

// Badzone Locales - new Core Rules by Anthony Case

The following rules allow gang members to visit some of the many haunts badzone settlements have to offer. A gang member can visit one of the locales below following the usual rules as outlined in the Trading Post section of the official rules.

// Fighting Pit

A Ganger can opt to fight a few rounds inside the fighting pits. If a gang member decides to do so, roll a D6 and add the model's Strength characteristic to the result. Consult the table below to see how the ganger has fared in the pits. A roll of 1 will always result in a pummelling irrespective of the resulting score.

- 1-4:** The ganger is pummelled into the dirt like a rag scav. Roll a D6 to see the extent of his injury. **1-2:** Leg Wound **3-4:** Arm Wound **5:** Hand Injury **6:** Blinded In One Eye
5: The ganger takes a beating. He starts the next game with a Flesh Wound.
6: +D6xp
7: +D6xp and +D6cr is added to your stash
8: +2D6xp and +D6cr is added to your stash
9+: +2D6xp and +2D6cr is added to your stash

// Gambling Ring

A Ganger can opt to bet a few creds in one of the many gambling opportunities open to Underhivers. If a gang member decides to do so, roll a D6 and consult the table below to see how unsuccessful he is. All debts must be paid immediately. If the gang doesn't have the spare credits in the stash then equipment must be sold. A gang member can continue to gamble for as long as he wishes to, but if you elect to stop then the ganger must pass a Leadership test otherwise he places a further bet.

- 1:** The ganger loses 3D6 credits
2: The ganger loses 2D6 credits
3: The ganger loses D6 credits
4: The ganger gains D6 credits
5: The ganger gains 2D6 credits
6: The ganger gains 3D6 credits

// Workshop

A Ganger can visit the workshop with a weapon to be modified (it doesn't have to be his own). Only a pistol or basic weapon can be modified and costs 50% of the base cost of the weapon plus as an extra rarity cost of D6 credits for each full 10 credits that the weapon base costs. For example, an autogun mod costs 10+2D6 credits. Roll on the following table to see how it was modified. A weapon can only be modified once and the result is permanent. In the case of weapons with multiple ammo types the result affects all of its ammo types. Hand Flamers and OIAM weapons cannot be modded.

- 11-12:** The Short Range is added to the Long Range, but suffers a -1 to-hit penalty at Short Range
13-14: The Long Range is increased by 25%, but the Short Range is reduced by 50%
15-16: The Long Range is increased by D6"
21-22: The Long Range receives a +1 to-hit bonus, but the Short Range suffers a -2 to-hit penalty
23-24: The weapon cannot explode

25-26: The Ammo Roll receives a +1 bonus (in the case of a 2+ Ammo Roll the weapon ignores first failed Ammo test)

31-32: The Save Modifier receives a +1 bonus

33-34: The weapon automatically passes failed Ammo tests on a roll of 5+, but suffers a -1 to-hit penalty at Long Range

35-36: The Strength receives a +1 bonus, but the weapon automatically explodes if it fails an Ammo test

41-42: The weapon will inflict D3 Damage if it rolls a to-wound score of 6.

43-44: The weapon counts as High Impact, but it's Ammo Roll is reduced by -1 (a 6+ Ammo Roll is reduced to 'Auto')

45-46: The weapon can re-roll a failed to-hit die, however, if you do then the weapon cannot fire again that game and must roll a D6. 1 = explode

51-52: The Short Range is increased by D6". Note this does not affect the Long Range

53-54: The weapon receives +1 Strength and Save Modifier bonus at Short Range, but Long Range is decreased by 25%

55-56: The weapon receives a +1 to-hit bonus at Short Range, but must now take Ammo tests on a to-hit roll of 1 or 6

61-66: You can choose which result to apply

// Doc

Any member of the gang can visit the Doc, even fighter types that normally cannot visit locales. A Doc can operate on one serious injury per visit costing 30 + D6x5 credits. Any serious injury can be operated on except a Head Wound, Shell Shock, Old Battle Wound and Horrible Scars. A ganger operated on strikes the injury from the roster but must miss the next game as he recovers from surgery. In addition, after the operation roll a D6. On a roll of 1 the ganger has suffered an unfortunate side effect (note the injury is still healed).

- 1:** Due to complications (or incompetence) the ganger dies on the operating table. He must be struck from the roster but you keep any equipment. On the plus side the Doc offers you D6x5 credits for his organs.
- 2:** The injury returns after D6 games
- 3:** The ganger suffers a Head Wound
- 4:** The ganger suffers an Old Battle Wound
- 5:** The ganger's Initiative is halved (round fractions down)
- 6:** The ganger recovers after D3+1 games instead of just 1

Outlaws suffer a side effect on a roll of 1-2 instead of just 1.

// Healer

Any member of the gang can attempt to find a Healer, even fighter types that normally cannot visit locales. All wyrds are feared and loathed in equal measure, but many towns protect healers and can be found with the right connections, persistence and a fist full of credits. Healers can attempt to heal any one serious injury per visit. A gang member attempting to find a Healer must expend 3D6 credits. If a triple is rolled then the ganger successfully makes contact with the Healer who agrees to use his powers. If a triple is not rolled then you can choose to either call off the search or pay a further D6 credits. This is continued until either a triple is rolled or you give up trying to find a Healer. Since all wyrds have a bounty on their head they are naturally harder to find in guild controlled settlements. If a lawful gang attempts to find a Healer and rolls a double 1 then the search is called off and the gang suffers a -2 modifier if reported to the Watch after the following game. If a Healer is found then roll on the following table to see the effect of his powers.

11: The ganger is never seen again. Strike him and his equipment from the roster
12: All of the ganger's equipment has been stolen
13: The ganger's Strength and Toughness is reduced by -1
14: The ganger's Leadership is reduced by D3 points
15: The ganger suffers D3 Old Battle Wounds
16: The ganger follows the rules for *stupidity*
21-23: Healed for D6 games
24-33: Healed For 2D6 games
34-36: Healed For 3D6 games
41-56: Healed
61-64: All serious injuries are healed
65-66: Healed and gains a free advance which can take him above racial maximum.
1:Strength **2:**Toughness **3:**Wounds **4:**Initiative **5:**Attacks **6:**Leadership

// Old Pro

Any member of the gang that received an experience advance that game can visit an Old Pro, even fighter types that normally cannot visit locales. The cost for a fighter to train under the tutelage of an Old Pro is 15 + D6x5 credits. If you elect to do so then you can choose one of the following options. Note any experience advances are always rolled before visiting an Old Pro. If the fighter gained a skill advance then you can roll the skill again and choose which one of the two results will apply. Alternatively, you can re-roll the whole advance up to two times. Note if you choose to re-roll the advance then the result overrides any previous rolls (i.e. you cannot pick the best result from the three rolls). Any duplicate results are re-rolled. If a fighter gained multiple experience advances after the game then all advances will benefit from the veteran's training.

// Den Crawl

A Ganger can trawl the various unsavoury locales in the settlement searching for new contacts and information. If a ganger decides to do so then D6 credits must be paid, or D3 credits if the gang is outlawed (they are more willing to sup a bottle of Second Best all day). After paying the fee roll on the following table to see what the ganger can dig up. Note if you can't pay the full credit cost from your stash then you can choose to sell equipment to cover the cost otherwise all credits in the stash are spent and no roll is made.

11: In The Slammer - Roll on the Bounty Hunter Claim Bounty table
12: Organ Donation - The ganger gains an Old Battle Wound
13: Debt - You lose D6x5 credits.
14: Loose Mouth - Your opponent can choose the next scenario
15: Mugged - The model loses a random item worth up to D6x10 credits
16: Gamble And Lose - You lose 3D6 credits
21: Stitched Up - You lose D6 credits and your next opponent receives a +/- 1 modifier on the Scenario table
22: One Too Many - You lose D6 credits and the model must miss the next game
23: Wasted - You lose D6 credits and the model suffers a -1 penalty to M/WS/BS, -2 penalty to Initiative but +1 Leadership
24: Drinks Are On Me - You lose 2D6 credits
25: Wildsnake - You lose D6 credits, plus the model starts the next game with a -2 Initiative penalty but +1 Leadership
26: Fisticuffs - Starts the next game with a Flesh Wound
31-34: Uneventful - No effect
35-36: Eventful - Roll D2+1 times on this table re-rolling any 31-36 results
41: Drinking Game - The model must take a Toughness test. If the test is failed then you

lose 2D6 credits otherwise you gain 2D6 credits

42: Fell Off A Caravan - Can buy a common item of your choice that has a base value of no more than 30 credits. The cost of the item is halved.

43: Brawl - The model gains +D6xp. If a 1 is rolled then he starts the next game with a Flesh Wound

44: Old Friend - You can hire a Scummer for 10 credits instead of the usual 15. If the gang is outlawed then you can hire a pit slave for 5 credits instead of 10.

45: Thugs - Gain a free Ratskin Scout for D3 games

46: Cards - You gain 2D6x2 credits. If a double or 1 is rolled then you must pay that amount

51: Drug Dealer - Gain a fixer for random drug **1-3:Kalma** **4-5:'Slaught** **6:Spur**

52: Old Hand - If you pay D6x5 credits then the fighter can learn the Fast Draw skill

53: Tip Off - If you pay 2D6 credits then you can choose to re-roll the Scenario table result

54: Drunkard - Gain D6 credits, knife and a pistol **1-2:Stub Gun** **3-4:Las pistol**

5-6:Autopistol

55: Look Who Walked In - Follows the rules for *hatred* against a random gang member from the gang you just fought

56: Gamble and Win - You gain 3D6 credits

61: Rumour - You receive a +/- 1 modifier on the Scenario table result

62: Smuggler - Gain D6x5 credits but suffer a -2 modifier if reported to the Watchmen

63: Wanna Join - The model must take a Leadership test. If the test is passed then the gang gains a free Juve

64: Insider - If you pay 3D6 credits then the model must take a Leadership test. If the test is passed then you can choose which scenario to play instead next game, otherwise your opponent can choose

65: Haul - Gain D6x10 credits. If a 1 is rolled then no credits and suffers serious injury (re-roll Dead, Full Recovery, Captured and Bitter Enmity)

66: Renovation - Make a roll on the Territories table. You can choose to buy the territory for a cost equal to the roll