

GONE FISHIN' TEAM PLAY

This supplement is for the Gone Fishin' Necromunda scenario. These modifications expand it to allow more than two players in a game.

PLAYERS

There can be any reasonable number of players. 3-10 is within the scope of the provided rules. 3 or 5 players will lend itself well to a free for all, although 5 may be a long game. Any larger, or even number requires team play.

DEPLOYMENT

Teams roll off and the highest team deploys all their boats first. They pick a table side and roll off amongst themselves for their own deployment order. Each boat must be no closer than 6" to each other. The other team then does the same on the opposite edge.

TEAMS

Players must break up into two opposing teams. Each team effectively counts as a single player in terms of proceeding with a turn. The team has one combined turn. First they all simultaneously begin the turn, move, shoot, and do the recovery phase. Be sure to coordinate with your comrades ahead of time so as not to complicate the phases or create arguments. Announce intentions.

TERRAIN

The table must be 6'x6'. Terrain should be greater in size and quantity relative to the normal game. Pieces of debris large enough to actually block lines of sight make the game much more interesting.

LOOT

The easy money on the table can be randomly generated, but works better when fixed in quantity. 1-2 pieces for every boat participating. These are to be halved and distributed by a member of each team.

GANG CREW

Same rules apply, except use $4 + \frac{1}{2}(\# \text{ of hull cubes})$ for greater parity between teams.

ENCOUNTERMENT ROLL

At the start of the turn, every boat on a team makes their rolls separately.

ENDING THE GAME

The game ends when all the boats on one side have bottled out, moved off the board, or had their crews decimated. The game must last a minimum of one turn per boat, even if the other team is decimated before this. (you can't just get one spider and quit)



BOTTLE TESTS

Abandoned and surrendered boats are left on the table, but the crew removed. Scuttling the ship in multiplayer is slightly more complicated. The crew is removed but the boat immediately counts as sinking. Check off 1 box in every cube of that boat at the end of the owning team's turn as per normal sinking rules.

If a boat voluntarily bottles and leaves the board with another boat's crew on board, roll a D6 for each crew member. On a 4+ the crew member pilfers a raft and hightails it back to their own ship; all the crew who do this arriving next to a hull ladder of the player's choice in their next movement phase. If they fail, the enemy gang captures them.

WINNING THE GAME

Like the normal rules, the team that collectively has the most spiders in their stash at the end of the game wins. Of course these can change hands from boarding actions and failed bottle tests. If both teams have the same number then the team with the most easy money loot wins. If this is the same the result is a draw.

CONVENTION PLAY

Aid those new to the game. Players without their own gangs can be provided with a gang owning a pre-built and paid for boat. New players should be given a stash of pre-purchased items for them to distribute as fitting.

ENFORCERS

Enforcers can participate in the game in two ways of their choosing. They can either attempt to dispense justice as usual, or become dirty cops and leave the justice at home for the promise of treasures. The enforcer boat may arrive after both teams take their first turn. Roll a D6, on a 4+ they arrive. If not, try again next turn on a 3+. Then a 2+ until they arrive.

—If they choose to play as the dispensers of justice they should be, they do not side with a team, but rather make a third team alone against the world. The boat is placed in the middle of one of the two table edges the teams did not start from. The enforcer boat does not move the turn it arrives. If the enforcers survive the game for the minimum number of turns they get extra 2D6 experience points each. If the enforcers are still on the table and all other boats have bottled out or left the table, they get double the 2D6 extra experience points.

—If the enforcers decide to be dirty, they can assist with the fishing for a material bonus. They join a team but attract spiders and monsters as usual. After the game, they do not get the extra 2D6 experience, but instead can trade their spider carcasses at the dock. For each spider, they can get D3 items. Each item is determined as if a ganger with the inventor skill invented it. Crooked enforcers must roll on the outlaw table with a -1 for each player on the opposing team. Outlawed enforcers are disbanded.

RAMMING TERRAIN

Terrain can be rammed just like anything else if you so desire. Large static terrain pieces, if made contact with, count as having rammed you. Smaller terrain pieces, like floating debris piles, or things smaller than 4"x4" can be pushed out of the way. They still cause damage in the same way as described above, but can be displaced around the hull of the boat. Engines that somehow make contact with static terrain take a ramming hit to the engine section.



NEW ITEMS

The following items take up a structure space:

1. **Salvage hook** – 5 credits. A device used for towing other boats. Either a friendly boat (disabled, slower engine, etc) or an enemy boat that has had its crew dispatched can be towed. This must be placed on the stern of the boat and tows a boat off its bow. The hook can reach 3". Subtract 2" from boat's movement when towing.

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

2. **Nautical mines** – 25 credits. D6 mines to be used in one game only. Place up to 1 mine per turn at the rear of the boat before movement. If any boat touches the mine it may detonate. Roll a D6; on a 1 it is a dud, on a 2 it fails to go off this turn but is still armed, 3-6 it works normally. The mine hits at S:6 with D6 damage.
3. **Gatling lasgun** – 30 credits. *Heavy Weapon* Quite simply a lasgun with rotating barrels attached to a large, supercharged power pack. Double the cost of this weapon if you want to buy it for use outside of this special scenario.

Range		To Hit			Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long					
0-15	15-30	-	-	3	1	-1	2+	

Gatling: **Sustained Fire: 2 dice.**

THE LOANSHARK

In campaign games, losing your boat is an expensive mistake. To make up for the loss, you may begin a game using boats with a trip to the shady part of the docks to see an old guildler "friend" of yours.

- The loanshark will offer your gang 3D6x10 credits. You may take as much or as little of it as you like.
 - You owe the loanshark the amount borrowed plus 2D6% interest. At the end of the game, you must pay back your loanshark all of what you owe, or else roll a D6 on the following chart:
1. Your gang leader is captured and sold to the slave pits to work off the debt with his life. He effectively counts as dead.
 2. You find your boat ransacked and scuttled. The boat is destroyed, and anything that was stored in its stash is gone.
 3. D6 random gang members are ambushed in the night and their legs are broken. Every ganger affected takes a leg wound injury.
 4. Your hideout is raided. All your stashed credits and any heavy or special weapons owned by the gang are carted off.
 5. Your territory of the highest value on the territory chart is reclaimed by a posse and is no longer accessible.
 6. By a suspicious twist of fate, your loanshark forgives your debt on account of his inexplicable vanishing.

OPTIONAL RULES

TOXIC GAS

Clouds of toxic gas forming over the surface of the sump lake are common. All the sewage and pollution mixing together tend to have chemical reactions creating a variety of dangerous fluids.

Gas clouds are represented by either a cotton mass or a template roughly 8" round. Gas clouds bubble up from "hot spots" placed on the board. Mark these appropriately. There is only one cloud per type on the board at a time. They emerge over the spot beginning a turn that none are present. Roll a scatter die and 2D3. The gas cloud moves in that direction the number of inches on the 2D3. If a total 2 is rolled the cloud disperses. If the cloud moves off the edge of the board it disperses. Models are affected by the cloud if partially or wholly underneath it, or if they are within a 4" radius of the centerpoint. If it is indecisive whether a model is fringed by the cotton mass, it is affected on a roll of 4+. The gas has the following effects:

- **Toxic** – a green colored gas harmful to the respiratory system. A ganger touched by this gas must immediately take a toughness test. Models with respiration devices get a reroll. If failed roll a D6: 1-4 flesh wound. 5 down. 6 out of action. Does not affect native sump life.
- **Inflammable** – If a combustion based template weapon (i.e. hand flamer, flamer, heavy plasma gun, or plasma grenade) deck fire or engine explosion on a boat touches the cloud, the whole cloud ignites. Any model or hull cube/deck structure under it rolls a D6. On a 4+ it is on fire. A model takes fire damage as a single S:4 hit. A model on fire goes out in the same manner as a boat area; yes, it can spread. The cloud is removed from the table.

THE OLD MAN & THE RIG

The old man is a hermit, living alone in a decrepit shanty on an abandoned mining rig. The rig is placed before the game somewhere within 12" of the center. When a shot is fired from any weapon within 12" of the rig, the old man becomes angry and leaves his hovel to deal with the ruckus. The old man hates everyone, but those who disturb him most of all. The team/player opposing the side that disturbed the old man gets to control him when he emerges for the rest of the game. He can never leave his rig. The rig itself counts as 2x2 T:4 hull cubes. If half are destroyed then the rig will "sink" or crumble apart.

The old man is hardened from countless years living amongst the sludge. He has the following profile:

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	4	2	4	1	9

Skills: Dodge, True Grit, Crack Shot.

Schizophrenia: The old man is never really alone. He always counts as having a friend within 2" to unpin test.

Psychosis: Roll on the Wyrd minor power table.

Weapons: 1 random special weapon, 1 random pistol, krak grenades, and a club/maul