

UNDER THE DOME

Under the Dome V 1.3 (Updated 19 of January 2015)
Campaign rules for Necromunda
by Lorie

Rumours have spread about new unexplored dome in the outskirts of Necromunda. Inexperienced gangers has rounded up some fresh juves in order to pursue better tomorrow.

Under the Dome represents campaigning where players will have equal start with small gangs lead by ganger and otherwise consisting of juves.

STARTING THE CAMPAIGN

This campaign is designed to be played with 3-6 players and one arbitrator. Make sure all the members of the campaign are committed to play for regular basis. Use of emails / forums / irc are pretty much mandatory for this campaign. *[note] For example I used google sheets as my "notepad" and Comic Life to do the actual maps.*

Campaign is designed to last 12 campaign turns. One campaign turn takes about month in real time so the players will have enough time. Ideally this campaign last for one year.

This campaigning modifies many aspects of the game but biggest impacts are in post and pre battle games. Income / Trading is changed and there is so called pre-battle sequence.

WINNING THE CAMPAIGN

Naturally there is conclusion who was the winner of the campaign. When the last turn is done players will calculate victory points and the most victory points earned wins. *[note] In very unlikely case that there is a tie, then tie breaker will be gang rating. If there is still a tie then breaker is random roll.*

Victory points are earned from battles, holding territories and from gang rating. Simplest but victory points are equal standing gang rating at the end + 5 x income from territories and victories from battles.

Gangs

Players are able to choose their gang from the original six house gangs. Ideally there isn't two same house gang. (Orlocks, Delaque, Goliaths, Eschers, Van Saar and Cawdor). *[note] For the time being I will not make rules to fit any outlander gangs to this campaign.*

All the gangs are identical at the start. They are lead by ganger with only 21 experience, equipped with autogun and two juves with autoguns and two with autopistols. They also have 150 credits at the

start. Unlike in regular necromunda juves are allowed to wield basic weapons. For future reference gang maximum size is equal to gangs leaders leadership. *[note] This represents the inexperienced young gang trying to fight their way in the new dome.*

Gang rosters are hidden. Only the player whose gang it is and the arbitrator are allowed to see it. Gang rating on the other hand is public and every campaigning member will know each other gang rating at all times. WYSIWYG isn't mandatory but highly recommended. All the equipment wielded by gangers are public as are visible injuries (such as horrible scars etc). When some characteristic or skill is used player have to tell about it. For example. When John shoots the ballistic skill of John has to be declared. *[note] this represents the idea that these new gangs don't know each other and it takes time to learn about other gangs tricks. Gang rating on the other hand represents gangs value and street respect, thus it is always public knowledge. Smart player can make approximations from the changes of gang rating.*

Every fighter in this campaign should have unique name. It is up to arbitrator to check that there isn't any duplicant names. Also at the start of the game fighters shouldn't have any nicknames such as "Unkillable". *[Note] Reason behind this is that hidden roster allows players to gather information of rival gangers and there will be rumours spreading across the hive from remarkable achievements, which generates these Nicknames.*

Quick summary for the start

- 3-6 players committed to play this game for 12 rounds.
- Only Necromunda house gangs
- Gang is lead by ganger with 21 exp, autogun, followed by two juves with autoguns and two juves with autopistols. Gang has 150 credits in stash.
- Juves can wield basic weapons in this campaign
- Hidden rosters
- Unique names for gangers

MAP OF THE CAMPAIGN

The map of the campaign consist of hexagon grids. There will be starting grid for each player which also represent the hideout of the gang.

There is four different type of hex, Starting hexs, Outerrim hexs, Innerrim hexs and middle hex.

Principles how to build the map

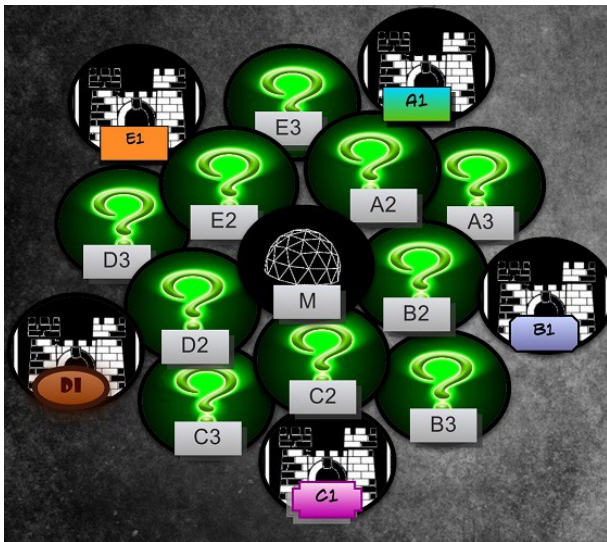
- Each hex has own name. Either number or actual names.
- There is exactly same ammount of starting, innerrim and outerrim hexes than there is players
- Each starting hex is connected to two outerrim hex and one innerrim hex. No starting hex is connected to each other
- Each innerrim hex is connected to middle hex and two outerrim hex and one starting hex.

Here is example of 5 player set up.

A1,B1,C1,D1,E1 are starting hex

A2,B2,C2,D2,E2 are innerrim hex

A3,B3,C3,D3,E3 are outerim hex.



Before the campaigning starts the arbitrator will roll for each unexplored terrain and marks them on his own notes. Territory in hex is secret until any players moves in it and reveals it.

Each player has own color, symbol etc, that represent their ownership in the territories.

Optionally players can decide that starting hex position will be randomized.

Outer rim territories:

Roll D6 for each hex.

1 – Useless waste – 0 credits

This sector is almost completely barren and there is next to nothing resources available.

2 - Hazardous Dome – 5 credits

This particular sector is perillous and dangerous place to be. Only the most desperate gangs will take residence in here.

Roll treacherous condition for this territory. Reroll any "no effect" rolls. This terrain piece will always have some condition. Any fight that takes place in this hex, will include treacherous condition.

3 – Ruined Dome – 5 credits

Most of the outerims consist of these ruined domes, where gangs are forced to manage with few scraps and trying to survive. These domes vary from chempits to abandoned factories etc.

4 – Ruined Dome with loot – 5 credits

As the new recently discovered dome there are lot of opportunities that awaits the bold.

The player who occupies this territory gains extra 10 credits as loots. After this treat the territory as regular ruined dome.

5 – Pit Arena – 10 credits

This place holds fighting that can either be used to train gangers or gain revenue.

Fighter that didn't go out of action during this Campaign turn can enter arena after a battle. Only one fighter can enter the arena and this has to be done at the time that players roll for experiences. Roll D6 and add to this score combined number of agility / muscle and combat skills. On a 4+ fighter survsies the arena. If the native roll is 1 or the roll is failed fighter receives serious injury instead. Treat captured as full recovery instead. If the fighter survives he gains experience equal to the score.

Any captured fighters can be sold to pit slaves to gain 1d6x5 immediately. Additionally each fighter increases pit slave yield by 5.

6 – Roll from Inner rim territories

Not all territories in the outskirts are ruins and hazardous. Some might have really great

Inner rim territories:

Roll D6 for each hex.

1 – Roll from Outer rim territories

Not all territories in the inner circle are superior and the best. Some of them might be worth next to nothing.

2 – Workshop – 10 credits

This sector holds a large chop shop with many tools and enough room to work. Not only it serves great place to salvage scrap metal from large machinery for easier disassemble. It also helps gangs to maintainance their weaponry.

Owner of the workshop passes the first Ammo roll test during any battle. *[note] this doesn't affect weapons that automatically fail test, such as hand flamer or grenades.* Workshop benefit cumulatively, so owning two of them means that the second Ammo roll is passed as well.

One inventor may use workshop to invent something on 5+. However on roll 1 something went wrong. Roll immediately serious injury for the inventor. *[note] treat captured or bitter enmities as full recovery instead.* Workshop is destroyed and turned in to ruined dome.

3 – Friendly Hospital – 10 credits

This dome has old medical facility with fancy epuiment and great place to help gangers survive with injures. Also underhivers seeks help from the hospital which can subsequently turned in revenue.

Owner of hospital can extract the organs of their own dead gangers or captured enemies for 1d6x5 credits. Player with medic can reroll credits from organs.

4 – Settlement – 10 credits

This part of the hive has residents living inside of it. Fresh new juves are eager to join the gangs in hope of better tommorrow.

At the trade sequence roll a D6, if that roll is 6 you can add fresh green juve to your list with only knife. *[Note] If you cannot have any more gangers due lack of leadership, then the bonus is lost if any of the gang member have Killer Reputation or Iron Will new juves joins the gang with 5+ instead of 6.*

5 – Trading post – 10 credits

Old marketplace with many stalls and it has ideal position for guilder merchant to venture inside this dome.

Wandering merchant will visit owner of the Tradin post first. There can be up to one trading post in the hive at any time.

Player with trading post can sell items with 5 extra credit.

6 – Bountifull sector

This area contains pretty much everything. This could be said to be paradise what will soon be raped by mans greed.

The first gang that occupies this area will get 30 credits as loot. *[note] This represents the frenzy of seeing all loot just waiting to pick up. After almost all is stripped away gangers realize what have they done and only handfull of this paradise is left.* Player may choose which territory this is from the outerrim or innerrim territory tables. *[note] If player tries to make trading post and it allready exist then it cannot be created and arbitrator will tell that to the player*

Middle hex

Archeotech dome – 30 credits

This is revered as holy site by some hive dwellers. To some it is enourmous source of wealth and power. Most of its secrets are too complex to understand.

Dome is guarded by autoturret with heavy stubber. If player claims this sector without any contest roll D6. On 4+ one randomly determined fighter in Conquest group must take serious injury. After this the territory is claimed and the auto turret alongside with it.

If two or more players are using conquer action while this hex is unoccupied then before any gangs are deployed randomly choose a player which can place the turret approximately in the centre of table. It will use the rules of automated turret as described in Trade section and will always shoot the nearest fighter (regardless of modifiers) The winning side can claim the automated turret as loot (providing that it didn't broke down during the battle)

Archeotech dome cannot be destroyed with pillage.

CAMPAIGN TURN

This campaign goes for 12 turns. Shortly the idea is to keep pace slow, so it would mean about 1 turn in a month. Campaign turn sequence is:

- Start of Turn
- Pre-battle sequence
 - Declare offensive actions
 - Reveal offensive actions
 - Possible reactions
 - Declare defensive actions
 - Reveal defensive actions
- Fight time!
 - Post-battle after each game
 - Serious injuries
 - Experiences
 - Results are published
- Trade phase
 - Start of Trade phase
 - Exceptional rumours
 - Leadership challenges
 - Income
 - Trade type
 - Rare item rolls
 - Common item rolls
 - Working out the trade order
 - Roster changes / building phase
- End of Turn

START OF TURN

Some effects takes place now, for example old battle wound.

OFFENSIVE ACTIONS

Each players can do ONE offensive action. First they choose any number of their gangers that are eligible to participate in offensive action. Then they will tell what is the target hex they are going.

Sometimes leader is not eligible to join the fight. Either he is old battle wounded, allready engaged in offensive or defensive fight then use the next fighter who would be leader instead of him. During that fight he has all the usual leaders abilities.

Conquer

The leader leads his gang to new sector to occupy new territory the the gang.

Requirements: atleast 4 fighters, with a leader. This action can be used to adjacent hex.

If there is no contest player will claim the hex to himself. Otherwise players (either the owner of hex or another player that moved at the same hex) will play gang fight. *[note] ignore regular gang fights Special rule*

Victorious conquest fought in rival gangs hexes grant 50 victory points. This applies even if the defender didn't show up.

Pillage

The leader leads his gang to new sector to occupy new territory the the gang.

Requirements: atleast 4 fighters. This action can be used to adjacent hex.

Pillage will reduce territory to useless waste and the pillager will receive 3 times the income of the particular territory. Archeotech dome cannot be destroyed, but it will grant 50 credits on succesfull pillage and deny the owner income during the next trade phase. *[note] you don't claim ownership of the pillaged territory*

If the hex is contested then players will meet in gang fight. *[note] ignore regular gang fights Special rule*

Succesfull pillage conquest fought in rival gangs grant 50 victory points. This applies even if the defender didn't show up. However you cannot pillage useless waste to gain victorypoints.

Scavenge

Fighters goes in to underhive to scavenge anything they can get their hands on.

Requirements: Atleast one fighter.

If there is only one player that chose Scavenge as offensive action roll a monster roll for each fighter that ventured forth. After roll D6 to see how many loot counters they found and gain credits 1D6x5 per loot counter. Player may also choose which fighter(s) carried to loot for experience.

If two or more players chose Scavenge, then those players will end up in Scavenge scenario. Winning the scavenge scenario against another player(s) grant 25 victory points.

Raid

Bold and perhaps foolish small taskforce sneaks into enemy territory and tries to wreck havoc in their rival.

Requirements: up to 3 fighters. Raid has two hex range, however you cannot cross unfriendly hexes.

Players will play raid scenario. If the raid happends to opponents hideout and you win, you gain every item on that players stash and 25 victory points. (even if the defender didn't show up) No income is claimed from the territory.

Hit and Run

Fast attack against rivals and quickly fleeing the scene before reinforcements arrival.

Requirements: up to 3 fighters. Raid has two hex range, however you cannot cross unfriendly hexes.

Taskforce will engage the rival in hit and run scenario.

Successful hit and run against another player grants 25 victory points. This applies even if the defender didn't show up.

REVEAL OFFENSIVE ACTION

After arbitrator has checked that every movement is legal he will check whether there is possibility for some players to react for each others movement. Most commonly this means screamers or rescue mission. If there is possibility for reaction arbitrator will inform the players who have opportunity to do so and wait for their respond. In case two players has possibility to react then they will be informed at the same time and both reactions will be revealed at the same time. In short reaction means that player can withdraw some or all of the offensive fighters back for defense. If they were conquering they still need to have at least 4 models in the fight in order to have successful conquest.

When the reactions have being taken care of offensive moves are revealed. The way it is done is that there is marker on the hex that is targeted. Players will only know that hex is under attack. They don't know how many fighters are coming or what kind of attack is coming. If only one player made scavenge action it is not made public. If two are rumours are hard to stop spreading. *[note] This is solely on reason that it might take long time for players to play the scavenge scenario and if it would be only thing that is holding the campaign for advancing other players might be little anxious of the fact.*

DEFENSIVE ACTIONS

All the fighters that are eligible to make defensive action, didn't make offensive action or was able to react can now be placed to defend hexes. You will have to make defensive action for every territory that was attacked.

Stand and fight

Remaining fighters stands and fight the incoming onslaught.

Requirements: At least one eligible fighter.

Depending on offensive action play the scenario. For reinforcements only the models that chosen to defend can be brought as reinforcements to the battle. Still even if the battle ends before reinforcements arrives they get survival experience as well any extras they would gain. If you are defending against Conquest or Pillage, then you can always choose the table edge rather than rolling (or let your opponent choose if you want to know where his fighters are placed) In addition you can deploy your forces 12 inch from the back rather than usual 8.

Victorious defend grants victory points. Conquest and Pillage 50 victory points and rest 25.

Bottle with showing up

Remaining fighters have met overwhelming force and tried to fight.

Requirements: At least one eligible fighter.

All the defenders will go out of action and roll for serious injury. Randomly determine which attacker gains wounding hits (equal to total amount of wounds defenders had). Each fighter receives experience as they would have. *[note] This option is solely for the purpose to yield if for some reason one player is not able to fight the battle.*

Bottle without even showing up

Remaining fighters are too scared to even show their faces around

If you are able to send a defender and choose not to, then you are viewed as weak and pathetic. There is going to be unrest among the territories the gang holds. All the income is halved and no trader will risk to enter such unstable ground. *[note] Naturally if you don't have any eligible fighters to defend you are not punished from it. This only applies if player has fighters in the defending pool and doesn't use them.*

REVEAL DEFENSIVE ACTION

Arbitrator will check that all the moves are legal and then send information to all players that have battles this turn. Rest of the players cannot be sure what actions other players did, although they can conclude it from the results.

FIGHT TIME!

Players will now schedule with each other when they are actually playing the game.

There is one strict rule that in no circumstance a single model can fight in two battles in same Campaign Turn.

Bottleouts

As in regular Necromunda games gangs are not allowed to bottleout voluntarily unless they meet bottle test requirement (25% down or out of action)

Multiplayer battles

Multiple combats are very likely to occur. It depends highly on the scenario what players are playing how to proceed. Players can choose together to be allies, but there isn't anything permanent in Necromunda. Alliance can be broken with a single shot instantly. Players can make agreements during the game and negotiate even bargain on the matter. Perhaps you could buy an alliance to face some bigger threat.

Multiple conquer / pillage without defender or scavenge

If three or more players end up in same hex then they will be engaged in gang fight (or scavenge). Players cannot deploy fighters closer than 8 inches from rival fighter. All players will roll who chooses first table edge. Then the next highest will come directly opposite that player. The third player will choose which remaining edge he/she will deploy. Fourth will come opposite of him, and the fifth will deploy in the middle.

Multiple conquer / pillage + Defender

If the hex is defended by one player that player can choose which table end he/she picks or give that initiative to any other player. Defender can also decide the deployment order for players and can deploy within 12 inch from his own back (but still not closer than 8 inches from rival fighter)

Multiple raid + defender

If multiple players made raids to same hex and it is going to be defended, divide attackers table edge evenly and then highest roller chooses his deployment first. Both players are going to win the game if they agree to be allies and manage to destroy the raid objective. If they don't agree then they are required to bottle other gang out as well as destroy the objective in order to win the scenario. Defender wins if all the attackers bottle out.

Multiple hit&run + defender

Fight turns in to a gang fight and deployment described as multiple conquer / pillage + defender.

Multiple raid / hit&run without defender

Incase multiple players makes raids / hit&runs to hex and no defender is coming there, those players will end up in Shoot out. Shoot out grants 25 victory points for the winner.

Conquer/Pillage + raid / hit&run

In event that raiding / hit&running player ends up in hex what is going to turn into a bloody gang fight, their raid / hit&run scenario is lifted and they may either instantly bottle out (without gaining any experience) or join the battle as 3rd party. Each of small taskforce are always going to be last to take on deployment zone (in other words, those players that made Conquer/Pillage will be first to pick table edges) and after all conquerors have chosen then randomise any Raid/Hit&runners to take table edges or centres of table similar as described in multiple Conquer/pillage/scavenge. Task force will receive extra D6 survival experience for the effort and another D6 if they happen to win the battle. However they cannot claim the territory nor pillage it. Task force will receive 50 victory points as normal for the win.

Close combats in multiplayer games

In these games close combats between multiple players and multiple models may occur. They might cause a few grey hairs, so let's use these guidelines to make them as reasonable as possible:

- Every model that is engaged in closecombat will fight in every players closecombat phase, even if the player whose turn is isn't involved in the fight.
- Order which close combat is played is chosen by the player whose turn it is. (meaning the separate combats)
- In multiplecombat the player who has most fighters in it will choose the order and which fighters are going to fight first. (it is allowed to make other players fighters do the first fight and then just gain better bonus for outnumbering fighters.)
- If at the start of multiplecombat there isn't outnumbering player then the player whose turn is choose which of the tied players will make the calls.
- Each fight in multiple combat needs to have fresh fighter that hasn't fought this turn. If every model has fought this turn combat continues next turn.
- If the player who made the choices of order in multiplecombat get his models decreased so that he has less models than some other player in combat, then the new outnumbering player will make the calls. Incase player who made the calls ends up in tie then he can still choose the order.
- Multiplecombat bonus applies to the new fresh fighter and is calculated how many times his tired opponent had to fight in this battle. So especially in situation where outnumbering player changes this bonus might end up differently, so keep track how many battles each individual has fought.

All other odd situations that occur during the game are solved either by two players involving the battle (as they seem fit) or by the arbitrator. Incase players come up some fancy way to deal with some certain problem then players should inform the arbitrator on the matter and he makes final call whether to make that into a rule or perhaps there would be better way to solve the problem.

Any multiplayer game and captured fighters

The winning party will claim all the captured fighters.

Post battle sequence

After each battle players will roll for serious injuries and experiences as per normal Necromunda rules. They also will roll for advancements and they are public knowledge to opponent. This represent idea of getting know to your opponent. Nothing forbids that players would keep track of their opponents statistics or sell this information to highest bidder (even falsefied information if one will)

Captured

In this campaign captured fighters can either:

- Ransom for what ever the capturing player wishes, be it credits, territory or equipments. Capturing player can make a deal where some or all of the equipment are striped away.
- Release (with or without equipment) if for some reason players wants to be nice they can just release the prisoner. Perhaps there could be agreement of fighting a stronger gang together, perhaps just to show mercy, since sometimes even in the Hive mercy is needed.
- Kill, end prisoner life. Capturing player will nominate one of his ganger to be the executioner. That ganger receives free killer reputation skill and is known with some niche nickname like "Executioner" , "Hanger" , "Decapitator" etc. This deed is public deed and the killing will spread rumours all over the dome. There is nothing that fighter of the captured gang could do against this choice
- Sold to slavery. Capturing player keeps the equipment for the fighter. However slave traders don't come everytime to the hive. This gang will ask for slave trader to come. The rescued ganger will be placed in the gangs hideout. At next turn player whose fighter is captured has option to mount a rescue mission. Unlike regular raid this mission can have as many fighters as possible. Although players don't know each others hideouts we assume that this huge search party will find it out. For the same reason the defending player may react against rescue mission. (they are expecting it) It is also possible that another player that mounted regular raid on the hide out hex (he has to get it right) can with luck recapture the fighter. If there is no rescuemention or the mission is

unsuccesfull then at the next trade phase the captured fighter is sold to slavery for D6x5 credits.

- If capturing player owns either friendly hospital or Pit arena they can use them. If player decides to kill the fighter his fresh organs can be harvested by friendly hospital for D6x5. If he is sold to slavery he can instantly be turned into D6x5 credits in the arena. In addition all the pit slaves introduced to the arena will add the yield of terrain by +5 as long as he survives the arena. Nothing prevents of selling the captured fighter to another player for price that both players see fitting or sell it to another players pit arena. Captured fighter gang cannot attempt regular rescue mission however if Pit Arena is conquered by another player, the fighter can be freed and there is possibility that he joins the battle as Pit Slave. [note] Just optional fluffy thing I have being working on ;)

Underdog bonuses

No matter how many gangers are in the fight underdog bonus is always calculated to the total gang rating.

In multiple fights underdog bonuses will be calculated from the opponent that has highest rating. If players form alliances (which holded the whole battle) then they will consider their gang rating with combined value.

After experiences players can do any post battle sequence rolls such as inventors, pit arenas etc. If player had no battles then the arbitrator will make those rolls (using irc bots / google sheet random generators or when meeting the actual person).

TRADE PHASE

Trade sequence is only time when players are allowed to make changes to their rosters. Buying or moving equipments, recruiting new juves and making trade.

Gangs don't use their house weapon list but rather have same more or less same items to be offered.

Trade phase is divided in smaller phases.

- Start of Trade phase
- Exceptional rumours
- Leadership challenges
- Income
- Trader type
- Rare item rolls
- Common item rolls
- Working out the trade order
- Roster changes / building phase
- End of Trade phase

Exceptional rumours

This is something that fall complete on arbitrator and players judgement. Players should tell the arbitrator something quite extraordinary events from the games they play. Something like green juve putting down three other gangers, or someone survived 9 inch fall without a scratch or model received something like 6 injuries and survived to tell the tale. These kind of rumours spread as public declarations. Players them self can also inject rumours to each other if they wishes.

Leadership challenges

This campaign uses the rules of Top Dog expansion, with the following exceptions. Leadership challenge will trigger if another ganger reaches same leadership as the leader. If leader is ousted he will abandon the gang only if the roll is 1. All other results means that the leaders stays on the gang. Afterall these new gangs are still trying to find their places and inexperienced and insecure leaders are not as hardened as leaders in the old hive. Under no circumstances there can be multiple leadership challenges for same player at same campaign turn. Leadership challenge will only trigger in event that there is change in leadership, so even if there is better leadership on next turn, but no advances on leadership were made then no challenge is done. Additionally fighters will receive wounding hits experiences as per normal rules.

Income

Unlike in regular income all the territories that gang holds generate the income shown in the credit zone. This is static income that is public (or can be concluded on the map) No underdog income bonus is ever claimed.

Players will also receive some secret incomes as loots or slavery incomes etc. These are not public information.

Trader type

Not all the merchant in the hive are alike. Arbitrator rolls D6

1-3 Wandering trader

This merchant travels across the hive and offer his goods and buys stuff to sell elsewhere.

Trader will first visit the player who has trading post. After that it starts to visit the highest gang rating and continue all the way to lowest (ignoring any player who volunteery bottled without a fight)

4-5 Personal trader

There are multiple traders incoming the hive and they stop by each gang.

Personal traders will offer same trade list to each player and it doesn't matter what other players buy. They also ignore any player that bottled out without a fight.

6 Auctioneer

Auctioneers doesn't like to travel alot, they doesn't like to hold goods. Sometimes auctioneers will give really good price of their goods. It really depends how much other rivals are willing to pay for the goods.

All players (except ones who yielded without a fight) can participate in auctioning. Rare items will start at half of their fixed prices and will go as up as players are willing to pay. Common items are sold also with normal prices. Incase there is rivalry on common items then they are also subjected to auctioning.

Rare items

Wandering merchant and auctioneer will have D6+ [player count] rare items. If item has star next to it means that it has being modified or it is custom item for this campaign. Personal trader has 1d3 items.

Rare Trade Chart

- 11-12 Power weapons: Roll a D3
1 - power sword , 2 - power axe , 3 - power fist
- 13-14 Rare weapons: Roll a D3
1 - Needle pistol , 2 - Needle Rifle , 3 - web pistol
- 15-16 Rare grenades: Roll a D6
1 - Choke , 2 - Scare , 3 - Hallucinogen
4 - Plasma , 5 - Smoke , 6 - Melta
- 21-22 Uncommon Special weapon. Roll D6
1 Meltagun , 2 Grenade launcher + Frag grenade
3-4 Plasmagun , 5-6 Flamer
- 23-24 Uncommon weapons. Roll D3
1 Chainsword , 2 Plasma pistol , 3 Hand flamer
- 25-26 Ammunitions/basic weapon upgrades. Roll D3
1 - Autogun speed reload system* , 2 - Hotshot laser pack
3 - High grade bolt ammunition *
- 31-33 Gunsight: Roll a D6
1-2 Red-Dot laser , 3 - Monosight
4 - Telescopic sight , 5-6 - Infrared sight
- 34-36 Armours: Roll a D6
1-4 Flak , 5 - Carapace , 6 - Mesh
- 41 - 43 Bionic enhancers: Roll a D6
1 Bionic Eye , 2 Bionic Leg , 3 Bionic Arm
4 Skull Chip , 5-6 Bionic replacement part*
- 44-46 Utility items: Roll D6
1 - Bio-booster , 2 - Bio-scanner , 3 - Silencer
4 - Medipack , 5 - Infra-goggles , 6 - Concealed blade
- 51 -52 Defence systems. Roll D6
1-3 - Screamer* , 4-5 - High grade screamer *
6 - Automated camera surveillance *
- 53-54 Building materials Roll D6
1 - Steel cage * , 2 - Isotropic Fuel Rod *
3 - Medical supplies *4 - Workshop kit *
5 - G.E.C.K * , 6 - Heavy weapon platform upgrade *
- 55-56 Utility item: Roll D6
1 - Auto-repairer , 2 - strummers , 3 - Grapnel
4 - Gravshute , 5 - explosive charge , 6 - Mung vase
- 61-62 Heavy weapon platform. Roll D6
1-3 it is stationary, 4-5 Autoturret, 6 mobileturret
Roll D6
1-3 Heavystubber, 4, Heavy plasma, 5 Heavy Bolter
6 Missilelauncher with free krak / frag missiles
- 63 - 64 Exotic items: Roll D6
1 - Blindsnake pouch , 2 -Ratskin map* , 3.- Archeo tech
, 4 -Blade venom , 5 -slaugh fixer , 6 -spur fixer
- 65 - 66 Information

Custom items

Defence systems

Defence systems helps gangers to defend their territories. They benefits the player who is attacked. There can be up to two defence system in the same territory, even two same systems if player

wishes. Defence systems are set during players Roster change / Building phase and are reported to the arbitrator.

If territory is captured by conquer then all defence systems installed in it are captured as well and the capturing gang can use them as seems best. If territory is pillaged then all the defence systems are destroyed as well.

Alarm systems

There are different kind of alarm systems available in the underhive. In general all of them allows players to detect incoming attack on the territory where they are installed. They allow the player react for the attack. Alarm system has three numbers 5+ / 4+ / 7+. The first will tell how well it detects incoming raid / hit&run the other detects how well it detects incoming Conquer/pillage. Third will tells the chance of getting alarm while the game is on. This test is done at the end of each opponents turn. If multiple players are attacking the same hex, then roll for each separately, and if someone goes undetected then it does. If multiple alarmsystem is installed to the hex roll for both. In addition if alarm system has detected assault then all sentries are aware of the situation and can act normally.

Screamer – cost 5+d6

These screamers are well used inside the hive to detect any unwanted attention. They come in many different form. Some are similar to land mines, some are more tripwire build ups. All will make a loud sound when sneaking person accidentally set it off. Screamers are usually very poor desing and they tend to broke down sometimes even by rats and other small critters.

Alarm system: 5+/4+/8+. Breaks down after first succesfull detection. [note] if you have installed two screamer in same hex there is possibility that both will break as result of assault

High grade Screamer – cost 15 +2d6

Some screamers are simple better than others. They are build with more carefull manner and the who ever designed them understood how to upgrade their efficiency. Most of the times these screamers can be reused and when not they are usually broken down by the attackers.

Alarm system: 4+/3+/7+.

Automated camera surveillance – cost 25 +2d6

These camera surveillances consist of mounted cameras and even hovering camera pods on the territory. They are highly efficient to detect incoming assaults and rarely anything can skip past them without detection. These cameras are also very reliable and eventhough sometimes attackers detects them and might bash some of them usually they survive to monitor another day.

Alarm system: 3+/2+/6+

Camera surveilence also reveals the number of attackers.

Heavy weapon platforms

These platforms are special defence systems that are installed to territories as per defence system rules explained before. When the game starts they are deployed at the same time as gangers on players own deployment zone.

Weapon platforms are never counted towards bottle tests. They will however cause panic if they are destroyed with the same rules as any friendly fighter would. Weapon platforms are fearless and immune to pinning. However installed turret is calculated towards gang rating.

Weapon platforms have 3 wounds, toughness 5 and 4+ armor save. Any wounds caused to the weapon grants wounding hit experience. *[note] This will give little more reason to destroy the damn things as well we assume that the fighter learns to shoot better at critical spots etc..* If platform is ever reduced to 0 wounds it will be permanently destroyed. There is no way to repair the damage on platform while the battle is on. They are considered large target.

If weapon platform is engaged in close combat, the attacker can choose to either deactivate (in case of automated defence), mount it (in case of stationary weapon) or try to destroy it. Weapon is assumed to have ws 0 and it has 1 attack, however if the platform happens to win the combat it simple means that the attacker failed to do anything to it. Defending player may reactive weapon by moving in base contact with it and at shooting phase instead of shooting active the weapon. Fighter may disengage from close combat at the start of turn if he wishes.

Failed ammorolls will deal 1 damage without any saves allowed to the platform. Natural ammo roll of 1 will deal d3 damage instead.

Stationary heavy weapon – cost x +3d6

As the young gangers are just too weak and fragile to operate heavy weapons. Those heavy fighters that many have used to see all over the hive simple don't follow these green brats. Still heavy weaponry can be found at this wretched place. Still with some extra support and framework even the smallest can operate these weapons.

Fixed price is the same as regular price for the weapon. (example heavy stubber is 120)

Stationary: This weapon cannot be moved after it has being deployed in the table.

Mounted: This weapon must be mounted by a fighter. Defending player may mount the weapon in deployment. Weapon is mounted by moving (even running) in basecontact with it. Weapon cannot be fired at the turn it is mounted. Mounted fighter receives 5+ special save. Any saves passed by the fighter is hitted the weapon instead. Weapon also boost the morale of the mounted fighter and that fighter can try to escape pinning as if it were leader. The huge weapon gives courage to the fighter.

Sentries: If heavy weapon is mounted in raid mission (or some other where gangers are in sentry mode). Roll D6 as normal. If you roll 1 the fighter is dismounting himself to stretch his legs or take a leak perhaps. If you roll 2+ then just roll scatter and turn the weapon facing that direction *[note] incase the weapon would look directly in wall, perhaps we could assume that the fighter itself is turned away, perhaps he is caughing etc.* Use mounted figure for determining the line of sight. It is worth mentioning that the heavyweapon itself is rather big and it will cover some parts, thus we always assume that any target the mounted fighter is trying to spot any raiding enemies while mounted is in cover. Weapon can be mounted again if the scattering movement would bring the fighter back to basecontact with the weapon.

Autoturret- cost x + 35 +4d6

This highend archeotech is one of the new designs that were found in this new sector. They have already being heavily scavenged in the area by lonely hive dwellers. Autoturret is using MK377 computing technic to use heavyweapons.

Autoturret is stationary and has same fixed price rule as stationary heavyweapon. However it cannot be mounted as it is independtly working piece of technology.

Autoturret has ballistic skill of 2. Autoturret has few directives how it is working. At movement phase it will do scan sweep (360 spin) and it will lock to nearest enemy target within range. Computer is so accurate that it will not shoot if target is not in range. If no target is available then it will go to overwatch. Owner of the weapon can choose which direction the weapon is watching.

At shooting it will always shoot the closest target (regardless of modifier) and will always use sustainable fire and minimum strength of the weapon. Player have to choose wether missile launcher is equipped with frag or krak missiles. Also turret doesn't consider any stray shots, so keep your fighters out of its sight.

If nearest target is in close combat with friendly unit the controlling player can choose if the turret shoots in close combat, or next farthest target or doesn't shoot at all.

In overwatch it will always shoot the first target it see, but the computing skill of MK377 is enough to estimate the movement of its target and will start shooting at the time it has best chance of hitting.

If autoturret is in sentry mode we assume that the defending gang has putted in powersave mode. Use scatter dice to determine which direction the turret is watching and it will do scan sweep. This sweep has range of 12+2d6 and follows similar spotting rules as normal fighter uses. However after the sweep the turret goes offline and it cannot detect movement during opponents turn. After alarm is set (either by turret, fighter or alarmsystem) at the next shooting phase the turret comes online and it cannot shoot. We assume that it takes time to load the weapons and come to online. If opponent manages to deactivate the turret while it is in sentry mode it grants extra +5 experience to the fighter. Sentry defenders cannot reactivate the turret and doesn't realize it has gone off.

Autoturret may shoot its opponent even if that is engaged in close combat, however we assume that the fighter in nearby has ability to evade the shots from turret, thus he is considered to be in soft cover.

Mobile Autoturret – cost x + 40 + 5d6

This piece of archeotech is truly magnificent work. It is build on E78 fourlegged spider chassis and it can work independently

This is otherwise exactly the same as autoturret, but it can move. If mobile autoturret doesn't have any targets, its owner may either put it on overwatch or move it up to 4 inches. It can also climb any wall half movement. However it takes time to fire with the weapon thus, it cannot shoot if it moved.

In sentry mode its owner may either use it same way as regular autoturret (staying stationary and just scatter) or move it same way as regular sentries moves. It will do sweep after the movement is done and goes again to powersave mode.

Building Materials

These upgrades are used to enhance gang owned

territories. In general these upgrades works only for Ruined Domes.

Steel Cage – cost 10 +D6

Ruined Dome is upgraded to Pit Arena, or Useless Waste to Ruined Dome.

Isotropic Fuel Rod – cost 10 + D6

Ruined Dome is upgraded to Settlement, or Useless Waste to Ruined Dome.

Medical Supplies – cost 10 + D6

Ruined Dome is upgraded to Friendly Hospital, or Useless Waste to Ruined Dome.

Workshop kit – cost 10 + D6

Ruined Dome is upgraded to Workshop, or Useless Waste to Ruined Dome.

G.E.C.K – cost 15 + 1d6

Ruined Dome can be upgraded to either Pit Arena, Settlement, Friendly Hospital or Workshop, or Useless waste to Ruined Dome. It can also make Treacherous dome to Ruined Dome.

Heavyweapon platform upgrade – cost 30 +2d6

This multitool box can be used to make autoturrets or mobile autoturrets better *[note] Only MK377 can be upgraded to stationary heavyweapon.* Unless otherwise stated autoturret can have only one of the following upgrades. Player may choose one of the following upgrades to be installed:

1. **MK377 computer:** Turns Stationary Heavy Weapon in to autoturret of the same type.
 - **E78 Spider Chassis:** Turns autoturret in to mobile autoturret of the the same type.
 - **Highgrade barrel seal:** +1 str , not all pieces of the system is used. The surplus may be sold with 10 credits.
 - **T-3456 Targeting system:** BS +1(max 6) Can be upgraded multiple times.
 - **Cooling system:** Ammo roll +1 not all pieces of the system is used. The surplus may be sold with 10 credits. Can be upgraded multiple times
 - **Fortified hull:** +1 T, not all pieces of the system is used. The surplus may be sold with 10 credits.
 - **Self sustainable powercells:** In sentry mode autoturret will be online. At start of defenders turn roll scatter dice and do a sweep. If it sees enemy target it will open fire immediately. Otherwise it goes to overwatch. It can detect targets in opponents movement phase if they passes in the line of sight of the weapon. If mobile sentry has moved it cannot shoot any target it spotted this turn.
 - **Camera drones:** This implements camera surveillance alarm system to turret.

Ammunition and utility items

Bionic replacement part – cost 60 + 3d6

This Bionic will heal single serious injury that isn't eye, leg, arm or hand injury. Any fighter can only be fitted with one replacement part. *[note] This doesn't repair already lobo-chipped fighter.*

High grade bolt ammunition – cost 10 + d6

Ammunition for bolt weapons. Ammoroll 3+

Autogun speed reload system – cost 10+d6

Upgrade to autogun. Gives autogun mandatory sustainable fire D3. Ammoroll is 6+ and on a roll 1 or 2 weapon can explode.

Ratskin map – cost 10+2d6

Ratskin maps are usefull guides in the underhive. They are revered as holy documents by some. It is also considered an honour to own one.

Ratskin map must be equipped to your leader and it will count towards gang rating, no matter what the result is. Roll a D6 after a bough.

1. Fake: this was waste of money.
2. Explore: You can check one undiscovered territories. If you wish you may reroll it from either outerrim or innerrim tables. If there is no undiscovered territories left then this will be useless too.
3. Secret passage: Your raids / hit&runs have range of 3 hexes and they can go through rival territories. However for each passed territory roll D6. On 6+ the player may react to the attack.
4. Secret tunnels: During any gang fight (offensive or defensive) you may deploy up to three models as described in original tunnel territory.
5. Secret vents: Same as above except as described in original vent territory.
6. Bountifull treasure: You may go on special scavenge mission for the Rat Diamond. What this exactly is a mystery.

Explosive charge – cost 20 +2d6

High explosive charge that can shape of the hive

One use only: They can either be used to destroy one topological connection between hexes or as weapon in fight. *[note] it cannot be used to destroy last path.*

One use only: Grenade which maximum range is halved that can be set on timer (turns). Uses gas cloud template str 8 multiple wound 2d3. Also any model in open or soft cover that is withing 5 inches of the template will get on 4+ hit by str 4 shrapnel. Any structures, catwalks etc will collapse by the explosion. *[note] try to work good way to determine how stuff would be destroyed.*

Information

Some merchants trade information. In general all information is subject to change. Player might move their hideout for example. Nothing prevent players to trade information to each other. Even falsefield.

Detailed rumours – cost 5

Rumours tend to spread accros the hive. Some major ones will spread the legend, some more minor ones will not. Best way to get rumours is to buy drinks for some hive dweller.

Detailed rumours include one of the following

- Any serious injuries what occurred during the last turn
- Number of fighter in each gang
- Statistics, equipment and skills of one specific ganger. (you must be able to name the ganger you are asking for.)
- information about leadership challenges
- Informaton of one gangs trade.
- Truth of exceptional rumours (say some rumour has erupt in hive, mostly told by another player) well is it true?
- Information where trading post is or if it doesn't exist.

Tip off – cost 10

Merchant can make little tips from other players. You may choose one of the following

- Location of one player hideout (this may change after)
- Sneak peak on undiscovered hex
- Information wether any other player has used tip off / inside information against you. (only usable if wandering trader and useless if you are the first to see merchant and most usefull if you are the last to use it)
- Defence systems of one territory. (may change after this)
- Allow you to enter another players fight without being part of it.

Inside information - cost 20

This information is highly valued among the hive. Merchant takes high risk of convoying such knowledge to one and other. You may choose one of the following

- Full disclosure of one players gang roster (statistics, equipment and skills)
- Full disclosure of one players gang defence systems, hideouts in every territory owned by him.
- Ratskin spy among the rival gang. On 4+ roll you will be able to see the target gang offensive movement and react to it. On a roll of 1 the spy has being detected and eliminated.

Common items

All traders have also punch of common items for sale. Still there isn't over surplus of these items available. Arbitrator will roll for each category how many items is totally available. It doesn't matter wheter players buy sword or clubs, they reduce the category count and if there isn't anything left then those items are unavailable atm.

There is always unlimited supply of stub guns, extra knives and fresh juves.

Any Wandering trader and auctioneer have.

2d6 Hand to Hand weapons

Swords, Clubs, Chains, Massive axes

2d6 Basic weapons

Auroguns, Shotguns (any shotgun ammunitions can be bough alongside with shotgun)

2d6 pistols

Autopistol, laspistols

1d6 Uncommon basic weapons

Boltguns, lasguns

1d6 grenades

Frak and Krak.

1d6 utility common items

Clip Harness, Filter Plugs, Photo-Contacts, Photo-Visor, Respirators, weapon reloads, Lobo-chips

Personal trader has 2d3 HTH, Basic weapons and pistols and 1d3-1 uncommon basic weapons, grenades and utility items.

Selling items

If player sells items to merchant then other players can buy that item in the same turn. Players are allowed to sell items to each other also for the price they see fitting. Be it territories / other items or information.

Trade order

After all the rare and common items are rolled work the merchants trade order. If it is the Wandering Merchant he will first visit the player with trading post, then go to the highest gang rating and all the way down to the lowest. This represents the idea that most powerfull gets the merchant interest first.

If auctioneer is rolled make a decent way (for example in forum or irc etc) to have the auction on. Auctioneer will present item one at the time in the order what arbitrator rolled them, with the starting price half of the items fixed price. So players cannot be sure what is there to come. After all these has being done. Any rare items traded this way will automatically be revealed who paid it. players have opportunity to buy common items and possible informations from the auctioneer. If there is argument about the common items then they are also auctioned.

Players are also allowed to recruit new juves and only juves. During this campaing no gangers, heavies or leaders may be bought. As described earlier in this campaing juves are allowed to carry basic weapon if they wishes.

Hired guns

Players are not allowed to hire hired guns. Although if the arbitrator seems fit he could introduce some mercenaries to the campaign.

Upkeep of the gang

As inexperienced gangs it is virtually impossible to have bigger gang than the leadership value of the leader. If this value somehow is altered as a result of serious injury for example and gang becomes too big it doesn't matter. Just new members cannot be recruited.

Roster Changes and Building

This is the only time players are allowed to make any changes to their roster. This most commonly means new members or change of weaponry.

At this phase also any defence systems, territory upgrades or other similar items are used. All of the adjustments must be informed to arbitrator and arbitrator makes sure all was done legally.

Gang may also change their hideout position. Hideout represent the place where all the captured fighters and stash is located. Raids / Conquers on that territories and subsequently losing the battle will result in lost of items in stash and captured ganger.