



Hard Times in Alevan Town

Necromunda Settlement Finalist

By Scott Kroll

Unlike the adamantium boundary between the Spire and Hive City, the boundary between Hive City and the underhive is not as defined. Alevan Town is a settlement on this boundary and is having a crisis of identity.

HISTORY

Alevan Town lies at a level on the ever-shifting and undefined boundary between hive city and the underhive. It is a large settlement that served as a waypoint for settlers moving down to the underhive and the rare successful settler moving up into Hive City. Many guilders settled here and made their fortunes selling supplies to those hopeful masses heading down into the underhive in search of riches. The marketplaces here were always filled with climbing cables, algae farming equipment, portable generators, and anything else a green hiver would need to start a new life below. Much of this equipment was purchased from successful settlers moving into Hive City who were eager to rid themselves of goods they would no longer need. While these successful settlers were rare, a guilder could buy their equipment for a fraction of the cost they would re-sell it to the next downward settlers that came along.

No one is sure why Alevan Town attracted so many new settlers. Unlike settlements like Dust Falls, there isn't an obvious gateway or downward shaft that serves the lower levels.

One theory is that it is simply a case of increased momentum. Long ago, one guilder set up shop and did well for himself, so more guilders settled into the area. Reputation of the area grew and a settlement was born.

Other theories pay heed to the fact that the settlement is close to Van Saar territory in Hive City. It may have been a large production site that fell into disrepair and was abandoned. Residents of the underhive moved in to salvage and the guilders weren't too far behind them. Proponents of this theory point to the settlement's name. Alevan Town may be named after Aleax Van Saar, a famous nobleman of house Van Saar.

Whether or not Alevan Town actually owned by house Van Saar at some time has become a very contentious point. No matter what, its proximity to that noble house's territory always made high quality equipment and weapons cheap and plentiful. This fact alone may have attracted so many green hivers to this area.

"THE TURN OVER"

Whether it's inhabitants considered Alevan town at the bottom of Hive City or the top of the Underhive, it was undoubtedly an Underhive settlement. Gangs were numerous and well-armed. Underhive "organizations" used the settlement as a entry point to smuggle illegal goods up from the underhive. Gambling dens and fighting pits are common and profitable to their owners.

This all began to change with what residents call "The Turn Over."

When Abaddon started the Thirteenth Black Crusade, Imperial Guard Units from Necromunda and other planets in the sub sector were called up in the defense of Cadia. This proved very lucrative for House Van Saar and its many weapons contracts. As the war effort gained momentum, so did House Van Saar's production facilities. Soon, all of House Van Saar's factories and workshops were working at full capacity.

This proved very bad for Alevan Town. Since gainful employment was so easy to find in the Van Saar workshops of Hive City, fewer settlers were moving down into the underhive in search of fortune. In fact, word soon spread to the underhive that there was money to be made in Hive City and a steady stream of underhivers began to move upward through Alevan Town. For the first time in Alevan Town's history, more settlers were moving up from the underhive than were moving down.

This grossly upset the economy of Alevan Town. Merchants soon had more equipment than they had green settlers who would pay their prices. It wasn't long, however, that the guilders figured a way to change this downturn into an opportunity.

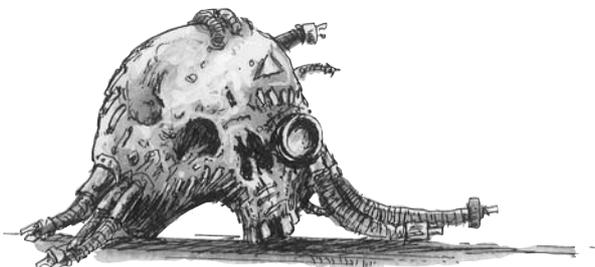
Sensing House Van Saar's need to expand its production facilities, the guilders began to "reclaim" decrepit areas around Alevan and turn them over to House Van Saar. Guilders claimed that Van Saar originally owned this land and they were more than entitled to it. If house Van Saar would simply pay the guilders' reclamation fee, they could build more production facilities in these previous "uninhabitable" areas.

There areas that the guilders reclaim aren't necessarily uninhabitable or even uninhabited. Guilders simply move into a dome and remove by force any underhivers living there. They then strip the area down to the original structure as much as they can. After Van Saar pays a fee to the guilders, they move in and construct more munitions factories.

GANG LIFE IN MODERN ALEVAN TOWN

At first, the Turn-Over was a boon for gangs living around Alevan Town. Guilders needed the muscle in their "reclamation effort." In other words, guilders paid gangs to run underhivers off their land before wrecking crews moved in and disassembled their homes, tapped their water stills, and filled in their algae ponds. Guilders also employed gangs as security when members of house Van Saar would come to inspect their new acquisitions.

As the Turn-over has progressed, however, the guilders have made it clear that gangs have no place in the future of Alevan Town. The guilders will continue to turn the underhive into Hive City for as long as it is profitable. This means that all the power of the noble patriarchy and the rigid structure of Hive City are increasingly part of the settlement. Already half of the settlement's gambling dens have been shut down and pit fighting has been outlawed. Enforcers are increasingly replacing gangs in their role as the strong arm of the guilders.



For now, guilders tolerate gang presence because there aren't enough enforcers to do the dirty work. Many gangs, however, have found themselves quickly betrayed by employers who wanted to distance themselves from such unsavory Underhive associates. Guilders routinely claim ganger territory but won't persecute the gang unless they complain too loudly.

Weapons and equipment are as still as cheap and plentiful as they always have been, and there is still money to be made from places other than just filling guild contracts. The workers moving down to construct the new factories are possible valuable contacts for fencing goods up to Hive City. The new factories need a lot of power, so power cable tapping has become very common and lucrative.

Also, there are plenty of disillusioned juves willing to join gangs. Often when a youth sees his home destroyed by the greed of the guilders, he'll seek out a gang to replace his sense of community. It's also an outlet for these violent, angry youth to hopefully enact revenge on those that ruined their lives.

PLAYING A CAMPAIGN IN ALEVAN TOWN

With cheap weapons and plenty of juves wanting to join gangs, a gang can quickly build its power in Alevan Town. The risks, however, are great, and gang can just as quickly end up at the bottom.

If you decide to use Alevan town as a settling for your campaign use the following changes to the rules. (Note that even though house Van Saar is the power behind Alevan Town, Van Saar gangs do not gain an advantage. Gangs are gangs, after all!)

Weapons and equipment: Subtract 5 credits from all weapons and equipment costs down to a minimum of 1 credit. For example, an autopistol would only cost 10 credits and a second knife would cost 1 credit. For variable costs of rare items, subtract 5 credits from the non-variable cost of the item. So choke gas grenades would cost 10 + 2D6 credits and a red-dot laser sight would cost 35 + 3D6. If a gang is outlawed, it won't use the outlaw trading table; rather, it uses the standard prices from the Necromunda rulebook price chart.

Also, because equipment is so plentiful here, always add +1 die to the roll to see how many rare items are for sale just as if you had sent a ganger out looking for them. You may still send gangers out and gain addition +1s as usual.

Territory: Gangs living and fighting around Alevan Town use the Alevan Town Territory Table below. Note that some of the territories have the same rules as those found in the Necromunda rulebook, but their values have changed. This represents the fact that the increase in production in the workshops and renovation of the area have created an economic boom. Also, both outlaw and non-outlaw gangs use this table, but outlaw gangs can still only hold one territory.

Also add these following rules:

Guider Reclamation: After each game, before rolling for income, roll a D6 for each territory the gang controls. If any 1s are rolled, the guild has seized one of the gangs territories for the reclamation effort. The gang immediately loses one random territory and can not collect income from it. Note that gangs can only lose one territory per game in this way no matter how many 1s are rolled. Keep track of how many territories are lost this way as it matters in rolling for outlaw status described later.

In addition, the action of the guilders may have angered a young hiver who will want to seek revenge. Each time a gang loses a territory to the reclamation effort in this way, roll a D6. On a roll of 4 or more, the gang may recruit a disillusioned juve for free. The gang must still pay to equip the juve, however.

A gang that is reduced to one territory in this way is considered outlawed and may not hold more than one territory if it pays of its outlaw status. If an outlaw gang loses its last territory this way, it must roll for a new one in the same way as if it had lost it in an Ambush or Gang Fight.

Selling Territory: A gang can also aid the guilders in their project by selling their territory. This is done in the same way that outlaw gangs loot territory in that the gangs gains double the basic income value, but the territory is lost. Also keep track of how many territories are lost in this way.

ALEVAN TOWN TERRITORY TABLE

D66	Territory	Income	Special rules
11-15	"New" Ruins	10	This is an area that has recently been claimed by the guild, but has yet to be re-constructed into a Van Saar Workshop. If a ganger searches the ruins he may find enough scrap to sell for 10 credits
16	Slag	15	Same as on standard territory table
21-23	Chem Pit	2D6	Same as on standard territory table
24-26	Mineral Outcrop	D6 x10	Same as on standard territory table
31-33	Tunnels	10	Same as on standard territory table
34-36	Vents	10	Same as on standard territory table
41-46	Power Cable Tap	Special	Roll a D6. On a roll of 1-5 it provides 10 credits worth of energy. On a roll of 6 it provides D6 x 10.
51	Holestead	D6x5	Same as on standard territory table
52-53	Crooked Van Saar	3D6x5	A member of one of the factory construction crews will allow some construction equipment to go "missing" for a cut of whatever the equipment is later sold for. If any doubles are rolled, however, the contact has been caught by his employer. The gang collects the income, but the contact must be removed from the gang's roster
54-55	Guilder contract	D6x10	Same as on standard territory table
56	Settlement	50	Same as on standard territory table
61-65	Workshop	2D6x10	Same as on standard territory table
66	Relocated Hivers	Choose	The gang has befriended a group of settlers that have recently had their holestead seized by guilders. Not willing to move back to Hive City, the hivers are looking for a new livelihood. The rules are the same as "Green Hivers" on the Standard Territory Table.

Outlaw Gangs: When rolling on the Outlaw Table use the following modifiers (These replace all modifiers given in the Outlaw rules):

- 2 The game you just played was an ambush and you were attacking
- 2 The game you just played was a shootout and you drew second.
- 3 The game you just played was a shootout and you drew first.
- +1 Your gang rating is under 1,000
- 3 If you attacked any Guilders, Arbiters, Enforcers, or other "Officials" in the game you played.
- 1 For every territory you have had seized by the guilders.
- +1 For every territory you have had sold to the guilders.
- 1 If your gang has either "Crooked Van Saar" or "Power Cable Tap" on your roster.

OTHER OPTIONS AND FINAL THOUGHTS

Hopefully, you will find running a campaign in Alevan Town fun and challenging. I tried to give gangs as many benefits (i.e. Cheap weapons) as I did drawbacks (i.e. The possibility of losing your territory).

I imagine this can also be played historically. The campaign can start out like "old" Alevan Town where weapons were cheap and plentiful and gang life was easy. You could simply use the weapons rules. Then, as the campaign progresses, more of the drawbacks can be put in place. This could represent the historic period when the guilders began to seize control. The whole thing can end with a big shot-out to decide the fate of Alevan Town between gangs still loyal to the guild and all the gangs that have been outlawed.

ABOUT THE AUTHOR

Scott Kroll lives and works in Chicago, IL and regularly post on the Specialist Games Forum as CitizeNick. He spends his rare free time daydreaming about the stuff he's going to do when he has more free time.