

GONE FISHIN'

Down Town is the deepest permanent settlement below the Wall and it stands in the lowest portion of the Underhive, at the bottom of an ancient effluent worn shaft that men called the Abyss. In truth it lies beyond the region of domes and tunnels that comprise the Underhive itself, upon the shores of the poisoned sump lake at the very bottom of the hive. Few come as far down as Down Town, for the surrounding domes are crushed and compacted, riddled with narrow crawlholes that are infested with evil things which feed upon the unwary. But some come, attracted by the sump lake itself, to hunt its monstrous spiders whose faceted eyes are hard as diamonds and greatly prized by the jewellers of a thousand worlds. Others come to feed upon the spoils of the hunt, to bid for the tough spider pelts and chitin, to boil down the creature's nutritious fat or extract its deadly venom. There are a hundred petty industries that thrive upon the spiders, and upon the lesser creatures of the lake, the skimmers and slime-spawn, and other monstrous beasts of the sump.

Gangs have begun to establish fishing enterprises on the sump lake. Using coarsely fashioned craft they sail out into the toxic stew hunting for anything of worth, namely the valuable giant spiders. Suddenly, a wary vessel impedes on another gang's fishing grounds bringing along an age-old grudge and a battery of weapons.

SPECIAL RULES

Boats: To play this scenario, each gang involved will need to build a boat. See p6 for boat construction rules, boat combat p3, and random encounters p2.

TERRAIN

A 6'x4' table will be necessary. This table is different from other games in that it is largely, if not completely, a lake. Prepare a board in the fashion of a wide, flat, sewage filled lake. Doodads, garbage, debris, and sullied islands would also be more than appropriate.

Easy Money: Each player takes turns placing **2D3** items floating on top of the water, which can be harvested during the game. Randomly determine:

1. **Floating junk** – scrap worth D6 credits.
2. **Slime-spawn** – Organic slime mass worth 2D3 credits of food.
3. **Sump stod** – A rare fungus that grows only in the sump. Worth 3D3 credits.
4. **Skimmers** – Variety of sizeable skimming creatures that infest the lake. Their useful carcasses can fetch 10 credits.

Skimmers

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 6 | 2 | - | 2 | 2 | 2 | 2 | 1 | - |

Movement: At the start of each player's turn roll the scatter die for each skimmer and move it 6" in that direction. Stop at table edge.

Harvesting: A skimmer with 0 wounds stops moving, floats where it is, and can be harvested.

HARVESTING

Items/models can be harvested if adjacent to a boat. A ganger must be ready at the boat's edge in contact with an item, and can harvest it instead of shooting that turn. Add the item to the boat's stash. If the boat is captured, so is anything in the stash.



THE GANG/CREW

2D3 + 1/2(# of hull cubes): that is the amount of gangers that are available to crew the boat this game. They are all hand picked from your roster under these guidelines:

- A captain must be chosen to take leadership tests for the whole boat. If you bring the gang leader, it must be he/she. If not, then it is the ganger with highest leadership.
- One model must be given the engineer skill. The engineer must stay in contact with the engine. (See boat building rules, p6)
- Any number of mercenary seamen can be hired for this game. These are in addition to the rest of the crew. (See boat accessories, p8)

DEPLOYMENT

Roll off, highest score picks a table edge. Opponent chooses opposite. Place boat, stern touching table edge.

STARTING THE GAME

Roll off and highest score goes first.

SCENARIO SPECIAL RULES

THE ENCOUNTERMENT ROLL

At the start of each player's turn after the first, roll a D6 and check the result.

- 1 Monster attack! A hideous sump beast rises from the excrement to ruin your day. *(See chart below)*
- 2-5 Carry on...
- 6 Spider ho! A giant sump spider descends from the rafters, attracted by the boat and chum. *(See rules adjacent)*

Monsters: Roll another D6 on this chart:

- 1 Local pests – small, annoying, and distracting. A random model on the boat may not do anything this turn. If in a combat, WS reduced to 1.
- 2-3 Mutant sludge zombies! – D3 zombies crawl onto the deck of the boat. Randomly determine hull cubes they appear on. Your opponent will operate their actions in his/her turn as if they belonged to his/her gang. They work like gangers with the following profile:

Mutant zombie

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 3 | 2 | 2 | 3 | 3 | 1 | 1 | 1 | 2 |

Weapons: Armed with something used like a knife.

Mutated: Cause *fear*. Cannot be pinned.

- 4-5 Sealurk – A large serpent native to the sump. Its curiosity of strangers often results in hostile encounters.

Roll a scatter die and 3D6. Place the sealurk that many inches away from the center of the boat in the direction of the scatter. The sealurk moves after the nearest boat at the end of each player's shooting phase. S6 D3 damage hit to the nearest hull cube and one random model on it must fight it in close combat that turn, then it slips back into the deep. Afterwards, the model must initiative test or *fall overboard*.

Sealurk

| M | WS | BS | S | T | W | I | A | Ld |
|----|----|----|---|---|---|---|---|----|
| 10 | 4 | - | 6 | 4 | 2 | 3 | 2 | 8 |

Weapons: Jaws and claws.

Movement: It does not *run* or *charge*, it just swims 10". Causes *fear*. *(Not large target)*

- 6 The mighty Kraken! – Giant menacing tentacles rise out of the sea and grapple the ship! The Kraken will attack the boat until this player's next turn and then slips back into the deep. The attack prevents the boat and anyone on it from making actions this turn



as the gangers spend their time cowering and panic firing wildly at the lashing arms. D6 random

structures/hull cubes take a S8 hit, D3 damage. Any model in, or for some reason entering an affected area takes an initiative test or is dragged overboard. They are now swimming in the sump. The turn immediately ends.

Spiders: A spider descends from above. Roll a scatter die and 3D6.

Place the spider that many inches away from the center of the boat in the direction of the scatter.

The spider will hang there picking at things in the water for a while. Roll a leadership test beginning each player's turn. If failed, the spider loses interest and climbs back up into the abyss.

If shot at, the spider gets agitated and will shoot back at the nearest target with its thread spindle at the end of the shooting phase. The spider cannot be pinned.

The spider can be engaged in close combat if at most 1" from deck, but it will fight back. See profile:

Giant spider

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| - | 3 | 4 | 3 | 3 | 3 | 4 | 2 | 8 |

Weapons: Spindle: counts as a web pistol. *(Not large target)*

Venom: If hit by the spider in close combat, it does same effect as a hit from a needle rifle.

Harvesting: A spider with 0 wounds stops moving, floats where it is, and can be harvested.

THE SUMP EFFECTS

Swimming: use regular movement. Cannot run, charge, shoot, or be pinned. -2 to hit if being shot at. To escape, a fighter must get to a ladder or be "harvested" by another ganger back into the boat. *(See harvesting rules, p1)* Falling into a radioactive chemical sewage lake is seriously bad for your health. As such, if a ganger is still swimming in the sump during their recovery phase take a toughness test. If failed, consult this chart:

- 1 Miraculously, nothing bad of note occurs.
- 2 The fighter takes a flesh wound.
- 3 Sickness overcomes and bogs down the ganger. -1 movement and initiative for the rest of the game.
- 4 A random piece of equipment or weapon carried is lost/corroded in the effluent and destroyed.
- 5 Roll for a serious injury right now! Reroll dead and multiple injuries. Captured & bitter enmity count as full recovery.
- 6 The fighter drowns, gets terminally ill, or consumed by a horrific thing. Goes out of action. *(See below)*

Out of action: If a fighter goes down or out of action while swimming in the sump, then death is almost a certainty. Do not roll for serious injuries after the game. Instead, roll a D6: 1-5: dead, forever. 6: the fighter somehow survives and gets horrific scars and survives against the odds serious injuries.



BOAT COMBAT RULES

BOAT MOVEMENT

- Engineer must be in contact with engine to move boat, and not down or out of action. No engineer? See bottom of p6.
- Boat must move first, the crew moves second.
- Pivot turns from center of boat
- Boats can choose to move in reverse at half move but cannot turn.

Level 1 engine: Can move ahead 6" and turn 45° at the end of movement. Must move at least half to turn at all.

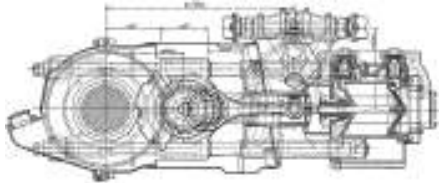
Level 2 engine: Move 8" and turn 45° at any point during their move.

Level 3 engine: Move 10" and may execute two 45° turns at any point during their move.

Unreliable engines: While a level 1 engine is too simple, a level 2 engine, and to a lesser extent a level 3, is prone to breakdowns and sometimes even disaster.

- Before you move a level 2 engine boat, roll a D6. On a 1 consult the following chart:
- Before you move a level 3 engine boat, roll 2D6. On a double 1 consult chart #5 result:

- 1 A small problem arises the engineer must attend to. The engineer cannot shoot this turn.
- 2 Backfires! Check off a damage box on the engine.
- 3 Mechanisms jam and the boat cannot turn this movement phase, but it continues ahead its full movement. Anything struck takes a ram hit. If a large terrain piece is struck, the boat counts as rammed by itself in the front hull cubes.
- 4 The engine dies and the boat does not move for the next D3 turns.
- 5 A compound mechanical failure hinders the engine. The engine is effectively level 1 for the rest of the game. The engineer can attempt to repair this, supplanting the shooting phase: roll a D6—on a 6 it is fixed, on a 1 see below...
- 6 Explosion! A boiler ruptures or a gas line fractures. Place large template over engine causing S3, -1 save hits. The engine structure checks off 2D6 damage boxes and is now on *fire!* (p4).



RAMMING

A ram is initiated if the bow strikes part of another boat and the boat moved at least half its movement. The boat executing the ram determines the strength of the ram.

- Level 1 engine = S4
- Level 2 engine = S5
- Level 3 engine = S6

The boat receiving the ram takes one hit in the hull cube struck, with D3 damage. If head on collision, both boats take the hit in the front hull cubes.

SHOOTING WITH BOATS

See p6-7 for a description of hull cubes and deck structures. These all count as structures that can be shot at using the special rules below:

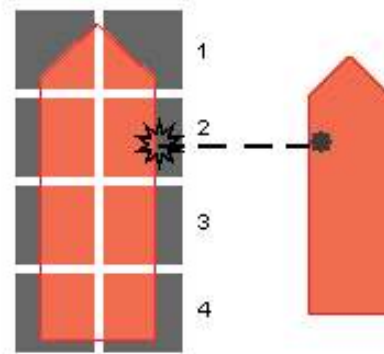
TARGETING

All shooting is done by the fighters, who can choose any of three different targets:

1. An enemy model/creature. Normal rulebook rules apply.
2. On-deck structures – these should be identified and may be things like an engine, edifices, or escape raft. Attacking structures can hurt models in/on it or disable the boat in some way.
3. A hull cube – these are targeted separately and several will need to be flooded to sink a boat.

Deck structures and hull cubes count as *large targets*. +1 to hit! They need not be the closest targets.

Example: On a 2x4 cube boat being shot at like below, The model can choose one of four cubes in line of sight.



The model chooses to fire his weapon at hull cube 2 of the boat, rolls, and hits it. Now let's move on to damage. (Note: Sustained fire weapons can walk hits 4", thus you can divide shots between adjacent hull cubes)

DAMAGING

Damaging, or "wounding" a hull cube or structure is done with a function and special chart. Roll 2D6, add the weapon's strength, and subtract target's toughness. Reference this total with the chart on page 4.

The result will indicate the effect of the shot, and the damage boxes to be checked off the boat sheet (see p9). When all are checked the cube is permanently flooded, or the structure destroyed.


Every checked box in the targeted area adds 1 to the strength of the weapon. (Remember that a weapon's strength can never exceed 10).


Blast weapons only damage hulls or structures if specifically targeted. If so, they do not use a template, but cause a single hit.

DAMAGING A BOAT

- Use the following damage function:
2D6 + (strength + #boxes) – toughness = total

Damage Boxes and Modifiers:
A minimum of 9 must be totaled to cause damage. The weapon causes the damage it is capable of (1, D3, D6) and adds the modifier on the chart. The damage is checked from the boxes on the boat sheet (p9).

| Damage chart for deck structures: | | |
|-----------------------------------|---|-----|
| Total | Special effect | mod |
| 1 | No effect | - |
| 2 | No effect | - |
| 3 | No effect | - |
| 4 | No effect | - |
| 5 | The shot triggers a slapstick situation. One model inside or using the structure for cover laughs so hard BS is -1 next turn. | - |
| 6 | Ricochet – pins a random model inside or using the structure for cover. | - |
| 7 | Shrapnel – Roll a D6. On a 4+ a random model inside or using the structure for cover takes a S:3 hit. | - |
| 8 | Stray shot – roll a D6, on a 6 it hits something vital. Add another D6 to this damage chart total. | - |
| 9 | Visible damage – the boat begins to take more than it can handle. | +0 |
| 10 | The structure shakes violently. Models in an elevated position on the structure must pass an initiative test or <i>fall on deck</i> . +1 I if in cover. | +0 |
| 11 | Badly damaged – all models here are stunned and cannot move from now until the end of next turn. | +1 |
| 12 | Serious damage – a carnival of destruction prevents models here from moving & shooting until the end of next turn. | +2 |
| 13 | Critical hit! If it is a level 2 or 3 engine, it auto misfires next turn. If it is a heavy weapon mount, the weapon counts as having exploded. Anything else, roll a D6. On a 4+ the area is on fire! | +2 |
| 14 |  <i>Fire!</i> | +D3 |
| 15+ | Structure immediately <i>Destroyed!</i> | X |

| Damage chart for hull cubes: | | |
|------------------------------|---|-----|
| Total | Special effect | mod |
| 1 | No effect | - |
| 2 | No effect | - |
| 3 | No effect | - |
| 4 | No effect | - |
| 5 | No effect | - |
| 6 | No effect | - |
| 7 | Ricochet – pins a random model on the hull cube. | - |
| 8 | Shrapnel – Roll a D6. On a 4+ a random model on the hull cube takes a S:3 hit. | - |
| 9 | Visible damage – the boat begins to take more than it can handle. | +0 |
| 10 | Terror shot! – a random model on the hull cube must pass a leadership test or is broken. Runs out of line of sight from firer and recovers nerve as in rulebook. | +0 |
| 11 | Deck crumples – the shot causes a part of decking to fail. A model within 1” and is closest to the edge on that cube takes an initiative test or <i>falls overboard</i> . | +0 |
| 12 | Badly damaged – all models here are stunned and cannot move from now until the end of next turn. | +1 |
| 13 | Serious damage – a carnival of destruction prevents models here from moving & shooting until the end of next turn. | +2 |
| 14 |  <i>Fire!</i> | +D3 |
| 15+ | Gaping wound! Cube is <i>Flooded!</i> | X |

Destroyed!: The structure collapses on itself. Models inside it or using it for cover take a S:4 hit. Models on top of it fall automatically.
Engine: If the destroyed structure is the engine, then the boat slides to a halt. Oars were free, so a wise man would have brought some...

Falls:
On Deck: The fighter falls into the nearest hull cube below the structure. Take fall damage as per rulebook.

Overboard: The fighter falls into nearest sump. Does not cause damage, but will begin taking sump tests in recovery phase.



Flooded!: When a hull cube is flooded it compromises the integrity of the entire boat. Check off one box in every hull cube not flooded. A bilge pump will cancel this rule, however. (See equipment, p8)

Floods & Sinking: The boat can only take so much punishment. If half of the starting number of hull cubes are flooded, the boat begins to sink. (See sinking rules, p5)

Fire!:
Panic ensues. Place the gas template over the area. All models under or grazed by it must move 2D6” away from the area, attempting to get as far as possible. In recovery phase roll a D6. 5+ it goes out. On a 1, it spreads to a random adjacent structure/cube. If the fire did not go out this recovery phase add 1 box of damage to the structure/cube.

If a model starts his/her turn in an area on fire, roll a D6. On a 4+ the model is injured in the blaze and takes a S4 hit.

BOTTLE TESTS

Tests are taken differently than normal scenarios. Instead of being taken when part of the gang is down or out of action, they are taken when the boat is 1 cube away from beginning to sink. It is very unnerving for the captain to command a boat hastily taking on fluid, and he must pass a bottle test to avoid ordering an *abandon ship*. (See below)

The captain may take a voluntary bottle out for any reason. If he does this he can make one of three orders: **Abandon ship!** The crew goes for the rafts and leaves the boat for good. The opposing gang may take possession of the vessel and anything on it not carried by a fighter.

If the escape rafts were destroyed, then the crew jumps into the disgusting sump and swims for the nearest shore. Everyone counts as having gone out of action in the post battle sequence and rolls for serious injury as a result of the horrific radioactive sewage (!).

Scuttle the ship! The crew severs the hull before taking to the rafts, and the boat is never seen again. Use same rule as abandon ship except the opposing gang cannot capture the boat. Boat and its stash are destroyed! (Heavies can attempt to salvage heavy weapons off mountings in the shooting phase if in base contact. Assuming they can remove them before a bottle test is failed).

Strike the colors! The captain is not about to risk everyone's lives swimming through the sump so offers terms for surrender. The opposing gang is in possession of the boat, the stash, and all fighters involved in the game. Everything is ransomed back, except for stashed harvest, if one random territory is turned over to the opposing gang.



SINKING

If half of the starting number of hull cubes are flooded (rounded up), the boat begins to sink. The boat moves at half speed. At the start of each of the owner's turns, add one to every hull cube damage box. Remember that when a cube is completely *flooded* it also checks a box in every other cube. When all boxes in all cubes are checked, the boat will sink at the end of the owner's turn. If, for some reason, the boat sinks and the gang did not bottle off the boat, all models count as having gone out of action at the end of the game. Enemy models foolishly still on deck will have the same fate.

BOARDING

If all crew from one gang, discounting hired seamen, are down or out of action, then the game ends. Use the same description above for striking the colors.

A defending boat can break a lock from a grapnel or ramp. Before moving, roll a D6. If the result is equal to or less than the engine class, it is free to move this turn.

ENDING THE GAME

The game continues until a bottle test is failed, a crew is completely wiped out, or one side chooses to willingly disengage and moves off the board.

WINNING THE GAME

The goal of the game is to turn a profit. The winning gang is that which has had the most successful day of fishing. Regardless of what ended the game, the winner is the gang that comes home with the most spiders. If both have the same number then the winner is the gang that has harvested more easy money loot. If neither has surpassed the other this way then game is a draw.

EXPERIENCE

- +D6 Survives.** If the fighter survives add D6 points.
- +5 Per wounding hit.** Fighters earn 5 points for wounding hits against other fighters or a creature.
- +5 Boat wrecker.** A fighter whose shot floods a hull cube or destroys a structure earns 5 points.
- +1 Harvest.** Fighters get 1 point for each item they harvest into the stash.
- +5 Spider hunter.** If the fighter who did the final wound to a spider personally harvests it, he/she gets an additional +5 points, instead of 1.

SPIDER HARVEST

Your gang will be eating well tonight; spiders are worth 4D6x10 credits when you get back to dock.



BUILDING THE BOAT

This is the central gimmick of the whole scenario. As such, this is what you need to consider before building your boat. Remember that in the underhive a shipwright is going to be a rare-to-non-existent occupation. Because of this, regard your boat a shoddy homemade affair of bent nails and scrap metal. It should be semi-miraculous that something like this actually floats. Be creative when making yours, and remember the spirit of the game. Very basic components don't actually cost anything; it's assumed that your gang just managed to find what they needed to build it. It's up to you to decide if you think your gang deserves an iron dreadnought or a cork barrel slapdashery. Also remember that these are intended to be fishing trawlers and not 120-gun ships-of-the-line, so firepower is limited. With that in mind, let's begin.

Step 1

First we need to lay down a keel. Pick your materials:

1. **Shoddy Assembly – T: 3** A plywood and tinfoil affair. Perhaps you strung a bunch of tires together on ropes or nailed down decaying salvage. Not a very sturdy ship.
2. **Iron Slag – T: 4** Scrap metal hammered out into a crude hull. Resilient and dependable, as far as you can tell anyways. Available only to gangs with slag pits, settlements, mine workings, and guilder contact territory.
3. **Quality Cladding – T: 5** You found some kind of rare ceramite or fine metal. A gang with an archeotech hoard can, after a game, work it for material instead of money. Roll dice as usual. The total rolled is the # of cubes or structures that can be built. You must have enough to finish the entire boat. You may save up.

(Note: Toughness works differently with boats so don't panic just yet. Material type is the same for both hull and deck structures.)



Step 2

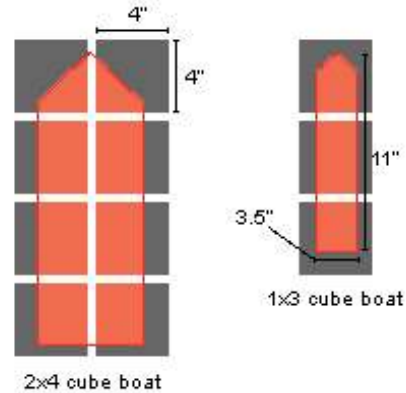
Next we need to determine the boat's size template using units of 4" cubes. The boat template is made using between two and eight hull cubes.

(Note: The boat does not actually have to be shaped like cubes; it can look like whatever you want. These are used for creating the size template the boat must fit in)

The template can be 1-2 cubes wide and 2-4 cubes long. 2x4 is the largest template you can have.

USING THE TEMPLATE

The actual boat's size must be equal to or slightly less than the space permitted by the template.



For example, a 1x3 template will allow us to make a boat that is no more than 4" wide and 12" long.

Above, we have a made a boat that is 3.5" wide and 11" long within the 1x3 template. As you can see, this divides the boat into 3 hull cubes. 2x4 is the maximum size.

The cubes also allocate hull damage. (*See boat combat, p3*)

Step 3

Now that we have chosen our materials and size, we need propulsion. Choose your "level" of engine sophistication from the chart:

1. **Level 1 – Free** A simple machine like oars, hand crank paddle, or a Venetian man with a stick gets your craft around.
2. **Level 2 – 15 Credits** Some kind of crude mechanical engine. This could be steam powered or an unpretentious petroleum device.
3. **Level 3 – 30 Credits** A fancy well-made machine. Perhaps an isotropic fuel jet streamer, or a high performance outboard motor.

(Engine capabilities further discussed in boat movement rules, p3)

(Note: engine details are purposely left vague. It is up to you to decide exactly how it works. It could be a ganger running in a rat wheel if you want. You may add any additional governing rules for your engine you think might be necessary. If you don't, regular rules here apply).

Engineer: Any engine needs an operator to maintain it. All gangs fielding a boat must select a model to have the engineer skill. The trained engineer allows the boat to move. The boat can only move if the engineer is, at the start of the turn, in contact with the engine and not down or out of action. Beyond this, engineers can shoot and participate normally.

A lost engineer creates a problem; the boat is left without a qualified operator! A regular gang member can operate the engine instead, but it is risky. If you choose to do this, the chance of a breakdown greatly increases. A level 2 engine will fail the unreliable engine test on D6 roll of 1-3. The same for a level 3 engine if a 1 appears on either of the 2D6. Not willing to risk the chance? Remember again that oars were free...

The level 1 engine is an exception. Since it cannot backfire, having someone other than engineer operate it is not a problem. Simple things have some advantages!

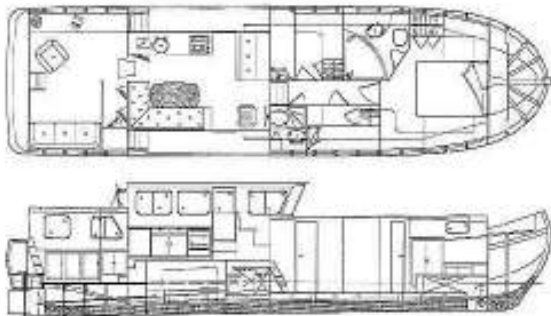
Step 4

The hull is decided. Now you can erect deck structures on top of the hull. These are bulky constructions and devices that take up large amounts of deck space. They must occupy at least 2"x2" of deck space to count. Smaller objects that have lesser effects, like railings or boxes for example, may be placed at will—they may even be part of a deck structure. You are allowed to erect as many deck structures as you have hull cubes, but no more. A 2x2 cube boat is limited to four structures, for example. They can go anywhere on deck, and occupy the deck space of multiple hull cubes if necessary. Deck structures do not cost credits unless they have direct game value like engines or the 3 items from p8. Restrictions for deck structures are left vague since boats are all different!

Deck structures include the following:

1. The engine. 1 structure must be the engine. Every boat has one, and so does yours.
2. The first three accessory items on p8. These cost additional credits.
3. Edifice — a building. Good for hiding or providing covered fire points.
4. Platform — a raised scaffold or tower with some kind of nest, providing favorable firing positions.
5. Player invented mechanism — a non-specific apparatus. Build it, give it some rules, and have fun with it.
6. Heavy weapon mount — A protected emplacement with a pintle to attach a weapon. Designed to provide cover and good field of fire for the main armament.

The heavy weapon mount: Any ganger may use a mounted gun, not just a heavie. Before the game you may choose to mount a heavy weapon purchased from p8, or you may mount a weapon you already have. You may remove it again after the game. The heavy weapon on the mount has a 180° arc of fire.



Walls: Walls that obscure more than half of a model offer -2 to hit cover save. They can be placed anywhere on the boat for no points cost.

The rulebook standard "1 inch from a ledge fall check if hit" does not apply to models on a boat as long as there is a wall providing cover.

**EXAMPLE BOAT**

Hayden builds a boat for his gang. He envisions his boat as a bunch of barrels with wooden planks laid over them. This is best described as shoddy base materials, best represented by toughness 3. His boat will be rectangular in shape, so he plans to fit it in 2x3 cubes. This gives him an 8"x12" template to fill, but he makes it a little bit smaller than that at 7"x10" which works better for his reasons. He fashions a propeller powered by a ganger operating a hand pump. This is clearly a level one engine. He is willing to forgo the speed and turning of more sophisticated engines for the more reliable and inexpensive level 1. Since he used 6 hull cubes to build his boat, he is allowed 6 deck structures. He uses one to erect a mast with scaffolds to shoot from. Another is used to create a covered building in the middle. He places on a lifeboat and the engine for another 2 structures. Lastly, he makes a heavy weapon emplacement, on which he mounts a heavy stubber. He decides he has enough structures now so the final one is not used. After all this, his boat is largely done. He looks over to p8 and picks out a few accessories to add. He buys 4 hull ladders, oars, and gives all gangers pails. This will add a few extra credits, but the result is a cheap and effective boat.



Step 5

Buying boating goods. Here is a list of special equipment you can buy for use with the boat:

The following items take up a structure space:

1. **Escape raft (lifeboat)** – Free. Takes up a structure space. Can be damaged and destroyed like all structures. (See *bottle/sinking rules, p5*)
2. **Boarding ramp** – 10 credits. No more than 6” long. Drops and locks boats (neither may move) allowing models to cross. (See *p5 for more*)
3. **Bucket dredge** – 10 credits. Extends 6” beyond the edge of structure. It requires a ganger to operate and effectively increases his/her harvest distance.

The following items are assigned to gangers:

4. **Pail** – 3 credits. A model with a pail can negate 1 box of damage from being checked in the hull cube it is in. One use per turn, and only against damage taken during the turn.
5. **Snuff canisters** – 1 credit. Fire-extinguishing bombs full of combustion retardant powder; work like grenades. To be thrown at a fire. If hit, fire goes out on a 3+ next recovery phase.
6. **Tether** – 5 credits. If ganger with a tether did not move this turn, he won’t fall overboard or on deck, or get captured by a harpoon.
7. **Boarding grapnel** – 2 credits. Work like grenades (but don’t scatter). If hit, roll strength test. If passed (*D6 value less than S*), the two boats are locked and move closer in inches equal to the number rolled on the strength test. Continue to strength test before each following turn. If the test is failed the line breaks. Cumulative effects from multiple gangers using grapnels.



The following items are placed in the boat’s stash:

8. **Oars** – Free. If the engine ceases to function, two fighters can move to either flank of the boat and employ the oars. The boat counts as having a level 1 engine as long as they are both there.
9. **Hull ladders** – First two free, each additional: 5 credits. Allows models to climb out of the sump and back on deck if overboard.
10. **Chum** – 1 credit/bucket. Chum can be expended when doing the encounterment roll. Each chum bucket used will allow the player to reroll a 2-5 result. You may not reroll a 1, and shouldn’t want to reroll a 6. Expended after the game as the bait goes rotten.
11. **Escape raft (inflatable)** – 10 credits. Conveniently stashed and cannot be harmed.

12. **First aid kit** – 10 credits. Drawn from the stash and deployed by a model. A one use *Medi-pack*.
13. **Extra armor** – 10 credits. Adds 1 to the toughness of an assigned structure or hull cube. May only be applied once to a section.
14. **Bilge pump** – 1 credit (2 hull cube boat)
5 credits (3-4 hull cube boat)
15 credits (5-6 hull cube boat)
30 credits (7-8 hull cube boat)
Boats with bilge pumps never check extra boxes in the remaining cubes if one becomes *flooded*.
15. **System processor** – 20 credits. Electronic components that automate the boat’s hardware. Can be used with level 2 or 3 engine. Replaces the need for engineer. Reroll if engine backfires.
16. **Harpoon gun** – 50 credits. *Heavy Weapon*
Efficiently hooks and reels in the catch of the day.

| Range | | To Hit | | | Str. | Damage | Save Mod. | Ammo Roll |
|-------|-------|--------|------|---|------|--------|-----------|-----------|
| Short | Long | Short | Long | | | | | |
| 0-15 | 15-30 | - | -1 | 4 | 1 | -1 | 4+ | |

Tow cable

After firing, the harpoon is reeled back to the boat, hopefully along with the target. Spiders brought to zero wounds by this weapon can be dragged into the stash of the boat. If already at zero wounds but still on the table, only a hit is required to tow the target. Gangers who go down or out of action because of this weapon automatically count as captured.



17. **Archaic cannon** – 35 credits. *Heavy Weapon*
Weapons powerful enough to penetrate hulls tend to sell for top dollar. However, you can always opt for a cheaper, homebrewed, vintage alternative...

| Range | | To Hit | | | Str. | Damage | Save Mod. | Ammo Roll |
|-------|------|--------|------|---|------|--------|-----------|-----------|
| Short | Long | Short | Long | | | | | |
| 0-8 | 8-18 | - | -1 | 6 | D3 | -2 | 6+ | |

Dangerous

If you get a weapon explodes result the following explosion is large and worrisome. Place the large template causing S3, -1 save hits; S5 hit to the user.

18. **Standard heavy weapon** – Variable cost. A heavy weapon can be purchased from the trading post to be fixed to a boat’s mount. These can be purchased for 1/2 the normal price but can only ever be operated if attached to a heavy weapon mounting on a boat.
19. **Borrowed manual** – 5 credits/game. D3 additional models can take the engineer skill.
20. **Mercenary seaman** – 10 credits/game. An old salt to assist you in your endeavor. Pay once before the game.

Seaman

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 |

Weapons: Comes with knife and club/maul. Can be armed with one: laspistol, autopistol, stubgun(dumdums).

Tools: Comes with all of these: pail, tether, boarding grapnel, snuff canisters, and adds a free chum bucket.

