



Ash Waste Nomads

Updated House Rules for Ash Wastes Gangs in Necromunda

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Based on the original work by Chris Ward and Stuart Witter

Outside the hives of Necromunda only the tough and resilient survive. The constantly shifting factory wastes, the sudden appearances of toxic sludge seas, and acid rain storms all compete to claim the unwary. Yet out of this inhospitable terrain come the Ash Wastes Nomads.

House Catallus was once a proud house among the elite of Necromunda. Unrivaled by all save the ruling house of Lord Helmawr itself, until it was torn apart by internal power struggles that ultimately brought them low and cast out into the wastelands. It was supposed to be a death sentence, but their resiliency was under estimated and they have not only survived, but have thrived to the point where they must be reckoned with if one is to travel, trade, and sometimes even communicate across this toxic desert. Guilders acknowledge that if they need to make any movement across the Ash Wastes that the Nomads are a force to be reckoned with.

The land that the Ash Wastes Nomads now occupy was once fertile plains, but millennia upon millennia of industrial wastes being dumped indiscriminately have in turn eaten away at every natural resource to the point where there is nothing but shifting dunes of toxic wastes left. On occasion thick mucus-like sludge rises to the surface to form slick-lakes, or short rivers or streams only to disappear back beneath the wastes - often leaving behind a crust like surface which is not to be trusted. Sink holes abound ever ready to reach out and take those that wander too close. And yet the Nomads, and even some hive dwellers if they were to ever to see it, would call the landscape beautiful. The abundance and variety of wastes allows for a wide variety of colors and textures, Sulphur Yellow, Cobalt Blue, Mauve, Citric Green,

intertwined compounded resins that resemble a diseased tree (if any Necromundan outside of the ruling elite even know what one looks like), rock outcroppings, and much more. And yet the Ash Wastes Nomads must never let down their guard for the same things that create such beauty, can become equally deadly. An Ash Storm can whip up seemingly out of nowhere to strip an unguarded man to the bone and his bones into a handful of dust in minutes, or the very ground they walk upon swallow one up without a trace. Despite all this there are algae, fungi, bacteria, and even mutated animals that have survived alongside the humans.

If the natural obstacles are not enough there are Guilder war parties (sanctioned by Lord Helmawr himself) and even Imperial Fists Space Marine patrols (ever on guard for the infiltration of xenos) that view anything not living within the massive hive walls as rogue and a threat. Thus the Ash Wastes Nomads must vie against even their fellow humans for survival.

And yet the Ash Wastes Nomads wander this waste land and conduct trade among all the hives of Necromunda. The distances between such cities can be anywhere from a hundred to several thousand kilometers. They are the carriers, traders, and guards of things that cross the ash deserts. Things that someone can either not afford a more secure route, or would prefer to keep secret. Still other Nomads conduct raids on the same Guilder caravans, and even upon the hives themselves. There is nothing that escapes their attention. Even with the sanctioned war parties of Lord Helmawr the Guilders know that if they need to cross the wastes – they will have to deal with the tenacious Ash Wastes Nomads – if they are to succeed with any regularity.



SPECIAL RULES

Outlaws: The Ash Wastes Nomads are Outlaws as described in the rules for such. They are classified as 'often' outlaws per 'Dead or Alive!' in Fanatic Magazine 6 and as such, Ash Wastes Nomads do not have a guild price and all rules for Outlaws apply except as noted below.

Ash Wastes Territory: All Ash Wastes Nomads start with the Ash Wastes Territory. Not all of Necromunda is covered in massive hive spires. Since the start of known time the surface of Necromunda has been strictly regulated. Predating any existing records the surface of Necromunda was lush and green. Wild animals roamed at will to graze, its forests grew thick and tall, and the oceans teemed with life but as the Imperium continued to harvest her resources and the cities began to grow into the skyline Necromunda gradually died. In their wake the now hive-like cities began to pour out their wastes on the exterior of their shells. Where she once teemed with life and scenery there is nothing left but millennia upon millennia worth of metal oxides, plastic resins, and toxic chemical pools of waste that do not reduce as fast as they are discarded. When the Ash Wastes Nomads work this territory they roll a d6 once and consult the 'Ash Wastes Territory' Chart below. This roll affects all Nomads that forage this turn.

Ash Wastes Territory Chart

D6 Result

- 1 The Ash Wastes Nomads find nothing much of value in the wastes. Each Ash Wastes Nomad can only scavenge their normal D6 credits each.
- 2-4 There may be mineral streaks under the ash wastes. Each Ash Wastes Nomad may scavenge as normal, but if a '6' is rolled then they have located a harvestable vein of recyclable material and find another D6 credits worth of salvageable materials. If a further '6' is rolled you continue to roll another D6 until a '6' is not rolled. All the results are added together to get the total salvageable materials worth in credits.
- 5 The Ash Wastes Nomads find a colony of mutant animals that have somehow survived, albeit mutated and twisted in the Ash Wastes. In addition to scavenging for a D6 credits each, the gang eats the animals. This means that they do not have to spend the 2 credits per fighter to avoid starvation; however, roll a D6. If the result is a '1' then a randomly determined fighter must miss the next game due to food poisoning.
- 6 The Ash Wastes Nomads find a Guilder convoy traversing the ash wastes and ambush it. No income may be earned from scavenging because all Ash Wastes Nomads are needed to ambush the convoy. The result of the ambush is a profit of XD6x5 credits worth of salvageable materials where 'X' is the number of Ash Wastes Nomads (the entire gang except for hired guns) in the gang. Note: This precludes any Nomads from working any captured territories as explained below.

Captured Territories: Ash Wastes Nomads may capture territories from those they defeat (using the guidelines found for each particular scenario). However, being not just an Outlander, but an Outhiver they will not be able to linger long. If the territory is from the "Territory Table" found on page 94 & 95 of the LRB then the Ash Wastes Nomads will ransack it for all they can get out of it and retreat back into the Ash Wastes. This will effectively remove it from campaign play. When the Nomads do this they will collect twice the maximum value of the territory looted (i.e. If a 'Settlement' is looted the Nomads will gain 60 credits, but if a "Drinking Hole" is looted they will gain 120 credits); however, if this is done then the Nomads may NOT forage this turn as they are all in the process of hooting and hollering and generally causing chaos. If the territory is an Outlaw territory then it may be kept and worked in addition to their Ash Wastes territory above (Note: This will take a single Nomad to work (one that did not suffer a serious injury during



the previous battle) and that Nomad may not forage or help the Leader at the trading post.

The only exception to the looting of a 'Standard Territory' is the 'Guildler Contact'. Guildlers work with the Ash Wastes Nomads to expand their trade across the Ash Wastes. As such these men are respected enough to retain their services and this territory may be kept and worked (at half the normal rate since the Ash Wastes Nomads are an Outlaw gang working a 'legal' territory.) Although, the same Nomad band that coordinates an inter-hive caravan for a Guildler, may very well be the same Nomad band that ambushes (or gives a tip to fellow Nomad Band) the very same caravan.

So Many Mouths to Feed: Ash Wastes Nomads are a very hardy people and have been known to eat only 'once every sun rise' (no one has seen an actual sunrise on Necromunda in well over a Millennium). As such each member of an Ash Wastes Nomad gang only requires 2 credits worth of sustenance per battle to put off the affects of starvation. Note: Hired guns are not counted as a member of the gang. Their hiring fees are used to pay for their own upkeep.

The credits to pay for this upkeep comes from either foraging, and/or working of their territories. Anything left over may be placed in the gang's stash.

Income and Profits: Ash Wastes Nomads that get 'extra' income from giant killer, loot counters, and other similar sources in excess of 75 credits must 'wash' the surplus income total through the standard income chart on page 93 of the Necromunda LRB.

Example: A gang that earns 70 credits keeps 70 credits, but a gang that say loot a gambling den (120 credits) will wash 45 credits through the table. The end result being 75+ what ever is left over.

Outlaw Trading Post: Ash Wastes Nomads roll and conduct all trading on the Outlaw Trading Post. However, in the rare instances when a Nomad inventor invents something he may roll on the 'Rare Trade Chart' found on page 96 of the LRB. Nomads have been wandering the Ash Wastes for several millennia and have an uncanny ability to search out crashed strato-planes, take advantage of the shifting wastes that uncover derelict domes and even hives and plunder them before they are reclaimed by the ash wastes, and an eye for usable scrap at the trading posts. As a result they have collected many spare parts that are hoarded by the various bands of Nomads as well as readily available as spare parts at the trading posts for them to assemble into useful items to be used on their raids.

Ash Wastes Nomads may buy all 'common' items from the Outlaw Trading post to include weapons not listed below on their initial weapons table. However, this is similar to the 'House Gangs' in



that they must forgo a 'rare-trade' search and all ammo rolls for such weapons are at -1 to what is listed. If a weapon has a normal ammo roll of 6+ it becomes an 'auto' fail for example.

Hired Guns: The Ash Wastes Nomads may hire any Hired Gun that they can afford except for Bounty Hunters; however, since Ash Wastes Nomads will not remain within the hive for very long hired guns will not follow them and therefore, new Hired Guns are generated for each game with the exception of the Ash Wastes Shaman, the Ash Wastes Nomad Guide, and Wyrds. If an Ash Wastes Nomad gang hires a Wyrd and chooses to retain their services, then the Ash Wastes Nomads must pay any additional 5 credits to obtain a respirator for the Wyrd. The Wyrd will then also benefit from having a respirator as well. This is possible because, let's face it, no one else really wants a Wyrd around and the Ash Wastes Nomads actually see them as a natural progression of human kind.

Bounty: An Ash Wastes Nomad is worth a bounty equal to his total cost, just like any other outlaw.

Capture: Ash Wastes Nomad clans are tight-knit groups and have an ingrained hatred and distrust of all hive dwellers. To this end they will most likely launch an attempt to free any captured members of their gang instead of negotiating any ransom (The Nomads are allowed to negotiate such a ransom - this is to indicate tendencies of the Nomads). If this attempt fails there are no lasting affects; however, if they do not make any attempt to rescue their comrade then they will be shunned by their fellow Ash Wastes denizens and will not be allowed to conduct trade for one post battle sequence. (Negotiation for a ransom of a capture gang member is counted as an attempt to free an Ash Wastes Nomads gang member.)

In the event of the Ash Wastes Nomads capturing an opponent then they have all of the normal options open to them that a house gang would have. That is Guilders and slave traders will accept turn in of Outlaws and fresh slaves.

Scenarios: Ash Wastes Nomads roll on the Outlaw scenario table, but if they are given the option to choose a scenario they may pick from either the 'Standard Scenario Table' (pg.109 LRB) or the 'Outlaw Scenario Table'.

Equipment: All Ash Wastes Nomads are equipped with respirators (included in their costs). Without respirators Ash Wastes Nomads would certainly die outside in the toxic wastes.

Busting the Wall: Each Ash Wastes Nomad gang must include one Heavy and at least one Ash Wastes Nomad must be equipped with at least one of the following weapons (using the equipment guidelines for each category of gang member): Krak Grenades, Krak Missiles (w/launcher), Lascannon, Auto Cannon, Heavy Plasma Gun, or Melta Bombs. These weapons are how the Ash Wastes Nomads gain entry into the Hive's interior at their leisure. Without this they will be 'left out in the wastes'. To reflect their reliance on such weapons and expertise of their heavies all income rolls (foraging, rolls on their Ash Wastes territory chart, and/or rolls for any captured territories) are all at -1 until they

have re-met the criteria outlined above. In addition the Ash Wastes Nomads may only work one territory (their choice) during the post-battle sequence.

Treachorous Conditions: Games played that involve the Ash Wastes Nomads may use the rules for Treacherous Conditions. Ash Wastes Nomads are not affected by 'High Winds' (21-26) or 'Ash Layer' (64) as they have been brought up to cope in these conditions outside the hive.

RECRUITING THE GANG

An Ash Wastes Nomad gang is recruited in the same way as a normal gang. You have 1000 credits to spend on recruitment and armament within the following guidelines:

- Minimum of 3 fighters – A gang must include no less than 3 fighters.
- Ash Wastes Nomad Leader – Your gang must include a Leader.
- Ash Wastes Nomad Heavy – Your gang must include 1, but no more than 2 Ash Wastes Nomad Heavies.
- Ash Wastes Nomads – Your gang may include any number of Ash Wastes Nomads so long as the first two criteria are met.
- Ash Wastes Juvies – Your gang may include any number of Ash Wastes Juvies up to half of the total number of fighters in the gang. (Hey, it's hard to find good help in the wastes).



1 ASH WASTES NOMAD LEADER

Cost to recruit: 120 credits

The Ash Wastes Nomad Leader is an inspirational leader that has lived his entire life in the Ash Wastes. Many of these long lived survivors are famous among the Outhivers.

Profile	M	WS	BS	S	T	W	I	A	Ld
Leader	4	4	4	3	3	1	4	1	8

Weapons: An Ash Wastes Nomad Leader may select weapons from the Close Combat, Pistol, Basic, Special, Leader, and the Grenades and Shells (for any weapon he can use) lists.

Special Rules

Leadership: An Ash Wastes Nomad Leader has earned the respect of his fellow Nomads. His skills have enabled him to not only survive in the hostile environment of Necromunda but become a local legend with tales of his exploits. As a result he has all the skills and abilities of a 'normal' house gang leader.

1-2 ASH WASTES NOMAD HEAVIES

Cost to Recruit: 65 credits

Ash Wastes Nomad Heavies specialize in armor busting. They are called upon to crack open the Guilder crawlers that dare to cross the wastes, as well as to gain entry into the hives themselves. They often accomplish this when the shifting oxides reveal a long abandoned transport tube, or a forgotten wastes dumping station.

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

Weapons: Ash Wastes Nomad Heavies may select weapons from the Close Combat, Pistol, Basic, Special, Heavy, and the Grenades and Shells lists.



ASH WASTES NOMADS

Cost to recruit: 55 credits

Every Nomad is an absolute master of survival. From infancy they are taught how to read the winds and shifting ash, how to filter potable water and breathable air. They are able to walk hundreds of miles across the poisonous ash desert and only eat and drink once every 'sunrise'.

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

Weapons: Ash Wastes Nomads may be equipped with any weapons from the Close Combat, Pistol, Basic, and the Grenades and Shells (for any weapon he can use) lists.

ASH WASTES NOMAD JUVES

Cost to recruit: 30 credits

Although young and relatively inexperienced they have survived their trials and have proved that they are able to contribute to their Nomadic clan and participate in the clan's raids.

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

Weapons: Ash Wastes Nomad Juves may select weapons from the Close Combat, Pistol, and Grenades and Shells (for any weapon he can use) lists.

ASH WASTES NOMAD WEAPONS RULES

In the toxic environment of the ash wastes ammunition is often hard to come by. Especially for rare or exotic weapons and some are just completely worthless. For example, the Flamer is impossible to wield effectively in the high winds of the Wastes. Favored weapons of the Ash Wastes Nomads are the 'Long Rifle' (its long range ideally suited for the vast expanses of the Ash deserts) and the 'Double Bladed Knife' (A traditional weapon dating back to House Catallus' prominence). The following weapons lists include new ammo rolls to reflect the rarity of ammunition and the difficulties in maintaining the Ash Wastes Nomad's equipment in the harsh conditions of the Ash Wastes.

Close Combat Weapons	Cost	
Club / Maul / Bludgeon	10 credits	
Double Bladed Knife	10 credits	
Knife	1st free / 5 credits Each Additional	
Pistol Weapons	Cost	Ammo Roll
Auto Pistol	15 credits	5+
Las Pistol	15 credits	2+
Stub Gun	10 credits	4+
Basic Weapons	Cost	Ammo Roll
Autogun	20 credits	5+
Lasgun	25 credits	2+
Long Rifle (0-1 per gang)	45 credits	5+
Shotgun (w/ solid & scatter)	20 credits	5+
Special Weapons	Cost	Ammo Roll
Grenade Launcher (Grenades Extra)	130 credits	auto
Plasma Gun	70 credits	4+
Plasma Pistol	25 credits	4+
Heavy Weapons	Cost	Auto Roll
Autocannon	300 credits	5+
Heavy Plasma Gun	285 credits	4+
Heavy Stubber	120 credits	5+
Lascannon	400 credits	4+
Missile Launcher (Missiles Extra)	185 credits	auto
Leader Weapons	Cost	Ammo Roll
Chainsword	25 credits	n/a
Meltagun	95 credits	4+
Grenades and Shells	Cost	Ammo Roll
Dum Dum Bullets	5 credits	auto
Frag Grenades	30 credits	auto
Frag Missiles	35 credits	auto
Krak Grenades	50 credits	auto
Krak Missiles	115 credits	auto
Melta Bombs	40+3d6	special (see LRB page 45)

THE LONG RIFLE

The Long Rifle is a term used to describe a weapon commonly employed by Ash Wastes Nomads. These long barreled rifles, usually mounted with a scope or sight, are useful in the wide open spaces of the ash wastes where an enemy can be easily spotted at greater distances. The long rifle is often used to pick off caravan guards at long range as the rest of the gang springs forward from close in during ambushes.

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
0-12	12-48	-1	-	4	1	-1	5+

Category: basic

Special Rules: Move or Fire, 0-1 per gang, may use any sight that can be attached to a basic weapon.

DOUBLE BLADED KNIFE

A common hand-to-hand weapon among Ash Wastes Nomads and other Outhivers is the Double Bladed Knife. This ritual weapon was traditionally carried by members of House Catallus, but its use has become symbolic of the Ash Wastes Nomad's struggle. Although only a knife it allows the fighter to parry as if it was a sword.

Range	Str	Dam	Save
Close Combat	As User	As User	As User

Special Rules: Parry

Ash Wastes Nomad Skill Lists

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Ash Wastes Nomad Juve	-	Yes	-	-	-	Yes	-
Ash Wastes Nomad	-	Yes	-	-	Yes	Yes	-
Ash Wastes Nomad Heavy	-	-	-	Yes	Yes	Yes	Yes
Ash Wastes Nomad Leader	-	Yes	Yes	Yes	Yes	Yes	Yes

Ash Wastes Nomad Experience Table

Experience Points	Title
0-5	Nomad Juve
6-10	Nomad Juve
11-20	Nomad Juve
21-30	Ash Nomad
31-40	Ash Nomad
41-50	Ash Nomad
51-60	Ash Nomad
61-80	Survivor
81-100	Survivor
101-120	Survivor
121-140	Survivor
141-160	Survivor
161-180	Survivor
181-200	Survivor
201-240	Survival Expert
241-280	Survival Expert
281-320	Survival Expert
321-360	Survival Expert
361-400	Survival Expert
401+	Survival Expert



ASH WASTES EXPERIENCE

When recruiting an Ash Wastes Nomad gang the fighters will already have some experience in how to fight. The table below shows how much the various Ash Wastes Nomads will begin the game with:

Ash Wastes Nomad Juve:	0
Ash Wastes Nomad	20+D6
Ash Wastes Nomad Heavy:	60+D6
Ash Wastes Nomad Leader:	60+D6



ASH WASTES NOMAD MAXIMUM STATS

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	6	6	4	4	3	6	3	9

ASH WASTES NOMAD ADVANCES

When an Ash Wastes Nomad gains enough experience to get an advance, roll on the standard gang Advance Table (pg. 86, LRB). When an Ash Wastes Nomad Juve acquires 21 experience points he gains access to the Nomad skill set and equipment tables but his initial cost does not change.

VEHICLES AND BEASTS

In the event that you are using the rules for Vehicles in the Ash Wastes then the following rules will apply to Ash Wastes Nomads:

1. Ash Wastes Nomad Leaders may drive or ride any of the gang's vehicles or beasts.
2. Ash Wastes Nomad Heavies may be the gunner of a fixed weapon on a vehicle or beast. If this is to be the case then the weapon should be purchased 'for him' as normal, but the cost of the weapon is added to the vehicle's or beast's cost, not the Ash Wastes Nomad Heavy's on the roster. Fixed weapons are the only way move or fire weapons can be fired from a moving vehicle or beast in Necromunda. Ash Wastes Nomad Heavies who are not gunners may ride any vehicles or beasts as normal and may still take over as driver or rider in an emergency (see the vehicle rules for more detail).
3. Ash Wastes Nomads may drive or ride any of the gang's vehicles or beasts.
4. Ash Wastes Nomad Juves may not drive a vehicle or be the primary rider of a beast, except in the event of an emergency (see the vehicle rules of more detail). Ash Wastes Nomad Juves are allowed to ride bikes as normal and may ride on any vehicle or beast as a passenger.

RESOURCES

These Ash Wastes Nomad rules were developed to bring the Ash Wastes Nomads from the era of the Necromunda Magazine into the era of the Necromunda Living Rulebook. Original rules for the Ash Wastes Nomads were published in the old Confrontation Supplements, Necromunda, White Dwarf Articles, Gang War Magazines, Necromunda Magazines, Citadel Journals, and various online and original sources.

ABOUT THE AUTHOR

John Houchins is known as S4G on the Specialist Games forums. He lives in Martinsburg, WV in the US, where he has been playtesting these rules to a razorfine balance for sometime. He'd like to thank Stuart Witter and Chris Ward for the original concept. *Photos used in this article are from the original Necromunda Magazine Ash Waste articles.*