escape pinning, and do not count for achieving any scenario special victory conditions whether good (capturing or destroying objectives) or bad (losing territory in Gang Fights).

Followers gain no Experience and will be present for just a single battle, even if they survive. After that they drift back into the wastes again. This isn't a problem as there will always be more for the next fight...

SCAVVIES

Cost to recruit: 25 credits

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	1	3	1	6

Weapons: Scavvies may be given equipment chosen from the Ranged Weapons and Close Combat Weapons sections of the list.

Special Rules

Recruitment: Unsurprisingly enough Scavvies always make up the bulk of a Scavvy gang. To represent this, at least half of the models (not counting Mutants, Plague Zombies, Scavvy Dogs or Ghouls) in the gang must be Scavvies. If the number of Scavvies falls below half the strength of the gang only Scavvies can be recruited until at least half the gang is made up of Scavvies again.

Mutants: Scavvies are often mutated by their dreadful living conditions. Most of these mutations are simply horrible and inconvenient: webbed fingers, extra toes, tentacles for noses, skin colours ranging from bright orange to sickly green and so forth. However, some Scavvies are born with useful mutations and other mutants hide out amongst the Scavvies for fear of the Redemption and Imperial authorities. These creatures may have lashing tentacles, bony spikes, crab-like claws and other natural weaponry. Scavvy Bosses ruthlessly exploit these mutants as enforcers and gangers, though the mutants also enjoy a chance to make the normals pay for their repression.



Any Scavvy may be purchased as a mutant when he is recruited, by choosing a mutation from the list to the right. A mutant may only have one mutation and it is rare for mutations to be duplicated within the same gang. To represent this the first mutant to take a mutation pays the cost shown for it. The second mutant to take the same mutation must pay double the cost shown, the third one to take the same mutation pays triple the cost and so on.

For example: A Scavvy gang has already got one tentacled mutant and recruits a second: this mutant costs 25 credits for the Scavvy plus 20 credits for the tentacle (double normal cost) for a total of 45 credits. If the same gang subsequently recruited a third tentacled mutant (don't ask me why) he would cost 55 credits.

O-2 SCALIES

Cost to recruit: 120 credits

Even in the hellish pit of the Underhive wastes some mutant strains stabilise after a time to form distinct sub-species. The most common of these in Hive Primus is the Scaly: massive reptilian mutants almost as broad as they are tall. Their durability and strength are legendary among Underhive scum and they have a fearsome reputation to match. They are undoubtedly intelligent, but they seldom speak, their altered necks and twisted voice boxes have changed too much to speak human languages any more. This means little is known about their origins and whether hidden clans or tribes of Scalies exist in the most severely polluted badzones of Underhive. Why individual Scalies choose to ally themselves with Scavvies is unknown, but any Scavvy Boss worth his salt will do everything in his power to recruit and hang on to as many Scalies as he can find.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	5	4	2	2	2	9

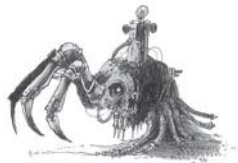
Weapons: A Scaly may be given equipment chosen from the Scavvy Close Combat Weapons and Scaly Weapons lists.

Special Rules

Scaly Skin: A Scaly's tough skin confers a 5+ Armour Saving throw. This combines as normal with any armour worn.

Killer Rep': Scalies cause fear.

Regenerate: Scalies can regenerate lost fingers, toes and even whole limbs in time, though the process is painfully slow. Roll a D6 for each serious injury a Scaly has after each game regardless of whether the Scaly fought in it or not. On a roll of a 6 the Scaly has recovered from the effect of the injury, erase it and the effect it has on his statistics from the gang roster. Note that this applies to all injuries, regardless of whether they are beneficial (eg, 'Impressive Scars') or not.



Dumb: Scalies are impressive in a fight, but aren't smart enough to become the gang leader. Their high Leadership represents their courage (or stupidity) in adversity rather than their ability to command. If the gang leader dies, ignore Scalies when you're deciding who takes over.

MUTATIONS

Mutations are entertaining little modelling projects as well as nice ways to individualise your gang. However, be aware that they sometimes cause complications in the rules, especially when dealing with injury results.

Eyestalks.....(10 credits)
The mutant gains a 180° fire and vision arc and can squeeze behind cover better. Count an extra -1 to hit modifier when the mutant is behind cover or partial cover.

Claw.....(5 credits)
The mutant gains +1 Strength in hand-to-hand combat.

Tentacle.....(10 credits)
The mutant may re-roll Initiative tests for falling and in hand-to-hand combat may grapple his opponent to reduce the opponent's number of Attacks by 1, to a minimum of 1.

Two Heads.....(25 credits)
Increases model's vision and fire arc to 180°, and allows them to fire two pistol weapons in the same Shooting phase.

Spikes.....(30 credits)
A mutant with spikes gains an Armour Save of 5+, but may not wear any other form of armour.

Extra Arm.....(10 credits)
The mutant may use up to three pistols and/or hand-to-hand combat weapons in hand-to-hand combat (+2 Attack dice), or hold a basic weapon with one hand and still use 2 close combat weapons with the others (+1 Attack dice).

Wings.....(30 credits)
The mutant can fly up to his normal Movement characteristic in a turn, or double that if he charges or runs (flaps). The mutant must land at the end of his move. Flying upwards costs 2" per 1" up, flying down only costs 1/2" per 1" down.

FOLLOWERS

PLAGUE ZOMBIES

Long ago Necromunda was swept by a mysterious neurone plague which boiled up from the Underhive and touched even the highest peaks of the Spire. Victims of the plague fell ill for weeks, days or hours depending on their strength. If they succumbed to the fever their brains were rotted by the terrible disease, all higher reasoning was lost and the victims became little more than beasts.

Unfortunately beasts still need to eat and soon thousands of brainless, half-dead plague victims roamed the boulevards and thoroughfares of the great hives seeking flesh to feast on. Each time they pulled down some luckless citizen and tore into his flesh with teeth and nails another victim was infected and another Plague Zombie was added to their ranks. Anarchy and chaos swept through the hives as Necromundans struggled to fight off the hordes of Plague Zombies and drive the surviving ones down into the Underhive.

Zombie plague still breaks out from time to time in the Underhive and packs of Plague Zombies are yet another of the many dangers in the dark underbelly of the hive. The Zombies live in wild packs like dogs, fighting each other and living off what carrion they can find or anything that's stupid enough to let itself be caught. Scavvies often round up packs of Zombies and send them against outposts, settlements and rival gangs that they are attacking. In sufficiently large numbers these creatures can be fearsome opponents.

Plague Zombies have forgotten the meaning of fear and do not experience pain so they are hard to stop. Also, any wound inflicted by a Plague Zombie carries the dreaded plague and may turn its victim into another Plague Zombie.

M	WS	BS	S	T	W	I	A	Ld
2d6	2	0	3	3	1	1	1	5

Weapons: Plague Zombies do not have any wargear; they are armed with a variety of spikes, sharpened bones, claws and teeth.

Special Rules

Zombie Shuffle: Plague Zombies usually stagger around with broken, faltering steps. Occasionally when they get the scent of blood in their decaying nostrils, they will break into a loping, shambling run. To represent their unpredictable gait Plague Zombies move 2D6" in the movement phase. Each Plague Zombie is rolled for individually and the controlling player may move them as he wishes up to the distance rolled on the dice.

Plague Zombies may not run or charge, they always move 2D6". However, Plague Zombies always count as charging into hand-to-hand combat if they manage to move into base-to-base contact with an enemy model.

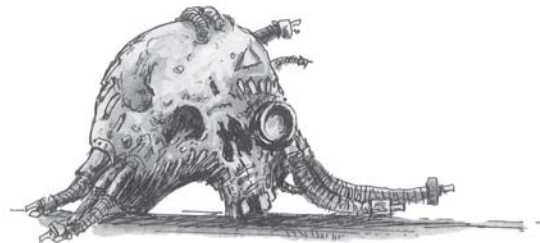
No Pain: Plague Zombies feel no pain whatsoever: you can burn them, shoot them or cut them and they'll just keep trying to bite you until you manage to inflict crippling damage on them. Because of this Plague Zombies ignore being pinned and are not affected by flesh wounds.

No Fear: As the reasoning parts of their brains are long gone Plague Zombies lack the intellect to be afraid of anything. This means that Plague Zombies ignore all Psychology rules and never have to roll Leadership tests to see whether they lose their nerve. If the gang controlling the Plague Zombies bottles out the Zombie pack loses its motivation and scatters as well.

Plague! Naturally, Plague Zombies carry the zombie plague. If another model is wounded by a Plague Zombie in hand-to-hand combat he may contract the disease and turn into a Plague Zombie. Note which gang members are wounded by Zombies on the gang roster and at the end of the game roll a D6 on the table below to see whether they are infected. Note that this is in addition to the Serious Injury roll if the fighter goes out of action.

D6 roll Result

- 1 **Clear:** After a few tense days no symptoms of zombie plague have emerged and the gang member is in the clear.
- 2-5 **Sickness:** The victim feels weak and ill for days and must miss the gang's next fight while he recovers.
- 6 **Zombie Time!** The gang member is infected and suffers brain death within hours. Roll a D6: on a roll of 4-6 the new Zombie wanders off into the wastes to join his fellows. On a roll of 1-3 the Zombie attacks a randomly determined gang member, fight out the close combat immediately. In either event all of the model's equipment is infected and counts as destroyed.





SCAVVY DOGS

Wherever humans go, dogs follow, and the Underhive is no exception. Packs of mangy curs roam the streets of the shanties, terrorising locals and attacking those who are too weak to defend themselves or foolish enough to be unarmed. They also perform some of the clean up duties after the inevitable firefights which break out around the many drinking holes. Injured fighters abandoned by their erstwhile comrades are easy prey, and corpses are even easier. Periodic sweeps of the more organised holes cull the worst of the packs, but they always creep back.

The few that survive to maturity are scarred and twisted beasts, savage and merciless and utterly unlike the pampered lapdogs of the upper spire. Almost invariably they have contracted a disease or three from eating dead Scavvies, sleeping in piles of refuse or drinking from toxic pools.

Scavvies sometimes befriend these deranged canines, though in this case 'befriend' means simply that the beasts will look elsewhere for their meals before they turn on the Scavvies in question. Small titbits of food can bribe these dogs into battle where they will gladly attack anyone they aren't familiar with.

M	WS	BS	S	T	W	I	A	Ld
6	4	0	4	3	1	3	1	4

Weapons: Scavvy Dogs do not have any wargear; they are armed with claws and teeth.

Special Rules

Frenzy: The frothing mongrels ushered into battle by the Scavvies are subject to frenzy. See page 31 of Necromunda: Underhive for details.

GHOULS

The Underhive is a dangerous place, full of depraved killers and desperate cutthroats ready to murder a stranger at the slightest insult. But even in this haven of lawlessness there are still some taboos, and one of these is eating the dead.

Ghouls are the unfortunate creatures who have broken this ancient ban and feasted on the fallen. Many times they are the innocent victims of famine and disaster who would simply not lie down and die. When the fungus crops failed, the roof caved in or the Ratskins stole all the supplies some held true to their beliefs and starved. These moral folk fed the rest.

Even so, their transgressions torment them, gnawing at their minds like rats at old bones, and it drives them mad. These insane rejects hide from the rest of society, inhabiting the margins of the most desperate and remote



settlements, sharing some of the same abandoned spaces as the Scavvies. The Scavvies aren't particularly happy about their neighbours, but beggars can't be choosers and so they've learned how to coax them into fighting on their side with promises of "all you can eat" feasts...

M	WS	BS	S	T	W	I	A	Ld
5	3	0	3	4	1	4	1	5

Weapons: Ghouls use a variety of old bones, sticks and lumps of rock that count as a single club.

Special Rules

Ain't Natural: Underhivers are used to all manner of shocking sights and even Plague Zombies don't rattle them, but there's just something plain wrong about these degenerate carrion eaters. Ghouls cause fear.

Lunch Break: If a Ghoul takes the last wound off an opponent in hand-to-hand combat they do not roll for injury. Instead, they will always go down.

If all of a Ghoul's hand-to-hand opponents have gone down then he will stop to feed. The models are considered to be taken *out of action*, but do not remove the victims as you usually would – just leave them at the Ghoul's feet as a reminder.

At the start of the Ghoul's next turn, roll a Leadership test on his own Leadership. If the Ghoul passes then he has finished his snack and returns to the battle. He may move and attack normally. If he fails then he carries on feeding. Leave the victim in place as a reminder until the Ghoul either stops feeding or is interrupted. After that, remove it as you would any other *out of action* model.

If a Ghoul is interrupted (eg, by being shot and injured or charged), then it will forget its feeding and defend itself as normal.

Models that are taken *out of action* by a Ghoul must roll twice on the Serious Injuries table and use the lower result.



SCAVVY WEAPONS

RANGED WEAPONS

Weapon	Cost in Credits
Autogun	16
Autopistol	12
Blunderbuss/Scatter gun	7
Stub gun	8
Pockets full o' nails	4

SCALY WEAPONS

Weapon	Cost in Credits
Spear gun	55
Scatter cannon	80
Discus/Throwing axe	6

CLOSE COMBAT WEAPONS

Weapon	Cost in Credits
Clubs, mauls and bludgeons	free/10*
Chains and Flails	5
Massive axe, sword or club	15
Knife	5
Sword	15

* The first club/maul a Scavvy has is free. If the Scavvy is equipped with an extra club it will cost 10 credits.

GRENADES & AMMO

Weapon	Cost in Credits
Frag grenades	30
Tox bombs	20
Dum-dum bullets for Stub gun	5

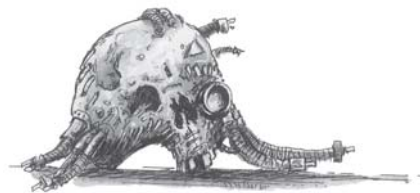


BLUNDERBUSS/SCATTER GUN

Scavvies use blunderbusses and scatter guns in great numbers, and they are something of a 'signature' weapon or them. A blunderbuss or scatter gun is a simple weapon made out of one or more short tubular barrels (often with flaring muzzles) strapped onto a crude stock of some description. An explosive charge is loaded into each barrel before metal fragments, stones and other pieces of shrapnel are packed down on top. When the weapon is fired it belches out this mass of shards, hopefully into the general vicinity of the target.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
0-6	6-9	+3	-1	3	1	-	6+

Special: None



POCKETS FULL O' NAILS

Scavvies are particularly fond of scatter guns, partly for their simplicity and ability to survive the rigours of Scavvy life, but also because they fire almost anything. Scavvies often go into battle with pockets stuffed full of nails, sharp stones and other refuse that they can use to reload their scatter guns.

Each Scavvy can carry one set of pockets full o' nails at a time. The pockets full o' nails allows the Scavvy to ignore the first failed Ammo roll for a scatter gun in a battle. Pockets full o' nails are a one-use item.

Note: Scalies are either not smart enough, or haven't got enough pockets to use this item for their scatter cannons.

SCATTER CANNON

A scatter cannon is simply an enlarged version of a blunderbuss or scatter gun with a heavy barrel and a fist-sized bore. The greater weight of shrapnel and explosive charge used in a scatter cannon increase its range and make it a lot more deadly in the confined conditions of the Underhive. The recoil of a scatter cannon is so ferocious that only a creature with the massive strength of a Scaly can fire it.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
0-8	8-16	+3	+1	4	1	-1	6+

Special: 2" Blast marker

DISCUS/THROWING AXE

Scalies sometimes carry huge jagged throwing axes or discus of razor-edged metal. Driven by the powerful muscles of a Scaly these primitive missiles are quite lethal, easily capable of lopping limbs or heads off anyone unfortunate enough to be in their path.

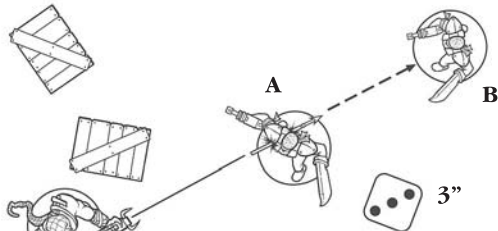
Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-6	6-12	-	-	5	1	-1	6+

Special: None

SPEAR GUN

Scaly spear guns are big, brutal weapons built around several hefty springs scavenged from ancient machines in the badzones. The gun is loaded by the Scaly using brute strength to compress the springs as it fits a short-hafted spear or harpoon into the barrel. The gun fires the spear with tremendous power, enough force for it to go straight through one body and into another even at long range.

If a model is wounded by a spear gun roll a D6 to see how many inches the model is hurled by the force of the hit. If the model hits another one en route, the second model is also skewered and suffers a Strength 5 hit causing 1 wound with a -2 Save modifier. The second target is then carried the remaining distance. If by mischance a third model is hit by this flying kebab he will suffer a Strength 4 hit causing 1 wound with a -1 Save modifier and so on.



Model A is hit by a spear gun and carried 3" into model B. Model A is hit with S6 & D3 damage. Model B is hit with S5 & 1 damage.

Suffice to say that any models knocked off high ledges by a spear gun suffer normal falling damage.

Place a counter next to the model using a spear gun once he fires, as a reminder. The spear gun is unloaded and may not be fired until the model misses its Shooting phase to reload it. Note that the model may not run, charge or set overwatch and reload the spear gun, nor may it fight in hand-to-hand combat.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12	12-24	-	-1	6	D3	-3	6+

Special: See Above

TOX BOMB

A tox bomb is basically a sealed pot or flask containing some truly noxious (and lethal) toxic waste collected by Scavvies out in the wastes. When a tox bomb is thrown it cracks open and the deadly pollutant inside splatters across the target area, forming puddles of corrosive slime and noisome poisonous gas.

Strength	Damage	Save Modifier	Special
4	1	0	See below

The standard grenade rules apply for throwing a tox bomb. Place a Tox marker where the bomb lands. Any models within 2" of the marker will be hit on a D6 roll of 4 or more, 6 if they are wearing a respirator (filter plugs alone don't help). Leave the Tox marker in place for the rest of the game. Anyone who subsequently moves within 2" may be hit as above.

MODELLING TOX MARKERS

Tox Markers can be made quite easily using whatever bits and pieces you have lying at the bottom of your bits box. In the photo below you can see that we made ours by using a left over melta-bomb from the Warhammer 40,000 Space Marine sprue and a plastic base.



Simply cut the melta bomb in half and glue it to the plastic base at a suitable angle. Then mix some suitable toxic coloured paint (we used Scorpion Green) with some PVA/Woodworking glue and paint on as desired. Once dry simply paint some more PVA/Woodworking glue over the top to give it a slimy look.



SCAVVY EXPERIENCE

SCAVVY STARTING EXPERIENCE

Type	Starting Experience Points
Scavvy	10+1D6
Scaly	60+1D6
Boss	60+1D6

SCAVVY EXPERIENCE TABLE

Experience Points	Title
0-5	Scavvy
6-10	Scavvy
11-20	Scavvy
	Starting level for Scavvies.
21-30	Scavvy
31-40	Scavvy
41-50	Scavvy
51-60	Scavvy
61-80	Boss
	Starting level for Bosses and Scalies.
81-100	Boss
101-120	Boss
121-140	Boss
141-160	Boss
161-180	Boss
181-200	Boss
201-240	King
241-280	King
281-320	King
320-360	King
361-400	King
401+	Great King
	Anyone who reaches this level may not improve any further.

MAXIMUM VALUE TABLE

Boss or Scavvy									
M	WS	BS	S	T	W	I	A	Ld	
4	6	5	4	4	3	6	3	8	

Scaly

M	WS	BS	S	T	W	I	A	Ld
4	7	6	6	5	4	5	4	10

SKILL TYPES AVAILABLE

The following skill table is used for Scavvies.

Skill Type	Scavvie	Scalies	Boss
Agility	✓	-	✓
Combat	-	-	✓
Ferocity	✓	✓	✓
Muscle	-	✓	✓
Shooting	-	-	✓
Stealth	✓	✓	✓
Techno	-	-	-

SCAVVY ADVANCE ROLL TABLE

2D6	Result
2	New Skill (any table).
3	New Skill.
4	New Skill.
5	Characteristic Increase. Roll again: 1-3 = +1 Strength 4-6 = +1 Attacks
6	Characteristic Increase. Roll again: 1-3 = +1 Weapon Skill 4-6 = +1 Ballistic Skill
7	Characteristic Increase. Roll again: 1-3 = +1 Initiative 4-6 = +1 Leadership
8	Characteristic Increase. Roll again: 1-3 = +1 Weapon Skill 4-6 = +1 Ballistic Skill
9	Characteristic Increase. Roll again: 1-3 = +1 Wounds 4-6 = +1 Toughness
10	New Skill.
11	New Skill.
12	Mutation. Roll again: 1 = Eyestalks* 2 = Claw* 3 = Tentacle* 4 = Extra head* 5 = Spikes* 6 = Extra arm*

* You may only have one of each mutation per model. See the Scavvy mutations for rules. Any characteristic increases from these mutations count towards the maximum value for that model.

Author Jake has used the Necromunda Playtester's Vault to help develop these rules. If you'd like to help with future gangs then simply head over to the Necromunda website.

Further Information The Scavvie gang is now available from Games Workshop Direct.

Website www.Necromunda.com