

SPIRE OF BABEL



CAMPAIGN RULES

RULES	2
RULEBOOK ALTERATION	2
Stray Shots (N18 Rulebook p. 67)	2
Bottle Test (N18 Rulebook page 73)	2
Shooting Engaged (N18 Rulebook p. 189)	2
Resolve Hits (N18 Rulebook p. 70)	2
Tactic Cards	2
House Favours	2
Medical Escort (N18 rulebook p. 92)	2
Visit The Trading Post (N18 rulebook p. 94)	2
Gangers are specialists	2
Juves learn faster	2
Brutes	2
Hatred	2
Noisy	2
CAMPAIGN RULES	3
TRIUMPHS	3
Tracking triumphs	3
Achievements	3
THE GANGS	4
FOUNDING GANGS	4
SPLINTER GANG	4
GANG COMPOSITION	4
STARTING THE CAMPAIGN	5
Determine the territories	5
Territory Boons	5
RUNNING THE CAMPAIGN	10
Occupation phase	10
Downtime	10
Takeover Phase	10
Side battles	11
Harass Action	11
Trading post	11
OUTLAWS	12
Bounty: Dead or Alive	12
Upkeep	12
Outlaw special post-battle action	12

RULES

Spire of Babel is custom campaign which includes original necromundas outlander gangs and unique game mechanics for them. It also makes slight alteration to current official rules based on our gaming experience.

Spire of Babel uses most rules from Necromunda N18 rulebook, Gangs of the Underhive, Underhive perils from GWII, Official FAQ, Yaktribe Yaq and rules listed below.

RULEBOOK ALTERATION

Here is list of direct alteration or house rules that are used in Spire of Babel rules. Any alteration to existing rule text is highlighted in blue.

Stray Shots (N18 Rulebook p. 67)

an attack with a ranged weapon misses, there is a chance that other fighters, friendly or enemy, ~~that are Engaging the target (note: see Shooting Engaged), or~~ that are within 1" of the straight line along which ~~goes directly from attacker to target and continues to the weapons maximum range the range between the attacker and the target was measured~~ will be hit.

If the attack misses, roll a D6 for each fighter that is at risk of being hit, starting with the fighter closest to the attacker. On the roll of 1, ~~2 or 3~~, the fighter is hit by the attack. On a ~~2+ 4, 5 or 6~~, the shot misses them - move on to the next fighter at risk of being hit.

If the attack would have caused more than one hit, follow this sequence for every hit.

Just to clarify ruling any weapon that uses blast or template, ignores Stray Shot rules and follows the usual rules explained in page 65

Bottle Test (N18 Rulebook page 73)

To make a Bottle test for the gang, roll a D6 and add to the result the total number of fighters that are Broken, Seriously Injured or Out of Action. If the final result is higher than the total number of fighters in the ~~starting~~ crew (the number of fighters who were present at the start of the battle and subsequently entered via reinforcement, see page 118), then the gang as a whole has failed the Bottle test and has bottled out.

Note: In other words player start battle with 5 fighters. Then he gains one fighter as reinforcement in the next turn. At the end of the turn reinforcement entered battlefield player is required to make bottle test. The target for bottle test will be 6 (instead of 5 which was the starting size)

Shooting Engaged (N18 Rulebook p. 189)

Ignore shooting engaged modifiers and any other rules concerning shooting engaged fighters.

Consider engaged models to be one single model when determining range and covers. Any hit will be randomly distributed amongst the compatenants with even chance. In other words two engaged fighters there is ½ chance one of them is hit. three fighters there is ⅓ chance one of being hit.

If engaged fighter is hit by blast or template, every fighter in the same close combat is also hit by the attack.

Resolve Hits (N18 Rulebook p. 70)

When resolving attack. Make all the wounds rolls at the same time. Then make all the save rolls at the same. Then make all the injury rolls at the same.

Tactic Cards

No tactic cards is used in Spire of Babel campaign.

House Favours

Ignore house favours for this campaign.[note] There probably will be house favourlike system that is designed to help underdog players

Medical Escort (N18 rulebook p. 92)

In case fighter suffers multiple critical injury from lasting injuries, only one medical escort action is needed, roll the price only once. However make a roll for every critical injury suffered on the table.

Visit The Trading Post (N18 rulebook p. 94)

Only one rare item may be bought in each post-battle sequence. For each leader or champion that uses the 'Seek rare equipment' post-battle action an additional rare item may be bought.

Gangers are specialists

Each ganger start being specialists. In other words no fighter in the campaign uses random advancement table. All fighters uses advancement table.

In yaktribe underhive tool when ganger is found open ganger -> functions -> change type -> specialists. This way Underhive tool will have proper advancement table.

Juves learn faster

Juves are particularly fast learners. Every juve will double any experience they gain as long as they are juves.

Brutes

Players may buy options for brutes after recruiting. They cannot put any weapons or wargear in stash and if option replaces, the replaced part will be removed completely.

Hatred

Injustice and harsh struggle in the hive quickly turns into hatred. Sometimes the hatred grows so deep that it almost become sole reason to be alive.

If a fighter hates another fighter or gang any cool checks they make will be made with 3d6 discarding the lowest dice as long as target of their hatred is on battlefield.

Noisy

New weapon trait, when used during sneak attack scenario it can raise the alarm as if it were ranged weapon fire.

CAMPAIGN RULES

TRIUMPHS

Rather than having single player being victorious Spire of Babel uses similar triumph system as N18 Dominion Campaign. There is total [six](#) triumphs, which is awarded player having best score in each category. In case of tie, no one wins the triumph

- Dominator: Player with the most controlled territory
- Slaughterer: Player that have caused most out of actions
- Creditor: Player with the highest wealth
- Warmonger: Player with the most played games
- Powerbroker: Player with the highest reputation
- [Achiever: Player with most completed achievements](#)

For Slaughterer here is some clarifications. in two player games players will count all out of actions which other player suffered. Even if out of action was caused by unstable weapon, fall damage from failed jumping etc. Also in case fighter suffer multiple out of actions, only one is count per fighter.

Tracking triumphs

There will be google sheet where players will records their progress on triumphs over time. After every game each player will submit their own report via google form which includes the gang name (from selectable list), date, total territory count, total wealth count, total reputation count, out of actions caused in this game and achievement gained in this game.

Achievements

Special thanks to Yaktribe discord member beaut0x for this idea. Shamelessly copied!

Each achievement are completed by player. There is achievement that all gangs cannot complete. For example pit slaves lack Juve class thus they cannot never complete usurper achievement. Some achievement are mutually exclusive. But for the most part achievement should be able to be completed

Some of the achievement are rewarded as soon as the criteria is met, some are rewarded at the end of campaign. Any achievement can only be completed once. And once they are completed they will stay completed even if criteria for achievement is no longer true.

Achievement name	Achievement criteria
What you see is what you get	Start your first battle with fully painted and wywiwyg gang
Meet and greet	Play with every member of the campaign
Kowalski! Battle Report	Post a battle report from any battle you played during a campaign
Cat Fall	Survive 10 or more inch fall without suffering a wound
Spire Mason	During campaign time, build and paint terrain piece for Necromunda that could be used to represent specific territory
Achiever	Complete at least 15 achievements
Bring the <Insert Name>	During campaign time, build and paint brute, hanger-on or pet for your gang
It not about winning its about participating	Play at least three games and lose every match in the campaign
Defender of the realm	Successfully defend against takeover
First blood	With the first attack of the game cause out of action result
Spire Runner	In the Spire of Babel battlefield, with single fighter start the battle touching lowest corner of the table and during a game touch the far opposite highest corner of the table with this same fighter.
Usurper	Make a gang leader out of action with a juve melee attack. (not with coup de grace)
Flawless	Win a battle without any injury roll for your gang
Monopoly	Control three territories with enhance boon for a single gang that is not the gang you are playing
It's not about participating, it's about winning	Play at least three games and win every match you played in the campaign
Old gang, New faces	Have everyone in your starting gang (minimum of five) be killed during campaign
Eraser	Cause every fighter in enemy crew (that has at least six fighters) to go our of action in a single battle.
Bounty Hunter	Collect bounty from at least three outlaw fighters (either dead and/or alive)
Harasser	Play at least three harass action where you cause more out of action than you have taken
Sneaker	Manage to complete objective on scenario with sneak attack without raising an alarm
Unkillable	With single fighter suffer eleven or more lasting injuries and survive the entire campaign (note: out colds count)
In armor we trust	With single fighter pass three armor check in the same turn
JAM!	With three fighter fail ammo roll in the same turn
Treacherous hive is Treacherous Hive	Have your own fighter die as result of hive peril
One Punch <Insert Gender>	Cause memorable death with a single unarmed melee attack (note: this is only possible if fighter have single attack. And due this reason player may elect only make one punch in melee)
Unmeltable	Survive without a wound from ranged attack with melta trait on short range
Ops, my bad	Cause death of your own fighter with stray shot or scattered blast, (including falling or recovery after such event)
Trust me, I am a Medic	Assist fighter with recovery check roll only out of action results and cause memorable death
Coward	With single fighter lose nerve and fail rally test at least three times in a row
Show me the Credits!	Have at least three territories that gives income and roll maximum income from your territories

THE GANGS

Each player in a Spire of Babel Campaign needs to have a gang. This can be any gang from Gangs of the Underhive book [or from custom gangs from Gang of the Babel](#)

Players may choose following gangs

- Goliath (Gangs of the Underhive)
- Eschers (Gangs of the Underhive)
- Orlock (Gangs of the Underhive)
- Van Saars (Gangs of the Underhive)
- Cawdor (Gangs of the Underhive)
- Delaque (Gangs of the Underhive)
- Chaos Cult (White dwarf)
- Genestealer Cult (White dwarf)
- Pit Slaves (Gangs of the Babel)
- Rat Skins (Gangs of the Babel)
- Scavvies (Gangs of the Babel)
- Redemptionists (Gangs of the Babel)
- Spyrers (Gangs of the Babel)

Six house gangs have lawful status inside the hive. Chaos Cult and Genestealers along with every gang from Gangs of the Babel are considered to be outlaws. Rules for Lawful and Outlaws are explained in further down.

FOUNDING GANGS

Before the campaign begins, each player must found a gang. Each gang has a starting budget of 1,000 credits, and must be created using any of the lists mentioned previously. This budget can be spent on fighters (following the restrictions in each Gang List), [hanger-ons and brutes](#) and equipment from that gang's Equipment List; any credits that are not spent are added to the gang's Stash and stored away for later use. A Fighter card must be completed for each fighter in the gang, and a gang roster must be completed to record all of the gang's details

SPLINTER GANG

Players may choose to make splinter gang from [any gang from LANTA Sector I-7 campaign](#) following the rules explained in N18 rulebook page 96.

GANG COMPOSITION

Following rules apply to all gangs in the campaign when they are founded unless otherwise specified.

- Every gang must have one leader
- No more than two champions may be recruited at the start of the gang
- The total number of Gangers in the gang must always be equal to, or higher than, the total number of other fighters (Leaders, Juves and Champions) in the gang, not counting Hangers-on
- A fighter can be equipped with a maximum of three weapons. Weapons marked with an asterisk (*) take up the space of two weapons.
- Any fighter may take Wargear.
- Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.

During Campaign, all gangs continue to follow the above rules as new fighters are added to the gang. Additionally, the following rules apply

- Juves and champions may be recruited during post-battle sequence as long as the number of gangers will be at least half of the gang size. Under normal circumstances gangers may always be recruited during post-battle sequence. Leader can never be recruited during a campaign. If and when leader dies new leader will emerge among the current gangers.
- [Fighters may add or remove weapons and wargear during post-battle sequences. However this does not apply to bionics and pets etc.](#) (note this effectively removes set of equipment for champions and leaders thus any rules regarding set of equipment may be ignored)



STARTING THE CAMPAIGN

Determine the territories

Total number of territories depends on couple factor, how many lawful and outlaw players are present. As thumb rule for each lawful player there will be 3 territories and for each outlaw player there will be 2 territories. (note: Spyrers players are ignored when determining territories).

At start form an unclaimed territory deck. It is generated in following way

First for each lawful gang present in campaign take territories that offer enhance boon for them and randomly pick territory. Repeat this for each gang of the same type (to maximum of three).

Then for each outlaw gang present in campaign take territories that offer enhance boon for them and randomly pick territory. Repeat this for each gang of the same type. (note: one or more territories of outlaw may be already picked for lawful gangs)

When gang specific enhance boon territories are drawn, shuffle rest of the territories and for each player draw one randomly determined territory. All territories not picked are discarded from this campaign and there should be unclaimed territory deck ready.

Each Lawful player start with Settlement territory

Each outlaw player (not spyrers) will take randomly two territories from unclaimed territory deck. And all the rest are placed face down to wait for occupation phase games.

Territory Boons

For the most parts territory boon works the same way as in dominion campaign explained in page 97 of the N18 rulebook.

Reputation boon

For clarification reputation boon is added to base reputation of the gang. Base reputation can never go below 1. In other words if gang has reputation 1 and one territory that gives +1 reputation, then as result of scenario gets -1 reputation, it will only affect the base reputation. Thus in this instance gangs reputation will be 2.

Equipment Boon

In Spire of Babel equipment that territories gives works in following way. During pre-battle sequence before crew is selected player may give free equipment given by territory to any gang member that normally could be equipped with such items. These items are removed from roster when the battle ends. For the sake of clarity easiest way for players is to use suitable marker for these free equipment and place them over their fighter cards. While gang control equipment territory they adds wealth equal to free items gained to their gang wealth.

TERRITORY LIST

OLD RUINS	Income: The gang earns D3x10 credits from this Territory when collecting income. Additionally, add +1 to the D3 result for each Dome Runner attached to the gang
SETTLEMENT	Income: The gang earns D6x10 credits from this Territory when collecting income. Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation. Recruit: The gang may choose to roll two D6 after every battle. On a roll of 6 on either dice, the gang may recruit a single Juve from their House List for free. If both dice come up as 6, then the gang may recruit a Ganger from their House List for free.
ROGUE DOC SHOP	Income: The gang earns 1d3x10 credits from this territory when collecting income Recruit: The gang may recruit a Rogue Doc Hanger-on for free. (Outlaws need to work this territory to make the hire, but they may keep the Hanger-on as long as they control the territory)
PROMETHIUM CACHE	Equipment: Whilst it controls this Territory, three fighters in the gang gain incendiary charges for free. (Note: Use spire of babel Equipment rules) Special: All fighters in the gang may re-roll Ammo checks for any weapon that has the Blaze trait.
WASTES	Special: If challenged in the Occupation phase, the gang may choose the Territory at stake in the battle, even though it would normally be chosen by the challenger. If challenged in the Takeover phase for a Territory the gang already controls, make an Intelligence check for the gang Leader. If the check is passed, the player of the gang may choose to play the Ambush scenario instead of rolling. They are automatically the attacker.
SLUDGE SEA (Scavvies)	Equipment: Whilst it controls this Territory, three fighters in the gang gain choke gas grenades for free. (Note: Use spire of babel Equipment rules) Reputation (Scavvies): Whilst it controls this Territory, the gang adds +1 to its Reputation Special (Scavvies): Scavvy with aesthetic mutaton that uses special post-battle action "work in territories" on this territory may reroll from mutation table.
WORKSHOP Slaves) (Pit	Income: The gang earns 1d3x10 credits from this territory when collecting income. Recruit: The gang may recruit an Ammo-jack Hanger-on for free. (Outlaws need to work this territory to make the hire, but they may keep the Hanger-on as long as they control the territory) Special (Pit Slaves): Pit Slave may swap weapons and tool upgrades without techno during any post-battle sequence. Also Tool Upgrades becomes common.

TERRITORY LIST

COLLAPSED DOME	Income: When collecting income from this Territory, the controlling player may choose to roll between 2D6x10 and 6D6x10. However, if a double is rolled, then no income is generated and a random fighter from the gang suffers a Lasting Injury. For outlaws the fighter that did work int territory suffers the ill fate.
REFUSAL DRIFT (Cawdor)	Income: The gang earns 2D6x5 credits from this Territory when collecting income. However, if a double is rolled, a randomly determined fighter has a nasty encounter with a waste-lurker and must miss the next battle whilst they recover. No income is lost. For outlaws the fighter that did work int territory suffers the ill fate. Reputation (Cawdor): Whilst it controls this Territory, the gang adds +1 to its Reputation. Income (Cawdor): The gang earns 2D6x5 credits from this Territory when collecting income. A Cawdor gang has no risk of encountering a nasty waste-lurker.
CORPSE FARM (Cawdor / Scavvies)	Income: When collecting income, the gang gains D6x10 credits for every fighter on either side that was deleted from their roster during the Update Roster step of the preceding battle. Reputation (Cawdor / Scavvies): Whilst it controls this Territory, the gang adds +1 to its Reputation. Income (Cawdor): When collecting income, the gang gains 2D6x10 credits for every fighter on either side that was deleted from their roster during the Update Roster step of the preceding battle. Special (Scavvies): Scavvies will gain no income from this territory. Instead they have enough food to feed the entire horde. They need not to pay any upkeep if they use special post-combat action "Work in Territory" in this territory.
BONE SHRINE (Cawdor / Chaos Cult)	Income: The gang earns 2D6x5 credits from this Territory when collecting income. Reputation (Cawdor / Chaos Cult): Whilst it controls this Territory, the gang adds +2 to its Reputation. Income (Cawdor / Chaos Cult): The gang earns 4D6x5 credits from this Territory when collecting income.
DRINKING HOLE (Delaque / Redemptionist)	Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation. Special: Whilst it controls this Territory, any fighter in the gang may re-roll any failed Cool checks. If a fighter uses this option, place a marker on their card to show that they have hit the bottle. The marked fighters suffer a -1 to hit penalty for the rest of the battle. Special (Delaque): A Delaque gang may not use the standard Boon. Instead, the player of the Delaque gang that controls this Territory may nominate three enemy fighters at the start of the battle, and places an Intoxicated marker on each fighter's card to show that their drink was spiked. The marked fighters suffer -1 to all tests and checks for the duration of the battle. Reputation (Delaque / Redemptionist): Whilst it controls this Territory, the gang adds +2 to its Reputation. Special (Redemptionist): Redemptionist cannot tolerate drunks and they drive them off. However sometimes even the most worst drunk finds the light and redeem themselves. Redemptionist cannot use drinkin holes regular boon. Only Redemptionist Priest or Deacon may use work on territory on Narco Den. Make a will check for the priest or deacon. If check is passed Redemptionist receives free novice. If the test is passed and it contains any double Redemptionist receives free zealot instead.
GAMBLING DEN (Delaque)	Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation. Income: The player chooses a suit of cards. The player then draws a card from a shuffled deck of playing cards that includes both Jokers. If they draw a card from the suit they chose, they earn income to the value of the card (Jack 11, Queen 12, King 13, Ace 14) x10 credits. If they draw a card from a suit of the same colour, then the Income is the value of the card x5 credits. If it is any other suit, they gain no income from the Territory. If, however, they draw a Joker, they must pay all of the income they earn in that post-battle sequence to a random gang taking part in the campaign, as determined by the Arbitrator. Reputation (delaque): Whilst it controls this Territory, the gang adds +2 to its Reputation. Special (Delaque): The Delaque player that controls this Territory may nominate a single enemy fighter at the start of the battle. The Delaque have called in the fighter's debt marker, and in return for keeping all of their limbs intact, the fighter agrees to take no part in the coming battle. The nominated fighter misses the battle.
NEEDLE WAYS (Delaque / Chaos Cult)	Special: Whilst it controls this Territory, the gang may infiltrate up to three fighters onto the battlefield ahead of any battle. Infiltrating fighters must be part of the crew for a battle, but instead of being set up on the battlefield, they are placed to one side. At the end of the first round, the controlling player nominates any spot on the ground surface of the battlefield and sets up each infiltrating fighter within 2" of that spot. Special (Delaque / Chaos Cult) : A Delaque gang that controls this Territory may infiltrate two groups of up to three fighters using the method detailed above. The fighters in each group must be specified before the battle.
SYNTH STILL (Eschers)	Special: Whilst it controls this Territory, the gang treats chem-synths, medicae kits, stimm-slug stashes and any weapon with the Gas or Toxin trait as Common. Reputation (Eschers): Whilst it controls this Territory, the gang adds +1 to its Reputation. Special (Eschers): Whilst it holds this Territory, the gang treats chem-synths, medicae kits, stimm-slug stashes and any weapon with the Gas or Toxin trait as Common, and halves the cost of these items (rounding up).

TERRITORY LIST

STINGER MOULD SPRAWL (Eschers)	Special: During the post-battle sequence, the gang controlling this Territory may re-roll a single Lasting Injury roll on a fighter. Note that a Memorable Death result may not be re-rolled. Reputation (Eschers): Whilst it controls this Territory, the gang adds +1 to its Reputation. Special (Eschers): An Escher gang may either (1) remove a single existing Lasting Injury from a fighter, or (2) re-roll a single Lasting Injury roll on a fighter, including a Memorable Death result.
NARCO DEN (Eschers / Redemptionists)	Income: The gang earns D6x5 credits from this Territory when collecting income. Income (Eschers): The gang earns D6x5 credits from this Territory when collecting income. If the gang also controls a Synth Still, this is increased to D6x10. Reputation (Eschers / Redemptionist): Whilst it controls this Territory, the gang adds +1 to its Reputation. Special (Redemptionist): Redemptionist cannot tolerate addicts and they drive them of. However sometimes even the most worst addict finds the light and redeem themselves. Redemptionist don't gain any income from Narco den. Only Redemptionist Priest or Deacon may use work on territory on Narco Den. Make a will check for the priest or deacon. If check is passed Redemptionist receives free novice. If the test is passed and it contains any double Redemptionist receives free zealot instead.
SLAG FURNACE (Goliath)	Income: The gang earns D6x5 credits from this Territory when collecting income. Reputation (Goliath): Whilst it controls this Territory, the gang adds +2 to its Reputation. Recruit (Goliath): The gang may choose to roll two D6 after every battle. On a roll of 6 on either dice, the gang may recruit a single Juve from their House List for free. If both dice come up as 6, then the gang may recruit a Ganger from their
SMELTING WORKS (Goliath)	Income: The gang earns D6x5 credits from this Territory when collecting income. Income (Goliath): The gang earns D6x5 credits from this Territory when collecting income. If the gang also controls a Slag Furnace, this is increased to D6x10 credits.
FIGHTIN PIT (Goliath / Pit Slaves)	Recruit: Whilst it controls this Territory, the gang may recruit two Hive Scum Hired Guns for free, including their equipment, prior to every battle. Reputation (Goliath / Pit Slaves): Whilst it controls this Territory, the gang adds +2 to its Reputation Special (Pit Slaves): Pit Slaves never uses Fighting Pit regular boon. When Pit Slaves claim this territory they may roll D6, on 4+ they receive free gladiator armed with two weapon of their choice. If Pit Slave gang cannot hold more champions, this is lost. Subsequently Pit Slaves uses fighting pit as symbolic place to show their dominance. This irritates guilders but their fame will spread like wildfire inside the hive. When Pit Slaves uses special post-combat action "work in territories" in this territory they gain one reputation. Note: This bonus is added to base reputation and is not lost even if pit slaves subsequently loses this territory
MINE WORKING (Orlock / Genestealer Cult)	Income: The gang earns D6x10 credits from this Territory when collecting income. The gang may set Captured fighters to work in the mines rather than selling them to the Guilders. For every Captive working the mine, roll an additional D6 to generate income. If the Territory changes control, all of the Captives remain working the mine. A Captive sent to the mines may not subsequently be Sold to the Guild. While a Captive is working the mine, their gang may attempt a Rescue Mission at any time. Reputation (Orlock): Whilst it controls this Territory, the gang adds +2 to its Reputation. Special (Genestealer Cult): Any early generation hybrid with mining laser or any heavy rock weapon can work the territory to increase its yield another D6. On natural 1 fighter suffer mining mishap and goes in to recovery. Note: weapons cannot be swapped to another fighter in order to increase income from this territory.
TUNNELS (Orlock / Gene Stealer Cult)	Special: Whilst it controls this Territory, the gang may choose to have up to three fighters deploy via tunnels ahead of any battle. These fighters must be part of the crew for the battle, but instead of being set up on the battlefield, they are placed to one side. During the deployment phase, the player sets up two 2" wide tunnel entrance markers on any table edge on the ground surface of the battlefield. During the Priority phase of each turn, roll a D6. On a 4+, the group of fighters arrive on the battlefield. That turn they may be activated as a single group, and must move onto the battlefield from one of the tunnel entrance markers. The members of the group must all arrive through the same tunnel entrance. If the battle ends before the fighters arrive, they take no part in the battle. Reputation (Orlock / Genestealer cult): Whilst it controls this Territory, the gang adds +1 to its Reputation. Special (Orlock / Genestealer cult): An Orlock gang may choose to deploy up to six fighters via tunnels using the method detailed
TOLL CROSSING (Orlock)	Income: The gang earns D6x5 credits from this Territory when collecting income. Special (Orlock): Whilst it controls this Territory, an Orlock gang has Priority in the first round of any battle. Any gang in the campaign may pay the Orlock gang 20 credits to gain the same benefit in a single battle against another gang.

TERRITORY LIST

GENERATORIUM (VAN SAAR / RATSKIN)	Special: If their gang controls this Territory, once per battle a player may choose to stall the generators, temporarily cutting the power to the area in which a battle is taking place and plunging it into darkness. The player may declare they will do this at the beginning of any Priority phase, before the roll for Priority. For the remainder of the battle, the Pitch Black rules (see page 120) are in effect. However, at the start of each End phase, there is a chance that the generators will automatically restart and the light flood back. At the start of each End phase, before making any Bottle tests, the player that controls this Territory rolls aD6. If the result is a 5 or more, the generators restart and the Pitch Black rules immediately cease to be in effect. If the roll is a 1-4, the generators stay silent. Reputation (Van Saar / Ratskins) : Whilst it controls this Territory, the gang adds +1 to its Reputation. Special (Ratskins): Ratskins holds Generatorium as sacred and never uses its regular boon. Additionally Ratskin don't need to work this territory to gain this special boon. Whilst ratskins control this territory they gain one spirit infusion.
ARCHEOTECH DEVICE (Van Saar / Ratskins)	Special: During pre-battle sequence before crew is selected any number of ranged weapons owned by the gang may be given one of the following traits for free: Blaze, Rad-phage, Seismic or Shock. All Weapons must be given the same trait. These weapon also gain the Unstable trait. These traits are removed at post-battle sequence. Reputation (Van Saar / Ratskins): Whilst it controls this Territory, the gang adds +2 to its Reputation. Special (Van Saar): Van Saar uses the regular special boon with exception that they may give two traits instead of one. Special (Ratskins): Ratskins holds archeotech as sacred and never uses its regular boon. Additionally Ratskin don't need to work this territory to gain this special boon. Whilst ratskins control this territory they gain one spirit infusion.
TECH BAZAAR (Van Saar)	Income: The gang earns D6x10 credits from this Territory when collecting income. Equipment: Select one Leader or Champion to make a Hagggle post-battle action. Roll 2D6. The gang may immediately choose one item from the Rare Trade chart with a Rare value equal to the result of the dice roll and add it to their Stash for half of its usual value, rounded down. If the roll is lower than 7, pick a Common weapon or piece of equipment to add to the gang's Stash for half of its usual value, rounded down. If the roll is 3 or lower, then the fighter proves to be very poor at haggling and no equipment is gained. If the fighter selected has Exotic Furs, add +1 to the result of the 2D6 dice roll. Reputation (Van Saar): Whilst it controls this Territory, the gang adds +1 to its Reputation. Income (Van Saar): The gang earns D6x10 credits from this Territory when collecting income. If the gang also controls an Archaeotech Device, this is increased to 2D6x10.
RATSKIN BURIAL GROUND (Ratskins)	<i>Ratskins honor their dead and ancestral spirits. For centuries they have buried and maintained the sacred sites. Anyone that dares to exploit these site will face the primordial fury of every ratskin.</i> Income: The gang earns 1d3x10 credits from this territory when collecting income. Special: If Burial ground is controlled by another gang than ratskins, every ratskin campaign will hate the gang controlling burial ground. If Ratskin player challenges player with Ratskin Burial Ground they must elect challenge over Burial Ground before they can challenge anything else. Reputation (Ratskins): Whilst it controls this Territory, the gang adds +1 to its Reputation. Special (Ratskins): Ratskins consider burial ground sacred and never uses its regular boon. Additionally Ratskin don't need to work this territory to gain this special boon. Whilst ratskins control this territory they gain one spirit infusion.
SCROFULOUS WASTE (Scavvies)	<i>A useless waste filled with filth and contamination. No one in their right mind wishes to venture there. However for brainded zombies it is excellent habitat.</i> Special: This territory is useless for any other gang besides scavvies, it mere counts as territory controlled towards triumph. Player other than scavvy may spend 50 credits to turn this territory to random territory from any territory that was discarded in the original territory generation. If there is none left, Scrofulous waste remains. Reputation (Scavvies): Whilst it controls this Territory, the gang adds +1 to its Reputation. Special (Scavvies): Scavvies don't have to work territory to gain this boon. Increase minimum number of plague zombies scavvy player gains per battle by one for each Scrofulous waste scavvy player controls. Provided that they have paid zombie hiring cost.
SCRAP YARD (Pit Slaves)	Income: The gang earns 4d6 credits from this territory when collecting income. Special (Pit Slaves): In addition to income, if there is at least one double in income roll pit slave gang may take d3 armor plate and/or tool upgrades for free. If there is triple in income roll pit slave gang may take one pit slave weapon for free an put it in stash.

TERRITORY LIST

CATHEDRAL (Redemptionist)

Income: The gang earns 1d3x10 credits from this territory when collecting income.
Reputation (Redemptionist): Whilst it controls this Territory, the gang adds +2 to its Reputation:

Special (Redemptionists) Cathedral serves excellent place to convince souls to redemption cause. Redemptionists don't have to work this territory in order to gain this boon. Redemptionist Priest may reroll will checks to see if they manage to redeem captured enemies

This place is ordinary ruins of old machinery etc. for the untrained eye, but Cult Demagogue can see its true power. But smart Demagogue will keep it a secret until time is right.

CHAOS WARP VORTEX (Chaos Cult)

Income: The gang earns 1d3x10 credits from this territory when collecting income.

Special: If territory is revealed to be Vortex guilders will pay huge bounty of 150 credits and +2 reputation for any lawful gang that captures it. If Revealed Warp Vortex is captured it will be destroyed and don't turns in to useless waste that doesn't give any income or boons to anyone. It is simply counted towards triumph as controlled territory. If Outlaw gang captures its, they simply destroys territory and naturally receives no bounty from the guilders.

Reputation (Chaos Cult): (Only if its power is revealed) Whilst it controls this Territory, the gang adds +3 to its Reputation:

Special (Chaos Cult): Player may choose not to release the power of the warp vortex. And if so they may collect income from it as it would any other territory. Vortex can be activated during Takeover phase by Cult Demagogue using special post-battle action "work in territory" on this territory.

Following effects happen:

-Chaos Warp Vortex loses its income boon

-Chaos cult player may roll twice Lead Ritual checks and choose either roll

-Any chaos spawn characteristic roll can be rerolled once, last roll will take place

-When Vortex is activated chaos cult receive free chaos spawn, this spawn is destroyed should chaos cult lose the territory

Additionally when defending Chaos Warp Vortex on takeover phase, place a suitable terrain piece to represent the vortex roughly in the center of the battlefield. At the end of every phase roll D6, on 6+ a chaos spawn will spawn right next to vortex. Any spawns spawned this way will be removed at the end of battle.

GENELABORATORY (Genestealer cult)

Income: The gang earns 1d3x10 credits from this territory when collecting income.

Reputation (Genestealer Cult): Whilst it controls this Territory, the gang adds +1 to its Reputation:

Special (Genestealer Cult): In addition to income normally generated by this territory, cost of recruiting early generation hybrid or aberrant is decreased by 20 credits. (Note: use the normal value when calculating wealth)

RUNNING THE CAMPAIGN

Outlawed gangs have already presence on the Spire of Babel. They have scavenged and worked there for years, even decades in almost complete isolation. Lawful gangs are there to drive the outlawed away from the spire and claim dominance in there.

For the most parts Spire of Babel uses similar rules as Dominion campaign, with occupation phases and takeover phase. But especially for outlaws there are extra rules which represents their fledgling status in the hive.

Occupation phase

Lawful gangs enter the wretched Spire of Babel and their priority is to establish foothold in the unknown sector. But they must be aware that outlaw raiding parties scourges them constantly. Most Outlawed in the sector aren't too concerned of the incoming threat, they focus on living their lives.

Lawful players will play against other lawful gangs for any unclaimed territories. Spire of Babel uses to the Unknown variant. Lawful players will work through occupation phase in the same way as in normal dominion campaign.

For Outlaws during occupation phase they cannot claim any unclaimed territories nor none of their territories cannot be claimed. They have opportunity to harass and stall the advance of the lawful gangs. They may perform special harass action and enter that battle as third party. (details for this harass action is explained further)

Finally during occupation phase any player(s) may play any number of side battles if they wishes.

Occupation Phase last as long as there are unclaimed territories. Also it is arbitrators wish that every lawful player would get at least one occupation phase game, before the phase ends..

Downtime

Lawful house gangs have established their foothold on the Spire of Babel and its inhabitants are on high alert. It is time to gather forces and fight

Downtime starts right after occupation phase ends and it is not intentional to prolong downtime. Takeover Phase will start right when arbitrator has done its bookkeeping etc.

1. Fighters Recover

Any "In Recovery" boxes on the gang roster are cleared

2. Captives are Returned

3. Experienced Juves are Promoted

If a Juve has five or more Advancements, they are promoted. Their characteristics and credits value are unaffected, but their Type is changed to Champion. From now on, they are treated as a Champion in all respects.

4. Fresh Recruitment

All gangs gain 250 credits to recruit new fighters and/or Hangers-on [and for weapons and wargears for those fighters](#). These credits must be spent [before they play their first game during takeover phase](#) and cannot be added to

the gang's Stash. Gangs may supplement these credits with extra credits from their Stash.

[Players may also buy rare items with rarity value of 7 or less with these credits, but only one rare item per fresh recruit.](#)

[Additionally gangs receive extra credits from their relative position on wealth. Arbitrator will place players in order based on their wealth \(before fresh recruitment bonus\). For each player that has higher wealth, player will receive extra 25 credits to spend as explained above.](#)

[For example. If there are three players in campaign. Player 1 has 1500 wealth, player 2 has 1400 wealth and player 3 has 1000 wealth. Player 1 will receive 250 credits, player 2 will receive 275 \(because there is one player above\) and player there will receive 300 \(because there is two players above\)](#)

[Finally worth a note, even though it is perfectly legal during this campaign to take weapons and wargear from fighter to another, it is considered a dick move in Necromunda culture to buy items to new recruit to simply give them to old gangers. Should player do that he or she will be shamed for eternity by the Hive Elders.](#)

5. Mid Triumphs

[Arbitrator will declare mid campaign triumphs.](#)

Takeover Phase

Spire plunges into a state of war. Outlawed gangs are mobilized against intruders. Lawful gangs seek to secure highest position in the spire by claiming more power and undermining rivals. In the end everyone fights for their own cause.

Lawful and Outlaws will fight for dominance over territories inside the Babel. During Takeover phase every player may issue challenges over any other players territories, no matter are they lawful or not. Outlaw gangs may continue with the harass actions against any other players that fight over territory (even other outlaws)

Golden rule I: Don't be a dick

Players may agree to issue challenges and play as much they like as long as they both agree. Challenge system is there only to be guideline, motivate people and give more inactive players little protection..

Spire of Babel will use weekly challenge cycle system. Cycle begins at monday 00:00am and ends on sunday 11:59 pm

Players may issue challenge over any territory controlled by any other player. Player that is challenged should respond as quickly as possible if they will defend or forfeit the territory. The game should normally be played before the end of next challenge cycle. (in other words, challenge issued this weeks tuesday should be player before next week sunday.) In case the game couldn't be played because of the defender, challenger will claim the territory without a fight and work post-battle sequence normally (gain survival experience for fighters, and it will count as played game for triumph etc. Defender will not get post-battle sequence)).

Any player may issue any number of challenges per week, however only one challenge at the time.. Player may withdraw challenge at will.

Any player that has been challenged during this cycle can decline challenge without any penalty (naturally challenger gain no benefit from it).

Unlike in normal dominion campaign the free settlement that lawful gangs have can be claimed by outlaws as stake, but only if it's the last territory they control. Additionally if territory is under attack lawful player will receive two hive scum for free to defend the territory.

Finally during takeover phase any player(s) may play any number of sidebattles if they wishes.

Takeover phase ends on predetermined date. Arbitrator wish would be that during the last day there would be Gang Moot scenario hopefully with every player in the campaign.

Side battles

As mentioned players may always play any side battles as long as both/every players agree, not just during downtime as per normal dominion campaign.

As a thumb rule side battles cannot never stake territories, only way territory could change as result of side battle is as ransom for captured fighter.

Post-battle sequence after a side battle player don't generate income from territories. They can however generate income from scenario rewards, scenario objective, ransoming captive, selling items. Side battles also reward reputation in the way scenario describes, they count toward triumphs as played games and player may complete achievements while playing them.

Harass Action

Outlawed gangs has special ability called Harass Action. Any outlawed gang may join other players fights with small task force and attempt to swing the tide of battle.

During occupation phase, any outlaw player(s) may join any lawful gang fight over unclaimed territory. Outlawed player doesn't even have to inform lawful players that they are coming. Lawful players don't have to adjust their time to fit outlaw players but due fun factor it is advisable. But it is not allowed for player to play games that has territory at stake without announcing it to group.

During takeover phase, any outlaw player(s) may harass any battle that has territory as stake.

When outlaw players perform harass action, they may choose 1d3+1 fighters from their gang as their crew. After both players have deployed, harassing player may deploy crew anywhere on the battlefield at least 12 inch away from any fighter. Harassing crew must be deployed within 6 inch of each other and they start the game prone. In case there is multiple outlaws, they roll which one deploys first. If there is simply not enough space to deploy fighters then try to deploy them as far away as possible.

If fighter has any special deployment rule such as infiltration etc. They may start standing and ignore the within 6 inch of their own crew restriction.

Harassing player also receive three wait tokens which can be used once per turn. Player may use wait token instead of activating fighter.

Harassing player always takes last place with priority. If multiple harassing players roll priority for them.

Harassing can be quite nerve wracking as they are usually in the middle of full blown gang fight. Thus every time harassing player rolls whether fighter flees the battlefield or not, roll additional D6 on cool test and discard the highest one. Also harassing player may always decide to flee battle field even if they haven't bottle out or lost fighters.

Bottling out while harassing never reduces reputation. Harassing player receives reputation as per scenario that was played.

If they manage to be the last gang on the battle, they receive one extra bonus reputation and one extra experience on the effort. Naturally if harassing player wins the encounter during occupation phase, neither of the lawful gang cannot claim the territory and it remains unclaimed. Also lawful gangs that failed the claim, cannot claim the territory during occupation phase (unless there isn't any eligible lawful gangs left). If it happens during takeover phase defender keeps the territory.

Harassing player is considered to "win" if they cause more out of actions results than suffer or they are last gang standing in the battlefield. They are considered to lose if have caused less or equal out of action than have suffered and have fled the battlefield.

They receive scenario rewards as normal and can interact with scenario objectives such as loot counters even claim them.

After harassing action outlaw player will play normal post-battle sequence.

Finally it is perfectly legal that lawful gangs may bribe outlawed gangs to help them or simply point out that enemy of my enemy is my friend. If such agreement is taken place gangs may ignore other gangs for target priority (still they are considered to be enemies). However nothing is sacred in Necromunda, any such pact can be broken in instant.

Trading post

Trading post works same way as dominion campaign for the most parts. Only one rare item may be bought in each post-battle sequence. For each leader or champion that uses the 'Seek rare equipment' post-battle action an additional rare item may be bought.



OUTLAWS

House gangs are relative established entity inside Necromunda and part of the ruling elite. They are sanctioned by guilders and often can live relative safely inside the hive. Lawful gangs are much more organized and have steady supplies and support from house. Being outlawed by guilders is whole another story. Each outlawed fighter has bounty on their head, dead or alive. Outlawed don't have support network behind them. When shit hits the fan they will starve. Life as an outlaw can be harsh, but those who success might turn in to legend in the hive.

Following rules applies to all outlawed gangs unless otherwise stated.

Bounty: Dead or Alive

Guilders have placed bounty on anyone that doesn't obey their rules and pay tithes.

Everytime lawful gang manages to kill outlawed fighter and they have fighters left in the battlefield when the fight is over (in other words they can collect proof of the kill) they can collect half of the outlaw fighters value + 5 times reputation of the outlaw gang as a bounty during next post battle sequence. Naturally if outlaw gang had medical escorted and subsequently died in the hands of the doctor no bounty can be claimed. In multiplayer games the last standing lawful player may claim bounties even from fighter that they technically didn't kill.

Guilders like especially to have live outlaws to show their power. Guilder pay fighters total value + 5 times the reputation of the outlaw gang when fighter is sold to guilders. In addition if outlaw gang has higher reputation than the lawful gang, lawful gang gains one reputation.

Under normal circumstances outlaw gangs cannot use "sell to guilders" post battle action. Some gangs have special abilities how to deal with captured fighters, but in general outlaws kills, exchange, frees or ransom captured fighters.

Upkeep

Outlaws in general don't have any support from established hive houses, where even when things are going horribly wrong the house usually makes sure that fights in their name have at least bare minimum of nutrients and ammunitions to go on. For outlawed there is no such luxury.

During each post battle sequence after collecting income, , player must pay for each member in the gang 3 credits (including ones that were not participating the battle, that are in recovery, that suffered lasting-injury last battle, hangers-on and brutes) Player cannot intentionally choose not to pay upkeep and cannot buy items if they are not able to pay for upkeep.

If player doesn't have sufficient credits then player pays upkeep for as many fighter as possible (note: credits goes to zero even if player had 2 credits left, but it is not enough to satisfy hungry fighter) and fighters that didn't get their upkeep payed suffers from lack of supplies. They start their next battle with flesh wound and receives -1 penalty to any ammoroll they are making. If player isn't fortunate enough to pay the upkeep next post battle sequence, lack of supplies stacks. Any fighter that toughness would be reduced to zero because of flesh wounds caused this way dies due hunger and they are removed from the gang.

When player pays the upkeep all lack of supplies are removed from the fighter.

For the sake of clarity, there is no need to pay any upkeep from captured fighters..

Outlaw special post-battle action

Outlawed gangs have special post-battle actions that they can do with any fighter of the gang (excluding hangers-on and brutes) not just leaders and champions. These special post-battle action follows usual rules for post-battle actions normally done with champion and leaders such as only one action may be done per fighter and the fighter cannot be in recovery, suffered lasting-injury during last battle or otherwise be preoccupied.

All outlaws have special post-battle actions Work in Territories, Forage, Find new territory and Visit Trading post. Additionally most outlaw gangs have gang specific special post-battle actions. They all follow rules described above as addition to any rules described in the entry itself.

Work in Territories

In general territories controlled by outlaws don't give boons for them automatically. Instead in order to gain boon outlaw player make special post-battle action "Work in Territories" with any fighter and choose territory.

When done territory generates income, recruit, equipment or special boons until next post-battle sequence.

Reputation boons however are granted simply by holding them and some boon don't require working. Also some special boon may be gained without using action. Exceptions are noted on territories entry.

Forage

To survive outlaws need to scavenge scraps to sell and leftovers from trashes to eat. Outlawed gang can make special post-battle action "forage" during collecting income (step 4) Roll D3 for each foraging fighter and add the total sum of the roll to your gang stash

Find new territory

This action has no use during Takeover phase. During occupation phase outlaw gangs may search for new territory. For each fighter that does this action roll D6. If one or more natural 6 is rolled take unclaimed territory deck and draw randomly one territory from it. You may either keep the drawn territory and return either of existing territories back to unclaimed territories or return the drawn territory back to unclaimed territories.

Visit Trading post

Outlaws cannot enter guilders trading posts, but they have to trade from random strangers, nomad caravans and with some shady dealers to get new weaponry and wargear.

To make any trade outlaws needs to send fighters to do the actual trading, because it takes effort to find traders. Outlawed gang may do special post-battle action "Visit trading post".

During trade action always make 2d6 roll for availability for rare items, even if you wouldn't or couldn't make any purchase. If the natural roll has any doubles something out of the ordinary happens. Check the following table which double was rolled and apply the result. Any effect targeting a fighter always targets the fighter that has done the trade action.

If multiple fighters did trade, randomize which one suffers the ill fate. (note. if you use special post-battle action "visit trading post" with two or more fighters you can always do the trading. The ill following table only applies to one of the fighters)

Outlaw trading post random event table

roll	Effect
11	Attacked: Hive scum (ws 4+ / s3 / t3 / w1 / a1 / i 4+) with knife charges the fighter. Work close combat following usual rules for close combat. Fighter can receive experience and lasting injuries. If fighter wins the combat, gang may do trade as normal if fighter receives lasting injury they cannot.
22	Mugged: Roll initiative test for the fighter. If test is succeed no ill effect happen. If test if failed, Fighter has one of its wargear, other than cybernetics, is stolen determined randomly. If there isn't any wargear on the fighter thieves steal 2d6x5 credits instead.
33	Lost: No trader is found. Gang cannot do any trading.
44	Price inflation, roll 2d6. all items prices increases by the dice score. However the price cannot increase more than half of its original value rounded up.
55	Price deflation, roll 2d6 all items prices decreases by the dice score. However the price cannot decrease more than half of its original value rounded up.
66	Lucky find: Fighter finds one rare item (avalibility 8) of player choosing up to maximum 100 credits for free

For price possible price changes, use the value only when purchasing, but for wealth use the regular value of the item. Price changes doesn't effect sell prices and if multiple fighters does visit trading post action, player may choose to apply price change or not.

After applying the effect from outlaw trading post gang as long may do trade following the usual rules in the campaign trading post rules. Note: Outlaw player may buy extra rare items only if leader or champion uses post-battle action "seek rare equipment". In order to use this action outlaw player must use another fighter to actual visit trading post.

