

SETTLEMENT EVENTS

PART 2

by Tom Merrigan

Continued from Gang War 5, this is the second part of Tom's new rules for Settlements in Necromunda. Here Tom details lots more exciting locations for Gangers to visit and get into trouble. At some later date we might bring you his rules for Outlaw Settlements, but for now give Tom's rules a try and let us know what you think.

GAMBLING DENS

Although gambling is illegal on Necromunda this is not true in the Underhive where the rules of Lord Helmawr bare little judgment. Gambling is rife in the Underhive and many a fortune has been won and lost on the toss of the dice. At heart gambling dens are intent on fleecing the unwary of all they have, so caution must be exercised at all times. If you wish to visit a gambling den to play cards, roll the dice or spin the wheel follow the rules below.

GAMBLING.

If you wish to take a chance and place a bet then roll 1D6 and refer to the table below.

DEBT RIDDEN.

Any losses are deducted directly from the gang's stash. If you are unable to pay your gambling debt out of your stash then you must sell off weapons and equipment until you can cover the

loss. If you still can't pay the debt then your leader is beaten-up by the den's Ogryn bouncers and thrown out into the street. Make a roll on the serious injury table for your leader counting bitter enmity and captured as full recovery.

WHEN TO QUIT.

After each bet roll a D6. On a roll of a 5-6 your leader decides to chance his luck one more time and you may continue to gamble. On a 1-4 your leader decides his luck has run dry and it's time to quit whilst he's ahead - you may not make any further bets. You may always choose not to continue to gamble if you like. If your leader was a 'winner' on the last bet you may add +1 to the dice roll.

PIT-FIGHTING ARENAS

Pit-fighting arenas are rough places where the toughest and meanest muthas in the Underhive fight it out. You may choose to visit the settlements pit-fighting arena and enter a fighter into one of the contests. If you elect to do this then you must select either your leader or one of the gangers who accompanied him to the settlement as the warrior who will fight. Your fighter's opponent for the contest is a randomly generated Pit Fighter (see the Hired Guns section for full details on Pit fighters). Once you have chosen your fighter and generated his opponent roll 2D6 and refer to the Pit-Fighting Arena Random Event table below

THE FIGHT.

The fight takes place in a small square pit. Roll to see which warrior charges, and fight the battle as a normal Close Combat. If your fighter is taken 'out of action' then roll for serious injuries as

GAMBLING TABLE

ROLL 1D6

1 LOOSER.

Your leader is stitched up in minutes, the sharp-eyed owners taking him for all he has. Your lose 1D6 x 10 credits.

2-5 EVENS.

After playing a few of the games your leader finishes up evens. Nothing lost! Nothing gained!

6 WINNER.

Luck is with your leader, and he quickly wins D6 x 10 credits, which you may add to your gang's stash.

PIT-FIGHTING ARENA RANDOM EVENT TABLE

ROLL 2D6

2 MATCH FIXING. Before the fight is about to take place an irate Guilder comes bustling through the crowd yelling and accusing your leader of match fixing. Roll 1D6. On a 1-3 your leader manages to protest his innocence and the fight proceeds as normal. On a 4+ your leaders protests of innocence fall on deaf ears and he is thrown into the street. You must leave the pit-fighting arena immediately.

3 PICKPOCKET. Your leader reaches for his creds to place a bet on the fight and finds them gone, some Scum has stolen them from right under his nose. You look around, but there are dozens of likely candidates. Roll 1D6 and consult the table below;

1-5 You draw a blank and count the cost of losing 3D6 creds (nobody's fool enough to keep all their creds in one place).

6 you spot the culprit flinch from your gaze and grab him before he legs it out the door. You get your money back and teach the Scum some manners.

4-5 FATIGUE. Your fighter is suddenly feeling a little fatigued from all the training and preparation he has been doing. For the next fight reduce his Initiative characteristic by one.

6-8 UNEVENTFUL.

9-10 INSIDE INFORMATION. You scout around before the contest gleanng as much information as you can on your fighter's perspective opponents. For the next fight increase your fighter's Initiative characteristic by one.

11 BETTER ODDS. A loan shark offers you better odds on the next pit fight. If your fighter wins the fight you get double the amount of creds. However, before collecting any winnings roll 1D6. On a 1 the loan shark has disappeared with your money and you win nothing.

12 FORFEIT. Your fighter's opponent forfeits the match at the last minute. You automatically count as having won the fight and can collect 1D6 x 10 credits as reward.

normal counting bitter enmity and captured as full recovery. If your fighter wins he gains D6 x 10 credits and an extra D3 experience points.

LEGALIZED PIT-FIGHTING WEAPONS.

There are laws governing the use of pit-fighting weapons and as such not all weapons can be used in a pit-fight. The following weapons have been legalised for use in a pit fight. Any weapons not listed below can not be used in a pit-fight. Note that a fighter may not be given additional equipment before a pit-fight. He can only fight with the legalised weapons he carries.

Any pit slave weapon

Eviscerators

Knives

Chains/flails

Clubs/mauls

Massive axes/clubs

WHEN TO QUIT.

After a fight is over and you have collected any winnings owed to you roll 1D6. On a 5-6 your leader decides to chance his luck again. If you want you can enter another fighter (not the same one as he will be recovering from the previous fight) into a pit-fight following the rules outlined above. On a 1-4 your leader decides it's time to call it quits and you may not enter any more fighters into a pit-fight. You may always choose not to fight if you want to. If you won the last fight you may add +1 to this dice roll.



MERCENARY SQUARE

Mercenary Square is the place where individual warriors offer their fighting services to the local gangs. Hired Guns, as they are called, are mercenary adventurers who fight for money and little else. They are essentially loners who wander the Underhive selling their services at settlements like Dust Falls, Two Tunnels and Angel Town. Hired guns don't belong to the gang they fight with and they don't usually help the gang except by fighting. This means that hired guns don't count as members of the gang for purposes of collecting income or for deducting cost of living expenses. A player cannot buy extra weapons or equipment for a Hired Gun, and he cannot sell a Hired Gun's weapons or equipment. You may never use the Leadership of a Hired Gun for taking Bottle Tests. The types of Hired Guns available and their character profiles are detailed in the Hired Guns section of the Source Book.

HIRE FEE.

A gang must pay the hire fee for a Hired Gun when he is recruited and subsequently after each battle he fights in, including the first. This cost comes from the gang's stash in the same way as the cost of buying new weapons or recruiting new gang fighters. If there is insufficient credit in a gang's stash to pay a Hired Gun then the Hired Gun will leave the gang, and the gang may not recruit further Hired Guns until after their next battle. Before hiring any Hire Guns roll a D6 and refer to the table below. Count a result of 1 on the tables as 2-5 if your Gang Rating is more than 2000.

MERCENARY TABLE

ROLL 1D6

1 Your gang is seen as having no future and you are expected to be dead inside of a week. As a result no Hired Guns will offer you their services. You can not hire any new Hired Guns for the duration of your stay in this settlement.

2-5 You can hire any Hired Gun you can afford at the normal price.

6 Work is slow out in the wastes and credits are scarce. All Hired Guns will work for half the normal price for the first battle, after which they will demand the usual fee.

WORKSHOPS

Within each Settlement there are usually a number of workshops, all grouped together to form an area of business where scrap and other odds and ends are turned into useful items, and where weapons are repaired and equipment can be checked over. A gang may visit a Weaponsmith at one of the local workshops if they wish.

CUSTOM JOBS.

Necromunda is renowned for its forges, and the weapons and equipment produced within its many Spires are favoured by the Imperial guard among others. Although technological process is almost non-existent within the Imperium there are still those that are willing to experiment with new or forbidden processes and technologies. Unfortunately, on Necromunda such practitioners are shunned and driven out of the Hive proper down into the depths of the Underhive. These individuals are called Weaponsmiths. Half-crazed, but nether-the-less brilliant individuals who will try just about anything once and who love to get their hands dirty. Weaponsmiths constantly try to outdo their competitors to the extent where whatever a gang needs, there will be someone prepared to have a go.

A gang fighter that visits a Workshop may get a Weaponsmith to customize one or more of his



CUSTOM JOB

Greater Punch	+1 Strength.
Increased Range	Increase the long range of the weapon by its short range. For example, a boltgun would have a short range of 12" and a long range of 36" after it had been customized.
More Firepower	+1 Sustained Fire dice.

weapons. Any individual fighter can have as many weapons as he wants customized, but can only have each weapon customized once between games. Note as Heavies and injured fighters cannot visit Settlements it is not required for the fighter who owns the weapon to be present at the workshop. It is assumed that the fighter in question entrusted his weapon to someone else in the gang who they knew would be making the trip into town. Also, Juvies may never have their weapons customized. The cost to customize a weapon is always a substantial

fee, and the amount must be paid for before the Weaponsmith will perform any work on the weapon. The cost of a custom job depends on the type and size of the weapon, so will always be half the cost of the weapon in credits (rounding any fractions down).

Once you have paid the correct amount you must decide on the type of custom job you want. A Weaponsmith can customize a weapon in one of three ways. He can increase the punch of the weapon making it stronger, modify the weapon to shoot over a longer range or increase the weapons rate of fire. A weapon can only have each custom job performed on it once. This means a weapon can be customized up to a maximum of three times in total. The effects of each custom job are as follows.

A weapon can have up to one custom job without compromising its overall performance. However, if you want to customize a weapon even more then its performance will be compromised in some way. Should you customize the same weapon again then you must roll on the Customized Weapons Effect Table below to find out what happens to the weapon. Note that you must roll on this Table each time you further customize the same weapon.

CUSTOM WEAPONS EFFECT TABLE**ROLL 1D6****1-2 SLOWED FIRE**

The weapon now requires more effort to reload and so a fighter can not move and shoot with the weapon in the same turn. Weapons that are already move and fire weapons now take a full turn to reload. If you roll this result twice then re-roll a different result.

3-4 KICKS SOME

All shots with the weapon are at -1 to hit. Such penalties are cumulative.

5-6 AMMO GUZZLER

The Ammo roll for the weapon is reduced to 'automatic'. If an Ammo test is required then the gun is automatically out of ammo, and is useless for the rest of the game. If you roll this result twice then re-roll a different result.

REPAIRING EXPLODED WEAPONS.

Weapons that explode in battle are little more than useless pieces of scrap, and most fighters simply throw them away. Weaponsmiths however are skilled in the repairing of almost all weapons available on Necromunda. The rules detailed below replace the rules for exploded weapons automatically being repaired at the end of a

REPAIR TABLE**ROLL 1D6****1-2 SCRAP METAL**

Despite the Weaponsmiths best efforts he can not repair the weapon and it must be thrown on the scrap heap. The Weaponsmith does offer to give you 3D6 credits for the scrap however.

3-6 AS GOOD AS NEW

The Weaponsmith is able to repair the weapon and it can be used as normal from now onwards.

game. Instead, you must visit a Workshop if you'll want to be using the weapon again.

If you want a Weaponsmith to attempt to repair an exploded weapon then you'll have to part with a number of credits equal to half the base cost of the weapon (round any fractions down). You must hand over the credits first. Once you have paid the amount roll on the table below. You must subtract -1 from the dice roll if the weapon to be repaired is a rare weapon, and -2 if it was a 'Once in a Million' weapon. In addition, you may add +1 to the dice roll if a model in the gang has the Weaponsmith skill. Note as Heavies, Juvies and injured fighters cannot visit Settlements it is not required for the fighter who owns the weapon to be present at the workshop. It is assumed that the fighter in question entrusted his weapon to someone else in the gang who they knew would be making the trip into town.

GUILD OFFICE

The Guild Office is a place that most gangs visit very begrudgingly. It is where you must go if you have business with the Guilders. It is usually located in the centre of a Settlement near the Town Square, the place where deviant Scum are hung from the gallows or lose their heads at the block! A gang may visit the Guild Office for a number of reasons.

REPORTING OUTLAWS

If you wish to report an enemy gang after a game in an attempt to have them outlawed, then you'll have to visit the Guild Office. Upon visiting the Guild Office your opponent in the last game must roll 2D6 and look up the result on the table below. This dice roll is modified as shown below.

- 1 If the game you just played was an Ambush and you were the attacker.
- 1 If the game you just played was a Shoot-out and you drew second.
- 2 If the game you just played was a Shoot-out and you drew first.
- 3 If the game you just played was an Outlaw scenario and you were the attacker.
- 1 For each Wyrd, Beastmaster or Pit Slave in your gang.
- +1 If your gang is Watchmen.

+1 If your gang rating is under 1000.

-1/+1 If your gang rating is over 2000 (roll a D6 each time 1-3 = -1, 4-6 = +1).

-2/+2 If your gang rating is over 3000 (roll a D6 each time 1-3 = -2, 4-6 = +2).

-3 If you attacked any forces of the Imperium in the game you just played.

+1 If none of the modifiers given above have ever applied to your gang before.

COLLECTING PAY FOR BEING A WATCHMEN

A gang that are acting as watchmen will collect their pay of 25 credits automatically as soon as they visit the Guild Office after a game. This money is now added directly to the gang's stash.

COLLECTING BOUNTY.

Outlaws are generally worth a bounty, dead or alive – that's why there are Bounty Hunters, after all. Any gang that captures or kills an Outlaw or Outlander can collect a reward on them by visiting the Guilder courts at the Guild Office in

OUTLAW REPORTING TABLE

ROLL 2D6

2 OUTLAWED

Time to get out of town. You must choose one of your territories to keep as your gang's hideout and delete all the others (which are seized by the Guilders).

3-11 CLEAN

You're clean citizen. Move along.

12 DEPUTISED

The Guilders are so impressed (or fooled) by your law abiding manner that you are given the chance to become Watchmen and help keep the peace. If you accept you gain an additional 25 credits after every game (added directly to the gangs stash) each time you play against Outlaws from now on. You'll have to visit the Guild Office of the local settlement after the game to claim the extra cash though. In addition, you can inflict a -1 modifier on any other gang that you report whilst you are Watchmen. You can decide to stop your gang being Watchmen at any time.

DOING TIME TABLE

ROLL 2D6

2 DAY IN COURT

Your fighter is hauled before the local Judge to protest his innocence. Roll a D6 to find out whether he is found guilty or innocent. On a roll of 1-3 he is found guilty and is sentenced to death (for committing the crime and for not turning himself in). He is hung in the Town Square that afternoon as a deterrent to other criminals. Remove the fighter from the gang roster. On a roll of 4-6 he is cleared of any charges and is set free immediately.

3 DEPORTED

Your fighter is moved into a special enclosure and he gets the uneasy feeling he is to be shipped off to a distant penal colony or conscripted into the Imperial Guard. Roll 1D6. On a 1 he fails to get out of his predicament and is shipped out the following morning, never to be seen again. On a 2+ he cunningly manages to break back into his old cell and escapes this appalling fate.

4-5 BAD PORRIDGE

Your fighter is given some really bad food from which he gets horribly sick. He starts the next battle at -1 to his strength. If a fighter suffers the effects of bad porridge again cumulate the result. Any fighter reduced to 0 strength will die as a result of their tortuous time in the stockade.

6-7 FLOGGING

The guards don't seem to like the look of your fighter and drag him into the yard for a flogging with the whip. He starts the next battle at -1 to his toughness. If you roll a 6-7 (flogging) again cumulate the effects. Any fighter reduced to 0 toughness will die as a result of their tortuous time in the stockade. In addition roll 1D6. On a 4+ your fighter has some rather impressive scars to show the lads and thus gains +1 to his leadership, up to a maximum of 10. Note that a model may only ever gain a total of +1 to his Leadership characteristic.

8-11 LOCKED UP

Your fighter spends his time locked up in his cell catching up on his sleep and swapping tall stories with the other inmates.

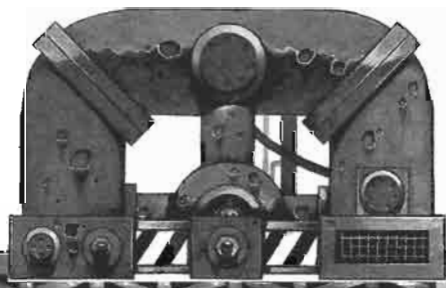
12 RATSKIN MAP

A wiry old man with a long beard and totally bald head who gesticulates wildly and curses loudly in a foreign tongue approaches your fighter. This man hands him a crumpled piece of parchment. Roll 1D6. On a 1-5 it turns out to be nothing more than a crumpled piece of parchment with a selection of poems, songs and stories the man has written in some foreign language. On a 6 it turns out to be a Ratskin Map that you can add to your stash.

the local settlement. The standard going rate for a bounty is equal to the captured or deceased Outlaws total cost plus experience in credits. Naturally Outlaws and Outlanders can't collect bounty, as they would be shot for trying then for ethical reasons. A gang cannot claim any weapons or equipment from a fighter that is sold to the guild courts as all equipment is considered to be material evidence. Note that these rules replace the standard rules in Outlanders, so that you may only ever collect bounty on Outlaws and other scum at the Guild Office.

TIME IN THE STOCKADE.

The Stockade is not somewhere you visit by choice, although for many in the Underhive it is a home away from home. In the stockade a fighter will share a cell with cutthroats, thieves and murders, and will swap tall stories with smugglers, pirates and the like. If a gang fighter is arrested by the Guild for any reason (such as rolling a 33 or 63 on the Settlement Events Table), then they will be forced to spend some time in the Stockade, before applying the results of the Settlement event, etc. For each of your fighters who spends time in the stockade roll D3 times on the Doing Time table above.



FRIENDLY DOC

In the Underhive, visiting a Friendly Doc is fraught with uncertainty. Within hive proper the level of medical assistance available to the general population is shockingly poor, and in the Underhive it is ten times worst. Most medical practitioners in the Underhive have been driven from Hive City, suspected of real or imagined crimes, such as experimentation with animals and arcane magic. The most notorious Doc to set up practice in the Underhive is 'The Mechanic' who is wanted by the Adeptus Arbites for the murder of more than 10,000 patients. Nevertheless, many fighters will visit a Friendly Doc in order to have a wound sustained in battle looked at and treated by the medical practitioner.

If a gang visits a Friendly Doc then any fighter with a serious injury may get the Doc to perform some surgery on them. The Doc may attempt to cure a fighter of any serious injury except old

battle wounds. Even a fighter with a few missing fingers can be fixed up as good as new, prosthetic surgery being quite advanced in the Imperium. Each fighter, however, may only ever have one serious injury looked at between games.

To see how an operation went roll a D6 and look up the result on the Surgery table below. You may add +1 to the roll if any of the fighters in your gang have the medic skill, as they offer the Doc some friendly advice in performing the operation. Note, that although you roll for the

SURGERY TABLE

ROLL 1D6

1-2 UH OH

The doc has made a mess of the operation and left your fighter in a state worse than when he came in. Roll a D6 and look up the result on the Uh Oh Table to see what has happened to the unfortunate patient.

3 WHICH ONE WAS IT ?

The Doc performs the wrong operation. If your fighter has any other serious injuries then the Doc attempts to fix one of them instead. Determine which serious injury the Doc operates on randomly and then roll on this table again. Treat further rolls of "which one was it" as "successful surgery". If your fighter doesn't have any other serious injuries then the Doc has gone a little mad and performed some kind of experimental surgery on the unsuspecting victim. Roll a D6 and look up the result on the Uh Oh Table to see what has happened to the unfortunate patient.

4-6 SUCCESSFUL SURGERY

The surgery was a success. Remove the serious injury from the fighter's profile on the Gang roster.

UH OH TABLE

ROLL 1D6

1 DEAD

The doc accidentally punctures a vital organ during the operation. He tried to save the patient but he bleeds to death on the operating table. The patient dies and should be removed from the Gang roster. On the bright side the doc offers you D6 x 5 creds for the body which will provide him with a useful supply of limbs to perform transplants with. This amount is added directly to the Gangs stash.

2 COMPLICATIONS

There are some complications with the surgery that lead to your warrior suffering further injury. Immediately make a roll for the fighter on the serious injury table (treat full recovery, bitter enmity and captured results as a roll of 5-6 (Not too Bad) below.

3-4 DUUUUHH

Some combination of anaesthetic and drugs has turned your fighter into a drooling idiot. He is now treated as if he had suffered a head wound.

5-6 NOT TOO BAD

Even though the Doc made a mess of the operation nothing too bad has happened to the patient. Your fighter survives unharmed from the surgery, but will have to miss the next game whilst he recovers from his ordeal. Note that the patient still suffers the effects of the serious injury that the Doc was meant to have operated on.

results now, a fighter who has had surgery performed on them will be laid out of action for a while, and will therefore miss the next game whilst they recover from the operation. The cost of surgery is always $D6 \times 10$ credits, which must be paid before the Doc will perform any operation. You may determine the cost of the operation first, however, before deciding to go ahead with it.

Note do not add +1 to the roll on the Uh Oh Table below if a member of the gang has the Medic skill. He has already given the Doc all the advice he was willing to take.

NEW EQUIPMENT

This section covers new equipment your warriors can buy from the Guilders and other traders in the settlements and towns of Necromunda (see Trading Posts in Settlement Events 1, GW5).

ARMOUR-PIERCING AMMO

Armour-piercing ammo is either projectiles with specially hardened tips or super charged power packs in the case of laser weapons. The ammunition is specially designed to penetrate armour, so a fighter wearing armour that is hit by armour piercing ammo receives no save. When a fighter buys armour-piercing ammo they buy it for a specific weapon which must be noted down on the gang roster. A fighter has enough armour-piercing ammo to last for one game.

COMBI-WEAPON

These are basically two weapons joined together, giving the fighter a choice of two weapons to fire instead of one. A fighter armed with a combi-weapon may choose which of the weapons he is going to use in the shooting phase. The boltgun may be fired any number of times, but the other weapon may only be fired once per game. Note that you may not choose to fire both weapons at once.

HEAVY FLAMER

Heavy flamers are treated exactly the same as flamers except that they are strength 5.

HELLFIRE SHELLS FOR HEAVY BOLTER

If a model with a heavy bolter uses hellfire shells then they only get to make one shot (no sustained fire dice). If you hit a model with a

hellfire shell then place the 2" template over them. Any model under the template will be wounded on a $D6$ roll of 2+ regardless of their toughness. Hellfire shells may scatter as normal.

WEB GUN

Treat this the same as a web pistol except the weapon uses the flamer template and has an ammo roll of 4+. A model equipped with a web gun must pass an ammo roll every time they use the weapon. 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.

