

MAD JACKO'S TECH PILE

TECH BAZAAR

BOON

Income: The gang earns D6x10 credits from this Territory when collecting income.

Equipment: Select one Leader or Champion to make a Haggle 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.

Region - Sector Mercator

Badzone Effect - None

Guild Interest - Iron Guild

SCENARIOS (D6 ROLL)

The winner of the planning roll may modify the D6 roll by +1/-1

- 1 - Defender Chooses Any Scenario
- 2 - Search and Destroy
- 3 - Downtown Dust Up
- 4 - Looters
- 5 - Caravan Heist
- 6 - The Trap
- 7 - Attacker Chooses Any Scenario

COPPERKIN GATE

TOLL CROSSING

BOON

The gang earns D6x5 credits from this Territory when collecting income.

Region - Sector Mercator

Badzone Effect - None

Guild Interest - Coin Guild

SCENARIOS (D6 ROLL)

The winner of the planning roll may modify the D6 roll by +1/-1

- 1 - Defender Chooses Any Scenario
- 2 - Stand Off
- 3 - Toll Bridge
- 4 - Takeover
- 5 - Hunt them Down
- 6 - Hit and Run
- 7 - Attacker Chooses Any Scenario



THE LIGHT OF ERUS

GENERATORUM

BOON

Special: If their gang controls this Territory, 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 274) 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 a D6. 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.

Region - Sector Mercator

Badzone Effect - None

Guild Interest - Promethium Guild

SCENARIOS (D6 ROLL)

The winner of the planning roll may modify the D6 roll by +1/-1

- 1 - Defender Chooses Any Scenario
- 2 - Search and Destroy
- 3 - Takeover
- 4 - Smash and Grab
- 5 - Caravan Heist
- 6 - Sabotage
- 7 - Attacker Chooses Any Scenario

CUBICULUM IGNUS

PROMETHIUM CACHE

BOON

Equipment: Whilst it controls this Territory, three fighters in the gang gain incendiary charges for free.

Special: All fighters in the gang may re-roll Ammo checks for any weapon that has the Blaze trait.

Region - Sector Mercator

Badzone Effect - None

Guild Interest - Promethium Guild

SCENARIOS (D6 ROLL)

The winner of the planning roll may modify the D6 roll by +1/-1

- 1 - Defender Chooses Any Scenario
- 2 - The Marauders
- 3 - Takeover
- 4 - Looters
- 5 - Scavenge
- 6 - Manufactorum Raid
- 7 - Attacker Chooses Any Scenario



THE HELL CELL

FIGHTING PIT

BOON

Recruit: Whilst it controls this Territory, the gang may recruit two Hive Scum Hired Guns for free, including their equipment, prior to every battle.

Region - Sector Mercator

Badzone Effect - None

Guild Interest - Slave Guild

SCENARIOS (D6 ROLL)

The winner of the planning roll may modify the D6 roll by +1/-1

- 1 - Defender Chooses Any Scenario
- 2 - Show of Force
- 3 - Slaughter
- 4 - Blood Rites
- 5 - Murder Cyborg
- 6 - The Trap
- 7 - Attacker Chooses Any Scenario



FORGE OF THE OMNISSIAH

ARCHAEOTECH DEVICE

BOON

One weapon owned by the player's leader or champions may be given one of the falling Traits for free: Blaze, Radphage, Seismic, or Shock. All Weapons must be given the same Trait and new weapons purchased later may also be given this Trait. These weapons also gain the Unstable Trait. If the Territory is lost, the weapons lose these additional Traits.

Region - Sector Mercator

Badzone Effect - None

Guild Interest - Iron Guild

SCENARIOS (D6 ROLL)

The winner of the planning roll may modify the D6 roll by +1/-1

- 1 - Defender Chooses Any Scenario
- 2 - Search and Destroy
- 3 - Takeover
- 4 - Forgotten Riches
- 5 - Archaeo Hunters
- 6 - Sabotage
- 7 - Attacker Chooses Any Scenario



EUGOR'S MERCY

GAMBLING DEN

BOON

Income: The player chooses a suit of cards. The player then draws a card from the shuffled deck of playing cards that excludes 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 color, then the Income is the value of the card x5 credits. If it is any other suit they gain no income from the Territory

Region - Hab Sector

Badzone Effect - None

Guild Interest - Coin Guild, Slave Guild

SCENARIOS (D6 ROLL)

The winner of the planning roll may modify the D6 roll by +1/-1

- 1 - Defender Chooses Any Scenario
- 2 - Border Dispute
- 3 - Downtown Dust Up
- 4 - Looters
- 5 - Shoot Out
- 6 - The Hit
- 7 - Attacker Chooses Any Scenario



TYR'S LAMENT

SETTLEMENT

BOON

Income: The gang earns D6x10 credits from this Territory when collecting income.

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.

Region - Hab Sector

Badzone Effect - None

Guild Interest - All Guilds

SCENARIOS (D6 ROLL)

The winner of the planning roll may modify the D6 roll by +1/-1

- 1 - Defender Chooses Any Scenario
- 2 - Stand Off
- 3 - Takeover
- 4 - Downtown Dust Up
- 5 - Propaganda
- 6 - Hit and Run
- 7 - Attacker Chooses Any Scenario



STUMBLER'S RUN

DRINKING HOLE

BOON

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.

Region - Hab Sector

Badzone Effect - None

Guild Interest - Water Guild

SCENARIOS (D6 ROLL)

The winner of the planning roll may modify the D6 roll by +1/-1

- 1 - Defender Chooses Any Scenario
- 2 - Tunnel Skirmish
- 3 - Downtown Dust Up
- 4 - Smash and Grab
- 5 - Shoot Out
- 6 - The Trap
- 7 - Attacker Chooses Any Scenario



THE DUB-DUB

NARCO DEN

BOON

Income: The gang earns D6x5 credits from this Territory when collecting income.

Region - Hab Sector

Badzone Effect - None

Guild Interest - None

SCENARIOS (D6 ROLL)

The winner of the planning roll may modify the D6 roll by +1/-1

- 1 - Defender Chooses Any Scenario
- 2 - Show of Force
- 3 - Smash and Grab
- 4 - Takeover
- 5 - Shoot Out
- 6 - The Hit
- 7 - Attacker Chooses Any Scenario



SHRINE OF THE COLLECTOR

BONE SHRINE

BOON

Income: The gang earns 2D6x5 credits from this Territory when collecting income.

Region - Hab Sector

Badzone Effect - Random (6+)

Guild Interest - None

SCENARIOS (D6 ROLL)

The winner of the planning roll may modify the D6 roll by +1/-1

- 1 - Defender Chooses Any Scenario
- 2 - Border Dispute
- 3 - Takeover
- 4 - Downtown Dust Up
- 5 - Escort Mission
- 6 - Sneak Attack
- 7 - Attacker Chooses Any Scenario



THE DEPOT

WORKSHOP

BOON

Special: Fighters from the gang can re-roll any Ammo checks that roll a natural 1. This effect may stack with Ammo-jack hangers-on.

Region - Hab Sector

Badzone Effect - None

Guild Interest - Iron Guild, Water Guild

SCENARIOS (D6 ROLL)

The winner of the planning roll may modify the D6 roll by +1/-1

- 1 - Defender Chooses Any Scenario
- 2 - Search and Destroy
- 3 - Smash and Grab
- 4 - Takeover
- 5 - Scavenge
- 6 - Sabotage
- 7 - Attacker Chooses Any Scenario



THE CROW FIELDS

CORPSE FARM

BOON

Income: When collecting income, the gang gains D6x10 credits for every fighter on either side that was deleted from their roster due to being killed (Untreated Critical Injury or Memorable Death lasting injury results) during the Update Roster step of the preceding battle.

Region - Sector Manufactora

Badzone Effect - Warp Tainted (6+)

Guild Interest - Corpse Guild

SCENARIOS (D6 ROLL)

The winner of the planning roll may modify the D6 roll by +1/-1

- 1 - Defender Chooses Any Scenario
- 2 - Stand Off
- 3 - Slaughter
- 4 - Takeover
- 5 - Scavenge
- 6 - Ambush
- 7 - Attacker Chooses Any Scenario



THE STILL OF THE PONTIFF

SYNTH STILL

BOON

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.

Region - Sector Manufactora

Badzone Effect - None

Guild Interest - None

SCENARIOS (D6 ROLL)

The winner of the planning roll may modify the D6 roll by +1/-1

- 1 - Defender Chooses Any Scenario
- 2 - Show of Force
- 3 - Takeover
- 4 - Takeover
- 5 - Caravan Heist
- 6 - Manufactorum Raid
- 7 - Attacker Chooses Any Scenario



BUTCHER'S BLAZE

SLAG FURNACE

BOON

Income: The gang-earns D6x5 credits from this Territory when collecting income.

Region - Sector Manufactora

Badzone Effect - Ancient Manufactoria (6+)

Guild Interest - Slave Guild

SCENARIOS (D6 ROLL)

The winner of the planning roll may modify the D6 roll by +1/-1

- 1 - Defender Chooses Any Scenario
- 2 - Search and Destroy
- 3 - Takeover
- 4 - Forgotten Riches
- 5 - Scavenge
- 6 - Manufactorum Raid
- 7 - Attacker Chooses Any Scenario



REFINERY GAMMA-9

SMELTING WORKS

BOON

Income: the gang earns D6x5 credits from this Territory when Collecting income.

Region - Sector Manufactora

Badzone Effect - Ancient Manufactoria (6+)

Guild Interest - Slave Guild

SCENARIOS (D6 ROLL)

The winner of the planning roll may modify the D6 roll by +1/-1

- 1 - Defender Chooses Any Scenario
- 2 - Show of Force
- 3 - Takeover
- 4 - Escape the Pit
- 5 - Propaganda
- 6 - Manufactorum Raid
- 7 - Attacker Chooses Any Scenario



RECLAMATION PIT F7-R7

MINE WORKINGS

BOON

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 Guild. While a Captive is working in the mine, the gang may attempt a Rescue Mission at any time.

Region - Sector Manufactora

Badzone Effect - Random (6+)

Guild Interest - Slave Guild

SCENARIOS (D6 ROLL)

The winner of the planning roll may modify the D6 roll by +1/-1

- 1 - Defender Chooses Any Scenario
 - 2 - Tunnel Skirmish
 - 3 - Takeover
 - 4 - Forgotten Riches
 - 5 - The Conveyor
 - 6 - The Trap
 - 7 - Attacker Chooses Any Scenario
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THE GREAT GIFT

REFUSE DRIFT

BOON

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.

Region - Sector Manufactora

Badzone Effect - Sump Sea (5+)

Guild Interest - Corpse Guild

SCENARIOS (D6 ROLL)

The winner of the planning roll may modify the D6 roll by +1/-1

- 1 - Defender Chooses Any Scenario
- 2 - Stand Off
- 3 - Forgotten Riches
- 4 - Monster Hunt
- 5 - Scavenge
- 6 - Hit and Run
- 7 - Attacker Chooses Any Scenario



THE BURN

WASTES

BOON

Special: If challenged 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.

Region - Badlands

Badzone Effect - Random

Guild Interest - None

SCENARIOS (D6 ROLL)

The winner of the planning roll may modify the D6 roll by +1/-1

- 1 - Defender Chooses Any Scenario
- 2 - Border Dispute
- 3 - Escape the Badzone
- 4 - Meat Harvest
- 5 - Escort Mission
- 6 - Ambush
- 7 - Attacker Chooses Any Scenario



RAZORWASP'S HOLE

STINGER MOULD SPRAWL

BOON

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.

Region - Badlands

Badzone Effect - Random

Guild Interest - None

SCENARIOS (D6 ROLL)

The winner of the planning roll may modify the D6 roll by +1/-1

- 1 - Defender Chooses Any Scenario
- 2 - Search and Destroy
- 3 - Takeover
- 4 - Escape the Badzone
- 5 - Fungal Horror
- 6 - Hit and Run
- 7 - Attacker Chooses Any Scenario



THE LOST HOUSE

COLLAPSED DOME

BOON

Special: 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.

Region - Badlands

Badzone Effect - Random

Guild Interest - None

SCENARIOS (D6 ROLL)

The winner of the planning roll may modify the D6 roll by +1/-1

- 1 - Defender Chooses Any Scenario
- 2 - Tunnel Skirmish
- 3 - Ghast Harvest
- 4 - Escape the Badzone
- 5 - The Conveyor
- 6 - Hit and Run
- 7 - Attacker Chooses Any Scenario



LAEL'S REST

OLD RUINS

BOON

Income: The gang earns D3x10 credits from this Territory when collecting income.

Additionally, add +1 to the dice roll for each Dome Runner attached to the gang.

Region - Badlands

Badzone Effect - Random

Guild Interest - None

SCENARIOS (D6 ROLL)

The winner of the planning roll may modify the D6 roll by +1/-1

- 1 - Defender Chooses Any Scenario
- 2 - Search and Destroy
- 3 - Ritual
- 4 - Monster Hunt
- 5 - Scavenge
- 6 - Ambush
- 7 - Attacker Chooses Any Scenario



CHALICE OF THE RAT KING

SLUDGE SEA

BOON

Equipment: Whilst it controls this Territory, three fighters in the gang gain choke gas grenades for free.

Region - Badlands

Badzone Effect - Sump Sea

Guild Interest - Water Guild

SCENARIOS (D6 ROLL)

The winner of the planning roll may modify the D6 roll by +1/-1

- 1 - Defender Chooses Any Scenario
- 2 - Stand Off
- 3 - Monster Hunt
- 4 - Monster Hunt
- 5 - Scavenge
- 6 - Hit and Run
- 7 - Attacker Chooses Any Scenario



CUTTER'S ROW

ROGUE DOC SHOP

BOON

Special: The owning gang can make an additional Medical Escort action in the post-battle sequence in addition to any other actions made by the gang's Leader or Champions. This visit does not cost any credits – however, a result of 6 on the table is treated as Stabilised rather than a Full Recovery.

Region - Badlands

Badzone Effect - Random (4+)

Guild Interest - Corpse Guild

SCENARIOS (D6 ROLL)

The winner of the planning roll may modify the D6 roll by +1/-1

- 1 - Defender Chooses Any Scenario
- 2 - Stand Off
- 3 - Slaughter
- 4 - Takeover
- 5 - Shoot Out
- 6 - Sneak Attack
- 7 - Attacker Chooses Any Scenario

