

THE INSURRECTION CAMPAIGN ^{2.0}

Unrest is common in the depths of the hive and is usually controlled by the houses, however every so often tensions will spill over into open conflict. This can lead to a hive-war and can create great opportunities for those willing to take risks. Eventually those further up the hive will get word of the conflict and the noble houses will intervene, but in the meantime there is territory and riches to be had.

SETTING UP THE CAMPAIGN

As with other campaigns the Insurrection campaign requires an arbitrator to manage the campaign and keep track of the gangs and cycles. They may also introduce additional rules & impose restrictions. The arbitrator will have to decide which gangs can join the campaign.

The arbitrator will set the length and dates of the campaign. A campaign should last a total of 7 campaign cycles. 3 cycles for the Invasion phase, 1 Ceasefire cycle and 3 cycles for the Devastation phase.

WHAT YOU NEED TO KNOW

The Insurrection campaign is loosely based on the original Dominion Campaign system with the following differences:

- New Scenarios
- New Campaign Events
- New Territories
- Territories are destroyed in the Devastation phase rather than being captured.
- Gangs must choose to visit either the Trade Post or the Black Market during the post battle sequence.

THE INVASION PHASE (3 Cycles)

During the Invasion phase gangs fight over the neutral territories that have not yet been claimed.

CEASEFIRE (1 Cycle)

After an extended period of fighting the gangs need to take a breather and recoup.

THE DEVASTATION PHASE (3 Cycles)

In the Devastation phase gang's fight to destroy one of their opponents' territories.



CAMPAIGN TERRITORIES

The Arbitrator will generate a number of campaign territories which will form the campaign map. Income and any items from Boons will be received from each territory at the beginning of each campaign cycle not including the Ceasefire cycle.



TERRITORY GENERATION

To create the campaign territories use a standard deck of playing cards with the jokers removed. Draw 5 cards from the deck for each gang in the campaign to create the campaign map. If there are no cards left in the deck use a second fresh deck to generate the remaining cards. Once all the cards have been drawn randomly allocate 2 territories on the campaign map and a Settlement territory to each gang. These are the gangs starting territories. Once all the gangs have been allocated territories the remaining territory cards become neutral campaign territories that can be fought over.

CARD	TERRITORY
Ace	Shrine
King	Sawbones
Queen	Junk Pile
Jack	Settlement
10	Trade Stall
9	Factory
8	Booze Den
7	Sparing Hall
6	Tech Lab
5	Corpse Farm
4	Mine
3	Sludge Farm
2	Beast Pens



FOUNDING A GANG

Players receive 1000 credits to found their gang and must follow standard gang composition rules. Starting equipment can only be purchased from the gangs equipment list.

TERRITORY

Each gang starts the campaign with three territories. One of these will be a Settlement, the other two territories should be randomly drawn from the campaign territories. A gang's home Settlement can never be destroyed.

ALIGNMENT

At the start of the campaign, each gang must declare their alignment. This can be Law Abiding or Outlaw. Most gangs are free to choose their alignment however there are several gangs that must be a certain alignment.

In the Insurrection Campaign a gangs alignment will remain constant throughout the course of the campaign.

Gang	Alignment Options
House Gangs	Law Abiding or Outlaw
Helot Chaos Cult or Corpse Grinder Cult	Outlaw
Genestealer Cult	Law Abiding or Outlaw
Venator Gang	Law Abiding
Enforcers	Law Abiding
Slave Ogryn Gang	Outlaw

EFFECTS OF BEING AN OUTLAW GANG

Outlaw gangs gain the following effects:

Outlaw Effects:

All fighters in an Outlaw gang have a bounty on their head.

Outlaw gangs have a penalty to find rare items at the Trading Post in the post-battle sequence, though they may freely visit the Black Market.

Outlaw gangs may trade captives with any other gang as they wish.

Outlaw gangs cannot Claim Bounties on any Captives taken, but can dispose of them (removing them from the campaign) or, in some cases, sacrifice them to the Dark Gods, once their owner's gang has had a chance to rescue them.

Outlaw gangs may form Criminal Alliances in a campaign that is using the optional Alliance Rules.

Hired Guns (Bounty Hunters, Hive Scum, etc.) hired by an Outlaw gang automatically become Outlaws.

Outlaw gangs can hire only Outlaw Hangers-on, Brutes, Hired Guns and Dramatis Personae.

Outlaw gangs may not hire any Dramatis Personae that do not have the Outlaw special rule.

EFFECTS OF BEING A LAW ABIDING GANG

Law Abiding gangs gain the following effects:

Law Abiding Effects:

Fighters in a Law Abiding gang do not have bounties on their heads.

Law Abiding gangs can Claim Bounties on Captives taken from Outlaw gangs, once their owner's gang has had a chance to rescue them.

Law Abiding gangs have a penalty to find rare and illegal items at the Black Market in the post-battle sequence, though they may freely visit the Trading Post.

Law Abiding gangs may trade Captives with other Law Abiding gangs, but may not trade Captives back to Outlaw gangs.

Law Abiding gangs may form Guild Alliances in a campaign that is using the optional Alliance Rules.

Law Abiding gangs can hire any Hangers-On, Brutes, Hired Guns and Dramatis Personae that do not have the Outlaw special rule.



PHASES

The Insurrection campaign is divided into three phases. Each phase has a unique set of rules that affect the campaign territories and gang's.

THE INVASION PHASE

During the Invasion phase gangs fight over the neutral territories that have not yet been claimed. These territories have been left lawless by the unrest in the hive and must be reclaimed. When issuing a challenge the player issuing the challenge may choose which neutral territory to fight over. The winner of the battle gains that territory. If at any point during the Invasion phase all of the territories have become occupied and are controlled by a gang, meaning that there are no more uncontrolled Territories to fight over, the Invasion phase ends and a Ceasefire begins. Any cycles that were not used in the Invasion phase move to the Devastation phase.

CEASEFIRE

After an extended period of fighting the gangs need to take a breather and recoup. If players wish and the arbitrator allows they can play a Narrative or Ceasefire scenario. If any of the neutral territories are remaining they are destroyed and removed from the campaign.

THE DEVASTATION PHASE

After a brief respite in the fighting it's back to business. The houses aren't about to let their rivals hold their gains. In the Devastation phase, the winner of the battle must nominate a territory currently controlled by their opponent that is not their home Settlement to destroy. The destroyed territory becomes Ruins.

INCOME & BOONS

During the Invasion & Devastation Phases gangs will receive Income, Items and Juve's from boons which are generated from their territories at the beginning of each cycle. Any items received from boons are added to the gang's stash and may be immediately allocated to a fighter.

CEASEFIRE EFFECTS

After their last game of the Invasion phase, players complete the following steps at the end of the post-battle sequence:

- 1. Fighters Recover:** Any In Recovery boxes on the gang roster are cleared.
- 2. Captives are Returned:** Any Captured fighters are released. The gang that had captured them receives half their credits value (rounding up to the nearest 5 credits).
- 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. These credits must be spent now and cannot be added to the gang's Stash. Gangs may supplement these credits with extra credits from their Stash.

EXPERIENCE

A fighter will gain 1XP if their action directly causes an enemy to go out of action. In addition, a fighter gains an additional 1XP if they take an enemy Champion or Leader Out of Action. Finally, a fighter which is not an exotic pet and who rallies and returns to the fight gains 1XP for overcoming their fear and returning to the action.

FLEEING THE BATTLEFIELD

A gang's controlling player can choose to automatically fail any Bottle test the gang is required to make. Once a gang has bottled out (either voluntarily or by failing a Bottle test), the controlling player can declare that the gang will flee the battlefield at the start of any Action phase. Any Active and Pinned fighters immediately flee the battlefield. Engaged fighters must attempt to break away from combat – make an Initiative check for each. If the check is passed, they flee the battlefield. If the check fails they are Seriously Injured. Once the gang that has declared it will flee has only Seriously Injured fighters on the battlefield, the battle ends. Roll to see if the Seriously Injured fighters succumb to their injuries during the Wrap-up as usual.



INJURIES

A fighter who is taken Out of Action during a battle must roll on the lasting injury table below:

D66	Lasting Injury
11	Lesson Learned. Fighter goes into recovery and gains D3 XP.
12-26	Out Cold. Misses rest of the battle.
31-45	Grievous Injury. Fighter goes into recovery.
46	Humiliated. Fighter goes into recovery with -1 Ld & -1 Cl.
51	Head Injury. Fighter goes into recovery with -1 Int & -1 Will.
52	Eye Injury. Fighter goes into recovery with -1 BS.
53	Hand Injury. Fighter goes into recovery with -1 WS.
54	Hobbled. Fighter goes into recovery with -1 M.
55	Spinal Injury. Fighter goes into recovery with -1 S.
56	Enfeebled. Fighter goes into recovery with -1 T.
61-65	Critical Injury. Fighter will die unless they receive medical treatment.
66	Memorable Death. Fighter dies. Attacker gains an additional +1 XP.

BEING CAPTURED

If only one gang has fighters on the battlefield at the end of the battle, there is a chance that they might Capture a fallen enemy. Roll 2d6 and add the number of opposing fighters who went Out of Action (including those who have succumbed to their injuries, during the Wrap-up). If the gang also includes a Bounty Hunter, add +1 to the result of the roll. If the result is 15 or greater, an enemy fighter has been Captured. Shuffle together the Fighter cards of any enemy fighters who went Out of Action, but not those for any that suffered a Critical Injury or Memorable Death result, they are left where they fell! Draw one of these Fighter cards at random – that fighter is Captured. Whilst a fighter is Captured, they are unavailable for battles and post-battle actions as if they were In Recovery – however, this lasts until they are freed rather than for just one battle.

CAPTURED FIGHTERS

Once a fighter has been Captured, their gang has the chance to attempt to free them. The next time the same two gangs face each other, the Captured fighters controlling player may declare that they will be attempting an Extraction Mission. This supersedes the Determine Scenario steps of the pre-battle sequence – Instead, the Extraction scenario is played. If the gang does not wish to attempt the Extraction Mission scenario, and a different scenario is played, the gang holding the Captive may choose to sell them to the Guilders in the post-battle sequence of that battle or any subsequent battle. If the fighter is still held Captive the next time the two gangs face each other, the Captured fighter's controlling player once again has the option to declare that the gang will attempt a Rescue Mission.

PRISONER EXCHANGE

At any time during the campaign, regardless of whether a Rescue Mission has been attempted, the two gangs controlling players can come to an agreement to secure the Captive's return. This could be a payment of credits, a trade for another Captive, even surrendering a Territory, or a valuable item of equipment or anything else – this is entirely up to the two players to decide and either gangs may decline an offer made by the other. If an agreement is reached, the Captured fighter is returned immediately and becomes available to the gang once more.

BOUNTIES

Law Abiding gangs can claim bounties for enemy fighters belonging to Outlaw gangs that suffered a Memorable Death result on the Lasting Injury table, or that they have Captured, providing the Captive's controlling player has had the opportunity to attempt an Extraction Mission to rescue them.

For every fighter belonging to an Outlaw gang that suffered a Memorable Death result on the Lasting Injury table during the preceding battle, this gang claims a bounty of 2D3x10 credits.

When a Law Abiding gang claims a bounty for a fighter belonging to an Outlaw gang that they have Captured, they are worth their full value in credits.



JUVES AHOY!

There are many situations in which a gang will receive a free Juve from either a Territory or Campaign Event. If the gang receives a free Juve and the number of existing Juves, Champions and Leader is already equal to or greater than the number of Gangers in the gang, the gang will still receive the free Juve. They cannot however recruit any further Juves or Champions until the gang composition allows.

A gang is not obligated to field a free Juve during the first battle of the cycle in which they are received. In addition any available weapons and equipment that the Juve is eligible to use located in the gang's stash may be allocated to the Juve immediately when they join the gang.

ENDING THE CAMPAIGN

The Insurrection Campaign ends when the time set for the Devastation phase runs out. The Arbitrator then goes through the final results and assigns Triumphs.

TRIUMPH	CRITERIA
Legend	Highest Reputation at the end of the campaign.
Profiteer	Largest Wealth at the end of the campaign.
Conqueror	Most Territories at the end of the campaign - not including destroyed territories (Ruins).
Tactician	Most Scenario Victories at the end of the campaign.
Warrior	Leader with the most XP at the end of the campaign.

EQUIVALENT FIGHTERS

Several Territories and Campaign Events make reference to Juves, Gangers, Champions and Leaders. When referring to these events Helot Chaos Cults, Genestealer Cults and Corpse Grinder Cults replace these terms with the following:

Fighter Type	Helot Chaos Cult	Genestealer Cult	Corpse Grinder Cult	Venator Gang	Palanite Enforcers
Leader	Cult Demagogue	Cult Adept or Cult Alpha	Butcher	Hunt Leader	Palanite Captain
Champion	Cult Witch & Cult Disciple	Hybrid Acolyte	Cutter	Hunt Champion	Palanite Sergeant
Ganger	Helot Cultist	Aberrant or Neophyte Hybrid	Skinner	Hunter	Palanite Patrolman
Juve	Helot Cultist	Neophyte Hybrid	Initiate	Hunter	Palanite Rookie Patrolman

TERRITORY

Each gang will control several territories which will provide the gang with income and boons as detailed below. Income, Javes and any items from Boons will be received from each territory at the start of each campaign cycle during the Invasion and Devastation phases.

Settlement

Income: D3X10 creds

Boon: The controlling gang will receive a juve on a roll of 4+. Helot Chaos Cults, Genestealer Cults and Venator Gangs have a more difficult time with recruitment and will receive a Juve on 5+. Slave Ogryn gang's do not have a Juve equivalent and will not receive free Javes from Settlements.

Ruins

Income: D3X5 creds

Boon: The controlling gang may add +1 to the die roll for each dome runner they have.

Corpse Farm

Income: D3X10 creds

Boon: The controlling gang receives D3X10 creds for each fighter deleted on either gang roster at the end of the battle which resulted from a 61-66 result on the injury roll. A deceased fighter cannot be sold to multiple corpse farms.

Sludge Farm

Income: D3X10 creds

Boon: If the controlling gang has a slopper any fighters in recovery will add +1 to their recovery check thanks to the high quality "sludge".

Shrine

Income: D3X10 creds

Boon: The controlling gang may reroll its first failed bottle check. Their prayers to the Emperor have raised their spirits. If a gang controls multiple shrines they may still only reroll the first failed bottle roll.

Mine

Income: D3X10 creds

Boon: The controlling gang can put captured gangers to work in the mines. The controlling gang will gain an additional D3X10 creds income for each captured ganger in the mine.

Junk Pile

Income: 2D6X5 creds

Special: If a double is rolled for income, a randomly determined fighter (not including the leader or champions) has a nasty encounter with a junk-lurker and must miss the next battle whilst they recover. No income is lost.

Sawbones

Income: D3X10 creds

Boon: The controlling gang may make an additional Medical Escort action in the post-battle sequence. This visit does not cost any credits, however, a result of 6 on the table is treated as Stabilised rather than a Full Recovery.

Beast Pens**Income:** D3X10 creds**Boon:** The controlling gang treats Exotic Beasts as common at the trade post.**Trade Stall****Income:** D3X10 creds**Boon:** The controlling gang may add +1 to rare trade rolls when visiting the Trade Post (stackable).**Tech Lab****Income:** D3X10 creds**Boon:** The controlling gang may treat Mundane Bionics as common at the trade post.**Factory****Income:** None**Boon:** The controlling gang will receive 30 credits of equipment from their gangs Equipment list. This is added to the gang stash.**Booze Den****Income:** D3X10 creds**Boon:** The controlling gang will receive a single bottle of Second Best on a roll of 4+.**Sparing Hall****Income:** D3X10 cred's**Boon:** One ganger, prospect or juve receives D3 XP. The controlling player may choose the fighter.**EQUIVALENT FIGHTERS**

Several Territories and Campaign Events make reference to Juvies, Gangers, Champions and Leaders. When referring to these events Helot Chaos Cults, Genestealer Cults and Corpse Grinder Cults replace these terms with the following:

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Ganger	Helot Cultist	Aberrant or Neophyte Hybrid	Skinner	Hunter	Palanite Patrolman
Juve	Helot Cultist	Neophyte Hybrid	Initiate	Hunter	Palanite Rookie Patrolman

THE PRE-BATTLE SEQUENCE

The pre-battle sequence has eight steps:

1. MAKE A CHALLENGE

For a battle to be fought, one player must challenge another player to play a game and nominate a target territory. The challenged player must then either accept or refuse the challenge. If the challenge is refused, the challenger either gains or destroys (depending on the phase) the nominated territory without a fight. A destroyed territory becomes a ruin.

2. RECRUIT HIRED GUNS

Players can spend credits to recruit Hired Guns.

3. DETERMINE SCENARIO

To determine which scenario will be used the player making the challenge rolls a D6 on the following table and chooses one of the scenario options.

1-2	Fire Patrol, Incursion or Raid
3-4	Bodycount, Ground Assault or Tunnel Rats
5-6	Seek & Destroy, Terminate or Blast

During the Invasion phase the attacker and defender is randomly determined.

During the Devastation phase the player issuing the challenge is the attacker.

4. SET UP THE BATTLEFIELD

The players now set up the battlefield.

5. CHOOSE CREWS

After the battlefield has been set up, before gangs can be deployed, players must select their starting crews for the battle ahead. The scenario being played will detail the method of selection to be used and how many fighters can be selected.

6. ANNOUNCE TERRITORY EFFECTS

Players may have Territory Effects granted by the territories they currently hold. Players should announce which, if any, of their Territory Effects grant them a bonus that will have an effect on this game at this stage, forewarning their opponent. If a Territory Effect is not announced, it cannot be used during the coming game.

7. TACTICS CARDS

Each player prepares their deck of Tactics cards. The scenario being played will detail how many cards each player gets and how they are selected.

8. DEPLOYMENT

Many scenarios will provide details of the size and location of deployment zones otherwise follow the standard deployment rules.



THE POST-BATTLE SEQUENCE

The post-battle sequence has six steps:

1. WRAP UP

Each player checks to see whether any of their Seriously Injured fighters succumb to their injuries, and whether they capture any enemy fighters. After this has been resolved any other events that take place “at the end of the battle” are triggered. Fighters that were recovering have made a full recovery and their In Recovery box on the gang roster is cleared, meaning Leaders and Champions become available for post-battle actions once more.

2. ASSIGN/DESTROY TERRITORY

In the Invasion phase the player that won the battle takes control of the target territory. In the Devastation phase the player that won destroys an enemy territory of their choosing. A destroyed territory becomes a ruin. In the case of a draw there is no change to territory.

3. RECEIVE REWARDS

Each scenario shows a list of rewards which the gangs can receive, based on their performance during the battle. Any equipment gained is added to the gang's Stash.

Gaining and Losing Reputation

Each scenario contains a number of ways in which a gang can gain or lose Reputation. If a gang both gains and loses Reputation, any gains are applied before any losses.

4. POST-BATTLE ACTIONS

Each Leader or Champion in the gang can make one post-battle action. Each of these actions is carried out one at a time, in an order of the controlling player's choice. Fighters who are in recovery or who have been Captured, cannot make post-battle actions. Unless otherwise stated, the same action can be made more than once.

TRADE (Action)

The fighter visits the Trading Post or Black Market, increasing the gang's chances of finding Rare items. This is resolved in step 5.

SELL TO THE GUILDERS (Action)

The fighter can sell any number of Captive fighters to the Guilders – as long as the Captive's gang has had a chance to rescue them. Each captive is worth half their value, rounding up to the nearest 5 credits – this many credits are added to this gang's Stash. The Captive's controlling player should be informed as possible, and must delete the captive from their roster.

MEDICAL ESCORT (Action)

The fighter escorts a critically injured fellow gang member to the Doc. Pick another fighter in the gang who suffered a Critical Injury during the battle and pay 2D6x10 credits from the gang's Stash. If the gang does not have sufficient funds, or does not wish to pay the full amount, no roll is made and the fighter dies. Otherwise, roll a D6 on the table below:

D6	Result
1	Complications. The fighter dies.
2-5	Stabilized. Roll a D6 – this is the second dice of a D66 roll, the first is automatically a 5. Apply the appropriate result from the Lasting Injuries table.
6	Full Recovery. The fighter goes into Recovery, but suffers no lasting effects.

5. UPDATE ROSTER

These steps are carried out in order:

- A. Delete Dead or Retiring Fighters
- B. Visit the Trading Post / Black Market
- C. Distribute Equipment
- D. Buy Advancements
- E. Update Gang Rating

Note that if a fighter missed this battle because they were recovering, their In Recovery box on the gang roster will have been cleared during the Wrap-up.



A. DELETE DEAD OR RETIRING FIGHTERS

Dead fighters are deleted from the roster. Their equipment (except for armour) is added to the gang's Stash as long as their gang had at least one fighter on the battlefield at the end of the battle, or if the fighter was taken to the Doc but still died (either because the gang could not pay for their treatment, or there were complications). Otherwise, the dead fighters equipment is lost.

Also, at this point, the controlling player can choose to retire fighters. These fighters are deleted from the roster, and their equipment is added to the gang's Stash.

Loss of a Leader

If a gang's Leader is killed or is retired, a new Leader must be nominated from among the gang's Champions. If it has no Champions, the new Leader must be either a Specialist or Juves. If it has no Specialists or Juves, the new Leader is a Ganger.

In any case, the eligible fighter with the best Leadership must be selected as the new leader. If more than one eligible fighter is drawn for best Leadership, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide.

When a fighter is promoted in this way, their Type is changed to Leader on the gang roster, and from now on they count as a Leader for determining which equipment and skill sets they can access. Their characteristics do not change.

B. VISIT THE TRADING POST / BLACK MARKET

The gang chooses to visit either the Trade Post or the Black Market - they cannot visit both. The gang may then make any of the following actions, allowing them to hire new fighters and buy or sell equipment. The actions can be taken in any order, and unless specifically indicated there is no limit to how many times a gang can perform each action. Any spent credits are deducted from the gang's Stash; any gained credits are added to the gang's Stash.

Hire a Fighter: (Action)

The gang can hire a new fighter from their House list, paying for them as they did when founding the gang. No equipment is purchased for them - they receive equipment in the next step. Noting that Gang Composition must still be honoured when hiring a new fighter.

Recruit Hangers-on: (Action)

The gang can spend credits to add a Hanger-on to their roster. Their Reputation must be sufficient to allow this.

Sell Unwanted Equipment: (Action)

Any equipment in the gang's Stash can be sold. The item is deleted from the Stash, and the gang gains its value in credits, minus D6x10 (to a minimum of five).

Purchase Equipment: (Action)

The gang can purchase any equipment from their House Equipment List at the price shown, adding it to their Stash. They can also purchase Common equipment from their chosen market at the price shown. They cannot use this action to purchase Rare equipment – that can only be obtained with the Seek Rare Equipment action.

Seek Rare Equipment: (Action)

This action may only be performed once and is done to determine the availability of Rare items on offer at the gang's chosen market (Trading Post or Black Market). Roll 2D6 to determine the availability of items, adding the following bonuses:

- +2 if the gang's Leader is making a Trade post-battle action.
- +1 for each Champion making a Trade post-battle action.
- +1 for every full 10 Reputation the gang has.
- 2 if an Outlaw gang is attempting to purchase Rare items from the Trading Post.
- 2 if a Law Abiding gang is attempting to purchase items from the Black Market.
- +/- X as from the specified special rule.

The result is the Availability Level – the higher it is, the rarer the equipment that is on offer. The gang can now purchase Rare items from their chosen market with a Rarity value equal to or lower than the Availability Level. If the gang visited the Black Market the Availability Level also applies to illegal items. Any items that are purchased are immediately added to the gang's Stash.



C. DISTRIBUTE EQUIPMENT

Any equipment in the gang's Stash can now be distributed among its fighters. Weapon choices must respect the restrictions shown in the gang's House list. Also, the limit of no more than three weapons must be adhered to, with Unwieldy weapons taking the space of two.

Once any equipment has been added to a Fighter card, the card's credits value is updated accordingly. If the fighter is equipped with an item that has two different costs – one in the fighters House Equipment list and the other in the Trading Post – the value in the House list takes precedence. Players are reminded that no fighter can discard a weapon once added to their Fighter cards. Leaders and Champions however can have multiple equipment sets as described below.

Equipment Sets

Leaders and Champions, enjoying the privilege of rank, often maintain a cache of weapons that allows them to equip themselves appropriately for each battle. As such, a Leader or Champion can have multiple Fighter cards, each representing a different set of equipment. An appropriate model should be available for each.

Only one of the Fighters cards can be used for a battle. If a battle uses random fighters from the gang, all of the fighters cards should be shuffled together and one should be drawn at random and added to the rest of the gang's Fighter cards before any cards are drawn. This means that only one of this fighters cards can be drawn for the battle, and that the controlling player cannot choose which of their equipment sets they will be using. When distributing equipment from the gang's Stash, it can be moved to any or all of a Leader or Champion's cards, and can even be moved to more than one.

D: BUY ADVANCEMENTS

Each player can spend Experience to purchase Advancements for their fighters.

E. UPDATING GANG RATING

Recalculate the gang's Gang Rating, and update the roster accordingly. Note that this is not done until this step, meaning that any other references to the Gang Rating in the post-battle sequence are referring to the value before it is updated.



SECTOR MECHANICUS SCENARIOS

SCENARIO 1: BODYCOUNT

Take out an opposing gang.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (10) method.

TACTICS CARDS

Each player may draw two Gang Tactics cards. If, during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

This scenario uses the standard rules for deployment.

OBJECTIVES

Each gang's aim is simple: take out as many of the enemy as possible! Each gang scores points for each opposing fighter that goes Out of Action. They score 3 points for a Leader, 2 points for a Champion and 1 point for any other fighter. If a gang bottles out they lose 3 points.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

VICTORY

The gang with the most points is victorious. If both gangs have the same number of points the game ends in a draw.

REWARDS

The gang that scored the most points receives 2D3X10 credits. The loser receives D3X5 credits. In the case of a draw, both gangs receive D3X10 credits.

EXPERIENCE

- > Each fighter that took part in the battle earns 1 XP.
- > Each fighter that took an enemy out of action gains an additional 1XP.
- > The Leader of the gang that scored the most points gains 1 XP (regardless of whether they took part in the battle or not). – in the case of a draw, neither Leader gets this bonus.

REPUTATION

- > The gang that scored the most points gains 2 Reputation.
- > Each gang gains 1 Reputation if this was their first battle against this opponent.
- > If either gang bottled out, they lose 1 Reputation.

SCENARIO 2: GROUND ASSAULT

Invade a rival gang's camp and clear them out.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules, with the following exception: After the attacker has finished placing scatter terrain the defender may place as many pieces of scatter terrain as they wish within 12" of the centre of the battlefield to represent their camp.

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses the Custom Selection (10) method, while the defender uses the Random Selection (10) method.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage

TACTICS CARDS

Each player may draw two Gang Tactics cards. If, during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

The defender's deployment zone is anywhere within 12" of the centre of the battlefield. The defender places two weapon caches anywhere within their deployment zone. The defender then goes through the fighters in their crew one at a time, in an order of their choosing, rolling a D6 for each. On 1-5, they set up that fighter in their deployment zone. On a 6, the fighter is set aside.

The attacker then sets up their crew within 4" of a single table edge of their choosing. Attacking fighters must be set up at least 12" away from any defenders, or at least 6" away from any defenders if no defenders can draw a line of sight to them. After the attackers have set up, the defender sets up any of their fighters who were previously set aside. These fighters can be set up anywhere on the battlefield, that is not within 6" of an enemy fighter.

OBJECTIVES

The attackers are attempting to destroy the supplies and burn the camp down. An attacking fighter may attempt to destroy any one cache they are in base contact with as a Double action. Make either an Intelligence or Strength check for the fighter. If successful, the cache is destroyed.

In addition to the rules above, weapon caches also count as loot caskets

ENDING THE BATTLE

The battle ends at the end of any round if all of the weapon caches are destroyed or if either gang has no fighters left on the board.

VICTORY

If all of the supply caches are destroyed or there are no defending fighters left on the battlefield and there is at least one attacking fighter remaining the attacker is victorious. Otherwise the defender is the victor.

REWARDS

The attacker receives 2D3X10 credits for each cache that is destroyed. If there are no defenders left on the battlefield and the attacker has at least one remaining fighter then all of the weapon caches are considered to be destroyed.

If there is at least one defending fighter left on the battlefield at the end of the game the defender receives 2D3X10 credits for each cache that was not destroyed.

EXPERIENCE

- > Each fighter that took part in the battle earns 1 XP.
- > Fighters gain an additional 1XP for each weapon cache they destroy.
- > The Leader of the victorious gang gains 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

- > The victorious gang gains 2 Reputation.
- > Each gang gains 1 Reputation if this was their first battle against this opponent.
- > If either gang bottled out, they lose 1 Reputation

SCENARIO 3: FIRE PATROL

Two gangs clash in a remote border dome.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (6) method. After dealing out their starting crew, the rest of each player's deck is set to one side to form their Reinforcements deck.

TACTICS CARDS

Each player may draw two Gang Tactics cards. If, during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

This scenario uses the standard rules for deployment, with the following exceptions:

The players roll off and the winner picks one half of the battlefield to be their territory. They then choose a member of their starting crew to be their point ganger and place that fighter in their territory, 6" away from the centre of the battlefield. The other player then does the same in the opposite half of the battlefield.

Then, starting with the player that set up the first fighter, the players take turns setting up the remaining fighters in their starting crew using the standard rules for deployment.

After the gangs have deployed each player starting with the player who has priority must allocate a flag token to one of their fighters.

OBJECTIVES

Each gang is attempting to extend their territory. To achieve this they must plant their flag in the enemies deployment zone (within 12" of the enemy table edge).

A fighter carrying the gang's flag token can plant the flag they are carrying as a double action as long as they are located within the enemies deployment zone.

If a ganger carrying the flag token is taken out of action, leave the flag token on the battlefield where the fighter fell. A friendly fighter can pick up the token simply by moving into contact with the token. Picking up the flag token does not cost an action. A broken fighter or a fighter affected by the blaze or insanity conditions cannot pick up the token.

REINFORCEMENTS

At the start of each End phase, each player rolls a D3 and receives that many Reinforcements. These are deployed one at a time, starting with the player that has the Priority marker and alternating until all Reinforcements are deployed. Reinforcements must be deployed on their gang's edge of the battlefield.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

VICTORY

If at the end of the game one gang has planted their flag in the enemy deployment zone and they have at least one fighter remaining on the battlefield they are the victor. Noting that if a gang flees the battlefield the opposing side automatically plants their flag.

REWARDS

The victorious gang receives 2D3X10 credits. The loser receives D3X5 credits. If a gang planted their flag they also receive 2D3X10 credits regardless of whether they were victorious or not.

EXPERIENCE

- > Each fighter that took part in the battle earns 1 XP.
- > If the point ganger survived the battle without going out of action they receive +1XP
- > If a fighter successfully planted a flag they earn 1 XP. (Does not apply if the flag was planted due to the opposing gang fleeing the battlefield.)
- > The Leader of the victorious gang gains 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

- > The victorious gang gains 2 Reputation.
- > Each gang gains 1 Reputation if this was their first battle against this opponent.
- > If either gang bottled out, they lose 1 Reputation

SCENARIO 4: INCURSION

A daring raid to knock out a rival's communications.

ATTACKER AND DEFENDER

This scenario uses the Sneak Attack rules. In this scenario, one gang is the attacker and the other is the defender.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses the Custom Selection (6) method, while the defender uses the Random Selection (6) method.

Before the defender draws their crew, they can declare their leader and any number of champions too important for sentry duty and may remove them from their deck.

Once the sentries have been drawn any removed fighters are added back to deck. The defenders deck is then set to one side to form their Reinforcements deck.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

TACTICS CARDS

Each player may draw two Gang Tactics cards. If, during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may draw an additional Tactics card for each full 100 credits of difference.

The defender cannot play tactics cards until the alarm is raised.

DEPLOYMENT

The defender deploys first and places a piece of terrain, which should be at least 2" square, to represent the attacker's target. This must be placed in the defenders half of the battlefield and cannot be placed within 6" of a table edge.

The defender then deploys their sentries anywhere located within their half of the battlefield.

After the defender has deployed the attacker deploys using standard rules for deployment on the opposite side of the battlefield at least 12" away from the dividing line.

OBJECTIVES

The attackers are attempting to destroy their target and deal a blow to their enemies communications. The defenders are trying to stop this at all costs!

DESTROYING THE TARGET

The target has a Toughness of 6 and a 5+ save roll. As it is large and stationary, any Ranged attacks made against it have a +2 modifier to the hit roll, and any close combat attacks hit automatically. If the target suffers 4 Wounds, it is destroyed.

If there are no defenders left on the battlefield at the end of any round the target is considered destroyed.

TAKING FLIGHT

Once the attackers have destroyed the target, they can disappear back into the shadows. Any attacking fighter that is not within the enemies half of the battlefield and is within 1" of an battlefield edge at the start of the End phase can take flight if the controlling player wishes, even if they are Seriously Injured. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Bottle tests.

REINFORCEMENTS

In the round that the alarm is raised, and in each subsequent round, D3 Reinforcements from the defenders gang arrive until the entire gang has arrived. Reinforcements must be deployed on the defenders edge of the battlefield.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

VICTORY

The attacker wins if, at the end of the battle, they have destroyed the target and at least two of their fighters have not been taken Out of Action. If they have not destroyed the target, the defender wins. Otherwise, the battle ends in a draw.

REWARDS

If the attackers destroyed the target, they gain 2D3x10 credits. If they do not, the defender gains 2D3X10 credits.

EXPERIENCE

- > Each fighter that took part in the battle earns 1 XP.
- > A fighter gains 1 XP for each wound they cause to the target plus 1 XP if they destroy it..
- > Each attacking fighter who takes flight earns 1 XP.
- > The Leader of the victorious gangs gains 1 XP (regardless of whether they took part in the battle or not). – in the case of a draw, neither Leader gets this bonus.

REPUTATION

- > If the attackers destroy the target, their Reputation increases by 3 and the defender's Reputation decreases by 1.
- > Each gang gains 1 Reputation if this was their first battle against this opponent.
- > If either gang bottled out, they lose 1 Reputation.

SCENARIO 5: SEEK & DESTROY

Sweep a hostile dome for fighters and weapons.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules, with the following exception.

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses the Custom Selection (10) method, while the defender uses the Random Selection (10) method.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

TACTICS CARDS

Each player may draw two Gang Tactics cards. If, during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

The defender sets up five loot crates anywhere on the battlefield that is at least 6" away from the edge of the battlefield and any other loot crates. Without the attacker seeing, three are set up with the ammo side facing up, one will be set up with the blank side facing up, and one will be set up with the blank side facing up and a frag trap inside. All are set up with the lids on, keeping the contents secret until opened.

The defender then sets up their crew. Each fighter must be within 3" of one of the loot caskets.

The attacker then picks one edge of the battlefield – this is their escape route. They set up their entire crew within 6" of that edge.

OBJECTIVES

The attackers want to loot the defenders supplies from the caskets and destroy any defenders who get in the way.

SPECIAL RULE: LOOT CASKET

The defender cannot open any loot caskets. If the attacker opens a loot casket, do not roll to see what the contents are. Instead, remove the lid. If ammo is showing, this is an ammo casket/ If nothing is showing, the casket has no value. If it contains a frag trap, the trap is triggered immediately and the casket removed from play.

TAKING FLIGHT

Any attacking fighters within 1" of the escape route at the start of any End phase can escape (even if they are Seriously Injured) if the controlling player wishes – they are removed from the battlefield and count as being Out of Action from now on for the purposes of Bottle tests.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

VICTORY

The attacker wins if, at the end of the battle, they have opened more loot caskets containing ammo than are left unopened on the battlefield. Otherwise, the defender wins.

REWARDS

The attacker gains 2D3X10 credits for each loot casket they open that contains ammo.

The defender gains 2D3X10 credits for each loot casket which contained ammo that was not opened

EXPERIENCE

- > Each fighter that took part in the battle earns 1 XP.
- > Fighters gain an additional 1 XP for each loot crate they opened.
- > The Leader of the victorious gang gains 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

- > The defender loses 1 Reputation and the attacker gains 1 Reputation for each loot casket which contained ammo the attacker opened.
- > Each gang gains 1 Reputation if this was their first battle against this opponent.
- > If the attacker bottled out, they lose 1 Reputation.

SCENARIO 6: TERMINATE

Eliminate an adversary with extreme prejudice.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (10) method.

TACTICS CARDS

Each player may draw two Gang Tactics cards. If, during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

The attacker places 3 entry markers anywhere on the battlefield that is not within 12" of a table edge.

The defender then deploys their crew anywhere on the battlefield that is not within 12" of an entry marker. Defending fighters must be set up at least 6" away from any other defenders. After they have deployed one randomly determined leader / champion in the defenders crew is designated as the target. If there is no champion or leader then a random fighter is chosen from the remaining crew.

After the defender has deployed the attacker deploys their crew. Each attacking fighter must be deployed within 6" of any entry marker.

OBJECTIVES

The attacker is trying to terminate the target. The defender is trying to protect the target.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

VICTORY

The defender wins, if at the end of the battle, the target is still on the battlefield. Noting that if the defender bottles and flees the battlefield the target is no longer on the battlefield. Otherwise the attacker wins.

REWARDS

The victorious gang receives 2D3X10 credits. The loser receives D3X5 credits. If the target is taken Out of Action the attacker also receives 2D3X10 credits.

EXPERIENCE

- > Each fighter that took part in the battle earns 1 XP.
- > A fighter that takes the target Out of Action earns 1 XP.
- > If the target survives the target fighter earns 1 XP.
- > The Leader of the victorious gang gains 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

- > The winning gang gains 2 Reputation.
- > Each gang gains 1 Reputation if this was their first battle against this opponent.
- > If either gang bottled out, they lose 1 Reputation.

SCENARIO 7: EXTRACTION

Rescue a captive from a rival gang.

ATTACKER AND DEFENDER

This scenario uses the Sneak Attack rules. In this scenario, one gang is the attacker and the other is the defender.

THE TARGET

In a campaign, this scenario can only be played if one or more of the attacker's fighters has been captured by the defender. These fighters are the Captives.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses the Custom Selection (6) method, while the defender uses the Random Selection (6) method.

Before the defender draws their crew, they can declare their leader and any number of champions too important for sentry duty and may remove them from their deck.

Once the sentries have been drawn any removed fighters are added back to deck. The defenders deck is then set to one side to form their Reinforcements deck.

TACTICS CARDS

Each player may draw two Gang Tactics cards. If, during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may draw an additional Tactics card for each full 100 credits of difference.

The defender cannot play tactics cards until the alarm is raised.

CAPTIVE FIGHTERS

Captive fighters never gain Ready markers, and cannot be activated or attacked by either player.

Non-Captive attackers can make the following action:

FREE CAPTIVE (BASIC) – Pick a Captive within 1" and roll a D6. If the result is a 3 or higher, the Captive is freed. On a 1 or 2 however, the Captive is not freed from their shackles and remains Captive.

In addition, in the End phase of each round, the attacking player may declare that one or more Captives will attempt to escape their bonds. For each Captive that does so, roll 2D6 and add their Strength. On a 13 or more, they break loose and are freed; on a 6 or less, however, they injure themselves and suffer a Flesh Wound.

Freed Captives gain a Ready marker in the following Priority phase and can be activated as normal from then on. Their rescuers immediately return their equipment to them.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

DEPLOYMENT

The defender deploys first and places the captive. The captive must be placed in the defenders half of the battlefield and cannot be placed within 12" of a table edge.

The defender then deploys their sentries anywhere located within their half of the battlefield.

After the defender has deployed the attacker deploys using standard rules for deployment on the opposite side of the battlefield at least 12" away from the dividing line.

OBJECTIVES

The attackers are attempting to rescue the Captive(s), preferably without the defender noticing.

REINFORCEMENTS

In the round that the alarm is raised, and in each subsequent round, D3 Reinforcements from the defenders gang arrive until the entire gang has arrived. Reinforcements must be deployed on the defenders edge of the battlefield.

TAKING FLIGHT

Once the attackers have freed the captive, they can disappear back into the shadows. Any attacking fighter that is not within the enemies half of the battlefield and is within 1" of an battlefield edge at the start of the End phase can take flight if the controlling player wishes, even if they are Seriously Injured. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Bottle tests. If a freed Captive takes flight they are rescued.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If the defender bottles out and flees the battlefield, their opponent wins the scenario and all Captives are rescued.

If the attacker bottles out and flees the battlefield a Captive will only be rescued if they are located on the attackers side of the battlefield when they flee. If a Captive flees within the defenders side of the battlefield they are caught and remain captured.

If a captive is freed and is taken Out of Action they will only be rescued if the defending gang flees the battlefield regardless of which side of the battlefield they were located on when they were taken Out of Action.

VICTORY

The attacker wins if, at the end of the battle, all of their fighters held Captive were rescued. If no Captives were rescued, the defender wins. Otherwise the game ends in a draw.

REWARDS

If a captive was rescued then the captured fighter is returned to their gang.

EXPERIENCE

- > Each fighter that took part in the battle earns 1 XP.
- > If a Captive is rescued, they earn 1 XP.
- > If a fighter freed the captive they gain 1 XP.
- > If all of the Captives were rescued, the attacker's Leader earns 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

- > For each Captive that was rescued, the attacker gains 2 Reputation and the defender loses 1 Reputation.
- > If either gang bottled out, they lose 1 Reputation.

ZONE MORTALIS SCENARIOS

SCENARIO 1: TUNNEL RATS

Close combat in the confines of the hive tunnels.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules and consists of six Zone Mortalis Tiles

CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (10) method.

TACTICS CARDS

Each player may draw two Gang Tactics cards. If, during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

This scenario uses the standard rules for deployment.

OBJECTIVES

Each gang's aim is simple: take out as many of the enemy as possible! Each gang scores points for each opposing fighter that goes Out of Action. They score 3 points for a Leader, 2 points for a Champion and 1 point for any other fighter. If a gang bottles out they lose 3 points.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

VICTORY

The gang with the most points is victorious. If both gangs have the same number of points the game ends in a draw.

REWARDS

The gang that scored the most points receives 2D3X10 credits. The loser receives D3X5 credits. In the case of a draw, both gangs receive D3X10 credits.

EXPERIENCE

- > Each fighter that took part in the battle earns 1 XP.
- > Each fighter that took an enemy out of action gains an additional 1XP.
- > The Leader of the gang that scored the most points gains 1 XP (regardless of whether they took part in the battle or not). – in the case of a draw, neither Leader gets this bonus.

REPUTATION

- > The gang that scored the most points gains 2 Reputation.
- > Each gang gains 1 Reputation if this was their first battle against this opponent.
- > If either gang bottled out, they lose 1 Reputation.

SCENARIO 2: RAID

Raid a rival gang's warehouse.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules and consists of six Zone Mortalis Tiles with the following exception. No loot caskets may be placed on the battlefield.

CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (10) method.

TACTICS CARDS

Each player may draw two Gang Tactics cards. If, during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

The defender sets up five loot crates anywhere on the battlefield that is at least 4" away from the edge of the battlefield and any other loot crates. Without the attacker seeing, three are set up with the ammo side facing up, one will be set up with the blank side facing up, and one will be set up with the blank side facing up and a frag trap inside. All are set up with the lids on, keeping the contents secret until opened.

The players then roll off and the winner deploys their gang following the standard deployment rules.

OBJECTIVES

The attackers want to steal the Guilders' loot crates. The defender is determined to drive off the attacker empty handed.

SPECIAL RULE: LOOT CASKET

The defender cannot open any loot caskets, they will not be paid for any that are tampered with.

If the attacker opens a loot casket, do not roll to see what the contents are. Instead, remove the lid. If ammo is showing, this is an ammo casket/ If nothing is showing, the casket has no value. If it contains a frag trap, the trap is triggered immediately and the casket is removed from play.

TAKING FLIGHT

Any attacking fighter that is within 1" of an edge of the battlefield at the start of the End phase can escape if their controlling player wishes, even if they are Seriously Injured. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Bottle tests.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If one gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. If the attacker wins in this way, they earn rewards for the remaining loot caskets with no risk of detonating a frag trap. If the defender wins in this way, they gain rewards for unopened loot caskets at the end of the battle.

VICTORY

The attacker wins if, at the end of the battle, they have opened more loot caskets containing ammo than are left unopened on the battlefield. Otherwise, the defender wins.

REWARDS

The attacker gains 2D3X10 credits for each lot casket they open that contains ammo.

The defender gains 2D3X10 credits for each loot casket which contained ammo that was not opened

EXPERIENCE

- > Each fighter that took part in the battle earns 1 XP.
- > Fighters gain an additional 1 XP for each loot crate they opened.
- > The Leader of the victorious gang gains 1 XP (regardless of whether they took part in the battle or not)..

REPUTATION

- > The defender loses 1 Reputation and the attacker gains 1 Reputation for each loot casket which contained ammo the attacker opened.
- > Each gang gains 1 Reputation if this was their first battle against this opponent.
- > If either gang bottled out, they lose 1 Reputation.

SCENARIO 3: BLAST

Demolish another gang's tunnel system.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules and consists of six Zone Mortalis Tiles.

In addition once the battlefield has been set-up both players should agree on the centre point of the battlefield. A centre marker should be placed to mark the centre point. If the centre point is a pit, move the centre marker to the closest piece of flooring.

CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (10) method.

TACTICS CARDS

Each player may draw two Gang Tactics cards. If, during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

The defender deploys first. Both gangs follow the standard rules for deployment with the following exception. Neither gang may deploy fighters on the tile that contains the centre marker.

Additionally the attacker also places the bomb token in their deployment zone.

OBJECTIVES

The attackers are attempting to blow up the tunnel complex to cut off the enemy supplies. The defenders are trying to stop them.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

SPECIAL RULE: BOMB

The attackers have brought a large bomb with them to blow up the tunnel system. The bomb is represented by a token and can be moved in the same way as a loot casket.

SET BOMB (DOUBLE) - pick a bomb token within 1" of the fighter and make an intelligence check. If the check is passed the bomb token has been set. The bomb token can no longer be moved once it is set.

Once the bomb is set it will explode at the beginning of the end phase of the next round unless it is disarmed. (for example a bomb set in round 3 will explode in the end phase of round 4).

When the bomb explodes it creates a large blast which extends 5" from the centre of the bomb token. Any fighters caught in the blast suffer a Str 7, Damage 3 hit, -3 AP with the Concussion & Knockback traits. Impassable terrain such as walls does not stop the blast as it tears through the hive structure. Fighters behind a wall will still be struck by the blast if they are within 5".

DISARM BOMB (DOUBLE) - pick a bomb token within 1" of the fighter and make an intelligence check. If the check is passed the bomb is no longer set.

ENDING THE BATTLE

If the bomb explodes or either gang has no fighters left on the board at the end of any round, the battle ends immediately. If the defender flees the battlefield and the bomb is considered to have exploded at the centre marker.

VICTORY

If the bomb explodes within 3" of the centre marker the attacker is victorious. Otherwise, the defender wins.

REWARDS

The victorious gang receives 4D3X10 credits.

EXPERIENCE

- > Each fighter that took part in the battle earns 1 XP.
- > A fighter that sets the bomb earns 1XP.
- > A fighter that disarms the bomb earns 1XP.
- > The Leader of the victorious gang gains 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

- > The victorious gang gains 2 Reputation.
- > Each gang gains 1 Reputation if this was their first battle against this opponent.
- > If the attacker bottled out, they lose 1 Reputation.

INSURRECTION CAMPAIGN EVENTS

At the beginning of each cycle the Arbitrator may roll a Campaign Event on the Events Table using a D66. Each player in the campaign should then be informed of the result. The Arbitrator should keep track of the events that have occurred during the campaign as during the campaign each event can only occur once. If the event has already happened roll again on the table. For the first cycle of the campaign the Arbitrator should roll two event results and choose which one to implement.

<i>Bring Out Your Dead</i> 11.	<i>Fighting Pits</i> 21.	<i>Sump Stalker</i> 31.	<i>Celestial Whims</i> 41.	<i>Sludgy Surface</i> 51.	<i>Generatorium Malfunction</i> 61.
<i>Worker Flight</i> 12.	<i>Conscription</i> 22.	<i>Rat Swarm</i> 32.	<i>Eventful Happenings</i> 42.	<i>Howling Winds</i> 52.	<i>Static Discharge</i> 62.
<i>Supply Shortages</i> 13.	<i>Talent Scouts</i> 23.	<i>Spider Nests</i> 33.	<i>Fighting Spirit</i> 43.	<i>Choking Clouds</i> 53.	<i>Hiver's Foot</i> 63.
<i>Tithe</i> 14.	<i>Second Thoughts</i> 24.	<i>Carrion Bats</i> 34.	<i>High Anxiety</i> 44.	<i>Rad Zone</i> 54.	<i>Witch</i> 64.
<i>Trade Caravan</i> 15.	<i>Sisters of Mercy</i> 25.	<i>Unnatural Growth</i> 35.	<i>Portents of Doom</i> 45.	<i>Pea Souper</i> 55.	<i>Purge</i> 65.
<i>Blood Feud</i> 16.	<i>Imperium Holy Day</i> 26.	<i>Tentacle Horror</i> 36.	<i>Warp Rift</i> 46.	<i>Sea of Goo</i> 56.	<i>Hive Quake</i> 66.

ENVIRONMENTAL EFFECTS

The following Events are considered to be Environmental Effects for the purposes of wargear such as the Gutterferged Cloak and Necromunda Giant Rat:

- Static Discharge
- Rat Swarm
- Spider Nests

EVENTS TABLE

11. *Bring Out Your Dead*

Food shortages are rampant and the guild needs to step up starch production. For this cycle, gangs may sell their dead. Any fighter that is killed (either from a 66 result on the Lasting Injury table or failure to see or be saved by a Doc) can be sold. The gang receives D3X10 credits for each dead fighter sold in this way. Corpse Farm territory boons do not apply this cycle. If a gang already has a corpse farm they will receive a total 2D3X10 credits for each dead fighter. This represents the higher prices they are receiving for their wares.

12. *Worker Flight*

Due to the recent fighting several large factories have been closed and many scared workers have started to flee the area in droves. The local trade routes are clogged with refugees and local markets have been left abandoned. During this cycle, gangs may not visit the Trading Post. They may still visit the Black Market and buy items from their Equipment list as normal. In addition some of the braver workers have decided to stay and join the fight. This cycle each gang may add a single Ganger to their roster for half cost, rounding up to the nearest 5 credits.

13. *Supply Shortages*

The unrest is taking its toll on the local economy and many items are hard to come by. Roll 2D6 to determine a category of item: 2-3 Close Combat Weapons and Pistols, 4-5 Basic Weapons, 6-7 Special Weapons, 8-9 Heavy Weapons, 10 Grenades, 11 Armour and Field Armour, 12 Wargear and Status Items. For this cycle, all items in this category which are rarity 10+ or greater are unavailable. All other items in this category gain a Rarity of 10+ and may not be purchased from the gang's Equipment list. In addition, gangs selling items from this category can do so for double its listed cost. If a gang has a Factory Territory they will still receive 30 credits worth of equipment from their gangs Equipment list with no restrictions.

14. *Tithe*

A local Hive Baron demands their due, and compels their subjects to contribute to the coffers. At the start of the cycle each player rolls D3x10 – this is the tithe demanded by the Baron (gangs that can't meet the price may sell weapons and wargear to make up the shortfall). If a gang can't, or won't, pay the tithe they are 'marked' by the Baron for this cycle. Marked gangs cannot buy new weapons or wargear from the Trade Post. Marked law abiding gangs may not recruit new fighters or Hired Guns. Marked gangs may still access the Black Market and purchase equipment from their house list. A marked gang must also reduce its Reputation by -1. Any gang that pays the tithe receives a random gift as a token of appreciation for their contribution during this difficult time. Roll a D6 and consult the table below:

D6	Gift
1	Lho Sticks
2	Scrap Shield
3	Gutterforged Cloak
4	Respirator
5	Bottle of Second Best
6	Necromunda Giant Rat

15. Trade Caravan

Abdul Goldberg and his trade caravan have arrived in the underhive, bringing goods from manufactorums up-hive and even some off-world items. During this cycle, gangs add +1 to their roll when seeking rare equipment at the Trading Post or Black Market. In addition, items with a Rarity of 7 or less become common. Approaching the trade caravan is not without risk and if during the post battle sequence a player rolls a natural 2 for their Seek Rare Equipment roll they lose D3X10 creds from their stash. A player cannot lose more creds than they currently have.

16. Blood Feud

The unrest has exposed bitter personal rivalries between the House Barons who will do everything in their power to thwart their rivals. In their lust for revenge they will even employ the services of the most dubious of hive dwellers. Randomly divide the Houses and other Factions into two opposing sides. There should be an equal number of gangs on each side. For this cycle, gangs gain an additional 2 Reputation and 2D3x10 credits in battles where they defeat a gang from the opposing side.

21. Fighting Pits

The Slaver guild has arrived in town and are looking for participants in their pit fights. Each player may select a single Ganger, Juve or Champion to fight in the pits this cycle. This fighter will participate in a pit fight and must face a Scummer with a knife and club. Both participants both roll a D6 and add their Initiative. The highest attacks first in melee. No ranged weapons or pistols can be used. If the fighter wins they receive the fight purse of 4D3X10 creds. If they lose they are taken by the slaver guild and are removed from the gang roster along with their equipment.

22. Conscription

The Guilds are desperate for fresh guards and have sent out recruiting parties to hire (round up) the youth. For this cycle, gangs may not recruit new Juvies, and Settlement territories do not provide Juvies. Gangs may, if they wish, sell their Juvies to the recruiting party. Each Juve is worth double their hiring cost (discounting equipment and advances), less 5 credits for each permanent injury they have sustained. The equipment of any sold Juvies is added back to the gang's stash.

23. Talent Scouts

A group of talent scouts from the Noble Houses have arrived in the underhive to search for strong, attractive specimens worthy of serving the Nobles. Each player may select a single Ganger or Juve with no lasting injuries. The fighter then makes a strength check. If the check is successful the gang receives the fighters value plus D3X10 in credits. The fighter is then removed from the gang roster including their equipment.

24. Second Thoughts

Sometimes gang life is not all it's cracked up to be. After sustaining several injuries and witnessing the unspeakable horrors of the underhive a fighter will sometimes decide that enough is enough and call it quits. Getting out is not that easy however and a fighter will have to recruit a replacement before the gang leader will allow them to leave. Each player must select their Ganger or Juve (not including champions or the leader) who has the most Lasting Injuries (if there is a tie, they may choose). This fighter is then retired and removed from the gang. The player then gains a Juve to add to their gang. If the player has no fighters with Lasting Injuries, this event has no effect on their gang. The equipment of any retired fighter (not including bionics) is added back to the gang's stash as part of the agreement between the leader and the retiring fighter.

25. Sisters of Mercy

A wandering band of healers have travelled to the underhive to help the less fortunate hive citizens. Before this cycle ends each player may select a single fighter with a lasting injury to visit the sisters. The fighter will receive a single mundane bionic for free. If the fighter received a Lobo Chip or Cortex Cogitator roll a D6. On the roll of a 6 the fighter has been extremely lucky and has received an improved bionic!

26. Imperium Holy Day

There is a short break in the fighting for prayers to Our Lady of Necromunda St. Athaliah the Flame. For their piety worshippers are provided with extra starch. For this cycle, the extra starch grants everyone the benefits of a Slopper. If a gang already has a Slopper, any fighters in recovery will add +1 to their recovery check.

31. Sump Stalker

An abomination has crawled its way up from the sump and is feeding on the denizens of the underhive. For this cycle, all battles use the Horrors in the Dark special rule.

32. Rat Swarm

A vast hoard of rampaging rats has swarmed into the area eating up everything in sight, including gangers! All battles this cycle are affected by the Rat Swarm. At the beginning of the end phase, but before making any bottle checks, D3+1 randomly selected fighters on the battlefield are attacked by rats. Each attacked fighter must make a Strength check. If they fail, they become Prone and they must make a save roll or suffer a Flesh Wound. A fighter that becomes prone within ½" of a platform edge will also have to make an initiative check. If they fail this check they will fall.

33. Spider Nests

Many types of spiders reside in the underhive, some are large enough to eat a man whole while others are smaller than a lho stick. Large nests of smaller spiders can be deadly if disturbed, gangers are well advised to keep their distance. All battles this cycle are affected by Spider Nests. After the battlefield has been set-up, players add D3+1 Spiders Nests to the battlefield. Spider Nests must be placed at least 6" away from each other and may not be placed within 8" of a table edge in Mechanicus or 4" in Mortalis. If a fighter begins its activation within 3" or moves within 3" of a Spider Nest make an initiative check. If the check is failed the fighter is swarmed by nasty little spiders and becomes pinned. If the fighter was already pinned they suffer a flesh wound. Unfortunately armor is no defense against the spiders as they crawl all over the defenseless fighters body.

34. Carrion Bats

The stench of death is strong, throughout the hive swarms of Carrion Bats take flight in search of their next meal. All battles this cycle are affected by the Carrion Bats. After both crews have deployed but before the first fighter activates, place D3+1 carrion bats on the battlefield. Players take turns placing these, starting with the player who has Priority. Carrion Bats must be placed at least 6" from each other and 12" from a deployed fighter. They also may not be placed in either players' deployment area. During the priority phase each Carrion Bat will receive a ready marker. During their turn a player can choose to activate a Carrion Bat instead of their own fighter. When the bat activates roll a D6. On a 1-2 the opposing player controls the bat for the activation. On a 3-6 the activating player controls the bat. If a bat is engaged with another fighter it must perform a fight action as its first action.

Carrion Bat

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
8	4+	0	2	2	1	3+	1	10+	8+	10+	9+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Nasty Bite	-	E	-	-	2	-	1	-	Melee

Flight: A Carrion Bat ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls, and may not end its movement with its base overlapping an obstacle or another fighters base.

Small Target: Carrion Bats are quick, making them difficult to target in the perpetual gloom of the underhive. Ranged attacks against Carrion Bats are at -1 to hit. In addition, a Carrion Bat is never a potential target when working out the effects of a Stray Shots.

Flutter: The heightened senses of the Carrion Bat enables it to dodge and evade all but the most unexpected of attacks. This grants the Carrion Bat a 5+ save roll, which cannot be modified by Armour Piercing.

Additionally, a Carrion Bat may avoid being caught by a Blast marker or Flame template. If a Carrion Bat is caught under a Blast marker or Flame template, the attacker should roll a D6. On a 4-6, the Carrion Bat is hit by the attack. On a 1-3, the Carrion Bat is able to fly clear of the area of the attack. Leave the model where it is and assume that it has fluttered around to avoid the attack and returned to where it was.

Plague: Carrion Bats carry the plague and there is a chance they will infect their prey. If a Carrion Bat takes an enemy Out of Action roll a D6 after the injury roll has been made. On a roll of a 6 the fighter has contracted the plague and dies a horrible death. Remove the fighter from the gang roster along with their equipment. (Nobody else would dare use it). Fighters who die in this way cannot be sold to a Corpse Farm.

35. *Unnatural Growth*

Strange plants have been growing all over the hive and nobody knows why. Most are harmless and make for a tasty salad however some can be quite dangerous. All battles this cycle are affected by Unnatural Growth. After the battlefield has been set-up (Step 4 of the Pre-Battle Sequence), players take turns to add D3+1 carnivorous plants to the battlefield. Roll a D6 to determine the type of plant:

D6	Plant Type
1-2	Barbed Venomgorse
3-4	Grapple Weed
5-6	Shardwrack Spines

36. *Tentacle Horror*

A humongous tentacle fiend lives beneath this dome. Its tentacles slither through ducts and tunnels searching for unfortunates who stray too close. Its insatiable hunger cannot be satisfied. All battles this cycle are affected by the Tentacle Horror. After both crews have deployed but before the first fighter activates, add three Beast's Lair markers to the battlefield. Players take turns placing these, starting with the player who has Priority. Beast's Lair markers must be placed at least 12" from each other or a deployed fighter, and may not be placed in either players' deployment area.

41. *Celestial Whims*

Forces beyond the comprehension of man stir in the underhive, not even Lord Helmawr himself knows their intent. Generate two results from this table and apply the results of both to this campaign cycle.

42. *Eventful Happenings*

The hive feels more alive and filled with energy, as if some energising psychic force is moving throughout the domes. For the duration of the cycle, each gang receives 1 additional random tactics card at the start of each game.

43. *Fighting Spirit*

The fighting has been particularly fierce recently and everyone is determined to win. This has hardened the gangs resolve and they are now determined to show their prowess in the face of the enemy. For the duration of the cycle, each fighter who participates in a battle will receive a +1 XP bonus. Each fighter can only receive this bonus once during the cycle.

44. *High Anxiety*

The situation in the hive is volatile and tensions are high. Gangers are anxious about what happens next, maybe their number will finally be up. It feels like something bad is about to happen but nobody knows what. For the duration of the cycle, all fighters suffer a -2 penalty to any Nerve tests they are required to take.

45. Portents of Doom

The end is nigh, or at least it feels that way. There is a sense that the hive is about to collapse in on itself and all within are doomed. On the plus side local shrines report record attendance. For the duration of the cycle, all Bottle checks suffer a +1 penalty to the dice roll. In addition if a gang bottles and still has fighters remaining on the board at the end of the game, each of these fighters receive +1 XP for their exceptional personal bravery.

46. Warp Rift

Dark energies linger in the hive, causing fighters to hear voices and have sudden violent urges. It's as if something from another world is beckoning to them. For the duration of the cycle, when a fighter fails a Willpower check or a Nerve check, they gain an Insanity marker and become subject to Insanity in addition to any other effects for failing the check.

51. Sludgy Surface

A large downpour of sludge from an old gunk tank above has coated the underhive in a thick coat of slime making movement difficult. For the duration of this cycle, fighters who make 2 movement actions during their activation must make an initiative check. If they fail they are pinned at the end of their last movement action. In addition to this any fighter who wishes to climb without using a ladder or stairs must first make an initiative check. If they fail they are unable to climb and the move action ends. If they were trying to climb down and fail the initiative check the fighter falls.

52. Howling Winds

A bad smell has been plaguing the hive city recently and the dome administrators have increased the power to the ventilation fans in an attempt to blow it away. Unfortunately the smell has been vented down-wards to the underhive and to make matters worse the fans have created a powerful wind which howls throughout the domes. For the duration of this cycle, shots taken at Long range suffer a -1 to hit in addition to any other modifiers, and Blast markers will always scatter even if a hit is scored. Hits from weapons with the Gas or Smoke traits have no effect on a roll of 4+. Roll after firing but before working out their effects. Fighters who go Prone within 1/2" of the edge of a platform suffer a -1 penalty to Initiative checks to see if they fall.

53. Choking Clouds

Toxic clouds have drifted in from the sump engulfing everything in the dome and covering fighters with a thick layer of dust. For the duration of this cycle, fighters have reduced visibility and Shooting attacks made at Short range are at -1 to hit, while shooting attacks at Long range are at -2 to hit. Blast markers will always scatter even if a hit is scored.

54. Rad Zone

The rad counters are going wild due to a massive spike in radiation. The source remains unknown. Authorities have reassured the panicked hivers that everything is fine but a prominent local vox-caster host is convinced they are putting chemicals in the water to mutate the sumpkrocs. For the duration of this cycle, weapons with the Rad-Phage trait will automatically cause an additional flesh wound. In addition any fighter not equipped with either a Hazard Suit or an Armoured Bodyglove suffers a -1 penalty to their Strength due to radiation sickness.

55. Pea Souper

Large billowing clouds of thick yellowy-green fog float through the underhive. Not even photo-googlees or infra sights can see through the dense fog. For the duration of this cycle, vision range is reduced to 12".

56. Sea of Goo

There has been a vast downpour of waste from the hive city while several drains have been clogged with refuse. The waste has nowhere to go and has filled up the surrounding domes creating a thick waist high sea of goo. For the duration of this cycle the entire ground level of the battlefield is covered in goo. In a Zone Mortalis game the entire battlefield will be covered in goo. The goo counts as difficult terrain for the purposes of movement. At the beginning of the end phase fighters that are seriously injured in the goo must make a strength check. If they fail they are taken out of action. Pinned and seriously injured fighters in the goo are hidden and cannot be affected by templates or stray shots. If a pinned fighter is in the goo their next action must be spent to stand up. Fighters in the goo who are prone or seriously injured are no longer subject to the blaze condition if they were on fire. A falling fighter does not take any damage if they land in the goo. Blast templates that land at any point on the ground level have no effect. If a blast weapon targets a fighter standing on the ground level and hits the target workout blast damage as normal although pinned and down fighters will still not be affected.

61. Generatorium Malfunction

The local generatorium is malfunctioning and the surrounding domes are experiencing intermittent black-outs. When playing a scenario during this cycle, the players should roll a D6 at the start of each game round. On a roll of 5 or 6, the generatorium has failed and the battlefield is plunged into darkness. Use the Pitch Black rules. After the lights have gone out, roll at the start of the subsequent round – on a 4+, the lights come back on – though they may still go out again in following rounds as detailed above.

62. Static Discharge

The power grid of the underhive is vast and complex, lightning conductors on the exterior of the hive capture bolts of energy and feed the ever hungry hive machines. Unfortunately the power grid has started to fail in this part of the hive, releasing large amounts of static electricity. For the duration of this cycle, if a fighter fires a weapon that has the Unstable trait, it automatically overloads if the Ammo symbol is rolled on the Firepower dice. At the beginning of the end phase, but before making any bottle checks, D3+1 randomly selected fighters on the battlefield are electrocuted. These fighters suffer a Strength 1 Damage 1 hit. Any other fighters in base contact with an electrocuted fighter also suffer a Strength 1 Damage 1 hit. Furthermore in a battle using the Pitch Black rules, any fighter who moves during their activation gains a Revealed marker as they are bathed in a blue static glow.

63. Hiver's Foot

An outbreak of Hiver's Foot spreads uncontrolled throughout the hive, filling infirmaries and causing general pandemonium. During this cycle, Settlement, Booze Den, Shrine and Trade Stall territories provide no income or any other benefits. In addition, each player should randomly select D3 of their fighters and then roll D6 for each of them. If they roll equal or less than the fighters Toughness, then they have fought off the disease. If they roll higher (or roll a 6), then the fighter cannot be used for this cycle, as they recover from Hiver's Foot.

64. Witch

A mysterious Witch camps nearby in a remote dome. Those brave enough may approach but beware, only those willing to pay the price will be granted an audience. During this cycle any Champion or Leader may attempt to approach the Witch. To approach the Witch make a Cool check for the fighter, if the check fails the fighter is too scared to approach and flees. If the check passes the fighter may approach the Witch and pay the price. In order to pay the price one Juve must be removed from the gang roster. Their equipment can be put into the stash as the Witch has no use for it. In return the Witch grants the fighter a random psychic power for the duration of this cycle. If the fighter is unable or unwilling to pay the price they do not receive any power and must make a lasting injury roll. The fighter cannot be taken to the doc if they roll a 61-65.

D6 Power

- 1 **Telekinesis – Assail (Basic):** Immediately make a ranged attack against an enemy fighter or an obstacle within 12" and line of sight. If hit, move the target D3" in any direction.
- 2 **Pyromancy – Flame Blast (Basic):** Continuous Effect: For as long as this Wyrd Power is maintained, one ranged weapon carried by this fighter gains the Blaze Trait.
- 3 **Chronomancy – Freeze Time (Double):** All fighters, friend and foe, within 12", may only take a single action when activated for the remainder of this round.
- 4 **Technomancy – Weapon Jinx (Simple):** Choose an enemy fighter within 18" of this fighter. The enemy fighter must immediately make an Ammo check for one of their weapons, chosen by this fighter
- 5 **Telepathy – Terrify (Double):** Choose an enemy fighter within 18" of this fighter. The enemy fighter must make a Nerve test with -3 to the roll or become subject to the Broken condition.
- 6 **Biomancy – Quickening (Basic):** Continuous Effect: For as long as this Wyrd Power is maintained, increase this fighters M by 3 and their WS, BS and I by 1 (to a maximum of 2+)

65. Purge

Terrible monstrosities are running amok in the hive prompting local authorities to issue a decree that the hive must be cleansed of these abominations. All battles this cycle are affected by the Purge. After both crews have deployed but before the first fighter activates, place D3+1 Mutants on the battlefield. Players take turns placing these, starting with the player who has Priority. Mutants must be placed at least 6" from each other and 12" from a deployed fighter. They also may not be placed in either players' deployment area. During the priority phase each Mutant will receive a ready marker. During their turn a player can choose to activate a Mutant instead of their own fighter. When the Mutant activates, roll a D6. On a 1-2 the opposing player controls the Mutant for the activation. On a 3-6 the activating player controls the Mutant. If a Mutant is engaged with another fighter it must perform a fight action as its first action. At the end of the battle law abiding gangs may claim a bounty of D3X10 credits for each Mutant they took Out of Action.

Mutant

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6	3+	5+	4	4	2	4+	2	8+	7+	8+	8+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Claws	-	E	-	-	4	-	1	-	Melee

66. Hive Quake

A powerful quake rattles the domes and causes large scale destruction. At the start of this cycle all players must roll a D6 for each of their territories – on a 6, the territory has been destroyed and becomes ruins. The arbitrator also rolls a D6 for each neutral territory. On a 6, the territory is destroyed and is removed from the campaign. A gang's starting settlement cannot be destroyed as any damage is quickly repaired. Noting that the damage happens before any income or benefits are received from the territories. In addition to the damage the quake will also cause further complications:

The constant shaking has caused the domes to shift, spewing forth gas, dust, slime and all sorts of other nastiness. Roll another D6 this is the second dice of a D66 roll, the first is automatically a 5. Apply the appropriate result from the campaign event table.

The rumbling has also disturbed some of the other inhabitants of the hive. Roll another D6 this is the second dice of a D66 roll, the first is automatically a 3. Apply the appropriate result from the campaign event table.

FORGE THE NARRATIVE

An Arbitrator can if they wish increase the number of campaign events each cycle. This can add much more flavour and danger to the campaign. One method of doing this is to roll 3 events each cycle and then choosing 2 of the events to implement. This gives the Arbitrator some control over the story of the hive and allows for more interesting event pairings. It is recommended that the Arbitrator adds additional story to the campaign events in order to breathe life into their creation.

EARLY DAYS

When beginning a campaign it may be desirable to avoid some of the more unusual campaign events to allow players to adjust to the format and new scenarios. For the first cycle of a campaign instead of rolling a D66 on the event table the Arbitrator may roll a D63 (D6 & D3). This should result in somewhat milder events for the first cycle.

NOTES:

The Insurrection Campaign is designed to provide a bit more balance to the average fight and to adjust the economics of the game so that less active gangs have more of a chance against their more powerful opponents. The events should give a sense of a shared story as all gangs will be affected by each event in the cycle. The campaign is not designed to be played with House Favours, Sub-Plots or Intrigues however these could be added if the Arbitrator wishes. The Arbitrator will also have to decide if they wish to allow Allies as this can also significantly affect game balance. It is also recommended that the Arbitrator decides on house rules to build tactics card decks prior to the campaign.

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