

THE BALANCE OF POWER CAMPAIGN



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HOW THE CAMPAIGN WORKS

The Balance of Power Campaign is based around gangs fighting battles for the control of Territory and Rackets, collectively known as Assets. Most games in the campaign are fought for the control of an Asset, with the winner either gaining it, or holding onto what they already have.

Territories are features of the underhive that are worth something to the gangs, be that a set of old ruins that provide building materials, or a safe haven, or a tech bazaar selling all manner of STC technology.

Rackets are enterprises in the hive that give a gang power, wealth, and prestige. These may vary from a smuggling operation bringing outhive goods, a rogue psyker cabal, or the enforcement of Helmawr's laws in that part of the hive - after all, the law on Necromunda is just another racket.

Possession of a Territory or Racket grants a gang that holds it a benefit – called a Boon. Boons vary from income, to a special rule that can be used in battle, to equipment, or even recruits for their gang. There are a fixed number of Assets in the Balance of Power Campaign, based on the number of players.

The Balance of Power Campaign ends after a fixed period of time, and at that point gangs are awarded Triumphs based on how many battles they have fought, how much Territory and Rackets they have claimed, how wealthy they are, their Reputation, how many enemies they have taken down, and how many Leaders of different alignments they have taken Out of Action.

THE GANGS

Each player in the Balance of Power Campaign needs to have a gang. The following amendments will allow non-House gangs to participate, some will count as a particular House gang for Territory Boons:

- Chaos Cult gangs are treated as Cawdor gangs.
- Genestealer Cults are treated as Orlock gangs.
- Corpse Grinders are not treated as any House gang.
- Venators do not count as House gangs unless their Leader has a House Legacy, in which case they count as that gang.
- Venators cannot use their special rules detailed under "Captured Fighters" in their rules. Instead, they claim bounties as described on page 23 if they are Law Abiding.
- Venator gangs gain D3 Reputation each time they sell a member of an Outlaw gang to the Guilders.
- Enforcers follow the rules herein for dealing with the control of Rackets. Enforcer Territories are handled just like in a Dominion Campaign as detailed in their rules. Precinct Raids will only occur if a Territory is challenged, not a Racket.
- Enforcers begin the campaign with their Precinct Territory and 1 Racket selected from their draw (see Distribute Starting Assets on page 5).

THE RULE OF LAW AND THE PATH OF THE OUTLAW

At the start of The Balance of Power Campaign, each gang must declare their alignment. This can be Law Abiding or Outlaw. Each gang has their choice marked next to the Reputation on their gang roster sheet. The alignment of a gang can change over the course of the campaign as a consequence of actions and choices made by the player of the gang. Some gangs have no choice over their alignment, and some may be unable to change alignment. The table on the following page details the alignment of the different gangs and how they may change.

EFFECTS OF BEING A LAW ABIDING GANG

Law Abiding gangs gain the following effects:

- Law Abiding gangs can Claim Bounties on Captives taken from Outlaw gangs, as described on page 23, once their owner’s gang has had a chance to rescue them.
- Law Abiding gangs may trade Captives with other Law Abiding gangs, but may not trade Captives back to Outlaw gangs.
- Law Abiding gangs can hire any Hangers-On, Brutes, Hired Guns and Dramatis Personae that do not have the Outlaw special rule.
- Fighters in a Law Abiding gang do not have bounties on their heads.
- Law Abiding gangs have restricted access to the Black Market in the post-battle sequence, though they may freely visit the Trading Post.
- Law Abiding gangs may form Guild or Noble Alliances.

EFFECTS OF BEING AN OUTLAW GANG

Outlaw gangs gain the following effects:

- 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 trade captives with any other gang as they wish.
- Outlaw gangs may hire normal and Outlaw Hangers-on, Brutes, Hired Guns and Dramatis Personae, but no Bounty Hunters.
- All fighters in an Outlaw gang have a bounty on their head (see page 23).
- Outlaw gangs have restricted access to the Trading Post in the post-battle sequence, though they may freely visit the Black Market.
- Outlaw gangs may form Criminal or Noble Alliances.
- Hired Guns, Hangers-on and Brutes hired by an Outlaw gang automatically gain the Outlaw special rule (see below).
- Outlaw gangs may not hire any Dramatis Personae that do not have the Outlaw special rule.

Gang Type	Starting Alignment	Switched Alignment
House Gangs & Genestealer Cults	Law Abiding or Outlaw	Opposite of Starting
Chaos Helots & Corpse Grinders	Outlaw	N/A
Venator Bands	Law Abiding	Outlaw
Enforcers	Law Abiding	N/A

SPECIAL RULE: OUTLAW

A fighter with the Outlaw special rule can only be recruited and fielded as part of an Outlaw gang. This includes all kinds of fighters, including Hired Guns, Dramatis Personae and Brutes.

OUTLAW HOUSE GANGS

When a House Gang becomes an Outlaw gang, they lose their connections with their House. They cannot purchase House-specific Brutes and Exotic Beasts (they keep those they already own), hire House only Dramatis Personae, or call on House Favors. They must use Outlaw Favors (Book of Ruin, page 108).

CHANGING ALIGNMENT

There are two ways a gang can change alignment:

1. **Forced:** A gang can be forced to change alignment because they claim an Intrigue from a category that does not match their alignment, or by using illegal equipment (see Intrigues on page 23).
2. **Declared:** Once during the course of The Balance of Power Campaign, a gang can declare that it is changing alignment between games by simply declaring to the Arbitrator that they are doing so (see Changing Alignment on page 23).

When a gang changes alignment, it will lose any Hangers-on (but not Brutes) it had previously hired. Such low-level flunkies will often be unwilling to follow their previously Law Abiding employers into the life of an outlaw, or may be unable to secure a pardon and find themselves unpopular reminders of an Outlaw past within the gang’s hideout. Additionally, should a gang that has made any Alliances change alignment, it must immediately test the Alliance adding 3 to the dice roll.

ASSETS

Each Territory is a feature of key interest in the localised area of the hive within which the gangs are fighting. Each Racket is an endeavour in the hive that yields the gang running it power, wealth and a host of other benefits. At the start of The Balance of Power Campaign, gangs control a small number of these Assets. Gangs gain control of further Assets by forcefully taking them from their enemies in battle, and hold onto what they control by winning battles. Each Asset also grants the gang that controls it one or more benefits, called Boons.

INTRIGUES

Before each battle players will draw Intrigues. A player can choose to fulfill them during the battle. Each Intrigue represents an opportunity that will give the gang great rewards if they claim it. Intrigues fall into two categories: Law Abiding or Outlaw, but can be claimed by any gang regardless of alignment. However, if a gang claims an Intrigue from a category that does not match their alignment, there is a risk that the gang may be forced to change alignment.

WINNING

Rather than a single winner, there are many Triumphs that a gang can achieve in The Balance of Power Campaign. At the end of the campaign the Arbitrator totals up each gang's total enemy fighters taken Out of action, number of enemy Leaders from a different alignment taken Out of Action, final Wealth, number of battles fought, final Reputation, and the number of Territories and Rackets controlled. They then do a final grand calculation for which side, Law Abiding or Outlaws has tipped the scales of balance in this part of the hive.

SETTING UP THE CAMPAIGN

To set up the Balance of Power Campaign, the Arbitrator must set start and end dates, make sure all of the players have founded their gang, and determine the Territories and Rackets that the gangs will be fighting over.

NUMBER OF GANGS

The campaign is ideally suited to between six and ten gangs, but can work for as few as 3 gangs.

SET START AND END DATES

A campaign is divided into six campaign weeks split into two phases: the Expansion phase and the Takeover phase. A single campaign week of Downtime falls between the Expansion and Takeover phases, meaning that the campaign will last a total of seven campaign weeks. The first step in setting up the campaign is for the Arbitrator to determine the start date.

DESIGNER'S NOTE – CAMPAIGN WEEKS

It is worth noting that, although the text talks about 'Campaign Weeks', we don't strictly mean one calendar week of seven days! Real life can interfere and time to play games can be scarce. There is nothing wrong with a Campaign Week lasting two or three weeks if the Arbitrator and the players wish. So long as everyone taking part knows what is meant by the term 'Campaign Week', all should be well.

DETERMINE THE ASSETS

The number of Assets used in a Campaign depends on the number of players committed to the campaign – see the following table:

Players	Territories Generated	Rackets Generated
3	6	6
4	8	8
5	10	10
6	12	12
7	14	14
8	16	16
9	18	18
10	20	20

LATECOMERS TO A CAMPAIGN

If a gang joins after the campaign has begun; generate the required additional Assets, allow them to draw starting assets from these additional ones (see page 4). Add the remainders to the pool of available Assets if it is the Expansion phase, or discard them if it is the Takeover phase.

MAKING AN ASSET DECKS

Use a deck of playing cards with the Jokers removed to determine the Assets for a campaign. Each card corresponds to a Territory or Racket, as indicated on the table on page 6.

Separate the Diamonds and Spades from the deck to generate the Territories which will be available. Set the Hearts and Clubs aside for later. Territories are generated with the following method:

1. For each House represented by a player's gang (including non-House gangs that count as certain Houses), take the cards for those Territories that offer enhanced Boons to gangs of that House and make a deck of them.
2. Draw one Territory from each of these House decks and put them aside until step 5 (note: one card is drawn, no matter how many gangs there are from an individual House).
3. Take all of the remaining cards, add the cards not drawn during step 2 back in, shuffle them together and draw a number of Territories up to the number of Territories required for the campaign.
4. All remaining Territories are not used in the campaign.
5. All of the selected Territories are revealed to all of the players.

The Hearts and Clubs set aside earlier are used to generate the Rackets which will be available. Rackets are generated with the following method:

1. Draw a number of Rackets up to the number of Rackets required for the campaign.
2. All non-selected Rackets are discarded.
3. All of the selected Rackets are revealed to all of the players.
- 4.

Shuffle the Territory Assets and Racket Assets into two separate decks.

DISTRIBUTE STARTING ASSETS

At the start of the Balance of Power Campaign, each participating player will need to determine what their gang controls. To do this, the Arbitrator shuffles the Asset decks generated for the campaign:

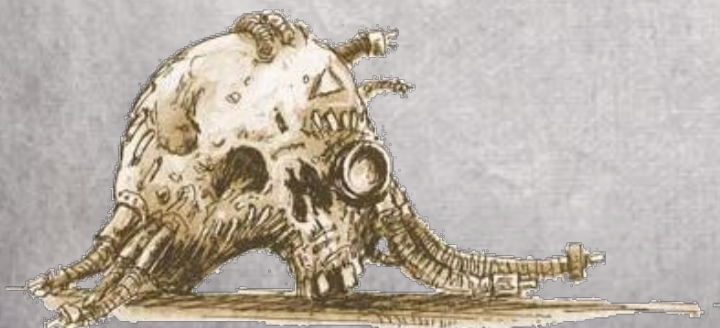
1. Remove the 8, 9, 10, Jack, and Queen of Diamonds from the Racket deck (Guild Bonds).
2. Each player draws 1 Territory and 1 Racket.
3. If players draw any Territories or Rackets which offer them enhanced boons that they qualify for, or that can generate more than 60 credits of income at once, those cards must be discarded and redrawn until this is no longer the case.
4. Players choose 1 of their two cards to keep, the other is discarded.
5. Each player then receives a Hideout Territory, or Precinct in the case of Enforcers, to add to their kept Asset card. These are the two Assets they control at the start of the campaign.
6. All remaining cards are kept by the Arbitrator and come into play as a pool of unclaimed Assets, to be fought over during the Expansion phase. Once the Expansion Phase is completed, any unclaimed Assets are removed from the campaign.

SUGGESTED SCENARIOS

If the Scenario Table (see page 16) allows a player to select the scenario for a battle, and that player would like help narrowing the options down, some suggested scenarios are noted for certain Assets in the list overleaf.

USING BADZONE ENVIRONMENTS, EVENTS, AND UNDERHIVE PERILS

Badzone Environments & Events from The Book of Peril or Underhive Perils from Badzone Delta-7 can add some great flavour to battles fought over Assets in a Balance of Power Campaign. If the players wish, and if suitable terrain or Zone Mortalis tiles are available, then battles fought over the control of particular Assets may use one or more of the recommended optional rules in the list below.



CARD	ASSET	SUGGESTED SCENARIOS & OPTIONAL RULES
Ace of Diamonds	Refuse Drift	Forgotten Riches or Escape the Badzone, Waste Compactor terrain
2 of Diamonds	Corpse Farm	Fighter Down or Border Dispute, start with "Brainleaf" Outbreak event in play
3 of Diamonds	Bone Shrine	Border Dispute or Ambush, Holy Imperialis terrain
4 of Diamonds	Drinking Hole	Shoot-out or Gang Moot
5 of Diamonds	Gambling Den	Downtown Dust Up or Shoot-out
6 of Diamonds	Needle Ways	The Trap or Tunnel Skirmish, start with Shutdown event in play, Ventilation Tunnel and Unlit Corridors terrain
7 of Diamonds	Synth Still	Manufactorum Raid, Sludge Farm terrain
8 of Diamonds	Stinger Mould Sprawl	Dome Jungle or Unstable Dome, start with Spore Clouds event in play, Fungus Sprawl terrain
9 of Diamonds	Narco Den	The Marauders or Border Dispute
10 of Diamonds	Slag Furnace	Manufactorum Raid, Furnace Floor terrain
Jack of Diamonds	Gene Conditioning Gym	Border Dispute or Downtown Dust Up, Sludge Farm terrain
Queen of Diamonds	Smelting Works	Manufactorem Raid, Smokestack terrain
King of Diamonds	Mine Workings	Tunnel Skirmish, Industrial Terrain, Cranes, and Servo Hauler terrain
Ace of Spades	Tunnels	The Trap or Tunnel Skirmish, start with Shutdown event in play, Ventilation Tunnel terrain
2 of Spades	Toll Crossing	Toll Bridge, Stygian Abyss or Sludge Sea Environment
3 of Spades	Tech Bazaar	Downtown Dust Up or Shoot-out
4 of Spades	Generatorium	Ancient Manufactorum, Unstable Generatorium, Promethium Cache, and Promethium Pipe terrain
5 of Spades	Archaeotech Device	Escape The Pit, Archeotech Device, Collapsed Sections, and Unlit Corridor terrain
6 of Spades	Old Ruins	Forgotten Riches, Badzone Environments and Events
7 of Spades	Settlement	Downtown Dust Up, Shootout
8 of Spades	Rogue Doc Shop	Border Dispute, Medicae Station terrain
9 of Spades	Promethium Cache	Promethium Pipes, Barrels, and Promethium Cache terrain
10 of Spades	Wastes	Badzone Environments and Events
Jack of Spades	Sludge Sea	Sludge Sea Environment, Badzone Events, Sludge Farm, Flooded Passage, or Sewage Channel terrain

CARD	ASSET	SUGGESTED SCENARIOS & OPTIONAL RULES
Queen of Spades	Workshop	Manufactorum Raid
King of Spades	Collapsed Dome	Unstable Dome Environment, Collapsed Sections, Unlit Corridors, Flooded Passage terrain
Ace of Hearts	Narco-Distribution	Downtown Dust Up or Shoot-out
2 of Hearts	Out-Hive Smuggling	Caravan Heist, Badzone Environments and Events
3 of Hearts	Ghast Prospecting	Ghast Harvest, Badzone Environments and Events
4 of Hearts	The Cold Trade	Caravan Heist, Badzone Environments and Events
5 of Hearts	Life Coin Exchange	The Hit or The Looters
6 of Hearts	Xenos Beast Trafficking	The Trap, start with Shutdown event in play, Xenos Nesting Chamber terrain
7 of Hearts	Whisper Brokers	Ambush or The Hit
8 of Hearts	Corpse Guild Bond	Escort Mission
9 of Hearts	Slave Guild Bond	Escort Mission
10 of Hearts	Promethium Guild Bond	Escort Mission
Jack of Hearts	Guild of Coin Bond	Escort Mission
Queen of Hearts	Water Guild Bond	Escort Mission
King of Hearts	Archeotech Auctioning	Downtown Dust Up, Munitorum Crates terrain
Ace of Clubs	Witch Seeking	Escort Mission, Badzone Environments and Events
2 of Clubs	Redemptionist Backers	Promethium Cache, Pipes and Barrels terrain
3 of Clubs	Proxies of the Ommissiah	Forgotten Riches, Ancient Manufactorum terrain.
4 of Clubs	Rogue Factoria Distribution	Manufactorum Raid or Smash and Grab
5 of Clubs	Blood Pits	Border Dispute, The Hit
6 of Clubs	Spire Patronage	Smash & Grab or Escort Mission
7 of Clubs	Bullet Cutting	Manufactorem Raid, Munitorum Crates terrain
8 of Clubs	Settlement Protection	Downtown Dust Up or Shoot-out
9 of Clubs	Caravan Route Control	Caravan Heist or Smash & Grab
10 of Clubs	Wyrd Trade	Child Prodigy or Ghast Harvest
Jack of Clubs	Production Skimming	Downtown Dust Up or Manufactorem Raid
Queen of Clubs	The Resurrection Game	Fighter Down, Warp-Tainted environment
King of Clubs	Peddlers of Forbidden Lore	Murder Cyborg, Warp-Tainted environment, Cult Ritual Chamber terrain.

FOUNDING GANGS

Before the Balance of Power Campaign begins, each player must found a gang. Each gang has a starting budget of 1,000 credits, and must be created using the rules found on page 42 of the Necromunda Rulebook. Splinter Gangs are encouraged for returning players, who may use Triumph rewards earned in previous campaigns.

GANG ATTRIBUTES

In a Balance of Power Campaign, gangs have a number of attributes, which are tracked on their roster. These attributes, and their starting values, are explained as follows:

GANG RATING

The Gang Rating is an indicator of how powerful the gang is – the proficiency of its fighters, how well equipped it is, and so on. The Gang Rating is the total cost of all of the fighters in the gang, including the cost of a fighter's most expensive weapon set.

WEALTH

In a Balance of Power Campaign, gangs also have a Wealth value – this is equal to the total cost of all of the fighters in the gang, plus the value of any credits or equipment they have in their Stash.

REPUTATION

Reputation is the measure of a gang's standing and power in their territory. It is separate from Gang Rating, which is a measure of the gang's size and resources; a small gang can build up quite an impressive reputation. A gang's Reputation starts at 1, and cannot drop below 1.

Reputation Keyword: All gangs have a keyword attached to their reputation to indicate their alignment: Law Abiding or Outlaw. For example a gang's Reputation might be (Law Abiding) 9, and another gang's Reputation might be (Outlaw) 2.

CREW RATING

Crew rating is a temporary measure of a gang's power at the start of a particular battle. It is the total cost of all of the fighters in the starting crew, including any hired guns and Alliance representatives. Alliance Representatives have a nominal rating of 400 credits

In total, which they add to the Crew Rating. After a battle there is no need to record Crew Rating, it is used for Tactics Cards and Underdog benefits for a single battle only.

FIGHTER CAMPAIGN ATTRIBUTES

In a Balance of Power Campaign, each fighter in a gang has a number of attributes that are tracked in their entry on the gang's roster:

EXPERIENCE (XP)

Fighters can spend Experience in order to purchase Advancements – when they do so, the Experience total is reduced accordingly.

ADVANCEMENTS

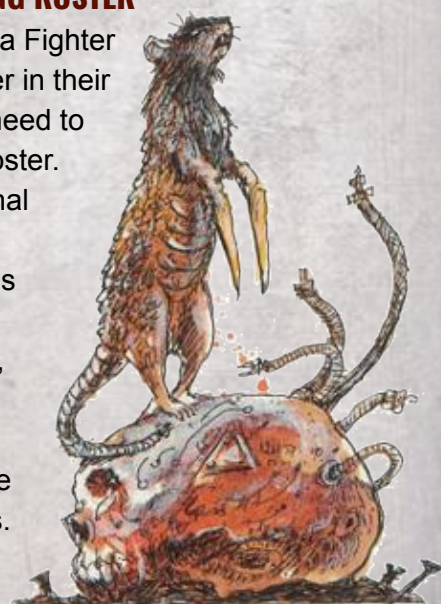
Juves may become Champions in the course of a campaign if they accrue 5 Advancements. Leaders and Champions start with one Advancement (a skill), which should be noted on the gang roster.

LASTING INJURIES, IN RECOVERY, AND CAPTURED BY

When a fighter goes Out of Action, there is a chance that they will suffer a Lasting Injury. Many of these will cause them to go Into Recovery and miss the next battle. When this is the case, their In Recovery box is ticked. Similarly, fighters might be Captured by an enemy gang – while this is the case, a note is made in the Lasting Injury/Captured By box of the name of the gang that has Captured them. If a fighter suffers a debilitating Lasting Injury it is recorded as well, it may be healed later with bionics.

COMPLETING A GANG ROSTER

As well as filling in a Fighter card for each fighter in their gang, players will need to complete a gang roster. This tracks additional Campaign related information, such as Assets held, Gang Rating, Reputation, Wealth and so on, as well as each fighter's Experience and Advancements.



RUNNING THE CAMPAIGN

The Balance of Power Campaign is divided into three phases:

1. **Expansion phase** – Three campaign weeks.
2. **Downtime** – One campaign week, or a period of time determined by the Arbitrator.
3. **Takeover phase** – Three campaign weeks.

The Arbitrator may wish to make the phases longer, this should be done before the campaign begins.

ISSUING AND ACCEPTING CHALLENGES

Battles are fought on a challenge basis:

- During each campaign week, each player may issue one challenge to another gang to battle over control of a stake, a Territory or Racket nominated by the challenger:
 - During the Expansion phase, the challenger nominates one uncontrolled Asset to be the stake of the battle. This is then immediately removed from the unclaimed Asset pool by the Arbitrator until the battle is concluded.
 - During the Takeover phase, the challenger nominates one Asset controlled by the gang they are challenging to be the stake of the battle. Any unclaimed Assets may no longer be claimed or used as stakes.
- A gang that has had one or more of its fighters captured by another gang may issue a challenge to the captors. The challenger chooses either Rescue Mission or Public Execution as the scenario (see page 134 of the Necromunda Rulebook, or page 68 of the Book of Ruin). This does not count as a gang's challenge for control over an Asset this campaign week, they may still issue a standard challenge in addition..
- When a gang is challenged, they may accept or decline. If the challenge is accepted, a battle is fought. If the challenge is declined, the stake is automatically claimed by the challenger. If a Rescue Mission or Public Execution is declined the captive(s) are returned immediately.
- If a gang receives two or more challenges within a single campaign week, they may decline the second and any subsequent challenges without penalty, provided they have also issued at least one challenge themselves.

- If a player has played all outstanding battles (including their issued challenge and any challenges accepted), and there is still time left in the campaign week, they may play additional battles without anything at stake.
- Gangs may only collect income from Assets after their first battle of a campaign week. Income is not generated for further battles fought in the same campaign week, but scenario rewards are still collected, and other post-battle actions are to be taken.

The gang that wins the battle takes control of the Asset (or retains control, as the case may be). If the battle results in a draw:

- During the Expansion phase, neither gang takes control of the Asset.
- During the Takeover phase, the gang that controlled the Asset before the battle retains control of it.

THE EXPANSION PHASE

During the Expansion phase, each battle played out between gangs has a single unclaimed Assets at stake, and the winner of the battle gains control of it. If at any point during the Expansion phase all of the Assets are controlled by a gang and there are no more uncontrolled Assets to fight over then the Expansion phase ends and Downtime begins. Otherwise, the Expansion phase ends after three campaign weeks, Downtime begins and any unclaimed Assets are lost.

DOWNTIME

This is an opportunity for all players to catch their breath and for gangs to patch their wounds. Unclaimed Assets are discarded at this point, they will take no further part in the campaign. The exceptionally bold and active players might put their gangs through a special side battle (see page 10) if they just can't be away from the roar of guns and chainblades for that long!

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 and they select a skill from one of their new Primary skill sets. From now on, they are treated as a Champion in all respects.

SIDE BATTLES

While most players will be happy with taking a break for a week and getting ready for the Takeover phase, there may be a few who can't go a campaign week without their fix of gang warfare. An Arbitrator can run one or more side battles during Downtime. Side battles are fought after the effects of Downtime are applied, Side battles should, as a rule, be unusual, and have no effect on the Assets held by any of the gangs. They are a great opportunity for the Arbitrator to design a custom scenario, to use the Arbitrator tools or to play some of the narrative scenarios. Fighters can earn Experience and suffer Lasting Injuries from a side battle, but should not gain or earn Income, and gangs should not gain credits or Reputation as a reward for a side battle. Instead, the Arbitrator should create a special reward for the victor or victors of a side battle.

THE TAKEOVER PHASE

In the Takeover phase, when a player issues a challenge they must nominate an Asset currently controlled by the gang they are challenging which they wish to seize control of. This allows gangs to take control of Assets from their rivals by force.

THE ROLE OF THE ARBITRATOR

Over the course of a campaign, it is the job of the Arbitrator to keep track of the following information:

- How many battles each gang has fought.
- Which gang controls which Asset.
- Which unclaimed Assets have been nominated in a challenge and are due to be fought over.

- The number of gang Leaders of a different Alignment that each gang has taken Out of Action.
- The Number of fighters each gang has taken Out of Action.
- Each gang's current Wealth, which is a total of the credits value of all of the members of a gang, their equipment, and any credits in the gang's Stash.
- Each gang's current Reputation.

Players must report this information to the Arbitrator after each battle by using the Yaktribe Underhive Tools. The Kills counter for each fighter is to be used for total Out of Actions caused rather than actual deaths caused. Leaders of different Alignments taken Out of Action will need to be tracked in the Notes section of a gang page.

GAINING EXPERIENCE

During a game, a fighter can gain Experience in a number of ways. The standard ways in which Experience is gained are detailed here. Experience is also gained by completing scenario objectives – these will be detailed in the scenario.

- A fighter gains 1 Experience (XP) if their action directly causes an enemy fighter to go Out of Action or become Seriously Injured and they were not already Seriously Injured prior to the attack. The experience is gained so long as the enemy is Seriously Injured or taken Out of Action by the action itself, and not later on in the game as the result of something else. For example, if an attack leaves a fighter set on fire and they later go Out of Action, no Experience is gained. If an action causes multiple enemies to be taken Out of Action – for example, if a fighter throws a grenade that takes out two enemies – Experience is gained for each.
- In addition to the above, a fighter gains 1 additional Experience if they take an enemy Champion or Leader Out of Action.
- Finally, a fighter who Rallies and returns to the fight (see page 73 of the Necromunda Rulebook) gains 1 Experience for overcoming their fear and returning to the action, but only once per battle.

ADVANCEMENTS

At the start of a battle, during the pre-battle sequence, each player has the chance to purchase Advancements for their Leader, Champions, Juves, Specialists and any eligible Gangers by spending Experience (XP) accrued. The XP cost of these Advancements is shown on the table below for Juves and all other fighters. The fighter's card is updated accordingly with the Advancement taken, the fighter's XP is reduced by the amount spent to purchase the Advancement, the fighter's total

number of Advancements is increased by one (on the gang roster) and the fighter's Credits value is adjusted by the amount shown, which will in turn increase the Gang Rating. The more experienced a fighter is, the more certain Advancements cost to purchase in terms of XP. The cost of each characteristic Advancement of the same type taken is increased by 2 XP for each instance after the first. For example, a Champion may increase their Initiative by 1 for 5 XP, but to increase it by 1 a second time will cost them 7 XP. Juves and Prospects ignore this additional cost, as they are fast learners.

COST	FOR JUVE/ PROSPECT	ADVANCEMENT – LEADERS, CHAMPIONS, PROSPECTS, JUVES, SPECIALISTS & BRUTES	CREDITS INCREASE
3 XP	2 XP	Improve the fighter's Willpower or Intelligence characteristic by 1	+5 credits
4 XP	3 XP	Improve the fighter's Leadership or Cool characteristic by 1	+10 credits
5 XP	3 XP	Improve the fighter's Initiative characteristic by 1	+10 credits
5 XP	3 XP	Improve the fighter's Movement by 1	+10 credits
6 XP	4 XP	Improve the fighter's Weapon Skill or Ballistic Skill by 1	+20 credits
6 XP	4 XP	The fighter gains a random skill from one of their Primary skill sets	+20 credits
8 XP	5 XP	Improve the fighter's Strength or Toughness characteristic by 1	+30 credits
9 XP	6 XP	Choose a skill from one of the fighter's Primary skill sets	+20 credits
9 XP	6 XP	The fighter gains a random skill from one of their Secondary skill sets	+20 credits
12 XP	8 XP	Improve the fighter's Wounds or Attacks characteristic by 1	+45 credits
12 XP	N/A	Specialists only: Promote the fighter to a Champion. They select a skill from one of their Primary skill sets.	+20 credits
15 XP	10 XP	The fighter gains a random skill from ANY skill set	+20 credits

2D6	ADVANCEMENT – GANGERS (NOT INCLUDING SPECIALISTS) & EXOTIC BEASTS	CREDITS INCREASE
2	The fighter becomes a Specialist.	N/A
3-4	Improve the fighter's Strength or Toughness characteristic by 1	+30 credits
5-6	Either add 1" to the fighter's Movement or Initiative characteristic by 1	+10 credits
7	Improve the fighter's Weapon Skill or Ballistic Skill characteristic by 1	+20 credits
8-9	Improve the fighter's Willpower or Intelligence characteristic by 1	+5 credits
10-11	Improve the fighter's Leadership or Cool characteristic by 1	+10 credits
12	The fighter becomes a Specialist	N/A

GANGERS

Whilst Leaders, Champions and Juves are central to a gang’s narrative, Gangers are its ‘supporting cast’. As such, they spend Experience and gain Advancements in a simplified manner. Whenever a Ganger reaches 6 XP or more, the controlling player rolls 2D6 on the table above during the Wrap Up, updates the Ganger’s Fighter card and their credits value accordingly, and reduces their XP by 6.

SPECIALISTS

Two of the results on the table above allow a Ganger to become a Specialist. Refer to a gang’s rules for what this means, but in addition they are now able to spend XP and gain Advancements in the same way as a Leader, Champion, Prospect, or Juve. Specialists have their own skill set access, as detailed in their gang list.

MAXIMUM CHARACTERISTICS

Each of a fighter’s characteristics has a maximum value. If a roll on the Advancement table for a Ganger has no option but to increase a characteristic beyond its maximum, treat it as a roll of 12 instead:

- Weapon Skill, Ballistic Skill and Initiative cannot be improved beyond 2+.
- Leadership, Cool, Willpower and Intelligence cannot be improved beyond 3+.
- Movement, Strength and Toughness cannot be improved by more than 2 (compared to the basic profile for the Fighter’s current type).
- Wounds and Attacks cannot be improved by more than 1 (compared to the basic profile for the Fighter’s current type).

SKILLS

Skills can be obtained by Leaders, Champions, Prospects, Juves, and Specialists. The skills that are available are listed on the table below. Each House fights in its own way, and this is reflected by the skill sets that are available to them. A fighter has different levels of skill access depending upon their House and their type; for example, Goliath Champions can gain Brawn skills more easily than Escher Juves. In each House List, and for certain other types of fighter (Exotic Beasts and Brutes for example), there is a section showing the skill sets available to those fighters. Fighters have Primary access to some skill sets, and Secondary access to

D6	AGILITY	BRAWN	COMBAT	CUNNING	FEROCITY	LEADERSHIP	SHOOTING	SAVANT
1	Catfall	Bull Charge	Combat Master	Backstab	Berserker	Commanding Presence	Fast Shot	Ballistics Expert
2	Clamber	Bulging Biceps	Counter-Attack	Escape Artist	Fearsome	Inspirational	Gunfighter	Connected
3	Dodge	Crushing Blow	Disarm	Evade	Impetuous	Iron Will	Hip Shooting	Fixer
4	Mighty Leap	Headbutt	Parry	Infiltrate	Nerves of Steel	Mentor	Marksman	Medicae
5	Spring	Hurl	Rain of Blows	Lie Low	True Grit	Overseer	Precision Shot	Munitioneer
6	Sprint	Iron Jaw	Step Aside	Overwatch	Unstoppable	Regroup	Trick Shot	Savvy Trader

others. Certain fighters can access skills from other sets, but to do so is more expensive in terms of XP. Regardless of House, all Leaders and Champions have access to the Leadership skill set. This is treated as a Primary skill set for Leaders and as a Secondary skill set for Champions (with some exceptions such as Enforcer Leaders).

GAINING A SKILL

When a fighter gains a new skill, it will either be chosen or determined randomly, depending upon how much XP has been spent to gain the skill or if the skill is Primary, Secondary or neither. Choosing a skill is a simple matter of picking a skill from the sets available that is desirable for the fighter. To determine a random skill, the player declares which skill set they are generating the skill from, and rolls a D6 on the table above (re-rolling if they already have that skill or, as in the case of skills such as Savvy Trader, if they roll a skill the fighter is unable to use).

LASTING INJURIES

When a fighter goes Out of Action, their opponent rolls two D6, one after the other (a D66 roll) and looks up the result on the Lasting Injuries table below. If an Injury roll results in more than one Out of Action result, a separate roll for each is made on the Lasting Injuries table and each result is applied.

GOING INTO RECOVERY

Some results will cause a fighter to go Into Recovery. The fighter's In Recovery box on the gang roster is checked, and the fighter must miss both the post-battle sequence of the current game and the next battle in order to recover from their injuries. This means that a Leader or Champion who has gone Into recovery may not perform post-battle actions at this time. During the Wrap-up of the gang's next battle, the In Recovery box will be cleared, the fighter becomes available once again and Leaders Leaders and Champions may perform post-battle actions.

Note that no matter how many Lasting Injury rolls are made, a fighter that goes Into Recovery will only miss one game rather than multiple games.

CHARACTERISTICS PENALTIES

Some results on the Lasting Injuries table give a permanent penalty to a fighter's characteristics. Their Fighter card must be amended immediately and a note of the injury suffered made in the Captured By/ Lasting Injury box of the gang roster for the injured fighter – note that their Credits value does not change. Also, if a characteristic that is depicted as a target number (Weapon Skill or Initiative, for example) is reduced, the actual number increases – in other words, if a fighter with a Weapon Skill of 4+ suffers a Hand Injury, their Weapon Skill is decreased to 5+).

MINIMUM CHARACTERISTICS

A fighter's characteristics cannot be reduced beyond a certain level, as shown below. If one of a fighter's characteristics would be reduced below this level as the result of a Lasting Injury, the fighter goes Into Recovery but suffers no additional penalty:

- Weapon Skill, Ballistic Skill and Initiative cannot be reduced to worse than 6+.
- Leadership, Cool, Willpower and Intelligence cannot be reduced to worse than 12+.
- Movement, Strength, Toughness, Wounds and Attacks cannot be reduced to less than 1.

SUCCUMBING TO INJURIES

If a fighter is Seriously Injured when the battle ends, roll a D6 for them during the Wrap-up. On a 3 or more, they survive without any further complications, but on a 1 or 2 they succumb to the injuries suffered during the battle and are treated as having gone Out of Action. A Lasting Injury roll is made for them, as described previously.



D66 LASTING INJURY

- 11 **Lesson Learned:** The fighter goes Into Recovery but gains D3 Experience.
- 12-26 **Out Cold:** The fighter misses the rest of the battle, but avoids any long term injuries. The fighter recovers in time to perform post-battle actions.
- 31-44 **Grievous Injury:** The fighter goes Into Recovery.
- 45 **Nerve Damage:** The fighter goes Into Recovery. In addition, their Initiative characteristic is decreased by 1.
- 46 **Humiliated:** The fighter goes Into Recovery. In addition, their Leadership and Cool characteristics are each decreased by 1.
- 51 **Head Injury:** The fighter goes Into Recovery. In addition, their Intelligence and Willpower characteristics are each decreased by 1.
- 52 **Eye Injury:** The fighter goes Into Recovery. In addition, their Ballistic Skill characteristic is decreased by 1.
- 53 **Hand Injury:** The fighter goes Into Recovery. In addition, their Weapon Skill characteristic is decreased by 1.
- 54 **Hobbled:** The fighter goes Into Recovery. In addition, their Movement characteristic is decreased by 1.
- 55 **Spinal Injury:** The fighter goes Into Recovery. In addition, their Strength characteristic is decreased by 1.
- 56 **Enfeebled:** The fighter goes Into Recovery. In addition, their Toughness characteristic is decreased by 1.
- 61-65 **Critical Injury:** The fighter is in a critical condition – if their injuries are not successfully treated by a visit to the Doc (see page 55) in the post-battle sequence, they will die.
- 66 **Memorable Death:** The fighter is killed instantly – not even the most talented Doc can save them. If the injury was caused by an action or reaction attack, the active or reacting fighter gains 1 additional Experience.

BEING CAPTURED

If only one gang has Active, or Prone and Pinned fighters on the battlefield at the end of the battle, there is a chance that they might Capture a fallen enemy. If they wish, a player may roll 2D6 and add the number of enemy fighters who went Out of Action (including those who have succumbed to their injuries during the Wrap-up). If the gang includes any Bounty Hunters add +1 to the result of the roll for each. If the result is 13 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

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. Make a note in the Lasting Injury/Captured By box on the gang roster for the Captured fighter, recording the name of the gang of the player who has Captured the fighter. 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 (as follows) rather than for just one battle. The Capturing gang should make a note in their Stash of the name of the fighter they now hold Captive.

CAPTURED FIGHTERS

When a fighter is Captured, their gang has a chance to rescue them. The Captured fighter's controlling player may issue a challenge to the gang that holds their fighter Captive to play a Rescue Mission. This supersedes the usual challenge process and the Determine Scenario step of the pre-battle sequence (see page 16) – instead, the Rescue Mission scenario is played. If a gang does not wish to attempt to rescue a captured fighter, or if the rescue attempt fails:

- A Law Abiding gang may claim a bounty on a Captive from an Outlaw gang (see page 23) during the post-battle sequence of that battle.
- An Outlaw gang may dispose of a Captive from either a Law Abiding or Outlaw gang during the post-battle sequence of that battle.
- The gang that holds the Captive may trade them back to the gang they belong to or to any other gang that wants the Captive, if they are able to trade with that gang (see page 3).
- 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.

TRADING CAPTIVES

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 make a trade to secure a Captive's return. Additionally, once a Rescue Mission has been attempted and failed, the gang that holds the Captive is free to trade them to any gang they wish and that they are able to trade them to based on alignment. This trade could be a payment of credits, a trade for another Captive, even surrendering an Asset, a valuable item of equipment, or anything else – it is entirely up to the two players to decide and either gang is free to decline an offer made by the other. If an agreement is reached, the captured fighter is transferred to the gang that the trade was made with. If they captured fighter is returned

through a trade to the gang they belong to, they immediately become available to the gang once more.

FLEEING THE BATTLEFIELD

In a Balance of Power Campaign, it is often wise for a gang to quit a fight whilst they are still ahead. This is especially true in ambushes, and when smaller crews find themselves taking on larger and more dangerous ones! 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 Standing and Active and Prone and Pinned fighters immediately flee the battlefield, as described on page 73 of the Necromunda Rulebook. 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 is failed, they are Seriously Injured.

Once the gang that has declared that it will flee has only Prone and Seriously Injured fighters remaining on the battlefield, the battle ends. Roll to see if the Seriously Injured fighters succumb to their injuries during the Wrap-up as usual.



THE PRE- AND POST-BATTLE SEQUENCE

In a Balance of Power Campaign, there are several important steps that take place before and after a battle, as listed below. These must be followed in the order shown, and must be done while both players are present.

THE PRE-BATTLE SEQUENCE

The pre-battle sequence has nine steps:

1. Make a Challenge and Stake Asset
2. Buy Advancements and Recruit Hired Guns
3. Determine Scenario
4. Draw Intrigues
5. Set up the Battlefield
6. Choose Crews
7. Announce Boons
8. Tactics Cards
9. Deployment

1. MAKE A CHALLENGE AND STAKE AN ASSET

For a battle to be fought, one player must challenge another player to play a game, as described on page 8. The challenger nominates an eligible Asset as the stake for the game, be it an as yet unclaimed Asset or one of their opponent's Assets that they wish to seize control of. The challenged player must then either accept or refuse the challenge.

2. BUY ADVANCEMENTS AND RECRUIT HIRED GUNS

Each player can spend Experience to purchase Advancements for their fighters (see page 10). If both players wish to do so, the player with the lower Gang Rating goes first, purchasing any Advancements they wish then the other player does so. If both players have the same Gang Rating, the winner of a roll-off chooses whether to go first or second.

Once any Advancements have been bought, players can spend credits to recruit Hired Guns. Again, if both players wish to do so, the player with the lower Gang Rating goes first. Hired guns will always accompany a gang in addition to starting crew laid out in the scenario.

3. DETERMINE SCENARIO

If there are suggested scenarios for the Asset at stake both players may agree to play one of those scenarios. Otherwise, roll 2D6 on the following table:

2D6	Result
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2	The player with the greater number of Assets chooses which scenario to play. If both Players have the same number of Assets, both players should roll a D6, with the player who rolls the highest choosing. If the Scenario dictates there is an attacker and a defender, see below.
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3	Ambush or The Trap
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4	Looters or Smash & Grab
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5	Border Dispute or Forgotten Riches
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6-7	Stand-off or Tunnel Skirmish
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8	The Marauders or The Hit*
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9	Sabotage† or Sneak Attack
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10-11	The player with fewer Assets chooses which scenario to play. If both players have the same number of Assets, the winner of a roll-off chooses which scenario to play. If the scenario dictates there is an attacker and a defender, see below.
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12	As 10-12, but in addition this battle is a grudge match. Fighters gain +1 XP for taking enemy fighters Out of Action.
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**The Hit is played on 9 Zone Mortalis tiles arranged in a square pattern.*

†Sabotage is a broken scenario heavily slanted towards the attacker if played on a Sector Mechanicus battlefield. It is recommended that Manufactorum Raid from the Book of Peril is played instead, if available.

Players should now agree whether they will fight using the Zone Mortalis or Sector Mechanicus terrain (unless Enforcers are challenged for Territory in the Takeover Phase, in which case the game will automatically be Zone Mortalis (see page 30 of The Book of Judgement). If they cannot decide, the player who chooses the scenario decides. If neither player chooses the scenario (for example, because a 3-9 was rolled on the table), the players should roll off and the winner's choice applies.

DETERMINING THE ATTACKER AND DEFENDER

During the Expansion phase of the Balance of Power Campaign, where a scenario dictates there is an attacker and a defender, the player who chose the scenario decides which player will be the attacker and which will be the defender. If neither player chose the scenario then both players should roll a D6, with the player who rolls the highest choosing. During the Takeover phase of a Balance of Power Campaign, where a scenario specifies that there is an attacker and a defender, the player who issued the challenge is automatically the attacker (unless the challenged player also holds a Wastes territory or Whisper Brokers Racket).

HOME TURF ADVANTAGE

The scenario being played may indicate that the defender benefits from the Home Turf Advantage, representing the gang fighting furiously to defend their valuable turf from attackers. A gang fighting with the Home Turf Advantage is far less likely to bottle out and in some cases will fight ferociously until the last.

RESCUE MISSION

If one player has Captured another player's fighter(s), the Captured fighter's player may issue a challenge to play the Rescue Mission scenario. If the challenge is accepted, then the Rescue Mission scenario is automatically used for the battle. If the challenge is refused the Captured fighter is freed. No Racket is staked on this battle; the Captured fighter is effectively the stake. A Rescue Mission challenge does not count as the rescuing gang's issued challenge for a campaign week.

4. DRAW INTRIGUES

The players each draw three Intrigue cards and, after reading them, place them face-down beside the battlefield. These Intrigues can be claimed by the player that drew them during the battle as described in the Intrigues section on page 24. Any special rules that affect the battlefield set-up should be dealt with in the Set Up Battlefield step.

5. SET UP THE BATTLEFIELD

The players now set up the Battlefield. Some scenarios have special instructions for terrain. See page 117 of the Necromunda Rulebook for standard setup rules.

6. 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. The selection methods are explained in full on page 118 of the Necromunda Rulebook.

If Alliances are being used, players now decide whether to include them in their crews or not, if they have the choice. Any rolls needed in order to secure their support are made now. If both players wish to do so, the player with the lower Gang Rating goes first. If both players have the same Gang Rating, the winner of a roll-off chooses whether to go first or second.

7. ANNOUNCE BOONS

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

8. TACTICS CARDS

Each player prepares their deck of Tactics cards containing at least 20 cards with no duplicates. The scenario being played will detail how many cards each player gets and whether they are random or selected. If selected, players will draw three times the given number and discard down to the right amount.

Sometimes, one crew or gang will heavily outnumber its opponent, be it in terms of numbers or in the quality of the crews being used. All scenarios deal with this by granting the lower rated gang a bonus in the form of extra Gang Tactics cards. See the scenario's description for details of whether Gang Rating or Crew Rating is used.

If a gang is severely outmatched facing a gang with a crew or gang rating more than 200 credits higher, they may use Underdog Tactics cards. Underdog Tactics cards are shuffled into a separate card deck known as the Underdog deck. The Underdog player may draw one Underdog Tactics card instead of drawing two regular Gang Tactics cards.

9. DEPLOYMENT

Many scenarios detail the size and location of deployment zones. Otherwise, see page 119 of the Necromunda Rulebook.

THE POST-BATTLE SEQUENCE

The post-battle sequence has eight steps:

1. Wrap-up
2. Make Alignment Checks
3. Assign/Reassign Racket
4. Receive Rewards
5. Collect Income
6. Post-battle Actions
7. Update Roster
8. Report Results

1. WRAP UP

Each player checks to see whether any of their Seriously Injured fighters succumb to their injuries (see page 13), and whether they capture any enemy fighters (see page 14). Any other events that take place at the end of the battle are triggered here. Fighters that were In Recovery have healed and their In Recovery box on the gang roster is cleared, meaning Leaders and Champions become available for post-battle actions once more. Players should also consider shaking hands, congratulating or commiserating with their opponent and sharing favourite moments from the battle – some would say this is the most important step!

1. MAKE ALIGNMENT CHECKS

If a gang claimed one or more Intrigues from a category that did not match their alignment during the battle (as described on page 24), they must make an Alignment check for each such Intrigue claimed.

To make an Alignment check:

- Roll a number of D6 as detailed in the description of the Intrigue claimed.
- If the gang is Law Abiding, roll an extra D6 for each fighter that took part in the battle equipped with an Illegal item.
- On the roll of a 1 on any of the dice, the gang's actions have caused their alignment to change. The gang's alignment immediately changes.
- Gangs that cannot change their alignment, such as Enforcers or Chaos Cultists, suffer a loss of 5 Reputation every time they fail an Alignment check.

3. ASSIGN/REASSIGN ASSET

The player that won the battle takes control of the Asset staked on the battle. In the case of a draw while fighting for control of an uncontrolled Asset, Asset is not claimed by either player. In the case of a draw when a controlled Asset is at stake, the Racket does not change hands.

4. 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 – it can be distributed to fighters in step 6. Rewards from Intrigues are also claimed in this step.

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. Certain other effects such as subplots may also cause a gang to gain or lose reputation.

5. COLLECT INCOME – 1ST BATTLE OF CAMPAIGN WEEK ONLY

Each gang collects income from each Asset they control that generates income **if this was their first battle of the campaign week**, as detailed for that Asset. The total amount of credits generated from each gang's Assets is then added to the gang's Stash.

9. POST-BATTLE ACTIONS

Each Leader or Champion in the gang can make one post-battle action. Each of these actions are 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. The actions that follow are always available, but others might also become available through special Assets, skills or other means.

TRADE

There are two types of Trade action; Regular Trade and Black Market Trade:

- A Leader or Champion belonging to a Law Abiding gang may make a Regular Trade action and visit the Trading Post, increasing the gang's chances of finding Rare items as described on page 21.
- When a Leader or Champion belonging to an Outlaw gang makes a Black Market Trade action, they increase the gang's chances of finding Rare and Illegal items as described on page 21.
- Alternatively, a Leader or Champion belonging to a Law Abiding gang may attempt to make a Black Market Trade action:
 - Make an Intelligence check for the fighter making the action. If the check is passed, the gang may purchase items from the Black Market. If the check is failed, it cannot and the post-battle action is wasted. However, when a fighter from a Law Abiding gang visits the Black Market, they will find it harder to access Rare and Illegal items. Black marketeers are often unwilling to sell their most valuable goods to those who cannot be vouched for by mutual contacts.

- Finally, a Leader or Champion belonging to an Outlaw gang can make a Regular Trade action:
 - Make a Cool check for the fighter making the action. If the check is passed, the gang may purchase items from the Trading Post. If the check is failed, it cannot and the post-battle action is wasted. However, when a fighter from an Outlaw gang visits the Trading Post, they will find it harder to access Rare items. It is often hard for the criminal classes to move around freely and find those items readily available to others.

CLAIM BOUNTIES/TRADE CAPTIVES/DISPOSE OF CAPTIVES

As described on page 23, Law Abiding gangs can claim bounties for any 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 a Rescue Mission, as described on page 134 of the *Necromunda Rulebook*).

Alternatively, Outlaw gangs can dispose of any enemy fighters they have captured, providing the Captive's controlling player has had the opportunity to attempt a Rescue Mission. The Captive's controlling player should be informed as soon as possible that the bounty has been claimed for their fighter, or that they have been disposed of, and must delete that fighter from their roster. Some gangs, such as Chaos Cults have a variation of disposing of captives, see their rules for more information. The equipment for captives turned in for bounties is a stipulation for their reward, none of it may be kept by the capturing gang. Equipment for fighters who are disposed of may be discarded as well, or moved to the capturing gang's stash as the capturing gang wishes.

MEDICAL ESCORT

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	Stabilised: 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.

7. UPDATE ROSTER

These steps are carried out in order:

- A. Delete Dead or Retiring Fighters
- B. Visit the Trading Post
- C. Gain Boons from Rackets
- D. Distribute Equipment
- 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 fighter’s equipment is lost. Also, at this point, the controlling player can choose to retire fighters – usually because Lasting Injuries have rendered them unfit for battle. These fighters are deleted from the roster, and their equipment is added to the gang’s Stash. Equipment in the gang’s Stash can be sold or transferred to a new fighter in the next step.

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 Juve. If it has no Specialists or Juves, the new Leader is a Ganger. In any case, an 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, as well as their maximum characteristics. Their current characteristics do not change.

B. VISIT THE TRADING POST

The gang can make any of the Trading Post actions described as follows, allowing them to hire new fighters and buy or sell equipment. The actions can be taken in any order and, unless specified, there is no limit to how many times a gang can perform each one. Any spent credits are deducted from the gang’s Stash; any gained credits are added to the gang’s Stash.

HIRE A FIGHTER

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.

GANG COMPOSITION

The Gang Composition section of a gang’s rules must be honoured when hiring new fighters. For example, if a gang with a Reputation of 9 already has two Hangers-on, it cannot hire any more. Similarly, if a gang has fewer Gangers (including Specialists) than its total number of Leaders, Champions and Juves, only fighters can be hired until this is no longer the case.

COMMON TRADE

The following actions may always be taken by the gang a whole without the need to make further Trade post-battle actions:

- A. **Recruit Hangers-on:** The gang can spend credits to add a Hanger-on to their roster. Their Reputation must be sufficient to allow this.
- B. **Sell Unwanted Equipment:** 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). Note that equipment granted as an Asset Boon cannot be sold.
- C. **Purchase Equipment:** 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 the Trading Post or Black Market, at the price shown, regardless of if any fighters visited those locations with the Trade post-battle action, common equipment is always available. This action cannot be used to purchase Rare or Illegal equipment from the Trading Post or Black Market – that can only be obtained with the Seek Rare Equipment action, as follows.

RARE & ILLEGAL TRADE

The following actions require the successful use of the Regular Trade or Black Market Trade post-battle actions to be performed by a fighter in the gang. Alternatively some Hangers-on and Hired Guns may be allowed to make these actions:

Seek Rare Equipment: This action is only performed once and is done to determine the availability of Rare items on offer at the Trading Post or the Black Market. Outlaws may only purchase Rare equipment from the Regular Trading Post if a fighter successfully passed their Cool test when making a Regular Trade Action. Roll 2D6 to determine the availability of items, adding the following bonuses:

- +2 if the gang's Leader is making a Regular Trade post-battle action.
- +1 for each Champion making a Regular Trade post-battle action.
- +1 for every full 10 Reputation the gang has (for example, a gang with Reputation 24 would get +2).
- +/-X as from a specified special rule.

The result is the Availability level – the higher it is, the rarer the equipment that is on offer. Under certain circumstances there will be two Availability levels calculated from this roll. Modify the number again to determine the second availability level in the following circumstances:

- -2 if an Outlaw gang is attempting to purchase Rare items from the Trading Post.
- -1 if a Law Abiding gang is attempting to purchase items from the Black Market.

The gang can now purchase Rare items from the Trading Post equal to the number of fighters that successfully made a Regular Trade action, or Rare items from the Black Market equal to the number of fighters who successfully made the Black Market Trade action. The rarity value of these items must be equal to or lower than their respective Availability level. Any items that are purchased are immediately added to the gang's Stash.

Seek Illegal Equipment: This action is only performed once and is done to determine the availability of Illegal items on offer at the Black Market. Roll 2D6 to determine the availability of items, adding the following bonuses:

- +2 if the gang's Leader is making a Black Market Trade post-battle action.
- +1 for each Champion making a Black Market Trade post-battle action.
- +1 for every full 10 Reputation the gang has (for example, a gang with Reputation 24 would get +2).
- -2 if the gang is a Law Abiding gang.
- +/-X as from a specified special rule.

The result is the Illegality level – the higher it is, the more Illegal the equipment that is on offer. The gang can now purchase Illegal items from the Black Market with an Illegal value equal to or lower than the Illegality level.

C. GAIN BOONS FROM ASSETS

Some Assets grant a gang additional recruits, Hangers-on, or equipment – see Assets from page 24 for details.

D. DISTRIBUTE EQUIPMENT

Any equipment in the gang's Stash, or gained as a Racket Boon, can now be distributed among its fighters. Weapon choices must respect the restrictions shown in the gang's House List – for example, a Goliath Juve could not be equipped with a heavy bolter, as they can only be equipped with Pistols and Close Combat Weapons. Also, the limit of no more than three weapons must be adhered to, with Unwieldy weapons taking up 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 fighter's House Equipment List and the other in the Trading Post – the value in the House List takes precedence. Leaders and Champions can have multiple equipment sets as follows.

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. There is no additional cost for having multiple equipment sets; the controlling player can make an additional Fighter card for a Leader or Champion at any time. Regardless of the number of equipment sets a fighter has, they still have a single entry on the gang roster. If the fighter suffers any Lasting Injuries or gains any Advancements, they should be recorded on all of their Fighter cards. The fighter's cost, as shown on

the roster, is equal to the cost of their most expensive Fighter card. Only one of a fighter's cards can be used for a battle. If a battle uses random fighters from the gang, all of the fighter's 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 fighter's 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's or Champion's cards, and can even be moved to more than one.

E. UPDATE GANG RATING

Re-calculate 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.

8. REPORT RESULTS

The players should report the outcome of the battle to the Arbitrator, who will update the campaign stats accordingly. The report should contain: which gangs fought, the outcome of the battle (i.e., who won), which Asset the victor gained control of, how many enemies each gang took Out of Action and if they were Leaders from a different alignment, and the final Gang Rating and Wealth of the gangs.

THE REWARDS OF INFAMY AND DUTY

As a gang's reputation grows, they attract aid and followers just as fresh carrion attracts rats. A gang whose reputation is as lords of crime and misrule may gain the help of all manner of rogues and outcasts, while champions of law and order can gain help from hive authorities and the aid of opportunistic bounty hunters, as well as claim higher bounties for the law breakers they take down. The Boons granted by Reputation are listed in the Reputation Boons table below. As a gang's Reputation increases, so does the number of Boons it can claim. However, should a gang's Reputation ever fall, it will lose any Boons it is no longer entitled

to. For example, if an Outlaw gang has a Reputation of (Outlaw) 8, it will gain a free Scabber Hanger-on. However, should that gang's Reputation fall to below 5, it would lose the Scabber Hanger-on.

CHANGING ALIGNMENT

A gang which changes its alignment loses 3 Reputation immediately. They also lose all the Reputation-based Boons they had and then gain the Reputation based Boons from their new alignment. For example: The Iron Lords have a Reputation of (Law Abiding) 10 before they change sides to Outlaw. They lose 3 Reputation because of the change, resulting in a new Reputation of (Outlaw) 7. They lose the Claiming Enhanced Bounties and Propagandist Boons they previously had and gain the Scabber and Black Market Trade Boons.

BLACK MARKET TRADE

A gang with this Boon may visit and purchase items from the Black Market freely, without risk. Once a gang has become Outlaw, it has little reason to worry about the risks of using illegal equipment!

BLACK MARKET TRADE DISCOUNT

A gang with this Boon discounts the cost of items purchased from the Black Market as indicated, rounding down to the nearest 5 credits, to a minimum of 5 credits. These discounts are not cumulative, so the best discount is applied.

CLAIMING 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 a Rescue Mission, as described on page 134 of the Necromunda Rulebook.

- 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 2D6x10 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.

Reputation	Outlaw Boons	Law Abiding Boons
1-4	Black Market Trade: The gang gains unrestricted access to the Black Market.	Claiming Bounties: The gang gains the ability to Claim Bounties for members of Outlaw gangs.
5-9	Recruit: The gang may immediately hire one Scabber Hanger-on for free (see The Book of Judgement page 88).	Recruit: The gang may immediately hire one Propagandist Hanger-on for free (see The Book of Judgement page 88)
10-14	Black Market Trade Discount: The gang gains a 10% discount on all Black Market items at the Black Market.	Claiming Enhanced Bounties: The gang gains +50% for all bounties claimed for members of Outlaw gangs.
15-19	Recruit: The gang may hire up to two Outlaw Hive Scum Hired Guns for free during the pre-battle sequence of every battle.	Recruit: The gang may hire one Bounty Hunter Hired Gun for free during the pre-battle sequence of every battle. Venators get two Scum Hired Guns instead.
20-24	Black Market Trade Discount: The gang gains a 25% discount on all Black Market items.	Claiming Enhanced Bounties: The gang gains +100% for all bounties claimed for members of Outlaw gangs.
20+	Recruit: The gang may immediately hire one Proxy Hanger-on for free (see The Book of Judgement page 89).	Recruit: The gang may immediately hire one Fixer Hanger-on for free (see The Book of Judgement page 88).

CLAIMING ENHANCED BOUNTIES

A gang with this Boon increases any bounties they receive as indicated. These increases are not cumulative, so the best increase is applied.

RECRUIT

A gang with this Boon gains one Hanger-on of the type listed free of charge. If their Reputation should fall in the future, this Hanger-on is immediately lost. Hangers-on gained in this way follow all the rules for Recruit Boons (see page 25).

INTRIGUES

Intrigues are a special form of sub-plot a player can choose to fulfil during any game played in a Balance of Power Campaign. Each Intrigue represents an opportunity; a tempting offer or gambit that will give the gang great reward if they claim it. Intrigues fall into two categories: Law or Misrule, but can be claimed by any gang regardless of alignment. If a gang claims an Intrigue from a category that does not match their alignment, there is a risk that word of their actions will get out, harming their reputation and credibility, and perhaps forcing the gang to change alignment.

BETRAYING YOUR ALIGNMENT

If a gang claims an Intrigue from a category that does not match their alignment, it will have to make an Alignment check during step 2 of the post-battle sequence, as described on page 18. If this test is failed, the gang's alignment will immediately change.

DESIGNERS NOTE – SUB-PLOTS

As Intrigues are a variant of sub-plots (see page 150 of the Necromunda Rulebook), it is recommended that other sub-plots are not used in a Balance of Power Campaign. Many House Sub-plots have been adapted into Intrigues.

DRAWING INTRIGUES

Both players draw three Intrigue cards at the start of each battle, during step 4 of the pre-battle sequence. After reading their cards, both players should place them face-down beside the battlefield.

CLAIMING INTRIGUES

An Intrigue can be claimed by the player that drew it once the criteria listed have been met. A player can claim an Intrigue during or after the battle if they meet the criteria. Once an Intrigue has been claimed, it cannot be unclaimed. Each Intrigue will explain when it is claimed and what criteria, if any, must be met in order to claim it. Some Intrigues will also specify when they must be revealed prior to claiming. If an Intrigue grants a fighter a skill, that skill costs 0 XP and increases their cost by 20 credits.

ASSETS

All Assets in a Balance of Power Campaign are unique. The gangs that control them will benefit from them in many ways. As a result, competition for certain Assets can become very intense as a campaign progresses. This section gives an overview of what each Asset represents and details the bonuses the Asset grants to the gang that holds it.

ASSET BOONS

Each Asset grants the gang that controls it a benefit called a Boon. This Boon might be income, an additional gang member, an increase in Reputation, a piece of rare or unique equipment or a special rule. A gang receives the benefits of an Asset's Boon so long as it holds that Asset. Once the Assets are lost to another gang, the Boon is lost.

GUILD BONDS

Several of the Rackets in the Balance of Power campaign represent bonds between the Merchants Guild and a gang. These are indicated by the phrase 'Guild Bond' being included in their title. If you have a copy of The Book of Peril, gangs with Guild Bond Rackets can choose to substitute the Hired Guns gained as part of the boon with a Guild Entourage (see page 33 of Necromunda: The Book of Peril) appropriate to the Guild Boon.

INCOME BOONS

If an Asset grants the gang that controls it income, the gang adds the amount of credits shown to their Stash when generating income after the first battle of a campaign week.

RECRUIT BOONS

Some Assets grant gangs new fighters, Hired Guns or Hangers-on as recruits to the gang. These recruits incur no cost to recruit but do add to the Gang Rating and Wealth value. Additionally, gang composition rules must be adhered to when recruiting fighters granted by a Boon. 'Free' means you pay no credits to hire the fighter, it does not allow you to ignore gang composition rules. Any gang fighter recruited from the gang's House List has no cost to recruit, but any equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash when taking on fighters. Any Hired Gun recruited as a Boon has no cost, and will remain with the gang for as long as they control the Asset that grants the Boon.

EQUIPMENT BOONS

The gang adds the listed equipment type to its Stash. It is gained in the post-battle actions step of the post-battle sequence, immediately after the battle in which the Asset was won and can be distributed amongst eligible fighters during the next step of the same post-battle sequence. The equipment is removed in the wrap-up of each battle, and regained again in the Post-battle Actions step as above to be redistributed. Such equipment may never be sold or traded to another gang. If the Asset is ever lost then so is the equipment type as it can no longer be maintained without the expertise present within the Asset.

SPECIAL BOONS

The Boon grants a unique benefit to the gang that holds the Asset. The benefit follows the rules listed in the relevant entry for the Asset. If the Assets ever lost then so is the benefit.

LINKED ASSETS AND ENHANCED BOONS

All Rackets have a number of linked Assets listed in their entry. These represent linked areas of activity that enhance the operation of a Racket. Running smuggling routes out of the hive is much easier if you also have a bond with the Toll Guild, for example. Controlling linked Rackets grants the gang

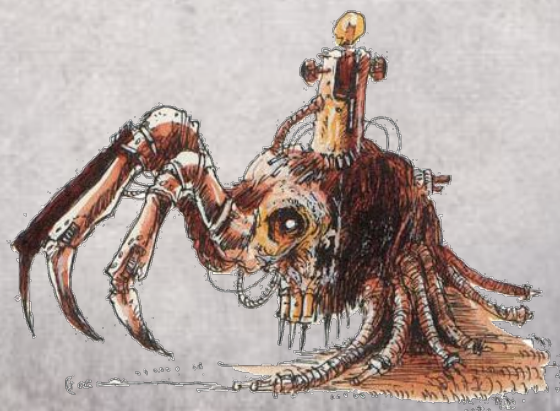
the Racket's Enhanced Boons. If they control one linked Racket, the gang gains the Enhanced Boon listed for having one linked Racket. If they control two linked Rackets, the gang gains the Enhanced Boon listed for having two linked rackets. An Enhanced Boon is in addition to a standard Territory Boon. So a gang will gain all of the Boons listed for controlling the Racket and for controlling linked Rackets. The exception to this is Income. A gang will claim the highest Income Boon available, not all of the Income Boons available. For example, the Narco-distribution Racket grants an Income Boon of D6x10 credits. If a gang also controls Out-hive smuggling Routes and Ghost Prospecting, they gain the Income Boon listed for having two linked Rackets, which is 3D6x10.

GAINING AND CONTROLLING ASSETS

The gaining of Asset is at the heart of a Balance of Power Campaign. Assets are gained by winning a battle that has an Asset at stake. The only other way of gaining an Asset is if two players agree to trade one in exchange for a Captive.

WHERE IS THE LINE BETWEEN GOOD AND BAD?

The keen eyed will notice that with a few exceptions there are very few Rackets that cannot be controlled by either Outlaw or Law Abiding gangs. You can have an Outlaw gang of Genestealer Cultists with a Water Guild bond, just as you could have a Law Abiding Enforcer gang controlling the Cold Trade. This is deliberate and reflects an underlying truth about Necromunda – what is 'legal' has more to do with control and power than it does with notions of objective morality. It is the wishes and interests of those devoted to the Pax Helmawr that matters more than the wellbeing of the indentured workers that dwell within the underhive.



ENDING THE CAMPAIGN

The Balance of Power Campaign ends when the time set for the Takeover phase runs out. The Arbitrator then goes through the final results from each battle and assigns Triumphs before doing Weighing all in the Balance.

TRIUMPHS

Triumphs are the laurels of victory, the bragging rights and sources of pride for the players who have fought through the campaign. While an Arbitrator can just tell people what they won, it is far more fun and satisfying to bring all of the players from the campaign together and announce who earned each Triumph in a grand manner. There are seven different Triumphs and a player may earn more than one. In the case of a tie for any Triumph, no one is awarded it. Campaign events may add more Triumphs to a campaign.

WEIGHING ALL IN THE BALANCE

The Balance of Power Campaign is about the balance of power between Balance of Power. As such, there must be a weighing of which side has tipped the scales in its favour. Each Triumph that is won is worth 1 point. The alignment with the most points is declared to have Tipped the Balance. This may affect future campaigns.

SPLINTER GANGS

The survivors of a gang from a previous campaign can be used in future campaigns by founding a Splinter Gangs, see page 96 of the Necromunda Rulebook. Juves and Specialists who become new Champions in a Splinter Gang select one skill of their choice from a primary skill set of their new fighter type. This does not cost any XP or increase their cost.

Triumph	Criteria	Splinter Gang Bonus
Dominator	Most Territories at the end of the campaign.	The gang begins with 1 extra random Territory, following the normal Boon Restrictions.
Hired Killer	Most gang Leaders belonging to gangs of a different alignment taken Out of Action across the whole campaign.	After the gang has been founded, the Leader gains the Fearsome skill. It costs 0 Xp and does not increase their cost. Once during the campaign they can play Ambush as the attacker instead of rolling on the scenario table.
Financier	Largest Wealth at the end of the campaign.	The gang starts with an extra 100 credits, which are added to their starting stash.
Lord of Law/Misrule	Highest Reputation at the end of the campaign.	The gang can choose to start the campaign with one of the following Hangers-on for free: Ammo Jack, Dome Runner, Look-out, 'Narker, Rogue Doc, or Slopper.
Racketeer	Most Rackets at the end of the campaign.	The gang begins with 1 extra random Racket, following the normal Boon Restrictions.
Slaughterer	Most enemy fighters taken Out of Action across the whole campaign.	After the gang has been founded, the gang gains 3 additional XP that can be distributed between fighters recruited from an old gang. Only 1 XP can be given to any single fighter.
Warmonger	Most battles fought across the whole campaign.	The gang starts the campaign with an additional 3 Reputation, and can choose to be the attacker of defender in their first battle, regardless of who chose the scenario.

CARDS

TERRITORY CARDS (modified for the Balance of Power Campaign, print the ones you own)

General: 9
Escher: 3
Goliath: 3
Orlock: 3
Van Saar: 3
Cawdor: 3
Delaque: 3
Enforcer: 1
Total: 28

RACKETS (modified for the Balance of Power Campaign, print the ones you own)

Rackets: 26

INTRIGUE CARDS (modified for the Balance of Power Campaign, each player must print all of these)

Intrigues: 52
Jokers: 2
Total: 54

TOTAL CARDS: 108

CREDIT DUE: THESE ARE A MODIFIED VERSION OF TOPPSYKRETT'S ORIGINAL CARD TEMPLATE GRACIOUSLY PROVIDED FOR USE.

INTRIGUES

WRECK THE PLACE <i>Tear things down! Break what works and leave the rest in ruin.</i> Outlaw (1D6): +1 Reputation Reveal: When the action is first taken. Criteria: Make 2 Vandalise (Basic) actions in the opponent's deployment zone. If the enemy deployment zone does not follow the standard rules, discard this card and draw another. INTRIGUES ♠ ACE	SEED THE REBELLION <i>Rise up! Rise up against the overlords!</i> Outlaw (1D6): +1 Reputation Bonus: +1 Reputation Reveal: When the action is first taken. Criteria: Make 2 Graffiti (Basic) actions in the enemy deployment zone. Bonus Criteria: Make the action 4 times. If the enemy deployment zone does not follow the standard rules, discard this card and draw another. INTRIGUES ♠ 2	BURN IT DOWN! <i>Set a fire and leave nothing but ashes!</i> Outlaw (2D6): +2 Reputation Bonus: +1 Reputation Reveal: When the action is first taken. Criteria: Make 2 Start Fire (Basic) actions in the enemy deployment zone. When making the action, place a marker B2B. Starting from the next round, any fighter that moves within 3" takes a S3 D1 hit. Bonus Criteria: Start 4 fires. If the enemy deployment zone does not follow the standard rules, discard this card and draw another. INTRIGUES ♠ 3
BLOW IT UP! <i>There is no greater symbol of rebellion than structures that have stood for millennia reduced to ruins.</i> Outlaw (3D6): +4 Reputation Reveal: After deployment, select a fighter to be the bomb carrier. Criteria: The bomb carrier can make the Plant Bomb (Double) action within 6" of the centre of the battlefield. If planted, it explodes at the end of the battle, any fighters within 6" of the centre of the battlefield are taken Out of Action. If the bomb carrier is taken Out of Action before planting the bomb, leave a Frag Trap (Booby Trap) centered where their base was. INTRIGUES ♠ 4	MAKE THEM BLEED <i>If you can make someone bleed, you show they are weak.</i> Outlaw (2D6): +4 Reputation. Opponent: -2 reputation. Reveal: When claimed. Criteria: Take out the enemy Leader and all Champions (that took part in this battle). INTRIGUES ♠ 5	CLEAR THE SMUGGLING ROUTES <i>A smuggling cartel wants a clear passage to move its goods through an area, and needs a gang to make a path.</i> Outlaw (2D6): 200 credits. Reveal: After deployment. Criteria: No enemy fighters within their own deployment zone at the end of the battle. If the enemy deployment zone does not follow the standard rules, discard this card and draw another. INTRIGUES ♠ 6
COLLECT A DEBT <i>Someone owes someone powerful a pile of credits, and it's time for them to pay up!</i> Outlaw (1D6): 100 credits. Reveal: When the action is taken. Criteria: When Engaged with an enemy fighter, make the Shakedown (Double) action instead of a Fight (Basic) action. INTRIGUES ♠ 7	REVEAL THE IMPOSTER <i>One of your gang members has been replaced by an imposter passing whispers to the law keepers. They need to be uncovered.</i> Outlaw (2D6): 150 credits Reveal: At the start of the 3rd round (after rolling for Priority), one random friendly fighter in the crew is revealed as an imposter and counts as part of the opponent's gang for the remainder of the battle. Criteria: If the imposter is taken Out of Action. No Lasting Injury roll is made for the fighter (the fighter never took part in the battle). INTRIGUES ♠ 8	STAND ALONE <i>If you can stand covered in the blood of your enemies, you can show everyone who is top of the pile.</i> Outlaw (2D6): +3 Reputation, the chosen fighter gains the Fearsome skill. Reveal: After deployment, choose a friendly Leader or Champion that is taking part in the battle. This fighter cannot make Group Activations. Criteria: If the fighter takes 3+ enemy fighters Out of Action, and has not been taken Out of Action themselves. INTRIGUES ♠ 9

INTRIGUES

HIT THE STIMMS

The gang has been offered the use of some black market alchemy that is decidedly not on the rolls of those approved by the Guilders!

Outlaw (3D6): For the remainder of the battle, ignore Flesh Wounds and discard already suffered Flesh Wounds.

Reveal: When claimed.

Criteria: Claim at the start of any round, after rolling for Priority.

INTRIGUES ♠ 10

RESURRECT THE DEAD

There are ways and means of bringing even the dead back to life. Some are thought to be mere stories; the Shunned Guild, the Priest of the Spider Kin, the Elixirs of the Pale Abyss. But one thing underlies these rumours - all of them are true!

Outlaw (4D6): A single fighter that died during the campaign can return to the gang with any equipment that was lost when they were killed. They gain the Fearsome skill and suffer -1 Toughness.

Reveal: During the Wrap-up.

Criteria: None.

INTRIGUES ♠ JACK

RUN WITH THE GHOSTS

The gang has found an undeclared deposit of unrefined Ghast. Now seems the perfect time to use it!

Outlaw (2D6): 3 fighters in the crew immediately take a dose of Ghast. D6+1 doses of Ghast is also added to the gang's stash after the battle.

Reveal: When claimed.

Criteria: Claim when used at the start of any round, after rolling for Priority.

INTRIGUES ♠ QUEEN

CORRUPT THE MACHINE

A mysterious stranger has hired the gang to plant some scrap code in the local cogitator network.

Outlaw (2D6): 150 credits.

Reveal: After deployment, choose a combination of 3 terrain features or door consoles at least 6" away from your deployment zone and 8" from each other.

Criteria: When Active within 1", a friendly fighter can make the Hacking (Double) action. Pass an Intelligence check to plant the code. Claimed by planting the code on all 3 places.

INTRIGUES ♠ KING

STITCH THEM UP!

There's money to be made from making the innocent look guilty.

Law Abiding (2D6): 100 credits.

Reveal: When the action is first taken.

Criteria: When within 1" of a Seriously Injured enemy fighter, make a Plant Evidence (Basic) action instead of a Coup De Grace (Simple) action. Claim if you make this action 2 times against different enemies.

INTRIGUES ♥ ACE

THE PRICE OF PEACE

Sometimes the clink of credits is louder than the sound of gunfire...

Law Abiding (1D6): +4 Reputation

Reveal: At the start of any round, before Readyng fighters, make an offer to the opponent to receive 250 credits from a concerned citizen (your gang loses nothing). To accept, the enemy gang must immediately forfeit the battle.

Criteria: This Intrigue is claimed if the opponent accepts.

INTRIGUES ♥ 2

MINIMUM FORCE

The minimum force required is the maximum force you can bring to bear.

Law Abiding (2D6): +2 Reputation

Reveal: When claimed.

Criteria: Take 3 enemy fighters Out of Action in close combat (using Melee weapons not Sidearms or Unarmed attacks).

INTRIGUES ♥ 3

HOLD THE LINE

Order is maintained by standing unwavering in the face of anarchy and ruin.

Law Abiding (2D6): +2 Reputation OR claim a single unclaimed Resource

Reveal: After deployment, nominate a terrain feature at least 12" from your deployment zone.

Criteria: If there are no enemy fighters within 6" of the chosen terrain feature at the end of the battle.

INTRIGUES ♥ 4

SHOW OF FORCE

If you break those who oppose you, soon no one will dare to oppose you.

Law Abiding (2D6): +4 Reputation

Reveal: When claimed.

Criteria: Take 6+ enemy fighters Out of Action (with shooting or close combat).

INTRIGUES ♥ 5

INTRIGUES

KEEP THE TRADE FLOWING <i>Trade is the life blood of the hive, the nourisher of order. It must flow or all will be lost to anarchy.</i> Law Abiding (2D6): 150 credits Reveal: After deployment. Criteria: If 4+ friendly fighters are Active or Engaged in the enemy deployment zone at the end of the battle. If the enemy deployment zone does not follow the standard rules, discard this card and draw another. INTRIGUES ♥ 6	CUT OFF THE HEAD <i>If you cut off the head of the snake then the body will die.</i> Law Abiding (2D6): Reputation per enemy Out of Action: - Champion: +1 - Leader: +2 Reveal: When claimed. Criteria: If at the end of the battle at least 1 enemy Champion or Leader was taken Out of Action. INTRIGUES ♥ 7	WATCH FROM THE SHADOWS <i>Those who watch and judge need you to shadow one of the souls they have marked for retribution.</i> Law Abiding (3D6): 50 credits and choose a Cunning skill for a single fighter <i>Shadowing</i> at the end of the battle. Reveal: At the start of any round (before Readying fighters), randomize a fighter in the enemy crew. Criteria: Friendly fighters can make the Shadow (Double) action within 12" of the enemy fighter. If the enemy fighter moves, Shadowing fighters can also move to remain within 12"). Claimed if a fighter is <i>Shadowing</i> the enemy fighter at the end of the battle. INTRIGUES ♥ 8
BREAK THEIR WILL <i>If justice cannot triumph through sanctioned means, it will triumph by paying for the heads of dead criminals.</i> Law Abiding (4D6): +4 Reputation Opponent: -2 Reputation Reveal: When claimed. Criteria: Discard this Intrigue and draw a new one if the enemy gang is not Outlaw. Claimed at the end of the battle if all enemy Leader and Champions (at least 1) that took part in the battle are taken Out of Action by your gang. INTRIGUES ♥ 9	MARK THE IMPURE <i>Evidence must be gathered for the prosecution of a suspected recidivist.</i> Law Abiding (1D6): +2 Reputation Reveal: When the action is taken. Criteria: Make a Pict Capture (Double) action within 6" of the enemy Leader. A fighter that has made this action can escape at the start of a subsequent activation if within 1" of an edge of the battlefield (not counting as Out of Action). Claimed in the Wrap-up if a fighter that made the action is not Out of Action and did not succumb to their injuries. INTRIGUES ♥ 10	CARRY A GUILD BOND <i>The Guilders need the deeds and bonds of their protected trade carried through a dangerous part of the hive.</i> Law Abiding (1D6): +2 Reputation Reveal: After deployment, choose a fighter in the crew to be the courier. Criteria: If the courier is in the enemy deployment zone, this fighter can be removed (not counting as Out of Action). If the enemy deployment zone does not follow the standard rules, discard this card and draw another. INTRIGUES ♥ JACK
BRING THEM IN DEAD OR ALIVE <i>The Merchant Guild offers cold, hard creds for bounties fulfilled – and doesn't care overly much how gangs go about collecting them, as long as they do.</i> Law Abiding (4D6): 50 credits per enemy fighter taken Out of Action. Reveal: When claimed. Criteria: Discard this Intrigue and draw a new one if the enemy gang is not Outlaw. Claimed during the Wrap-up after the battle. INTRIGUES ♥ QUEEN	RETRIEVE THE INFORMER <i>One of the enemy's gang is an Enforcer infiltrator who needs escorting to safety.</i> Law Abiding (3D6): 150 credits Reveal: At the start of any round, after rolling for priority, one random enemy fighter (not a Leader or Champion) is revealed as an imposter and counts as part of your gang for the remainder of the battle. Criteria: Active within your deployment zone when the battle ends. If taken Out of Action, the fighter suffers no Lasting Injury roll (the fighter never really took part in the battle). INTRIGUES ♥ KING	TWIST OF FATE <i>Through some twist of fate, an opportunity arises that your gang can get away with for no risk to their reputation.</i> Outlaw or Law Abiding: For one other Intrigue claimed during or after this battle, you may change its alignment to match your gang's. Reveal: When another Intrigue is claimed. Criteria: Claim another Intrigue. INTRIGUES JOKER

INTRIGUES ADDITIONAL

SCORCHED EARTH <i>If you can't have it, then no one can!</i> Outlaw (2D6): +2 Reputation Reveal: After deployment. Criteria: In Zone Mortalis, destroy at least 3 doors. In Sector Mechanicus destroy a piece of terrain within 6" of the centre of the battlefield (counting as T8 W8 and automatically hit). Wrecked terrain remains on the table, but is considered to be damaged in some significant way. INTRIGUES ♣ ACE	CRUEL AND UNUSUAL <i>A depraved patron likes to hear the piteous screams of their enemies, and has even sent the gang a vox recording device for just that purpose!</i> Outlaw (2D6): 1D3x10 credits Bonus Reward: 1D6x10 credits (instead) Reveal: When claimed. Criteria: If 2 enemies became Broken (caused by your gang's actions). Bonus criteria: 3+ enemy fighters became Broken. INTRIGUES ♣ 2	NO WITNESSES <i>Sometimes a quiet kill is just what is required to advance the criminal's plans.</i> Outlaw (2D6): 1D3x10 credits Bonus Reward: 1D6x10 credits (instead) Reveal: When claimed. Criteria: Take an enemy Out of Action with no other enemy fighters having Line of Sight to either the enemy fighter or the attacking fighter. Bonus Criteria: The fighter was taken Out of Action with a melee weapon. INTRIGUES ♣ 3
OUT OF FAVOUR <i>The gang's fallen out of favour with the their House and there is much dissention among the crew. Everyone is on edge.</i> Outlaw (3D6): +1D3 XP to each fighter. Bonus Reward: +1D6 XP to each fighter (instead). Reveal: After deployment. Criteria: Apply -2 Cool modifier to all fighters (max 12+). Win the battle. Bonus criteria: Additionally, no friendly fighters taken Out of Action. INTRIGUES ♣ 4	SPIES <i>Your gang's plans have fallen into enemy hands.</i> Outlaw (2D6): +1D3 XP to each fighter in the crew not taken Out of Action. Reveal: Before deployment. Criteria: Deploy first (regardless of normal rules). The opponent has Priority first turn. The opponent gains +1 on all Priority rolls. Claim in the Wrap-up if at least 1 fighter in the crew is not taken Out of Action. INTRIGUES ♣ 5	A BIT OF PAYBACK <i>A simmering anger has taken over your gang – maybe one too many stories of comrades getting scragged or their rivals swanning about in their turf has got your fighters riled up.</i> Outlaw (1D6): +1 XP for Coup de Grace (max once per fighter). Reveal: When completing a Coup de Grace action. Criteria: Perform at least 1 Coup de Grace. INTRIGUES ♣ 6
OUTLAW VENDETTA <i>Guilders aren't the only ones to put out bounties.</i> Outlaw (4D6): 60 credits per enemy fighter taken Out of Action. Reveal: When claimed. Criteria: Discard this Intrigue and draw a new one if the enemy gang is not Law Abiding. Claimed during the Wrap-up after the battle. INTRIGUES ♣ 7	MIND SLAVERS <i>A weak mind is fertile ground for predatory psykers. One such wyrd has requested the gang to be the catalyst for such an attack.</i> Outlaw (3D6): +2 Reputation Reveal: When Claimed. Criteria: An enemy fighter fails a Willpower test with a result of 10+. That fighter gains the Insane condition. INTRIGUES ♣ 8	DARK OFFERING <i>Dark powers demand their due. A cult has approached the gang for assistance in completing a ritual.</i> Outlaw (4D6): +3 Reputation Reveal: Start of the battle, choose a point on the battlefield at least 12" from your deployment zone. Criteria: When there are 3+ Seriously Injured fighters within 6" of that point. INTRIGUES ♣ 9

INTRIGUES ADDITIONAL

STRANGERS IN THE HIVE <i>Eyes watch from the darkness, waiting for your gang to lure some prey into their grasp.</i> Outlaw (4D6): +150 credits, AND the target goes into recovery in addition to other Lasting Injuries. They return with one of the following, roll 1D6: 1-2: Archeo-carapace 3-4: Frenzon Coller 5: Mantle Malifica 6: Displacer Field This wargear can never be removed, it is hardwired to the fighter's spinal column! Reveal: When claimed. Criteria: Take an enemy fighter Out of Action with a melee attack. The target must be more than 12" away from any models in their own gang. INTRIGUES ♣ 10	THE PAYOFF <i>Credits often work as well as bullets to change someone's mind.</i> Outlaw (3D6): +1 Reputation per successful bribe. Reveal: When the action is first taken. Criteria: Make the Bribe (Basic) action while Engaged with an enemy Ganger or Juve. The enemy must pass a Willpower test or receive 1D3x10 credits, then be removed from the battle (not counting as Out of Action). Claimed after the first enemy fighter is successfully bribed (you can continue to bribe the rest of the battle). INTRIGUES ♣ JACK	FAILED ASSASSINATION <i>There are few rules when it comes to gang warfare, and some fighters are not above evening the odds before the battle has begun.</i> Outlaw or Law Abiding: +1D6 XP to the fighter. Reveal: After deployment, a random friendly fighter in the crew suffers -1 Move, WS, BS and Strength. Criteria: The fighter must survive without being Seriously Injured or taken Out of Action. INTRIGUES ♣ QUEEN
VOX FAILURE <i>Gangers must often make do with second rate equipment – whatever the House deigns to give them or what they can scrounge from underhive traders.</i> Outlaw or Law Abiding: +1D3 XP to each fighter. Reveal: At the start of the game. Your Leader's Leading by Example range is reduced to 6". Apply a -1 modifier to Leadership and Cool to friendly fighters without Line of Sight to other friendly fighters (max 12+). Criteria: Win the battle. INTRIGUES ♣ KING	SUPERIOR TOOLS <i>The Iron Guild has given the gang an experimental weapon, eager to see its effects in action.</i> Law Abiding (2D6): +1 Reputation. Reveal: At the start of the battle, a weapon of your choice carried by a random friendly crew member gains +1 Strength and Damage. Criteria: Claimed at the end of the battle if you win the battle and the weapon was used at least once for an attack. INTRIGUES ♦ ACE	DANGEROUS GROUND <i>A particular patch of turf is vital to your House and must be held at all costs.</i> Law Abiding (2D6): 100 Credits OR claim 1 unclaimed Territory. Reveal: At the start of the battle select 1 piece of terrain or Zone Mortalis tile (anywhere at least 12" from your deployment zone). Criteria: No enemy fighters at the end of the battle within 6" of the chosen piece of terrain or on the Zone Mortalis tile. INTRIGUES ♦ 2
MEAT FOR THE MACHINE <i>The meat harvesters are always offering good sums for fresh meat, and often gather on the levels below a gang fight to gather up the leftovers.</i> Law Abiding (1D6): +1 Reputation Bonus reward: +1 Reputation. Reveal: When claimed. Criteria: Knock 1 enemy down a pitfall or Out of Action from a fall (caused by a friendly fighter's actions). Bonus criteria: 3+ enemies have gone Out of Action this way. INTRIGUES ♦ 3	SUPPRESSION ORDER <i>Keeping an enemy gang kissing the ground is a good way of letting them know their place.</i> Law Abiding (1D6): +1 Reputation Reveal: When claimed. Criteria: All enemy fighters on the battlefield is Prone at the end of a round. INTRIGUES ♦ 4	JUVE CULL <i>Separating the spores from the scum is good for all of the Houses, plus, it keeps the locals in line.</i> Law Abiding (2D6): +1 Reputation per qualifying fighter taken Out of Action. Reveal: At the end of the battle. Criteria: Take enemy Juvies Out of Action. If the enemy has no Juvies, take up to 3 Gangers with the lowest Credits value Out of Action instead. INTRIGUES ♦ 5

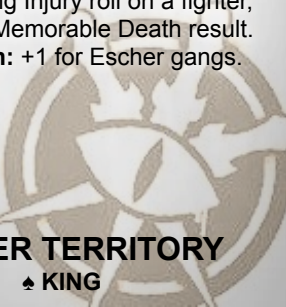
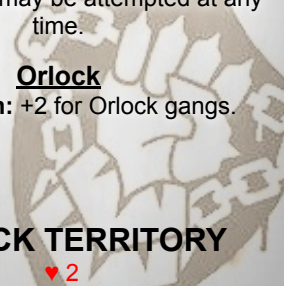
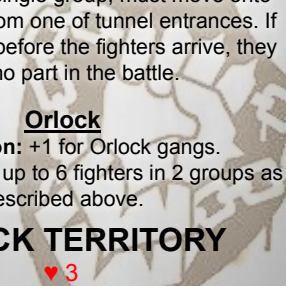
INTRIGUES ADDITIONAL

EXTREME DISPLEASURE <i>For reasons known only to the noble, one of the enemy fighters has earned their ire.</i> Law Abiding (2D6): 1D6x10 credits Bonus reward: +1D6x10 credits Reveal: Before deployment. Criteria: Randomize an enemy fighter before deployment. Take the fighter Out of Action. Bonus criteria: Take the fighter Out of Action with a Melee weapon or Coup de Grace. INTRIGUES ♦ 6	NOBLE NIECE/NEPHEW <i>One of the gang's fighters is a distant relation to someone powerful and must be protected.</i> Law Abiding (1D6): 1D3x10 credits Bonus reward: 1D6x10 credits (instead) Reveal: Before deployment, randomly choose one of your Juvies, Ganger if no Juvies. Criteria: At the end of the game, the chosen fighter has suffered no wounds. Bonus criteria: If they also inflicted at least one wound on an enemy, After the battle, it turns out that they were not related at all and that it was a clerical error. INTRIGUES ♦ 7	LOST HEIRLOOM <i>Some vitally important object has been lost by the noble and they want the gang to recover it for them.</i> Law Abiding (1D6): 2D6x10 credits Reveal: When the action is first taken. Criteria: Make a Search (Double) action within 3" of a Ductway (2d) or any upper levels of a scenery roughly 12" or less wide (3d). The Search is successful and the heirloom is found on a 5+, or if it was the last unsearched area. If unsuccessful, it is not in this area (search a different area next time). INTRIGUES ♦ 8
A WARNING <i>The gang has a message from the Enforcers or Guilders to deliver, and they want to make sure the enemy Leader knows just who it is from before punishment is given.</i> Law Abiding (2D6): 1D6x10 credits Bonus reward: +1D6x10 credits Reveal: When claimed. Criteria: If one of your fighters makes a successful melee attack against the enemy Leader, you may choose not to roll to wound for any hits scored, ending the attack without effect. Bonus Criteria: If the fighter delivering the warning is your Leader. INTRIGUES ♦ 9	WORK FOR THE DOCS <i>A local sawbones needs the gang to drum up some business the old fashioned way.</i> Law Abiding (3D6): 1D3x10 credits per qualifying fighter Bonus Reward: 1D6x10 credits per qualifying fighter taken to the doc (instead) Reveal: End of battle. Criteria: A fighter (friend or foe) went Out of Action without suffering a Memorable Death (66). Bonus criteria: Any fighters were escorted to a doc. INTRIGUES ♦ 10	COLD TRADE <i>An enemy fighter is unwittingly carrying an off-world object of great interest to the Guilders.</i> Law Abiding (3D6): +2 Reputation Reveal: First time rolling. Criteria: Take an enemy Out of Action in melee or with a Coup de Grace action. Roll a 1D6, adding 1 to the result for each enemy fighter previously sent Out of Action in melee or with a Coup de Grace action. Claimed on a 6+. INTRIGUES ♦ JACK
CONTEMPTUOUS TAKEDOWN <i>A good yarn about a contemptuous takedown is useful propaganda for the House.</i> Outlaw or Law Abiding: +1 Reputation Bonus reward: +1 Reputation. Reveal: When claimed. Criteria: Take an enemy fighter Out of Action with an unarmed attack. Bonus criteria: The enemy taken Out of Action was a Leader or Champion. INTRIGUES ♦ QUEEN	LOADED FOR SUMP SPIDER <i>Extra ammo rations have reached the gang and every fighter has pockets full of shells, bullets and power packs.</i> Outlaw or Law Abiding: +1D3 XP to all fighters in the crew not taken Out of Action. Bonus reward: +1D6 XP to all fighters in the crew not taken Out of Action (instead) Reveal: Before deployment. Re-roll any failed ammo tests during the battle. Suffer +1 Damage from all incoming ranged attacks. Criteria: Win the battle. Bonus Criteria: No friendly fighters were taken Out of Action. INTRIGUES ♦ KING	DRIFTER <i>A famous Hired Gun has turned up to settle an old score against your gang.</i> Outlaw or Law Abiding: +1D3 XP to all fighters in the crew not taken Out of Action. Bonus Reward: +2 Reputation Reveal: You may choose to reveal this Intrigue before deployment. If you do, the opponent may add a Dramatis Personae to their Crew for free this battle without increasing their Rating. If no model is available, discard. Criteria: Win the battle. Bonus Criteria: Take the Dramatis Personae Out of Action INTRIGUES JOKER

TERRITORIES

OLD RUINS <u>All Gangs</u> Income: 1D3x10+10 per Dome Runner. TERRITORY ♠ 1	SETTLEMENT <u>All Gangs</u> Income: 1D6x10. Reputation: +1 Recruit: Roll 2D6. If one dice rolls a 6, a free Juve may be recruited. If both dice rolls 6s, a free Ganger may be recruited instead. TERRITORY ♠ 2	ROGUE DOC SHOP <u>All Gangs</u> Recruit: Rogue Doc. Income: 1D6x5, if also controlling Blood Pits. TERRITORY ♠ 3
PROMETHIUM CACHE <u>All Gangs</u> Equipment: 3 fighters gain Incendiary charges. Special: Re-roll any Ammo checks for Blaze weapons. TERRITORY ♠ 4	WASTES <u>All Gangs</u> Special: If challenged in the the Expansion Phase, choose which Territory is at stake (instead of the challenger as normal). If challenged in the Takeover Phase for a Territory already controlled by the gang, the Leader can try to pass an Intelligence check to play as Attacker on the Ambush scenario instead of rolling on the scenario table. TERRITORY ♠ 5	SLUDGE SEA <u>All Gangs</u> Equipment: 3 fighters gain Choke gas grenades. Special: Re-roll any Ammo checks for Gas weapons. TERRITORY ♠ 6
WORKSHOP <u>All Gangs</u> Recruit: Ammo-jack. Income: 1D6x5, if also controlling Bullet Cutting. TERRITORY ♠ 7	COLLAPSED DOME <u>All Gangs</u> Income: Roll 1 to 6 dice all at once. Receive 10x the result rolled if no doubles are rolled. If doubles are rolled the dome fully collapses and is removed from the campaign! TERRITORY ♠ 8	HIDEOUT <u>All Gangs</u> Income: 1D3x10. Recruit: Roll 1D6. If the roll is a 6, a free Juve may be recruited. Special: Finding a new Hideout, while annoying, is relatively easy. Hideouts can never be declared as the stake for a battle or lost in any way. A gang may only ever have one Hideout. STARTING TERRITORY

TERRITORIES

SLAG FURNACE <u>All Gangs</u> Income: 1D6x5. <u>Goliath</u> Reputation: +2 for Goliath gangs. Recruit: Roll 2D6, on a roll of 6 on either dice, a single Juve may be recruited for free. If both dice come up as 6, a ganger may be recruited for free instead.  GOLIATH TERRITORY ♠ 9	GENE CONDITIONING GYM <u>All Gangs</u> Equipment: 3 fighters gain Stim-slug stashes. <u>Goliath</u> Reputation: +2 for Goliath gangs.  GOLIATH TERRITORY ♠ 10	SMELTING WORKS <u>All Gangs</u> Income: 1D6x5 credits. <u>Goliath</u> Income: 1D6x5, or 1D6x10 if also controlling Slag Furnace.  GOLIATH TERRITORY ♠ JACK
SYNTH STILL <u>All Gangs</u> Special: Chem synths, medicae kits, stim-slug stashes and any weapon with the Gas or Toxin traits are treated as Common in the Trading post. <u>Escher</u> Special: Same as above, but at half the cost (rounded up). Reputation: +1 for Escher gangs.  ESCHER TERRITORY ♠ QUEEN	STINGER MOULD SPRAWL <u>All Gangs</u> Special: During the post-battle sequence, re-roll a single Lasting Injury result on a fighter. Memorable Death may not be re-rolled. <u>Escher</u> Special: Remove a single existing Lasting Injury from a fighter or re-roll a single Lasting Injury roll on a fighter, including a Memorable Death result. Reputation: +1 for Escher gangs.  ESCHER TERRITORY ♠ KING	NARCO DEN <u>All Gangs</u> Income: 1D6x5 credits. <u>Escher</u> Reputation: +1 for Escher gangs. Income: 1D6x5, or 1D6x10 if also in control of a Synth Still.  ESCHER TERRITORY ♥ ACE
MINE WORKINGS <u>All Gangs</u> Income: 1D6x10. Add 1D6 for any Captured fighters set to work in the mines instead of selling them to the Guilders. If the Territory changes control, the Captives remain working the mine. A Captive working the mine may not subsequently be sold to the Guilders. While a Captive is working the mine, rescue may be attempted at any time. <u>Orlock</u> Reputation: +2 for Orlock gangs.  ORLOCK TERRITORY ♥ 2	TUNNELS <u>All Gangs</u> Special: This boon may not be used if defending with Sneak Attack rules, or attacking against Home Turf Advantage. Before deployment, choose up to 3 fighters from the crew to deploy via tunnels. During the deployment, set up 2 tunnel entrance markers (2" wide) on any table edge on the ground surface. During the Priority phase of each turn, the group arrives on a 4+. They may be activated as a single group, must move onto the battlefield from one of tunnel entrances. If the battle ends before the fighters arrive, they take no part in the battle. <u>Orlock</u> Reputation: +1 for Orlock gangs. Special: Deploy up to 6 fighters in 2 groups as described above.  ORLOCK TERRITORY ♥ 3	TOLL CROSSING <u>All Gangs</u> Income: 1D6x5. <u>Orlock</u> Special: Get Priority in the first round of any battle. Any gang in the campaign may pay the Orlock gang 20 credits to gain the same benefit in a single battle against another gang.  ORLOCK TERRITORY ♥ 4

TERRITORIES

GENERATORIUM <u>All Gangs</u> Special: The power may be cut any round before rolling for Priority, enabling the Pitch Black rules. At the start of each End phase, before making any Bottle tests, the generators restart on a 5+ and the Pitch Black rules immediately cease to be in effect. Once per battle. <u>Van Saar</u> Reputation: +1 for Van Saar gangs. VAN SAAR TERRITORY ♥ 5	ARCHAEOTECH DEVICE <u>All Gangs</u> Special: Any number of weapons may be given one of the following Traits for free: Blaze, Rad-phage, Seismic, or Shock. All weapons must be given the same Trait and new weapons may also be given this Trait. These weapons also gain the Unstable Trait. If the Territory is lost, the weapons lose these additional traits. Grenades and other wargear are not weapons. <u>Van Saar</u> Special: Choose 2 Traits instead of 1 from the list above. Reputation: +2 for Van Saar gangs. VAN SAAR TERRITORY ♥ 6	TECH BAZAAR <u>All Gangs</u> Income: 1D6x10 credits. Equipment: Select one Leader or Champion to make a Haggle post-battle action: Roll 2D6 (+1 if the fighter has Exotic Furs). One item from the Rare Trade chart with a Rare value equal to the result can be purchased for half the cost (rounded down). If the roll is lower than 7, pick a Common item for half cost (rounded down) instead. If the roll is 3 or less, no discount is gained. <u>Van Saar</u> Income: 1D6x10, or 2D6x10 credits if also in control of an Archaeotech Device. Reputation: +1 for Van Saar gangs. VAN SAAR TERRITORY ♥ 7
REFUSE DRIFT <u>All Gangs</u> Income: 2D6x5. If a double is rolled, a random fighter must miss next game (Recovery). <u>Cawdor</u> Income: 2D6x5 without the risk of a fighter going into Recovery. Reputation: +1 for Cawdor gangs. CAWDOR TERRITORY ♥ 8	CORPSE FARM <u>All Gangs</u> Income: 1D6x10 for every fighter from either side that was deleted from their roster during the post-battle of the preceding battle due to being killed. <u>Cawdor</u> Income: 2D6x10 for every fighter from either side that was deleted from their roster during the post-battle of the preceding battle. Reputation: +1 for Cawdor gangs. CAWDOR TERRITORY ♥ 9	BONE SHRINE <u>All Gangs</u> Income: 2D6x5. <u>Cawdor</u> Income: 4D6x5. Reputation: +2 for Cawdor gangs. CAWDOR TERRITORY ♥ 10
DRINKING HOLE <u>All Gangs</u> Reputation: +1. Special: Any fighter may re-roll failed Cool checks. If this option is used, the fighter suffers a -1 hit modifier for the rest of the battle. <u>Delaque</u> Reputation: +2 for Delaque gangs. Special: Nominate 3 enemy fighters at the start of the battle, they suffer a -1 to all tests and checks for the battle. DELAQUE TERRITORY ♥ JACK	GAMBLING DEN <u>All Gangs</u> Reputation: +1. Income: Choose a suit of cards, then draw a card (from a deck including 2 jokers): • Same suit: Card value x 10. • Same colour: Card value x 5. • Joker: Pay all income earned in this post-battle sequence to a random gang taking part in the campaign. <u>Delaque</u> Reputation: +2 for Delaque gangs. Special: Nominate a single enemy fighter at the start of the battle. That fighter takes no part in this battle. DELAQUE TERRITORY ♥ QUEEN	NEEDLE WAYS <u>All Gangs</u> Special: This boon may not be used if defending with Sneak Attack rules, or attacking against Home Turf Advantage. 3 fighters that are part of the crew may be infiltrated ahead of any battle. At the end of the first round, nominate any spot on the ground surface of the battlefield and set up each infiltrating fighter within 2" of that spot. <u>Delaque</u> Special: Infiltrate 6 fighters instead of 3 as described above. The fighters are divided into 2 groups, the groups are specified before the battle. DELAQUE TERRITORY ♥ KING

RACKETS

NARCO-DISTRIBUTION Special: Chem synths, medicae kits, stim-slug stashes and any weapon with the Gas or Toxin traits are treated as Common in the Trading Post (not counting Black Market equipment). Linked: Out-Hive Smuggling Routes (♦2) Ghost Prospecting (♦3) Narco Den (♥1) Income (Linked 0, 1, 2): 1D6x10, 2D6x10, 3D6x10 RACKET ♦ ACE	OUT-HIVE SMUGGLING ROUTES Linked: Ghost Prospecting (♦3) The Cold Trade (♦4) Needle Ways (♥13) Income (Linked 0, 1, 2): 1D6x10, 2D6x10, 3D6x10 RACKET ♦ 2	GHOST PROSPECTING Equipment: 3 doses of Ghost each battle. Temp! Linked: Out-Hive Smuggling Routes (♦2) Caravan Route control (♣9) Synth Still (♠12) Income (Linked 1, 2): 2D6x10, 4D6x10 RACKET ♦ 3
THE COLD TRADE Special: Xenos weapons (Black Market) are treated as Common. Equipment: 1 Xenos weapon. Temp! Once! Linked: Out-Hive Smuggling Routes (♦2) Spire Patronage (♣6) Tech Bazaar (♥7) Income (Linked 1, 2): 1D6x10, 2D6x10 RACKET ♦ 4	LIFE COIN EXCHANGE Recruit: 2x Hive Scum or 1x Bounty Hunter each battle worth up to 200 credits (including equipment). Linked: Whisper Brokers (♦7) Corpse Guild Bond (♦8) Corpse Farm (♥9) Income (Linked 1): 1D6x10 Special (Linked 2): All gang members gain Fearsome (skill). Temp! RACKET ♦ 5	XENOS BEAST TRAFFICKING Special: Grapplehawks and Gyrinx Cats (Black Market) are treated as Common. Equipment: 1 Grapplehawk or Gyrinx Cat (Leader only). Temp! Once! Linked: Out-Hive Smuggling Routes (♦2) Blood Pits (♣5) Tunnels (♥3) Income (Linked 1, 2): 1D6x10, 2D6x10 RACKET ♦ 6
WHISPER BROKERS Special: +D3 Tactics cards each battle. Linked: Life Coin Exchange (♦5) Peddlers of Forbidden Lore (♣13) Drinking Hole (♥11) Special (Linked 1): When challenged, choose the Resource at stake (instead of the challenger as normal). Special (Linked 2): When challenged for an already controlled Asset, the Leader can try to pass an Intelligence check to play as Attacker on the Ambush scenario instead of rolling. RACKET ♦ 7	CORPSE GUILD BOND Exclusive: Cannot control other Guild Bond Rackets. Income: 1D6x10+10 per other Asset controlled. Recruit: • Law Abiding: Form an automatic alliance with the Guild. Can always add the Guild to the crew each battle. • Alternatively or Outlaw: Form an automatic alliance with the Guild. 1x Bounty Hunter + 2x Hive Scum worth up to 300 credits total (including equipment) each battle. RACKET ♦ 8	SLAVE GUILD BOND Exclusive: Cannot control other Guild Bond Rackets. Income: 1D6x10+10 per other Asset controlled. Recruit: • Law Abiding: Form an automatic alliance with the Guild. Can always add the Guild to the crew each battle. • Outlaw: Form an automatic alliance with the Guild. 1x Bounty Hunter + 2x Hive Scum worth up to 300 credits total (including equipment) each battle. RACKET ♦ 9

RACKETS

PROMETHIUM GUILD BOND Exclusive: Cannot control other Guild Bond Rackets. Income: 1D6x10+10 per other Asset controlled. Recruit: - Law Abiding: Form an automatic alliance with the Guild. Can always add the Guild to the crew each battle. - Outlaw: Form an automatic alliance with the Guild. 1x Bounty Hunter + 2x Hive Scum worth up to 300 credits total (including equipment) each battle. RACKET ♦ 10	GUILD OF COIN BOND Exclusive: Cannot control other Guild Bond Rackets. Income: 1D6x10+10 per other Asset controlled. Recruit: - Law Abiding: Form an automatic alliance with the Guild. Can always add the Guild to the crew each battle. - Outlaw: Form an automatic alliance with the Guild. 1x Bounty Hunter + 2x Hive Scum worth up to 300 credits total (including equipment) each battle. RACKET ♦ JACK	WATER GUILD BOND Exclusive: Cannot control other Guild Bond Rackets. Income: 1D6x10+10 per other Asset controlled. Recruit: - Law Abiding: Form an automatic alliance with the Guild. Can always add the Guild to the crew each battle. - Outlaw: Form an automatic alliance with the Guild. 1x Bounty Hunter + 2x Hive Scum worth up to 300 credits total (including equipment) each battle. RACKET ♦ QUEEN
ARCHAEOTECH AUCTIONING Equipment: 1 Imperial weapon (Black Market). Temp! Once! Linked: Proxies of the Ommissiah (♣3) The Cold Trade (♦4) Archaeotech Device (♥6) Income (Linked 0, 1, 2): 2D6x10, 3D6x10, 4D6x10. If a double is rolled, gain nothing. RACKET ♦ KING	WITCH SEEKING Exclusive: Law Abiding only! Converted into Wyrd Trade if controlled by Outlaws. Special: Each fighter can add Shock to 1 of their Melee weapons. Temp! Linked: Redemptionist Backers (♣2) Slave Guild Bond (♦9) Promethium Cache (♣4) Income (Linked 1): Double the income when Claiming Bounties for Psykers (including temporary Psykers). Special (Linked 2): The Leader can try to pass an Intelligence check to double the income when Claiming Bounties. RACKET ♣ ACE	REDEMPTIONIST BACKERS Exclusive: Cannot be claimed by Cults (Chaos, Genestealer, Corpse Grinder). If they gain control, it becomes dormant until claimed by a different type of gang. Special: Re-roll failed Ammo checks for Blaze weapons. Linked: Promethium Guild Bond (♦10) Witch Seeking (♣1) Bone Shrine (♥10) Income (Linked 1, 2): 1D6x10, 2D6x10 RACKET ♣ 2
PROXIES OF THE OMMISSIAH Special: Can re-roll any failed Ammo checks. Bionics are treated as Common. Linked: Archaeotech Auctioning (♦13) Promethium Guild Bond (♦10) Generatorium (♥5) Income (Linked 1): 1D6x10 Special (Linked 2): Each fighter can add Shock or Seismic to 1 of their weapons. These weapons also gain Unstable. Temp! RACKET ♣ 3	ROGUE FACTORIA DISTRIBUTION Income: 1D6x10. Special: 6 fighters gain either a reclaimed autogun or reclaimed autopistol. Linked: Production Skimming (♣11) Bullet Cutting (♣7) Mine Workings (♥2) Special (Linked 1): 1 Counterfeit weapon (Regular Trading Post). See The Book of Judgement Page 16. Temp! Once! Income (Linked 2): 2D6x10 RACKET ♣ 4	BLOOD PITS Recruit: 2x Hive Scum worth up to 150 credits total (including equipment). Linked: Slave Guild bond (♦9) Xenos Beast Trafficking (♦6) Gene Conditioning Gym (♠10) Special (Linked 1): Leaders or Champions can fight as a post-battle action. Pass a WS check with a -1 modifier to permanently gain a random Combat or Brawn skill. If a double 1, the fighter suffers a Lasting Injury. Other gangs may pay you a negotiated rate to use this Boon as well, if they pass the test they gain 1D3x10 credits as well. Income (Linked 2): 2D6x10 RACKET ♣ 5