

SCAVVIES

By Mordin

Scavvies are the very dregs of humanity, though they are so devolved and twisted that they can be hardly considered human anymore. 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 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 Down town 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 into 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

OUTLANDERS: Scavvies are an Outlander gang and as such all the Outlaw rules apply to them with the exceptions noted below. As Outlanders Scavvies do not have a guild price and may never pay off their outlaw status.

TERRITORY: Scavvies roll on the Outlaw Territory table just like normal outlaws. If Scavvies capture a non-outlaw territory then they cannot occupy it, instead you must loot it as regular Underhivers and guilders won't tolerate Scavvies near their patch.

Looting means the Scavvy player gets double whatever the maximum income would be (so $D6 \times 10 = 120$ credits). The territory is then destroyed.

Income and Foraging: Scavvies collect income from their one piece of territory as normal. Anyone who was not seriously injured in the previous battle can go foraging. This includes the Bosses, Scavvies, Mutants and Scalies, though they cannot perform any special tasks such as visiting the Outlaw Trading post or working the gang's territory. Each forager collects $D3$ credits worth of stuff from the wastes. Hired Guns and Special Characters never forage, it is not what they are paid for.

Feeding the Masses: Scavvies need to eat like everyone else, though they are infamously broad-minded when it comes to deciding what counts as food. Each Scavvy (inc Bosses, mutants and Scalies) needs 2 credits worth of supplies per battle. Work out what is needed between battles when you do all of the other bookkeeping. Hired guns and special characters do not need to be given supplies as it is assumed that their pay is more than enough to keep them in rat burgers. Zombies and Scavvy Dogs are assumed to forage their own supplies and do not need to be accounted for by the gang. Any fighters that don't eat starve. You can choose which fighters starve. They suffer $-1S$ and $-1T$ until they eat. The effects are accumulative. If the starving fighter doesn't eat after the next game it incurs the same penalty. If it reaches zero S or T then the fighter dies. A starving fighter's equipment is not lost and can be redistributed around the gang.

Cannibals: If a captive is not rescued or ransomed then he can be thrown into the pot. Alternatively you can do the same with any gang member (not Zombies or Dogs). The stewing fighter can be used to either feed hungry scavvies or to lure plague zombies. If the fighter is used

to feed the scavvies then they will feed a number of fighters equal to:

Victims (Strength X Toughness) + Wounds = food

For example, a regular starting ganger would feed 10 Scavvy Horde members ($3 \times 3 + 1$). Alternatively the stewing fighter can be converted into Human Meat.

Wounds = Amount of Human Meat

Disloyal: Scavvies are a disloyal bunch. If a Scavvy sparks a leadership dispute then the roll is always assumed to be a 1-2 result. If the ousted leader rolls a 2-4 result on the Ousted table then you can choose to put him into the pot before he makes his escape. Note: Scalies cannot become the leader of a Scavvy Gang.

Bounty: A bounty is paid on all Scavvies by the Guilders, just to keep their numbers in check. Good coin is always waiting for those that turn up with proof they have helped reduce the population.

All non-outlaw and outlander gangs 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 attempts), as with other prisoners, or may be turned over to the Guilders for a bounty. The bounty on a live Scavvy is equal to his cost (without equipment) + $D6 \times 5$. You must decide whether or not to turn him over before you roll to see what the bounty is.

Scavvy Weapons: Scavvy weapons are unreliable, rusty and generally badly treated, added to which they are usually short on ammunition. To represent this, any Scavvies must make an Ammo roll if they get a natural 1 or 6 on their to hit roll. Note this includes Scaly Weapons.

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.

Recruitment Special Rule: Scavvies always make up the bulk of a Scavvy gang. To represent this, at least half of the models (including the Boss but not Mutants or Scalies) must be Scavvies. If the number of Scavvies fall below half the strength of the gang only Scavvies can be recruited until at least half the gang is made up of Scavvies again.



0-1 SCAVVY BOSS

Cost to recruit: 130 credits

50+D6 Exp

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 from the Hand to Hand, Pistol, Basic, Extras sections of the Scavvy list.

Leadership: A Scavvy Boss commands fear and respect from his followers and they are emboldened by his presence. This means that any Scavvies with 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.

Mutant: The Scavvy Boss can be recruited with a mutation, though to reflect the rarity of this the cost is doubled. Note only the normal cost of the mutation is added to the gang rating.

0-2 SCALIES

Cost to recruit: 130 credits

60+D6 exp

Even in the hellish pit of the Underhive wastes some mutant strains stabilise after a time to form distinct sub-species. The most common Human sub-species in the Imperium are the abhuman races of Ogryns, Ratlings and Squats. The Scalies are another such sub-species, though they are still a highly unstable strain compared to normal abhumans. Scalies are 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. Scalies are rarely seen creatures but they are by far the most numerous in the Underhives of Necromunda. 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 Hand to Hand, Pistol, Basic, Scaly Weapons and Extras lists.

Scaly Skin: A Scaly's tough skin confers a 5+ armour saving throw. Due to its size and shape a Scaly can never wear armour.

Killer Rep': Scalies cause fear.

Regenerate: Scalies can regenerate lost fingers, toes and even whole limbs over 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. The Scaly cannot regenerate an injury that it has only just gained, it must fight one battle with the injury. Note this

applies to all injuries, regardless of whether they are beneficial (eg, 'Impressive Scars') or not.

Dumb: Scalies are impressive in a fight, but are not smart enough to become the gang leader. Their high Leadership represents their courage (or stupidity) in adversity rather than their ability to command. A scaly's Ld cannot be used for the bottle roll unless it is the last gang member available.



SCAVVIES

Cost to recruit: 25 credits 10+D6 exp

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 Hand to Hand, Pistol, Basic and Extras lists.

Recruitment Special Rule: Scavvies always make up the bulk of a Scavvy gang. To represent this, at **least half of the models must be Scavvies** (including the Boss but not Mutants or Scalies). If the number of Scavvies fall 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 colour 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 horns sprouting from their heads, leathery wings to carry them aloft or crab-like claws or 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 initially recruited, by choosing a mutation from the mutations list opposite. A mutant may only have one

mutation and it is rare for a mutation 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 pays double the cost shown, the third one to take the same mutation pays triple the cost shown and so on.

SCAVVY WEAPONS

Hand to Hand

Weapon	Cost in Credits
Club, mauls and bludgeons	06
Chains and Flails	05
Massive Axe, Sword or Club	15
Knife	05
Sword	15

Pistols

Weapon	Cost in Credits
Autopistol	12
Stub Gun	08
Hand Bow	04

Basic

Weapon	Cost in Credits
Autogun	16
Shotgun	16
Blunderbuss/Scatter Gun	07
Musket	05
Hunting Rifle	25

Scaly Weapons

Weapon	Cost in Credits
Spear Gun	55
Scatter Cannon	75
Discus/Throwing Axe	10

Extras

Weapon	Cost in Credits
Dum-dum bullets for Stub Gun	04
Pocket Full O' Nails	04
Man-Stopper Shell	04
Bolt Shell	04
Hot Shot Shell	04
Frag Grenades	26
Tox Bombs x1	15
Fire Bomb x1	10
Human Meat (0-2)	10

MUTATIONS

- 1. Claw** **05 credits**
The Mutant's hand is replaced with a huge claw. The claw cannot hold a weapon; instead the claw itself counts as a hand to hand combat weapon with a User +2 Strength.
- 2. Bestial Horns** **15 credits**
The Mutant causes fear and if the Mutant charged into hand to hand combat that turn then he receives a +1 Attack dice. The bounty on a Mutant with this mutation is worth an extra D6x10 due to the chaotic connotations.
- 3. Gaping Maw** **05 credits**
In hand to hand combat each Attack dice score of 6 that the mutant rolls confers a +1 Combat Score bonus.
- 4. Suckers** **05 credits**
The mutant can move over any sloping or vertical surfaces as if it was open ground.
- 5. Eyestalks** **10 credits**
Mutant gains a 180° degree fire and vision arc instead of 90° degrees. Count an extra -1 to hit modifier when the mutant is benefiting from partial or full cover.
- 6. Extra Arm** **10 credits**
Mutant can use up to three close combat weapons (+2 Attack dice), or hold a basic weapon with one hand and still use 2 close combat weapons (+1 Attack die).
- 7. Scaly skin** **10 credits**
The Mutant receives a 6+ Armour Save. Does not combine with other armour
- 8. Forearm Spikes** **20 credits**
The Mutant receives a 6+ Armour Save in hand to hand combat and confers a parry.
- 9. Spiked Tail** **10 credits**
Mutant rolls one extra Attack dice in hand to hand combat.
- 10. Tentacle** **10 credits**
Mutant can re-roll Initiative tests for falling and in hand to hand combat may grapple his opponent to reduce his opponent's Attack dice by 1 to a minimum 1. (note the tentacle does not replace a mutants arm)
- 11. Bestial Legs** **15 credits**
The Mutant receives +1 Movement bonus.

- 12. Chameleon** **15 credits**
Any enemy fighters making a ranged attack against this Mutant incur a -1 to hit penalty at long range.
- 13. Bloated/Feels no Pain** **20 credits**
The Mutant receives a +1 Wound bonus.
- 14. Two Heads** **25 credits**
Increases the Mutant's vision and fire arc to 180°, and allows the Mutant to fire two pistols, one from each hand each turn.
- 15. Manifold Eyes** **25 credits**
Mutant receives a +1 Ballistic Skill bonus and is immune to the effects of darkness.
- 16. Regeneration** **30 credits**
The mutant can regenerate lost fingers, toes and even whole limbs over time, though the process is painfully slow. Roll a D6 for each serious injury the mutant has after each game regardless of whether the mutant fought in it or not. On a roll of a 6 the mutant has recovered from the effect of the injury, erase it and the effect it has on his statistics from the gang roster. Note this applies to all injuries, regardless of whether they are beneficial (eg, 'Impressive Scars') or not.
- 17. Spikes** **30 credits**
The Mutant gains a 5+ Armour Save but cannot wear any other form of armour.
- 18. 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 ½" per 1" down.
- 19. Ogre** **40 credits**
Mutant gains a +1 Strength and Toughness bonus and becomes the size of a Scaly.
- 20. Wyrd** **15 credits**
The mutant has a Minor Wyrd Power, rolled for randomly from the Minor Wyrd Power table. Reroll a result of 11-16 None. The mutant follows the normal rules for using his power. If the mutant rolls a 12 on the advance table he may roll an additional power from the Minor Wyrd Power table. A wyrd may roll an addition minor power if it rolls a 12 on the Advance Roll Table.

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 to use 'meat' to attract these followers.

The decision to use the meat must be made immediately after the scenario has been chosen.

Two *Followers* count as one fighter in scenarios that limit the number of fighters. The Scavvy player can always choose to take less models than what is rolled. Meat is acquired by paying 10 creds for it or sacrificing a captured gang member.

1x Meat = D3+1 Plague Zombies or D3+1 Scavvy Dogs

Followers are completely ignored for purposes of Bottle tests are never counted for determining the ability to escape pinning, no Nerve Break tests if they go down in 2" of a gang member, 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 is not a problem as there will always be more for the next fight...

PLAGUE ZOMBIES

Even Necromunda has not been untouched by the Zombie Plague although it is uncertain whether anyone realises that this is the touch of Chaos or not. Although the plague has long since passed it has not been purged entirely. Small handfuls of directionless zombies can still be found in the lowest reaches, feeding on animals or dead things

Scavvies have learned to utilise these unthinking creatures by rounding them up and pushing them towards their enemies. This is a potent tactic as although the zombies are not the strongest of adversaries, they have no fear or sensation of pain and may yet pass on their plague to their unfortunate victims and bolster their numbers.

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.

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 any pain whatsoever: you can burn them, shoot them or cut them and they will 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 roll Leadership tests to see whether they lose their nerve. They are not affected by Scare gas or Hallucinogen. If the gang controlling the Plague Zombies bottles out the Zombie pack loses its motivation and scatters as well.

Plague! Naturally, Plague Zombies carry 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
1-2	Clear: After a few tense days no symptoms of zombie plague have emerged and the gang member is in the clear.
3-5	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 and wanders off into the wastes or is destroyed by his former gang. The models equipment can be kept and redistributed amongst his former gang.

SCAVVY DOGS

Wild animals inhabit the underhives, and just like humanity have not been untouched by their environment. Scavvy Dogs are like the Scavvies themselves in that they are twisted and degenerated from their natural state and also much like Scavvies they are ruthless survivors.

Packs of these dogs prowl the underhives in search of weak prey and can be a terror to unarmed communities though they can also provide the vital function of consuming the dead in an environment with no interest in funereal rites.

Occasionally a Scavvy leader will "befriend" a pack of these wild dogs and bring them into battle. Although this level of domestication is of the lowest sort and its loyalty is entirely up to the dog remaining fed.

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

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

Instinctive: If a Scavvy fighter (boss, mutant or scaly) is in 6" then the dogs can move as the player wishes. They can use the Scavvys Ld for all Ld tests.

If there is no scavvy gang member in 6" then the dogs will move 2D6" towards any visible enemy models. Scavvy dogs will always charge when they get within 12" and attempt to get into hand to hand combat.

Impetuous: Scavvy dogs always follow up and have a 4" follow up move.

Keen Senses: Scavvy dogs can spot hidden enemy models in Initiative x3 in inches.

Senties: Scavvy dogs can be used as Sentries on a Raid or Rescue scenario. Or the dog can follow any Scavvy gang member that is a Sentry, don't roll for the dogs move, it has the same move as its handler and keeps within 2" of him.

SCAVVY EQUIPMENT

0-2 HUMAN MEAT

10 credits

Human meat can be used by any member of the gang to deploy D3+1 Plague Zombies or Scavvy Dogs. One use only and you can only use up to two meat per game. The decision to use the meat must be made immediately after the scenario has been chosen. Plague Zombies and dogs count as fighters in scenarios that limit the number of fighters.

POCKETS FULL O' NAILS

04 credits

Scavvies often use 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 full of nails, sharp stones and other refuse that they can use to reload their scatter guns.

Each Scavvy may carry one set of pockets full o' nails. This enables the Scavvy to roll a D6 and on a 4+ ignore the first failed ammo roll for a scatter gun/blunderbuss each game.

TOX BOMB

15 credits

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 pollutants inside splatters across the area, forming puddles of corrosive slime and noisome poisonous gas.

Tox Bombs follow the grenade rules. Place a Tox marker where it lands. Any models at least partially within a Gas cloud template of the original hit location or that starts their turn at least partially within the template must roll a D6. On a roll of 4+ they suffer a S4 hit with no armour saves allowed. Any models wearing a respirator or filter plugs are immune from the effects. A Scavvy only carries a single tox bomb each game, though it is replenished after each game just like normal grenades. Roll on the Gas Dispersal Chart as usual.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
Thrown	-	-	4	1	-6		Auto

BLUNDER BUS/SCATTER GUN 07 credits

Also known as a Scatter Gun, the Blunderbuss is an exceedingly simple weapon made out of one or more short barrels strapped to a solid stock. An explosive charge is primed at the bottom of each barrel, then a

large amount of metal fragments, stones, pieces of bone or anything else likely to cause harm are packed in on top.

When the weapon is discharged, it belches out this "ammunition" in a vast swath which will hopefully find itself somewhere in the locale of its intended target. Outside of primitive societies, such a crude, ineffective and dangerous (to its operator) weapon is only used by the poorest or most desperate members of society. Usually it can be found in the use of criminal gangs, for instance the Ratskin Renegades and Scavvies of Necromunda's underhive.

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

Special: None (also see pocket full of nails)

FIRE BOMB

10 credits

A molotov cocktail or firebomb is a crude incendiary that is thrown. It is a common weapon, easy to make from alcoholic spirits or petrol and effective in use. The downside is a Fire Bomb can be dangerous and can explode or spill over the thrower.

A fighter only carries a single Fire Bomb each game, though it is replenished after each game just like normal grenades. Roll a D6-1 on the Gas Dispersal Chart.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
Thrown	-	-	3	1	0		Auto

Special: Blast template, Flames, Catch Fire, Volatile

Flames: Use the blast template. It stays in play like a gas cloud. Anyone caught in the area or moving through the area takes a hit and may catch fire. Models cannot see or shoot through the flames (not even with infra-red goggles or photovisors).

Catch Fire: Any models hit catch fire on a roll of 5+.

Volatile: When rolling for weapon explosions the molotov cocktail will explode on a 1-3 on a D6.

SCALY SCATTER CANNON

75 credits

A primitive weapon found on Necromunda and used exclusively by the Scalies. 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 the 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. Scalies are the only underhive denizens with the massive strength to take the recoil from these powerful primitive weapons.

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

Special: Blast Marker. Scaly only.

SCALY DISCUS/THROWING AXE

10 credits

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					
Sx2	Sx3	-	-	User	1	-	Auto	

Special: None. Scaly only.

SCALY SPEAR GUN

55 credits

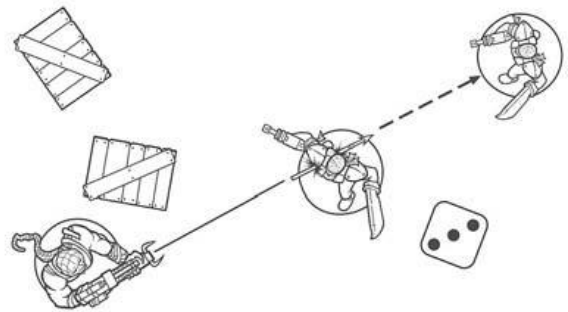
A primitive weapon found on Necromunda and used exclusively by the Scalies. Scaly Spear Guns are big, brutal weapons built around several hefty springs scavenged from ancient machines in the badzones. The gun is loaded by the Scaly using brute strength to compress the springs as it fits a short hafted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

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

Special: Reload, Skewer, Scaly only

Reload: After each shot the spear gun needs to be reloaded. 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 and to hand combat.

Skewer: 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 the 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 model knocked off high ledges by a spear gun suffer normal fall damage.

SCAVVY EXPERIENCE

SCAVVY STARTING EXPERIENCE

Type	Starting Experience Points
Scavvy	11 + 1D3
Scaly	60 + 1D6
Boss	50 + 1D6

SCAVVY EXPERIENCE TABLE

Experience Points	Title
0-5	Scavvy
6-10	Scavvy
	Scavvy
11-15	Starting level for Scavvies
16-20	Scavvy
21-30	Scavvy
31-40	Scavvy
41-50	Scavvy
	Boss
51-60	Starting level for Bosses
	Boss
61-80	Starting level for Scalies
81-100	Boss
101-120	Boss
121-140	Boss
141-160	Boss
181-200	Boss
201-240	King
241-280	King
281-320	King
321-360	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

* Mutations can increase maximum characteristics to greater than the above racial maximums.

ADVANCE ROLL TABLE

2D6	Result
2	New Skill: Choose any of the Skill tables and randomly generate a skill from it.
3-4	New Skill: Select one of the standard Skill tables for your gang and randomly generate a skill from it.
5	Characteristic Increase: Roll Again: 1-3 = +1 Strength; 4-6 = +1 Attacks
6	Characteristic Increase: Roll Again: 1-3 = +1 WS; 4-6 = +1 BS
7	Characteristic Increase: Roll Again: 1-3 = +1 Initiative ; 4-6 = +1 Leadership
8	Characteristic Increase: Roll Again: 1-3 = +1 WS ; 4-6 = +1 BS
9	Characteristic Increase: Roll Again: 1-3 = +1 Wounds; 4-6 = +1 Toughness
10-11	New Skill: Select one of the standard Skill tables for your gang and randomly generate a skill from it.
12	New Skill: Choose any of the Skill tables and randomly generate a skill from it.

SKILL TYPES AVAILABLE

Skill Type	Scavvies	Scalies	Boss
Agility	X	-	X
Combat	-	-	X
Ferocity	X	X	X
Muscle	-	X	X
Shooting	-	-	X
Stealth	X	X	X
Techno	-	-	-

MUTATIONS AND INJURIES

Claw

Treat hand injuries as normal. Additionally, if wounded for a third time on this hand the Strength bonus is lost.

Suckers

A mutant with this ability who suffers scars from any source may lose this ability. Roll a D6 on a 1 the scar tissue has ruined this ability.

Eyestalks

Treat eye injuries as normal. Additionally, the view arc is halved if the scavvy is blinded in one eye.

Extra Arm

Change arm injury to 1-2 Left arm, 3-4 Right arm, 5-6 Third arm. Treat injury as normal.

Forearm Spikes

The first time an arm injury is suffered the parry is lost from the spikes; second arm injury the save for the spikes is lost. Subsequent arm injuries are treated as normal.

Spiked Tail

If a leg injury is rolled. Roll a D6 1-2 Left, 3-4 Right, 5-6 Tail. Treat leg injuries as normal. If the tail is hit then the extra attack from the tail is lost.

Tentacle

If arm injury is rolled, roll a D6 1-2 left arm, 3-4 right arm, 5-6 tentacles affected. If tentacles are affected then roll a D6, on a 1-3 the mutant can no longer reduce attacks of opponent, on a 4-6 the mutant can no longer reroll initiative tests.

Long Legs

Treat leg injuries as normal

Chameleon

A mutant with this ability who suffers scars from any source may lose his chameleonic ability. Roll a D6 on a 1 the scar tissue has ruined this ability.

Two Heads

When head injury is rolled roll a D6, on a 1-3 its left head, on a 4-6 its right head. At the beginning of the game the mutant is only affected by head injury on a 4+. If both heads are injured then the mutant is always treated as being stupid. Eye injuries must determine head first and then which eye, otherwise treated normally with one addition, vision arc reduced by 45 degrees. If one head is blinded then the special rules cannot be used.

Manifold Eyes

Treat eye injuries as normal.

Regeneration

See mutation regeneration rule.

Spikes

First time chest injury is suffered the save for spikes is lost. Subsequent chest injuries treated as normal.

Wings

If leg injury rolled, on a 1-2 left leg, on a 3-4 right leg, on a 5-6 wings. If wings injured flying up is 4" per 1". Flying down is 1" for 1".

Wyrd

If head wound is rolled change pre game roll to 1-2 cannot use Wyrd Powers, 3-4 Stupidity, 5-6 Frenzy.



EXPERIMENTAL RULES

NEW MUTATIONS

1. Night Vision **10 credits**
The mutant has increased night vision. As photo contacts.

1. Resist gas **10 credits**
The mutant has built up a resistance to poisonous gases. Treat as flugs.

Long Tongue **12 credits**
The mutant has a long tongue that it can use to attack an enemy in hand to hand combat. If used, this replaces one of the mutants attacks. On a successful hit the enemy is disarmed on a 4+ (the mutant player can choose which weapon). If the enemy survives the combat (defeats his opponent) then he is assumed to pick up his weapon.

Poisonous Bite **10 credits**
The mutant has poisoned fangs, allowing him to make one attack that is poisoned in each hand to hand combat phase. The attack does D3 wounds.

Black blood **10 credits**
If the model loses a wound in close combat, anyone in base to base contact with the model suffers a Strength 3 hit from the spurting corrosive blood.

Spines **10 credits**
Any model in base contact with the mutant suffers an automatic Strength 1 hit at the beginning of each close combat phase. The fighter cannot wear armour.

Scorpion tail **10 credits**
The mutant has a long barbed tail with a venomous tip, allowing him to make an extra Strength 5 attack in each hand to hand combat phase. If the model hit by the tail is immune to poison, the strength of the hit is reduced to 2.

Hideous Appearance **15 credits**
The fighter causes Fear.

0-1 SCAVVY HEAVY

Cost to recruit: 40 credits 50+D6 exp

Scavvys don't usually have a access to Heavy or Special weapons. These rules give them access to a small list of weapons. They pay the normal cost for weapons to represent their rarity.

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

Weapons: Scavvy Heavys may be given equipment chosen from the Hand to Hand, Pistol, Basic, Heavy, Special and Extras lists.

SCAVVY WEAPONS

Due to their rarity Scavvys pay full price for these weapons:

Special Weapons

Weapon	Cost in Credits
Flamer	40
Grenade Launcher	60

Heavy Weapons

Weapon	Cost in Credits
Heavy Stubber	120
Missile Launcher	140

0-2 DISEASED ONES

Cost to recruit: 25 credits 10+D6 exp

Scavvies are the very dregs of humanity, though they are so devolved and twisted that they can be hardly considered human anymore. 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 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.

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 Hand to Hand, Pistol, Basic and Extras lists.

Recruitment Special Rule: Scavvies always make up the bulk of a Scavvy gang. To represent this, at **least half of the models must be Scavvies** (including the Boss but not Mutants or Scalies). If the number of Scavvies fall below half the strength of the gang only Scavvies can be recruited until at least half the gang is made up of Scavvies again.

Plague:

1. **Death Dance:** The Scavvy shakes, twitches and throws quaking fits. His WS is reduced by -1.
2. **Bulging Eyes:** The Scavvy's eyes bulge and become inflamed, his eyelids become fixed open, and sticky fluids drip down his cheeks. His BS is reduced by -1.
3. **Creeping Buboos:** The Scavvy's limbs and face are covered in huge boils which pop and burst and leave running sores. His M is reduced by -1.
4. **Crook Bone:** T-1
5. **Grey Ague:** Ld-1
6. **Green Pox:** I-1
7. **Atrophied Arm** -1S in that arm
8. **Atrophied Leg** -0.5 M and -1I
9. **Peg Leg** -1M and -1I
10. **Hook Hand** Cant hold anything with that hand. Counts as Knife.
11. **Eye Patch.** -1 BS. If blinded in the other eye must be given Bionics or retire (which probably means the cook pot).
12. **Old War wound.**
13. **Alcoholism**
14. **Fits**
15. **Hunch back** -1I

16. **Moronic** The Scavvy is demented or perhaps has a Pin head mutation. Suffers from Stupidity.

17. **Scizophrenic** As Stupidity, but roll on hallucinogen chart if failed a Id test.

Experienced: These Scavvies have survived against the odds, so are usually tough. Survival of the fittest and all that. Have one increase or skill. Roll on the chart.