

JUNKERS

Finding tools, weapons, vehicles or almost anything in the Wasteland is hard and dangerous. But the Junkers, also called Scavengers by some, make a living of it. They search among the piles of rubble of old cities and the disposal waste of the Megalopoli, and they always find things to sell or trade at this settlement or the other. They are adept on repairing and “patching” machines, although not very neatly, and more often than not they end up creating complex apparatus to solve simple tasks, and not the other way around.

They are probably the faction that can roam this side of the Wasteland with more freedom of movement than any other, as everyone is interested in trading with them to get good stuff, and it is not wise to attack the people that can get it. That doesn't mean they are totally safe, and from time to time a gang of Junkers is attacked to steal their goods, so although they are not the best fighters in the world, they have wits and devices with which to defend themselves, and they are used to move around dangerous places like no other.

Probe

Probes have skinny and highly flexible bodies, which allow them to scurry through holes impossible for any other human. Physically they are worthless even for a man-eater's soup, (they are thin people, midgets or even children), but they are the scouts of the Junker society, in charge of finding the most valuable scraps among the ruins of the abandoned cities and bring them back, or guiding other groups of junkers to them. By avoiding lethal dangers they develop some abilities that make them really stealthy, or they just disappear forever.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Probe	2	3	3	5	2	3	5

Weapons: must be equipped with ONE of the following weapons and up to two (can't take two weapons with the *Two-handed* special rule).

<i>Throwing knives</i>	3 pts.
<i>Pistol</i>	5 pts.
<i>Small blade</i>	4 pts.

Armour: none.

Special rules: *Camouflage, Creeper, Infiltration, Offroad, Swift.*

Cost: 40 pts.



Piston

Pistons are the physical work force among the Junkers. The guys that tighten things up or beat things down for other things to work properly, even if they don't quite get how. Their hard labor and brutish life make them sturdy, bulky and prone to rampaging and bar brawling. The low skilled jobs they have move most of them to earn a second pay as muscle in Junker's raiding parties, but there they can shine as better fighters than any of their fellows.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Piston	2	4	4	4	4	3	4

Weapons: must be equipped with at least ONE of the following weapons and up to two (can't take two weapons with the *Two-handed* special rule).

<i>Mace</i>	5 pts.	<i>Ballistic punch</i>	6 pts.
<i>Heavy mace</i>	6 pts.	<i>Pistol</i>	5 pts.
<i>Medium blade</i>	10 pts.	<i>Shotgun</i>	6 pts.
<i>Heavy blade</i>	8 pts.	<i>Harpoon gun</i>	15 pts.

Armour: has *Hardened leather*. Can take *Metallic armour* for +10 points.

Cost: 30 pts.

Gear

When a dweller of the Wasteland thinks of a Junker, he is thinking of a gear. They are the regular and most numerous among them. They dress in their strange attires and contraptions, flashing off and boasting of all the stuff they have been able to scavenge along their lives, and as such, an indicative of their own status among the Junker society.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Gear	2	3	3	3	3	3	5

Weapons: must be equipped with at least ONE of the following weapons and up to two (can't take two weapons with the *Two-handed* special rule).

<i>Light mace</i>	3 pts.	<i>Pistol</i>	5 pts.
<i>Mace</i>	5 pts.	<i>Rifle</i>	8 pts.
<i>Small blade</i>	4 pts.	<i>Blunderbuss</i>	5 pts.
<i>Medium blade</i>	10 pts.	<i>Pumper</i>	8 pts.

Armour: has *Thick clothes*. Can take *Hardened leather* for +5 points.

Cost: 16 pts.



Dynamo

Every Junker loves to build things, but dynamos have no other thing in their minds. They are the keystone in each and every junker settlement, natural born inventors obsessed with knowing how things work or making them work in some other way. In their creativity freakness they usually take more risks than would be prudently advisable, so most of them bear the marks of old burns, or lack some fingers or even whole limbs as the result of their failures. It is not unusual to see a dynamo's shack suddenly blowing away, or watch them using a weapon as dangerous for the enemy as for themselves. Junkers withstand their dangerous minds, as they realize that dynamos are the real engines behind their society.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Dynamo	2	2	2	3	3	3	7

Weapons: must be equipped with at least ONE of the following weapons and up to two (can't take two weapons with the *Two-handed* special rule).

<i>Crack'n'snap & electric s.</i>	25 pts.	<i>Vaporeta</i>	8 pts.
<i>Pumper</i>	8 pts.	<i>Bomb (each)</i>	5 pts.

Armour: has *Thick clothes*.

Equipment: can take Gadgets of the trade for +3 points.

Cost: 15 pts.

ADDITIONAL EQUIPMENT

- Any Junker can take *Biohazard protection* for +5 points.
- Any Junker can add a *Bayonet* to a weapon with the *Firearm* special rule for +4 points. This does not count as a weapon selection.
- Any Junker can add a *Scope* to a Rifle or Pistol for +10 points.
- As well as the usual bullets costing 15 points, Junkers can manufacture their own bullets with various materials. This custom ammo costs 10 points per bullet, but can fail and thus has the *KABOOM!* special rule.

GANG EQUIPMENT

Besides, Junkers have their own pieces of equipment that don't share with any other faction. If any miniature from a different gang wants to use that equipment, it will have to make a successful Tech roll for each item it wants to use, or discard it at once as useless junk. This special items are described below:

Close combat weapons

Ballistic punch

This is a mechanical gauntlet that, using a spring and several gears, can boost a single punch with an amazing strength and power.

Special rules: *Really dead slow*

Stats: Combat +2, Penetration 2, Strength +5

Cost: 6 pts

Crack'n'snap & electric suit

It's a conductive rod that, plugged into an *Electric suit* (check its description ahead, under **Armours**), is capable of delivering deadly shocks.

Special rules: *Shock*

Stats: Combat +2, Strength 6

Cost: 25 pts

Ranged weapons

Blunderbuss

A blunderbuss is a primitive version of a shotgun and it is used in a similar way. But it doesn't need firearm ammo, though, and can shoot gravel, small rocks or tiny pieces of junk.

Special rules: *Dead slow, Pellets, Rare, Two-handed*

Distance: 4/6/8 inches

Stats: Penetration 2, Strength 5/4/3

Cost: 5 pts

Bombs

Whether they are made of a mix of chemical products or just a rag inside a bottle with gas, the aim is the same: killing or incapacitating all enemies around. Must be bought individually to a maximum of five. A Bomb can not be used in Close Combat as an Improvised Weapon; a miniature equipped only with Bombs will count as Unarmed in Close Combat. A miniature can buy up to a maximum of 5 bombs, chosen among the three available types. When counting for the *Rare* Special rule, all bombs in a miniature will count as a single weapon.

Special rules: *Disposable, Indirect fire, Rare*

Distance: Miniature's Strength x 2 inches

Stats: -

Cost: 5 pts each

• Fire

The typical basic Molotov cocktail, or a more sophisticated flask with some mixture of chemical ingredients that burns in contact with oxygen. Apart from the Special Rules common to all types of bombs, these fire bombs also are Incendiary.

• Gas

Gas bombs are used to incapacitate the enemy using a mixture of toxic fumes. Apart from the Special Rules common to all types of bombs, these gas bombs also have the *Gas* Special rule.

• Smoke

These bombs are used to create smoke screens to hinder the enemy's lines of sight through them. Apart from the Special Rules common to all types of bombs, these smoke bombs also have the *Smoke* Special rule.

Harpoon gun

A smaller version of the one found in some present day fishing ships, this one is perfect to get through cover... and flesh, of course.

Special rules: *Bulky, Cumbersome, Rare, Really dead slow*

Distance: 8/16/24 inches

Stats: Penetration 10, Strength 7

Cost: 15 pts

Pumper

This gun has some kind of hydraulic or compressed air mechanism, which has to be pumped to increase its performance.

Special rules: *Pump-action, Rare, Two-handed*

Distance: 4/8/12 inches

Stats: Penetration 1, Strength 1

Cost: 8 pts

Vaporetta

A huge boiler attached to a tube and a sprayer, this device is capable of delivering deadly gusts of hot steam.

Special rules: *Cumbersome, Rare, Steam, Two-handed*

Distance: 8 inches

Stats: see the *Steam* special rule

Cost: 8 pts

Armours

Electric suit

This is a suit that includes a high-performance battery, with a series of wires and filaments all over it. Between the inner layer and the surface of the suit there is a thin metal surface, electrified by the battery. Some insulating material under the metal protect the wearer, but anyone who touches the wearer will get an unpleasant shock. It will replace any armour the miniature could have.

Special rules: *Cumbersome, Electrified, Fireproof*

Armour: 2

Cost: included with the Crack'n'snap

Special equipment

Gadgets of the trade

A set of tools, spare parts, cans with all types of oils and fluids, and all the things you could possibly need to perform urgent on site maintenance and repair duties.

Rules: a miniature equipped these trappings will be able to try to repair a weapon disabled after getting a KABOOM! result, by succeeding in a Tech check.

Cost: 3 pts

Scope

An optical system used to improve the sharpness and visibility of the aimed target, improving aim and accuracy when shooting a firearm at long ranges.

Rules: You can add a Scope to any rifle or pistol. The modifiers for firing that weapon at different ranges will change to -1/+2/+1

Cost: 10 pts