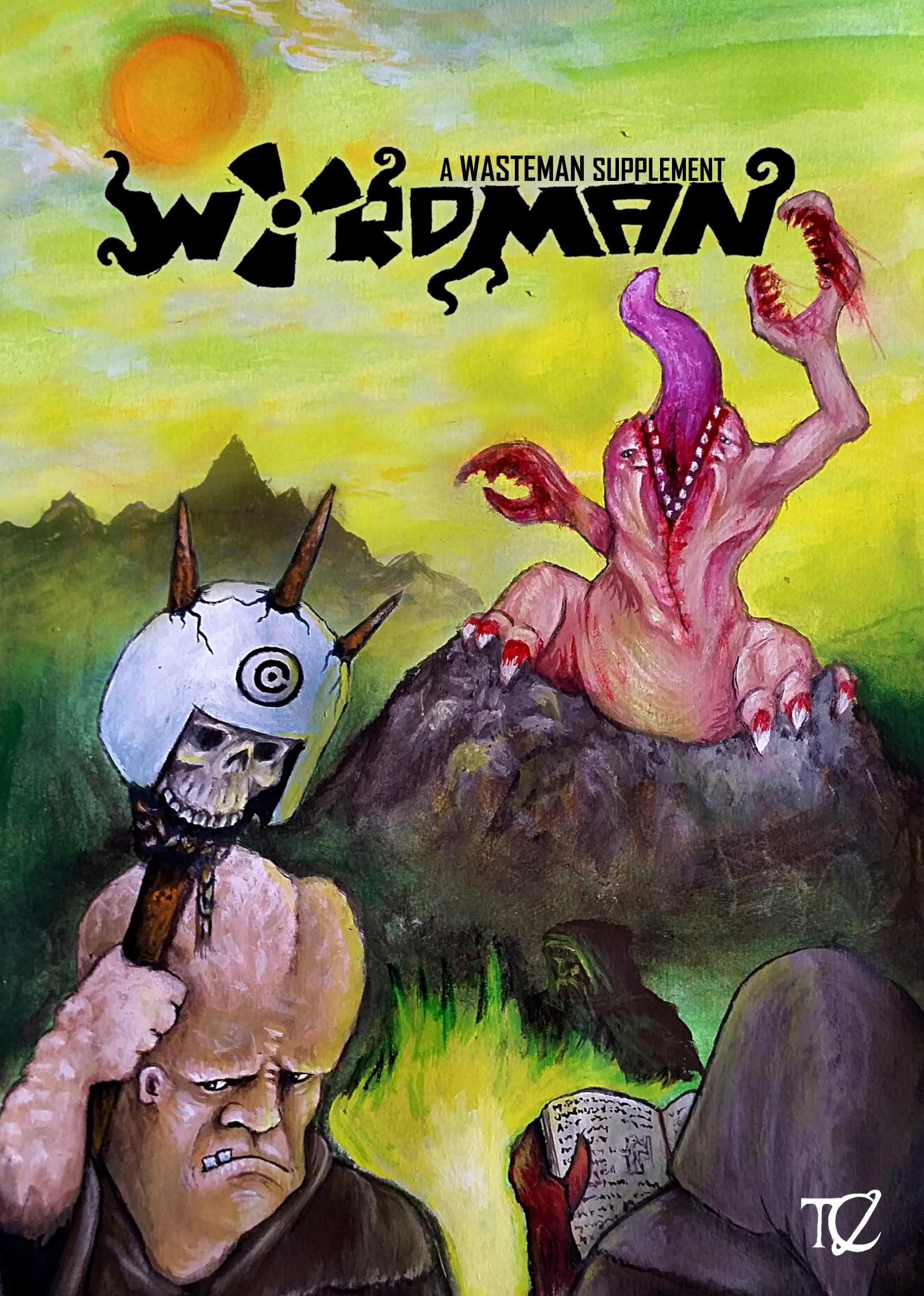
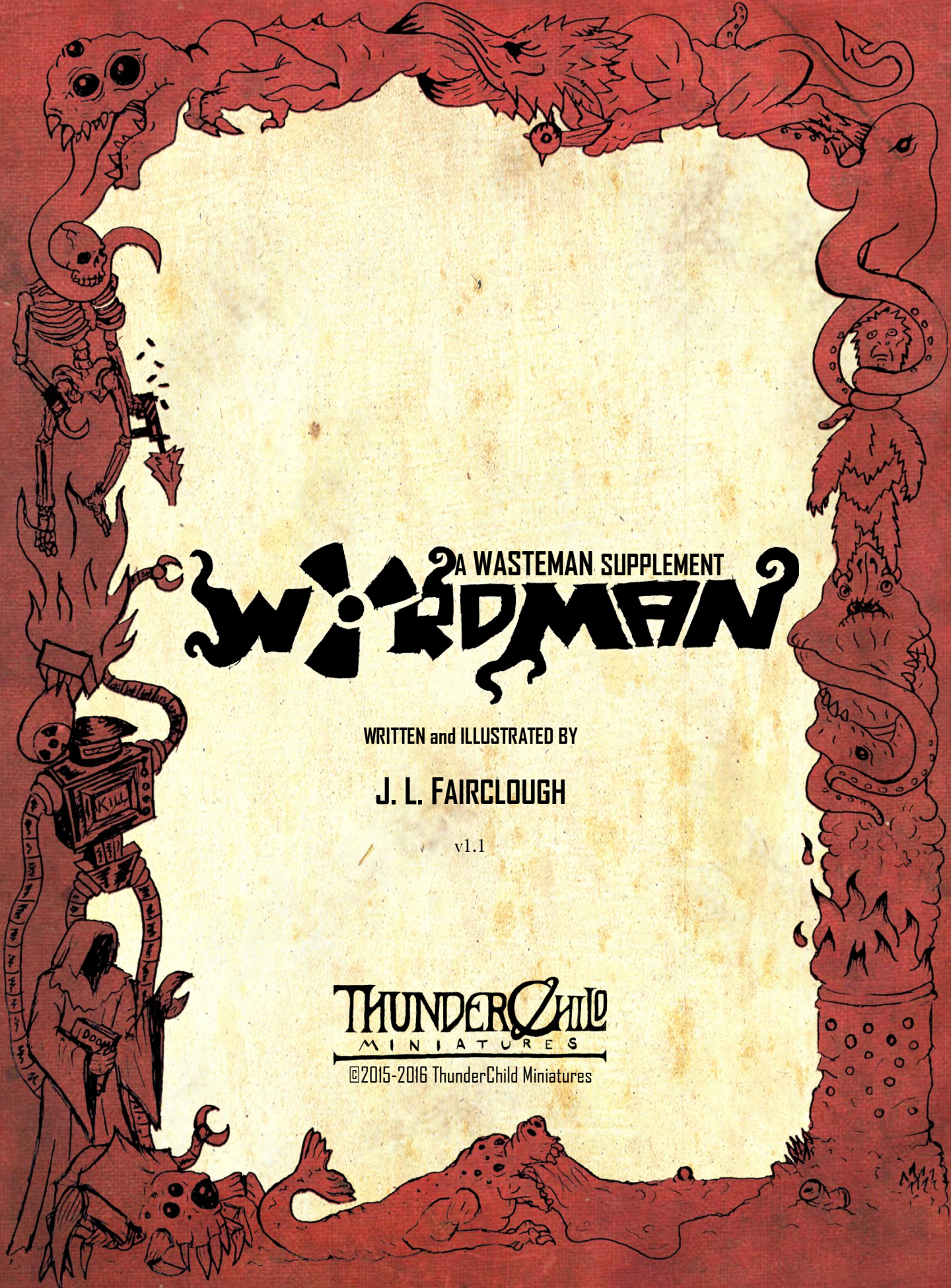


WORMAN?

A WASTEMAN SUPPLEMENT



TQZ



A WASTEMAN SUPPLEMENT

WORMAN

WRITTEN and ILLUSTRATED BY

J. L. FAIRCLOUGH

v1.1

THUNDERCHILD
MINIATURES

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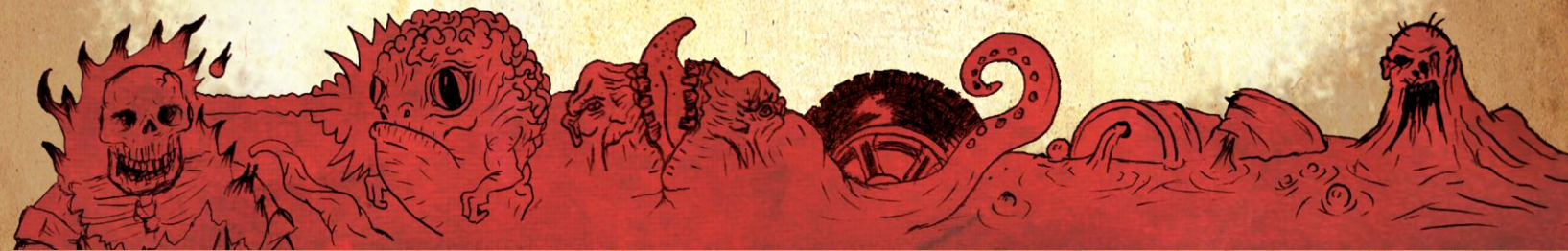
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MASTERING THE WYRD

Welcome weary traveler, to Wyrdman - a Wasteman supplement. In these hallowed pages you will find new rules and background to bring the Wyrdfolk of the mountains to your games of Wasteman. This includes rules for bizarre and powerful psychics, new skills and special effects, new boss rosters for creating your syndicates, scenarios, new weapons and more!

Everything in this tome is designed to complement the rules in the Wasteman rulebook, so it goes without saying that you will need a copy of them to make the most of this volume.





MOUNTAINS OF WYRDNESS



Before man found a voice, in a time long forgotten, the mountains spoke for them. Through whispers in dreams and foreign compulsions beings beyond lucid comprehension guided humanity out of the shadows. Their song spilled from impossible labyrinthine dimensions, forbidden knowledge carried on cascading mists. Amongst the peaks their chorus was the loudest, the veil of our reality thinnest at the top of the world. Legends of daemon guardians kept all but the bravest of fools from this sacred place, and none but a chosen few returned.

As ages past their songs diminished, and tales of gods in the mountains faded into myth. In their wake mankind forgot their mysterious benefactors, turning their attention to more tangible masters. Civilisations rose and fell, religions faded to superstition, feuds turned to conflicts and conflicts turned to wars. Through it all the great wyrd ones slept, nonchalant, disinterested in mans momentary achievements. Nothing but a magnificent harvest could rouse them, nothing but total annihilation could quench their dark thirst.

The world was ablaze, a field of cyclopean sepia fungi where once was conventional life. As atoms tore, thus did the flesh of billions, atomised in a hail of nuclear warheads. Fire consumed flora and fauna, shockwaves toppled cities while great maws in the earth swallowed what the oceans hadn't swallowed. The very fabric of reality was torn. Gaping maws to impossible realms opened and spewed forth beasts and wyrd energies utterly alien to the corporeal realm. With a defining roar the old ones reclaimed their mountain domain.

A time of depravity dawned, survivors driven to the depths of madness by the torrent of horror that flooded violently from every peak. Those that made the mountains their refuge were forever changed. Tortured by radiation, twisted by unfathomable forces, most were re-sculpted into nightmarish creatures, savage and slaving. Others were hunted by a legion of fiends from beyond the realms of sanity. There were, however, a lucky few, those that were still questionably human but 'blessed' with bizarre and terrifying powers. Touched by the ageless void, each bore esoteric talents, a control of the wyrd as varied and horrifying as any physical mutation.

As the tides of madness receded and men scurried from their concrete warrens, a fertile land of maleficent opportunity welcomed them. A time in which such 'gifts' as those possessed by mountain men could prove horrifically fortuitous. A new world born for those few,

Those *Wyrdmen*.







WYRD RULES





SPECIAL EFFECTS

As the wyrdfolk tumbled from their mountain home, so too did their peculiar attributes. The following is a list of special effects that function in the same way as those in the main Wasteman rulebook.

Channel

A figure benefitting from the 'Channel' special effect may re roll a single dice when performing any kind of Wyrd power.

Cumbersome

Figures with the 'Cumbersome' special effect move 1" less than usual when performing move actions.

Flammable

Attacks from figures with the 'Inferno' special effect count their power as 1 higher against figures with the 'Flammable' special effect.

Heavy blow

When performing an attack a figure with the 'Heavy blow' special effect may spend an action point to add +2 power. This must be declared before rolling for the attack.

Overdraw

When performing an attack a figure with the 'Overdraw' special effect may spend an action point to add +1 power. This must be declared before rolling for the attack.

Rare

This item or figure may only be selected once per posse.

Slicer

When performing an attack a figure with the 'Slicer' special effect may spend an action point to add +1 power and +1 to their roll on the injury chart. This must be declared before rolling for the attack.

Slow

If a figure with the 'Slow' special effect wishes to perform a second (or third, fourth etc) attack in an activation it will cost them two action points.

Very Rare

This item or figure may only be selected once per syndicate.







WYRDLAND ARMOURY



Amongst the wares the pilgrims bring from their fabled realm are master worked weapons and armour, clearly newly forged but backwards and barbaric. Though many consider these armaments crude and antiquated, very few that have faced them have maintained such a sentiment... on account of being smushed into a bloody pulp.

The following lists contain the weapons and armour introduced to the wastelands by the Gnarly Pilgrims and their grand caravans. These may be used when creating your syndicate in the same way as those found in the Wasteman rulebook.

WYRD WEAPONS

NAME	P	R	SPECIAL EFFECTS	Cps
AXE	3	1	Ripper	5
BOW	2	18	Overdraw	12
Club/Mace	3	1	Bruiser	5
Crossbow	4	18	Slow, Ripper	20
Dagger	2	1	Quickie	5
Flail	3	2	Heavy Blow, Goregasm, Slow	15
Great Weapon	4	2	Heavy Blow, Ripper, Slow	18
Halberd	4	2	Slicer	10
Musket	4	12	Slow	15
Pick	3	1	Heavy Blow	5
Sling	2	8	-	5
Spear/Staff	3	2	-	5
Staff of flame	4	-	Projector, Boom	25
Sword	3	1	Slicer	5
Wand	3	10	Zappa	18
Whip	2	3	-	5





WYRD ARMOUR

NAME	Ar	SPECIAL EFFECTS	Cps
Furs	2	Flammable	3
Habit	2	-	5
Mail	3	-	10
Plate Suit	4	Cumbersome	15
Rags	1	-	Free
Sacred Robes	3	Channel, Rad child	20
Studded Leather	2	-	5
Wyrd Robes	2	Channel	12





SKILLS

This list provides additional skills prevalent amongst the Wyrdfolk of the mountains. These skills may be used in addition to those listed in the Wasteman rulebook when creating a syndicate. The usual limit of three skills per figure and four for a boss still apply.

Berserk - 15 Cps

A figure with the 'Berserk' skill may spend action points to increase their power attribute by 1. This can be used as many times as action points allow, however, once their activation is over the figure receives a power 5 attack for each time the berserk skill was used this activation.

Blood Rage - 30 Cps

Once per game a figure with the 'Blood Rage' skill can work themselves into a frenzy. This can be initiated at any point in their activation. Upon declaring the figure to be entering a blood rage their stats are increased by +3 Power +3 Action Points and their range changed to 1". Once their activation is over they immediately become seriously injured.

Centaur - 10 Cps

A figure with the 'Centaur' skill moves at 7" rather than 5". Furthermore they may re roll unsuccessful attacks when within 1" of their target. This may not be combined with any kind of steed.

Dual wield - 15 Cps

A figure with the 'Dual wield' skill benefit from the 'Quickie' special effect, providing their weapon has a range of 3" or less. 'Dual wield' may not be taken in combination with the 'shield' skill.

Hellamental - 20 Cps

When attacking a figure with the 'Hellamental' skill the attacking figure must re roll successful attacks, unless attacking with what could reasonably be considered either a Wyrdfolk power, flame projector, or the effects of a M.A.D card.

Indomitable - 15 Cps

When a figure with the 'Indomitable' skill receives an injury they may force the attacker to re roll on the injury chart. The second result must be applied.

Insubstantial - 10 Cps

A figure with the 'Insubstantial' skill may pass through obstacles and other figures as if they were not there, providing they finish their move clear of the object.





Insolent - 15 Cps

A figure with the 'Insolent' skill may spend action point to perform the following special action: Select a single figure (friend or foe!) and roll a d10. If the result is a 5 or more then the figure must be instantly moved 5" in the 'Insolent' figure's direction, appalled at what they just called them and ready to remind them of their rodent ancestry. If the result is a 4 or less then nothing happens.

Sharp shot - 10 Cps

Figures with the 'Sharp shot' skill may re roll failed attacks providing the target is over 10" away. The second result stands.

Shield - 10 Cps

Figures with the 'shield' skill may spend an action point to increase their armour value by 1. This remains in effect until an attack against them is resolved. This ability can only be used once per activation. 'Shield' may not be taken in combination with the 'dual wield' skill.

Strong stomach - 5 Cps

Figures with the 'Strong stomach' skill will only fail a 'Terrible visage' test on a roll of a 1, rather than a 3 or less. (See 'terrible visage')

Terrifying visage - 20 Cps

Any figure wishing to perform a move that would take them within 3" of an enemy figure with the 'Terrifying visage' skill must first roll a d10. If the result is a 3 or less then the activated figure is gripped with fear and must remain stationary for that action point. If the result is a 4 or more then the figure may move as normal. Either way the action point is spent.

Toxic Crusader - 15 Cps

Figures with the 'Toxic Crusader' skill benefit from the 'Radchild' and 'Hard-boiled' special effects.

Two Heads - 10 Cps

Figures with the 'Two heads' skill may re roll all unsuccessful tests (e.g. for 'Terrifying visage', swimming in water, Wyrd powers etc) except performing attacks or rolling for injuries.

Void mind - 50 Cps

A figure with the 'Void mind' skill may not be directly targeted by any wyrd powers. This may not be combined with the 'Wyrdman', 'Exopath' or 'Empath' skills.





WYRDMEN

Of all the foul and filthy beasts that came crawling from the mountains after the bombs blemished the world, the Wyrdmen were the worst. Blessed with esoteric powers beyond comprehension, these mutants are rightly feared across every plain of existence. Their legendary powers come in many forms, from summoning horrific ghostly tentacles to summoning delicious club sandwiches. Sadly for dietary reasons culinary based powers have been excluded from the following list. Honestly you're missing out. The 'Burger banquet' power was *flippin'* awesome. See what I did there? I'm here all week.

Wyrdman - 50Cps

Wyrdman is a skill that can be taken in the same way as those found in the Wasteman rulebook, with one major difference. When selecting the Wyrdman skill you must then select which 'discipline' you would like your Wyrdman to practice. This will determine what wyrd powers they will have access to.

Wyrd powers are special actions that a figure with the 'Wyrdman' skill can perform once per turn unless otherwise stated. It costs one action point to perform a Wyrd power.



Wyrdman Disciplines

Beast whisperer

- **Bestial command** - Select a single wild beast within line of sight of the Wyrdman and roll a d10. If the result is a 3 or more that figure is now considered part of the Wyrdman's posse for the remainder of the game.
- **Stampede** - Roll a d10 and select up to the resulting number of wild beasts. These figures must move 10" in a straight line towards the Wyrdman. Any figures in the path of the beasts are trampled and receive a power 4 attack with the 'bruiser' special effect.

Cryomancer

- **Freeze** - Select a single figure within the Wyrdman's line of sight (friend or foe!) and roll a d10. On a 3+ the figure is frozen to the spot and may not perform move actions until they thaw out at the end of the turn. On a 2 or less they get a bit chilly and wish they brought an extra layer.
- **Ice shards** - Select an enemy model within the Wyrdman's line of sight and within 15" then roll a d10. The targeted figure receives the number of the result in P4 attacks with the 'ripper' special effect.





Eldritch Magus

- **Unholy vigour**- Select a friendly figure within line of sight of the Wyrdman and place a suitable counter next to them. For the rest of the turn this figure gains +2 Action points.
- **Otherworldly tentacles**- Roll 2 d10 and place a counter anywhere within the equivalent distance in inches. Any figures (friend or foe!) crossed by the line between the counter and the Wyrdman suffer a P4 attack with the 'boom' special effect.

Fire Starter

- **Great balls of fire** - Select an enemy model within the Wyrdman's line of sight and within 15" then roll a d10. The targeted figure receives the number of the result in P4 attacks with the 'boom' and 'inferno' special effects.
- **Fire wall** - Select a point on the board within line of sight of the Wyrdman and place a counter. Roll a d10 and place a second counter the result in inches away from the first. Any figure (friend or foe!) that crosses the line between these two points, whether as part of a move action or otherwise, receives a P4 attack.



Jinx

- **Calamity** - Draw a M.A.D card from the deck and immediately play it. If this is not possible to play immediately place the card in your hand and continue drawing M.A.D cards in the same fashion until one is immediately playable.
- **Brainstorm** - Until the end of the turn any enemy figures within 10" of the Wyrdman must re roll all successful attacks. The second result must be applied in each case.





Mutomancer

- **Flesh warp** – Select a figure (friend or foe!) within line of sight of the Wyrdman and roll a d10. If the result is a 1-5 that figure is blessed with your choice of the following extra skills: ‘Two heads’, ‘Centaur’, ‘Goliath’ or ‘Monster’. If the result is a 6-10 the figure is instantly spooked and crippled, even if normally immune.
- **Writhing anger** - Select a figure (friend or foe!) within line of sight of the Wyrdman and place a token next to them. This figure now gains the ‘Blood rage’ skill (twice if they already have it) and must initiate it at the start of their next activation.

Mentalist

- **Mind Melt** – Select an enemy figure within the Wyrdman’s line of sight and roll a d10. If the result is higher than the targets action points and armour combined then they receive a P10 attack with the ‘Rad’ special effect. If the result equal or lower then they receive a bit of a head ache.
- **Soothsayer** – Roll a D10. If the result is a 3 or more your opponent must show their hand of M.A.D cards. You may then force your opponent to swap a card (of your choice) with you.

Quaker

- **Earth shaker** – Until the end of the turn all figures (friend or foe!) perform move actions as though they were crippled.
- **Ground maw** – Select a single enemy figure within line of sight of the Wyrdman. They are the target of a power 7 attack with the ‘Kaboom’ special effect.





Technomancer

- **Command** - Select an enemy figure with the 'Robot', 'Killbot', 'Guardbot', 'Cybjörg' or 'Golem' skills and place a counter next to them. From this point on you may forgo activations to activate them as if they were you own.
- **Gremlins** - Select an enemy figure with the 'Robot', 'Killbot', 'Guardbot', 'Cybjörg' or 'Golem' skills and place a suitable counter next to them. From this point on they must reroll all successful tests (e.g. for 'Terrifying visage', swimming in water, Wyrd powers etc).

Wyrd

- **Summon Wyrdling** - Select a point on the board within 5" and in line of sight of the Wyrdman, place a counter and roll a d10. If the result is a 3 or more replace the counter with a Wyrdling with the following profile: AP:2 AR:2 P:3 R:1 Skills: Hellamental, Insubstantial. This Wyrdling is now considered part of the Wyrdman's posse.
- **Bestial frenzy** - Select any friendly figure and roll a d10. If the result is a 3 or more their stats are increased by +2P and they gain the 'Ripper' special effect. If the figure already benefitted from 'Ripper' it is upgraded to 'Goregasm'.







BOSS ROSTERS



From desperate entrepreneurs to inhuman super-soldiers, the wyrdlands are home to a plethora of strange and deadly folk. Over the next few pages you will find several 'Boss Rosters' to represent these when creating your syndicates. These rosters function in exactly the same way as those found in the main rulebook and may be used in combination with the skills, weapons, armour etc found therein.





GNARLY LIMBS





In dimensions ageless and unspoken, timeless and beyond comprehension, slumbered cyclopean gods of forgotten aeons. Rarely were they disturbed by mortals, cults of old tried and failed. Yet in the dark days before the end their voices could be heard in the dreams of a chosen few, beckoning them to the mountains, guiding them through labyrinthine caves to the valley of Gnar. A realm untouched, unblemished by man, and filled with bizarre creatures older than time itself.

Emerging from the mountains, the descendents of those that survived were changed, their flesh twisted and moulded to the whims of benevolent, but fickle beings. Yet they were men, almost, despite their peculiar appearance, and came in peace, teaching their creed to all who listened. These robed strangers have since integrated with all walks of what could loosely be described as society, and almost every town in the wastes is likely to house at least a small cult of Gnar, their (quite literal) tendrils writhed into the hearts and minds of men and mutants alike.

Although their religious zeal and talents for the esoteric are infamous, they are perhaps most renowned for their grand caravans. Hulking beasts of burden laden with exotic goods from far flung reaches of the globe accompany cohorts of hooded pilgrims from town to town. Long forgotten artefacts, strange weapons of incredible artisanship, and the finest firewater can all be yours should you have the coin, or better yet a tithe of initiates - Of which there is little shortage.

Many wastelanders join the brethren lured by a sense of security, belonging, and the promise of becoming learned in the art of the Wyrd. Those neophytes not yet 'blessed' with the change are entrusted with the seven tasks of Gnar. This includes guarding the grand caravans from the wildlife and bandits of the wastes. It also includes fetching the tea for the Magi, for with great power comes great laziness.

GNARLY MAGI
Bask in his glow!

MOB RULE
A Syndicate that includes a posse led by a Gnarly Magi has a starting hand of 7 M.A.D cards rather than 5.

COMMON WEAPONS
Mace, Axe, Staff, Dagger, Vicious Claws, Tentacles, Fire Ball

COMMON ARMOUR
Habit, Wyrd Robes, Rags, Sacred Robes

COMMON SKILLS
Trained, Expert, Wyrdman, Two heads, Insolent, Mutant, Medic, Trader, Pack Animal





MULTIPLE
MULTIPLE





MUTIE BRUTUS

All Human beings are created weak and feeble.

MOB RULE

A Syndicate that includes a posse led by a Mutie Brutus may contain a minimum of three figures (and thus start the game desperate). Furthermore, the limit of one 'Gargantuan' skill per posse is ignored.

COMMON WEAPONS

Club, Bomiknocker, Great Weapon, Mini gun, Hand Cannon, Hydraulic Claw, Rock-It

COMMON ARMOUR

Junk Plate, Gnarled Hide, Scaled Monstrosity

COMMON SKILLS

Trained, Gargantuan, Goliath, Insolent, Centaur, Berserk, Master, Thrall

Genetically engineered to restore order from the ashes of nuclear war, Mutie brutes are hulking figures possessing herculean strength and fortitude. With life spans far longer than any 'normal' human, many have lost what little mind they had left, frantically wandering the wastes in a fruitless search for long dead war criminals. Those confused post-humans that don't end up in bars, drinking to forget, often gather together in a cruel mockery of their former military units, sewing destruction and chaos wherever they tread.

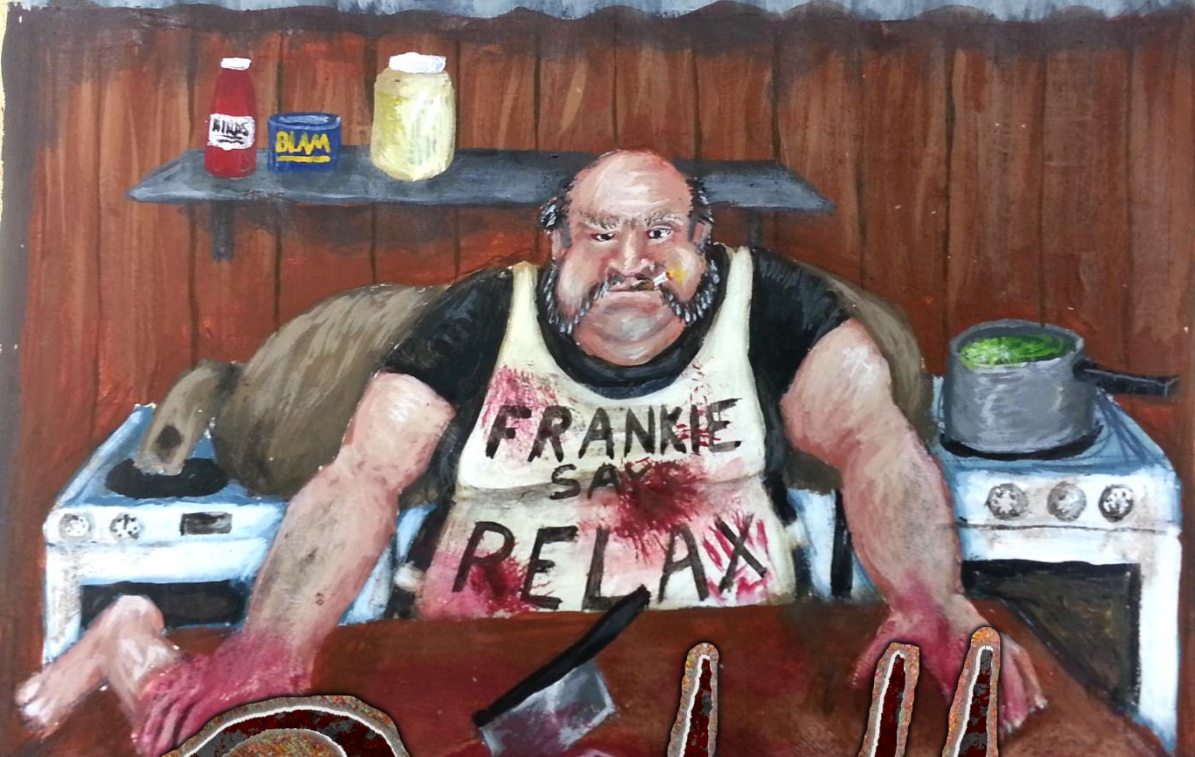
Yet even more terrifying than the brutes themselves are their attack mongrels. Far from canine, these mewling monsters are the chimera spawn of man and beast, twisted enough to inspire madness through sheer visage. Quite how they manage to domesticate them is beyond comprehension, but they do, even teaching them tricks. Some become especially attached to their 'pets'. Woe betides those that would shoot at the boss's prize pooch.





100%
MEAT!
GUARANTEED

FRANKIE'S BITES



Peckle
men





MASTER MERCHANT

That'll cost ya an arm and a leg... and a functional spleen.

MOB RULE

A Syndicate that includes a posse led by a Master Merchant may draw an additional M.A.D card to their hand at the start of each turn.

COMMON WEAPONS

Gat, Assault Rifle, OO-z, Hand Cannon, Pump Gun

COMMON ARMOUR

Junk Plate, Flak Pads, Rags, Combat armour

COMMON SKILLS

Trained, Trader, Pack Animal, Guardbot, Trooper, Gun Slinger, Grenades, Stims

Every man has his price, and this is no different for the monks of Gnar, despite some of them barely resembling men at all. Those that offer the elders a worthy enough tithe may be accompanied by a Gnarly Sherpa, often a neophyte blessed with 'the sight', these disfigured chaperons act as guides through the labyrinth of caves and pathways far in the depths of the wyrdlands. Such roads are hideously dangerous, even with esoteric assistance, for these lands are home to far worse than the wastelands could ever conceive. For some, however, the promise of intercontinental and even inter-dimensional trade is far too lucrative to turn down, and many can afford to supplement their courage with hired thugs, armed to the teeth.

Still, it takes a special kind of greed to run a caravan through the wyrdlands, the kind that pushes a man to the limits of their sanity. It is this madness that makes Peddle men so successful. Any less unpredictable and they wouldn't stay in business for long, quickly falling prey to an infamous 'hostile takeover' at the hands of carrion raiders - a rather pedestrian end to such a perilous journey.





HAZMA PORK





BEAST HUNTER

Courage and grace is a formidable mixture.

MOB RULE

A posse lead by a Beast hunter may re roll unsuccessful attacks when targeting anything that could be considered non human. The second result must be applied in each case.

COMMON WEAPONS

Gat, Assault Rifle, 00-z, Hand Cannon, Spear, Warrior Blade, Toaster, Rock-it

COMMON ARMOUR

Junk Plate, Hazmat suit, Void diving suit

COMMON SKILLS

Trained, Ninja Warrior, Killbot, Trooper, Gun Slinger, Toxic crusader, Strong Stomach

Daring, brave, foolhardy and incredibly pretentious, Hazmatadors are an acquired taste. Each a master in the art of beast hunting, and boy do they know it. Seeking the largest and most hideous monstrosities the waste has to offer leads them to some of the most dangerous and unforgiving corners of the globe, all the better to boast of later as they show off their new scars and trophies with unrelenting pride. Despite aiding many settlements in times of dire need, their arrival is often greeted with an audible groan.

Their deadly grace is almost as legendary as their pomposity, their macabre dance admittedly mesmerising even to the most hardened mercenary. Even with such skill casualties are high, though this is mainly from the incredible amount of unnecessary risks taken when showboating in the presence of an audience.

Those at the top of their game even capture and train beasts to aid in their hunts and to fight in the arena. Rumours of the mightiest Hazmatadors riding Raddragons are met with scepticism, for perhaps their greatest talent of all is ridiculous exaggeration.





SCENARIOS



Over the next few pages you will find several scenarios perfect for fighting battles amidst the insane landscapes of the wyrdlands. These are used in exactly the same way as those found in the main rulebook.

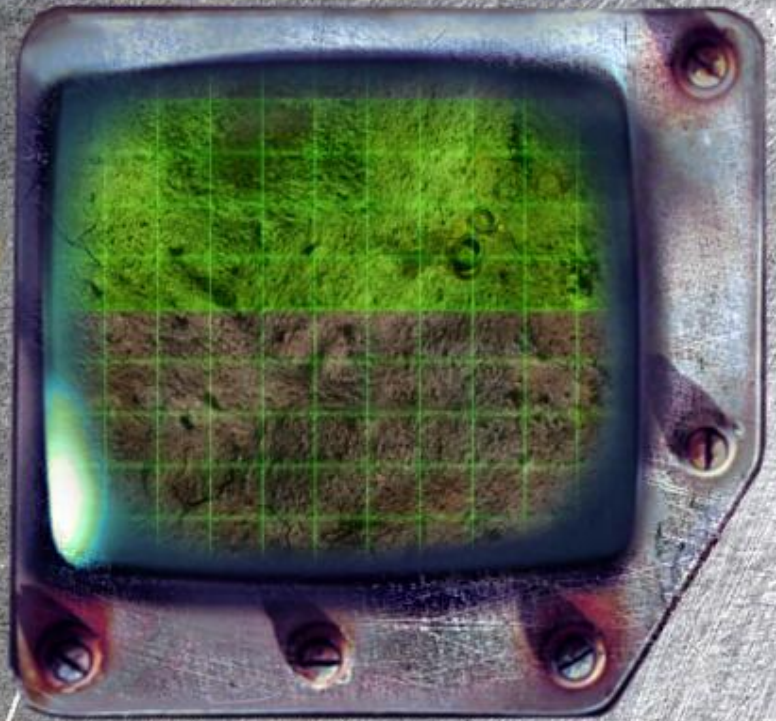




CHECKPOINT RAID

BATTLEGROUND

Baracades should be placed along the center of the board with territories either side. Liberally scatter other items of terrain accross both sides of the divide.



SET UP

Comrade 1 chooses a teritory and deploys. At least two figures must be touching the baracade. Comrade 2 then deploys in the opposite territory at least 12" away from the center baracade.

TABLE SIZE TURN LIMIT

2x2 +

6

MODS

-

CONDITIONS OF VICTORY

If Comrade 2 has more figures in the opposite territory by the end of turn 6 they win. If they don't then comrade 1 wins. There are no draws.





HOSTAGE HOEDOWN

BATTLEGROUND

Liberally scatter items of terrain accross the board. No man's land is a strip 6" either side of the center with both comrades' territories either side.



SET UP

Take turns to deploy a single figure within 2" of a table center. Then take turns deploying the remaining figures in opposite territories. Once deployed, each select a single enemy figure to be a hostage and redeploy them in your own territory.

TABLE SIZE TURN LIMIT

2x2 +

6

MODS

-

CONDITIONS OF VICTORY

The first comrade who ends the turn with their hostage outside of 10" of a friendly figure looses. If neither side can manage this by the end of turn 6 the game is a draw.





FUBAR

BATTLEGROUND

Liberally scatter items of terrain across the board.

SET UP

First comrade 1 deploys their figures within 6" of the center of the board. Comrade 2 then selects twice as many points worth of figures and deploys them anywhere along any edge of the board.



TABLE SIZE TURN LIMIT

2x2+

6

MODS

Lucky day

CONDITIONS OF VICTORY

If comrade 1 has any figures left alive and not seriously injured by the end of turn 6 they win. If not comrade 2 wins.





RESOURCE WAR

BATTLEGROUND

Two objectives which are movable objects are placed roughly in the center of the board. Liberally scatter other items of terrain across the board.

SET UP

Starting with comrade 1, take turns to deploy a single figure within 6" of a table corner. Then take turns deploying the remaining figures so that each figure is within 10" of the first.

TABLE SIZE TURN LIMIT

3x3 +

6



MODS

Multi player mayhem

CONDITIONS OF VICTORY

The syndicate with the most figures within 3" of an objective by the end of turn 6 wins. If no syndicate achieves this then the Syndicate with the most enemy kills wins. If this is also equal the game is a draw.





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YEOMAN

ENTER THE BENEATHIVERSE

THUNDERCLOUT
MINIATURES



COMING SOON



Vehicular conflicts in a desolate future

For decades the wastes had been littered with the carcasses of vehicular relics, an embracement of riches criminally ignored by all but a few with a mechanical knowledge largely extinct. Those who maintained the illusive teachings of gear and oil kept it a closely guarded secret, shrouded in mystery and superstition. Yet as these cults grew, so did the interest of previously oblivious wastelanders, none more so than the taxi-dermists.

Having gathered quite the reputation for running the most viciously protected baggage mootant caravan routs through the badlands, it was only a matter of time before they turned their gaze towards a more efficient mode of transport. And, with the help of some not so subtle persuasion, it wasn't long before the Taxi-dermists owned the world's largest fleet of working motor vehicles.

At first content to run trade caravans and protective transport from town to town, it soon became apparent that demand was rising for their military services. Now with tanks for hire rumbling into every town, the flood gates had opened for an arms race not seen since the 1920s. Almost overnight the roar of engines, and the acrid stench of gasoline, once again filled the skies of our scarred world.



V1.1

Using vehicles in your Syndicate

When creating a posse you may choose to include a single vehicle for every 300cps spent on non-vehicle figures, either by using a stat card provided or by creating your own using the vehicle creation rules provided.

Unique Vehicle rules

- **Movement** - Vehicles have a movement value in inches decreed by the stat value MV on their profile.
- **Injuries** - Vehicles have meat points and use the Behemoth injury chart to determine any damage sustained.
- **Weapons and equipment** - A vehicle may select a weapon in the same way as a 'normal' figure, and does not pay the usual penalty for non common items. They may not, however, select armour or skills. These are replaced with the vehicle classes and attributes (more on those later).
- **Ram attacks** - If ending a move action within an inch of an enemy, a vehicle may choose to perform a special 'ram' attack at no extra action point cost. Any enemy figure rammed in such a fashion receives an attack with the 'fling' special effect, at a power equal to the armour of the vehicle performing the ram. Once concluded the vehicle performing the ram receives an attack equal to the armour of the victim. This can affect multiple targets at once but can only be performed once per activation.
- **Slab sided** - Vehicles benefit from the 'slab sided' skill.
- **Wrecked** - Vehicles may not be removed once they have been 'killed' instead they must remain in the spot they were destroyed as a wreck. A wrecked vehicle counts as hard cover for the remainder of the game. Any embarked figures must immediately disembark once their transport is wrecked.
- **Full crew** - All vehicles count as having a full crew compliment as standard, you do not need to purchase further figures to drive or fire the vehicle.

Vehicle classes

Each vehicle is categorised into one of three classes - *light*, *medium*, and *heavy*. These classes affect the base stat line of the vehicle, which is then altered by attributes. When creating your own vehicle you must select one of the following classes:

Class	MV	AP	AR	P	R	MP	Cps
Light	10	3	3	-	-	2	150
Medium	8	2	4	-	-	4	225
Heavy	5	2	5	-	-	6	300

Locomotion

Every vehicle will also be allocated a method of locomotion from the list below. This will affect the way it reacts to different environments. When creating your own vehicle you must select one of the following:

Wheeled - A vehicle with the 'wheeled' may move an additional 2" when performing a move action.

Walker - A vehicle with the 'walker' locomotion gains the 'strong arm' special effect.

Levitor - A vehicle with the 'levitor' locomotion treats terrain such as water, quick sludge etc as open ground for the purposes of movement.

Tracked - A vehicle with the 'tracked' locomotion may perform special 'crush' attacks instead of 'Ram' attacks. **Crush**- If ending a move action within an inch of an enemy, a tracked vehicle may choose to perform a special 'crush' attack at no extra action point cost. Any enemy figure crushed in such a fashion receives an attack with the 'goregasm' special effect, at a power equal to the roll of 2 d10. Once concluded the vehicle performing the ram receives an attack equal to the armour of the victim. This can affect multiple targets at once but can only be performed once per activation.

Vehicle Profiles

Vehicles have their own unique, extended profiles, which are similar those for 'normal' figures but also include their movement value, meat points, class, locomotion, and attributes. Here's an example:

VEHICLE

NAME	MV	AP	AR	P	R	MP	Cps
CLASS	WEAPON		LOCOMOTION				
ATTRIBUTES			SPECIAL				

Attributes

Vehicles often have unique functions and abilities; to that end the attributes here provide you a means to represent some of these in your games. When creating your own vehicle you may select up to 5 attributes from the list below.

Attribute	Cps	Rules
Armoured	50	+2 AR
Artificial intelligence	30	Immune to spooked
Auto loader	20	Weapons with the 'slow load' special effect don't suffer the usual penalty
Classic	50	Benefits from the 'relic' skill
Colossal	200	+4 MP
Counter measures	70	May ignore a successful attack on a roll of 8+
Enclosed compartment	20	Passengers (see 'transport' rule) may not target figures, or be the target of a figure while inside the vehicle
Death plough	30	+2 P when ramming or crushing
Grim ornaments	30	Benefits from the 'terrifying visage' skill
Juggernaut	100	+2 MP
Junker	20	Regain an extra MP when the target of a successful 'repair' action. Furthermore, at the beginning of every move action roll a d10. If the result is a 1 the action point is spent and the vehicle may not move for the rest of that activation.
Transport	10/space	*see 'Transportation' explanation below
Turbo	30	+2 MV

*Transportation

Some vehicles offer space to carry passengers. A vehicle may carry as many passengers as it has spaces. This is dependent on how many times the 'transport' attribute has been purchased and should be noted in brackets after the word 'transport' on the vehicle's profile.

To utilise a vehicle in such a way figures must perform embark, and disembark actions. A figure may not perform both an Embark, and a Disembark action in the same activation.

Performing an Embark action - When within 1" of a friendly vehicle with the 'transport' attribute, any non vehicle, non behemoth figure may spend an action point to 'embark' the vehicle.

When embarked, figures are treated as part of the vehicle solely for the purposes of the vehicle's move actions. You may activate embarked figures as normal, however they may not perform move actions themselves, and treat all targets as being obscured by hard cover when performing attacks. Attacks from Embarked figures are measured from any point on the vehicle for line of sight and range.

Furthermore embarked figures may be targeted by enemies providing the vehicle itself is within range of the attacker. Embarked figures count as being obscured by hard cover.

It should always be clear to your opponent that a figure is embarked in a transport. You are not obliged to represent an embarked figure by physically placing it on/in the vehicle itself, but it could prove helpful.

Performing a Disembark action - Any figure that is embarked in a vehicle with the 'transport' attribute may spend an action point to 'disembark' the vehicle. Place the figure anywhere within 1" of the vehicle they were previously embarked in.





Vehicle Weapons

The following weapons are too large and/or complex to be carried by hand, and thus may only be purchased by vehicles.

Name	P	R	Special Effects	Cps
Cannon	8	20	Destructor, Ripper, Slow load	70
Heavy Cannon	10	20	Destructor, Goregasm, Slow load	170
Howitzer	8	20	Kaboom, Destructor, Slow load	80
Laser Destroyer	6	15	Focussed fire	50
Mega Laser Destroyer	8	20	Focussed fire, Slow load	120
Wrecking Ball	7	1	Goregasm, Slow	50



Relevant skills

Mechanic - 30 Cps

A figure with the 'mechanic' skill, who is not embarked in a transport, may spend action points to either remove the effects of a single 'crippled' result from a friendly vehicle within 1", or regenerate a meat point of a friendly vehicle within 1", even if the vehicle is wrecked. A wrecked vehicle that regains a meat point no longer counts as wrecked and may be activated as usual henceforth.

Tank hunter - 15 Cps

Successful attacks from a figure with the 'Tank hunter' skill double the amount of meat points they remove from enemy vehicles.



Relevant Special effects

Slow load

Weapons with the 'Slow load' special effect may only fire once per activation.

Destructor

Successful attacks from a weapon with the 'Destructor' special effect double the amount of meat points they remove from enemy vehicles or behemoths.

Focussed fire

After performing a successful attack using a weapon with the focussed fire special effect, immediately resolve a second attack with +1 power and the 'ripper' special effect. If this is also successful resolve a third attack with +2 power and the 'Goregasm' special effect. (Note this can only achieve 3 attacks in total from a single action point, you do not get bonus attacks from other bonus attacks!)

NAME MV AP AR P R MP Cps

CLASS WEAPON LOCOMOTION

ATTRIBUTES SPECIAL

NAME MV AP AR P R MP Cps

CLASS WEAPON LOCOMOTION

ATTRIBUTES SPECIAL

NAME MV AP AR P R MP Cps

CLASS WEAPON LOCOMOTION

ATTRIBUTES SPECIAL

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DINOSAURS

Emerging from the mists of time and greeted by a new yet familiarly savage world, primordial beasts long thought extinct once again walk the earth. Savage packs of ferocious prehistoric carnivores fight tooth and claw with mutant mewling monsters over distracted wastelanders, while herds of gentle yet stubborn giants trample gormlessly through fledgling towns. Ever opportunistic wastelanders utilise these ancient monsters in ever increasing capacities, from beasts of war, to beasts of burden, the benefits of manipulating such dim witted and hardy creatures is seen as to almost outweigh the ever present threat of being eaten or flattened. Many theories exist to explain the presence of these ancient beasts; some trace their lineage back to the valleys of Gnar, while others believe them escaped clones. The truth may well be stranger yet.



When creating a posse you may choose to include any number of tiny, small, or medium dinosaurs. You may also include a single large or huge dinosaur for every 300cps spent on non-vehicle or non-Behemoth figures. These can be added either by using a 'serving suggestion' stat card provided or by creating your own using the dinosaur creation rules provided.

Large and huge dinosaurs count as Behemoths for the purposes of skills, special effects, wyrd powers, M.A.D cards, and scenario conditions, however they do not count towards your usual behemoth limit when creating your syndicate.

UNIQUE DINOSAUR RULES

- **Movement and Injuries** - Tiny, small, and medium Dinosaurs are treated in the same way as 'regular' figures for the purposes of movement and injuries. Whereas large and huge Dinosaurs are treated as Behemoths for the purposes of movement and injuries.
- **Weapons and equipment** - Dinosaurs do not select weapons, armour or skills. These are replaced with the Dinosaur sizes and attributes (more on those later).
- **Dinosaur Posses** - You may select a single dinosaur to be a 'Dinosaur Alpha' boss. They benefit from the following mob rule: Pack mentality - All figures in a posse lead by a Dinosaur Alpha gain the 'strong stomach' skill.
- **Slab sided** - Large and huge Dinosaurs benefit from the 'slab sided' skill.
- **Terrifying Visage** - Large and huge Dinosaurs benefit from the 'terrifying visage' skill.

DINOSAUR PROFILES

Dinosaur profiles differ slightly from 'regular' profiles. A profile for a tiny, small, or medium dinosaur exchanges the 'skills' heading with an 'attributes' heading. Whereas large and huge dinosaurs use a profile more akin to that of a behemoth, once again including a heading for attributes rather than the usual skills and unique skills.

DINOSAUR SIZES

Each dinosaur is categorised into one of five sizes - *tiny, small, medium, large, and huge*. These classes affect the base stat line of the dinosaur, which is then altered by attributes. When creating your own dinosaur you must select one of the following classes:

Class	AP	AR	P	R	MP	Cps
Tiny	2	2	2	1	-	20
Small	2	3	3	1	-	30
Medium	2	4	4	1	-	50
Large	3	5	6	3	4	175
Huge	3	6	8	3	6	275

ATTRIBUTES

Heralding from a violent age not too dissimilar to the one they recently find themselves in, Dinosaurs have equally as brutal natural weapons and abilities; to that end the attributes here provide you a means to represent some of these in your games.

When creating your own dinosaur you may select up to 3 attributes for a tiny, small, or medium dinosaur, and up to 5 attributes for a large or huge dinosaur from the list below. Simply select the desired attributes and alter the Dinosaur's profile accordingly.

Attribute	Special	Skill	Bufs	Cps
Acid spit	Melt, Projector	-	-	10
Armour plates	-	-	+1 AR	20
Bonehead	Hard Boiled	-	-	5
Club tail	Fling, Bruiser	-	-	30
Colossal (large or huge dinosaur only)	-	-	+2 MP	100
Crushing jaws	Destructor, Goregasm	-	-	50
Cybersaur	-	Cybjörg	-	10
Fast	-	-	May move an extra 2" per move action	15
Feathers	-	-	+1 Historical accuracy	5
Fire breath	Inferno, Projector	-	-	10
Fossil fiend	Slow, Cumbersome	Reanimator	-	5
Herdling	-	Thrall	-	5
Hot Blooded	-	-	+1 AP	20
Horns	Heavy Blow, Strong arm	-	-	20

Attribute	Special	Skill	Bufs	Cps
Howdah (large or huge dinosaur only)	Howdah*			5
Indomitable		Indomitable		15
Needle teeth	Ripper	-	-	10
Nukasaur	Radchild			5
Primal scream	-	Primal Scream	-	20
Psychisaur	-	Wyrdman	-	50
Pterosaur		Winged fiend		10
Ridden	-	Large Steed	-	10
Siege frame (large or huge dinosaur only)	Siege Frame**	-	-	100
Stomper (large or huge dinosaur only)	Focussed fire	-	-	15
Talons	Slicer			5
Extra heads		Two heads, Buddies	-	15
Weapons platform	-	Weapons platform	-	20



***HOWDAH**

A Dinosaur with a howdah may carry passengers in the same way as a transport vehicle. A howdah may carry as many passengers as it has spaces. This is dependent on how many times the 'howdah' attribute has been purchased and should be noted in brackets after the word 'howdah' on the Dinosaur's profile. (Note that this still only counts as one attribute!)

To utilise a Dinosaur in such a way figures must perform embark, and disembark actions. A figure may not perform both an Embark, and a Disembark action in the same activation.

PERFORMING AN EMBARK ACTION - When within 1" of a friendly Dinosaur with the 'howdah' attribute, any non vehicle, non behemoth figure may spend an action point to 'embark' the Dinosaur's howdah.

When embarked, figures are treated as part of the Dinosaur solely for the purposes of the Dinosaur's move actions. You may activate embarked figures as normal, however they may not perform move actions themselves, and treat all targets as being obscured by hard cover when performing attacks. Attacks from Embarked figures are measured from any point on the Dinosaur for line of sight and range.

Furthermore embarked figures may be targeted by enemies providing the vehicle itself is within range of the attacker. Embarked figures count as being obscured by hard cover.

It should always be clear to your opponent that a figure is embarked in a howdah. You are not obliged to represent an embarked figure by physically placing it on/in the Dinosaur itself, but it could prove helpful.

PERFORMING A DISEMBARK ACTION - Any figure that is embarked in a Dinosaur with the 'howdah' attribute may spend an action point to 'disembark' the Dinosaur's howdah. Place the figure anywhere within 1" of the Dinosaur they were previously embarked in.

****SIEGE FRAME**

A figure with the 'Siege frame' skill may purchase and mount a combat construct from the Knights of Gnar expansion book. The figure may spend action points to fire the construct in the same way as a figure with the crew skill. The construct is considered to have a full complement of crew at all times, though the crew may never be targeted and are considered dead if either the construct or controlling figure are removed as a fatality.

The usual construct movement rules are ignored, with the construct moving along with the controlling figure at all times. If the controlling figure is removed as a casualty the construct is also destroyed. All ranges are measured from any point of the combined figure. The construct may be targeted as usual.

RELEVANT SKILLS

PRIMAL SCREAM - 20 Cps

A figure with the 'Primal scream' skill may spend action points to perform the following special action: Roll a d10. Any enemy figures within that many inches are instantly spooked, unless immune.

LARGE STEED - 10 Cps

A figure with the 'large steed' skill (referred to as a 'mount') may be ridden by another figure (referred to as a 'rider'). The rider must start the game mounted and may not dismount until the mount has been removed as a fatality. Each figure maintains their own profile and are treated as separate figures with the following differences:

- Activations - Both rider and mount must be activated individually to perform attacks, pass tests etc.
- Moved together - Both mount and rider occupy the same space and must move together at all times, including when forced to move by a M.A.D card, special effect, wyrd power etc.
- Movement - When activating the rider you must perform move actions using the speed of the mount. If the mount is seriously injured, or otherwise paralysed, neither figures may make move actions.
- Measuring range - Both rider and mount measure range from any point on the combined figure.
- Targeting - The mount and rider may be targeted independently by attacks from any point on the combined figure.
- Fatality - If/when the mount is removed as a fatality the rider (presuming they're still alive) must continue the rest of the game on foot. If/when the rider is removed as a casualty the mount is removed as a casualty as well, unless the mount is a large or huge dinosaur, in which case they simply lose the 'large steed' skill and carry on their merry way.

WEAPONS PLATFORM - 20 Cps +cost of weapon

A figure with the 'weapons platform' skill may purchase a single weapon from the wasteman rulebook, or expansion books. The figure may choose to spend action points to perform attacks using this weapon.



DOOMLANDS

TEMPLES OF WOE

MOUNTAINS OF MADNESS

YINNSMOUTH

THE WOUND

FORBODG

KRIEGER

THE MOUTH

NETHER

YEOLAND

HAMLET

OMLET

WIDOWS ROCK

GATES OF GNAR

ABYSS

NETHER WOODS

VALE

HADDOCK





KNIGHTS OF ONAR

A
WASTEMAN

SUPPLEMENT



WRITTEN AND ILLUSTRATED BY J L FAIRCLOUGH



THE RULE OF GNAR

From deep underground, in the bizarre, cyclopean realm of the Beneathiverse, comes the ominous, rhythmic beating of drums. For following their priestly brethren on the great pilgrimage come the Knights of Gnar! As proud as they are hideous, these mutant crusaders have been bestowed a mighty quest, to venture forth in to the wastelands seeking out the relics of their forbears. And while their pilgrim kin spread acceptance and trade, these warriors bring only battle.

Within this hallowed tome you shall find the additional rules necessary to muster the might of the Knights of Gnar in your games of Wasteman. A truly unique army, these feudal fiends arm themselves with backwards, yet deadly potent weapons and abilities, more than capable of defeating their unenlightened foes.





ELDRITCH TEMPLARS

Deep beneath the mountains of madness, beyond the eternity labyrinth, nestled tight to the bosom of inter-dimensional rifts, lies the realm of Gnar. A land unscarred by the horrors of nuclear annihilation, yet writhing in foul magycs, the realm of Gnar is the gateway between the horrors of the wastelands and the backwards domain of the Beneathiverse.

Towering fortresses carved into the skulls of long dead cyclopean beasts dominate the rolling, wild plains, blemished with feudal cities and graven idols of forgotten gods. Slaving creatures unceasingly spill from the mountains onto the weathered walls of exhausted towns and the blades of their weary guards. This unforgiving world cowers subject to the ruthless reign of the Gnarly Council and their legion of fiendish mutant knights.



From atop the towers of woe an ancient order of learned magicians consult with elder gods across dimensions beyond reality, seeding the council's nefarious schemes, ever tightening their iron grasp on the mortal realms. Their subjects, Iron clad brutes befit with a keen cunning and bodies bearing hideous discrepancy, follow their orders of conquest, marching on the realms of the wastes.

The most fearsome of these knights ride to battle on the backs of the bizarre Deathcargot, slimy molluscs of monstrous size and turbulent temperament, bestowed with razor sharp barbs and shells as thick as fortress walls. These beasts are bred in the deepest eternity caves, gorged on the flesh of incomprehensible demon spawn. The greatest of them grow to even more colossal sizes, being mounted as thrones by high battle priests, carrying immense war machines on their backs, or even entire citadels.

Although all 'blessed' with the change, some knights are far less human than others. Fearsome Brutants tower over the ranks of their feudal comrades, while gargantuan stone Rokkas crush their way through enemy bones and fortifications with equal ease. Bathed in blood and viscera, little satiates the appetite of these gluttons for violence.

Once united under the command of their overlord, these heinous zealots know only victory; whether it is at the expense of their enemy's lives or their own, it is of no concern to the council. For the further their crusade advances, the tighter the tendrils of the elder gods grasp at the throat of the world.



SKILLS

This list provides additional skills prevalent amongst the ranks of the Knights of Gnar. These skills may be used in addition to those listed in the Wasteman rulebook when creating a syndicate. The usual limit of three skills per figure and four for a boss still apply.

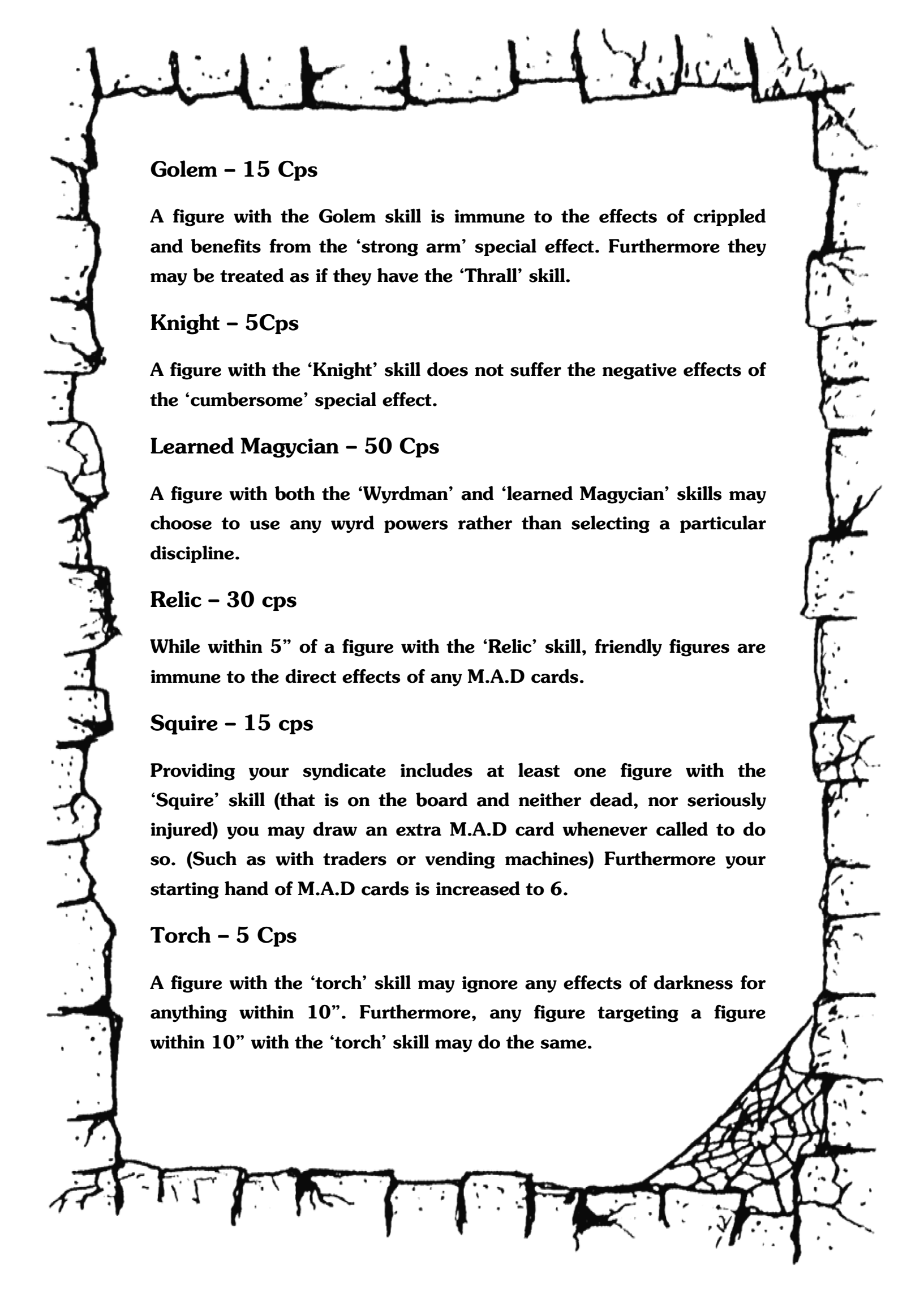
Bard – 50 Cps

Once per turn a figure with the 'Bard' skill may spend an action point to perform one of the following songs:

- *Ballad of the Bold* - For the remainder of the turn, or until the bard is injured/ killed, any friendly figure within 15" is immune to spooked and automatically passes any terrifying visage tests.
- *Song of Strength* - For the remainder of the turn, or until the bard is injured/ killed, any friendly figure within 15" gains +1 power to any attacks they perform against targets within a 3" range.
- *Dismal din* - any enemy figure within 15" is instantly spooked until the end of the turn or the bard is injured/ killed. The spooked effect can be removed as per usual.

Deathcargot – 30 CPS

A figure with the 'Deathcargot' skill moves 7" rather than the usual 5" when performing move actions and may ignore obstacles in the same way as a figure with the 'winged fiend' skill. Furthermore the figure benefits from the 'strong arm' special effect.



Golem - 15 Cps

A figure with the Golem skill is immune to the effects of crippled and benefits from the 'strong arm' special effect. Furthermore they may be treated as if they have the 'Thrall' skill.

Knight - 5Cps

A figure with the 'Knight' skill does not suffer the negative effects of the 'cumbersome' special effect.

Learned Magycian - 50 Cps

A figure with both the 'Wyrdman' and 'learned Magycian' skills may choose to use any wyrd powers rather than selecting a particular discipline.

Relic - 30 cps

While within 5" of a figure with the 'Relic' skill, friendly figures are immune to the direct effects of any M.A.D cards.

Squire - 15 cps

Providing your syndicate includes at least one figure with the 'Squire' skill (that is on the board and neither dead, nor seriously injured) you may draw an extra M.A.D card whenever called to do so. (Such as with traders or vending machines) Furthermore your starting hand of M.A.D cards is increased to 6.

Torch - 5 Cps

A figure with the 'torch' skill may ignore any effects of darkness for anything within 10". Furthermore, any figure targeting a figure within 10" with the 'torch' skill may do the same.



WEAPONS OF THE GNAR

The following list provides rules for the common weapons of the Beneathiverse. These may be selected when creating profiles for figures in the same way as those found in the Wasteman rulebook.

Name	P	R	Special effects	Cps
Axe	3	1	Ripper	5
Bow	2	18	Overdraw	12
Club/Mace	3	1	Bruiser	5
Crossbow	4	15	Ripper, Slow	20
Dagger	2	1	Quickie	5
Flail	3	2	Heavy Blow, Goregasm, Slow	15
Great weapon	4	2	Heavy Blow, Ripper, Slow	18
Halberd	4	2	Slicer	10
Musket	4	12	Slow	15
Pick/Hammer	3	1	Heavy Blow	5
Sling	2	8	-	5
Spear/Staff	3	2	-	5
Staff of flame	4	-	Projector, Boom	25
Sword	3	1	Slicer	5
Wand	3	10	Zappa	18
Whip	2	3	-	5

ARMOUR OF GNAR

The following list provides rules for the common armours of the Beneathiverse. These may be selected when creating profiles for figures in the same way as those found in the Wasteman rulebook.

Name	Ar	Special effects	Cps
Furs	2	Flammable	3
Golem Skin	5	Heavy blow, Cumbersome	45
Habit	2	-	5
Mail	3	-	10
Plate suit	4	Cumbersome	15
Rags	1	-	Free
Sacred robes	3	Channel, Rad child	20
Studded Leather	2	-	5
Wyrd robes	2	Channel	12



BOSS ROSTERS

On these pages are two 'Boss Rosters' to represent the knights of Gnar when creating your syndicates. These rosters function in exactly the same way as those found in the main rulebook and may be used in combination with the skills, weapons, armour etc found therein.

GNARLY OVERLORD

Renowned for their cunning and martial prowess, the Gnarly Overlords are the military commanders on the front lines of the Gnar's ever expanding empire.

MOB RULE

A posse lead by a Gnarly Overlord may choose to disregard the effects of a single M.A.D card each game. Furthermore the Overlord themselves may perform a free attack each of their activations in addition to their normal actions.

COMMON WEAPONS

Axe, Flail, Great weapon, Halberd,
Hammer, Mace, Spear

COMMON ARMOUR

Plate suit, Studded Leather, Mail

COMMON SKILLS

Bard, Deathcargot, Duel wield, Expert, Knight,
Master, Mutant, Squire, Thrall, Trained

BATTLE PRIEST

Cruel zealots, fuelled by total devotion to their dark masters, the dogma of the battle priests is a far cry from the relatively benign creed of their pilgrim brethren.

MOB RULE

A posse lead by a Battle Priest is immune to the effects of spooked. Furthermore the Battle Priest themselves may perform a free wyrd power (from any discipline) in each of their activations, in addition to their normal actions.

COMMON WEAPONS

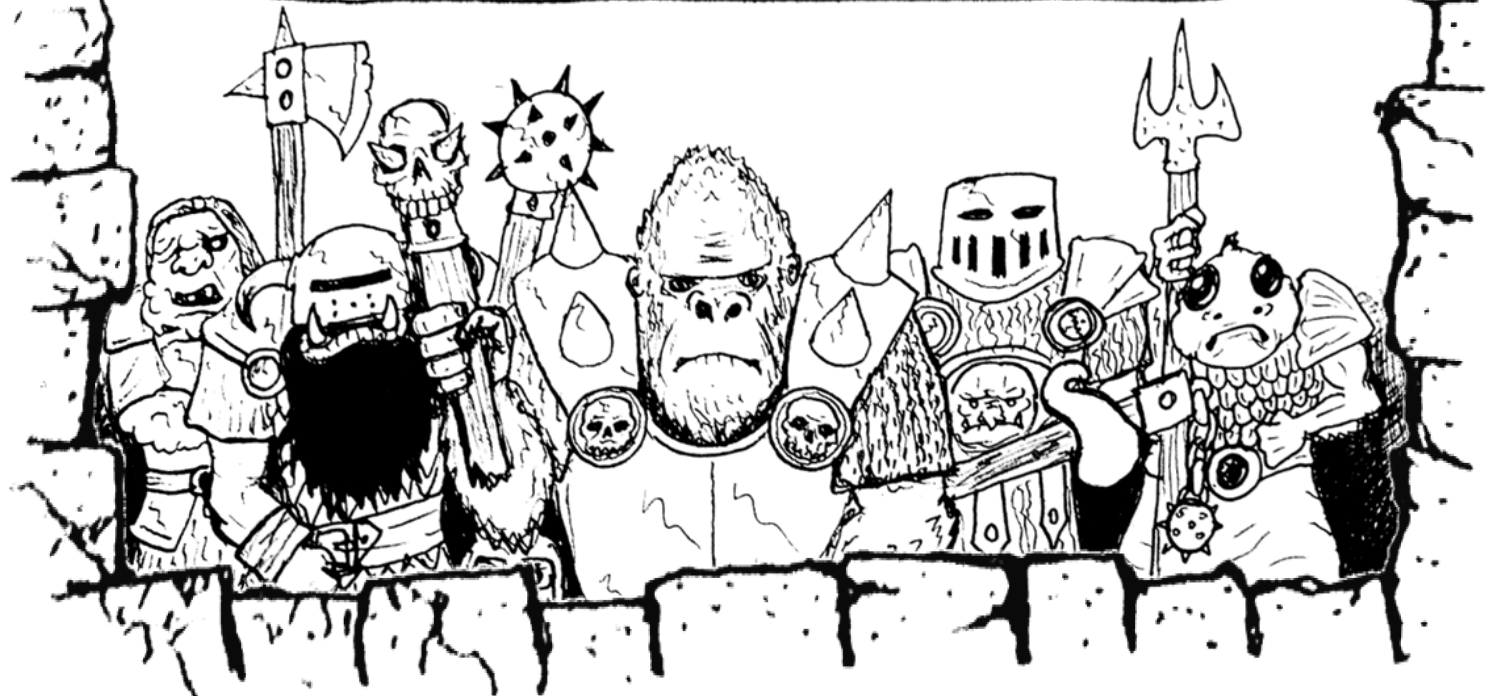
Great weapon, Hammer, Mace, Staff, Staff of flame, Wand

COMMON ARMOUR

Habit, Plate suit, Sacred Robes, Studded Leather, Mail, Wyrd Robes

COMMON SKILLS

Deathcargot, Golem, Insolent, Knight, Learned Magycian, Master, Mutant, Relic, Squire, Thrall, Trained, Wyrdman





IT'S  RAD!

He'd rather be playing Wasteman...



A frantic miniature wargame, set amongst the ruins of a neglected and scorched earth. Engage in desperate battles between post-humans, hideous monstrosities and killer robots over the dregs of an age of gluttony. Take control of your own syndicate and test your mettle against the weird and terrifying denizens of the wastes!



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USING THE CAMPAIGN MAP

When playing a Wasteman campaign battles are fought over landmarks on a map referred to as territories. For every game you win you gain more territories for your syndicate, conquering the wilds of the wastes and seizing cities from your enemies.

Each campaign will typically come supplied with its own unique map, complete with many interesting locations and a key, which will contain descriptions of each territory and any benefits gained from claiming them.

LANDMARKS

Territories come in many different forms, from bustling scrap-towns, to fetid rad-swamps, each of which is represented on the map by a landmark. Every landmark is numbered and has a corresponding section in the key with background of the area and any benefits you gain from claiming the territory.

KEY

Every campaign map is supplemented with a corresponding key section. This key contains a full list of every claimable landmark, a description of each location, and their number on the map. You could almost say the key is ... *key*... to understanding the territories you may wish to capture. I'm here all week.

NOMADS

Each player begins the campaign with no territory, furthermore at any point during the campaign a player may find themselves bereft of any territory. Players without territory are referred to as 'Nomads'. Any player who remains, or becomes a Nomad from chapter 2 of the campaign onwards benefits from the following bonuses: +1 Kudos point per figure per battle, and 150 Cps of mercenaries (see Assets). These bonuses are lost once the player captures a territory.





15
Spokleokleton

3
Bugfoot Bog

10
OUTPOST 13

7
Libertyland

11
SMOOS

14
SIMPLETON

16
SUNNY

4
BUNKER DOWN

5
DUMP

22
YETI JETTY

21
WET WILLY'S

9
NUKEINGTON

20
UNDUNGO

19
THE SLAG

13

8

1

2

12

6

18

17

LIBERTYLAND KEY

1. ABANDONED SHACK

Rumours of this shack leading to a vast underground bunker complex are entirely unfounded, the clanking and generator humming you hear are just... um... ghosts?... yeah that's it, spooky ghosts!

2. BASIC BEACH

It's just a beach really, lots of sand and some water... Oh and an undersea colony of evil, ancient fishermen intent on world domination...

3. BUGFOOT BOG

Slimy, stinky, and full of giant crustaceans with a hunger for human flesh, great fun for all the family!

4. BUNKER DOWN

Now the wasteland's premier retail venue, this bunker complex failed abysmally at keeping its original occupants alive. The grounds are now supposedly exceedingly haunted, but ghosts shmots, what good businessman can pass up free real estate?

5. DUMP

One man's trash is another man's treasure, especially if that trash is a nuclear missile, a v8 engine, and a load of scrap metal.

6. FOSSIL FIELDS

Many wastelanders avoid these cursed lands for by day the sands of the fossil fields hide nothing but bones, but by night the animated skeletons of ancient beasts roam. Rumours suggest it is more than likely home to a necromancer with a rather worn out VHS of Jurassic park.

7. LIBERTYLAND

Seen by some as a sacred shrine built to honour ancient gods, this old theme park is now home to more cults than a kool-aid convention.

8. MUSHROOM FORESTS

Though it may sound like a wonderful land full of fairies and rainbows, the mushroom forests are actually full of the bloated, reanimated corpses of those unlucky enough to unwittingly disturb the spores of the local fungus.

9. NUKEINGTON

A local place for local mutants, they'll have no trouble there.

10. OUTPOST 13

Seemingly deserted by the Lunar Coalition, this bunker complex has changed hands more times than a thrift store glove.

11. RAD RADIO

The voice of the liberty wastes, Rad Radio is more than just a local radio station; QBall Jones' gravelled tones are revered with an almost religious zeal.

12. ROSWELL HILL

A supposed hotspot for Alien visitation, and confirmed hotspot for tin foil hat wearing, greasy basement dwellers fluent in Klingon.

13. SHROOM SHORE

Not to be confused with those of the mushroom forest, the fungi that grow at Shroom shore are both giant and reportedly delicious, although some of them have a nasty habit of violently objecting to being eaten.

14. SIMPLETON

A simple town for simple people, the simple folks of Simpleton aspire to live a simple life of simple pleasures. Rumours of a contaminated water supply and 'keeping it in the family' may not be exaggerated.

15. SPOOKLEOOKLETON

Legend tells that the people of Spookleookleton are the decedents of a coach trip lost in the mountains on the way to a Sisters of Mercy concert.

16. SUNNY

No one would have imagined that seaside caravan holidays would still be a thing after the apocalypse, yet they are somehow even more popular. Sunny is a wonderful spot for wastelanders, mercs, and local despots alike to get some much needed R+R.

17. SMOG

The town of Smog is not only the best place in the wasteland to recharge your nuclear robots, it's also won the annual clean air awards 20 years in a row. Your Geiger counter must be on the fritz.

18. TENTROPOLIS

No one is entirely sure why the dwellers of Tentropolis never got around to making any slightly more permanent structures, and at this stage we're afraid to ask. They do, however, know how to tell a great campfire ghost story.

19. THE SLAG

A fetid rad-bog, the slag would probably have seemed to smell a lot worse back when people bathed.

20. UMDUNGO

The grand elders of Umdungo would have you believe their temple to the great god Goldblum is older than time itself, though scholars from the college of gnar remain unconvinced.

21. WET WILLY'S

A hub for traders from far and wide, the island port of Wet Willy's is the place to be if you like to buy exotic goods, or have webbed feet and like to blend in.

22. YETTI JETTY

An oasis in the wastes, Yetti Jetty is synonymous with their famous 'no nuts' and completely unrelated bouts of violent botulism.

CAPTURING TERRITORIES

To capture a territory first select a landmark anywhere on the map that is either unclaimed, or already captured by an opponent. You must then ask if any other players wish to dispute your claim. If anyone does dispute your claim you must do battle! Each opponent must gather their forces and prepare a game, the winner of which will capture the territory. A landmark that is already captured is automatically disputed and must be fought over with the owner, unless the controlling player has declared the landmark abandoned.

An undisputed territory may not be automatically captured. If no one wishes to dispute a territory you must instead fight a random encounter against a 'non player force' using the random encounter generator. If the game ends in a victory for the campaign player, then the territory is successfully captured.

A 'non player force' is any syndicate that is used for one off games and does not actively take part in capturing territories. They can be used by a player who has no vested interest in a disputed territory, an ally in the campaign, an opponent who fancies a change, or even someone who is not involved in the campaign at all.

ABANDONED TERRITORY

If at any point a player decides they no longer want a particular territory for any reason they may declare the landmark abandoned. At which point the landmark reverts to being unclaimed and no longer counts towards their total number of territories, nor will the player continue to receive any benefit the territory would grant them.

PICKING A FIGHT

Once a territory has been disputed it's time to fight! Simply select a scenario from either the rulebook, any of the supplements, make your own, or roll on the scenario chart in the scenario section of this publication, and get stuck in.

It's worth bearing in mind the environment of the location you're fighting over when choosing scenery, as well as the scenario. Or you know, don't or whatever, I'm not the fun police.



CAMPAIGN CHAPTERS

A Wasteman campaign is divided into three turns referred to as 'chapters', each representing a particular phase of the campaign. These chapters are:

CHAPTER ONE

Each player creates their first posse and ventures forth into the wastes as Nomads. Chapter one ends once any player holds five territories.

CHAPTER TWO

Each player creates their second posse and continues to carve out their empire. Chapter two ends once any player controls ten territories.

CHAPTER THREE

Each player creates their third posse and frantically attempts to defend their territories while continuing to expand their reach. Chapter three ends once any player controls fifteen territories. This player is crowned the victor of the campaign!



GATHERING YOUR FORCES

Before you carve out a bloody empire through the wastes you will need to build a syndicate; as, while I'm sure you could do it yourself, your opponents might not take too kindly to you *literally* crushing their posse under your boot. Creating a syndicate for a campaign is performed in the usual way found in the Wasteman rulebook and supplements. There are, however, a few notable differences:

- **STARTING SIZE AND SYNDICATE GROWTH** - At the start of a campaign you are limited to 700 Cps worth of figures, all of whom must belong to a single posse. Once the campaign progresses to chapter two you may add a second posse limited to 700Cps. At chapter three you may add a third posse limited to 700Cps.
- **OVERBOSS** - The Boss from your first posse is considered an avatar of yourself and thus the leader of your whole Syndicate. When a scenario calls for the capture or assassination of the enemy boss etc. only the Overboss is counted for these purposes (providing they are present).


CHOOSE AN ALIGNMENT

When creating a syndicate for your campaign you must choose an alignment that best represents their characteristics from the chart below. The alignment you choose will affect the assets you can acquire throughout the campaign, and provide a little extra flavour for your games.

	Amicable	Antisocial	Aggressive	Psychotic
Municipal	Regular folk just trying to get on with life.	Grumpy people best left to themselves.	Violent raiders desperate for your stuff.	Murderous scum desperate for your spleen.
Zealous	Religious followers happy to spread their creed with all who'll listen.	Weirdoes that think you're going to hell. Not great at cult recruitment.	Crusaders instructed by their gods to convert or kill the nonbelievers.	Cultists whose dark gods demand blood sacrifice.
Militaristic	Noble people driven to protect and serve.	Well armed thugs. Best to pay the toll if you like your teeth.	Ruthless, organised marauders intent on conquest.	Murder squads who kill for fun.
Instinctive	Pleasant creatures more likely to hump your leg than eat you.	Territorial animals that will attack if provoked.	Ferocious beasts best avoided when hungry.	Monsters that <i>will</i> eat you.

KEEPING TRACK OF YOUR SYNDICATE

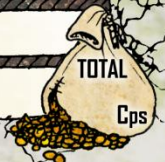
During a campaign your fighters will gain kudos points, abilities, and upgrades (more on these in the post game section). I have provided the following to help keep track of all the stats of your figures:



POSSE NAME

MOB RULE

ALIGNMENT



NAME	AP	AR	P	R	WEAPON	ARMOUR	Cps
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SKILLS			SPECIAL EFFECTS			KUDOS/UPGRADES	
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SKILLS			SPECIAL EFFECTS			KUDOS/UPGRADES	
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SKILLS			SPECIAL EFFECTS			KUDOS/UPGRADES	
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SKILLS			SPECIAL EFFECTS			KUDOS/UPGRADES	
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RANDOM ENCOUNTERS

When attempting to claim an undisputed territory you must fight a random encounter against a 'non player force' using the random encounter generator. If the game ends in a victory for the campaign player, then the territory is successfully captured.

A 'non player force' is any syndicate that is used for one off games and does not actively take part in capturing territories. They can be used by a player who has no vested interest in a disputed territory, an ally in the campaign, an opponent who fancies a change, or even someone who is not involved in the campaign at all.

USING THE GENERATOR

To use the generator simply roll a d10 and consult the first chart. This will suggest a scenario and circumstances of the battle. Once this has been established roll another d10 and consult the second chart. This will suggest an opposing force for you to fight.

For example a player (let's call them Gunter) rolls an 8 on the first chart and a 6 on the second. Thus Gunter's forces are now surrounded by Dinosaurs - not an ideal situation!

D10	Event chart	
1	Ambushed by...	(Scenario suggestion: Convoy)
2	Under siege by...	(Scenario suggestion: Checkpoint Raid)
3	Captured by...	(Scenario suggestion: Breakout)
4	Invasion of the...	(Scenario suggestion: Invaders)
5	Purchasing disagreement with...	(Scenario suggestion: Hostage Hoedown)
6	Campsite raided by...	(Scenario suggestion: Night Raid)
7	Enticed by the possessions of...	(Scenario suggestion: Resource War)
8	Surrounded by...	(Scenario suggestion: FUBAR)
9	Infiltrated by...	(Scenario suggestion: Brawl)
10	Stumbled across...	(Scenario suggestion: Grindhouse)

D10	Perpetrator chart
1	Robots
2	Mutants
3	Kritters
4	Aliens
5	CybjÖrgs
6	Dinosaurs
7	Beasts from the deep
8	Raiders
9	Cultists
10	Military forces



POST GAME

KUDOS POINTS

For every game you play each figure in your syndicate will gain a certain amount of 'kudos points' for performing exceptional feats, these points are cumulative and may be spent on 'quirks' between games. At the end of a game each individual figure will cultivate the following:

- **5 Kudos points** - If they Killed an enemy figure outright
- **5 Kudos points** - If they Killed a behemoth or wrecked a vehicle
- **5 Kudos points** - If they captured an objective
- **3 Kudos points** - If they survived an entire game having received zero injuries
- **3 Kudos points** - If they caused a serious injury
- **2 Kudos points** - If they survived a successful attack of power 10 or more
- **2 Kudos points** - If they were revived after being seriously injured

QUIRKS

The Kudos points cultivated by figures during games can be saved up and spent on any of the following quirks. Quirks are upgrades and special bonuses that figures can make use of in game.

Each quirk costs 50 kudos points. To purchase a quirk for a figure simply roll on one of the mutations, robotics, equipment, or fortunes charts below. Each quirk can only be applied once to a single figure. Once purchased figures will keep their quirks for the remainder of the campaign.

Skills gained as a result of a quirk are in addition to the usual limits, and are unaffected by Rad.

D10	Mutations
1	Long legs - May move an extra 3" when performing move actions
2	Hideous discrepancy - Gain the 'Terrifying visage' skill
3	Extra arms - Re roll unsuccessful attacks and injury rolls on targets within 3"
4	Dense bones - Immune to crippled
5	Fetid cloud - Always count as being obscured by hard cover
6	Extra eyes - Re roll unsuccessful attacks and 'who goes there?' tests
7	Ridiculous muscles - +2 Power within 3"
8	Iron skin - +1 Armour Value
9	Acidic spray - May spend action points to perform the following attack: P4, Projector, melt
10	Club tail - May spend action points to perform the following attack: P4, R3, Fling

D10

Robotics

1

Pneumatics - Once per turn +4" movement OR +2 Power when attacking within 3"

2

Stabilisers - May not be moved by Fling, Attacks, Wyrd powers, or enemy M.A.D cards

3

Logic engine - Immune to all M.A.D card effects

4

Cyber arm - When rolling for injury on attacks within 3" roll 2 dice and pick the best result

5

Smoke projectors - Friendly figures within 3" count as obscured by cover

6

Weapon mount - Select a secondary weapon up to 30 cps in value. You may spend action points to perform attacks using either your primary or secondary weapon

7

Kinetic correctors - Ignore attacks with Boom/Kaboom if not the initial target

8

ABC shield - Immune to the effects of Rad, EMP, and Zappa

9

Inbuilt Defibrillator - May treat fatality as serious injury on a roll of 4+

10

Tesla field - Any time an enemy figure moves within 1" of this figure they receive a power 3 attack with the Zappa special effect

D10

Equipment

1

Caffeine stash - +1 Action Point

2

Ammo abundance - When performing attacks roll 2 dice and pick the best result

3

Stab vest - Force opponent to re roll on injury chart for attacks from within 3"

4

Extended barrel - +2" Range

5

Grenade belt - May spend action points to perform the following attack: P4, R8, Boom

6

Super stims - Ignore the first serious injury received

7

Rebreather - Immune to the negative effects of Rad and Water

8

Shield bubble - Ignore all successful attacks on a roll of +3. Stops working upon first failure

9

Jet pack - +2" movement and Ignore all terrain for the purposes of movement

10

Neutral zone - May not be directly targeted by attacks within 2"

D10

Fortunes

1

Lucky - Reroll any single dice once per activation

2

Unlucky - Force opponent to reroll any single dice once per turn

3

Abductee - Add the 'Alien abduction' M.A.D card to your hand at the beginning of the game

4

M.A.D magnet - Draw an extra M.A.D card every time this figure is activated

5

Charmer - Once per game forgo an activation to activate an enemy within 1" on this figure

6

Temper tantrum - once per game for one turn +2 Power, +2 Armour

7

Wyrd savant - May perform a single wyrd power from any discipline once per turn

8

Seer - May spend action points to force opponent to show M.A.D card hand

9

9 Lives - May treat any received injury result as spooked on a roll of 9+

10

Sixth sense - When targeted by an attack this figure may immediately move 3". If this brings the attack out of range or line of sight the attack automatically fails

LOOT POINTS

For every game you play your syndicate will gain a certain amount of 'Loot points', these points are cumulative and may be spent on 'Assets' between games. At the end of a game your syndicate will cultivate the following:

- **15 Loot points** - If the result was a victory
- **10 Loot points** - If the result was a draw
- **5 Loot points** - if the result was a defeat
- **5 Loot points** - for each objective you captured



ASSETS

Assets represent many of the benefits your syndicate can acquire while carving out their slice of the wastes.

Each asset has a profile which includes its cost in Loot points, a list of which alignments it is available to, a list of which alignments it is not available to, and the benefits the asset provides.

Each asset may only be purchased once per syndicate.

ANCIENT TEMPLE - 50 LOOT POINTS

A quiet, foreboding, and reverent place to communion with the elder gods, or have a sneaky nap between the pews.

Available to: Zealous, Municipal

Unavailable to: Militaristic, Instinctive

Benefit: Any friendly figure with the Wyrdman skill may now spend action points to cast as many wyrd powers as they like, rather than the usual limit of once per turn.

ARTILLERY EMPLACEMENT - 30 LOOT POINTS

Bring out the big guns! Or better yet, leave the big guns a couple miles away and just bring the shells.

Available to: Militaristic, Municipal, Aggressive

Unavailable to: Instinctive

Benefit: Once per game, or twice if your alignment is Militaristic, you may target a figure anywhere on the board with a P8 attack with the KABOOM, Destructor, and Goregasm special effects.



BATH HOUSE – 30 LOOT POINTS

A hub for vice, depravity, and actual baths, a Bath house is the perfect place to relax after a hard day pillaging all the other houses.

Available to: Municipal, Militaristic, Amicable

Unavailable to: Instinctive

Benefit: All figures in the syndicate are immune to spooked. Municipal syndicates also benefit from the strong stomach skill.

BARRICADES – 50 LOOT POINTS

Weather improvised junk piles or finely crafted bulwarks, barricades are a great way to avoid being shot.

Available to: All

Unavailable to: -

Benefit: Whenever playing a game as a defender you may place up to 4 barricades up to 6" long and 2" deep anywhere on board while you deploy your syndicate, you may place 6 barricades if antisocial. Barricades count as hard cover.

BIG GUN – 80 LOOT POINTS

More than likely pillaged from a museum or found in someone's shed, big guns have some pretty obvious advantages over small ones.

Available to: Municipal, Zealous, Militaristic

Unavailable to: Instinctive

Benefit: You may add any single Combat Construct to your force and may spend up to 150Cps on 3 new figures, all of whom must take the 'crew' skill.

BULLET FARM – 30 LOOT POINTS

There are a sacred few who maintain the ancient art of manufacturing ammunition, often belonging to one of the many monastic orders of Gnar.

Available to: Municipal, Militaristic, Antisocial, Aggressive

Unavailable to: Instinctive

Benefit: All figures in your syndicate may perform an extra attack per action point in the first turn.

GOREGASM ARENA – 80 LOOT POINTS

There's nothing like some Sunday morning blood sport to really get the juices flowing, especially arterial juices.

Available to: Amicable, Aggressive, Municipal

Unavailable to: Instinctive

Benefit: All figures in your syndicate gain +1 to the injury chart when within 1" of their target.

GRIM MARKERS – 50 LOOT POINTS

Nothing says 'leave me alone' like some heads on spikes.

Available to: Instinctive, Aggressive, Psychotic, Zealous

Unavailable to: Amicable

Benefit: All enemies attacking your territories start the game spooked.

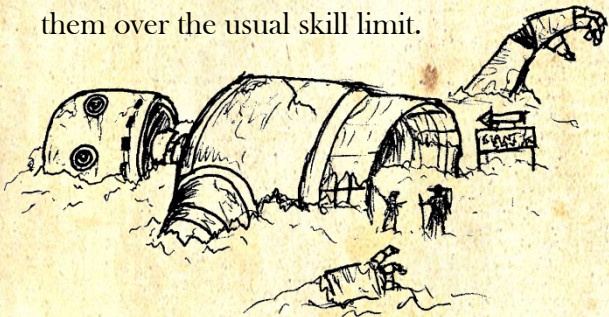
HOSPITAL – 50 LOOT POINTS

While not as clean or hygienic as the hospitals of old, a visit is still marginally better than death. Marginally.

Available to: Municipal, Zealous, Militaristic

Unavailable to: Instinctive, Psychotic

Benefit: You may give a single figure per posse the Medic skill for free. This is in addition to their other skills and may take them over the usual skill limit.



IRREGULAR JOE'S – 60 LOOT POINTS

There's nothing like a good cuppa Joe, now with 50% less faecal contamination!

Available to: Municipal, Amicable, Zealous

Unavailable to: Instinctive, Psychotic

Benefit: All figures in the syndicate receive +1 AP in the first turn of every game. Municipal syndicates receive +2 AP instead.

JUNK YARD – 50 LOOT POINTS

A yard, often filled with junk.

Available to: Municipal, Militaristic, Amicable, Antisocial

Unavailable to: Instinctive

Benefit: All vehicles in the syndicate start the game with two additional Meat Points.

LAWMONGERS – 80 LOOT POINTS

A mysterious organisation of bounty hunters, the Lawmongers are obsessed with bringing justice to the lawless, although their definition of lawless and justice usually deviate somewhat from the ones found in the dictionary.

Available to: Municipal, Militaristic, Amicable, Aggressive

Unavailable to: Instinctive, Psychotic

Benefit: You may select a single figure in your syndicate to become a Lawmonger. Lawmongers benefit from the following unique rules:

Bounty: Your syndicate gains 10 loot points for each fatality caused by a Lawmonger.

Special ammo: When selecting a target, but before rolling to attack, a Lawmonger may choose to add one of the following special effects to the attack: Rad, Ripper, Inferno, or Zappa

Bosses, Vehicles, Behemoths, Mercs, Pit slaves, Combat Constructs, and Dinosaurs cannot be selected as Lawmongers.

LOCAL DESPOT – 40 LOOT POINTS

Everybody's favourite neighbourhood tyrant.

Available to: Municipal, Zealous, Aggressive

Unavailable to: Amicable, Instinctive, Psychotic

Benefit: Gain an additional 10 loot points every game.

LOST VALLEY – 120 LOOT POINTS

Valleys have become synonymous with prehistoric beasts since the apocalypse.

Available to: All

Unavailable to: -

Benefit: You may add a large or huge Dinosaur to your syndicate totalling up to 300Cps, 350Cps if your syndicate is instinctive.

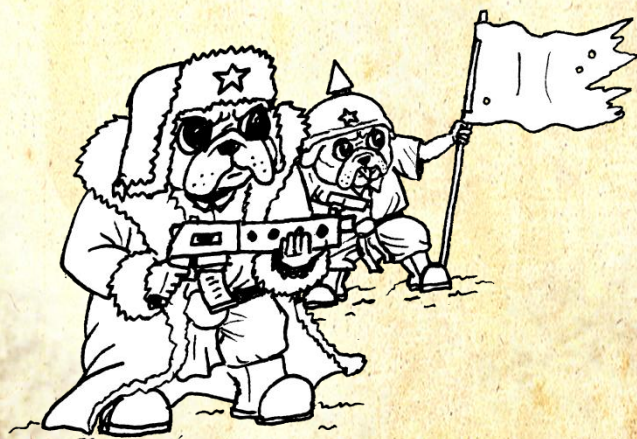
MECHANIC'S WORKSHOP – 50 LOOT POINTS

A bastion of endangered knowledge, the workshop of a mechanic seems like a wizard's grotto to the backwards simpletons of the wastes. In some cases, however, that is an apt description.

Available to: Municipal, Zealous, Militaristic

Unavailable to: Instinctive, Psychotic

Benefit: You may give a single figure per posse the Mechanic skill for free. This is in addition to their other skills and may take them over the usual skill limit.



MERC'S – 140 LOOT POINTS

Selfish, greedy, and blessed with a moral compass pointed firmly in a grey area, is it any wonder mercenaries are so prevalent in the wastes?

Available to: All

Unavailable to: -

Benefit: You may add a posse of Mercs to your syndicate totalling up to 300Cps. Militaristic syndicates may add up to 350Cps instead. A Merc posse treats all weapons as common, however they can never benefit from any mob rule.

MOO JUICE BOTTLING PLANT – 30 LOOT POINTS

Relive the glory days when all battlefields served free fresh milk!

Available to: Municipal, Zealous, Amicable

Unavailable to: Militaristic, Instinctive, Psychotic

Benefit: All figures in the syndicate may ignore crippled on a 7+, or are immune to cripple if their alignment is amicable.

MUTE-SEUM – 20 LOOT POINTS

With your new found knowledge the wastes seem a little less unpredictable. Plus it's fun for all the nuclear family!

Available to: All

Unavailable to: -

Benefit: You may discard a single M.A.D card and replace it with a new one once per turn.

MURDER MAZE – 40 LOOT POINTS

Some of the more devious wastelanders take great pleasure in setting up intricate and labyrinthine traps for their foe, and even more delight in watching their prey fall foul on one.

Available to: Psychotic, Instinctive, Aggressive, Zealous

Unavailable to: Amicable

Benefit: Select an enemy figure (but not a vehicle or Combat Construct) at random after deployment but before the game starts. Roll on the injury chart and apply the results to the target.

NEST – 80 LOOT POINTS

There's no place like home.

Available to: Instinctive

Unavailable to: Militaristic, Zealous, Municipal

Benefit: For every three fatalities your syndicate causes during the campaign (not including M.A.D card effects) you may add a figure to your syndicate up to a value of 100Cps.

ORBITAL LASER – 60 LOOT POINTS

A hallowed relic from the before time, finding a big red button is a great way to become filthy rich, or atomically disintegrated.

Available to: Militaristic, Aggressive

Unavailable to: Instinctive

Benefit: Once per game select two points anywhere on the board and draw a line between them. Any figure under the line (friend or foe!) is hit by a P10 attack.

PIT SLAVES – 100 LOOT POINTS

The most deplorable and backwards practice known to man, slavery is none the less prevalent amongst the twisted denizens of the darkest corners of the wastes.

Available to: Psychotic, Zealous

Unavailable to: Amicable, Antisocial, Instinctive

Benefit: You may add a posse of Pit Slaves to your syndicate totalling up to 300Cps. Psychotic syndicates may add up to 350Cps instead. Each Pit Slave comes with the thrall skill for free but may not spend more than 30Cps on any other equipment or skills. Pit Slaves do not have a boss and can never benefit from any mob rule.





SACRED STATUE – 30 LOOT POINTS

Bound by powerful magycs and fuelled by primal superstitions, grim faced totems depicting ancient gods litter the wastes.

Available to: Zealous, Instinctive

Unavailable to: Municipal, Militaristic

Benefit: You may place a single Sacred Statue anywhere on the board during deployment. Any friendly figures within 3" of the statue may ignore serious injury and death on a roll of 5+. A sacred statue may not cover an area larger than 60mm in diameter but can be as tall as you like.

SCOUTS – 30 LOOT POINTS

Not a job for the clumsy, scouts are integral to getting the drop on your enemies.

Available to: All

Unavailable to: -

Benefit: When you are attacking a territory you may deploy 5" closer to the enemy than the scenario declares.

TAXI RANK – 120 LOOT POINTS

Need more firepower but lack the budget to buy? Now you can rent the warmachine of your dreams!

Available to: Municipal, Militaristic, Zealous

Unavailable to: Instinctive

Benefit:

You may add a vehicle to your syndicate totalling up to 300Cps on a vehicle, 350Cps if your syndicate is antisocial.

TAX OFFICE – 45 LOOT POINTS

In this wasteland nothing can be said to be certain, except death and taxes.

Available to: Municipal, Militaristic, Zealous

Unavailable to: Instinctive, Psychotic

Benefit: You receive an extra 10 Loot points each game, 15 if your alignment is aggressive

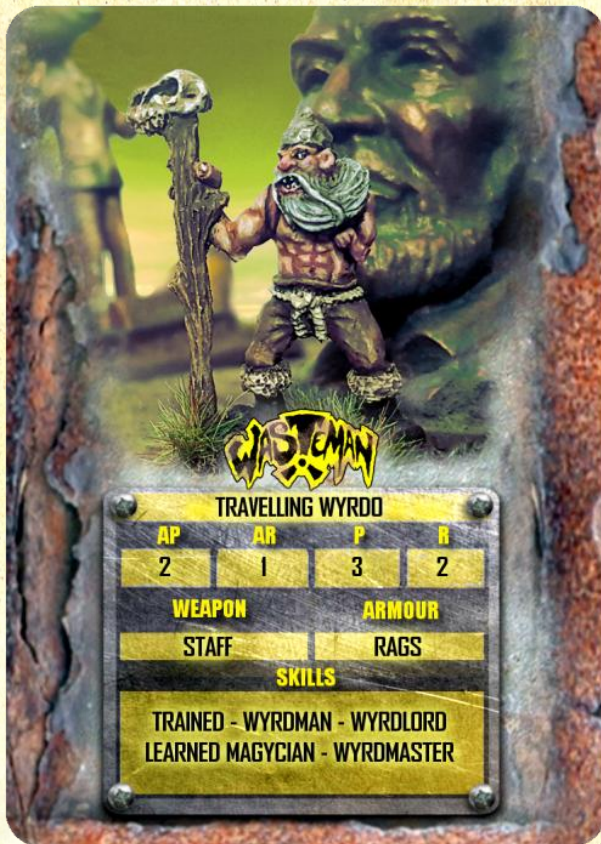
TRAVELLING WYRDO – 80 LOOT POINTS

Often ostracised from society for their subpar hygiene and insufferable conspiracy theories, Travelling Wyrdos are none the less incredibly useful in battle, as their mastery of the wyrd arts is almost as potent as their odour.

Available to: All

Unavailable to: -

Benefit: You may add a single Travelling Wyrdo to your syndicate with the following profile:



Travelling Wyrdos do not benefit from any mob rule.

TRADE CARAVAN – 30 LOOT POINTS

A vital link between captured territories, Trade Caravans are often cited as the glue that binds society together or something, I dunno I have to write a bunch of these things. Just pretend I wrote something witty and clever.

Available to: Municipal, Zealous, Militaristic

Unavailable to: Instinctive, Psychotic

Benefit: Quirks cost 30 Kudos points instead of 50.

TUNNEL SYSTEM – 25 LOOT POINTS

Often making the most of the sewers of the old world, tunnels can be great for ambushing trespassing ne'er-do-wells.

Available to: All

Unavailable to: -

Benefit: When defending a territory you may chose to play as the attacker.

WATCH TOWER – 25 LOOT POINTS

All the better to see you with.

Available to: All

Unavailable to: -

Benefit: When you are defending a territory you may deploy 5" closer to the enemy than the scenario declares.



MMM

MEGA MUTIE MERCS

NEW!
SKILLS
WEAPONS
SPECIAL EFFECTS



SKILLS

This list provides additional skills found amongst the myriad factions and mercenaries of Libertyland. These skills may be used in addition to those listed in the Wasteman rulebook when creating a syndicate. The usual limit of three skills per figure and four for a boss still apply.

Aimbot - 10cps

A figure with the aimbot may spend action points to add either +1 to the power vs armour chart, or +1 to the injury chart. This must be decided and declared once a target is selected and before any dice are rolled for the attack. You may use multiple action points to alter either, or both charts if desired.

Akimbo - 15cps

A figure with the akimbo skill may perform three attacks per action point providing the previous action performed that turn was not a move action. If the figure has the 'quicky' special effect they may instead perform four attacks.

Bad attitude - 10cps

A figure with the 'Bad attitude' skill may never be activated or moved by an enemy player under any circumstances, including mad cards and wyrd powers.

Brutant - 20cps

A figure with the 'Brutant' skill gains +1 power when targeting an enemy within 3". Furthermore they may ignore the effects of crippled, serious injury, or fatality on a roll of 9+.

Buddies -10 cps

A figure with the 'Buddies' skill may choose to re roll a single dice once per activation. The second result must be used.

Gadgets -20 cps

A figure with the 'Gadgets' skill may spend an action point to draw, and immediately play, a M.A.D card. If the card cannot be played immediately then the card is added to your hand.

Hydraulic gauntlet - 15cps

A figure with the Hydraulic gauntlet skill may perform action points to perform attacks with the following profile: P6 R1 Ripper, Slow

Hunter - 15 cps

A figure with the 'Hunter' skill inflicts double the usual meat points against behemoths.

Mechanic - 30 Cps

A figure with the 'mechanic' skill may spend action points to either remove the effects of a single 'crippled' result from a friendly vehicle within 1", or regenerate a meat point of a friendly vehicle within 1".

Short stack - 5cps

A figure targeting any figure with the 'short stack' skill which is obscured by cover receives a further penalty of -1 to the power vs armour chart.

Tank hunter - 15 Cps

Successful attacks from a figure with the 'Tank hunter' skill double the amount of meat points they remove from enemy vehicles.

Teleportal - 65 Cps (very rare)

A figure with the 'teleportal' skill may spend two action points to perform the following special action: Select a point anywhere on the board (which is not occupied by another figure!) and move the activated figure to that point. If you are within an inch of another figure (friend or foe!) when performing this action they may also be moved. Any accompanying figure must be placed within an inch of the activated figure.

WEAPONS

The following weapons may be selected while creating a syndicate in the same way as those found in the main rulebook.

Name	P	R	Special Effects	Cps
Big iron	4	12	Quicky	10
Cooker	5	-	Inferno, Projector, Heavy Blow	35
G-Blaster	5	-	Boom, Destructor, Focus Fire, Rare	50
Harpoon Gun	6	15	Heavy Blow, Reel, Ripper	50
Puppa	3	5	Ripper	10
Pupgun	3	15	Ripper, Quicky	20
Mega Sword	6	3	Heavy Blow, Goregasm, Slicer, Very Rare	30
Noxious Vomit	5	-	Projector, Overdraw, Melt	40

SPECIAL EFFECTS

The following special effects represent the unique attributes of some weapons, armours, and skills prevalent amongst the wasteland.

Destructor

Successful attacks from a weapon with the 'Destructor' special effect double the amount of meat points they remove from enemy vehicles or behemoths.

Focussed fire

After performing a successful attack using a weapon with the focussed fire special effect, immediately resolve a second attack with +1 power and the 'ripper' special effect. If this is also successful resolve a third attack with +2 power and the 'Goregasm' special effect. (Note this can only achieve 3 attacks in total from a single action point, you do not get bonus attacks from other bonus attacks!)

Melt

A figure with the melt special effect treats all around better than 3 as 3. Furthermore they may add +1 to the injury chart.

Reel

A figure injured, but not merely spooked, by a weapon with the reel special effect must be immediately moved 5" toward the attacking figure if possible (stopping if entering within 1" of the attacker).

