

EVENTOUS CONDITIONS

The endless battles fought by the warring Underhive gangs are chaotic and tumultuous affairs of racketeer bloodied feuds capable of bizarre twists of strategy and circumstance.

The Eventous Conditions rules bring just some of the many irregular situations Underhive gangs find themselves embroiled in into your games of Necromunda. Eventous Conditions can be used in all scenarios.

Both players can agree not to roll for eventous conditions if they want (wimps!) but otherwise they must be rolled for even if only one player wants to use them.

Roll for eventous conditions after the scenario has been chosen but before the terrain has been placed and players set up their gangs. The effects of the event lasts for the duration of the game and post game sequence. The Eventous Conditions table uses a D66 roll.

INTERFERENCE

11: Enforcer Patrols

Enforcers have recently begun shaking down the local Underhive gangs. Each player must roll a D3 to determine how many random fighters from their gang must miss the game.

12: Blockade

Scumsuckin' scavvies have taken over the local toll bridge used by the town's merchants. All of the rarity values for rare trade items offered to the gangs are tripled.

13-14: Uneventful

The fight is carried out as normal.

15: Ensuing Fight

The gangs stumble upon each other straight after a series of bruising skirmishes with local bandits. D6 random fighters start the game with a flesh wound, however, they also gain +D6 Experience points. Note only gang members, not hired guns, deployed at the start of the game are eligible, and a fighter may be selected multiple times.

16: Honour Debt

An Underhive Scum, Ratskin Scout or Pit Slave owes a debt to the lower rated gang and chooses to pay for it now. For this game the gang may choose a Scout, Scum or Slave who can be used for free. They may even choose to retain him after the game by paying his fee as normal.

CIRCUMSTANCE

21: Unprepared

Both gangs have been caught off guard for the fight ahead. All ranged weapons have their Ammo Roll increased by +1 to a maximum of 6+.

22: Empty Stock

Curative supplies are running low in town. The gang which lost must re-roll their first Full Recovery result when rolling for serious injuries.

23-24: Uneventful

The fight is carried out as normal.

25: Prepared

Both gangs have come ready for the mighty ruckus ahead. Each gang counts as having D3 Armourers.

26: Wasted

The higher rated gang has been boozily lauding their infamy in the drinking dens. They count as having drunk Bottles of Wildsnake.

RIVALRIES

31: Out for Blood

The gangs have an old score to settle. The first fighter that suffers an unsaved wound is taken out of action and counts as High Impact, irrespective of how many Wounds he has.

32: Bushwack

If a fighter takes an enemy Gang Leader out of action he earns an extra +10 Experience points.

33-34: Uneventful

The fight is carried out as normal.

35: Scrag Feud

Any fighters who take an enemy model out of action in hand-to-hand combat earn an extra +D6 Experience points. Note finishing off already downed enemy fighters doesn't count!

36: We'll Show Em

The gangs are determined to put their rivals in their place. The gangs may choose to pass any Bottle rolls they must usually take, however they cannot choose to voluntarily fail a Bottle roll.

STRATAGEMS

Both players roll a D6 and add their gang leader's Leadership characteristic to the roll. The player with the highest score benefits from the stratagem condition. If the scores are tied then both benefit!

41: Flanking Manoeuvre

D3 fighters cannot be used at the start of the game, instead they are deployed along a chosen table edge at the start of their second turn. If the scenario uses limited fighter numbers, flanking models are in addition to the usual number.

42: Entrapment

Fighters can choose to start the game in hiding, on overwatch, or both.

43-44: Uneventful

The fight is carried out as normal.

45: Rehearsed Response

D6 fighters start with the Quick Witted skill.

46: High Ground

The gang can choose to deploy as if they had a Vents territory.

CONTRACTS

51: Blitz

The fight uses the Water Still piece. Make a scatter roll from the centre of the table to determine its position. The piece must be placed at the highest available level. If the Water Still is destroyed, as explained in the Hit & Run scenario rules, then the gang which destroyed it earns D6x5 credits.

52: Bounty Hit

The gang with the higher rating has a bounty hit placed upon the head of a random fighter. If he's taken out of action then the opposing gang earns D6x5 credits.

53-54: Uneventful

The fight is carried out as normal.

55: Stick Up

Randomly place a loot counter on the tabletop by making a scatter roll from the centre of the table. The loot counter follows the usual Scavengers rules. However, if a gang ends the game holding it then they earn D6x5 credits and the opponent's income is reduced by that amount.

56: Special Delivery

A random fighter is given a package. If the model isn't taken out of action then the gang is rewarded 3D6 credits. If a double or triple is rolled then he is given a free rare item instead! Roll on the Rare Trade Chart to see what it is.

SPECIAL

61: Worn Out Weapon

It's only a matter of time before a gang's aging guns become unrepairable junk. The first gun that explodes is permanently destroyed and must be struck from the gang roster.

62: Healer Services

A wandering Doc is eager to make quick credit before moving on. The winner can re-roll any Serious Injury results at the expense of 10 credits per re-roll.

63: Old Pro Services

A retired ganger is impressed with your recent success and offers his tutorage. The winner can re-roll any Advance rolls at the expense of 10 credits per re-roll.

64: Turncoat Trader

A local merchant seeks to do more business with the victor. The winning gang can choose to buy any of the rare trade items offered to the losing gang. If the winner chooses not to buy an item then the loser may buy it as normal.

65: Extortion

If the winning gang takes the enemy gang leader out of action then they muscle in taking over a random territory while the leader is out of the picture recovering.

66: Fresh Turf

The winning gang are tipped off about a newly uncovered dome. They can send out a Ganger to scout the area instead of making a normal post game action. Make a roll on the Territory table to determine what is discovered. However, if a double is rolled then nothing of worth is found. If a double 1 is rolled then the unfortunate Ganger is never seen again!

