

Squat Miner Gangs

By Phil Tortorici



What interesting graffiti they have around here...

I am 44 years old, and run a furniture refinishing/ antique restoring business in South Florida. Surprisingly, with my hobby as it is, I have been married for almost twenty years. We have a son who is twelve (who really likes Blood Bowl, and has 'kids luck' - the git!) and a five year old daughter. My first real gaming experience was with AD&D in 1978 and I still play now.

My first game of 40K was at a convention in 1987 where I killed the rider of an Eldar Jet bike with a shot from a militia man! I have played 40K regularly since, and own a Squat army (Space Dwarfs with really big guns and on bikes? - I had to have these!) and am struggling to learn how to play a Sisters of Battle force (nuns with guns? - I had to have these!). As I work with colours and restoration materials daily, I have adapted the large scale work that I do, to my miniatures. Over the years, I have built quite a lot of red desert scenery, and I paint my scenery and miniatures to look like they've seen a lot of action. Our gaming group now plays at my shop, on Tuesday nights and we have four to five games going at one time. (I gotta write up something on this for you. You have to see this!) *(You said it Phil - I'm waiting - Ed)*

I own a fair amount of Man O' War ships, play Eschers and Squats in Necromunda and Bloodbowl Dwarfs. I have Citadel gangers from back in the Judge Dredd days. When I get the time, I go back to my first love, (sadly neglected now) which is collecting progressive rock and psych from the late sixties/ early seventies, and from the neo-prog revival.

SQUAT MINER GANGS IN NECROMUNDA

The worlds of the Imperium are home to a bizarre and varied degree of mutations. A distinct minority have bred true, such as the diminutive Ratlings and the large brutish Ogryns and are tolerated to a certain degree, as genuine abhuman races. Another of these abhuman races that is considerably less well known are the Squats - a short, stocky, muscular and bad tempered people. Exposure to high-gravity mining planets over the millennia have mutated the original colonists into their present form and years of isolation have made these mutations permanent.

This background is known by everybody who has been playing 40K for a long time, like me. The question for me, a dedicated Squat player, is how to get them into the Necromunda universe, and make it plausible.

Allowing for the fact that the Squat concept is changing, and that the miniature line is in rework, the Squat player could come up short in the miniature department unless he turns to the Warhammer range. Looking at the fine range of Citadel miniatures for Dwarf armies, I find that the most useful are the Dwarf Miners and Adventurers, and Squat Bikers and Adventurers from

the old 40K range, for adapting to the Necromunda universe. (Dwarf Slayers are pretty cool, as well, but shall be the subject of another article.) Certain modifications may prove difficult, the more lightly armoured Squats can be armed with technological weapons. I stress 'lightly armoured'. I would stay away from the using the miniatures in armour heavier than chain mail, for the most part. It is easy enough to come up with all the tech weapons you'll need - just steal 'em from your opponents' spares, when they're not looking. Just kidding. Ork heavy weapons are appropriate here to give that patchwork look. Lash together a few techno-bits for mining gear, and you are set. Don't forget dwarf war machine components, as well!

By using the figures currently available, I have created my very own Squat Miner Gang.

BACKGROUND

In the wastelands, the slag heaps, rad zones, ruins and the like, freelance miners set up operations and scrape a living out of the unforgiving landscape, looking for that one big strike. Some Miners come to the hive world Outlands voluntarily whilst some come to hide from the unforgiving eyes of the Imperium. In this circumstance I visualise as 'The Seven Dwarfs' meet the Bogart movie 'The Treasure of the Sierra Madres'.

Aliens are not tolerated in the Imperium let alone in the hive cities but the authorities are not too concerned about the politics of the near inhospitable Ash Wastes, provided it doesn't become a nuisance.

PROSPECTOR

120 Credits

The Prospector is a freelancer by choice and the senior member of the Mining gang that all others will turn to for guidance and leadership. Not content to labour in the mines of other Lords of the Imperium, or on the payroll of a Rogue Trader, a Prospector is out on his own, for his own gain. He is looking for the 'Big Strike' the claim which will cover him in the riches he craves, if he can avoid the many hazards of the Ash Wastes in the meantime. A Prospector must be as quick with his guns as he is with his wits, or others will find his pick axe, and his bleached bones in the toxic desert...

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	1	3	1	10

Initial Experience Points:

60+D6

Weapons: A Prospector is equipped with a miner's pick. He may also be given equipment chosen from the Close Combat, Ranged and Special Weapons lists, plus the Grenades and Shotgun Shells section of the Miner lists.

SPECIAL RULES

Leadership: A Prospector's crew are loyal to their leader and toughened by his presence. This means that any Miners within 6" of the Prospector may use his Leadership when they take Leadership tests. A Prospector can always attempt to recover from being pinned even if he has no Miners within 2" of him.

Resilient: Miners are remarkably resilient to poisons because of the harsh conditions in which they work. If a Miner goes out of action due to poison, roll twice on the Serious Injuries Table and choose which result to apply.

Encumbrance: The Prospector is used to moving great loads, and working with cumbersome drilling equipment. To represent this, all Miners are considered to have the abilities of a Heavy and therefore use heavy weapons. In addition, the Miner does not have a penalty for fighting in hand-to-hand combat whilst carrying a heavy weapon and he can wear Carapace armour without the Initiative penalty.

Nerves of Steel: All Squat Miners have the *Nerves of Steel* Ferocity skill.

The main tool/weapon for these small elusive bands of Miners is the pick axe or mattock and a nasty one it is. Muskets, crossbows and various types of pistols, round out the basic arsenal. Though a few highly technological pieces of equipment and

weapons may be found amongst these enigmatic wanderers.

OUTLANDERS.

Squat Miners are considered to be Outlanders, and all of the Outlaw rules apply to them with the exceptions noted

MINERS**80 Credits**

Squat Miners are the crew a Prospector needs to work the claim stake as efficiently as possible. It also helps to have a few extra guns about. Squat Miners come from all walks of Squat society and most are reluctant to talk about it. A ganger would be advised not to talk to them about their business or he may be looking at the business end of a pick axe!

M	WS	BS	S	T	W	I	A	Ld
3	3	3	3	4	1	2	1	9

Initial Experience Points: 20+D6

Weapons: A Miner is equipped with a Miner's pick. He may also be given equipment chosen from the Close Combat, Ranged and Special Weapons lists, plus the Grenades and Shotgun Shells section of the special Miner lists.

SPECIAL RULES

Resilient: Miners are remarkably resilient to poisons because of the harsh conditions in which they work. If a Miner goes out of action due to poison, roll twice on the Serious Injuries Table and choose which result to apply.

Encumbrance: The Miner is used to moving great loads, and working with cumbersome drilling equipment. To represent this, all Miners are considered to have the abilities of a Heavy and therefore use heavy weapons. In addition, the Miner does not have a penalty for fighting in hand-to-hand combat whilst carrying a heavy weapon and he can wear Carapace armour without the Initiative penalty.

Nerves of Steel: All Squat Miners have the *Nerves of Steel* Ferocity skill.

be hideously scarred from radiation poisoning and causes *Fear* from now on; no income is collected. Miners are better at mining than regular gangers. The Miner's *Resilient* ability also applies to radiation poisoning.

**In a secret location, your gang has staked it's claim. The excavations yield carnotite gems or some other valuable ores or stones. You can collect 2d6x10 credits because of your prospecting expertise. The rules regarding captured enemy fighters working in the mines are the same.

CAPTURED TERRITORIES

Miners will only keep and work the following territories: Slag Heap, Mine Workings, Guildler Contact, Workshop, and Archeotech Hoard. If a gang owning a Mine Workings loses a territory to a Miner gang, it will automatically lose one of its Mine Workings without recourse to a random dice roll.

MINE WORKINGS

A Mine Workings captured by miners - they may work more than one - will be protected by sentries and traps, or may just be cleverly disguised as to avoid notice. Miners fighting to defend their claim stake will not bottle for any reason.

below. As Outlanders, Miners do not have a guild price and may never pay off their outlaw status.

sequence and generating a new camp on the Miner Territory Table immediately.

*Like the Outlaw Rad Zone, but on triples, the Miner will

TERRITORY

Miners start with one piece of territory generated on the Miner Territory Table. This becomes the Miner's camp in the wastes and normally they cannot hold more than one territory at a time, unless it's a Mine Workings. The Miners can decide to move their camp after any game, crossing the old territory off of their roster at the end of the post battle

MINER TERRITORY TABLE

D66	Territory	Income
21-26	Ruins	10
31-36	Rad Zone*	0/3D6
41-46	Slag Heap	20
51-56	Workshop	D6x10
61	Water Hole	10
62-66	Mine Workings**	2D6x10

INCOME

Miners collect income from their territory(s), like any other Outlaw gang.

TRADING

Miners roll on the Outlaw Trading Chart, provided in this article.

HIRED GUNS

Miners will only hire Bounty Hunters, and especially Pit Fighters, if they can afford it. Pit Slaves with Rock Drills are especially desirable and a Miner gang will pay 15 credits for a suitably equipped Hired Gun. Income generated from a Mine Workings using a Pit Slave will be 4D6x10.

The gang's rating will increase by 75, instead of 50 for hiring this type of Pit Slave.

STARVATION

Miners suffer the effects of starvation just like everybody else.

BOUNTY

Miners are often claim jumpers; roll a dice after you have formed your gang. On the result of a '1' on a D6, the Prospector has been reported to the Guilders. They then become worth a bounty equal to their cost, just like any other Outlaw.

CAPTURE

Any captured Miner will add a -1 to your D6 roll for income from Mine Workings.

SCENARIOS

Miners may choose from the following scenarios: The Hit, Loot and Pillage (defender only), The Hunters, Caravan (defender only), Scavengers, Hit and Run (defender only),

SLAGGERS**40 Credits**

Slaggers are the Miner equivalent of Juvies. Squat Miners must be trained, and a Squat being hired by a Miners' Gang is in for some back-breaking work.

Slaggers are generally young Squats and do all of the scutty jobs – loading and pushing ore carts, cleaning mining equipment, and the gunk out of the bottom of the shafts. Strangely, there never seems to be a shortage of off-world Squats, willing to do this work.

M	WS	BS	S	T	W	I	A	Ld
3	2	2	3	4	1	2	1	8

Initial Experience Points:

0

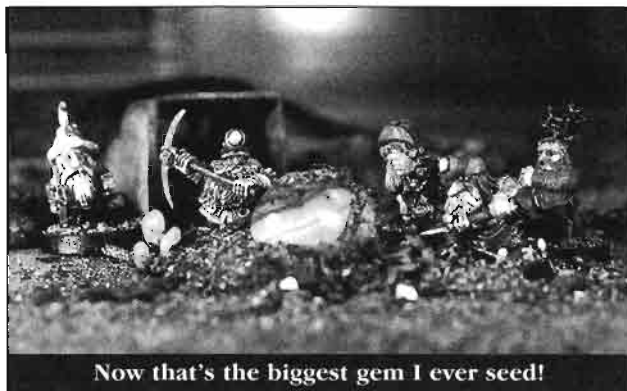
Weapons: A Slagger is equipped with a Miner's pick. He may also be given equipment chosen from the Close Combat section of the special Miner lists.

SPECIAL RULES

Resilient: Slaggers are remarkably resilient to poisons because of the harsh conditions in which they work. If a Miner goes out of action due to poison, roll twice on the Serious Injuries Table and choose which result to apply.

Encumbrance: The Slagger is used to moving great loads, and working with cumbersome drilling equipment. The Slagger does not have a penalty for fighting in hand-to-hand combat whilst carrying a heavy weapon. When a Slagger becomes a Miner, he automatically gains the abilities of a Heavy and may use heavy weapons. A Miner Gang may still only contain two heavy weapons. In addition, the Miner can wear Carapace armour without the Initiative penalty.

Nerves of Steel: All Squat Miners have the *Nerves of Steel* Ferocity skill.



Now that's the biggest gem I ever seed!

SQUAT MINER WEAPONS LIST**BASIC WEAPONS** **COST**

Autogun	20
Shotgun (solid shot/scatter shells)	20
Lasgun	25
Blunderbuss	8
Crossbow	8
Musket	7

PISTOL WEAPONS **COST**

Stub Gun	10
Autopistol	15
Laspistol	15
Boltpistol	20
Plasma Pistol	25

CLOSE COMBAT WEAPONS **COST**

Chains	5
Clubs, Mauls and Bludgeons	5
Knife	free/5
Massive Axe or Hammer	15
Mattock, Pick or Shovel	free

EXPLOSIVES, & SHELLS **COST**

Man-Stopper Shotgun Shells	5
Hot Shot Shotgun Shells	5
Dum Dum bullets for Stub Gun	5
Demolition Charges	40

SPECIAL WEAPONS & EQUIPMENT **COST**

Flamer	40
Melta Gun	85
Lascutter (R)	95
Rock Drill (R)	55
Sonic Cleanser (R)	50

MAXIMUM CHARACTERISTICS

M	WS	BS	S	T	W	I	A	Ld
3	7	6	4	5	3	5	3	10

GAINING EXPERIENCE

ExpPoints	Title	
0-5	Slagger	1.
6-10	Slagger	
11-20	Slagger	
21-30	Miner	2.
31-40	Miner	
41-50	Miner	
51-60	Miner	
61-80	Prospector	3.
81-100	Prospector	
101-120	Prospector	
121-140	Prospector	
141-160	Prospector	
161-180	Prospector	
181-200	Prospector	
201-240	Prospector	
241-280	Prospector	
281-320	Prospector	
321-360	Prospector	
361-400	Prospector	
401+	Master Prospector	

1. Starting level for Slaggers
2. Starting level for Miners
3. Starting level for Prospectors

Ambush, Raid (attacker, if opponent has Mine Workings: defender, if owning Mine Workings), and Rescue Mission.

SPECIAL EQUIPMENT LIST

Mining Demolition Charges: Some-times the explosives used in prospecting find their way into the hives as improvised weapons. A stick of explosives is difficult to arm and throw accurately, but can be used as a booby trap at a pinch. In prospecting, the Miner sets a charge to loosen a

SQUAT ADVANCE TABLE**2D6 Result**

- 2 New Skill (any Table)
- 3-4 New Skill
- 5 Characteristic Increase
1-4 = +1 Strength
5-6 = +1 Attacks
- 6 Characteristic Increase
1-3 = +1 WS
4-6 = +1 BS
- 7 Characteristic Increase
1-3 = +1 Initiative
4-6 = +1 Leadership
- 8 Characteristic Increase
1-3 = +1 WS
4-6 = +1 BS
- 9 Characteristic Increase
1-3 = +1 Wound
4-6 = +1 Toughness
- 10-11 New Skill
- 12 New Skill (any Table)

**One out! All out!****One day son, all of these wastes will be yours**

particularly stubborn section of rock.

Special bomb counters must be made up to use explosives. These have a number from 2 to 6 on one side, and a picture of a bomb (or a smiley face!) on the other.

To set a charge, a Miner may not move or shoot during his turn. He then places a bomb counter in the place where the trap should be set. Each

player's turn after this, the Miner player rolls a dice: if the result is equal to or greater than the number on the back of the bomb counter, the bomb does not go off. Substitute the next lowest number counter for the one in play. Repeat this procedure until the bomb explodes. A roll of '1' always means that the bomb explodes.

Note that your opponent will be aware of the trap. He just has to see if it is worth the risk...

Chainjack: Miners, working with explosives, sometimes get caught in the back blast of a misjudged detonation. For their protection, they will wear a chain mesh overjacket,

SQUAT MINER SKILL LIST

Agility Combat Ferocity Muscle Shooting Stealth Techno

Slagger	-	-	Y	-	-	Y
Miner	-	-	Y	Y	-	Y
Prospector	-	Y	Y	Y	Y	Y



There's nought here but gold-diggin' Squats

similar to chainmail worn by medieval warriors (Handy when you are converting from Warhammer Dwarf Sappers!). It is not as sophisticated as mesh armour, but in the case of blasts, it is much better than the alternative. Chainjack also offers some protection in close combat against low-tech hand-to-hand weapons, which is always a good thing.

Chainjack gives a 4+ save against blast template weapons and a 4+ save against low-tech hand-to-hand weapons (swords, clubs including Pit Slave shears, etc.) but affords no save against any other weapons. This is a fairly common item for Miners and is available to Prospectors and Miners only. Slaggers just have to be more careful. Chainjack costs 25 credits per suit.

MINING DEMOLITION CHARGES

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
User Sx2		-1	-2	5	D4	-2	6+

MATTOCK, SHOVEL AND PICK

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
		Close Combat only		As User	1	As User	-

LAS CUTTER

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
0-8	9-16	+2	-1	9	2D6	-2	+2

SONIC CLEANSER

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
		Close Combat only		*Knock Down			4+

Mattock: The Miner's mattock or pick axe is a useful tool and a fearsome weapon. The mattock must be used with two hands, so it cannot be used in conjunction with other close combat weapons.

Draws. Due to the ponderous lurching swing required to wield this weapon, any combat which ends in a draw will always be won by your opponent, regardless of Weapon Skill or Initiative level. Your opponent catches you on the upswing.

Shovel: The Miner's shovel can also be useful as a weapon. It also must be used with two hands. However a Miner, trained in the 'Art of Shovel', is able to *Parry* attacks, as if wielding a sword. The shovel is not a good weapon however, so a Miner attacks at -1 strength.

Lascutter: This is the industrial variant of the lascannon. A lascutter can be used as a ranged weapon, in a pinch. It has almost no range, and is bulky to wield, but if it hits, well, this is why it is a must have industrial tool in any mining colony or on any merchant ship. These occasionally find their way into the Outlands where they are quickly snapped up by Miners of all sorts. More than one life has been lost over this piece of equipment.

Rock Drill: This is a two handed version of the Pit Slave weapon, and cannot be used in conjunction with any other weapons except for pistols. Fortunately for Miners, this type of Rock Drill is not surgically attached. Use the weapon's profile listed in the Pit Slave Weapon section for this weapon.

Sonic Cleanser: Nobody is quite sure of the origin of the Sonic Cleanser. It may have been part of the trappings of office of the rulers of an ancient time, or simply have fallen out of the toolbox of an errant spacefarer. The tool's instruction manual has been lost as well, so no one really knows it's true functions! The Sonic Cleanser can detect faults in minerals, split them along the detected faults, unjam jammed machinery (or jam it) or realign that troublesome crystalline power source. In a Miner's hands, it's mostly used for cleaning and splitting gems. However, by manipulating the settings, it can deliver a sonic pulse that can knock an opponent off his feet.

In game terms, the Sonic Cleanser is a close combat weapon and can be used in conjunction with any close combat or pistol weapon. A successful hit will knock the model back 2" and the model must make an I check or fall down. If the affected model is within 1" of a building edge, make the same I check with a +1 modifier. A knock-down will end hand-to-hand combat though any remaining hits in th current combat, can be resolved as normal.

A downed model must halve its WS, rounded up, if attacked in further rounds of hand-to-hand. The model may stand up normally during its next recovery phase.

Technically, the Sonic Cleanser is not a weapon, and it cannot maintain the output needed to stun opponents. For every hit it makes, it requires an ammo roll of 4+. If it fails the roll, the device must be recharged and

MINER'S MAP TABLE

1D6 Result

1. *Fake* – You show this map to another Prospector and he identifies it as a fake, and tells you the story behind it. You are out your money and a good bit of pride.
2. *Worn and Incomplete* – You find the mine but it has been completely worked through. You get nothing for all of your toil.
3. *Vague and Inaccurate* – You didn't realise it when you bought it, but you have worked this mine before. It does point out a section that you originally missed so you can scrape out another D6x5 credits for your trouble.
4. *Ancient and Faded* – Barely legible though it is, the map is a genuine Miner's Map. You can work out D6x10 credits before it is exhausted, and, it reveals the location of ancient tunnels nearby. You can swap a territory for Tunnels if you wish but this must be done now.
5. *Equipment Stash* – While you find no ores or gems in this mine, you find a small stash of mining equipment instead.

Roll a D6:

1-2 – Mattocks and Shovels

3 – a rusty, but serviceable suit of Chainjack

4 – Explosives, enough for one Miner

5 – Rockdrill, it will take d6x5 credits to get it working

6 – Sonic Cleanser. It looks like someone just dropped it out of his tool box! The instruction manual is no where to be found.

6. *Recent and Accurate* – The Prospector may add a Mine Workings to his territory.



And here's Phil's workshop where everything's done.

OUTLAW TRADE CHART

D66 Roll	Item
11	Gamble and Lose (Special)
12-13	Robbed (Special)
14-15	Cheated (Special)
16	Gamble and win (Special)
21-22	Armour. Roll a D6 1-4 - Chainjack 5 - Carapace Armour 6 - Mesh Armour
23	Explosives: Roll a d6 1-3 - Enough for 1 Miner 4-5 - Enough for 2 Miners 6 - Enough for 3 Miners
24	Grenades: Roll a d6 1 - Melta Bomb 2-3 - Photon Flash Grenades 4-6 - Smoke Bombs
25	Gun Sight: Roll a d6 1-2 - Red Dot Laser Sight 3 - Mono Sight 4 - Telescopic Sight 5-6 - Infrared Sight
26	Archeotech Hoard
31	Bionics. Choose one of: Bionic Arm, Bionic Eye, or Bionic Leg
32	Bio-Scanner
33	Blindsnake Pouch
34	Bottle of Wild Snake
35	Icrotic Slim
36	Infra-Goggles
41	Las-Cutter
42	Kalma Fixer
43	Rad Counter
44	Ratskin Map
45	Screamers
46	Silencer
51	Sonic Cleanser
52	Stinger Mould Patch
53	Stummers
54	Weapons Reload
55-56	Inside Information (Special)
61-62	Miners's Map (see chart)
63-64	Rumour (Special)
65-66	Tip-off (Special)

cannot be used until the next battle.

Miner's Map: You have found an old Prospector's Map for sale in a secluded corner of an Outlander bazaar. This could be the ticket to get off of this hell hole planet if it pans out. There have always been rumours of secret mines hidden in the wastes that have tapped into rich veins of ores and gems, and in your experience, they have always been just that - rumours, until now.

Every ounce of wealth that you assay in town has been drenched in your and your gang's sweat and the Big Strike always seems out of reach. Well, the map seems cheap enough....

If you decide to buy the map, roll to see how accurate it is before you play your next game. If the map is accurate, it will enable you to earn (or lose) some extra credits before the next game. The map is only good for one use.

OUTLAW TRADE TABLE

This table is to be used to determine what rare trade items are offered for sale to the gang leader. D3 items are offered automatically and a further +1 for each ganger sent to search them out. The prices of rare items are given on the main trade charts and are indicated by an (R).

Well, that's about it. If you have any comments do drop me a message on:

wy-mar-re@magg.net