

NECROMUNDA

ASHGATE



GUILD BULLETIN



It has been reported that previous issues of the guild bulletin have been suppressed by an unknown effort. To recap the recent efforts of the merchants guild in Ashgate, the prometheum shipment being processed and shipped in recent production cycles has been completed. Direct gang interference was mitigated by the strong enforcer presence of Sergeant Volinski and his squad, however there was a higher than expected amount of indirect interference caused by the inter-gang violence. The trouble caused by the Van-Saar sponsored Antagonists came to a head when the gang withdrew all their assets from the settlement of Ashgate and founded an unsanctioned settlement out of a rumoured spore cavern in the underhive. The location of this settlement has not been revealed to the guild at this time.

An informant reported that there was a tenuous alliance between several other gangs who banded together to assault the Antagonist stronghold however we have lost contact with said informant and rumours indicate that the combined assault failed. The aftermath of that conflict saw a steep drop in gang activity in the area and the enforcers cracked down on many aspiring gangsters who tried to fill the power vacuum.

The success of our recent shipment has resulted in increased resource allocation for the next cycle but it also will see the boosted enforcer presence withdrawn to oversee problematic areas in other

settlements.

The guild predicts that this combination of more wealth and less law enforcement will result in a new spike of gang activity. Our informant access is now more limited and the rumour mill is strangely quiet.

Accordingly, guild caravans and officials are granted a 20% increase in protection funding and are encouraged to hire bounty hunters from uphive to fill gaps in their security.

No gangs are currently being observed.

Offers are also being made for new informants to come forward and report on gang activity.

