

GANGERS

Life in the Wasteland is hard and, if you don't want or simply can't stay in a settlement, it is vital to team up. Gangers are probably the most common faction you can find in this part of the Wasteland, from groups of raiders to vigilantes. These gangs make a living attacking settlements or travelers to get bullets and gas, acting as mercenaries to carry out the wishes of some local chief, patrolling the surroundings of a colony, or just roaming the Wasteland as free spirits with the strength of the group to improve their chances of survival.

There are some gangs that follow a distinct and well defined style, such as using the same clothes, showing some tribal tattoos off or shaving half their heads. Others are totally mixed and don't have any distinctive feature.

Disambiguation: when a given rule refers to Gangers (troop) it will affect the type of miniature with that name. When it refers simply to Gangers, it will affect the gang as a whole.

Scumbag

They might have different names in each particular gang: puppies, bitches, fodder, robins... but in the end they are all the same, the newcomers that still have to earn the other's respect. They are usually young, but here and there you can find the occasional grown-up adult that has decided to leave his settlement to join a gang, and their age won't spare their asses to be considered as cannon fodder. In the Wasteland you have to fight for what's yours, and the fact that they are at the bottom of the food chain doesn't mean they won't put up a good fight. They do have worse equipment than the rest, that's true, but to be a full time ganger you have to knuckle down to it.

Bands don't usually take too many scumbags to a combat mission due to their low performance. You can't have more scumbags in your band than the sum of the rest of the crew.

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

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>Light mace</i>	3 pts.
<i>Pistol</i>	5 pts.	<i>Small blade</i>	4 pts.
<i>Bow</i>	10 pts.		

Armour: has *Thick clothes*.

Cost: 20 pts.



Ganger (troop)

In some gangs you have to overcome some kind of test, in others you only have to survive for a year, there are those where the issue is put to vote... but in the end, if a scumbag does not screw it up, the time arrives to promote him to be a full time ganger.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Ganger	2	5	5	5	4	3	3

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>Throwing knives</i>	3 pts.	<i>Pistol</i>	5 pts.
<i>Light mace</i>	3 pts.	<i>Shotgun</i>	6 pts.
<i>Mace</i>	5 pts.	<i>Crossbow</i>	8 pts.
<i>Small blade</i>	4 pts.	<i>Bow</i>	10 pts.
<i>Medium blade</i>	10 pts.		

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

Cost: 30 pts.

Badass

These are the gang's tough guys, the seasoned warriors, those who earn all the looks of respect from the others. They are veterans of a thousand fights, in such a dangerous place as the Wasteland.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Badass	2	6	6	5	4	4	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>Crossbow</i>	8 pts.
<i>Medium blade</i>	10 pts.	<i>Rifle</i>	8 pts.
<i>Pistol</i>	5 pts.	<i>Automatic rifle</i>	10 pts.
<i>Shotgun</i>	6 pts.		

Armour: has *Thick clothes*. Can take *Hardened leather* for +5 points, or *Metallic armour* for +15 points.

Cost: 40 pts.



Brute

Every gang can make good use of a big, muscled guy. Maybe they are not the smartest or most skillful blokes in the universe, but they can beat you up and floor you down in no time.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Brute	2	5	4	4	5	4	2

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>Shield</i>	6 pts.
<i>Heavy mace</i>	6 pts.	<i>Shotgun</i>	6 pts.
<i>Heavy blade</i>	8 pts.		

Armour: has *Hardened leather*. Can take *Metallic armour* for +10 points, or *Metal plate* for +15 points. Can take a *Shield* instead of one of the weapons for +6 points.

Cost: 40 pts.

Chief

To get to the top of the food chain in a gang you have to be tough and smart. The chief is the leader of the gang, respected by his men and feared by the rest. This is a person weathered in the battlefield and with unquestioned leadership ability.

There can only be one chief in each Gangers band.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Chief	3	6	6	6	4	4	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>Mace</i>	5 pts.	<i>Crossbow</i>	8 pts.
<i>Medium blade</i>	10 pts.	<i>Rifle</i>	8 pts.
<i>Pistol</i>	5 pts.	<i>Automatic rifle</i>	10 pts.
<i>Shotgun</i>	6 pts.		

Armour: has *Hardened leather*. Can take *Metallic armour* for +10 points, or a *Bulletproof vest* for +10 points.

Cost: 70 pts.

ADDITIONAL EQUIPMENT

Gangers also have these pieces of generic equipment at their disposal.

- Any ganger can take *Biohazard protection* for +5 points.
- Any ganger can add a *Bayonet* to a weapon with the *Firearm* special rule for +4 points. This does not count as a weapon selection.