

*This month's release of our new Ash Nomad miniatures gave us the chance to re-work Chris Ward's original Ash Nomad rules. This is the first of a series of new gangs for the Ash Wastes settings we'll be detailing over the next issues.*

# ASH WASTES NOMADS

by Chris Ward  
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In the great hive cities of Necromunda, most people never see the outside world. They never see the sun, or breathe air that hasn't already been breathed by hundreds before them, and recycled over and over again. Of course, most people are happy living like this, or are at least aware that outside the hives life is very different indeed. The whole surface of Necromunda is covered in a massive ash desert, full of toxins and corrosive chemicals. The sun is almost completely blocked out by a planet wide layer of toxic smog. However, for some people this is life. Where most Necromundans would die, the Ash Nomads traverse the ash dunes, up to hundreds of miles from hive to hive.

Ash Nomads survive in a variety of ways. From discovering and exploiting age-old Archotech in the ash deserts that can once more be sold back to the hive Guilders as raw



*Nomads emerge from the storm.*

materials, to acting as middlemen between traders, a vital link between hives. There is another way to make a living, though, and that is to raid the hives. Many transport vehicles in the ash wastes disappear without trace after Ash Nomads attack. Hive walls are strong, but there is a myriad of ways in to be found by the quick, the cunning, and those with a missile launcher. So here are the rules for including these masters of survival in your games of Necromunda.

## **SPECIAL RULES**

**OUTLAWS:** Ash Nomads are Outlaws, as described in the Outlanders supplement. The Ash Nomads do not have a guild price. All the rules for Outlaws apply, unless otherwise stated here.

**TERRITORY:** Ash Nomads only have an ash wastes territory. They may work it in a special way as detailed later. Other territories may be worked as usual. However, Guildler contacts are particularly valued, because Guildlers use the Ash Nomads as inter-hive couriers. For this reason the Guildler contact territory income is not halved, as other territory income is.

**INCOME:** Ash Nomads collect income from scavenging in their wastes as detailed later.

**TRADING:** Ash Nomads roll on the outlaw trading post as normal.

**HIRED GUNS:** Ash Nomads may hire any Hired Guns except for bounty hunters, but this is only for one game. After each game the Nomads retreat into the ash wastes, and the

hired guns will not follow. New hired guns may be generated before each game.

**STARVATION:** Nomads are a very hardy people. Ash Nomads only require 2 creds each rather than the normal 3 in order to avoid starvation.

**BOUNTY:** The Ash Nomads are each worth a bounty equal to their total cost, just like any outlaw.

**CAPTURE:** No special rules apply to Ash Nomads concerning capture.

**SCENARIOS:** Ash Nomads roll on the Outlaw scenario table.

**AMMO:** It is difficult to keep and maintain some weapons in the ash wastes, so some Nomad weapons have different ammo rolls (See later).

**EQUIPMENT:** All Nomads have respirators (included in their cost). Without them they would certainly die outside the hive.



**TREACHEROUS CONDITIONS:** Ash Nomads are not affected by any of the High Winds (p21-26), or Ash Layer (p64), as they have been brought up to cope in these conditions outside the hive.



*Nomad leader*

## 1 NOMAD LEADER

Cost to recruit: 120 creds

The Nomad Leader is an inspirational character who has lived in the Ash Waste desert all their life. Many of these long lived survivors becomes legends amongst the Out Hivers.

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

**Leader:** All the leader rules apply to the Nomad leader (pinning and Ld etc).

**Weapons:** The Nomad Leader may be given any equipment from all the Nomad lists except the heavy weapons list.

**Initial Experience Points:** 60+D6

## 0-2 NOMAD HEAVIES

Cost to recruit: 65 creds

Nomad heavies specialise in armour busting. The Nomads need to break into the Hive and knock out transports to perform raids making Heavies vital to each gang.

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

**Weapons:** The Nomad heavy may be given any weapons from any of the Nomad weapons lists. However, at least one Nomad heavy must be armed with either krak grenades, krak missiles and a missile launcher, a lascannon, autocannon, heavy plasma gun or melta bombs. This means that you could not have two heavies, one with a heavy bolter and one with a plasma gun for example. However, if one of these heavies had krak grenades this would be fine. This is to allow access to the Hive or armoured merchant crawlers during an ambush.

**Initial Experience Points:** 60+D6

## NOMADS

Cost to recruit: 55 creds

Every Nomad is an absolute master of survival, able to walk hundreds of miles across the poisonous ash desert, and only eat and drink once every 'blue moon'.

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

**Weapons:** Nomads may be equipped with any weapons from the basic, pistol, close combat and grenades and shells lists.

**Initial Experience Points:** 20+D6

## NOMAD JUVES

Cost to recruit: 30 creds

Although young and relatively inexperienced, every Nomad has to be a master of survival from the minute of birth. It is not long before these young Nomads either join the fight or die in the appalling conditions of Necromunda.

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

**Weapons:** Nomad Juvies may be armed with weapons from the pistol, close combat and grenades and shells lists.

**Initial Experience Points:** 0



*Nomad*

## ASH NOMAD WEAPONS

In the toxic wastes ammunition is often hard to come by, especially rare ammo, and some weapons are completely worthless. For instance flamers are of little use in high wind. A favoured weapon for Nomads is the 'Long Rifle', its long range being valuable in the wide open deserts. The following weapons lists include new ammo rolls for some weapons, and some are missing completely.

### Close Combat Weapons Cost

Knife.....	free/5 creds
Sword/DoubleBladed Knife.....	10 creds
Club/Maul/Bludgeon.....	10 creds
Massive Sword/Axe.....	15 creds
Chains/Flails.....	10 creds
Chainsword.....	25 creds

### Pistol Weapons Cost Ammo Roll

Plasma Pistol.....	25 creds	4+
Stub Gun.....	10 creds	4+
Autopistol.....	15 creds	5+
Laspistol.....	15 creds	2+

### Basic Weapons Cost Ammo Roll

Lasgun.....	25 creds	2+
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Autogun.....	20 creds	5+
Shotgun.....	20 creds	5+
(solid & scatter)		

### Special Weapons Cost Ammo Roll

Plasma Gun.....	70 creds	4+
Meltagun.....	95 creds	4+
Grenade Launcher.....	130 creds	auto
Bolter.....	35 creds	6+
Long Rifle.....	45 creds	5+

### Grenades and Shells Cost Ammo Roll

Frag Grenades.....	30 creds	auto
Krak Grenades.....	50 creds	auto
Dum Dum Bullets.....	5 creds	auto
Krak Missiles.....	115 creds	auto
Frag Missiles.....	35 creds	auto

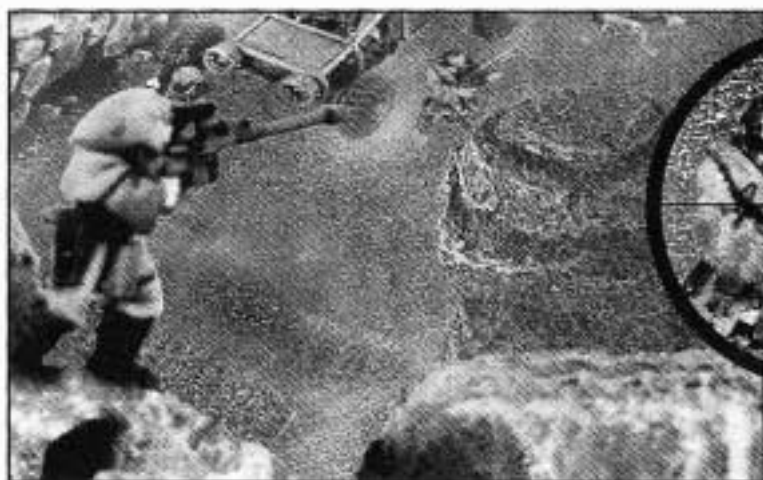
### Heavy Weapons Cost Ammo Roll

Heavy Stubber.....	120 creds	5+
Heavy Bolter.....	180 creds	5+
Missile Launcher.....	185 creds	auto
Lascannon.....	400 creds	4+
Heavy Plasma Gun.....	285 creds	4+
Autocannon.....	300 creds	5+



*Nomad biker gang attack.*





*A Long Rifle takes careful aim.*

## THE LONG RIFLE

The Long Rifle is a term used to describe a weapon commonly employed by Ash Waste dwellers. These long barreled rifles, usually mounted with a scope or sight, are useful in the wide open spaces of the wastes, where an enemy can be easily spotted at great distances. The rifle is often used to pick off caravan guards at long range as the rest of a gang spring from ambush.

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

Special: Move or Fire

## THE DOUBLE BLADED KNIFE

A common weapon amongst Nomads and other Outhivers is the Double-bladed knife. This ritual weapon was traditional carried by members of House Catallus, but it's use has become symbolic of the Nomads struggle. Although only a knife the double-blade allows a fighter to parry as if it was a sword.



## THE ASH WASTES

After a fight the Ash Nomads move back to their base, unless they decide to hold another territory that they capture. The Ash Wastes territory has a varying effect after each game. Gangers may be able to scavenge a variety of age old waste products and mineral deposits. Roll a D6 before determining income and consult the following table.

### D6 Roll Result

- 1 The Nomads can find nothing much of value in the wastes. They can only scavenge as normal for D6 creds each.
- 2-4 There may be some mineral streaks under the ash sands. Each Nomad may scavenge as normal, but if a 6 is rolled then they find another D6 creds worth of 'stuff'. If a further 6 is rolled another D6 creds are found etc.
- 5 The Nomads find a colony of animals that have somehow survived, mutated and twisted in the ash desert. As well as scavenging for D6 creds the gang may eat the animals. This means that they don't have to spend 2 creds per model. However, on a roll of 1 a randomly determined model must miss the next game through food poisoning.
- 6 The Nomads find a supply convoy and ambush it. No income may be earned by scavenging, but the supplies from the convoy earn the gang 2D6 x 5 creds.

## GAINING EXPERIENCE

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 Master

## ADVANCES

When a Ash Nomad gains enough experience to get an Advance, roll on the standard gang Advance Roll Table in the Necromunda rulebook.

As usual, when a Nomad Juve acquires 21 experience points he may gain Nomad skills (i.e. shooting skills), and he may have Nomad basic weapons bought for him.

## EXPERIENCE

When you recruited an Ash Nomad gang the fighters will already have some experience in how to fight. The table below shows how much experience the different types of fighters have to begin with. You should record each fighter's Experience Points on your gang roster.

Type	Starting Experience Points
Juve	.....0
Nomad	.....20 + 1D6
Heavy	.....60 + 1D6
Leader	.....60 + 1D6

## MAXIMUM STATS

FOR LEADERS, HEAVIES,  
NOMADS AND JUVES

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



## ASH NOMADS SKILL LISTS

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