

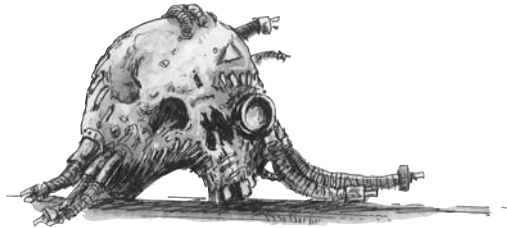


# Scum City – Director's Cut

*Necromunda Settlement Winner, with updated rules*

By Max Millions

*What? No, I can't get you one of those. You'd have to be crazy to think that I could get my hands on one. And even if I could, I wouldn't be able to move it! The Enforcers are everywhere and they have a knack for picking up on sales like that. No, there's simply no way. Unless... No, you wouldn't go for it. It's too dangerous, and anyways, there might not even be one there. Still, if anywhere has what you're looking for, it'll be Mark Street, Scum City, right outside the Under-Spire. You can buy anything there for the right number of credits. Wait, listen to me first! You don't want to go there! I went there once, and I barely escaped with my life. That place makes the rest of the Underhive look like a peaceful hab-dome by comparison. Out here your life's only in jeopardy if someone would benefit from your death, there a man or worse would kill you without even thinking! The worst of the worst find their way to Scum City and most don't find their way out again. You would be wise to heed my warnings. But if you insist on making this foolish journey, then perhaps I can be of assistance to you? I could make sure that you do not lose your way on the trip there, for the appropriate price of course...*



## THE BEGINNINGS

No one's quite sure when Scum City came into existence, nor the infamous Under-Spire it surrounds. Several generations ago, a small company of Guilders came across some major crossroads where new domes were being uncovered and riches found. This would be the site of the future Scum City. They set up camp, erecting structures and hiring nearby gangs for protection. Rather than attempting to toll the roads as would be expected from guilders, they began cutting deals with the traders and merchants going along those roads. Soon enough more people came, eager to make their fortune as well. It began as a motley clump of buildings, but quickly grew with the influx of people over the years. The Guilders that had originally founded Scum City hired more gangs to act as Watchmen over the newly formed and rapidly expanding community, consolidating their hold over it.

As space became limited in the confined town the troupe of Guilders quickly ordered that the walls to adjacent sections of the hive be knocked down to make more room. It became apparent though that even this would not be enough, so they decided to build upwards instead. The original buildings had been made so close together that subsequent buildings could simply be constructed on top without anything but additional reinforcing being added to the ground-level buildings. This practice continued over the years, with the ceilings and floors of the domes above being knocked out to make room for the next level of structures. This conglomeration of buildings bore a marked resemblance to a hive city in form and appearance, and was dubbed the Underhive.

The outward spread did not abate however. With the space outside unfilled by large permanent structures, shanty buildings and lean-to's began popping up everywhere. Soon there was another, larger town growing around the Under-Spire, less impressive but certainly much more populated. This town of makeshift structures became home to the worst and most unimaginable people in the Underhive, and was a haven from the authorities for them.

## STRUCTURE

Scum City is one of the largest single shantytowns in the Underhive, second only to Shanty Town itself. Embedded deep beneath the earth, it is a nest of dealers and traders, fortune hunters and privateers, and gangsters and criminals. Scum City itself is just an overall name for the place; there are three major distinctions within the town. The Under-Spire lies at the center of the mini-metropolis, stretching upwards through several other levels. Radiating from this is Scum City itself, containing Mark Street, Slave Square and other such memorable sites. Beyond that is an endless shantytown as far as the eye can see, known as a good number of names but generally referred to as the Scums or something similar.

Major trade routes go in every direction from Scum City, constantly bringing in both business and people. Traders find ample credits along Mark Street, so named because of the con artists frequently trolling the bazaar for easy marks. The street twists around the Under-Spire, completely encircling it along its meandering course. Hired guns and even entire gangs are known to sell their services along the busy street, making it an exposition of wares and sell-swords. Employers can always find eager fighters and treasure hunters, and the sounds of Slave Square constantly advertising the prices of captured outlaws and pit slaves fills the surrounding area.

The town is a hub of all of the trading activity in the area and it reaps an enormous profit. Officially, the records of the Arbites name the place a 'trade town', where the majority of its income comes in from trade deals. However, the reality is quite different. Scum City is a major supplier and dealer of nearly every illegal variety of drug, slime, fungi and mold. They buy and sell everything from Stinger Mold to Slaughter and Kalma, and are the first to deal in any new psych-altering substance found in the constantly mutating Underhive. The business is extremely dangerous but incredibly lucrative, and new dealers are made every day in the Scum's. But anyone that makes a deal within the town's limits and doesn't give a bite of it to the owners are liable to turn up dead the next day.

## POWER AND AUTHORITY

The town is controlled completely by the descendants of the original founders of Scum City and the Under-Spire. They remain locked away in the depths of the Under-Spire, known only as The Syndicate. They employ a veritable army of Watchmen that report only to them, and they use them ruthlessly to maintain power. The people see The Syndicate's 'Watchmen' as nothing more than legalized gangs, and think of them as Mobsters rather than Watchmen, there to further The Syndicate's interests rather than to protect them. Within Scum City, their power is absolute. Their so called Watchmen see to that with merciless enthusiasm.

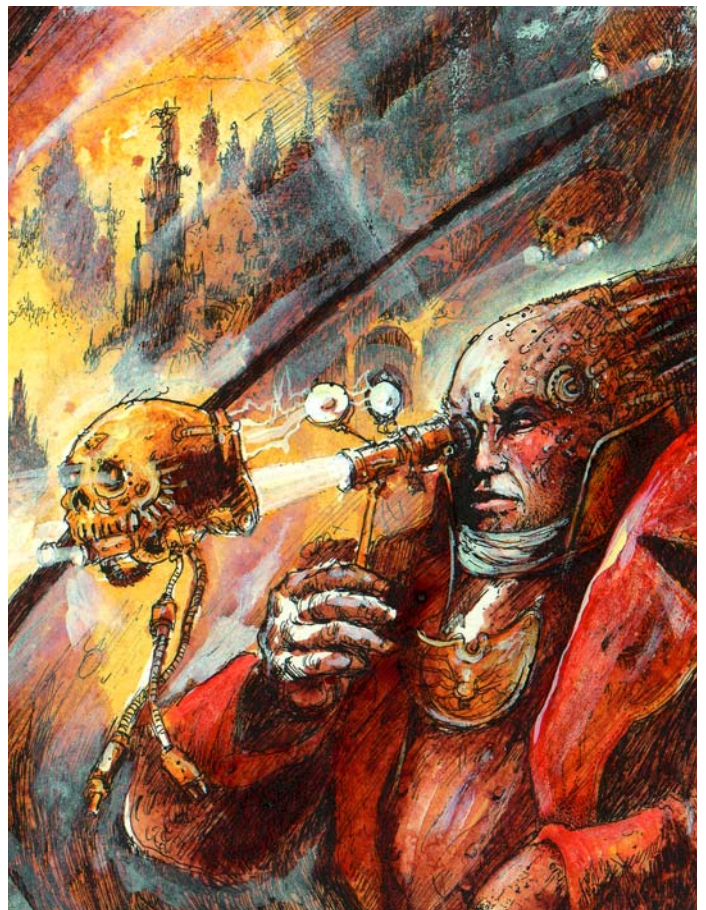
The members of the Syndicate themselves have long arms, and it is only by their constant bribes and threats that not a single Precinct has yet been founded in Scum City. They use their roaming gangs of thugs to lean on anyone within their domain that performs business without giving them a cut, and use hired assassins to eliminate any potential outside threats. Open firefights are overlooked within the city when their Watchmen are involved, and these are frequent when outside groups try to wrest power from The Syndicate. It has even been rumored that on occasion The Syndicate have bribed the Watchmen of other towns to eliminate rivals outside Scum City. Inside the giant town, a vast network of spies and informants, generally just normal people reporting infringements to The Syndicate, keep the Watchmen busy with an ample list of targets for 'persuasion'.

Because of the lack of real Watchmen and Enforcers the shantytown that spreads from the mini-metropolis like blighted land is a haven for outlaws and mutants. The Syndicate tolerates them because of the number of scavvy gangsters willing to pay an arm and a leg for Kalma, sometimes literally! Certain mutants are also immune to the more toxic environments in the Underhive, providing a perfect workforce for harvesting some of the more poisonous substances available. Scavvies often deal in drugs themselves and are more than willing to give a cut to The Syndicate for the chance to deal on such an open market. One of the strangest paradoxes within Scum City is the number of outlaws and escapee pit slaves living within the territory of the Scums, with a slave market for the buying and selling of those very same categories of people within the inner-city. To keep the drug traffic moving into the city, The Syndicate banned all Bounty Hunters from Scum City long ago. The Syndicate will pay a high price for the head of any Bounty Hunter caught within the city, ensuring that even though most disreputable criminals can deal in relative safety in their domain.

This level of organized crime has not gone unnoticed by the powers that be, mainly the Guilders and the Arbites. However, neither is in a position to do anything about it. The Merchant Guild is very unhappy about The Syndicate situation and the fact that as Guilders The Syndicate have overstepped their bounds seriously. But any sort of public ban on doing business with them would be an admission of guilt on the part of the entire Guild, something that they cannot afford to risk. Instead they settle themselves with a private boycott within the Merchant Guild of Necromunda: any Guilder or Trader currently in the employ of the Guild who does business with The Syndicate will have all goods and funds seized immediately and shall join them in exile.

As for the Arbites, without any stepping stone into Scum City they find themselves with their hands tied. They cannot stop the lawlessness within the town from beyond it's boundaries, and can't establish a precinct inside Scum City because of powers beyond their control. Furthermore, every attempt to infiltrate The Syndicate has met with dismal failure, every agent dying without reporting anything of use. To add insult to injury, there has never been a single successful assassination within the history of Scum City on The Syndicate, despite the few attempts made each year. All who have tried have never surfaced again, either dying in the attempt, or barely escaping with their lives and taking on new identities. Some rumor that there have even been complete success's, whereupon the assassin murders the entire Syndicate and replaces them without anyone noticing. No one really knows though.

Scum City has become an infamous part of the Underhive, being known throughout Bottom Hive as not only the best place for Wildsnake, but as the hive's largest black market where anything and everything can be bought for a price. In addition to the renown of the town itself, The Syndicate has earned it's name amongst legends. They have never been seen within living memory and are the both the oldest and largest criminal organization to have ever survived this long. No one has ever ousted them from their position of power, and they remain completely behind closed doors with nothing to indicate that they even exist anymore. Yet existent they are irrefutably remain, proven time and again by the attacks on their rivals that can be traced back to no other source.



*Well, I see that you made it out alive after all. Good thing I decided to stick around the outskirts of town and see the sights one more time. Find what you were looking for? Ah well, damn shame. Can't win them all. Still, looks like you've some new gear since last I saw you, judging by that fancy new stub gun and that remarkably clean looking sword. That wouldn't be a power weapon would it? What? Ah yes, them. I take it that you got into a bit of trouble during your visit, considering that rather large mob of very unfriendly looking people following you. Still, love er' or hate er', you can't beat Scum City. Well, I suppose that you'll be enlisting my aid again, in order to escape those somewhat angry lookin' folk back there, them with the guns, right? Right. Well, just one last thing before we go; I'm afraid that my rates have increased considerably of late...*

## CAMPAIGNING

**Terrain:** Terrain should reflect the relatively flat territory of the Scums, with only two or three normal multi-story Necromunda buildings present. The rest of the battlefield should be covered in a maze of small buildings and shacks, in no particular order but with streets apparent. You should have a maximum of two gantries on the battlefield, as the Scums are not noted for their towering buildings. Recommended building materials include cardboard cereal boxes, corrugated card (light bulb boxes are ideal), balsa wood for supports and small chains holding walls together or up. As well, make the buildings look patched together, with plates of metal bolted over large holes and gashes, with pock marks of bullet holes piercing the walls. This is a city in a constant state of internal war, and the buildings should show it.

**Rare Trade Chart:** Scum City is known as the place where everything and anything can be bought. Items which could take months too find elsewhere are pushed in front of you on Mark Street, making shopping for some of the more rare items in the Underhive very easy. When in Scum City, gang leaders find double the number of item that they would normally get, before adding for gangers helping to look. These can be split up between normal rare items and outlaw trading chart ones in any way you please. So a gang leader who rolls a two on his D3 roll and has a ganger searching with him would turn up five rare items, which could be rolled for on either/both charts.



## TERRITORY CHART

D66 Roll	Territory	Income	Notes
11-13	Tunnels	15	You have uncovered/acquired an entrance into a network of tunnels that span beneath all of the Scums. When the gang fights a battle it can use these service ducts to position up to three fighters anywhere on the board at ground level. Models are set up at the end of the player's first turn and cannot be placed within 8" of enemy models. This represents the fighters advancing through the tunnels.
14-16	Chem Pit	D6x5	One of your gangers has been offered a job to work a chem pit for the owner. If you wish to take him up on the offer your ganger can visit the chem pit and receive his share of the yield, equaling D6x5 credits. However, the work is extremely hazardous. If you roll a 6 when working out your credits then the ganger falls into the pit but manages to haul himself free. He is now horrifically scarred, and causes fear as a result. No income is collected.
21-23	Vents	15	A ganger of yours has stumbled onto a concealed hatch leading to a ventilation system reaching almost everywhere. When the gang fights a battle it can use these vents to position up to three fighters anywhere on the board above ground level. Models are set up at the end of the player's first turn and cannot be placed within 8" of enemy models. This represents the fighters advancing through the vents.
24-26	Trader Connection	D6x10	You have made several arrangements with a certain trader in the past, and you have developed a steady business relationship, despite neither trusting the other. You may deal with this trader to get the inside word on new opportunities and deals, earning you D6x10 credits each time you visit him.
31-33	Gambling Den	2D6x5	Your gang partially owns a gambling house inside scum city. Although the income from running the games is good, it is never a sure business because Underhivers are notorious cheats and bad losers too. If you decide to run a gambling session you receive 2D6x5 credits. However, if you roll a double you lose that number of credits from that turn's income instead. Note that losses are deducted from income before making deductions for basic running costs. If they are unable to pay they must use money from their stash, and if that still isn't enough must sell weapons and equipment to cover the costs.
34-36	Mark Street Shop	2D6x5	Either by muscling in on a smaller shop or by partially owning a larger one, you have gotten a store off of Mark Street, bringing it in a tidy income. You can collect your share of the loot by visiting the store with one of your gangers and leaning on the proprietor, netting you 2D6x5 credits.
41-42	Drinking Hole	D6x10	Your gang leader has received an old drinking hole in payment for an outstanding gambling debt. It earns a small sum, which you can collect every time you visit it for D6x10 credits.
43-44	Street Urchin Gang	D3x10	One of your gang members has befriended several of the street kids that are inevitably present in the Scums, and organized them into a crew. With the promise of food and shelter, costing you practically nothing, these street urchins will work in pairs and groups to rob, swindle and steal from adults. Also, roll a D6 after each game. On the roll of a 6 you may recruit a juve for free. You will have to pay for his weapons as normal though.
45-46	Workshop	D6x5	Your gang has managed to get part ownership of a workshop, getting you a cut of the proceeds. You can visit the shop to pick up your share of the shops income. In addition, thanks to your workshop's meticulous care, you always ignore the first Ammo test during a battle. It is assumed you pass the test instead and no dice are rolled. Note that this only applies to the first test, not subsequent ones.
51-52	Drug Dealer	2D6x10	One of your gang members runs some drugs for a dealer he knows, netting the gang some good money. However, it's a dangerous business, and should you roll a double 1 than the ganger working this territory takes an automatic hit from a stub gun with dum-dum bullets. Work out the damage on him immediately, rolling for injuries as normal. No income is collected.
53-54	Friendly Doc	D6x10	One of the local medical practitioners has offered to patch up your wounded fighters at a favourable rate in return for blood and tissue donations from your gangers. If a ganger wants to part with a few pints of blood or some other renewable tissue you gain D6x10 credits. The Doc will also give you D6x5 credits for the body of any of your fighters who dies in combat, providing him with a useful supply of organs and limbs for transplant.

D66 Roll	Territory	Income	Notes
55-56	Con Associate	2D6x10	A friend of yours is one of the many con-men that fill up Mark Street. Should one of your gangers help him out, you gain 2D6x10 credits. Nobody likes a con-man however, so should you roll a double 1 than the ganger working this territory takes an automatic hit from a stub gun with dum-dum bullets. Work out the damage on him immediately, rolling for injuries as normal. No income is collected.
61-62	Spore Grow-Op	2D6x10	Your gang has taken over control of a mold growing operation, which you can harvest and sell to local businesses for 2D6x10 credits. If you roll a double 1 when harvesting though, the collecting ganger has contracted spore sickness. He may not participate until he recovers by rolling a 4+ at the start of a game. Once recovered he may fight as normal
63-65	Guilder Contact	D6x10	Although most Guilders steer clear of Scum City, some few risk the ban or openly defy the Merchant Guild by dealing within The Syndicate's territory. You have muscled one of these into 'offering' you favourable rates for your business. As a result, your income increases substantially. Dealing with this Guilder earns you D6x10 credits. If you recover any loot during a fight, you can trade it to your guild for an extra +5 credits income for each item.
66	Informant Setup	D6x10	One of your gangers has been approached by The Syndicate to be one of it's many informants. Using this, you have tapped a portion of the system and are blackmailing people with the information you find. A ganger doing this earns 2D6x10 credits.

**Territory:** Use the territory chart provided below, as there are very few old ruins, holesteads or spore caves in Scum City. There are several familiar territories within Scum City, but as some crop up more often here than they would elsewhere, the D66 roll required to find them has been adjusted. As well, there are several new territories, many of which not representing actual territories the gang holds but connections they have and possible businesses that they earn a cut of the proceeds from. You will find that income from businesses that you only partly own are reduced, which is realistic considering that you're not the only gang shaking em' down!

## THE CUT

Every person in Scum City must pay their dues to The Syndicate. To represent this, when collecting income your gang counts as being in one higher bracket than it would normally be, for purposes of making deductions for basic running costs (food, ammo, etc...) This rule is optional however, but it is not without risk. The Syndicate is very touchy about people running out on their tab, but if you can slip it past them then you should be all right. If you wish to try and get out of paying you Cut to The Syndicate, roll a D6. On a 1 you have been caught and take an automatic Watchman Hit as described below. On a 2-6 you got past them, but either way when calculating income for that campaign turn you do not count as being one bracket higher as you would normally.

**Outlaws:** As there are no Enforcers in Scum City you may not report your opponent's to them and try to make them outlaws. Everyone in Scum City is beyond the law.

## BECOMING WATCHMEN

The Syndicate is always looking for more gangs to patrol the streets of Scum City with, and the meaner the better as far as they are concerned. In every campaign there should be at least one Watchmen gang, but don't let things get out of hand. There should be a cap on the number of players that are allowed to be Watchmen, one out of every four players is recommended (meaning in a campaign of twelve players, three could become Watchmen.) You can allow some gangs to begin the campaign as Watchmen, allowing them to customize their models to fit the bill if they wish, or everyone can start as normal gangs and have to work for their status. Either way is fine, and feel free to mix the two as well, allowing some to start as Watchmen and others to become them later on.

## ABOUT THE AUTHOR

Hi there, my name is Max Millions (yes, that's my real name, and no, the comment you're thinking of is not original.) I live in Calgary, I'm 17, and I play I play Orks in Warhammer 40K, WFB, and Gorkamorka (don't mock me) in addition to Necromunda and Pit Fighter.

You can become Watchmen in almost the same way as you would become an Outlaw in a normal campaign, except that you choose whether you will try, not your opponent! Simply roll on the 'Outlaw Table' in the Dead Or Alive article after a battle, applying modifiers as usual, but the modifiers for gang rating will always negative so do not roll to see whether it will be plus or minus. If you get the result of "Outlawed!" than you have come to the attention of the Syndicate and are now Watchmen. It makes no difference if the modifiers you are getting come from attacking an actual Watchmen gang, because if you beat them soundly enough than the Syndicate will more than likely make you Watchmen to replace them (it's a dog eat dog world!) This means that if you become Watchmen immediately after a battle with a gang that was already Watchmen, they are ousted from their position and no longer count as Watchmen until they regain it by normal means. However, if you get a "Deputised" result than you've gotten the wrong kind of attention. Take a 'Watchmen Hit' as described below.

**Watchmen Hits:** If you should roll a Deputised result while trying to become Watchmen or roll a 1 while trying to skip out on paying your Cut, The Syndicate has gotten wind of you and has sent some 'friends' of theirs to lean on you. Any one Watchman gang in the campaign (either determined randomly or by volunteering) must automatically play the Outlaw Scenario: The Hit against the offending player (the Watchmen are the attackers in case you were wondering.) Resolve casualties and experience as normal, but do not roll for income. The attacking Watchmen will of course get the chance to extort money or steal territory if they succeed in taking out the opposing leader.

Also, if you are using the rules for Hitmen in Scum City, the Watchmen gang also gets a 'Syndicate Hitman' for the fight. This is a hitman on the direct payroll of The Syndicate who goes where they tell him to when they tell him to. Roll for his advances as normal, but the gang using him cannot retain his services and use him for future battles. If you are playing a large campaign however, you are certainly encouraged to create a 'master roster' of Syndicate Hitmen at the beginning of the campaign and to randomly determine which one goes to each fight as they come up, and although this allows them to accumulate injuries, they will also add character to your campaign ("Oh bloody-! Not him! Any hitman but him!!").