

# SETTLEMENT EVENTS

by Tom Merrigan

Tom from Sydney, Australia, is a regular contributor to *Gang War*, and this time he has a complete set of alternative settlement rules for fellow *Necromunda* players to try out.

Due to space this is only the first part of Tom's *Necromunda* settlement rules, the second part will feature in the next issue of *Gang War*. It includes rules for visiting Gambling Dens, Pit Slave fights, the Mercenary Square and some rules for new equipment. (Tom does write a lot, not that we are complaining!).

Settlements (or towns) are hives of activity where anything can and does happen. A gang may visit a settlement after a game in order to purchase new weapons, hire new fighters and conduct other business. A gang may only visit a settlement if their leader survived the last battle and was not taken out of action. In addition, any gangers who did not work territories after the battle may accompany the gang leader. Javes and heavies never accompany the gang leader, as they are too busy performing other tasks.

Each settlement has a number of special locations such as the Trading Post, Drinking Holes and Gambling Dens that the gang may visit. You may visit up to D3 locations each time your gang goes into town. Although this may seem limited, it reflects the fact that no gang leader wants to be away from his hideout for too long in case he is usurped by an ambitious ganger or the like. In addition, some settlements are particularly small and so may consist of only a few special locations. Each player may choose which special locations they wish to visit.

Before visiting any special

locations however you must roll on the Settlement Events Table below to see if a random encounter has befallen your fighters. Roll a D66 for the entire group of fighters from your gang that visit the Settlement and apply any results immediately. For the purposes of this table the gang leader and any fighters who accompany him into the settlement are referred to as the player's gang.

## SETTLEMENT EVENTS TABLE Roll D66

### 11. THROWN OUT OF TOWN

Your gang's wild behaviour in the many saloons and markets of the settlement attract the attention of the watch and they throw your gang out of town. Your gang must head back to their hideout and prepare for the next battle.

### 12. UNEVENTFUL

### 13. PICKPOCKET

As your gang pushes through the busy streets, your leader suddenly gets a feeling that something is wrong. He reaches for his creds to find them gone, snatched by a lousy pickpocket. Count the loss of half your credits.

### 14. RATSKIN SCOUT

Whilst travelling along a derelict street of the settlement you stumble across a Ratskin Scout being accosted by a gang of Scum. Roll a D6 and consult the table below:

1-3 There are too many scum, and besides, you don't like Ratskins anyway. You leave the wretch to its fate and continue on your way.

4-5 You decide to help the Ratskin, and manage to save him from his fate. As thanks the Ratskin slips your leader a piece of parchment before disappearing down the street. Upon inspection you discover the parchment is a Ratskin map, which you may add to your stash.

6 Your gang charges into the Scum and manages to beat them off, saving the Ratskin who keeps on mumbling something about an honour debt to you. Roll up a Ratskin Scout from the hired guns section of the *Necromunda* Sourcebook. The scout will fight for free in your next battle, after which he demands the usual hire fee.

### 15. UNEVENTFUL

**16. SLAVER**

Slavers set upon Your gang intent on turning you into a quick profit. Make an Initiative test for each fighter in the gang. If the test is past then that member has escaped the slavers. If the test is failed then they are captured by slavers and hauled off to the slave markets to be sold. If any of your gang members are captured then you can chose to visit the slave markets and buy them back (minus any weapons of course). Each gang member has a total cost in creds equal to their experience divided by ten. If you do not buy captured gang members back from the slavers then they are sold off into slavery and never seen again. Visiting the slave markets counts as visiting a special location.

**21. SHOOTOUT**

An Underhive Scum that has an old feud with one of your gang fighters (decide randomly which one) challenges them to a Quick-Draw. The shoot-out is scheduled to take place at sundown (after your gang has visited any special locations). The fighter in question can either choose to leave town immediately (in which case the entire gang accompanies him before you have a chance to visiting any special locations) or except the challenge. If you accept the challenge roll up a Scum from the hired guns section of the Necromunda Sourcebook and follow all the rules for the Shootout Scenario, but only use the two models in question. If your fighter wins the shootout you gain  $D6 \times 10$  creds from the Scum's body. Should your fighter lose the shootout then his life comes to a premature

end, and you should cross him off your gang roster immediately.

**22. UNEVENTFUL****23. A NICE LITTLE EARNER**

A couple of shifty looking Scum approach your gang asking for help with their smuggling operation. If you decide to help roll 1D6 and consult the table below:

1-3 You are unable to off-load the illegal contraband and make no extra credits.

4-6 You earn  $D6 \times 10$  creds by selling on the merchandise. Add this amount to your stash.

**24. CHEATED**

A dishonest trader has fooled your leader. One item (decided randomly) that you purchase in this settlement is a fake and is useless. Discard the item in question.

**25. UNEVENTFUL****26. CONSCRIPTION**

One of the fighters in your gang is conscripted into the Imperial Guard and is due to be shipped off Necromunda in the next couple of days. Decide randomly who is conscripted and then roll a D6. On a 1 he fails to get out of his predicament and is never seen again. On a 2+ he manages to escape the barracks and goes AWOL. Your gang, however, must leave the settlement immediately otherwise the conscript risks getting recaptured.

**31. AN HONEST DAYS WORK**

Your gang is employed by a Guilder to carry his wares around the settlement. Each gang fighter earns 2D6 creds as payment for their services.

**32. UNEVENTFUL****33. RIOTOUS LIVING**

Taken with the joys of hot food and a good too many bottles of Wild Snake your leader and his men over spend on such luxuries by half the credits in your stash.

**34. FIGHT**

In a rundown street you are set upon by a band of Underhive Scum, who demand half of your credits as tax for passing down the street. You have a choice. Pay the Scum the creds and be on your way, or fight it out with them. If you choose to fight there are  $D6 + 3$  Scum. To determine who wins the fight roll a D6 for each fighter in your gang and add the scores together. Your opponent in the last game does the same for the Scum. Whoever has the highest score wins the combat. If the scum win they steal all your credits and then disappear into the shadows. If you win you manage to claim  $D6 \times 5$  creds from the Scum before they flee.

**35. UNEVENTFUL****36. RIOT**

A peaceful protest by Underhivers demanding reduced taxes boils over into a riot following clashes with the watch. Roll a D6 and consult the table below;

1 Whilst trying to avoid the conflict one of the gang fighters is injured (decide randomly which one). Make a serious injury roll for that fighter. Treat captured and bitter enmity as full recovery.

2-3 Felling sympathetic for the plight of the protesters your leader orders his men into the fray. Unfortunately

the watch arrests them and the whole gang is thrown into the Stockade. By the time your gang is let go many hours have past and the gang leader decides it is unsafe to remain away from the gang's hideout for any longer period of time. Your fighters must leave the settlement immediately without the chance to visit any special locations.

4-5 The Riot is a faint noise on the other side of town and does not effect your gang in any way.

6 You manage to capture the ringleader of the protest as he flees from the watch. You duly turn him in and receive D6 x 5 creds as a reward.

#### 41. GAMBLING

You leader visits a local drinking hole and gets involved in a rather dubious game of dice. Roll 1D6 and consult the table below:

1 Your leader loses 3D6 creds and comes away a little wiser.

2-5 Your leader manages to break-even.

6 Your leader gambles away a fortune before lady luck smiles on him and he wins it all back with interest. Collect 3D6 creds in winnings.

#### 42. UNEVENTFUL

#### 43. JOIN THE WATCH

The captain of the watch marks your gang as useful looking recruits for the watch. Your gang is deputised by the Guilders and given the chance to become watchmen. If you accept you gain an additional 25 creds per game you play against outlaws and can inflict a -1 modifier on other gangs

when reporting them to the Guilders.

#### 44. ILLNESS

A terrible illness strikes one of the fighters in your gang (decide randomly which one). That fighter must miss the next game recovering from the illness after which they are fine to continue fighting with no ill effect.

#### 45. UNEVENTFUL

#### 46. LUCKY FIND

Whilst wandering the streets of town one of your gang fighters stumbles across a small sack lying on the ground. Upon opening the sack you find it stuffed with creds. Claim the moneybag and 2D6 x 5 creds.

#### 51. BEGGARS

Beggars accost your leader and, overwhelmed by their sadness he gives each of the 2D6 + 2 pitiful wretches 2 credits. If your leader can not pay he is a beggar himself, and you must roll a D6 and consult the table below;

1 Your leader is thrown out of town for begging (see Settlement Event roll of 11). The rest of your gang must leave town immediately so as not to risk the wrath of the Guilders (or their leader for that matter.

2-6 You leader gains 2D6 creds from begging on the streets.

#### 52. UNEVENTFUL

#### 53. REWARD

Whilst wandering through the settlement your leader sees a poster warning that a well-known assassin is reputed to be in the area. Upon reading this, he realises that the

description given matches that of a stranger he bumped into earlier. He rushes back to the spot where he last saw the assassin and manages to apprehend him just as he drags a Guilder into a dark street. Roll a D6 and consult the table below:

1 The assassin laughs, slits the Guilder's throat, throws the knife at your leader's feet and flees shouting "Help, murder!" Your leader is soon surrounded by the watch and hauled off to the Stockade. By the time he manages to protest his innocence many hours have past and he decides it is unsafe to remain away from the gang's hideout for any longer period of time. Your gang must leave the settlement immediately without the chance to visit any special locations.

2-5 Your leader saves the Guilder's life, for which he receives D6 x 5 creds, but the assassin slips away.

6 Your leader saves the Guilder and captures the assassin, turning him over to the watch, for which he receives D6 x 5 creds. The Guilder is so thankful for your leader's help that he offers his services as a go-between for selling useful scrap or items that your gang has. Add a Guilder Contact to your territory list.

#### 54. DONATION

Your leader is a sympathiser to the Redemption cause and makes a donation of half of the credits in the gang's stash at one of the temples in the settlement. In addition, if a Redemption gang ever captures your leader then he will automatically repent and

Join them without the need of a dice roll.

### 55. UNEVENTFUL

### 56. SHORTAGES

Unexpected shortages in this settlement cause all local traders to increase their prices. For the duration of your stay in this town all weapons and equipment costs double the normal number of credits.

### 61. PLAGUE

A bout of the dreaded zombie plague sweeps through the settlement. Randomly select a fighter in your gang and make a roll for them on the zombie plague table as if a plague zombie had taken them out of action. Whatever the result the entire gang must leave town immediately so as to avoid further infection.

### 62. UNEVENTFUL

### 63. ILLEGAL CONTRABAND

The watch arrest a randomly determined gang fighter for possessing illegal contraband. The fighter is thrown in the Stockade to await trial (short and unfair affairs by all accounts). Roll a D6 for the fighter. On a 5-6 he manages to escape from his cell and make it back to the gang's hideout in time for the next battle. On a 1-4 he is convicted of his crime and is executed at the block. Remove the fighter from the gang roster.

### 64. COUNTERFEIT

As your leader attempts to buy some equipment, the trader refuses to except his creds pointing out that they are counterfeit. Looking through his stash your leader finds that indeed some of his credits are counterfeit. You must discard

half the number of credits in your stash as a consequence.

### 65. UNEVENTFUL

### 66. OUTLAWED

A rival gang who is in town accuses your gang of a number of illegal dealings. Roll a D6 and consult the table below;

1-3 You're Clean Citizen. You protest your innocence and are cleared of any wrongdoing.

4-5 Outlawed. Your gang is outlawed by the Guilders and must leave town immediately. Follow all the usual rules for becoming an outlawed gang.

## THE TRADING POST

Every settlement has at least one trading post where guilders and local traders sell their goods and buy items they want. The Guilders also act as bankers, exchanging items for credit, which can be spent in any trading post in the Underhive.

### SPENDING CASH.

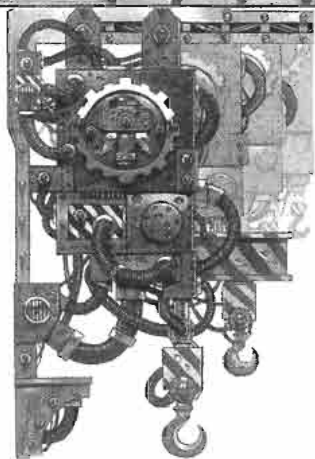
After every game a gang can collect income from its territories as described earlier. At the trading post cash can be spent on recruiting new fighters and on new equipment for the gang.

New fighters are recruited in the same way as the original gang. Refer to the Recruiting a Gang section. New recruits may be armed with any of the weapons described in the Gang Recruitment list, but cannot be given other equipment until they have fought at least one battle. Gangs can recruit whatever type of fighter the player wishes, but the usual

## RARE TRADE CHARTS

The following chart is used to determine what rare items are offered for sale to the gang leader. D3 items are offered automatically and a further +1 for each additional ganger sent to search them out. The prices are given on the price tables later.

11-14	POWER WEAPON. Roll a D6
	1 Power Axe,
	2 Power Fist,
	3 Power Maul,
	4-6 Power Sword
15	RARE WEAPON Roll a D6
	1-3 Web Gun
	4-5 Sniper Rifle
	6 Once In A Million Weapon
16	GRENADES Roll a D6
	1 Melta Bomb
	2-3 Photon Flash
	4 Plasma,
	5-6 Smoke Bomb
21-22	GRENADES Roll a D6
	1-2 Choke,
	3-4 Scare
	5-6 Hallucinogen
23	HOT SHOT POWER PACK
24	AMMO
	1-4 Armour Piercing
	5-6 Hellfire Shells
25-26	GUNSIGHTS
	1-2 Red Dot Laser
	3-4 Mono
	5-6 Infra Red
31	COMBI-WEAPONS
	1-2 Boltgun-Flamer
	3-4 Boltgun-Plasma Gun
	5-6 Boltgun-Meltagun
32-34	ARMOUR
	1-4 Flak,
	5 Carapace,
	6 Mesh
35	CONCEALED BLADE
36	AUTO-REPAIRER
41	BIO BOOSTER
42	BIO-SCANNER
43	BLINDSNAKE POUCH
44	GRAV SHOOT
45	GRAPNEL
46	INFRA-GOGGLES
51	ISOTROPIC FUEL RODS
52-54	MEDI PACK
55	MUNG VASE
56	RATSKIN MAP
61	SCREAMERS
62	SKULL CHIP
63	SILENCER
64	STUMMERS
65-66	WEAPON RELOAD



restrictions apply regarding the number of leaders, heavies and so on.

If a player wants to buy new weapons or other equipment for existing gang fighters then refer to the trading charts below. The charts list all the equipment available in the Underhive; not just the common weapons included in the recruitment charts.

### TRADING.

Common items may be bought quite readily in any Underhive settlement, either from a trading post or directly from a workshop. Players can purchase as many of these items as they want and can afford. The price for common items is fixed so players always pay the same for them.

Rare items are hard or even impossible to find. Only occasionally do such items turn up for sale and the price asked is often way above their true value. Players must be prepared to snap up rare items as they are offered, especially the really hard to get weapons and equipment.

To represent the scarcity of rare items each player makes a dice roll at the start of the trading session to determine

what goods are offered to him. To determine how many rare items are offered roll a D3. This is the number of items offered to the gang leader as he scours the trading post. In addition, gangers that accompanied the leader to the settlement may also search for rare items. Each ganger that accompanied the leader adds one to the dice roll. So if a gang's leader and two gangers visited a trading post they would be offered D3+2 items.

Roll a D66 for each item and consult the Rare Trade chart to determine what is on offer. The player may buy any of the items offered, but only one of each item unless the same item is rolled more than once. Note that each player rolls separately for his trading – the gangs don't necessarily hide out in the same place nor do they have the same contacts. One player cannot buy goods offered to another.

### HAND-TO-HAND WEAPONS

ITEM	TYPE	COST IN CREDITS
Knife	Common	Free/5
Sword	Common	10
Clubs, Mauls or Bludgeons	Common	10
Chainsword	Common	25
Chain or Flail	Common	10
Massive Axe or Sword	Common	15
Power Sword	Rare	40 + 3D6
Power Axe	Rare	35 + 3D6
Power Maul	Rare	35 + 3D6
Power Fist	Rare	85 + 3D6

### PISTOL WEAPONS

ITEM	TYPE	COST IN CREDITS
Autopistol	Common	15
Bolt Pistol	Common	20
Laspistol	Common	15
Plasma Pistol	Common	25
Stubgun	Common	10

### BASIC WEAPONS

ITEM	TYPE	COST IN CREDITS
Autogun	Common	20
Boltgun	Common	35
Lasgun	Common	25
Shotgun (solid + scatter shells)	Common	20

### GUN SIGHTS

ITEM	TYPE	COST IN CREDITS
Red-Dot Laser Sight	Rare	40 + 4D6
Mono Sight	Rare	40 + 4D6
Infra Red Sight	Rare	30 + 4D6

**SPECIAL WEAPONS**

ITEM	TYPE	COST IN CREDITS
Flamer	Common	40
Grenade Launcher(grenades extra)	Common	130
Meltagun	Common	95
Plasma Gun	Common	70
Sniper Rifle	Rare	230 + 4D6
Web Gun	Rare	220 + 4D6
Boltgun-Flamer	Rare	90 + 3D6
Boltgun-Plasma Gun	Rare	140 + 3D6
Boltgun-Meltagun	Rare	190 + 3D6

**HEAVY WEAPONS**

ITEM	TYPE	COST IN CREDITS
Autocannon	Common	300
Heavy Stubgun	Common	120
Heavy Bolter	Common	180
Heavy Flamer	Common	80
Lascannon	Common	400
Plasma Cannon	Common	285
Missile Launcher (missiles extra)	Common	185

**GRENADES**

ITEM	TYPE	COST IN CREDITS
Krak Grenade	Common	50
Frag Grenade	Common	30
Melta Bomb	Rare	40 + 3D6
Plasma	Rare	30 + 3D6
Choke Gas Grenade	Rare	15 + 3D6
Hallucinogen Gas Grenade	Rare	40 + 4D6
Photon Flash Flare	Rare	20 + 2D6
Smoke Bomb	Rare	10 + 2D6
Scare Gas Grenade	Rare	20 + 2D6

**MISSILES**

ITEM	TYPE	COST IN CREDITS
Krak Missile	Common	115
Frag Missile	Common	35

**AMMO**

ITEM	TYPE	COST IN CREDITS
Man-Stopper Shotgun Shells	Common	5
Hot-Shot Shotgun Shells	Common	5
Hotshot Laser Power Pack	Rare	15
Armour Piercing Ammo	Rare	Half cost of weapon
Hellfire Shells for Heavy Bolter	Rare	60 + 3D6

**RARE TRADE CHART**

The following chart is used to determine what rare items are offered for sale to the gang leader. D3 items are offered automatically and a further +1 for each ganger sent to search them out. The prices of rare items are given in the price charts.

**SELLING**

A player may wish to trade-in old weapons at the same time as he buys new ones. The second hand value of equipment, however, is not high due to the considerable wear and tear inflicted on it by your fighters. Gangs can automatically sell old equipment at half its listed price (half of the fixed cost component of rare items). When working out the re-sell value of an item round any fractions up. Alternatively, a gang may wish to hoard unused weapons for future use.

**PRICE CHART**

The following charts indicate the costs of items available for sale at the trading post. The cost of rare items is included, but such items cannot be bought unless they are offered for sale as already described. In some cases the cost of a weapon is variable, and includes a base cost plus a variable extra amount, for example 40 + 3D6 credits. In these instances the extra variable cost is the additional rarity value of the item – the premium which must be paid to own it.

**ARMOUR**

ITEM	TYPE	COST IN CREDITS
Flak	Rare	10 + 2D6
Carapace	Rare	70 + 3D6
Mesh	Rare	25 + 3D6

**EQUIPMENT**

ITEM	TYPE	COST IN CREDITS
Auto-Repairer	Rare	80 + 4D6
Bio-Booster	Rare	50 + 4D6
Bio-Scanner	Rare	50 + 3D6
Blindsnake Pouch	Rare	30 + 2D6
Clip Harness	Common	10
Concealed Blade	Rare	10 + D6
Filter Plugs	Common	10
Grav Chute	Rare	40 + 4D6
Grapnel	Rare	30 + 4D6
Infra-Goggles	Rare	30 + 3D6
Isotropic Fuel Rod	Rare	50 + 4D6
Lobo-Chip	Common	20
Medi-Pack	Rare	80 + 4D6
Mung Vase	Rare	D6 x 10
One In A Million Weapon	Rare	As Weapon x 2
Photo-Contacts	Common	15
Photo-Visor	Common	10
Ratskin Map	Rare	D6 x 10
Respirator	Common	10
Screamers (one encounter)	Rare	10 + 3D6
Silencer	Rare	10 + 2D6
Skull Chip	Rare	30 + 3D6
Stummers (one encounter)	Rare	10 + 3D6
Weapon Reload	Rare	Half Weapon Base Cost

**DRINKING HOLES**

Every town has at least one drinking hole, and most have more. Drinking holes are places where fighters go to swap tall stories, pick-up information, have a good time, and spend a few hard-earned creds. If you decide to visit one of the settlements local drinking holes roll 2D6 and look up the result below.

**2. AS SICK AS A JUVE**

The drinking Hole is having a special "Drink the Bar Dry" night. Caught up in the festivities the night whizzes away, a blur of merry making and wild snake. Morning comes around and everyone feels more than a little 'toasted'. For the duration of the next battle your leader and any gangers who accompanied him to the settlement must subtract one from their

Initiative characteristic.

**3. FESTIVE NIGHT**

Caught up in the festivities your leader spends a large amount of creds on bottles of wild snake and more exotic spirits. When he wakes up the next morning the gang is out of pocket by D6 x 5 credits from the excessive consumption the night before.

**4. RUMOUR**

Whilst drinking in a corner of the bar your leader overhears a group of off duty watchmen talking about what's going on out in the wastes and which gangs are going where and what they're looking for. You don't hear much of the conversation, but what you do hear allows you to modify your next dice role on the scenario table by +1 or -1; the modifier is applied after both dice are rolled.

**5. FIGHT**

Your leader gets into an argument with a rival gang leader over which gang is "king of the heap". Before long a fight breaks out and everyone in the drinking hole has joined in. Your leader and any ganger who accompanied him to the settlement must roll equal to or less than their Toughness on a D6 otherwise they are injured during the fight. Any fighter who is injured should make a roll on the serious injury table. Count dead, captured and bitter enmity as full recovery. If a fighter manages to roll under their toughness they gain an additional D3 experience points.

**6. DRINKING CONTEST**

A large, barrel-chested Ogryn challenges one of your fighters

to a drinking contest. His chosen drink is the legendary black label wild snake, a fearsome drop that'll nock the boots right off your feet. Roll a D6 for your fighter and your opponent does the same for the Ogryn. Repeat this and keep a running total for both contestants as a measure of how drunk they are. The first one to reach 30 mumbles something about their mother, slumps under the table, and begins to snore loudly. If your fighter wins he wakes up the next morning with a sore head and a free bottle of wild snake, otherwise he simply wakes up with a sore head. The bottle of Wild Snake can be given to a gang before a game and increases the gang's Leadership by +1 up to a maximum of 10. Sadly their inebriation also reduces their Initiative characteristic by -2 as well. Once the game is over the gang's characteristics are returned to normal with accompanying blistering headaches.

### 7. QUIET DRINK

Your leader and any gangers who accompanied him to the settlement spend a quiet day in the drinking hole taking it easy and talking about better times.

### 8. TIP OFF

Whilst your leader is ordering a drink from the bar an old contact approaches him. In the ensuing discussion he alerts you to an opportunity for making some quick creds. The next time you roll on the scenario table you may re-roll the dice if you wish. If you choose to re-roll the dice you must except the second roll even if it is worse than the first.

### 9. ARM WRESTLING

One of your fighters (your choice) gets involved in an arm wrestling contest. Roll 1D6 and add the score to your fighters' Strength. Your opponent rolls 2D6 for the other contestant. Whoever has the highest score (re-roll any ties) wins a round of the contest. The contest is the best of three rounds. If your fighter wins the contest he claims D6 x 5 creds as his prize. If he loses he merely gains a reputation as an over sized weakling.

### 10. FIGHT

Your leader gets into an argument with a rival gang over which gang is "king of the heap". Before you know it a fight breaks out and everyone in the drinking hole has joined in. Your leader and any ganger who accompanied him to the settlement must roll equal to or less than their Toughness on a D6 otherwise they are injured during the fight. Any fighter who is injured should make a roll on the serious injury table. Count dead, captured and bitter enmity as full recovery. If a fighter manages to roll under their toughness they gain an additional D3 experience points.

### 11. INSIDE INFORMATION

Whilst drinking at the bar one of your gang members gets into a conversation with a drunken Scum. The Scum offers to sell your fighter some valuable information for the cost of 2D6 creds (enough for at least one more bottle of wild snake). If you chose to pay the Scum his creds roll 1D6 and consult the table below:

1-3 The information was fake. The next time you fight a battle your opponent may choose which scenario to play.

4-6 The information is good. The next time you fight a battle you may choose the scenario played.

### 12. NICE LITTLE EARNER

As your leader buys a third round of drinks for the house he is approached by a couple of shifty looking Scum asking for help with their smuggling operation. If you decide to help roll 1D6 and consult below:

1 Your leader is unable to off-load the illegal contraband and makes no extra credits.

2-6 Your leader earn 1D6x10 credits by selling on the merchandise which you may add to your stash.

