

Raft Town

Dive bars around Sludge Harbour tell tales of Captain Fortan and his floating raft town. They say he set out with the idea to build a hunting outpost far out onto the Sump sea from which to hunt sump spiders. The rafts were built and set out from sludge harbour crewed with anyone crazy enough to follow him.

At first shipments of jewelled spider eyes, hides and venom became a regular event, with boats and skiffs sailing to and from his raft town. But suddenly, nothing. The boats came back empty handed. Raft town could not be found.

Some people said sump currents moved the town, and they sent expeditions to find it. All were unsuccessful.

Others said it was sunk, and they sent sump divers to look for the lost town, to no avail.

Most thought the town had simply fallen prey to those it set out to hunt, the spiders themselves.

Rumours came and went but nothing solid was proven – until one day a dying man washed up on the shore of the sump sea. The only thing he was heard to say was “Those eyes, those terrible eyes!” Clutched in his hand was a bag stuffed with jewelled spiders’ eyes. The logo printed on the bag was barely readable but the words “Fortan Industries” could be made out. The hunt for raft town had begun again.



Any gang that can choose a scenario can pick this, although their opponent must agree to play. This represents two gangs finding raft town at the same time and fighting for salvage rights

Terrain

A 4'x4' board is recommended for this game. In this scenario the table top itself represents the sump sea. Terrain is set up as normal but all buildings must have a "raft" they are floating on. If the building has a base then this is used to represent the raft, if not then proxy the rafts with paper.

Walkways should connect all the rafts at table top level and on higher levels so movement to all of them is possible. If possible make as many varied routes across the board as you can.

Gangs

Each player must pay a boat owner to take his gang out to find raft town at a cost of 15 credits. An additional fee of 15 credits can be paid to keep the boat in closer to the raft during the fight (danger money)

Each player rolls a dice. The lowest scorer chooses which table edge he wishes to set up on, and places all of his gang within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

Both players roll a D6. The highest scoring player takes first turn.

Special rules

The following Treacherous conditions are always in effect during this scenario.

Sump sea

Swimming in the Sump is a highly dangerous experience. Noxious fumes, poisonous effluent, radioactive sludge and caustic acids can quickly overwhelm even hardened gangsters. Monstrous and often grossly mutated creatures also lurk in the depths

waiting for fresh meat to plunge into their watery domain.

If a swimming fighter is or becomes down, webbed, has a ripper jack attached to their face or is in base-to-base contact with an *amphibious* fighter during the hand-to-hand phase then they are immediately taken out of action. While swimming, fighters are immune from all pinning and psychology rules. If a fighter was broken before falling into the Sump then he automatically recovers his nerve.

Any model that falls or jumps into the sump sea must take a Strength test. If a fighter is carrying an *encumbered* weapon (e.g. a heavy weapon) then he suffers a -1 Strength penalty. If the test is passed then the model can swim a number of inches equal to his Strength characteristic. Alternatively, the fighter can forego any move and instead shoot a single handed ranged weapon (e.g. a pistol) or throw a grenade. If the Strength test is failed then the fighter struggles against the caustic sludge sea or is attacked by a wild creature. The model cannot move or act that turn and suffers a D3 Strength hit that ignores any armour saves. Note a roll of 6 is always classed as a failure even if the fighter has a Strength of 6+.

If an overboard fighter swims into contact with a piece of terrain then he can climb aboard but cannot do anything else for the remainder of the turn. Note a model can only climb aboard if there is physically enough room for him to do so. If a fighter starts the movement phase in base-to-base contact with a piece of terrain then he can automatically climb aboard without needing to take a Strength test.

Fighters that go OOA in the sump sea roll a D6 on a 5+ they made it back to the boat before collapsing, roll on the injury chart as normal.

On a roll of 1-4 they failed to reach the boat by themselves and were rescued at the last minute but the extra time in the sump was

not good for them. Roll on the injury chart as per high impact rules.

If the gang paid more to keep the boat in closer the fighter gets +1 to their roll to reach the boat.

Thick fog. Thick fog has settled around raft town, vision is reduced to a maximum of 16"

The monster roll from "Scavengers" must be rolled each turn to represent the sump spiders attacks. With the following addition to those rules: if a model in the gang who is being attacked is currently swimming in the sump sea that is always the model that will be targeted.

Heavy weapons.

When a fighter fires a heavy weapon the noise and light attract the wrong sort of attention. At the start of that fighter's next turn, roll a D6 if they fired a heavy weapon, on a 5+ they are attacked – roll on the monster chart to see what happens to them (This is in addition to the normal roll to see if a member of that gang is attacked)

Ending the game

The game ends when one of the gangs 'bottles out'. Gangs test for bottling at 25% casualties.

Exp

+D6 Survives

+5 Wounding hit

+10 Winning leader

+D6 Went for a swim (Fighter spent 1 or more turns in the sump sea)

Special

The winning gang gets to salvage raft town, but they must be quick. The stress from the fight on the derelict rafts has caused them to start to break up and sink.

The winning gang can either add 3D6x10 credits worth of spider eyes to their income, or they find D2+1 rare trades. The choice must be made before rolling to see the reward.

Raft town is no more... this scenario cannot be played again during this campaign.