



Sludge Harbour

Necromunda Settlement Nominee

By Alex ...

The settlement of Sludge Harbour is on the edge of a vast (vast!) septic tank system which is fed effluent from up-hive. It is believed that Sludge Harbour was originally a farming settlement. The effluent from the septic tanks ensured a relatively fertile farming environment and fairly bountiful fungus harvests. Even today tiny farms and small holdings still make limited use of this 'natural' resource. As the farming communities grew larger, Guilder Caravans began to detour from older established routes to trade. The Caravans attracted outlaws and

so the settlement grew more centralized for mutual defence and a small town sprang up where Sludge Harbour now sits though no one knows when the settlement was formally named. The settlement truly became an established trade hub when a local trader came up with the idea of providing safe transport for the caravans by ferrying them across the sludge, safe from outlaws. Extensive rebuilding of the 'seafront' area of town yielded workable dockyards and ferry-barges were constructed fairly easily, the Enforcers moved in and built the first Precinct House

(now burned out rubble from a particularly nasty gas explosion) and then the second Precinct House (with better gas venting) as a bastion against outlaw predation. Similar seafront refurbishments were undertaken at other coastal settlements (amongst them, Port Stink, Slurry Docks and Slime Cove) and ferry-routes were established. These days, caravans that make it through to Sludge Harbour unmolested may feel relatively safe until they set off from the other side of the Sludge Sea.

GEOGRAPHY

Hazards: Due to the nature of the "sea", the atmosphere near the coastline is somewhat...robust. Although the locals are largely used to the smell, occasional methane pockets can pose quite a hazard. Testament to this is the wreckage of the first Precinct House the Enforcers built. Ignoring local advice, the precinct house was built strictly according to the standard template. Fortified and sealed against attack, the methane build-up was inevitable and the subsequent blast was severe when one of the prisoners, in a moment of relaxation, lit a cigarette. With this rather stark demonstration of the validity of local knowledge, the second precinct house was constructed with certain improvements to the template allowing for much better ventilation.

Methane pockets are not strictly a coastal feature and can extend as much as two miles from shore depending on the season and prevailing wind currents. This makes shootouts a decided risky prospect in enclosed areas though many gangers seem to be too brave (or stupid) to allow such a consideration to influence their more violent behaviors.

Housing: The largest single building in the settlement is the Precinct House on the outskirts of the town. The traders market and the Guilders offices are right next to the dockyards to make best use of the slave pens. Between them and the precinct house is the normal mix of housing, rotgut dives and workshops that might be found anywhere in the underhive, all well ventilated of course.



Landscape: Unsurprisingly, the main landscape feature is the Sludge Sea itself. The ferry docks, at first makeshift and temporary, have been re-made and repaired many times over the years. The settlements maintain a small boatyard for ferry repair and construction in the middle of the docks. The Guilder Tariff offices are moderate-sized but ostentatiously decorated (by comparison to the rest of the settlement) and situated adjacent to the docks and the traders market in order to keep tight reign on market prices and ferry fares. The traders market is much the same as such markets all across the underhive with traders offering booze, trinkets and any services a person could think to ask for.

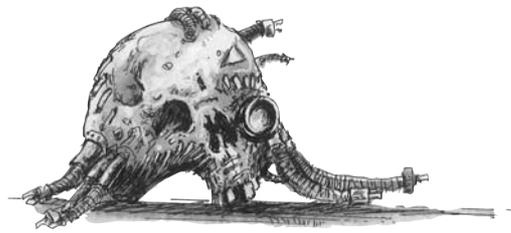
THE INFRASTRUCTURE

The Law: The law in Sludge Harbour is currently kept solely by the Enforcers. There have been watchmen in the past, drawn from the local ganger populace, but the enforcers refuse to trust any of today's local gangers any further than they could spit, (mostly due to the increased frequency of caravan raids) so all law enforcement duties are performed by a precinct which finds itself stretched incredibly thin. (This in turn leaves more opportunities for unscrupulous gangs to take up caravan raiding.)

There have been no attempts to point out this vicious circle by the local populace who rather depend on the nearby Outlaw trading post to sell most products of the salvage diving which nearly everyone in town has a quiet interest in.

Civilian Life: Life here is much the same as elsewhere in the underhive for the average Joe, those that aren't employed in the various bars and workshops find employment on the ferries in some capacity or another or work the farm holdings to feed the settlement. Despite the dangers involved, there is a thriving cottage industry of salvage diving in an attempt to get rich off the artifacts from sunken caravan ferries and other trinkets lost overboard. Most people have friends or family who work on the caravan ferries and many such trinkets are 'accidentally' lost overboard at pre-arranged points to be retrieved later. These items will typically be sold at the nearby Outlaw trading post of Slayth End to avoid repercussions from irate guilders.

Gangers and Outlaws: Gangs from all the major houses are active in Sludge Harbour. Many of them find employment as caravan guards and there is always work to be found in the ferry support industries to keep them going when no caravans are



hiring. The caravans do represent the ultimate temptation for the cred-strapped gangs and more than one gang desperate for cash has needed to make a swift relocation to Slayth End after finding a caravan that was just too weakly guarded to ignore.

Some few miles along the coast from Sludge Harbour is the Outlaw Trading Post of Slayth End. With its largely floating population the only permanent feature is the market itself which is fed from the proceeds of caravan raids and salvage diving from Sludge Harbour. Consequently, the local outlaws maintain quiet but cordial relations with their neighbours and confine their activities to caravans and gangs, leaving the settlement in peace.

CAMPAIGN BASICS

Gang Recruitment, Scenarios and Territories remain the same as in Underhive.

CAMPAIGN GAME MECHANICS

Methane Pockets and Salvage Diving

Methane Pockets: Roll a D6 before each battle. On a roll of 1 this battle is subject to 'Methane Gas' from the Treacherous Conditions table in addition to the effects of the normal Treacherous Conditions roll. (If the normal T.C. roll is Methane Gas then the luckless gangers under the template take two hits.)

Amateur Salvage: Any gangers or juves not involved in collecting income or going to the Trading Post or assisting a heavy may go salvage diving. Leaders and Heavies shouldn't try this; they have actual important things to do.

Roll a D6

1: The ganger dies horribly. Either eaten by some mutated monster or killed off by swimming into a particularly toxic area of sludge.

2-4: The ganger finds nothing of value, but survives.

5: The ganger finds something worth 10 credits

6: The ganger finds something worth D6x10 credits

ABOUT THE AUTHOR

Alex never gave his second name. However, we do know he is currently running a Necromunda campaign based on his Sludge harbour settlement and it's all going very well!