

The Scavengers

“Ay, shiver me engine-casings, if it ain’t that good-for-nothing scallywag Rufus! Right, get your guns maties, it’s time we showed these losers what happens when they trade on our turf!”

-Red Beard, captain of the ‘Red Sharks’ gang

Life in the Wild sector is hard. Barbarians who call these parts of the galaxy home, mutated and evolved humans that aren’t accepted in societies, and humans from other civilisations that escape to be free outside the constraints of their original societies, all struggle to survive against marauding orcs, cyber nomads and other mutations and monsters. These people band together in packs, raiding settlements, scavenging weapons, and constantly moving between planets, trading, and fighting to stay alive.

Scavenger armies are widely varied, equipped with whatever equipment they can find, and often supported by great beasts and monsters these people have tamed to support them. Strange technology from centuries ago is fielded alongside stampeding alien beasts, and experienced pirates.

Scavengers are resourceful, slippery, and more often than not, greedy. They are happy to ally with or work for just about anyone, as long as they can gain a profit from it. Despite their infidelity to employers and allies, crews that have been together for a long time are often very loyal to each other, and especially to their captain. Scavengers are often employed by explorers and treasure hunters, to brave the depths of the wild sector and recover some relic or ancient piece of technology.

These people live by their skills and talents, always ready to take risks and opportunities, and always watching their backs. Scavengers are often varied, and colourful individuals, and crews are made up of free spirits, eccentrics, exiles, and mysterious strangers.

Though they use a wide variety of weapons, scavengers generally prefer to use weapons they can rely on, and often scavenge ancient technology only for its trading value. Most scavengers use mag weapons- they are reliable, simple, and cheap- perfect for these people.

Units:

- Pirate Lord
- Raiders
- Hounds
- Artillery beast
- Charger beast

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Pirate Lord										10 power
MS	RS	D	H	N	Special					
3+	3+	4+	3	3+	Hero, stealth, surprise					
Weapon:				R	A	AP	Special			
Plasma-Cutlass				-	3	1				
Mag-pistol				12"	1	3				

Raiders (5 models)										10 power
MS	RS	D	H	N	Special					
4+	4+	5+	1	4+	Stealth, surprise					
Weapon:				R	A	AP	Special			
Cutters				-	2	1				
OR										
Mag-musket				26"	1	1				

Hounds (3 models)										5 power
MS	RS	D	H	N	Special					
3+	5+	6+	1	4+	Stealth, surprise					
Weapon:				R	A	AP	Special			
Claws and teeth				-	3	-				

Artillery beast (1 model)										20 power
MS	RS	D	H	N	Special					
5+	3+	3+	6	2+						
Weapon:				R	A	AP	Special			
Rocket volley				30"	2D6	1				
OR										
Railgun				40"	1	4	deadly(2D6)			

Charger beast (1 model)										15 power
MS	RS	D	H	N	Special					
3+	5+	2+	8	2+	Energy shield(5+), impact(2D6), scary(2)					
Weapon:				R	A	AP	Special			
Bite				-	D3	2				
Crush				-	1	3	deadly(D3)			

