



# Paradise City

*Where the slime is green and the mutants are pretty*

By Chris Litting

The Delaque arrived bang on time, and Vargas watched as his two Van Saar doormen removed his coat and frisked him. The coat looked heavy, weighed down with countless hidden firearms, and he could tell Mendes the doorman was thinking the same thing. The Delaque probably had several concealed weapons that they would never find, but that was the last thing on Vargas' mind right now.

It was typical that the Delaque would want to talk business tonight of all nights, with almost the whole of Vargas' gang running errands in different parts of town. There was no way the Delaque could know that of course, but it still made Vargas feel edgy. Refusing to meet would have looked like a sign of weakness, and if there was one thing Vargas couldn't stand it was weakness. He didn't have to like this meeting, but he was damned if he was going to let it show.

The dancer on the podium slid around a pole that reached to the ceiling. Her prominent, streamlined facial features and flowing green hair gave her a beautiful yet eerie quality, while the fluid and effortless way she moved made her seem almost alien in appearance. She was one of the club's most popular dancers. The Delaque strode purposefully past her without even a glance, and sat down across the table from Vargas.



"Rico," announced Vargas with a wide grin, "what brings you to my den of iniquity?" Even without the trademark body suit, Vargas was a Van Saar through and through, from the straight nose and jutting chin to the condescending lilt of his voice. He spread himself out on the padded sofa as wide as he could to give the illusion of confidence. Behind him, a floor-to-ceiling window overlooked the glittering lights of Paradise City.

"You're fairly new in town, aren't you?" The Delaque spoke in barely more than a whisper, and the Van Saar had to strain his ears just to hear him over the noise.

"I sure am," Vargas replied, "but that's what I love about this place - a man can show up with nothing but a few creds to his name and end up owning nigh-on half the city. I tell ya we never had nuthin' like this place where I come from, nuthin' at all." His words hung in the air for a moment.

"You ever hear of a Paradise City shuffle?" said Rico.

"A what?" asked Vargas, leaning forward so as to better hear the Delaque.

"A Paradise City shuffle," Rico repeated. Seeing the blank expression on the Van Saar's face, he began his story.

"There was a time when none of this existed. The city, the harbour; none of it was here. No-one had even dreamt of such a place as this. There was only a small settlement, named Sludge Town. Old Ratskin legends told of a forbidden cave, one which would bring nothing but death and destruction upon any who dared to enter the depths within.

Of course, curiosity is a powerful if dangerous motivation and it wasn't too long before a group of intrepid Sludge Town explorers decided to ignore the warning and proceed into the cave, for such is the nature of the human mind. To their amazement what the explorers discovered was that after a treacherous series of crags and cave-ins, the passage opened out onto a perfectly still and undisturbed sea of effluent which stretched as far as the eye could see. Creating a makeshift settlement on the shores of this sea, they sailed out in search of riches. And what riches they found! The sea was teeming with white raft spiders, from whose flesh came an abundance of food, from whose abdomens flowed the most deadly poisons, and from whose eye sockets came the purest gemstones.

The explorers thought that by some miracle they had stumbled upon their fortune. Returning to Sludge Town to sell their goods they were hailed as heroes. But word spreads quickly through the Underhive and greed is another very powerful motivation. One of the first to hear of the discovery, a ruthless Guilder named Li Hong recruited two local gangs to investigate. The first of these gangs was a Cawdor outfit calling themselves the Death Dealers. The second, a Goliath gang called the Metalheadz. When the gangs returned with news of what the settlers had discovered, Li Hong immediately ordered the execution of every last person in the village, their bodies to be dumped in the effluent sea where they would never be seen or heard of again. Thus the Ratskins' curse became a reality, and a morbid tradition was born.

Li Hong, together with the Death Dealers and the Metalheadz, created an empire for himself on the shores of that very sea. He named it Paradise City, and everything in it belonged to him. Li Hong took a cut of every single item passing through Paradise Harbour, but still there was much to go around.

It was a time of plenty, and settlers of every description flocked to the city from every corner of the Underhive. Before long there was no more room to build outwards, so they built upwards, knocking through the domes above to create the towering structures you see today. The city became almost as tall as it was wide! And Li Hong ruled everything with an iron fist, becoming one of the richest Guilders in history. The Death Dealers and the Metalheadz grew in numbers as well as in influence, consolidating their stranglehold over the city. The Goliaths used their strength and brutality to make an example of those who got too big for their boots, throwing them from the roofs of the tallest tower blocks, while the Cawdor disposed of rivals silently, their bodies disappearing below the effluent sea as if they had never existed.

This lawless environment became a breeding ground for mutants and freaks, and very soon they came to be accepted as part of the overcrowded, heaving population. Paradise City was a new settlement, one the likes of which had not been seen before. It was young and vibrant, just like its inhabitants. It accepted those who did not fit in elsewhere. It was a place of contrast, where abject poverty went hand-in-hand with incredible wealth. Of course, it was not the poverty but the wealth that caught the eye of House Helmawr.”

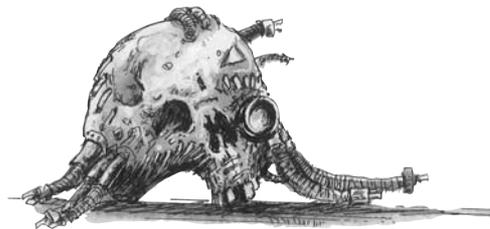
Lucas walked slowly down the street with his hands in his pockets. All around him there were prostitutes in short skirts plying their trade, young punks trading insults outside sleazy sushi bars, and drug dealers peddling 'Slaught to anyone who would buy. Everything appeared strangely shiny in the ethereal glow of the neon lights that seemed to illuminate the whole city. A man in an overcoat walked past him, regarding him with eyes that protruded from his face on stalks. A young girl approached him in a shiny yellow costume, asking if he wanted a good time. A bunch of men in red robes stood outside what appeared to be a brothel, chanting hate-filled litanies from tattered old books. Lucas walked past them all silently, paying them no attention, lost in his own thoughts.

Lucas was an outcast. No longer welcome in the village in which he had grown up, he had been cast out to seek his own path. He had heard many things about Paradise City on his travels, stories of bright lights and immense wealth, stories of drugs and girls and good times. Lucas had never really fit in anywhere, but arriving in Paradise City for the first time had made him feel strangely comfortable. The city was like a warm blanket; enveloping him, hiding him.

Vargas looked over towards the door, a quick subconscious check that his two loyal doormen were still there as the Delaque paused for a moment to draw breath. He looked back at the Delaque, who continued with his story, never once breaking eye contact.

“The ruling house of Necromunda, House Helmawr, were the principal buyers of Paradise City products, which comprised mainly of the exquisite gemstones that were once the eyes of the white raft spiders. Li Hong charged a premium for these goods and in doing so was able to augment his already prodigious wealth quite tremendously. For a long time there was nothing House Helmawr could do but pay Li Hong's extortionate rates, as no-one could even get close to him, such was the power of the two allied gangs he controlled.

But one day all of that changed. Lord Helmawr, in his wisdom, sent one of his top assassins below the Wall to deal with the problem, a man known only as 'The Reaper'. The Reaper quickly infiltrated Paradise City, blending in with the general populace and being careful not to arouse any suspicion. Working to his own meticulously planned timetable he set about his mission with the ruthless precision of a cold-blooded killer.



His first task was to eliminate one of the Death Dealers' negotiators as he met with the Metalheadz at Paradise Harbour to discuss which gang had the drug trafficking rights to a particularly overcrowded area of the city. This he did with a single round fired from a trawler. The Metalheadz, on returning the Cawdor's body to his own gang, insisted they had had nothing to do with his death, even though no-one could say where the bullet had been fired from, nor could they explain how it came to be of the same signature heavy calibre used solely by the Goliaths.

A meeting was set up at the Bleeding Spider sushi bar to consolidate the alliance between the two gangs. Among those scheduled to attend was the leader of the Metalheadz himself, Jurg Barak, keen to smooth things over with the Death Dealers. When the Death Dealers were suspiciously held up in transit, it was only the Goliaths who were obliterated when a bomb tore through the restaurant and brought the buildings above crashing down onto it.

With the loss of their leader, the Metalheadz' gang was like a thrashing beast without its head. Jurg Barak's second-in-command, a brutal psychopath named Gor Lomaq, took charge and vowed revenge on the Death Dealers. A bloody civil war broke out between the two formerly allied gangs. For days the city burned, violence erupting on every street and in every establishment. And through it all, a lone assassin known only as The Reaper was able to get close enough to Li Hong to poison his personal bodyguards and eliminate Li Hong himself with a single shot to the head.”

Eager to explore the city to its fullest on his first night, Lucas turned left and headed down an alleyway between two buildings. Toxic fumes swirled silently from grates in the floor, shrouding the whole area in an eerie mist. There was the faintest sound coming from a doorway somewhere up ahead, but Lucas kept his head down and continued to walk. The alleyway was longer than expected, becoming narrower and turning first to the right, then the left. Lucas was considering going back the way he had come, when he realised he would have no choice as his path was blocked up ahead by a makeshift barricade of heavy metal crates.

As Lucas turned around, he heard the noise again, a soft scuffling of footsteps on the ground. There were shadows moving about in the gloom, sinister predatory shapes closing in for the kill. Lucas stopped dead in his tracks and tried to discern who or what they were, and how many.

“With the city in chaos, Lord Helmawr gave funding for a team of arbites to enter the city and establish a precinct. This they did swiftly, and were able to restore Paradise City to a state of relative peace by ending the civil war. Of course, the arbites don't own this city, the gangs do. In the resulting power vacuum, every gang from here to the Abyss crawled out of the gutter to stake a claim in Paradise City. Territories began to change hands from one day to the next, like a form of currency. Trade became free. The mutants began keeping a low profile, but they didn't disappear. The arbites' enforcers are tough, but the measly funds provided by House Helmawr are only enough to ensure that there can never be another Li Hong in Paradise City, which in turn ensures that its exports will always be kept at competitive prices. In a few days the power in Paradise City had shifted from a single dictator back to the people, and in doing so it became property of House Helmawr. The Reaper disappeared back up above the Wall and was never heard of again around these parts.”

The Delaque had finished his story, but continued to hold eye contact with his Van Saar counterpart.

“So that's a Paradise City shuffle?” said Vargas, clearly impressed by the tale.

“Oh no,” replied the Delaque, an enigmatic grin on his face, “that's a Paradise City shuffle.” He gestured towards the door. When the Van Saar looked across, he realised that his two doormen were missing. Where had they gone? Without them he would be totally exposed! He turned his head back to where Rico had been sitting only moments before, but now the chair was empty. Too late he realised that the Delaque was standing over him, a poisoned blade in his hand.

A tall, heavily-built woman with dark red lips and a ring through her nose stepped out from the fog. Her outfit was skintight and shiny, but seemed to be made out of a heavy, durable material, and her hair was closely-cropped but for the long, brightly-coloured pigtailed that sprouted from her head like deranged fountains. The rest of the Escher gang emerged like ghosts behind her.

“Well, well, what have we here?” she asked, surveying Lucas with disdain. With his scrawny frame and round shoulders he wasn't what you would call a mutant, but he still wasn't much to look at. He stood in silence, staring up at the magnificent Amazonian woman before him.

“Looks like we caught ourselves a tiddler,” continued the Escher, “don't you know it's dangerous to be walking around on your own kid?” She gave a dirty half-smile; a warning. Still he said nothing.

“He's got such nice eyes,” said the Escher, taking a step towards him and producing a long, stiletto-bladed dagger from its sheath, “they should be worth quite a bit down at the surgery...” Mimicking her movements, the rest of the gang slowly started to move towards him like a pack of wild animals closing in on their prey.

Suddenly, the Escher was shocked to see the dagger leave her hand and float in the air on its own for a moment in front of her. She blinked, thinking there must be something wrong with her eyes, that it must be some kind of illusion. But there it was, floating, as if it were the most normal thing in the world. The rest of her gang didn't seem to be reacting to it at all. Was she going mad? She had barely had time to formulate this thought when suddenly the dagger turned in the air such that it was pointing towards her. She stood rooted to the spot, momentarily shocked by what was happening, still not sure whether or not to believe it. Then in an instant it flew towards her, stabbing her in the abdomen and withdrawing itself for another attempt. She screamed, clawing at the dagger and trying to fend it off but no matter what she did she couldn't seem to catch it; it just kept coming at her like some insane nightmare.

Lucas was still standing perfectly still. The Escher gang could only look on in horror and confusion as their leader, screaming like a banshee, proceeded to stab herself repeatedly with her own dagger, again and again until finally she fell to the floor like a puppet whose strings had been cut, the dagger still clutched tightly in her hand. They stood there in silence as if at a funeral, trying to make sense of what had just happened, as Lucas quietly slipped past them and disappeared into the swirling mist.

Lucas stepped out of the alley and into the main street, immediately blending in with the crowd. At that moment a shower of broken glass rained down sixty storeys to land outside a drinking hole across the street, closely followed by the mangled body of a Van Saar. As Lucas walked away he smiled to himself; he was already starting to like it here.

The Delaque walked calmly away from the broken window and towards the door. On the way past, he paid the green-haired woman for the dance as a gesture of goodwill, slipping two crispy notes into her thong. He would pay her for her increasingly valuable information somewhere far less public.

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## PARADISE CITY RULES – THE SETTLEMENT THAT NEVER SLEEPS

Paradise City is not like any other settlement in the Underhive. As such, it has its own territories as detailed below. When playing a Paradise City campaign, this table replaces the standard territory table in the Necromunda rulebook.

| D66 Roll | Territory      | Income | Description   |
|----------|----------------|--------|---|
| 11-12    | Tunnels        | 10     | Your gang has found a secret entrance to a labyrinth of service ducts beneath the city floor.<br><br>When the gang fights a battle it can use these ducts to position up to three fighters anywhere on the battlefield 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 working their way behind the enemy using their secret tunnels.                             |
| 13-14    | Vents          | 10     | The gang has found a concealed entrance into a network of ventilation shafts.<br><br>When the gang fights a battle it can use these vents to position up to three fighters anywhere on the battlefield 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 working their way over and around the enemy using their secret air shafts.                              |
| 15-23    | Tenement Block | 30     | Even in Paradise City people need a place to live. Your gang rents out one of the densely-packed tenement blocks that house the overcrowded population. By collecting the rent, a ganger can earn 30 credits.<br><br>In addition, whether the territory is used or not, there is a chance of a young punk leaving the ghetto to join your gang. Roll a D6 after each game. On a roll of 6 you may recruit a juve for free. You will have to pay for his weapons though. |
| 23-31    | Trawler        | D6x10  | Your gang has contacts aboard one of the many trawlers out in Paradise Harbour. These trawlers go out on regular expeditions to hunt down and bring back the hides of the white raft spiders that dwell there, in order to trade with the sushi restaurants who will then sell them on at a much higher price. By participating in one of these expeditions, a ganger can earn D6x10 credits.   |
| 32-34    | Drinking Hole  | D6x10  | Your gang owns one of the many drinking holes in the area. You can visit the drinking hole to collect your share of D6x10 credits.  |

|       |                  |        |   |
|-------|------------------|--------|---|
| 35-36 | Workshop         | D6x10  | <p>Your gang owns a workshop on the outskirts of the city. If you want to visit the workshop you can earn D6x10 credits.</p> <p>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 and no dice are rolled. Note that this only applies to the first test, not to subsequent ones.</p>   |
| 41-42 | Friendly Doc     | D6x10  | <p>One of the local practitioners has offered to patch up your wounded fighters at favourable rates 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.</p>  |
| 43-44 | Arms Dealer      | D6x10  | <p>The gun-runners in Paradise City work for themselves and not the Guild. Because of this they do not have their own regular bodyguards and mainly rely on protection from the local gangs. A ganger can accompany an arms dealer in exchange for D6x10 credits.</p> <p>In addition, your gang can have the arms dealer help them sell any unwanted weapons they have for their full price rather than half. This applies only to weapons and not to other equipment.</p>  |
| 45-46 | Strip Joint      | D6x10  | <p>Your gang is offering protection to a popular strip joint. Strip joints are among the favourite gathering places in Paradise City, and many nefarious deals are sealed within their noisy and smoky atmosphere. One of your gangers can visit the strip club to collect D6x10 credits.</p>   |
| 51-52 | Inside Man       | D6x10  | <p>Your gang is leaning on an employee in a rival gang's territory for information. Information is power in Paradise City, and by working this inside man a ganger can earn the gang D6x10 credits.</p> <p>In addition, on a roll of 6, your informant offers to sell you some vital information for 10 credits. If you pay the man his credits the next time you play a game you may choose the scenario instead of rolling on the Scenario Table.</p>   |
| 53-54 | Fight Club       | 2D6x10 | <p>Your gang owns an illegal underground fight club masquerading as a regular drinking hole. Here you can bet on a live match between gang members, professional pit fighters, and even volunteers from the audience. The revenue from running a fight is 2D6x10 credits, but if you roll a double the place is raided by the authorities and no income can be collected this time.</p>   |
| 55-56 | Gambling Den     | 2D6x10 | <p>Your gang runs a gambling den somewhere in the heart of the city. Although the income from running a game is good, it is a risky business because Underhivers are notorious cheats and bad losers too. If you decide to run a gambling session you receive 2D6x10 credits. However, if you roll a double you lose that number of credits from that turn's income instead - e.g., on a double 4 you lose 80 credits.</p> <p>Note that losses are deducted from your income before making reductions for basic running costs. If a gang is unable to pay gambling debts out of its income then the difference must be made up from its stash. If this still isn't enough to cover the gang's debts then weapons or equipment must be sold off.</p> |
| 61-62 | Sushi Bar        | 2D6x10 | <p>Your gang runs one of the popular sushi bars within the city. Sushi made from the meat of the white raft spiders out in the depths of Paradise Harbour is a delicacy found nowhere else in the Underhive. By visiting this restaurant, a ganger can collect 2D6x10 credits.</p>  |
| 63-64 | Brothel          | 2D6x10 | <p>Your gang owns one of the many sleazy brothels that line the streets of Paradise City. Prostitution is a serious business in Paradise City, and the brothels are always a hotbed of information. By visiting the brothel, a ganger can claim revenue of 2D6x10 credits.</p> <p>In addition, on the roll of any double, your ganger hears a rumour from one of the girls (boys, mutants...) working there about what's going on in the city, which gangs are going where and what they're up to. The next time you roll on the scenario table you may modify the outcome by +1 or -1; the modifier is applied after the dice have been rolled.</p>  |
| 65-66 | Drug Trafficking | 2D6x10 | <p>Drug dealing is a very lucrative business in Paradise City, and aside from that it's a great way of making contacts in different parts of town. One of your gangers can push drugs on this turf for 2D6x10 credits.</p> <p>In addition, on the roll of any double, a contact gives you a tip-off which alerts you to an opportunity to make some creds. The next time you roll on the Scenario Table you may re-roll the dice if you wish.</p>   |

Outlanders and Outlaws still roll on the regular Outlaw Territories table or on their own unique territory tables. These places still exist in the poorer areas of Paradise City.

## POWER & INFLUENCE

Unlike in other settlements, territories change hands very rapidly in Paradise City, and a gang's reputation will depend very much on how many territories they own. Like in regular campaigns, each gang begins with five territories chosen at random. However, in Paradise City, every territory that a gang owns adds 100 points onto their gang rating. This means that a starting gang will have a gang rating 500 points greater than normal. This rule also applies to outlaw gangs, whose one starting territory, however dismal, will still afford them 100 points. As a gang acquires new territories or loses old ones, its gang rating will change accordingly. Remember to apply any Underdog Bonuses when rolling for experience, and Giant Killer Bonuses when rolling for income.

## MONEY TALKS

Money talks in Paradise City, and it can buy you power. Any non-outlaw gang can buy extra territories for 100 credits each. These must be rolled for randomly after they have been purchased. It is also possible to sell territories for 50 credits each, i.e. half the buying price. If you wish, you may sell a territory to another gang for a price that can be negotiated, or in exchange for a captured ganger etc. Outlaw gangs can still occupy or pillage acquired territories in the normal way. Non-outlaw gangs can't pillage territories.

## PARADISE CITY SHUFFLE

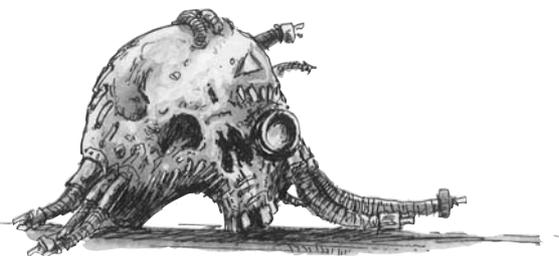
The Paradise City Shuffle is a new scenario unique to Paradise City. It is played exactly like the outlaw scenario Loot & Pillage, but with certain exceptions. Firstly, before the game begins, the attacking gang must first nominate a territory from the defending gang's list. This is the territory that will be hit during the attack. The six loot counters are placed as normal, and the attacking gang's objective is still to steal them. However, at the end of the game any stolen loot counters do not have a direct monetary value to the attacking gang. Instead, each counter represents 10 credits of income lost from that territory for the defending gang. If this amount is greater than, or equal to, the income generated from that particular territory before deductions, then ownership of that territory passes to the attacking gang.

For example, the attacking gang attempts to steal a Strip Joint. They manage to make off with four loot counters before being chased away by the defending gang. However, in the post-battle sequence, the Strip Club generates 50 credits' worth of income. This figure is reduced to 10 credits, but the defending gang keeps their territory.

Obviously, high-income territories are harder to steal than low-income territories. If there are no gangers healthy enough to actually work the specified territory in the post-battle sequence then the territory automatically passes to the attackers as the defending gang's resources are spread too thinly to defend their empire. This scenario is available to all outlaw as well as non-outlaw gangs. Please note that territories can also be stolen by the normal means in Paradise City, for example by inflicting three times as many casualties during a Gang Fight scenario.

## YOU'RE ALL SCUM

Outlaws and Watchmen are created in the same way as normal. However, if a gang loses all its territories then that gang will become outlaws too. Roll for a new territory on the Outlaw Territories chart. The Watchmen in Paradise City report to the arbiters, not the Guilders, but other than that they remain the same.



## FREAKS OF NATURE

Mutants are a common sight on the neon-lit streets of Paradise City. Although they are outlaws by nature, they are mostly tolerated by the city's other inhabitants. Any gang (including non-outlaws) hiring an Underhive Scum may choose a mutation for them, adding a fifth of the cost of the mutation onto the Scum's standard hire fee. For example, a Scum fighter with spikes would cost 21 credits per game (15+6), and would add 105 to the gang's rating (21x5). There are no extra costs should a gang wish to hire two Scum fighters with the same mutation.

## STAKING A CLAIM

All of the major gangs inhabit Paradise City. Scavvies lurk in the shadows, sinister Redemptionists stand on street corners preaching loudly and stirring up trouble. Ratskins rarely frequent the city, although there are plenty of reasons why they might be found there. As Paradise City is a crowded city which is more or less owned by House Helmawr, it is not unusual for them to send their Spyre Hunters in, just to keep the levels of fear up and prices down. There are no restrictions on which gangs can play a Paradise City campaign.

## WHATEVER YOUR HEART DESIRES

Paradise City has its own special trading post. Anything and everything is freely available to anyone in Paradise City and to represent this, the special trading post is used by outlaw and non-outlaw gangs, replacing both the Trading Post and the Outlaw Trading Post tables in the Necromunda rulebook.

| <b>D66 Roll</b> | <b>Item</b>   |
|-----------------|---|
| 11              | Special: Gamble and Lose  |
| 12-13           | Special: Robbed   |
| 14-15           | Special: Cheated  |
| 16              | Special: Gamble and Win   |
| 21-23           | Power Weapon. Roll a D6.<br>1: Power Axe, 2: Power Fist,<br>3: Power Maul, 4-6: Power Sword                   |
| 24-25           | Gas Grenades. Roll a D6.<br>1-2: Choke, 3-4: Scare, 5-6: Hallucinogen   |
| 26-31           | Grenades. Roll a D6.<br>1: Melta Bomb, 2-3: Photon Flash Flare,<br>4: Plasma Grenade, 5-6: Smoke Bomb         |
| 32-33           | Hotshot Laser power pack  |
| 34-35           | Gunsight. Roll a D6.<br>1-2: Red-Dot Laser Sight, 3: Mono Sight,<br>4: Telescopic Sight, 5-6: Infra Red Sight |
| 36-41           | Armour. Roll a D6.<br>1-4: Flak, 5: Carapace, 6: Mesh   |
| 42              | Bionics. Choose one:<br>Arm, Eye, Leg, Hand   |
| 43              | Archeotech  |
| 44              | Bio-Booster   |
| 45              | Bio-Scanner   |
| 46              | Blade Venom   |
| 51              | Blindsnake Pouch  |
| 52              | Bottle of Wild Snake  |
| 53              | Grav Chute  |
| 54              | Icrotic Slime   |
| 55              | Infra-Goggles   |
| 56              | Kalma Fixer   |
| 61              | Silencer  |
| 62              | Skull Chip  |
| 63              | Slaught Fixer   |
| 64              | Spook   |
| 65              | Spur Fixer  |
| 66              | Stinger Mould Patch   |

### **A Long Way Down**

Paradise City utilises its own scenario table, which replaces the one in the Necromunda rulebook. It represents some of the dangers typically facing the gangs of Paradise City.

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### **ABOUT THE AUTHOR**

Chris Litting is a long time Necromunda gamer. That's all we currently know!

| <b>D66 Roll</b> | <b>Result</b>  |
|-----------------|--|
| 2               | The player whose gang has the highest gang rating may choose which scenario is played. The battle is fought on a jetty overlooking Paradise Harbour.<br><br>The game must be fought according to the rules for Pit of Despair, number 16 on the Treacherous Conditions table.  |
| 3-4             | The player whose gang has the highest gang rating may choose which scenario is played.   |
| 5-7             | Play the Gang Fight scenario.  |
| 8-11            | The player whose gang has the lowest gang rating may choose which scenario is played.  |
| 12              | The player whose gang has the lowest gang rating may choose which scenario is played. The battle is fought high up at the top of a block of high-rise buildings.<br><br>The whole game must be fought on the higher levels, any models falling onto the tabletop will fall to their death many storeys below unless they have a grav chute or similar, in which case they count as out of action but will not be harmed by the fall. |

### **PARADISE CITY TERRAIN**

Paradise City is based upon my favourite city in the world: Hong Kong. As such the terrain should ideally feature closely-packed high-rise buildings, with clearly discernable streets between them and alleyways for the gangs to scuttle down. Also, games fought actually inside buildings would be very appropriate, especially for the Paradise City Shuffle scenario, which could easily be represented by cardboard boxes with the tops removed and doors and windows cut into the sides. However, there are lots of more 'recognisable' areas in Paradise City too, for example the low-rise buildings around the harbour, factory waste grounds, building sites etc. Hopefully it should be possible to play a game in Paradise City quite easily with whatever terrain you have to hand.