

SCAVVER CLADES



Nomadic looters, tinkerers, and traders living off the bones of the old world.

SIGNATURE RULES

SCAVVER'S STASH SMALL PRINT

All Scavver's Stash weapons carry the **Crude** trait, and everything is removed from the warband when the battle ends. And a reminder from the core rules: fighters wielding a weapon they lack proficiency for suffer -1 to hit with it, and the stash does not check who it's handing things to. The full weapon tables live in the faction rules PDF. Some hauls win games. Some hauls are three stun grenades and a prayer.

TINKER'S TOUCH

Once per round, when a friendly model fails an Interact action, you may reroll the test. Percussive maintenance is a proud Clade tradition.

MOMENTUM SURGE • JURY-RIG • COST 2

Choose one spent, broken, or One-Shot weapon or equipment item used by a model in this warband. It may be used one additional time this battle. Nothing is ever truly empty if you shake it hard enough.

THE SCAVVER'S STASH

Rolled before every battle. Roll a D3 for hauls, then a D6 per haul.

ROLL 1-2 • UP CLOSE & PERSONAL

Short-range scrap guns, pistols, SMGs, shotguns, and throwers. Good for alley fights and tight quarters.

ROLL 3-4 • SHOOTIN' IRONS & SCRAP CANNONS

Rifles, carbines, snipers, heavy scrap guns, and non-explosive launchers. The backbone of most hauls.

ROLL 5-6 • THINGS THAT GO BOOM

Grenades and unstable explosives. Dangerous to everyone involved.

CLADE BOSS

LEADER COMBAT

₣ 44

5	1	4	2	4
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Revolver	10"	1	2	Sidearm	
MELEE	Crank Axe	1"	-	2	Cumbersome	

PROFICIENCIES **Ranged:** Pistols, Shotguns, Throwers • **Melee:** Blades, Blunts

SCRAP BRAWLER

When this model wins a Fight, the enemy gains 1 additional Nerve Token. Then remove 1 Nerve Token from this model or a friendly model within 3".

BOSS SWAGGER

Friendly models within 5" gain +1 to Nerve Tests.

FASTEST GUN

When this model uses Snap Fire, it does not suffer the -1 ACC modifier.

CUTTER RAT

CORE SCOUT

₹ 14

6	0	3	0	2
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Pipe Gun	8"	1	1	Sidearm, Crude	
MELEE	Alley Cutter	1"	-	1	Crude	

PROFICIENCIES **Ranged:** Pistols, SMGs · **Melee:** Blades

STREET SCUTTLE

This model ignores movement penalties from rough terrain and gains +1 to tests when jumping gaps or dropping down levels.

RAT'S REFLEXES

Once per round, when this model is targeted by a ranged attack, it may move 1" before the attack is resolved.

SCRAP JACK

CORE FIGHTER

₹ 24

5	1	4	1	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Rust Rifle	12"	1	1	Crude	
MELEE	Alley Cutter	1"	-	1	Crude	

PROFICIENCIES **Ranged:** Pistols, Rifles, Shotguns, Throwers, Launchers · **Melee:** Blades, Blunts

SCRAP ARMOUR

Each time this model would suffer Damage from a ranged attack, roll a D6. On a 6, reduce that Damage by 1.

HEAVY LIFTER

After performing an Interact action, this model may move 1".

GEARHEAD

SPECIALIST SUPPORT

₹ 20

5	0	4	0	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Scrap Repeater	15"	1	1	Crude	
MELEE	Bolt Hammer	1"	-	1	-	

PROFICIENCIES **Ranged:** Pistols, SMGs, Rifles · **Melee:** Blunts, Industrial Weapons

FIELD FIXER (ACTION)

If within 2" of a friendly model, may repair a damaged or spent weapon on a 3+. Alternatively, if within 2" of a friendly Juggernaut, it can attempt to repair 1 HP instead.

JURY-RIGGED BOOST (ACTION)

Choose a friendly model within 3". The next time that model hits with a ranged attack this round, when rolling on the Impact Table you may add 1 to the result. The weapon also gains the **Hazardous** trait for this attack.

WEAPON TRAITS

AS FOUND ON SCAVVER CLADES WEAPONS

CRUDE	On a natural roll of a 1, the item breaks and can no longer be used for the remainder of the game
CUMBERSOME	-1 to Fight rolls.
HAZARDOUS	On a natural roll of a 1 to hit, the wielder takes 1 Damage.
SIDEARM	Can fire in melee with no penalty.

THE SCAVVER'S STASH



Roll a D3 for hauls before every battle, then roll on the tables below.

HOW THE HAUL WORKS • SCAVVER'S STASH

- Before the battle, roll a D3. That is how many hauls the clade pulled in.
- For each haul, roll a D6 for the category, then a D6 on that category's table.
- Assign the weapons to any fighters in the warband before deployment.
- A fighter using a weapon class it lacks proficiency for suffers -1 ACC with it.
- Every weapon from the stash gains the Crude trait.
- Stash weapons are removed from the warband when the battle ends.

UP CLOSE & PERSONAL

HAUL ROLL 1-2

Short range scrap guns, pistols, SMGs, shotguns and throwers. Good for alley fights and tight quarters.

D6	WEAPON	CLASS	RNG	ATK	DMG	TRAITS	CRIT EFFECT
1	Slagstorm	SMG	10"	3	1	Burst Fire, No Aim, Catastrophic	Knockback (1") : the target is pushed 1" back.
2	Arc Pistol	PISTOL	6"	1	1	Sidearm, Branching	Stagger : the target loses 1 action next activation.
3	Hand Cannon	PISTOL	8"	1	2	Sidearm, Knockback (1")	—
4	Plasma Pistol	PISTOL	8"	1	1	Sidearm, Overcharge	Corrosive : the target's DEF is permanently reduced by 1.
5	Tar Spewer	THROWER	6"	1	1	Spray, Sticky	Restrained : the target cannot move until it or an ally within 1" passes a Stabilise action.
6	Thumper	SHOTGUN	8"	1	1	Shred	Knockback (2") : the target is pushed 2" back.

SHOOTIN' IRONS & SCRAP CANNONS

HAUL ROLL 3-4

Rifles, carbines, snipers, heavy scrap guns and non-explosive launchers. The backbone of most hauls.

D6	WEAPON	CLASS	RNG	ATK	DMG	TRAITS	CRIT EFFECT
1	Spike Launcher	LAUNCHER	12"	1	2	Silent, Reload	Pierce : 1 Damage to an enemy model within 2" of the original target.
2	Laser Carbine	RIFLE	18"	1	1	—	—
3	Arc Blaster	RIFLE	12"	1	1	Branching	Stagger : the target loses 1 action next activation.
4	Junk Thrower	LAUNCHER	12"	1	2	Catastrophic	Shrapnel : make an extra attack roll against an adjacent model within 2" of the target.
5	Harpoon Gun	HEAVY	16"	1	2	Unwieldy, Reload	Drag : the target is pulled D6" toward the shooter.
6	Deadeye Rifle	SNIPER RIFLE	25"	1	2	Scoped, Ignore Cover	—

THE SCAVVER'S STASH



The explosive haul, and every trait the stash weapons carry. All of them gain Crude.

THINGS THAT GO BOOM

HAUL ROLL 5-6

Grenades and unstable explosives. Dangerous to everyone involved, including the fighter holding them.

D6	WEAPON	CLASS	RNG	ATK	DMG	TRAITS	CRIT EFFECT
1	Boombag	GRENADE	6"	1	1	Blast (3"), Deviates, Catastrophic, One-Shot	—
2	Firepot	GRENADE	6"	1	1	Blast (2"), Deviates, Lingering (3+), Hazardous, One-Shot	Burning: the target burns, taking 1 Damage at the end of each round until it or an ally within 1" passes a Stabilise action.
3	Stun Grenade	GRENADE	6"	1	0	Blast (3"), Deviates, One-Shot	Stun: the target gains an Activated Token if it does not have one, so it cannot activate this round.
4	Pocket Rocket	PISTOL	8"	1	1	Sidearm, Blast (2"), Catastrophic, One-Shot	—
5	Grenade Launcher	LAUNCHER	16"	1	1	Blast (2"), Deviates, Unwieldy	Suppressing: deal +1 Nerve Token to the target.
6	Scrap Rocket Tube	HEAVY	20"	1	2	Unwieldy, Blast (3"), Catastrophic, Reload	Knockback (2"): the target is pushed 2" back.

TRAIT REFERENCE

EVERY TRAIT ON THE STASH TABLES

BLAST (X)

Affects all models within X". Roll to hit each one separately.

BRANCHING

Roll a D6 for each model within 3" of the target. On a 6 they gain a Nerve Token.

BURST FIRE

Can split attacks between targets within 2".

CATASTROPHIC

On an unmodified hit roll of 1 the weapon fails. The wielder and all models within 2" suffer 1 Damage.

CRUDE

On a natural roll of a 1 the item breaks and cannot be used for the rest of the game.

DEVIATES

When the attack misses, mark the target point, roll a D8 for direction on the deviation star, move the impact point D3+3" that way and resolve the attack there.

HAZARDOUS

On a natural roll of a 1 to hit, the wielder takes 1 Damage.

IGNORE COVER

Ignores any cover bonus the target would have against this attack.

KNOCKBACK (X)

After resolving this attack, push the target X" directly away from the attacker.

LINGERING (X)

At the start of each round roll a D6. On X the effect remains, otherwise it dissipates.

NO AIM

Cannot benefit from Aim bonuses.

ONE-SHOT

After firing, the weapon is expended for the rest of the game.

OVERCHARGE

Gain +1 to hit rolls and +1 DMG, but the weapon gains the Catastrophic trait.

RELOAD

Requires 1 Action to reload after firing.

SCOPED

Gain +1 ACC if the shooter has not moved this activation.

SHRED

All models within 2" of the target gain +1 Nerve Token.

SIDEARM

Can fire in melee with no penalty.

SILENT

Shots do not alert nearby enemies, used in stealth missions.

SPRAY

Roll an additional attack against any models, friend and foe, within 2" of the target.

STICKY

On hit, the target's Move is halved until the end of its next activation.

UNWIELDY

Costs 2 actions to use this weapon.

SCAVVER CLADES

Nomadic looters, tinkerers, and traders living off the bones of the old world.



THE LONGHAUL CREW

SUGGESTED WARBAND

8

FIGHTERS

188

THRACKS SPENT

12

LEFT FOR GEAR

THE MUSTER

200 THRACK LIMIT

QTY	FIGHTER	ROLE	M	ACC	DEF	FHT	HP	EACH	TOTAL
1	Clade Boss	LEADER COMBAT	5	1	4	2	4	44	44
4	Scrap Jack	CORE FIGHTER	5	1	4	1	3	24	96
2	Gutter Rat	CORE SCOUT	6	0	3	0	2	14	28
1	Gearhead	SPECIALIST SUPPORT	5	0	4	0	3	20	20

MUSTERED • 1 LEADER • 6 CORE • 1 SPECIALIST

THRACKS 188 / 200

WHY THESE FIGHTERS

CLADE BOSS

Boss Swagger is +1 to Nerve Tests within 5", and Fastest Gun strips the Snap Fire penalty off your best pistol.

SCRAP JACK X4

The broadest proficiency list in the faction, which means the Stash can hand them almost anything without the -1 to hit.

GUTTER RAT X2

Fourteen Thracks, M6, ignores rough terrain and gets +1 on jumps. Objective runners and nothing else.

GEARHEAD

Field Fixer repairs a broken or spent weapon on a 3+. In a faction where everything carries Crude, that is a whole extra gun.

HOW IT PLAYS

- Roll the Stash before you deploy, then decide who stands where. The haul writes the plan, not the other way round.
- Keep the Gearhead within 2" of the Scrap Jacks. Crude weapons break constantly and every repair is a gun back in the fight.
- Spend Jury-Rig on a spent One-Shot or a launcher, never on a broken knife.
- Watch out: a fighter using a weapon class it lacks proficiency for takes -1 to hit, and the Stash does not check who it is handing things to.

MOMENTUM SURGE • JURY-RIG • 2 MOMENTUM • USE ONE SPENT, BROKEN OR ONE-SHOT ITEM ONCE MORE.

OPENING THREE ROUNDS

SUGGESTED LINE OF PLAY

■ ROUND 01

Roll the Stash and hand it out by proficiency, not by preference. Gutter Rats run for the objectives immediately.

■ ROUND 02

Scrap Jacks form a firing line. The Boss uses Snap Fire freely, since Fastest Gun removes the penalty.

■ ROUND 03

Gearhead repairs the first Crude weapon that breaks. Spend Jury-Rig on the best gun in the haul for one more shot.

MUSTER RULES • BUILDING YOUR OWN 200

Every warband must include at least one Leader. • You cannot field more Specialists than you have Core fighters. • Zero to one Juggernaut units. Maximum fourteen fighters. • One faction only, unless the scenario allows allies. • Spend anything left over in the Starter Armoury.

ALL STASH WEAPONS CARRY CRUDE, AND LEAVE THE WARBAND WHEN THE BATTLE ENDS.